

# Lock Stock and Two Smoking Fireballs

## Episode 3 – Pour One Out

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## Introduction (00:00:00)

Midge: Welcome back to Lock Stock and Two Smoking Fireballs.

When we last left off, our crew of outcasts had embarked on their most lucrative job yet, transporting a pot of powerfully potent black tea to a mysterious buyer in Hellsea.

After prepping for the journey, they hit the road in a reinforced carriage, keeping an eye out for trouble. And it didn't take long for it to find them. They were beset upon by Street Genies on velocipedes, then fae attackers from the Carnabal.

The chase had kicked off with Cheeky bringing down a crane operator and the crane itself. Then Rover drove through a park, a plaza, and now towards Poxhall Bridge. At the far end of said bridge are a line of Porcelain Police, waiting to put the crew in irons if they are caught.

But they have more immediate threats. Like the newly arrived Twilight Twins, assassins of the Queenly Court, here to take the half-a-million gold piece prize. They land directly in the middle here. [puts the magnets on the graph of the fight]

Sam: Ooh. On the van.

## The downfall of the Twilight Twins (00:01:13)

Midge: And so, we return to the runaway carriage. We return to Pete, Maureen and Cheeky atop the roof, Carlos beneath their feet inside, and Rover struggling at the controls. Maureen, I believe it's your turn.

AJ: So, I have a feeling that uh- that I will know- I know these twins.

Midge: You've seen them perform in the Queenly Court, yes.

Maureen: Well, look who it is. If it isn't the twins, the great, great twins- You may not recognise me.

Sam: 'Cause you look like John McClane?

AJ: Yeah.

Solaquin: Maureen?

Lunetta: Quickfoot, I think.

Solaquin: I do think as well. Mmm.

Tom: This is gonna be exhausting for you.

AJ: Could you just roll that back, and could you just- just for a cool bit, could you just say, "No, I don't know who you are"?

Midge: Okay.

Tom: Great.

Maureen: I bet you don't recognise me, do ya, twins?

Lunetta: Mmm, I suffer at the recollection of this foe.

Solaquin: Yes! Their visage is somewhat perplexing.

Maureen: Well, will this jog your memory?

AJ: I cast Bloom. Dun da-da-da da-da-dun

Lunetta: We have all the time in the world, it seems.

AJ: Dud-da- HHHYYYAAAAAGGGH!!

Tom: She's got- She's got Super Sayan!

Maureen: How about tha- How about that then?

Solaquin: It's not ringing any bells.

Luke: Maybe it's 'cause the wig is on sideways.

AJ: Ah, fuck. Well, I fucked up the spell. Doesn't matter.

Maureen: Maybe you'll recognise it when I do this. Dissonant Whispers.

AJ: [gestures to the camera s] Wherever the fuck- where are- wherever you are, Dissonant Whispers attack. [dice roll]

Lunetta: She said, Dissonant Whispers

Solaquin: but didn't whisper it at all.

AJ: That's a 16... to hit.

Sam & Luke: Oh, it's a Wisdom saving.

AJ: It's a Wisdom saving throw- -

Luke: Ahhh, you don't have to roll.

Sam: Oh, you don't even have to roll to hit.

AJ: Oh, okay, Wis-

Midge: Right, so I'm rolling for- for them.

Tom: What are you whispering?

Maureen: Just try and save your--

AJ: Well, I'm whispering dissonant whispers.

Tom: [whispering] "Dissonant whispers."

Midge: That is... gonna fail.

Tom: Aaah!

Sam: Ohhh! First spell of the episode today.

AJ: Classic Maureen.

Sam: No. They failed.

Midge: No no no. I failed the save.

AJ: Oh fuck! Yes! Okay.

Midge: So which one of- Which one of them are you targeting? There is one that is dressed in red, gold, and yellow as the sun, and there is one dressed in sort of like, silver black and dark blue as the moon. Solaquin and Lunetta, the Twilight Twins.

AJ: I'm gonna hit the uh- Lunetta.

Midge: Lunetta, right.

Luke: Moony.

AJ: Three of these. You ready for big damage?

Sam: Come on.

Tom: Big boy. Three 1s. Three 1s.

AJ: Accent's really- really gone downhill since the last session, but... [dice roll]

Tom: It's perfect.

AJ: 5.

Sam: 5, oh!

Tom: Oh!

AJ: [dice roll] 3.

Sam: 8.

AJ: [dice roll] 4. That's it.

Midge: So...

Luke: 12.

Midge: Altogether?

AJ: 12.

Sam: 12, Jesus.

AJ: That's a 12~!!

Tom: Dun dun dun

Midge: Uh- you- uh- wha- What does it look like as you utter these dissonant whispers?

AJ: She- She dances over to them, and then- and then grabs them and goes, [dissonantly whispering]

Midge: Right.

AJ: Like that.

Midge: Cool. They stand still whilst you whisper in their ear.

AJ: [dissonantly whispering] Right in their ear.

Lunetta My! Such discord! My- I think I hear in mine- ear...

Solaquin: What are you talking about? What- Defend yourself, Lunetta!

Lunetta: No! Something keeps me in this position!

Maureen: It's me! I'm holdin' you.

Midge: You- You whisper these strands of sinister energy and drain them of energy, doing 12 points of damage.

Pete: Great job, Maureen!

Maureen: [whispering] Thank you very much.

Pete: Ow!

Midge: Is that the end of your go?

AJ: I'm now going to move. I'm gonna do a backflip.

Tom: Oh.

AJ: It's a b- backflip.

Tom: No, I love it. Oh oh backflips!

AJ: Back in- into the car.

Midge: Kind of a reverse of what you did...when you came out of the carriage.

AJ: A reverse in the car... so that I can get my plus 5.

Midge: When you move out of their reach, they are gonna make an attack against you.

AJ: Roger.

Midge: So... [dice roll] That is a miss! As you...

AJ: Fuck yeah.

Midge: As you... flip out of their range.

AJ: Maureen just came in, fuckin' whispered, straight back out again. And I'm just hiding in the back seat.

Midge: Do yas wanna move- them to a diff- I don't know if it's easy to-

Sam: Either a mid stop, I don't know if it's easy to- or centre of the car, basically.

AJ: So, another thing that happens when you use Dissonant Whispers is that if it hits, uh- uh- it must- it must immediately use its Reaction... The person who gets hit... The person who gets hit must immediately use their Reaction to move as far away from Maureen as it can using the safest route.

Tom: Oooh~!

AJ: So I go, [whispering] Then I backflip back through the thing, but then you have to go somewhere.

Midge: So before you back. this is gonna happen first, Okay. this is gonna happen first, 'cause that is their Reaction to do this. So they hear these whispers, and Lunetta goes,

Lunetta: Ah! Methinks! Uhhh- Exit carriage left!

Midge: And they go into the carriage.

Luke: What?

Midge: They flip over the side and head inside.

Tom: Balls. That's as far away as she can get?

Midge: Safely out of line of sight of Maureen.

Tom: Yeah, I know. Fair, fine.

Luke: Shortly to be joined by Maureen.

Sam: Maureen will, "Where the fuck do you think you're goin'?"

Tom: So, she's now got plus 5 AC.

Sam: Only from people outside the car.

Tom: Oh, okay. Yeah, that makes sense.

Midge: As she does, you would be able to use your Reaction before you move to make an attack on her as she goes past you, though. Would you like to make a free attack of your choice?

AJ: Yes, I'd like to make a Unarmed Strike.

Midge: Excellent. Roll to hit.

AJ: [dice roll] Uh... 11.

Midge: That's a fail, unfortunately. She flips out of the way, fleeing from you with this with this horrible noise in her ear. And she lands inside the carriage, seeing Carlos. I'm gonna roll a quick Perception check. [dice roll]

Luke: I look like a dog though.

Midge: Oh, wow. Consider me flummoxed. She- She looks you over and draws a knife. Um-

Luke: I see how it is.

Midge: Uh, okay. Is that, and then- Did you want to go into the carriage as well?

AJ: You bet. I go...

Maureen: Where are you goin' there?

AJ: And then I do what I've said, yeah.

Midge: Cool, yeah. Give me an Acrobatics check.

AJ: Oh! [chuckling] [dice roll] That's a- That's a fuckin'- 9.

Midge: I'm gonna say that you flip, but um- the window is closed, and you and you and you're holding onto the outside.

Maureen: Ah, fuck!

AJ: It was all going so well.

Midge: We have a shot of Maureen face against the glass. That is the end of your go. It's Carlos next.

Luke: Nice. Okay! I'm stunned to see this little like- little- What- What is this? Are you- Are you a- A human? An elf?

Midge: Luke, I'm a man like any other.

Luke: Not- Not you, Midge! The- the- Lunetta.

Midge: Um- You're not sure. They're kind of like, wearing like form fitting- like, acrobat's garb with a crescent moon mask.

Luke: Stunned to see this acrobat enter the vehicle, I launched a guiding bolt at it.

Midge: Okay. This is gonna be a ranged spell attack. Because they are so close to you, you'll be rolling with Disadvantage.

Luke: Oh, what?

Midge: Yeah. 'Cause they're in melee range right now.

AJ: Don't use a ranged thing.

Luke: Well then I- Yeah. Then I won't- I won't use that.

Midge: What you can do though, because it's still active, you've got your Spiritual Weapon. If you wanted, you could try and move it into the carriage - to attack them. –

Tom: Straight through Maureen.

Luke: I can, but that's a Bonus Action, isn't it?

Midge: Yeah, it is a Bonus Action.

Luke: Yeah yeah yeah. So I'll do the normal Action first.

Midge: Cool, yeah. By all means.

Luke: Nice. Let's go in. Let's go in with my dagger.

AJ: Hell yeah.

Sam: Just gotta advance-

Luke: Go for a big ol' strike with my dagger. Come on! - [dice roll] –

Sam: Stab 'em.

Luke: Ohhhhh~ That's a 9 plus 5. That's 14.

Midge: 14 hits.

Luke: Yes!

Sam: Ahhh!

Tom: Little stabby.

Luke: Alright, come on. Okay.

Sam: Stab him.

AJ: I'm watching through the window.

Maureen: NICE!

Luke: [dice roll] And the damage is... Ah, damn it. It's only 4 in total.

Midge: 4 in total, okay.

Luke: I'm gonna bring that Mace in that- that S- um- Spiritual Weapon I've got outside. Ummm- Alright, here we go. [dice roll] 11 plus 6. 17.

Midge: 17 to hit?

Luke: Yes.

Midge: That's a hit.

Luke: Nice, good. Okay.

Tom: Stab. Bonk.

Luke: [dice roll] 6.

Tom: Give him the old stab and bonk.

Luke: I hit it with 6.

Sam: Tiny dagger and then a giant Spectral Mace.

AJ: We've done a good bit of damage.

Sam: Yeah, yeah.

Midge: Yeah, that was uh-

Sam: We have fucked these twins up.

Midge: That was more than they were expecting to take immediately after they backflipped onto our carriage. [pained screams] Ready for my full...

Pete: You're a piece of shit.

Sam: Let's kill one twin in front of the other one.

Tom: Wow.

Midge: Are you moving at all? Or are you gonna stay in the carriage?

Luke: Uh- Well, I feel like outside is also dangerous, so unfortunately I'm gonna stay in the carriage. But I call out- [laughs] [French accent] Gentlemen, a little hel- No, I'm not French.

Sam: I call out, "Gentlemen, I'm not French." Gentlemen!

Carlos: A little help in here, please.

Midge: The rest of you on the roof hear this- this cry of alarm. Lunetta sort of like, shakes their head. And goes,

Lunetta: Hah. Ssssh. Going a little off book. [heavy breathing] Solaquin, dearest, join me.

Midge: And, uh- Solaquin is going to make a motion into the carriage as well.

Tom: I feel like I'm within- I'm within five feet of Solaquin right now.

Midge: Everyone on the roof will get an Attack of Opportunity as they uh-

Luke: Everyone? On the roof?

Midge: As they uh- as they-

AJ: I'm not on the roof.

Cheeky: Pete.

Sam: [To Midge] Can an Attack of Opportunity be a shove?

Luke: [To AJ] Oh you're inside?

AJ: I'm on this- hanging on the side again.

Luke: Ah, you on the roof.

Midge: [stretched out] I... We'll find out.

Tom: Let's find that shit out. Alright. [dice roll] 13. Plus... 19. 19 to hit.

Sam: 13.

Midge: 13 fails. 19 does hit.

Tom: So, just as they're going past, [stabbing motion] Oi!

Midge: What do you do?

Tom: Oi!

Midge: Oh, you're stabbing them.

Tom: Yeah, yeah, yeah.

Midge: Roll damage.

Tom: Stabbing 'em with a- with my dagger. Nice and simple.

Sam: Pete was coming in at the same time then saw the dagger and went,

Pete: Oh, sorry.

Tom: And that is [dice roll] And that is r- 3... 7 damage.

Midge: 7 damage.

Tom: So it just like- I actually stick it out just in front of their neck. And he moves through it.

Luke: Oh hoh!

Tom: And just like, slice a gouge out of their neck.

Midge: Sure.

Luke: Eeek!

Midge: You- You-

Tom: I use their grace against them.

Midge: You slice through their- through their neck, and you see a ribbon of red silk comes from the wound.

Cheeky/Tom: Oghhh! [slow motion] That's fucking coooool.

Midge: They flip into the carriage behind you, Carlos.

Maureen: Carlos, there's another one now in- behind you, watch out!

Midge: They're going to attack you, Carlos.

AJ: I'm actually glad I didn't end up in the car now.

Midge: So the first one is Lunetta. [dice roll] She rolled a 15 to hit. That is your AC, so that hits. Can you please make a Wisdom save for me, please?

Luke: [dice roll] 14.

Midge: You take 18 points of damage.

Sam: Jesus Christ!

Tom: Woah.

AJ: Oh my god.

Tom: What was that attack?

Midge: As you are blasted by a beam of pure night...

Tom: You've got Temp Health.

Midge: you see where the beam sort of like streaks through the air, you just see the starry sky fill the expanse. You are blasted against the back of the carriage.

AJ: Where I am.

Midge: And you are restrained against the back of the carriage...

Maureen: Carlosss~~

Midge: as this- this starry night sky pastes you against the back of the- the carriage. The- -

Tom: I mean, it's pretty, but...

Midge: Solaquin is going to attack now.

Carlos: Owwww!

Midge: That is a fail though. They- They fire this beam of sunlight and it impacts upon the wall behind you.

AJ: Does it go near me? 'Cause if it's coming that way, I'm on the window.

Tom: Oh, come on, man.

Midge: It's- It's- You're on the side, it's going past- past you.

Tom: Is there a beam of light coming out the side of the carriage at this point?

Midge: You- You see a flash of- [makes a gesture and Midge' ring flies off]

Tom: Flash of dice.

Midge: That was my ring.

Tom: Oh, was it?

Midge: Yeah so, those of you who are on the roof, you see a flash of light come through the window of the carriage below you. That's the end of their go. They're gonna remain in the carriage.

Tom: Oh god, the centaurs.

Midge: The centaurs are next. So- Bronwyn on one side aims their bow at Cheeky.

Cheeky/Tom: [slow motion] That was cooooool...

Midge: Maureen is the obvious target, but they have a bit of goodwill with you. [dice roll] That's a Nat 20.

Sam: Oh dear.

Tom: I'm awaiting my horrible damage.

Midge: [dice roll] Whoooow~ [giggling] Okay, so that's uh- Tw- It's 21 points of damage.

Tom: [gasps]

Sam: That 5 Temp HP.

Midge: They train- They train the arrow on you, see you sort of like, moving on the carriage. You slice Solaquin as they pass you by, and Bronwyn goes,

Bronwyn [sighs] Bullseye, right in the back of their head.

Tom: Back of the head? - [laughs in disbelief] –

Midge: Yeah.

Pete: Cheeky! No! Oh!

Tom: [arrow hit & splatters] One of my eyes is gone.

Sam: Oh no!

Midge: Okay, actually yeah, I guess the headshot is a bit of a kill shot. Sorry about that. Okay.

Tom: That was cheeky.

Midge: They-

Pete/Sam: No- No, you're Cheeky!

Midge: They- They-

Tom: Yeah, that was cheeky.

Midge: They fire for the small of your back, but the arrow comes through the front.

Tom: Huh hoh oh!

Midge: And you just-

Pete/Tom: Cheeky, what are you doing with your hand?

Midge: This arrow pierces out the other side, and you see it flicks open with like, thorns.

Tom: Jesus!

Midge: Like it did with the Speed Genie.

Tom: What is wrong with you?

Midge: And then there's the other centaur. They are going to... [dice roll] not attack any of you. Caerdwen canters up, whirls their spear, and plants it in the spokes of the front wheel. You hear an almighty [ksshkkk] and the wheel splinters and cracks off the carriage.

Everybody make me a Dexterity saving throw.

Tom: [whispering] Jesus!

Midge: Plus 5 to uh- [dice rolls] Plus 5 to uh- Carlos.

Luke: That is 14.

AJ: 18.

Tom: 17.

Sam: 22.

Midge: Carlos, with the- is that with the plus 5 added to it?

Luke: That is 9 plus 5, is 14.

Midge: Oh wait, you're restrained. You're pasted to the back of the wall so you wouldn't move.

Luke: Yeah, I know, I'm fine. I just-

Midge: Yeah.

Luke: I just- I rolled- I rolled a 20.

AJ: Can I ask what actually happens to the car? So that's gone in there. Does it- Is it doing like, a Dark Knight style kind of-

Midge: Not quite.

AJ: Okay, right right right.

Midge: They plant their spear into the sort of, spokes of the wheel as it's spinning. The spear shatters, and the wheel shatters as well and like, comes off the axle. The carriage lurches down to one side and it is currently like, screeching along the floor at this great speed. As this happens, Rover goes,

Rover: What the fuck is happening back there?

Midge: And is struggling to hold the- the carriage on track. That is the end of the centaurs' go. We are with Cheeky now. How are you doing, Cheeky?

Tom: Not good!

Midge: No?

Tom: I've got a spear through me. I knew you didn't like me.

Luke: Sorry, and the- and the twins maintain their balance?

Midge: Yeah, they did. They're acrobats.

Luke: What?!

Tom: They rolled for it, didn't they?

Midge: They did, yeah.

Tom: Oh, okay, good for them.

Midge: They get a plus 5 to their roll as well 'cause they're inside the carriage.

Luke: 'Cause they're inside the carriage. How handy.

Midge: [both laughing] It's almost as if I planned this.

Tom: What- What will it cost me to use a Healing Potion?

Midge: Just a Bonus Action.

Tom: Ahhh~ I don't want to be a boring bitch who has a Healing Potion. Okay, so I'm bleeding out horribly.

Midge: Mhm.

Tom: Fuck it. I'm gonna flip in through the open window.

Midge: Alright, okay.

Cheeky: [weak gasp] Backflip.

Tom: He goes for the backflip in through the open window, thanks you very much. Do you want me to- I presume you want me to-

Midge: Roll me an Acroba- Acrobatic check.

Sam: Oh my god.

Tom: [dice roll] That is a 19 plus 8! - 27.

Sam: Ohhh!

AJ: Cheeky nails it.

Midge: As the arrow pierces through your body, adrenaline floods your system, and you hit the- I guess, fight and flight response, and you fly through the air, and right through the window, and land in the carriage. So- The two twins ahead of you, and Carlos against the wall.

Tom: The one with the ribbon of blood, is that still flapping?

Midge: Uhhh- Yeah.

Tom: Tell me if I can do this. I want to grab that, and pull it down into the wheel out the window, so that it gets caught.

Midge: I don't- uh- It's quite far down to the wheel outside. Also, one of the wheels is gone.

Tom: So not that one ^\\_(\ツ)\_/^-

Midge: Just checkin'. Just checkin'. I will allow you to do this, if by doing so you are open to taking an Attack of Opportunity from the centaur outside.

Tom: How do we feel about,

Sam: Not that.

Tom: if I get my Mage Hand to do it. if I get my Mage Hand to do it. *Do up to 10 pound of force.*

Midge: See, I would say it's your Action to have done this feat of Acrobatics. –

Tom: But this is Bonus Action.

Sam: But he can use it as a Bonus Action. OH! HOH HOH HOH!

Tom: You see, so that's-

Sam: Oh, didn't remember that, did you, Midgley?

Midge: Okay. I will say this is just gonna be a Sleight of Hand check to do this.

Tom: [shows typo on his card] "Bouns Action".

Midge: You are doing all of this in six seconds, so I'm gonna say you have Disadvantage on this- on this throw.

Tom: Okay.

Midge: We'll call this a DC 18 to- to grab it, and then to move it all the way to a wheel outside the carriage.

Tom: 18 with Disadvantage.

Midge: 18 with Disadvantage.

Sam: It's just a Bonus Action, okay.

Tom: [dice shake] Yeah. Okay, here we go. [dice roll]

Sam: Big money, big money, big money.

Tom; That's a 20.

Sam: Natural 20?

Tom: And an 8. What was it?

Midge: Sleight of Hand.

Tom: So Sleight of Hand is 6. So that'll be 14.

Midge: I'm only interested in one of those dice.

Tom: Then it's 14 you're interested in. But come on, you know it's cool. You know it's cool. Maybe my hand gets mangled.

Midge: I will say, I will say that you grab the ribbon, you head to the window, but you can't reach the wheel. They are- They are effectively grappled.

Tom: Okay. That's- That's not bad.

Midge: But they are not- They're not being... pulled into the spokes of the wheel just yet.

Tom: Okay, okay. But that's- That's got to upset. Okay. I- I sort of ended up like, half leaning on the cushions having done that.

Sam: Bleeding.

Cheeky: Alright, Carlos? [stammering]

Carlos: I'm maybe a little bit better than you.

Midge: You can hear this [khhhqqqhhh] as the carriage digs into the floor.

Tom: Um- and- Oh, I should have done this the other w- Oh my god. I just realised what I should have done. I should have got John Nipples to do that.

Cheeky: John Nipples, open the window for Maureen.

Sam: The cat opens the wrong window.

Tom: The one that's already open, he closes.

Midge: The cat closes the window on this- on the ribbon.

Tom: Ohhh~! Now that interests me.

Luke: Ohhh~!

Midge: Fuck it. I'll roll. [dice roll] They close the window. –

Tom & Luke: On the ribbon?

Midge: On the ribbon.

Tom: I'll take it.

Midge: They are like [grunts of effort]

Sam: There is now no open window-

Solaquin: This wasn't in the script!

Sam: There is now no open windows for us to get in.

Tom: Oh, for you, I'm in.

Sam: Yeah, yeah, okay.

Midge: It is now Rover's go.

Tom: You're on the roof with the centaurs.

Luke: [inaudible] There's one open window.

Midge: He's going to try-

Tom: And- And a teleportation- Sorry.

Sam: [to Luke] No.

Midge: He's going to try and steer the car, but he's rolling with Disadvantage because he's down a wheel. [dice roll] You feel a lurch on the carriage. Maureen, you are kind of like, lifted like, bodily off the side of the carriage, still holding onto the sort of like, top of it as it turns 90 degrees. It is screeching sideways along the bridge at this point. Behind you, Maureen, a line of Porcelain Police waiting to make their arrest. Rover shouts,

Rover: GRAB ONTO SOMETHING!

Sam: I grab onto the roof.

Tom: Inside, I- I just grab onto myself.

Cheeky: Aw.

Midge: The start of the next turn, you can see the carriage heading as in- as on an impact course with the side of Poxhall Bridge likely to go over the top. We're gonna go back to the start of the round. Porcelain Pete.

Sam: So en- at the end of this round, we're crashing, the car's crashing.

Midge: It looks that way.

Pete: Ah, right!

Maureen: Pete-

Pete: I think we have to abandon ship.

Maureen: Get us off of here!

Sam: Right.

Tom: That's how far the plan went.

Sam: Crash.

Midge: Pete, on the top of-

Tom: "I think we have to abandon ship."

Midge: as one of the few people on the top of the roof, give me a Perception check.

Sam: Okay. - [dice roll]

Luke: Come on. Come on!

Sam: Nope. [awkward chuckles] A 9.

Luke: Can you use some Inspiration to re-roll?

Sam: I could. Fine, I'll burn - I'll burn the tea bag.

Tom: Do what- Do what you want to do.

Sam: [dice roll] Burn the teabag, it's gonna be worse. Oh no, it's 19, - plus... -

Luke: Plus?

Sam: 5, so 24.

Tom: The eyes of an android.

Sam: Probably that was a really good move. Thank you. Thank- Thank you, Carlos.

Midge: On a 24, you hear the [ding ding] Ag- uh- The bridge ahead of you, you see barges passing underneath. Ahead of you, Porcelain Police. In this moment of- of awareness, situational awareness, Pete sort of sees a number of things coming together. If the carriage continues on its trajectory, it will hit the side of the bridge, and go over into the Flow. If you can time it correctly, you might be able to land on one of the barges passing underneath.

Sam: The whole car?

Midge: Potentially not the whole carriage. If the carriage-

Tom: But potentially, yes.

Midge: If the carriage hits the barge, it might sink it. - But-

Sam: Okay, sure.

Midge: But if you are thrown clear of the- of the carriage, you could maybe land somewhere safe, not directly into the Flow.

Pete: Gentlemen, ladies, we need to get off the car. We're gonna go for a swim- well, not swim, aim for the barge. We don't have much time.

Midge: Rover goes,

Rover: ARE YOU MAD?!

Pete: It's either that or crash.

Rover: I'll do my best.

Midge: He's like, pulling on the steering lever.

Sam: So is he- is he 'empting to drive off onto the barge or us to drive off, and be able to jump to the barge?

Midge: He's trying to get the carriage so that it turns so that-

Sam: We'd get launched off? Right, okay.

Midge: I'm gonna say that's- that's not an Action or a Bonus Action to do that Perception check. What do you wanna do?

Sam: I would like to um-

Tom: [whispering] Save us all.

Sam: [bamf] inside the car with my Bonus Action.

Midge: I'll say you- you- would need to see the place where you're going to.

Sam: I'll look- I'll- I'll go- And also, I mean, if you'd let me, I'll hold- I'll go to where Maureen's looking in through the window, and [bamf] us both inside the car.

Midge: I would need an Arcana check for that.

Sam: Okay. [dice roll] Uh... 14.

Midge: You teleport, but not Maureen.

Sam: Okay, cool. In the car-

Tom: You just touch her first.

Sam: In the car, I'm going to try and grab um- the sunshine guy, Solaquin, and shove him out.

Midge: Make an attack. Oh, sorry, yeah. Opposed Acrobatics or Athletics, right?

Tom: Is he the bleeding one? Which one's bleeding?

Midge: Yes, that is- that is Solaquin.

Sam: 21.

Tom: 21... Definitely shove him out the door, opposite where his blood is held in the window.

Midge: Solaquin rolled a 20.

Sam: YES! Come here, you sunny bitch! [khhhq] Grab hold.

Solaquin: Wait, no!

Sam: So I'm- So he's- he's in the window bleeding out the other one. I'm gonna grab him and pull him out the other way, which is hopefully the door that Maureen's on. So I'm opening the door, Maureen's coming out, and he's getting shoved out.

Midge: Okay. Make an Athletics to throw them through the door.

Sam: Oh, I thought that was that for.

Midge: Cause the- The door is closed, so

Sam: Yeah?

Midge: you would have to open the door, then throw them through.

Sam: Well, can I open the door as a free object interaction?

Tom: It's just you hit- you hi-

Sam: Maureen is on the door, outside, so...

Tom: But you shove him hard enough, he just goes straight. - Anyway- -

Midge: Just roll me an Athletics.

Sam: Ahhh-

Tom: Oh boy oh boy. [dice roll] Don't- Don't ruin it. Oooh.

Sam: Uaaah~ [chk chk kchk] That is a- uh- 24.

Tom: HOH!

Midge: Fuck it, yeah. Your- Your arms kind of like, your arms retract, kind of like winding up tension. And they- They- They say like,

Solaquin: No. No, this isn't the blocking that we arranged!

Midge: And you- piston them out into the thing. Maureen, you are launched sideways as the door flips open. Solaquin goes fl- spiraling out, a ribbon trailing from them.

Sam & Tom: Awwwh.

Tom: Still- Still stuck in the other door?

Midge: Still stuck in the window.

AJ: Do I take damage? I must take damage, surely.

Tom: Ogh, why would you?

Midge: Yeah, that's- yeah. –

Sam: Why- What-

Midge: Come on then.

Sam: From what?

Midge; 1 point of damage. 1

Tom: He- This man is about truth.

AJ: I want it to be real, guys, yeah.

Midge: 1 point of bludgeoning damage for Maureen.

AJ: I want the truth.

Tom: Yeah, you're about truth!

AJ: I'm not here to win.

Sam: 1... 1. You took 1.

AJ: I took 1?

Midge: 1 point of-

AJ: How much did they take?

Midge: I'm gonna say they- they fly out and they are being pulled along on the floor by the ribbon, scr- screaming.

Sam: Scraping damage.

Tom: Great teamwork.

Midge: [dice roll] Let's call this d6s. 6. [dice roll] 6. 18 points of damage. They are still alive, but they wish they weren't.

Sam: I'll turn to the- the night one, who's still inside and go. You should probably go and help your sibling.

Lunetta: You fiend!

Sam: And I will talk to everyone else in the car going,

Pete: We're going to have to prepare to jump.

Cheeky: [slurring] I want you to know something-

Pete: Oh my god, Cheeky!

Cheeky: You're a pretty china cup.

Midge: Right. That is the end of Porcelain's go. Porcelain Pete's go. Maureen, you're next.

Tom: The door's now open. You're on the outside. We're all inside.

AJ: So I'm fine, I'm just thinking about you guys.

Midge: You would have a better chance of like, positioning where you land if you're on the roof of the carriage.

AJ: I'm going to...

Sam: Can I use my movement to get back on the roof then?

Midge: Yes, but you'll take an Attack of Opportunity.

AJ: I'm going-

Sam: Onghhh~

AJ: You don't need to.

Sam: I'll stay where I am.

AJ: I'm going to cast, whilst I'm hanging on the edge, I sort of, fling in a- a uh- a Longstrider. Maureen touches a creature, the target speed increases by 10 feet. The door's kind of going,

Sam: Yeah. [flapping door]

Tom: [mimics the door] One. One. One.

AJ: So I'm trying to think who clos- I'm actually-

Sam: I'm closest to you.

AJ: Yeah. Alright.

Tom: 'Cause he just shoved thingy out.

AJ: So I'll go and I'll touch you, which means your speed is better now?

Midge: It adds 10 feet to their movement speed.

AJ: Oh 'cause we're not- Okay, right right right. So I'm gonna do that, and then I'm also going to-

Midge: I'd say that would be very, very useful if someone were to hit the water, 'cause they can swim 10 feet more.

Tom: And if- if he's able to move a lot, then he can help us, 'cause he can survive for longer.

AJ: So I'm gonna touch Longstrider. Then I'm going to... up onto the top. That's it. That's my move.

Midge: Cool. Very cool. You- You ready Pete, for this oncoming impact.

Sam: As you touch the sort of, porcelain, you sort of see some mist- What colour would you associate Maureen with?

AJ: Like a- well r- uh- red.

Midge: You had a red dress as well, didn't you?

AJL Yes.

Sam: As you touch, the steam that's coming off Pete sort of gets a slightly reddish colour to it as you imbue some magic into what's essentially a magic robot.

Midge: A whoosh of red, perhaps?

Sam: A whoosh of red.

Midge: Great.

Pete: Thank you, Maureen. I feel fantastic. I feel like I could like, run an extra ten feet.

AJ: And I- And I'm just on the roof now going,

Maureen: Here it comes.

Sam: Here it comes. Brace!

Midge: Carlos, we go over to you. You are restrained by liquid night across the back of the carriage. Your speed is 0. And your attack rolls will have Disadvantage. That won't affect your Spiritual Weapon, if that is something you want to do. But you will make a save at the end of your turn to try and come out of this condition. If this thing were to go over into the Flow, and you were restrained inside, you would not be able to r- escape from the carriage.

Luke: Okay.

Tom: [imitating Luke] "Okay."

Luke: And the only- only way to stop this spell if I kill the person who cast it.

Midge: It will- It will stop if you- kill the- the caster, but you'll make another save at the end of your turn regardless.

Luke: Can I move my hands to throw any weapons, or...?

Midge: Yeah, I'll say you've got a hand free if you want to like, throw a- throw a dagger.

Sam: It will be at Disadvantage.

Luke: I've got very low health though, haven't I? I'm probably best casting some health.

Tom: You're also now- How far away are they? Is he in melee range, or is he- Can he use...?

Midge: I would say everyone in the carriage is within melee range of each other.

Luke: Oh, I've got Healing Potions. Yeah, maybe I'll take a- a Healing Potion.

Midge: Cool. So it's a greater Healing Potion, so 4d4 plus 4. Four pyramids.

Luke: 4d4 plus 4. Here we go!

Sam: Big money (x5).

Luke: [dice roll] That's 6 plus 4. It's only 10.

Midge: 10 HP. You heal 10 HP. You managed to get a- a clawed hand into the- inside of this like, liquid night, pull free a potion, [opens stopper] pull free a potion, - [spits out stopper] - flick the stopper open, [glugging the potion]

Luke: And whilst I'm doing that, in my head, I'm conducting the Spiritual Weapon Yeah. to give him another good wallop.

Midge: Roll- Roll to attack, please.

Luke: It's this one. Alright, here we go. [dice roll] Oh, 9 plus... It's 6, I think. 15

Midge: That's a hit. Roll that damage.

Sam: Smack him, smack him.

Luke: Okay, so 1d8 plus 4. [dice roll]

Tom: I know, right. Ey! –

Luke: Even better! Uh- 11.

Midge: 11. Okay, they are looking pretty hurt at this point.

Luke: Yeah, they are! Damn right!

Midge: Lu- Lunetta bends over and goes,

Lunetta: Ah!! So twinned with my sibling am I that I can feel their pain!

Midge: And he just- just look out the window, and Solaquin is just face down on the floor.

Tom: So committed to the part.

Midge: They- They do actually have a rule for this character, where the- as long as they are on the same plane of existence, they can feel one another's emotional state. - So...

Tom: Great.

Midge: I realise that's really working against them in this instance. Okay. - Please- -

Sam: How would you- How would you describe this someone's emotional state?

Midge: Bad. Please make a Wisdom saving throw to try and get out of this- this- containment.

Tom & Sam: Come on, Luke.

Luke: [dice roll] 13.

Midge: That's a save! That's what you had to hit!

Luke: Oh, yes!

AJ: Bingo.

Midge: Great. You burst free of this as your- as the- the pain of the attack that you've inflicted upon them shatters the uh- the- the inky black night that's held- holding you hostage. You fall to your feet in the- the carriage. You pat yourself down. You still have the tea.

Luke: I still have the tea. Good. Am I- Am I able to move at all?

Midge: Actually, yeah.

AJ: Get out of that car.

Midge: Actually it-

Luke: Then I'll run-

Midge: it would be at the end of your turn. So, no. That would be end of your turn.

Luke: Agh.

Midge: Sorry. Sorry.

Sam: Great turn.

Luke: That was good turn, solid turn.

Midge: But great turn, yeah yeah yeah. Which brings us to- What? Solaquin? I don't- I really don't think there's anything they could do.

Sam: I think he should take- I think he should probably take some damage at the beginning of his turn.

Tom: Tell us about it in detail, though.

Sam: Yeah, he should take some damage at the beginning of his turn.

Midge: I'm gonna roll an Acrobatics check to see if there's any way that they can come out of this. [dice roll] That is a dirty 20.

They look up, all of the gold has been scraped off their mask, and you just see like, grit and like, blood all over this. And they go, [breathes through teeth]

Solaquin: Let's take that again!

Midge: And they start pulling up their own like, ribbon.

Sam: Oh, god!

Midge: They are gonna take some more damage, though. [dice roll] That's 13 points of-

Luke: I'm really enjoying all the theatre references.

Tom: Yeah.

Midge: Everybody's got a gimmick.

Tom: Everybody's got a gimmick.

Sam: How are they looking?

Midge: They're- They're worse than Lunetta now.

Sam: Oh, good.

Midge: But they are still just up. Lunetta um- sort of like, clears their mind, and looks again at you, Carlos, and is going to move to attack, try and hit you with another Night Ray. [dice roll]

Luke: Oh, jeez.

Midge: That's a 12. You- Tell me how you dodge this attack as it comes at you.

Luke: I'm on the floor, recovering, and I look up just to see it- coming just over my shoulder, and I bound forward clumsily, like a dog would.

Midge: Yeah yeah yeah. You- You scramble forwards, and the streak of night goes over your head, and Lunetta goes,

Lunetta: Ah! I'm off my practice! [breathes through teeth]

Midge: And turns around and sees that they have Cheeky, and Carlos, and... Pete in- in the carriage.

Lunetta: Right, um- Let's talk this through. Ummm-

Pete: Kill her.

Lunetta: You're nothing more than an understudy.

Cheeky: [slurring] I don't know, just got a big hat on your bird.

Pete: Looks like someone's double act is about to become a solo performance.

Midge: Yes, exactly. That is the Centaur Troopers next.

Tom: Oh no.

Midge: Caerdwen does not have a weapon, so they're going to canter forwards, and try and pull Rover from his seat.

Sam: Oh, no.

Tom: Why?

Midge: [dice roll] They rolled a 16. Rover has a plus 5 to their roll. [dice roll] They rolled a 12 plus 5, 17.

Luke/Sam/Tom: Oh!

Sam: Good boy! Good boy, Rover! Good boy.

Midge: Rover sort of like, pulls free, and just like, pushes them away, and wrenches hard on the controls. The carriage swings around, to sort of be parallel with the bridge, screeching towards the iron railings as he does. Bronwyn is going to level their bow at...

Tom: Don't you say it.

Midge: Actually, no. They're not gonna attack. They are going to reach down and pull Solaquin up onto their back.

Tom: No!

Sam: Ah!

Tom: Fuck! I had such a cool- Agh, damn it.

Midge: And uh-

Luke: This is- this is- this is good.

Midge: They s- they sever the ribbon attachment.

Tom: I was gonna sever the one holding him in the window, so that it goes, [p-pppt]

Midge: That is their go. Cheeky, it's your go. You are moments away from impact.

Tom: So, are we gonna, at the end of this round, all try and get out? Or do we?

Midge: At the end of this turn, carriage hit, you all will go over.

Tom: Get shot out.

Luke: [laughing] I believe in you. I believe in you! You just did backflip-

AJ: You can do a fucking backflip, and then enter the carriage-

Luke: with an arrow through your chest. "How could I possibly hold you?"

Sam: If in doubt, you're a Rogue, Sneak Attack - to a person in the car.

Tom: You know what? I'll leave by myself. I don't-

Sam: Fair enough.

Luke: Come on, you can do this.

Tom: Fuck the rat.

Luke: I believe in you.

Sam: Sneak Attack the person.

Tom: No, I could do it, but I'm good.

Midge: Right, I need a decision.

Tom: No no no no no. Al- Alright. Sneak At- Yeah. Well- What I would like to do is try and stab them in the back.

Midge: Sure.

Tom: Wait, are either of the doors open currently?

Midge: The one that Maureen was on is, like, almost off its hinges at this point.

Tom: And that one's facing towards the river?

Midge: That one is facing towards the bridge, the road.

Tom: Face towa- Okay. Great, great. So, I want to try and stab in the back of Lunetta. And then- [laughs] I'm running out of hands.

Luke: You've got Mage Hand.

Tom: Let go of- Well, yeah, but I need something to grab onto you.

Luke: Oh yeah yeah yeah yeah.

Tom: K- I want to grab onto you, and somehow flip up onto the roof, but I've run out of limbs.

Midge: I will need you to choose. Do you- Do you attack or do you take your friend?

Tom: Oh, you stupid little rat. Alright, I grab onto you with both, pull you to the door, and then try and flip myself round, and up onto the roof with him.

Midge: Okay.

Pete: Bye!

Midge: So-

Tom: Well, I hope- Wait, is your turn- Your turn isn't coming up. Oh, for fuck's sake.

Sam: No no- You've done it.

Midge: Okay. So, I'll- I'll tell you what you can do. To flip up onto the roof is gonna be a major feat of Acrobatics or Athletics, I'll allow you to choose. With Carlos in your grasp, it's gonna be difficult to do. And running past Lunetta, you will take an Attack of Opportunity.

Tom: Oh, so- so Lunetta's between me and that door?

Midge: I think she's in the middle of the carriage, yeah.

## Jumping off Poxhall Bridge (00:35:32)

Tom: Changed my mind, then. Grab you and go through the other door, burst through that, [shqqqk] Take the jump early.

Midge: You take the jump early?

Luke & Sam: Ooh.

Midge: Okay.

Tom: Down to the barge with the rat in my arms.

Midge: Roll me Acrobatics or Athletics with Carlos in tow.

Tom: Acrobatics or Ath- Okay, it's gonna be Acrobatics. This could be a horrible mistake. As I go, I just want to-

Cheeky: [slo-mo] John Nipples, we're leaving! [dice roll]

John: MEOW!

Tom: That's a Nat 20!

Luke & Sam: YESSS!!

Sam: Yes! Oh, you love to see it. You love to see it.

Midge: You face Lunetta. You see this- this foe in front of you, and you see Carlos scabbling on the floor, and you make a decision. Narrate to me what happens in the next six seconds.

Tom: If I still can, I want to use my Bonus Action to disengage from this motherfucker.

Midge: Okay, yes. That's fine. That's fine. Yeah, yeah, yeah.

Tom: Just so she doesn't [nye] on the way out. So I'm-

Midge: We'll say that they take a swipe with their dagger, and you fully like, dodge out of the way, grab Carlos. What do you do? What happens?

Tom: So, my blood is draining out and I'm- I'm an old man, and I think back to my glory days.

Cheeky: [gasp] One more time, Cheeky.

Tom: I push myself up against the momentum of the carriage, properly rugby tackle you.

Cheeky: Ooof.

Carlos: Oooh!

Tom: and then hit the door with my arm in front of me, smash through.

Midge: Yeah. I think- I think we see like, the- the carriage, the like, the river below. The carriage is like, leaning over, and you jump through the window. And we have a shot of you coming down, with the carriage falling behind you.

Tom: Yeah, as I'm doing it.

Cheeky: PEEETE!

Tom: And hopefully I'm falling towards a barge.

Pete: Cheeky, that was amazing.

Midge: I'm gonna say on a Nat 20, you land three-point landing with Carlos in your arm on this barge. There's like a huge pile of trash on- on this barge. You land and just—

Tom: I land. I look around, and I'm like, [to camera]

Cheeky: Oh, Dustbins.

Midge: You land. I'm gonna say 0 falling damage from that.

Sam: Agh!

AJ: Good- good turn.

Sam: "Good- Good- Good turn."

Tom: Good turn. Good turn.

Sam: Could have gone so badly.

Tom: Yeah.

AJ: Could go really badly, yeah.

Carlos: Gra- Gracias, amigo.

Midge: Rover is going to make one final driving check, with Disadvantage. [dice roll]

Tom: There's still three of them in trouble. Oh, and John. John Nipples the cat.

Midge: That's a fail. Rover pulls the- the carriage, and slams into the side of Poxhall Bridge. In the next few moments, we hear a [scraping] [creaking] as it bends over one of the axle- one side of the axle caught in the iron railings, and it fully tips over the bridge. Everyone except Cheeky and Carlos roll me- a Dexterity saving throw, please. - [dice rolls] - And I'll roll for Rover.

Tom: Would you mind if I roll for John Nipples? Is that annoying?

Midge: I'll say he jumped with you.

Tom: Okay, nice.

Midge: On a Nat 20, it's the least I can do.

AJ: An Athletics check, did you say?

Midge: Dexterity saving throw, please.

AJ: It's a th-

Tom: So it's a plus 4 on top of what you roll.

AJ: 13.

Sam: 18.

Midge: 18. As the carriage goes over, you lose your footing. the surface you're on goes out underneath you, and you go hurtling towards the Flow. Pete, you-

Sam: I'm inside, do I get a plus 5 to that?

Midge: You get a minus 5.

Sam: Oh, great.

Midge: Because you're inside the carriage as it turns.

Sam: Okay, cool. 13 then. Shouldn't have said anything.

Luke: Oh.

Midge: What did you get?

Sam: I got an 18.

Midge: With a minus 5?

Sam: Will be a 13.

Midge: With a 13. You uh- go to try and escape from the carriage, but it lurches, and you are trapped inside as it hurtles towards the Flow. Rover failed his check. He's gonna take some damage as he's at the front of the carriage when it hit the- the barrier. [dice roll] 15 points of damage to Rover.

Tom: Ohhh. Doggy style.

Midge: Lunetta needs to save. [dice roll] Yeah, they save.

Tom: Ogh.

Midge: They leap free of the- of the carriage, but they leap onto the road. In the moments where you fall towards the Flow, what is going through Maureen's moment- uh- mind?

AJ: She can- As she hits and start, her feet start to sort of, [fuhhhshhh] off the top of the carriage. And she can see Cheeky and Carlos. Have they've already landed, haven't they?

Midge: They've landed on the barge, yeah.

AJ: Sees that they're okay, and then realises that she's going off and going to go in, but then realises that- also that Porcelain Pete is still stuck on the inside.

Midge: Pete, and you cannot see a way out of this carriage, what's going through your mind?

Sam: Pete is ve- I was very worried with how injured Cheeky looked, but now knows that he- He seems to have made a good escape with Carlos and with the tea, and with the tea that means that Maureen can get her justice, that Cheeky can square it with the Mobgoblins, and- Carlos can buy his house. And, even though he's trapped in this car he does feel free.

Midge: The carriage hits the water as it finally [kkkthggg] leaves the bridge. [kphhhph] Maureen, you hit the surface of the Flow. You're gonna take some damage as you hit- as you go below the waves. Maureen, you take 13 points of Psychic damage. Pete, you take the same halved to 6.

Sam: 6, okay.

Midge: But you are trapped in the carriage as it plummets towards the riverbed. Rover also takes that damage. Carlos and Cheeky, you see your crew hit the surface of the Flow and go under.

We're gonna come out of combat now, but we are going to go through in- in kind of like Initiative order.

Pete, you're inside this carriage, take as the Flow water buffets you through the open windows and the broken door. What do you wanna do?

Sam: I think Pete knew that Maureen and Rover had not made a safe landing yet. I think he sees the Flow of water coming in. Can he see where Maureen and Rover are?

Midge: Roll Perception for me.

Sam: [dice roll] Ah- t- t- 15.

Midge: You see through the like, the broken door above you as the carriage is kind of like, on one side at the moment. You see um- Let's roll for it. Evens it's Maureen, odds it's Rover. [dice roll] 15. You see Rover.

Sam: I will bamf out of the car to Rover and attempt to throw him onto the barge.

Midge: Cool. You like, spring load forward, teleport and using the momentum to carry them out. Roll me Athletics again. Sorry, I know it's a lot of Acrobatics and Athletics, but-

Sam: [dice roll] That's alright. That is... loads uh- 25.

Midge: Amazing. You [pfphhht] straight out of the water.

Sam: I'm just trying to throw Rover.

Tom: What- Don't- What- Why? Why would you-

Sam: 'Cause I gotta find Maureen.

Tom: You- You can go back in. - Sorry.

Midge: I'm- I'm gonna say on a 25, the momentum carries you clean out of the water.

Sam: Okay. Alright.

Midge: You land on the barge. Rover- like, f- skin stinging with arcane energy.

Rover: [panting] Thanks, Pete.

Pete: You're welcome. You're a good boy. And one day you will be a man again.

Rover: Thanks.

Sam: And I- I think Pete would instinctually go and jump back in to go and find her.

Midge: I'm gonna say it is your movement to have done that. You turn to the water ready to go back in. Maureen.

AJ: As I'm in the water, I'm like having a float, and then I go, I hear a sound.

Midge: Encouraging song [?¿]

AJ: Close, close.

Tom: [ethereal music] Maureen...

AJ: We'll do it for the edit. It's Chlorine, yeah yeah yeah.

Midge: Oh, right, okay.

AJ: So I hear it in the water,

Chlorine: Petal, you can- you can stop now.

AJ: And I see Chlorine, just kind of like... She'd see something like a really wavy Chlorine.

Midge: She's- She's on the riverbed, and she's- has a hand out for you.

AJ: Oh! Nice, okay. And I go,

Chlorine: You can stop now.

Maureen: Stop swimmin', you mean?

Chlorine: Aye.

Maureen: Just let it happen?

Chlorine: Come back to me.

Maureen: I'll come to you if I just stop swimming.

Chlorine: Leave your list behind.

Maureen: But there's still lots of others that I need to get.

Midge: Roll- a save of your choice. What is it that motivates Maureen in this moment? Is it their Wisdom, their experiences? Or is it Charisma, their strength of character? Is it their muscles' strength? We'll say this is Charisma.

Sam: Charisma saving throw.

Midge: Charisma saving throw. Is it a plus 6?

AJ: 6. And what do I need to get? 'Cause I still have a thing that I might try, but-

Midge: Yeah, I will call this a DC 15.

Sam: What is this to do?

Midge: This is to not be convinced.

AJ: To not be convinced to just let go? Okay. [dice roll] 17.

Sam: Ogh!

Tom: Plus 6.

Midge: What- Whap- snaps Maureen out of this reverie?

Maureen: [snaps] Chlorine, I don't think it's my time yet. There's still more I need to do. More people I need to get for you. And- maybe others. I'm sorry, Chlorine. But not now.

AJ: And then I cast-

Midge: The vision fades.

AJ: The vision fades, and I cast Longstrider on myself. My last spell- Oh no, got another one. A spell slot, which increases my speed. And so I go- the like- This is when the music kicks in. And it sounds like it's

Midge: [sings really loud] *I get knocked d- I get knock down*. Sorry.

AJ± It's very kind of just like, *Hey youuu~* And then I just like, just go, [pwwwkhhh] like that. And then I suddenly go, [whoowww] I do like a- My feet do like a dance,

Midge: Yeah yeah yeah.

AJ: which gives me like, propulsion.

Tom: Does like, your scar lights up when you touch...

Midge: It's like you're doing a jig in the water, yeah.

AJ: And then I start moving upwards.

Sam: Just slightly Irish dancing yourself to the surface.

Midge: Okay. You give yourself Longstrider. I'm gonna ask for, again, Acrobatics or Athletics, but with Advantage, because of the- the magic you've poured into this.

AJ: [dice roll] Acrobatics.

Tom: That's a Nat 1 on the first.

Sam: You got Advantage.

AJ: 4

Sam: You have your tea bag.

AJ: I have my tea bag.

Tom: If it's Nat 1, she just went straight down.

AJ: 16.

Sam: 16 plus?

AJ: Plus...

Midge: 16 plus your Acrobatics.

AJ: F.. 20.

Midge: 20.

Luke: Dirty 20. Nice.

Sam: Dirty 20.

Tom: Oooh, from a 1 to a 20.

Midge: You kick with all your might, the well-trained legs of a dancer pushing you, propelling you to the surface. You see this long- oblong silhouette of the barge above you. And you see figures on the edge of the barge reaching up as you do, running out of breath as you close on the barge. Pete, do you dare put your- your arm into the water?

Sam: Absolutely. I'll use my Bonus Action to Second Wind just in case it really fucks me up. [dice roll] So I will add 5 points back to my health. And then I will- dive my hand into the water.

Midge: Cool. Maureen, you swim up to the top. You pull Maureen free.

Pete: Maureen, your justice is not done yet, and neither are you.

Sam: [ffftphshhh] Her arm comes off.

AJ: I fall onto the- - into the-

Midge: You all array yourselves on the deck of this barge, [water splashing] passing under Poxhall Bridge for- with a final uh- um- [foghorn blaring] Oh no, the carriage is already in the water. But you see your pursuers on the bridge above you. Solaquin, mangled solar mask, sort of puts a hand on the railing as if they are to jump over. And Caerdwen puts a hand on their shoulder and goes,

Caerdwen: It's not worth it. Not at this stage. Let 'em go.

Midge: And they- they pull back. And they go, [rude gesture]

Sam: Pete- Pete's looking at Maureen, making sure they're okay. But then his whole head just swivels back to face the bridge. And he just goes... [flips the bird at Caerdwen]

## Meeting Susie (00:47:57)

Midge: As the barge pulls under the bridge, the pilot of the barge comes forward. A sort of shabby-looking human woman. And she goes,

Susie: What on earth are you doing on me boat?

Cheeky: Don't worry, love.

Susie: You could get fined for dumping in the Flow, you know.

Cheeky: No no no no no no.

Tom: But can my hat, by the way, like, fall down through the air, and land next to me?

Sam: Nat- Nat 20, yeah.

Cheeky: [tungk] Don't worry, love. We just wanted to see the sights. Ehhh~

Tom: And then I fall down in pain.

Midge: She- She turns the sort of, steering wheel. And the barge actually turns. And you see underneath Poxhall Bridge, a tunnel entrance. And she sort of turns and goes,

Susie: [sighs] Alright, I'll drop you off at the next stop.

Midge: As you pass into the Donlon Underground, [water splashing] the sun disappears [eerie rumbles] as you head into this murky tunnel. She's kind of like, busy just watching forward. Rover picks himself up, and brushes himself off. Tries to get the stinging water off.

Rover: Oh, bloody hell. That was- [grunts] That was rough.

Cheeky: AaAaaaA!

Cheeky/Tom: No- Was- Was that not- You weren't doing a bit?

Rover/Midge: No.

Cheeky: It's my bad.

Pete: You misjudged that one, Cheeky.

Cheeky: I misjudged that. That was bad on my part.

Pete: I should- I should probably tell you some stuff about Rover. He's kind of sensitive about...

Cheeky: Oh yeah?

Pete: Uh- Never mind. It's not my story to tell.

Rover: Susie?

Midge: He looks past you at the pilot.

Rover: Ohhh. Susi- Susie?

Midge: He walks forwards. She goes,

Susie: Um- I'm sorry, can I- can I help you, sir?

Rover: S- [tearfully] I thought you were gone. I thought you were dead.

Susie: I- I- Is he with you? I don't- I don't know this gentleman.

Cheeky: Is this uh- Rover? Well, introduce yourself, mate!

Rover: My name's not Rover. You know my name.

Midge: He reaches in, pulls out the locket.

Rover: My name's Danny. Remember?

Midge: She goes,

Susie: [in disbelief] No... What- What has happened to you?

Rover: A lot- A lot- lot of things have happened to me. I would- You're- you're here. You're alive. [small huff] Right?

Susie: Ye- Yeah, but- W- Uh- Who i- Who are these people? Who are you? You're not Danny, you're a bloody dog. Who are you people?

Maureen: We're just, uh- a group of friends.

Rover: Ye- Yeah. Just uh- Susie, just take- just take a moment, we'll- We're- We're just- We're in a- spot of trouble. Um- We'll ex- explain things to you-

Pete: We're helping Danny to regain who he once was. Not a dog.

Rover: They're- They're mates of mine.

Midge: She, uh- sort of, steps back. I'm gonna roll Persuasion. [dice roll]

Susie: I don't know how you got those- that locket, but you're- you're- that's not- you're not- He- He wasn't a bloody dog! Wha-

Carlos: He was not a dog. But he is a dog now. But he doesn't have to be. If you help us, we need to get to the florist's.

Susie: Florist's- What the-

Carlos: Then we will be paid and- we can find a way to return him to the man he was.

Susie: Look, I am- I am running a Flow-coming route through the-

Carlos: Look at my face. Look at- Look at my face now. You see? You see this magic?

Luke: And I start to turn from the dog, back... into the rat that I am, as the spell finishes. Something very much like this has been cast upon your husband, but permanently. And we can undo this.

Susie: He can't change back? You can't change back?

Rover: N- No, I ca- I'm- I'm working on it, Susie. I'm working on it. I- This- We- We'll do this job and then- I'm figuring it out, alright? I'm- I'm- I'm figuring it out, but ugh- It's enough just to know you're- you're okay. [sighs] Look, my old wagon- remember my old wagon? The old faithful, yeah? We took it down from uh- from Donnwich. We got to... Donlon. It was June. And there was that twat with the big head, yeah? Remember him? Him- He wa- He's what did this. Alright? And... I'll do this job, and we can get back at him. We can- We can get things back to normal.

Susie: [shaky breathing] Okay. Look, you can stay on the barge, alright? I'm-gonna be pulling into uh- Loathe Square. That's near Hellsea, okay? You can get off there. Let me just- [heavy sigh] Let me just figure some stuff out.

Midge: She heads under into like, the cab of the barge.

Rover: [shaky breaths] Fuck. What is happening? What is happening? Is everyone- Is everyone alright? Is-

Cheeky: I didn't know that you weren't originally a dog.

Rover: Oh. Uh- yeah. Yeah, yeah, yeah.

Cheeky: So I want to apologise for my "ruff" comment. Was it a "ruff"- That- I had- I was- I'm surprised.

Rover: I've- I've made worse jokes. Don't- Don't bother yourself about it.

Cheeky: Li- We- We- We can help you out, mate. You know, we'll um- You- You'll be fine. We'll look after you. We're- We're all good. Everyone good? In one piece?

Carlos: Yeah, yeah. Yes. Are you? Do you need- Do you need health?

Maureen: Thanks.

Cheeky/Tom: Oh, yeah. I think we could do with a short to long rest, if possible.

Pete: I don't- I don't know, uh- How long will it take us to get to Chelsea [he means Hellsea] on this slow-moving barge?

Pete/Sam: Maybe an hour of short rest time?

Midge: Carlos, as a Mudlark, you would know that it takes roughly an hour, maybe just a touch over, to reach Loathe Square, which is this sort of, underground stop, that this canal barge heads along to. You have about an hour to- to rest. So, if you would like to, you can roll your Hit Die to recover some health. And this will be how much HP you recover. [dice roll] And this will be how much HP you recover.

Luke: [dice rolls] 18! Back to full.

AJ: [dice roll] 12.

Tom: 12... Not a full heal, but I'll take it.

Sam: 7... 17. Back to full.

Tom: I'm just slowly pulling the arrow out.

Pete/Sam: Maureen, you know what I'd really like during this short rest?

Maureen: What?

Sam: An encouraging song.

Maureen: An encouraging song? Sure. I'll give you an encouraging song, and I just wanna say to you both, thank you. You saved me a few times there. And, uh- I'm- really grateful for that. Thank you, Pete. And you too, Cheeky.

Pete: We all saved each other.

Cheeky: Mobgoblins look after their own, don't we?

Pete: Cheeky, I don't think we're Mobgoblins anymore.

Cheeky: Ah... [no big deal gesture]

Sam: I'll go over to Cheeky-

Tom: Continues pulling the arrow out.

Sam: 'cause I'm genuinely concerned about Cheeky, and sort of try and- plug up the arrow wound slightly better and- maybe just get- my thumb opens up and just a bit of steam, just go up to clean the wound. - [steam hissing] –

Cheeky: [pained groans] Nice.

Pete: Good man.

Cheeky: Nice one, Pete.

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Commercial Break

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## The Underground of Donlon (01:00:05)

Midge: Okay. We have this moment of rest for our crew on the barge. Rover goes to speak to Susie at the other end, by the- the- the cab for the barge. The rest of you, the four of you at the- kind of like the prow of the barge.

Passing through this almost sort of silent tunnel, there's like lanterns on the barge lighting the way and the- the light bounces off the reflective surface of the Flow, dancing on the walls, bending twisting lines on the wall.

Carlos, you are more familiar with this area. Actually, do you know what? Let's- Let's- Let's take this out of the way. [removes graph of the carriage fight] Ah! There you are.

Tom: Ahhh.

Midge: Hiya, are you alright?

Sam: Ah, that's the title of the show!

Midge: You know that the- the path on which you are travelling is called the Tyburn line, which is actually the name of a river that used to exist under London.

Luke: Indeed it is. I did- I did know that. I did-

Midge: River facts!

Sam: Insight- Insight check!

Midge: As you pass along there's this moment of quiet and peace, the light reflecting on the wall in the- in moments it almost looks like the light makes shapes on the wall. Just passing sort of perspective. As you- As you get along Susie approaches the group of you, sees kind of the lights on the wall and goes,

Susie: Beau-Beautiful, isn't it?

Carlos: It's one of the greatest sights in the city.

Susie: We're- We're in an outflow current here, basically everything that the city wishes to be free of, everything it wishes to wash itself clean of comes into this channel, heads out to- to the Flow. We-

Midge: She doesn't know that you're a Mudlark, so she doesn't include you in this, but she says,

Susie: Our priests uh... bless the passage of water to cleanse it of- of the- of the- wickedness of the city as it flows back into the Flow. In fact, actually,

Midge: she kinda look- looks at a little- little pocket map that she has,

Susie: Actually we're- we're coming up on a- Yeah, a Hall of the- of the Holy Sanitation now actually,

Midge: and she kind of like steers it through and you come into this big open section and it almost looks like the vaulted ceilings of a cathedral. As you do, and lining the walls are little alcoves, and in these are figures, robed and praying as you pass along in this barge. And you hear:

Singing: In nomine influunt,  
benedicimus hanc aquam  
benedicit nobis fluxus

Midge: Which in an- ancient Ratin, of course...

Luke: Benediction in the Flow.

Midge: Means in the name of the Flow we bless this water as the Flow blesses us.

Pete: I don't understand what they're saying.

Cheeky: Well, j- just- just enjoy the songs. Say what you will about the mudlarks, but you know. They can do the music, [chanting continues] they can do the architecture.

Carlos: The language is ancient Ratin.

Pete: Ancient Ratin?

Carlos: Yes. It's a- well, to some it is a dead language, but to others it's still spoken.

Pete: It does sound quite beautiful.

Sam: [krsshhh] Pete opens his face, and gives himself one of his Redwoosh bags. 'Cause it's been a while since he's had any tea.

Midge: When you pick it up, it is filled with flowater. It has been spent already.

Sam & Tom: Ohh...

Pete: Fuck.

Midge: You feel your energy levels dropping a little.

Carlos: It's probably f-

Pete: I don't suppose anyone has any tea on them.

Carlos: No, no! It is for the best that you do not mention this. The Mudlarks, they are not keen on the consumption of tea.

Pete: I will slow down immensely.

Maureen: I um... last night- night I did a- I had a dance party. Um...

Cheeky: We've only- We've only been here an hour, love.

Maureen: No, no, I had a-

Midge: The most solemn I've ever heard someone say I had a dance party.

Maureen: During our short rest I had a dance party.

Cheeky: You did?

Maureen: I did.

Cheeky: I thought I felt the vibrations.

Maureen/AJ: Umm... So because of that uh... and as a thank you, I'd like to give you 2 d20 inspirations.

Pete: Thank you, Maureen.

Cheeky: Aw, thank you, mate.

Pete: You don't have any more tea, do you?

Maureen: Uh... Unfortunately I don't. I'd love a glaff m- a glass myself, but um...

Carlos: I cannot impress upon you how important it is that we do not discuss these kinds of matters, okay, because-

Cheeky: Look, the Mudlarks agh, they're just- they're a bit nuts, alright?

Carlos: We are surrounded by them.

Cheeky: Yeah, alright, so we'll keep our voices down. But you know, you're not gonna make me respect all the silly stuff they're doing. Alright mate? It's- It's bollocks.

Carlos: What makes you think it's so silly?

Cheeky: Well, you know, all the chantin', the ancient- The ancient stuff. Like, modernise. Be a modern man, like Cheeky.

Carlos: How do you think the purity of the Flow is maintained?

Cheeky: Well, not very well, mate. Do you know how many bodies have gone in there over the years?

Carlos: Yes, I do.

Cheeky: It's basically like a corpse soup at this point.

Carlos: Indeed.

Cheeky: Yeah. Indeed. Glad we agree.

Pete: We melted someone in there just yesterday.

Cheeky: No, no, no. We were gonna, and then we didn't.

Pete: No, remember, I jumped that guy in.

Cheeky: Oh, no. You did. You did.

Pete: Yeah, it was good.

Cheeky: Yeah, y-

Pete: His whole skin sort of just melted off his face.

Cheeky: Yeah, you do.

Midge: Cheeky, as you make this statement to Carlos, looking at Carlos you see a shape forming on the wall behind Carlos. [swooshing] Face of the last body you melted in a dustbin. [swooshing] The reflected light disappears.

Cheeky: That- That was- Do you s- Do you see-

Maureen: See what there, Cheeky?

Cheeky: Nah, don't worry.

Carlos: What did you see?

Cheeky: I just haven't recovered from the [inhales] from the little arrow, you know how it is. Little bit off my game.

Carlos: At some point everything that falls into the Flow passes through this hall.

Cheeky: Everyone uh- Everything?

Carlos: Yes.

Maureen: Carlos, how do you know so much about it.

Carlos: [sighs] Many of the Mudlarks are ratkin. I've spent time with ratkin.

Maureen: Have you ever maybe thought of you know, joining the Mudlarks?

Carlos: No, I'm a Mobgoblin.

Maureen: Oh, o- of course, but I- I just sometimes wonder, you know.

Pete: Your- When you- have helped us with your blessings and stuff like that it does look a lot like the flow of the Flow.

Maureen: It's impre- It's impressive. It's i-

Pete: It's a lot of water- lot of water- water and rat theme.

Maureen: It's impressive.

Carlos: How do you know what that- that looks like?

Pete/Sam: Oh, I don't. Oh, I'm so sorry. Well, what I remember when you pulled your hat on, and then it just sort of washed over you when changed yourself to look like the dog.

Carlos: It is a spell I learnt from a Mudlark ratkin once, a long time ago.

Pete: So you have friends down here?

Carlos: I used to.

Maureen: You used to? Do you- you- do you have any now? [stronger accent]  
Now?

Carlos: Not in this hall. This is a hallowed space with um- if you look carefully you can see high level Mudlarks, okay? No, I know Flowcombers. The bottom.

Maureen: Sorry Carlos, I didn't mean to-

## What happened at Esme's (01:07:24)

Midge: Pete, as you are inquiring as to Carlos's magic, you also see something reflected in the wall. You see perfect porcelain plates. Gold trim.

And as the of droplets of water hitting the surface of the Flow from the sewer above it sounds similar to the sound of light rain. Light rain that once fell over Donlon on a dreary afternoon many years ago. You start to see the bending lights coalesce into images that you recognise. The raindrops ringing out a soft tinkling percussion on your perfect porcelain plating.

Officer 392. He'll be known by many nicknames over the years, but Pete will be his favourite. You are part of a patrol group making their rounds in the East End. A slightly more ornate automaton leads your group, Officier Delft. [Luke starts laughing] They are-

Luke: Yes!

Midge: They stand proudly at the front of the group, scanning the streets.

Delft: Go on your way, citizen. Go on your way.

Midge: You clock however a scrawny orc at the top of a- of a boarded up bookshop. Watching from the roof.

Pete: Officer Delft, we're being observed.

Delft: Are we?

Pete: Yeah-

Delft: Direct my attention.

Pete: Up. Bookshop. Orc. Slender. Skinny.

Delft: Target acquired.

Midge: The scrawny orc seeing that they've been spotted grabs onto a drainpipe, and slides all the way down this- this uh- this building. And skips over to you.

Pete: Civilian?

Orc: Alright. You coppers looking for your cuppas? [laughs]

Pete: We ah- heard that there is illegal tea trading been going on in this area.

Orc: Oh, you wouldn't be wrong.

Midge: He flicks a bag that you pick up, and you see Redwoosh written on the bag. And he says,

Orc: Yeah. Found that in a stash in the Slobberstalls Market. There's lots more as well, third stall from the right end of Mortar Lane. I mean, you- you- figured you guys will wanna see it, you know? See it, say it...

Pete: Sorted.

Orc: There we go.

Pete: Officer Delft, I believe we have just g- got some valued information from this young man here.

Delft: Indeed. Good acquisition. Let us progress to this address.

Pete: Please, lead the way, good citizen.

Orc: Oh, uh... you don't need me. Here's the uh- Here's the address. Nothing to see here.

Midge: And you see-

Pete/Sam: I thought there was something to see here.

Midge: You- You see-

Orc: Oh no, Slobberstalls market, it's a few streets- a few streets over.

Pete: Thank you, citizen. You shall be rewarded.

Orc: I hope so.

Midge: Officer Delft leads you and your patrol group away, down the street.

Sam: Yep

Midge: Billy Krag picks his teeth.

Billy: Hehe, chumps.

Midge: And skips down the street.

Past the boarded bookshop where outside of which, a young Carlos Huispas stands. You have been given this address, in fact you have been given a long overdue receipt for a book at this bookshop, it's long been closed down, mysteriously by your bedside when you woke this morning.

All the doors and windows are boarded shut except for one smashed in basement window at street level. What do you do?

Luke: Looking through the windows, I see the opening. I decide to get through the hole.

Midge: You shoot through.

You drop into the basement level, and your eyes- your eyes adjust you can just make out a figure with a long fanged snout poking out from under a sack cloth hood.

Vulpin: Greetings, Carlos Huispas. I am Tide Priest Vulpin. The church of the Flow has heard your prayers, and now we have come to ascertain your use to us.

Carlos: Okay.

Vulpin: Our meeting here is not by chance. Across the street is a den of sin and debauchery. It is owned by the Mobgoblins. You know them?

Carlos: Of course, yes. I was raised in a Mobgoblin family.

Vulpin: We wish to know who frequents this place.

Midge: He takes out a- bunch of papers and an inkwell and quill.

Carlos: Yep.

Vulpin: You are to take down the names and the faces of those who enter this building until you are relieved this night.

Carlos: Okay, I will do it.

Vulpin: Show us your diligence, young Huispas.

Carlos: Thank you for the opportunity.

Vulpin: Good. Remain quiet, do as your namesake. Do not light any light, do not draw any attention to yourself. You will be relieved later.

Midge: They retreat into the shadows, and you feel this presence is gone.

Carlos: I scurry out of the hole and take up a nice hiding spot opposite the den.

Midge: You look across and you see the- quite a nicely furnished front for a club. The name of Esme's. You clock all the Mobgoblins that enter. You've- You know their faces, you know their names.

And most of them- Most of the folk going into this building are the community of the East End, looking for a good night. But you see Mobgoblins flock to the doors more and more as time goes by and then you eventually you see the towering sight of the Krag twins. But they are not alone. They are with their entourage. You see the dim witted troll Gordon.

Gordon: Gordon!

Midge: You see their scrawny cousin Billy, and you see a wealthy looking insectile man with a dull black carapace. They, you do not know. But then at the back of the group the elderly Cheeky Dustbins. You watch long after it seems anyone else will enter and they seem to be there for a show. Until you hear the first screams coming from the club. Coming from Esme's.

Cheeky. You are midway through the long process of doing up all your flaps after a toilet visit

Cheeky: Lefty tighy, righty uh- righty... backwards. And that's a... target lock, lovely.

Midge: All of a sudden you hear the lilting music of tonight's show. [hums lilting song] It shifts suddenly to splintering wood and shouts of alarm.

Cheeky: Shouts of alarm!

Tom: Run to the door, open it just a crack to look outside.

Midge: You open the door to the bathroom, and you see a wave of punters fleeing the building, heading to the exits. What do you do?

Tom: I-

Midge: They seem to be coming from the auditorium.

Tom: From the auditorium?

Midge: Where the stage is, yeah.

Tom: Uh... Okay... I... I get down low, and I move along the wall, hand crossbow out. Heading towards the auditorium, which is where my bosses are.

Midge: Yeah.

Tom: Etcetera. Moving slow and fast. Wait-

Midge: You s- sneak along. No one pays you any mind as they are heading in the opposite direction. You push the door to the- facing the stage. [creak] You see a scene of carnage. Furniture smashed, bodies broken, and at the centre, the Krag twins and their new, rich associate, Ian the Beetle.

As you step into the room you see an elven woman crumpled against the wall en- eyes staring endlessly onwards.

Cheeky/Tom: But she had such an encouraging song.

Midge: What in this moment did Cheeky do?

Tom: So, Cheeky knows this whole gang, he knows the insectoid guy, whose name is

Midge: He is an out of townner, Ian the Beetle. - He's a-

Tom: Oh, of course.

Midge: He bankrolls a lot of the Mobgoblins' illicit activities.

Tom: Ian the Beetle, and-

Luke: He's got nothing left.

Midge: He's got nothing left.

Tom: I wi- In a minute he will.

Cheeky- Cheeky's been around for a long time, and he's- he's been through lots of different stages of the Donlon crime world. But he's always believed that the Mobgoblins have the moral high ground. They looked after their own, they looked after the community, they didn't hurt innocent bystanders.

And now he can clearly see that they have just killed this innocent woman, who a minute ago, just before he went into the bathroom, was singing and dancing beautifully on the stage.

Cheeky sees as red as the hand that pulls the dagger from his belt. And with a Sneak Attack goes right for the neck of the insectoid.

Midge: You walk up to Ian the Beetle, and as you do the Krag twins turn and- and go,

Grant (Midge): Hey, Cheeky, [sniffs] we had a spot of green tea, innit, with our mate, the beetle, things got a bit out of hand.

Phil (Luke): It's strong stuff, that.

Grant: Yeah.

Midge: You can see blood all over their- their hands and the- the front of their suits. And they put a bloody hand on your chest, and go,

Grant: [sniffs] Aagh. Clean it up, you old codger.

Midge: And walk past you. You see Ian the Beetle still with their back to you kind of just like blissed out on this very strong green tea.

Tom: Is- Is there any blood on Ian the Beetle?

Midge: Yeah.

Tom: So Cheeky is- he's been in this so long, he so wants to believe, that the hobgoblins are still the good guys, that in his head he goes,

Cheeky: Oh. Of course. It was this out-of-towner that did it.

Tom: And the Krag twins were here as well, but surely they couldn't have been the one to kill this innocent woman.

Midge: The beetle sort of like leans doesn't turn- take to look- to looking at you, but says:

Ian: Always find these fuckers a bit chewy.

Midge: As he picks up a forearm of a dwarf. You look on the ground and you see the one, a dwarf on the ground. They run a newsagents two streets over. And he goes,

Ian: D'you want another arm, Phil?

Cheeky: Ian! Ahg! You don't want to eat that. Have this.

Tom: And if I can, 'cause he seems to be blissed out,

Midge: Oh, yeah.

Tom: I'm doing- I'm gonna do a Minor Illusion on what I have in my hand and make it look like a lovely, tasty heart. And I'm gonna hold it right up to his face. And go,

Cheeky: One of these, mate?

Ian: Don't mind if I do.

Tom: And hopefully he swallows it down.

Midge: Swallows it.

Tom: Which means he's ingested a vial of acid.

Midge: What's the last thing we see of this memory of Cheeky's?

Tom: Just as he's- Ian is screaming and writhing, and I don't know, maybe says something apt for the occasion, for one of those moments when you realise that you've got nothing left, and then he feels Cheeky's dagger go into his neck.

Midge: Gotta finish the job.

Cheeky: Don't worry. I'll clean this up. [slicing]

Midge: We cut from there to later that night. Rain lashing against the windowpanes of a bar in the West End. Closed an hour ago, but the female wood elf at the bar hasn't noticed. A bottle of Emerald Whiskey nearing depletion held in one hand.

The door to the street opens slowly, and a small group of your fellow performers, musicians, dancers, actors, shuffle in. You've been working the same circuits as they have for some time now. And Caerdwen the centaur sort of stoops under and clops over to you, Maureen.

Caerdwen: Maureen, I- I don't know what to say. She- She meant the world to us as well.

Artist (Sam): Darling, we're so sorry for your loss.

Maureen: Oh, you know. I'll get over it.

Caerdwen: Look, the- the- the Queenly Court doesn't wanna get involved, thi- this- making this a gang matter, but they look at the other performers, we can't let the Krag twins get away with this. So um... we clubbed together for something. A small ratfolk woman steps forward. An actress that you've seen on stage a handful of times.

Alejandra: Hello, my- my name is Ale. I have a friend who was there tonight watching for the Mudlarks. I don't know if this will help, but-

Midge: She takes out a slip of paper. with many, many, many names on it. You see Krag; Phil, Grant, Billy Krag. And someone called Cheeky Dustbins.

## A lot of faces (01:20:35)

Midge: We cut back to the tunnel. You see parts of these memories in the dancing light on the walls. Some of them are your memories, some of them are not. And they illustrate things that you didn't know, and some of them you did. Collectively you've witnessed these memories.

Maureen: I um... wasn't gonna tell you, but uh... you were there, Cheeky. You were there.

Cheeky: I wa- I wasn't anywhere. I wasn't anywhere. Noth- Nothing happened. W- Wait- You were- Why have you got my name on a list? [points to Carlos] You had my name on a list.

Luke: He definitely saw- He saw the memory of me?

Carlos: [stuttering] I can explain.

Cheeky: Both of you get back. [stuttering] Pete!

Pete: Yeah?

Cheeky: Pete! Don't trust 'em. Get over here.

Sam: Pete will stand in front of Cheeky, sort of making himself as big as possible just to protect him if anything does happen.

Tom: John Nipples is just hissing.

Pete: [hissing] I didn't know this was the justice you were looking for, Maureen. I can't let you hurt Cheeky.

Cheeky: It wa- It was just that bug. None of the rest had anything to do with it.

Carlos: I- I- I- That is clearly not the case.

Cheeky: Oh, don't- don't you start with your lies.

Carlos: I'm not- I'm not-

Cheeky: Who even are you? What's your real name?

Carlos: My real name is Carlos. That is the truth, okay? Now look, I gave- I gave- Ale a list of the people that entered the establishment, okay? That was all she asked for. That's what I gave her. Okay?

Pete: You didn't come clean and tell us you worked for the Mudlarks. Or spied for them. You've been lying since day one.

Cheeky: Which was yesterday.

Pete: Give me the tea.

Cheeky/Tom: Possibly the day before.

Pete: Give me the tea.

Carlos: Look, l- l- l- l-

Sam: I'm gonna try and grab the tea from him.

Midge: Okay. Make Athletics versus Carlos's Athletics or Acrobatics.

Sam: Do I wanna rage for this? No. [dice roll] Uh oh, shit- shoot- oh, goddammit.

Tom: Oooohh!

Sam: 10.

Luke: 11.

Tom: Whoa!

Luke: Yep.

Sam: And you see he is running out of his Redwoosh tea. So, this guy who's normally incredibly str- [grunting] [whirring] [heavy breathing] [steam hissing]

Carlos: Calm down, okay? It- It- It was a long time ago. Okay? Now look, no one is trying to hurt you.

Cheeky: She is-

Carlos: No, no, no, no, no. Her name- Your name was on the list, but you did not kill the one you love.

Maureen: Chlorine.

Carlos: Yes.

Cheeky: What- What are you doing with that list then, eh?

Carlos: You know what s he's doing with that list.

Cheeky: I don't like the way she's looking at me.

Carlos: She's not gonna kill you.

Cheeky: I wanna hear it from her.

Carlos: You're not gonna kill him, are you?

Cheeky: I don't wanna hear it from you, little- little liar. I wanna hear it from her.

Carlos: I would advise you to put down those weapons in these hallowed halls.

Cheeky: Ohhh... Ohhh! They're 'allowed 'alls, are they now?

Carlos: Look around you!

Cheeky: I-

AJ: [swishing] And then I do that thing in Dune, where I hold up a little needle to a neck.

Tom: Do- Ch- Can I- - Am I doing- Is this happening- -

Midge: Both of you roll Initiative to see who moves first.

Tom: Oh, shit. 17.

AJ: 9.

Midge: You see the- the- the- dart I think you're holding for this.

AJ: Yeah.

Midge: Coming- Coming at your throat. What do you do?

Tom: Just want you to know, if she won that I would have used Alert to swap my Initiative with her. Would have been so funny.

Midge: I think it has to be a willing ally.

Tom: Ahh, well. That's lucky.

AJ: It's not a ki- I've not- I haven't gone for the killing blow.

Tom: I- I've just grabbed it here.

AJ: Yeah, yeah, yeah.

Tom: Just- Just away from- 'cause you're fast. I'm fast too.

Cheeky: I guess now we see each other for who we are, aye? You're upset 'cause your girlfriend got hurt, eh? She got killed? Well, she's hanging around with the wrong bug. But it wasn't the hobgoblins.

Maureen: I only came on this first mission because I knew you were on it. But then you started talkin' about how you knew the Krags and you could go to the Krags, and they're on my list as well.

Cheeky: You-

Maureen: But what I will say, is that you did save me. And your friend.

Rover: Right, we should be getting there soo- What the flaming heck is going on here?

Cheeky: At least one of us is trying to kill the rest of us. And I'll be honest, I've lost track of which one is which.

Pete: Carlos are you still planning to continue with this mission

Carlos: Of c-

Pete: so we can all get what we want?

Carlos: Yes, exactly.

Pete: Are you, a Mudlark, are gonna give over tea to a tea trader?

Carlos: In order to complete the mission. Yes.

Sam: Insight check.

Midge: Roll Deception.

Luke: [dice rolls] Roll Deception?

Midge: Yeah.

Luke: 9... But I might reroll.

Sam: 22. [Luke hands Heroic Inspiration back to Midge]

Tom: Oh, he's going for it.

Luke: [dice roll] 8! [laughs]

Midge: Doesn't add up.

Sam: Agh... Well, I think I'm gonna try... Can I try and rage?

Midge: You try,

Sam: Yeah?

Midge: the whistle doesn't work.

Sam: I will still try- I'm gonna try- try and grapple Carlos.

Midge: Athletics vs Carlos's Athletics or Acrobatics.

Sam: [dice rolls] 14.

Luke: [laughs] 6.

Sam: Ah. [whirring]

Midge: Carlos is cornered at the prow of the barge, and you hold them.

Pete: You like the Flow so much, do you? You wanna see what it's like when you go inside? I've been in three times.

Maureen: Enough! Listen. There are things that we all want. You want that money, do you not, Cheeky Dustbins?

Cheeky: To sort things out with the Kraggs. And listen. How about we get in front of them and they'll clear this all up. They'll explain who's behind your lady friend's death.

Maureen: I will kill the Kraggs.

Cheeky: Well, I'm trying to reach a compromise where you get in front of the Kraggs and then we decide whether you're gonna try and kill 'em.

Maureen: I'm saying- If you can get me in front of the Kraggs, then I'll let you live.

Cheeky: Fine. And you'll hear them out before you make any actions?

Maureen: I'll hear 'em out.

Pete: What do you wanna do with this liar, Cheeky?

Cheeky: He hasn't hurt us, has he?

Pete: Well he was planning to g- to abscond with the tea,

Maureen: We need him to get-

Pete: I believe.

Cheeky: Okay. Take the tea off him.

Pete: Are you gonna give me the tea, or are you going for a swim?

Cheeky: Put it inside your chamber.

Pete: Are you gonna give me the tea, or are you going for a swim?

Carlos: [suffocating] You can have the tea.

Midge: How about-

Sam: What did you just say?

Carlos: You can have the tea.

Sam: I will take the tea off Carlos.

Rover: I will take that. I don't think the person who consumes tea should be holding the package.

Cheeky: No, no, no. It stays with Pete. I don't know who I can trust anymore. [To Rover] You don't have your original face. [To Carlos] He's a sneaky bastard.

Cheeky/Tom: She was bald a minute ago.

Rover: Then why do you get to choose who has it? I was the one-

Cheeky: 'Cause I'm the top ranking one here, sunshine! And he's with me. Two versus one. Versus one. Done!

Maureen: I don't- Personally don't care about the tea.

Luke: My eyes are starting to roll back back into my head.

Cheeky: Ohhoho, Pete! Bring him back in.

Rover: This could easily be four against two.

Pete: I put Carlos down.

Cheeky/Tom: Well, I've got a cat.

Rover/Midge: And I'm a fucking dog.

Pete: You don't-

Rover/Midge: [woof]

Pete: You don't- Rover, you don't have to be a dog. As long as we get this tea and get our gold we can probably afford some sort of ancient wizard or whatever to cure you completely.

Cheeky: We- We-

Pete: But he's not to be trusted with it.

Cheeky: We're doing what we already said, yeah? We're gonna stick to the plan.

Rover: Yeah, that's what I want.

Cheeky: Great. Stick- We agree. Team stick-to-the-plan. All of us stick to the plan. What happens afterwards has changed.

Luke: Whilst this is happening I'm not nodding along agreeing, but I'm also making eyes with any of the ratkin around the chamber, to see if they've witnessed what was happening.

Cheeky: Yeah, and the numbers here are very definitely two versus one versus one. We're decent.

Midge: You see a number of them lift their hoods.

Cheeky: Okay, the maths has worked in our favour. Pop that in one of your little chambers, alright Pete? Let's get this job finished so we can get away from these nutjobs.

Rover: You hand it over to me, I am the employer in this situation.

Carlos: If we are a team, we should take a vote. Democratic.

Rover: Sounds good to me.

Cheeky: Alright, vote. I'll vote it goes with Pete.

Cheeky/Tom: And I recognise that I probably shouldn't have agreed to a vote. Does the cat get a vote?

Rover/Midge: Can it lift its hand?

Cheeky/Tom: Ye- Its paw, yes.

Pete: It is the safest with me, and I do have a chamber in my chest which I can keep it in.

Cheeky: Boom. So I'm votin' Pete.

Pete: I also vote Pete.

Cheeky: John Nipples? D- Do- Paw? [meow] Paw?

Pete: That's three for me.

Cheeky: That's three for Pete.

Carlos: Rover hired us. I think he is the only one that we can trust.

Cheeky: One for Rover. [Midge puts his hand up] Maureen?

Carlos: Two for Rover.

Cheeky: You want your justice, don't you?

Maureen: Pete.

Cheeky: We're done. [tchshhhh] [tshhh] [kshhh] Keep that sealed. You don't know what that'll do to you.

Cheeky/Tom: It could lead to some interesting character development if you're not careful.

Rover: Right. What I was trying to say earlier is we're nearly there.

Pete: Great.

Rover: Game faces on.

Cheeky: Oh, we've all got a lot of faces. Lot more faces than you might expect. But what happens to someone's face when the cheek gets turned? I've lost a lot of blood.

So I don't know where I'm going with this-

Pete: Cheeky sit-

Cheeky: What?

Pete: Just sit down. Take five.

Cheeky: Yeah, alright. I'll sit down.

Sam: I am gonna basically make sure my- keep- keeping eyes in Carlos 'cause as far as I know, he still doesn't want us to actually succeed.

Tom: And I'm keeping eyes on Maureen 'cause she- I think she wants to stab me yet.

Luke: I'm there- I'm there sort of like biting my nails a little bit. And I see you watch me, and I'm like

Carlos: I'm a rat. They- They keep growing. I have to gnaw them to stop them. I'm not nervous.

Pete: Pers- Personal hygiene is very good.

Midge: What health are you on, Carlos?

Luke: Full health.

Midge: Full health. Okay. Cool. No, no, no. It's fine. It's fine.

Luke: I bite through my finger.

Midge: Yeah, you- you bite your own finger off.

Sam: So tense.

Maureen: Pete.

Pete: Yes, Maureen?

Maureen: I'm sorry that you had to be involved in this. This is between me and the Mobgoblins.

Sam: I'll take Maureen down to the other end of the barge.

Tom: I'm staying at the other end with my crossbow out, but I'm not gonna-

Pete: Maureen, I've said many times that I'm a slave to the Mobgoblins, but I've come to realise through the last two days and that memory we just saw of Cheeky's that he is also a slave. Not a slave of the body, but a slave of the mind. If the Krag dies, both of them, he will also be free. Your mission is mine. Let's get paid.

Sam: And then Predator handshake.

Pete: [shkk-dzhssh] Fuck shit up.

AJ: I was gonna actually caress your cheek, but-

Pete/Sam: Ah, that's quite nice.

Maureen/AJ: No, it's- it's okay, I'm just- We- We can do both- We-

Midge: Predator caress your cheek, yeah, yeah.

Sam: My face- My face accidentally-

Maureen/AJ: We can do both at the same time if we want.

Sam: My face opens up accidentally.

Tom: Predator- Predator face caress. Lovely. I see that from the other end of the boat, and went,

Cheeky: Oh...

Midge: You pull up to this sort of rickety pontoon- not pontoon, jetty. And- Get your- Get your dock terminology right, Tom! [Midge' real name is Tom]

Tom: 'Ello! Rickety Pontoon here.

Midge: The worldbuilding's falling apart!

Sam: That's the backup character.

Tom: Yeah, yeah, yeah. Great.

Luke: So what's- What is the difference between a pontoon and a jetty?

Midge: Pontoon is a temporary bridge.

Tom: Right, write this down, guys.

Midge: A jetty is where you- is- is a wooden structure you dock at. –

Sam: Have- Have any of these other-

Tom: You... dock... at...

Sam: like watching vermin people done anything?

Midge: They gather on the jetty, and approach Carlos.

Ratkin: You are one of our brethren.

Carlos: Sí.

Ratkin: You are in need of assistance?

Carlos: [sighs] We need safe passage through these waters. I am with these people. I have a very secret mission.

Ratkin: They are not of our order.

Carlos: No, they are not. They don't realise the danger in passing through these tunnels, being so loud and threatening me, but it's fine. We need safe passage, that's all.

Ratkin: We cannot bless them, but we can bless you.

Midge: They bless you with 10 Temporary Hit Points.

Luke: [snaps] Hoooooaaaaaagh!

Tom: Ten thousand rats.

Midge: Carlos the White emerges from the water.

Sam & Tom: White Justice!

Luke: It's like I've been splashed with a big like, you know like in The Little Mermaid when she's like at the froth.

Midge: But it's sewer water.

Sam: Are we in Hell- Are we in Hellsea?

Midge: Yeah.

Sam: Great.

Ratkin: Be on your way, my friend.

Carlos: Thank you.

Midge: You see a metal ladder leading up to a sewer grate which you can see Loathe square, on the- the- the sort of metalwork.

Carlos: They were not best pleased with your behaviour back then. But I put in a good word.

Pete: I heard.

Carlos: I hope you understand.

Pete: I still don't know why you're with- still with us. What do you want out of this? We're doing this job.

Carlos: The name of The Tea King. That's what I want.

Pete: The Tea King?

Carlos: Yes, the one whose name we have to find.

Pete: Right. [whirring glitch]

Carlos: Have you forgotten why you're here?

Pete: I told you I need the tea to function properly. I'm beginning to lose something.

Carlos: Perhaps we should get you some tea above ground. I know a contact. I'm sure Cheeky does as well.

Pete: Sorry if I was too-

Tom: Am I in or out? I've been hanging back, but-

Cheeky: What was that?

Luke: This- yeah, this hasn't been like secret secret.

Sam: Yeah.

Luke: I've just been like - discussing this openly. Just talking to him.

Tom: Well, we- we-

Midge: You all depart the barge, get onto the jetty.

Tom: Can I ask, is there- 'Cause there's- there's legal tea, right? And there's illegal tea? Is that correct?

Luke: Well, it's all illegal, really.

Midge: It's all illegal.

Tom: It's all illegal, but what's put in most of-

Midge: There's- There's so much as a very very diluted amount. Like the- the kind that Maureen takes. Which is like clover tea. Like tea, proper tea tea leaves are- are illegal. There's different strengths, but they are all illegal.

Tom: So what would legally a Porcelain Policeman have?

Midge: He wouldn't.

AJ: He wouldn't.

Tom: Oh, right, so it's only Pete who runs on that.

Midge: He gets it through the Mobgoblins.

Tom: Oh, I thought that all the- all of them had...

Sam: Yeah, yeah. The Porcelain Police are given a special brand of tea that's government issued.

Tom: Alright.

Midge: Yeah, but that's- that comes from seizing contraband.

Tom: Right okay. So there's legal- one that is legal for him to have, but only when issued by the government.

Midge: Yeah.

Tom: Good, okay. Just worldbuilding, being like, "oh, sh- let's just go to where he gets it."

Luke: It's a- It's a bit like doctors issuing morphine.

Tom: Yes, great, okay. Nice.

Sam: The- Basically the re- the reason why I never just ran away from the Mobgoblins by myself is because they only gave me like by myself is because they only gave me like by myself is because they only gave me like three satchels of tea. So I would have no other way of getting it, so I'd shut down, - so I have to keep coming back –

Tom: Yeah. And we're best friends.

Sam: even if I could get away. Obviously.

Midge: And we're- And we're best friends.

Tom: And we're best friends. You know, that's key.

Cheeky: Alright. Let's-

Maureen: After you, Cheeky.

Cheeky: Oh, no. I insist. Because I have Backstab.

Rover: Ah, fuck this.

Cheeky: And I might wanna use it.

Midge: So- Rover pushes past you and starts climbing the ladder.

## The Rose Leaf (01:35:30)

Rover: Looks like we're in the right spot. Come on.

Midge: And he gets up onto street level.

Sam: Porcelain Pete comes up last.

Tom: Send John Nipples up before I go out on my head to like look around.

Carlos: Goddamn rat uh- cat.

Midge: I'll say- Sorry, before all of this, he does say goodbye to Susie. I realise I just- just- I realise I just skipped over that heartfelt goodbye. I think they talk at the other end of the barge. Wait, you guys were at one end, you guys were at the other, so they're in the middle of the barge.

Sam: They can overhear both of these conversations.

Midge: It's getting kinda crowded on this boat. And uh... she seems still a little bit taken aback, but there's a closeness between them. And you feel like that might factor into his irritation, is that now he has to move on from this. Yeah, he gets up to street level.

Rover: Come on. We're late as it is.

Pete:: What time is it?

Rover: Three o'clock.

Pete: We have three hours. We're already in Hellsea, this all seems to be going as well as it could have been, 'cause only we've been attacked by about three different groups of people.

Cheeky: Okay, everyone. Disguises on. Let's move quiet. Let's get this done.

Sam: I'm in a soaking wet suit. My hats completely gone probably.

Tom: I'm once again Deeky Chustbins. Nice and simple.

Midge: You reach street level in Hellsea. We have a beautifully uh- um- beautiful facade on the front the houses. Some of them even have gardens. It's a far cry from the- the East End where many of you grew up. It's more spacious than the West End where things tend to be a little bit more thrown together. You are in the- the rich elite part of the Don- of Donlon's b- boroughs now.

Luke: Before we head off, because I'm aware- I don't wanna use my disguise spell again, Yeah. but I am gonna cast Blessing of the Trickster. I give myself advantage on Stealth checks.

Midge: Cool. Yeah. The- The magic of the Flow surrounds you and sort of distorts your image a little bit blurring it like as if you're under water. Rover leads the way down the street, and he's kind of like checking off the like door numbers until he spots on the corner "The Rose Leaf". The florist's.

Rover: And goes, Right. We're here. Good, we got time. We got time. Okay. We remember what we need to do.

Pete: There was a code word. Th-

Carlos: Yes, I know what the code is that we have to ask.

AJ: Just before- Just before we do that, I disguise myself as just sort of a generic Mobgoblin.

Midge: Are you changing your like species?

AJ: Yeah, just to sort of a- like a- like a younger Cheeky Dustbins.

Midge: Okay, a young orc, yeah. Oh, sorry, hobgoblin.

Tom: Are you male or female?

AJ: Male.

Luke: I also- it isn't a spell, but I just put on my hat. Give myself a little extra you know, incognito.

Sam: Yes, I th- I'm gonna have a quick look in the florist just to see if it looks there's anyone hiding, or if there's anyone in there and just get a vibe of like the shop.

Midge: Give me a Perception check.

Sam: [dice roll] uh... [muttering] Perception... That is 19.

Tom: [whispering] Nice.

Midge: Shop's empty. You think you can hear maybe like a sort of like the sounds of someone moving something heavy at the back of the shop. But from the- from outside it's hard to tell exactly what that is.

Luke: I- I also give a little [sniffs] sniff. and using my acute rat sense of smell to see if I detect anything other than flowers.

Midge: Give me a Perception check.

Sam: Hehe, you're sniffing a flower shop.

Luke: 18.

Midge: 18. It is like a barrage of fragrances and aromas from the- from the flowers. And you- but you can also smell the sort of like earthy stink of fertilizer and compost. Rover goes,

Rover: Um... Our contact is Pelham. They'll approach us, probably, they'll have the prompt, we need to respond "Two blooms for a copper".

Pete & Cheeky: Yeah.

Rover: Yep, yep, yeah.

Cheeky: We just weren't gonna say it out loud until- in case anyone- but it's- we're all good.

Rover: Yeah. We're all good.

Midge: [tiddlingggg] Heads into the florist's. You all follow? You head inside. It's beautiful. Just banks and banks of blooms and blossoms, aisles that lead through each of these beautifully cut flowers arranged in bouquets. Along the right side of the room is a countertop, a wooden countertop with a till and a brass service bell. What do you do?

Pete/Cheeky: [DING!]

Tom: Awh! We're still in tune at least. - Well, that's nice. -

Midge: Your- Your hands touch on the bell.

Cheeky: Hey, John Nipples. Stay by the door, alright? Keep an eye out. [meow] Yes, that one.

Midge: You ring the bell, and you hear a fluttering from the back of the shop.

Pelham: [fluttering] Comingggg!

Midge: Brushing compost from one of their wings is a pigeon about five foot tall,

Sam: [gags]

Midge: wearing a smart, black frock coat, cravat, and pince-nez glasses on the end of their beak. They come strutting over.

Sam: Oh god, no!

Tom: Editing note, Sam still doesn't like pigeons.

Sam: Aagghh. So fucking gross. A five foot pigeon.

Luke: Whilst this is happening, I have entered slightly later than everyone else, and I'm sort of pottering about the shop as if I'm not with them -

Midge: Oh, cool. –

Luke: But I've got my ears perked up

Midge: Yeah, yeah, yeah.

Luke: So I'm listening fully to the conversation.

Midge: Roll- Roll a Stealth check for me with Advantage, I guess.

Luke: [dice roll] Ooh. yeah, I'm good and that's Advantage. [dice roll] Uh... 9.

Midge: Got you. Right. You- You-

Sam: Smashes three plant pots.

Cheeky: He's not with us. Don't worry about him.

Midge: I can't believe I've smashed so many pots, or my name's not Carlos Huispas.

The pigeon comes to the other side of the counter.

Pete: What is your name, good pigeon?

Pelham: Ooh! Hello, um... uh... Pelham! Howeve- Howeves should be of service to you? [pigeon chuckle]

Cheeky: Oh, we w- We were just having a little look around, weren't we, for you know, few flowers, me and my son here. And uh... Our- Our good friend over there, little body guard. We're just wondering if you've got anything special in.

Pelham: Oh, um... yes. All the seasonal blooms. Anything in particular, any hue or shade, colour?

Cheeky: Uh, you know, we- we were- we were wondering if you got anything red maybe?

Pelham: Red? Yes, of course.

Sam: Pete tries really hard to wink, but he can't close his eyes.

Pelham: Your friend seems to be in some sort of prolonged agony.

Cheeky: Well, he's- he's very excited about the flowers that you might, or might not have, you know.

Pelham: I see. Well, uh... we got something for everyone.

Cheeky: Oh, yes?

Midge: They s-sort of strut through the aisles, and then like clock you, just directly opposite them in the aisle.

Pelham: Oh, a friend of yours?

Cheeky: No, I don't- I don't know him. Mate, I think you've had one too many. This guy, eh?

Pelham: Oh, well, I can attend to all customers' needs. Anything in particular you're looking for, sir?

Carlos: Uh, n- no- nothing in particular um... in particular. I would like to know what you have to offer.

Pelham: Uh, flowers, mostly. But let's- let's see what's well suited for each of you perhaps.

Midge: And they start to go through the sort of banks of flowers and they start to pull out different shades of flowers for each of you. Ones that kind of match your aesthetic.

Tom: That's nice.

Midge: And they pass two stems to each of you. And go, You know, it's becoming harder and harder to find the- the right choice for people.

Pelham: I often find some things are out of vogue, some things are certainly in, even- even roses sometimes are hard to flog.

Cheeky: Oh, yeah?

Pelham: I often find myself asking sometimes, Who [pigeon cooing] will buy my sweet red roses?

Cheeky: Oh, well, two blooms for a copper, am I right?

Pelham: Slight extension of the sentence you're supposed to say, but-

Cheeky: Two blooms for a copper.

Midge: How- How have each of you got your flowers, by the way?

Tom: I- I haven't looked at mine, I've kept my eyes on you,

Midge: Okay.

Tom: –so I'm just twiddling them here. I haven't actually noticed what they are, but- I'm excited to look in a minute.

Sam: I don't really- I don't really know how I can put flowers, I- well, I suppose I got this sopping wet suit, - so I just sort of shove them into the collar button.

Luke: I'm standing four feet away from everyone. Sort of like twiddling them in between and then working out how to pop them in my hat, behind my ears, hat, behind my ears, like one each.

Midge: What about Maureen?

AJ: Just lookin' at you, and smelling them.

Pelham: En- Enjoying the bloom?

Maureen: Yeah, yeah, I am. I am. I am.

Sam: They just look like normal flowers, right? - There's nothing like suspect about them.

Midge: Yeah, yeah, yeah. You can roll a Nature check if you wanna like - see what kind of flowers they are.

Sam: Just want to make sure we're not about to get like poisoned or something. 8.

Tom: I- I do wanna know what mine are. [dice roll] And that's 17.

Midge: 17?

Luke: [dice roll] 11.

AJ: [dice roll] Uuuuuuuuuuuuhhhhhh... 13.

Midge: You three can't clock what these- these flowers are. I think these are probably- we'll say that these are peonies. And you're not sure how, but they are the flowers you tried to give to Esme.

Tom: I was gonna say, Esme always liked these.

Cheeky: Esme always liked these.

Tom: I look at Maureen, and she's basically got my younger face.

Midge: You see a young Cheeky Dustbins.

Tom: I see a young Cheeky Dustbins. I think of how much I loved Esme. And I think of how much she must have loved Chlorine. And there's a moment's doubt deep in Cheeky's heart that he's doing the right thing.

Maureen: So, did you-

Pelham: Yes, well, a copper for two blooms. Well, why settle for such a low price when we could be talking about half a million gold.

Pete: Show us the money, and we will show you what we have brought for you.

Pelham: Uh, may I see it?

Pete: May we see the money?

Pelham: The till doesn't carry that much currency, I'll have to show you through to the back. First.

Midge: And they strut forward to the door, flip the sign, draw the blinds.

Sam: I uh- I open the chest cavity just a little bit to show the jar in there, and then close it again.

Pelham: Very good. Still sealed?

Pete: Sealed.

Pelham: Excellent. I'll show you through to the- to the back.

Midge: And they strut through a side door, leading you through into another room. Do you follow?

Cheeky: John Nipples, right there, yeah? Alright. On we go.

Tom: I'm trying to hide my slightly emotional face, but [sniffles]

Cheeky: Hip-yip, on we go. Come on, lads.

Luke: I do follow a little bit behind. But I'm looking around carefully as I go in.

Cheeky/Tom: Yeah, I d- I did- We fibbed before, it was- He- He's with us. In case it's weird that we're doing all this in front of...

Luke: I'm looking for signs of extra exits as well.

Midge: Gotcha.

Maureen: Keep your eyes open, boys. Keep your eyes open.

Pete: I have no choice.

Luke: Are there any- Are there any extra exits?

Midge: Roll me a Perception or Investigation, if you want it to be a bit more involved.

Luke: 11.

Midge: You see the front door, I'll say you see like a side exit as you're going through into the back of this shop. And it extends quite a bit further than you'd think from the front of this florist's ([shudders] that's a lot of Fs). As you ex- sort of exit the- the sort of- the building, you come out into long rows of greenhouses. Potting sheds, little shoots coming up in pots, all along these tables.

And at the far end you see a huge glasshouse. A big conservatory. Pelham sort of struts forward, opens some doors from these greenhouses into this new glass house. And he goes,

Pelham: Please, be my guest.

Sam: After you.

Pelham: Mm. Hesitancy. Of course.

Midge: And heads into the glasshouse.

Cheeky: Yeah, yeah, yeah. In we go. In we go. Let's get this money.

Pte: [incomprehensible noises]

Sam: That's just noise that Pete makes when he's running out of tea.

Cheeky: Whilst we're here, you don't happen to have any tea for our compatriot here, do you by any chance?

Pelham: Well, you're just in luck.

Midge: As you come into this big glass house, you see a huge 60-70 foot tree. It is long winding trunk, it's like a giant bonsai. And surrounding it on all sides is a huge wall of hedge uh, hedgerow. At the front of this sight is a little white iron-wrought table with a few glasses and a few teacups on it. There's a little wooden box with a number of tea sachets in it. Pelham heads over, there's some chairs arrayed around the table.

Pelham: If you'd wait here, I'll go and fetch the uh... the- the pay. I presume you are less inclined to hand me the tea to deliver from here on out.

Cheeky: I- I think we'll wait till we see the money. If you don't mind.

Pete: And of course we'd love to potentially meet The Tea King.

Pelham: Would you?

Pete: Yes.

Cheeky: Would we?

Pete: Wouldn't we?

Maureen: I would love to meet The Tea King.

Pelham: Hmm... Well, they are quite a private person. But I'll convey your wishes.

Midge: They strut towards the- the hedge. And [kssshh] an entrance forms. They head inside.

Sam: [kssshlshh] Is anyone watching us?

Midge: You don't see any other person in this room.

Sam: I'm gonna take one sachet of each of the different kinds of tea. Slip them into my chest cavity.

Midge: So you've got a herbal gree- a herbal, white, and green tea sachet in there.

## Meeting the Tea King (01:50:00)

- Midge: A few minutes passes by, and a larger opening appears in the hedgerow. Beyond that is another hedgerow. With a- a portal in it. And another, and another, and another. And you see basically a clear opening through wall after wall after wall of a hedge maze opening up.
- And at the far end you see the trunk of this tree. And a figure sat at a similar table. Actually this is like a long sort of trestle table facing you. They are dressed in a simple shirt and trousers, with a gardener's apron over the front. They have a series of plant pots in front of them.
- They're a tiefling, so they have short little horns at the front of their head. They have black hair that comes around in black mutton chops joined by a handlebar moustache. And they are, they have tiny little scissors, and they're just doing little snips on a smaller version of the tree that you see behind them. And they look up to see the four of you sorry, the five of you, and go,
- Percy: Ah, hello! You're Magpie's lot. Am I correct?
- Maureen: Correct.
- Percy: Come on through. Been told that you're- you're looking to see me.
- Maureen: Are you The Tea King?
- Percy: [laughs] Some have referred to me as such, yes, yes. My name is Percy. Percy Greenwood Tips. Pleasure to meet you all. If you want to just come through. Feel free to take a seat. We've got refreshments through here.
- Cheeky: John Nipples the cat! Come on through! Not letting him get more than 30 feet away. I know what you're like. John Nipples the cat! There you are.
- Midge: John Nipples comes through, is wandering around the- the greenhouse.
- Percy: Would you like to take a seat?
- Pete: Please.
- Cheeky: Thank you very much. And thank you for having us here in your establishment. Lovely place. Very green. Very-
- Percy: Thank you.
- Cheeky: Very tree. Very big tree.

Percy: Yeah, well, yes. Yeah, quite a few samples from agh, may- my many travels. I'm fortunate to have been to some far flung places. The- The tree behind me, all the way from Cathlon. Pelham's gonna go and get the money. Do you mind sitting a while?

Cheeky/Tom: Why not? We could do with a short rest to be honest. We've- We've been running round. This one fell in the. in the Flow.

Pete: Three times.

Percy: I have heard so much about you. Peter, isn't it?

Pete: Just Pete.

Percy: My mistake. Yes, you are an automaton that's been in the Flow a few times I've heard.

Pete: Yes, just once today, actually. And the day before that. And then a few months before that.

Maureen: That's okay, Pete. He doesn't need to know all that.

Percy: No, no, no. F- It's fascinating. And it- And does this have any kind of change?

Pete: I- I- Yes, I- I seem to- I w- Earlier on I was teleporting around which I've never done before. I was kinda like BAMF!, and I was somewhere else. Which was very exciting, but if you don't mind I-

Percy: As a form of instant travel?

Pete: Only 30 feet.

Percy: And then you can control this?

Pete: I so- To a degree. I could do it myself pretty much whenever I wanted. But if I tried to grab other people, it was a bit of a hit 'n' miss. But now it seems to have gone completely. I'm actually- Do you mind, I've- I just- You wouldn't have a cup of tea, would you?

Percy: [laughs] Of course. Yes.

Midge: He takes out this beautiful lacquer box, [qkhrkk]

Percy: Yes. A little birdie tells me that you're partial to a bit of Redwoosh.

Pete: That's what I've been having for the last six months.

Percy: [laughs] Well, I think we can do better than Redwoosh, my friend.

Midge: Takes out a bag and goes,

Percy: This is all the way from Cathlon. I haven't brewed it here, but it's- it's- it's top quality stuff.

Pete: Fantastic. Thank you so much. I'm feeling a little bit run down to- [kfssshhh, opens his chest]

Percy: The rest of you would like-

Maureen: Wait. Pete. [Looks at Percy] why don't you try it first?

Percy: The tea?

Maureen: Yes.

Percy: Ah, it's a little early in the day for me to be... partaking.

Maureen: Why don't you try it first?

Percy: Because I don't want to.

Maureen: Well, you know, I think it's probably important that you- If you're going to offer us some tea, obviously it's a dangerous, dangerous mission and we know that this is a very special kind of tea. So I don't see why if it isn't so special that you can't just have a- a small bit. Just for your own peace of mind.

Cheeky: Maurice...

AJ: I use- I'm persuading you, by the way, just so you know.

Midge: Yeah, roll Persuasion.

Tom: I'm finding this very rude as a classy gentleman.

AJ: [dice roll] 16 plus 8.

Midge: 16 plus 8.

Cheeky: Maurice, don't-

Midge: It's 24.

Cheeky: don't offend our host. Alright?

Percy: No, no, no. It's- It's- It's fine.

Cheeky: Sorry about him.

Percy: I would be a poor Tea King of Donlon if I didn't drink any of my own tea. [Pete gives back the tea.] Thank you.

Anyone would like to join me? You look like you could use taking a- a load off as they say.

Pete: I need this to live.

Cheeky: 'll have a little snifter. Why not?

Sam: [To Carlos and Maureen] You guys gonna be cool?

Midge: He sets out three teacups and there's a- a teapot.

Sam: Are you fucking nerds? Sorry, just one more time.

Midge: Do- Do Maureen or- or Carlos-

Carlos: I'll be fine. Thank you, no.

Percy: You don't partake?

Carlos: Not at the moment.

Sam: Pete almost says what he's learned about Carlos, but for some reason he doesn't out what he actually is, and keeps it to himself.

Percy: I'm going to pour a cup for all of us. You don't have to drink it. Something I want to show you. Has a- An after-effect that mo- most tea drinkers in this sorry state of a city often forgo. I'll show you in due course.

Midge: He gets this teapot and sort of gestures and starts to steam.

Percy: Just giving it a moment to brew.

Cheeky: Going anywhere on your holidays or-

Percy: Yes, I was hoping to make a return trip to Aragonos soon actually.

Cheeky: I hear it's sunny. Sun-, yeah.

Percy: It is, yes. Yes, it is.

Cheeky: Sunny this time of year. I go down the pictures sometimes.

Percy: Oh, do you?

Cheeky: Yeah, they've got a range of pictures, and you look at them one after the other.

Percy: Yes, I believe that's a gallery or some kind of-

Cheeky: Yeah, yeah, yeah, yeah.

Percy: Yes.

Cheeky: But I just call it a pictures-

Maureen/AJ: Do you look at it really fast, though? Do you look at all the pictures really fast?

Cheeky/Tom: Yeah, I look at 'em really fast.

Percy/Midge: The motion pictures, yes.

Cheeky/Tom: Yeah, 'ca- What happens is you get like twenty guys

Maureen/AJ: 24

Cheeky/Tom: so they run past- so they run past-

Maureen/AJ: 24 in a second.

Cheeky/Tom: Yeah, yeah, yeah. And they're so fast that they just run past you. They use Haste or something and you're like, OI! It was like movin'! And it's really- You know, it's quite something. They're releasing a new one soon.

Maureen/AJ: You know what? I love those pictures.

Cheeky/Tom: You do?

Maureen/AJ: I've been stunned as well.

Cheeky/Tom: Now this is a bonding moment for- Yeah, tell me more.

Maureen/AJ: It's so fu- It's just incredible how fast they run.

Cheeky/Tom: Ye- I can't believe they go that fast. And the pictures, they hold, you know? People say, it's not an art form, I reckon, it is.

Carlos/Luke: My- My uncle used to paint some of those pictures.

Cheeky/Tom: He used to paint the pictures?

Carlos/Luke: Yes, indeed.

Cheeky/Tom: And he'd lo- Oh, wow! So he was like at the birthpla- Did he do that one where the carriage comes right at you and they get the picture and they run right at you until it hits you in the face?

Carlos/Luke: Yes, no, yes. He did that.

Cheeky/Tom: And it feels like it's gonna hit you in the face and then it does.

Sam: Pete has no idea what all three of you are talking about.

Percy: Right, well, whether you will or you won't, chin chin.

Pete: Chin chin.

Maureen: Chin chin.

Cheeky: Chin chin.

Luke: I... As you're all taking a sip, I'm getting a smell of it. And it's bringing back memories

Cheeky: Just getting a little bit.

Luke: of time with a past lover, where she was having some and asking me to try it. And I was refusing.

Cheeky: Oh, that's good. That's good.

Luke: As I watch them take it, I think the jealousy and the curiosity overtakes me.

Tom: [gasp]

Sam: Ohhh!

Midge: Really?

Luke: And I succumb.

Tom: This is my first relaxation in days.

Sam: I pour it into my face-hole and hopefully, I feel better.

Midge: Ro- Rover is gonna take a sip as well. And he's going, [loud slurping]

Cheeky: [to Maureen] You sure?

Maureen: I'm alright for now. Thank you, Cheeky.

Cheeky: Alright, li-

Sam: We all die except Maureen.

Cheeky: Listen, I'm sorry if- I'm sorry things got heated, nah, we'll talk about it later.

Percy: Bit of a trouble on the way?

Cheeky: Mmm? No, no, trouble? Who- We haven't seen any trouble. Don't you worry about that. What did you hear?

Percy: Ah, nothing of consequence.

Cheeky: Here you go, John.

Percy: So, I hope you're getting a sort of jasmine from that. The- The- The feeling you should be getting is that you have- You're settling for a long day of nothing. You have nothing planned. It's a relaxing day. It's a- It's a sunny day but it's not oppressively hot. Ah, beautiful stuff. And then, yes! Before I forget, if you just take a look at the bottom of your teacups,

now we call this tasseomancy. The magic of the tea leaf. At the bottom, you will see your tea leaves tend to reflect something forthcoming. A look at the future, perhaps.

Tom: Oh my god! It's become real.

Sam: [to Luke] Oh my g- You're doing it, Peter! You're doing it! [Luke starts laughing/choking on his tea]

Midge: You each-

Tom: Oh, he's having a bad trip.

Luke: Oh, there you are, Peter.

Midge: You look into the bottom of your teacups and you see the tea leaves kind of like the- the lights that were dancing on the sewer walls, are like structuring themselves into patterns and pictures.

They kind of like dance in the sort of remaining liquid at the bottom of your teacups aside from Maureen's which is kind of a bit more loose because it's in-

Luke: In suspension.

Midge: Yes. And can you all make a Wisdom saving throw for me, please?

Tom: Ooh!

Luke: Oh, boy!

Sam: Here we go!

Midge: Everyone makes it with disadvantage except for Maureen.

Sam: It's what we do- drugs.

Luke: Disadvantage?

Tom: Wha- Is this against being charmed, or- [dice roll]

Midge: It is.

Tom: I have advantage.

Midge; Which you have advantage so this will cancel that out.

Tom: So just no disadvantage.

Midge: So just a straight roll.

Tom: Straight roll.

Luke: Disadvantage.

Midge: Disadvantage, disadvantage.

Luke: 14.

Tom: NAT 1! Yeah, yeah, yeah, yeah! I fucked it!

Sam: 6.

Midge: Maureen?

AJ: 14, but I also have but I also have Fey ance- ...

Midge: You also have Fey ancestry.

AJ: Fey ance- Yeah yeah.

Tom: I al-

Midge: So roll with advantage.

AJ: [dice roll] 11, so four- It's 14.

Tom: On my Nat 1-

AJ: 15, 16. –

Midge: 16. –

Tom: Sorry. On my Nat 1, I was given by Maureen, this. Can I use it? It was W-

AJ: D20 Inspiration.

Tom: Is it from a-

Midge: Oh, from 'encouraging song'?

Tom: The dance party.

Sam: Dance party.

Midge: Yeah, was it Bardic that you gave or was it Heroic Inspiration?

AJ: It was- It-

Sam: It was Heroic.

Midge: Okay, then it is that.

Tom: I can use it. [gasp] So next to my 1 goes, [dice roll] a 10 plus-

Midge: Wisdom.

Tom: Plus my Wisdom,

Sam: Zero.

Midge: Wisdom save.

Tom: Zero. But plus 3 from Fortune from the Many. So what would have been 1, I look again at my younger face and Maureen and sort of half try and swim to the surface of whatever is happening.

Midge: Everyone except for Maureen sees the face of this individual form there and you start to feel very compliant. You feel like it is a perfect afternoon with nothing planned. You settle into your seats and you stay that way, incapacitated. Except for Maureen.

Maureen: I'm not really seeing anything at all, to be honest. I don't know about you boys but- B- Boys? Fellas?

Pete: [kettle-like whistle]

Percy: Wow. Strong stuff you're made of.

Maureen: What have you-

Percy: Or stronger than your friends, it seems.

Maureen: done?

AJ: I get out my- my dagger.

Midge: They- P. G. Tips, Mr Tips locks eyes with you, and quick as a flash pulls out an item from behind them.

Long, thin, metal barrel, beautifully carved wooden handle and they say,

Percy: Tea wasn't the only thing from Cathlon that I brought back. I brought this twin barreled pocket fireball too.

AJ: Oh, good. –

Tom: What have you got? What have you got? What have you got?

AJ: I'm going to use.. I'm gonna use Vicious- Vicious Mockery on you.

Midge: Okay. Roll Initiative. I will roll Initiative for this individual

Sam: Oh, god.

Midge: And we'll see who fires first.

Sam: Oh, Maureen.

AJ: Oh, shit. [dice roll]

Sam: Maureen, please.

AJ: 15.

Tom: Any plus?

AJ: Wait, 15, 16, 17.

Midge: That beats them. Roll your- Is it a save for Vicious Mockery?

AJ: Yeah, it's a Wisdom saving throw.

Midge: One moment.

AJ: [Palpatine voice] You're a pathetic little child. Even under your-

Midge: I think you'll find this Maureen is fully operational! That is a success.

Tom: The numbers are complicated.

AJ: [Palpatine voice] You think you are all powerful. But you are just a little boy, aren't you?

Midge: Does it do damage on half-

AJ: Oh?

Midge: on a fail?

Tom: It's still going.

AJ: It looks like your friends-

Midge: No, no, no. Let's- Let me- Let me see the full- the full- the full-

AJ: OhOohoh! It looks like your f- you don't have any friends, do you?  
[normal voice] That's all I got.

Midge: Just a needlessly snarky Palpatine.

AJ: I just-

Midge: [imitating AJ's imitation] Oh?! Ooh, it looks like you don't have any friends, Luke!

AJ: I use that on you.

Midge: Does anything happen if he- if he- if they succeed on their save?

AJ: And the target must succeed on a- Oh, if they fail. Not if they succeed.

Midge: They sense this- this presence come over you and they move the gun ahead- move the gun aside and fire, hitting Rover square in the chest.

Luke: Oooh!

Maureen: Rover? Rover!

Midge: They keel forwards.

Maureen: You killed him.

Percy: [cocks gun] I said don't test the veracity of that statement.

AJ: One more Vicious Mockery.

Sam: No!

Midge: No, no, no.

Percy: Take a fucking sip.

Maureen: You won't get away with it.

Percy: You won't f- live to find out.

Midge: I'll just stare you in the face.

Midge: Roll a Wisdom saving throw. This is flat, no advantage, no disadvantage.

Sam: Come on, buddy. Come on.

Luke: [dice roll] 10 plus?

AJ: 2. 12.

Midge: You fight against it with everything and may- maybe Chlorine appears in the room but it's just too much. You- The whole cup floods your system.

Percy: That's more like it. Well, you see, it was jasmine, yes, but it was monkhood and gelsemium as well. That's what the afternoon taste is. But well, I guess my explanation is lost on- on you and the dog there.

Sam: Am I- I'm incapacitated. But I can't go to sleep and I can see and hear everything even when I'm resting. Can I hear all this?

Midge: Yes.

Sam: Dark!

Percy: Peter, yes, I'm fascinated by you. Tea really has a hold over your automaton kind, does- doesn't it? Hmmm. I wonder how much.

Midge: They grab a handful of sachets, they open up your face put it in,

Percy: Let's do some stress testing, shall we?

Midge: And he pours the boiling water into- the boiling flowater into you. [train whistle]

Tom: This could be a big mistake on his part.

Midge: Can you roll a Wisdom saving throw with disadvantage and a minus 10?

Tom: Oh, come on!

Sam: Wisdom saving, disadvan-

Luke: Come on, let's get you double Nat 20.

Sam: [dice roll] Oop! So that would be minus 1.

Midge: Minus 1. You feel certain elements of your programming come back online. More than anything, you just know obey.

Percy: Yes, that seems to have just about scrambled your systems, hasn't it? Well, factory settings it is.

Peter, hello! I'm your benefactor.

Pete: Who is Peter?

Percy: My mistake. Let's call you Nothing. I'd like you to just pick up these three. Leave the dog. Pick up these three, Carry them to that shed over there, will you? Lie them flat on the tables.

Pete: Of course. [whirring]

Sam: Picks 'em up, all thr- maybe try to do three at a time, brings them over to the shed, puts 'em down.

Pete: Task complete.

Percy: Great.

Tom: Can I check, during this, I'm not trying to be a bitch, is- can he be hiding? [Holding up John's card]

Midge: He is hiding, yes.

Percy: He's hiding? Good boy.

Pete: Can I assist you further?

Percy: Yes, There's a bag of seeds just over there. Can you just bring those over to me? [to Pelham] Oh. thank you, Pelham. No, no. The money is not- No, we don't- Not anymore. Oh, actually, before you go, Pelham, yes,

just get our word to our friends at the Thorough Market. Yes, burn it all down.

Luke: What was that?

Midge: Burn it all down. You come over with this packet of seeds.

Percy: Yep, just hold there.

Midge: He takes one and he puts it in your mouth, takes another, puts it in Maureen's mouth, puts one in Carlos's mouth. You are lying paralysed on these tables and he goes,

Percy: Right, well, think we'll just let them seeds do their work and we'll uh-well, we'll go get ready for well, tomorrow night. I g- Suppose I'll have you as my- my arm candy. Show off my new toy. Right. The pot of tea, could you, please, hand that over to me?

Pete: Of course, civilian. [Hands over the pot of tea]

Percy: Thank you. Let's check you did your job. Ah, yes. Perfect. This- Half a million... This will be going for five million tomorrow night. Actually, could you pass me those cloths over there?

Pete: Of course.

Percy: Thank you very much.

Midge: He puts this in Flowater and just sort of like sprinkles it over your faces. And you go [tststststst] Not quite enough to- to do too much damage but it just stings a little bit. And he goes,

Percy: There we go. Ah, right. Well, if you'd come with me, Nothing, we need to move a dog. Thankfully, we've got a lot of compost. So yes.

## John Nipples to the Rescue (02:10:22)

Midge: They leave the space and you are paralysed and you feel something move in your mouth. A little shoot pokes its way out of your mouth.

Sam: As this is all happening all you just hear is this slow [tck] [tck] of a shovel hitting ground, getting ready to bury Rover. Mechanically.

Tom: Can- [holds up John's card again] Don't let me interrupt yo- your big dreams and your nasty villain moment, but John Nipples is aware when the nasty man has left the room.

Midge: Yeah, yeah, yeah. So yeah, you- you can't see this. You're just staring at the ceiling and you can just see a beautiful day. Over the head, through the roof of these greenhouses.

John: John Nipples, ready to sss-save the day, at last! Time to show my quality. [loud grunt] It's so Ughhh! painful. Pete's burying a body. Nothing weird about that.

Tom: He smells as good as he sounds.

John: Oh, there's the big dog man sleeping on the job. Fucking dogs.

Midge: They come up to like the door to the potting shed,

John: Ahh, shut. [scratches] Oh, it's open. Ahh! Cheeky, lying down on the job. Fucking hobgoblins!

Tom: This cat's a racist.

John: Not as sly and nimble as John Nipples.

Midge: Where is this voice going.

Tom: His nipples are dragging along the ground as he goes.

Sam: Ughhhh!

Midge: One's caught in the cobblestone. [struggling breaths]

Tom: Can he try and jump up and instead just like one paw- [distressed meow] and he drags himself.

John: Almost! [sickly grunt of effort] Almost!

Midge: Finally jumps up, lands on your chest.

Tom: I- I've- [purring]

Cheeky: Uh. [purring] Waaah.

Tom: Feel the weight of him. But-

Midge: Clawing at your chest.

Tom: But mainly the smell of him sort of- you know when a smell is so strong that you can feel it physically pushing out the clean air from your nostrils and the sm- John Nipples fills my brain. Just like tea fills Pete, the scent of John Nipples reactivates-

John: I'm taking over.

Cheeky: [mumbling] Oh, g-

John/Midge: A nip- A nipple in each os- nostril.

Cheeky/Tom: No, I don't have enough nostrils.

Tom: And you know when a- a cat is- a cat is trying to wake you up and they come up really close and [sniffing] in your face and then take a swipe to try and bat him away.

John: Smells like he drank monkhood and gelsemium.

Tom: I didn't notice his history of Arcana is off the charts.

Cheeky: [mumbling] John Nipples.

Tom: And then he can feel my grumpiness, [pshhh] And just scratches my face.

Midge: I'm gonna roll to attack by Ro- John Nipples,

Tom: I don't know whether he's m- he can't-

Midge: Oh, yeah.

Tom: Well, he can't usually do an attack.

Midge: Oh, no, no, no. He c- He ca- He can

Tom: but if you want him to- Seeing as it's against me,

Midge: definitely do some damage. [dice roll]

Tom: But he's tried to get the thing out of my mouth and now I've annoyed him, so he's gone for a scratch.

Midge: That would have been the perfect time to Crit and just kill,

Tom: Ki- End me.

Midge: This is for all the years! No, they- they hit and they do 1 point of damage.

Tom: 1 point of damage, okay. I'm down from 17.

Midge: Which breaks the spell.

Cheeky: Oh, oi, oi! You little fuckin' [cough] [gagging]

Tom: And this has grown into a plant. Is it still growing?

Midge: You pull it out and it had gone down your throat a little - but you're able to pull it out.

Tom: [heaving] gasping for breath]

Sam: Can't- Can't wait for that gif to be on the internet.

Midge: There's a load of-

Tom: You just reverse it. [intermission music ] [heaving in reverse]

Cheeky: Oh, Je- Wha- Oh, wha- That fucking Tea King. Oi. [cough]

Tom: And fall off the bed, [dumff] On the ground and then pop back up.

Cheeky: John Nipples, wa- you wake him up, I'll wake her up. [affirmative meow]

Tom: R- Run over,

Cheeky: Oi. [x12]

AJ: 1 point of damage.

Midge: Do we feel like that was 1 point of damage?

Luke: No, give him more point damage.

Tom: And then I try and pull the thing out of her mouth as well. 'Cause it's still visibly growing, right?

Sam: Yeah, that'll do it, that'll do a point of damage.

Cheeky: Fuckin'- [Maureen gagging] How're you doin', John? [meow]

Sam: John Nipples is having mo- the most amazing time because he's always thought that Carlos looked like the best meal ever. And now he's there prone, paralysed. [predatory meow] And just sinks both teeth into his snout.

Carlos: Ahh! ¡Qué diablo! (What the hell!) ¡Puta madre! (Motherfucker!)

Midge: They- They- They start kneading you just like too hard.

Luke: I s-smack the cat off of me. [distressed meow]

Tom: Ah. Against the wall. –

Sam: H o- How- How Roll to attack 'cause I wanna see if you kill the cat.

Tom: He's got 2 Health.

Luke: [dice roll] It was a 7.

Sam: Plus?

Luke: Plus-

Tom: To hit?

Sam: Just look at Strength modifier, 8.

Tom: 15, so it does hit.

Midge: No, it doesn't.

Tom: Oh, 12.

Sam: 8, 7 plus 1.

Tom: Oh, 7 plus 1. 8, so John Nipples-

John (Sam): [snarky meow] I just saved your life!

Midge: The two of you come out of this horri- horrible situation.

Sam: Have I been given any orders of what to do if they wake up?

Midge: Yeah.

Sam: Okay.

Tom: Oh, fuck, nuts.

AJ: Oh no.

Midge: I think the order you were given was keep them down.

Sam: Can I try and rage?

Tom: Aren't you digging or are you digging in here with us-

Sam: I was digging, the digging stopped.

AJ: But I don't think you know- Last-

Tom: Yeah, yeah, fair enough.

Midge: I- I- You haven't finished digging but I think like the overriding command was to keep them down.

Sam: Right.

Tom: Okay

Sam: But I- Sh- I haven't seen it, yeah.

Luke: He doesn't know. He doesn't know yet. Haven't seen it.

Midge: I will tell you as well that the effect of the spell that is on you is Geas. Which is essentially a kind of mind control but you can resist it.

Sam: Okay.

Midge: T- But you will take 5d10 Psychic damage.

Luke: 5d10?!

Tom: Fuck! - To resist it?

Midge: 5d10. But- That's to ac- c- actively work against the command you were given.

Sam: Yeah. Sure.

Tom: F- That sounds- That's death.

Sam: Okay.

AJ: I think you should fight. I think it would be cool.

Sam: And can I rage? With the- With the combination?

Midge: You've got a lot of tea in you.

Sam: With the combination, was there redwhoosh in there?

Midge: There was a lot of things in there.

Sam: Alright. Cool. [train whistle]

Maureen: Pete.

Sam: I will run up past behind Maureen and punch her in the back of the head. [dice roll]

Luke: Oh!

Midge: You see, as you come to-

AJ: Wait, hold on.

Luke: Does he- Does he have-

AJ: That's what we're gonna do?

Tom: Yeah, Initiative.

AJ: Okay and you're dead and-

Luke: Does he-

Midge: Uh, I- I killed-

AJ: Hold on, okay.

Luke: Does- -

Midge: Rover, yeah, yeah.

Sam: I got-

Luke: Does- He knows that we've-

Sam: Do I know- I don't-

Luke: He's- He's out in the garden digging.

Sam: Oh yeah.

Luke: Does he know we've woken up?

Tom: Yeah, are we in the same room? Is he-

AJ: That's the thing.

Sam: Yeah.

Luke: We're in a different room, aren't we?

Midge: Roll a Perception check.

Sam: I'll roll a Perception check. Low, low, low.

Tom: 'Cause we weren't quiet in waking up.

Sam: [dice roll] Yes! 2 plus 5, 7.

Luke: You see them.

Midge: 'Cause I want you to.

Maureen: I don't know what that was, fellas, but look, I think I can see Pete just outside. Pete! Pete!

Tom: Yeah. That's fair.

Midge: You-

Pete: [whirring] Stay down.

Midge: Tell me- Tell me if Pete looks any different as he's got about ten different bags of tea running through his system.

Sam: I think Pete looks like he's visibly like sweating. Like a- Like a boiling hot teapot.

Midge: Oh, there's- Yeah, there's like beads of steam on the-

Sam: Yeah. Probably beads- beads of steam on there and I think it's like- it's pouring out of the head and the ears. And he's got the spade in his hand and he's covered in Rover's blood. He's just picked him up, doesn't mind getting splattered on, thrown it in, buried it up and just turns around and goes,

Pete: [whirring] Citizen, you were told to stay down. Lie down or you'll be put down.

Maureen: Pete? I- It's- It's us, we're- we-

Pete: Three, two, one.

Tom: Uh oh.

Sam: And he just starts to...

Tom: Terminator running.

Sam: He- he enters, started Terminator running.

Midge: Everybody roll Initiative.

Sam: Ohhhh. [dice roll] PvP, motherfuckers.

Midge: I'll roll for Ro- No, I won't.

Tom&Sam: Aahhhh!

Luke: 16.

AJ: 7.

Midge: Oh, shit. I wasn't listening to this at all.

Tom: 12.

Sam: 14.

AJ: I'm about to get absolutely rammed.

Tom: He- He got 14 now. Can I swap 'cause it just says with another player on here in general.

Midge: I think it's with a willing ally.

Tom: I think it's with a willing ally. Okay.

Luke: What- What did you get?

Sam: 14.

Midge: What did Maureen get?

AJ: 7.

Tom: I'm gonna swap with Maureen if she's willing- [holds up his hand for a high five]

Luke: So Maureen could go first?

Tom: so that she can go sooner.

Luke: You can go first.

AJ: Yeah.

Midge: What was your roll, sorry, Tom?

Tom: I mean, I'm being left hanging here, but it was 12.

Midge: 12.

Luke: Yeah, if you want to, I mean.

AJ: Sorry.

Midge: Oh, shit.

Luke: You're gonna switch numbers. Give him a high five.

Tom: Give him something, yeah? Yeah, when we get back on the- [AJ high fives Tom] Woo!

Luke: Twice, you left him hanging.

AJ: Sorry.

Midge: Okay. We have Porcelain Pete hurtling towards the three of you and John Nipples. So Carlos, you are up first. Shaking off the effects of this tea. Porcelain Pete, you will go next. And then did you want to swap your Initiative count, yeah?

Sam: Which you can do 'cause of the alert?

Midge: Yes, the Alert feat. His feet are alert. Okay.

Luke: So we are in the potting shed.

Midge: You're in the potting shed. Pete is hurtling towards you about to rage. And I think you can sense hostile intent.

Luke: Yeah, no, I can, I can. But we can't-

Sam: I'm- I'm covered in Rover's blood.

Cheeky: Pete (x4)

Luke: And I can't see the Tea King. He's not here.

Midge: They don't seem to be in- in the vicinity, no.

Luke: Okay. I'm gonna try, I get a free use of the Command spell.

Tom: Yesss!

Luke: And the command I'm gonna try and issue is betray.

Midge: Okay...

Tom: Ooh... Layers.

Midge: How-

Tom: Double negative.

Midge: Let me see if this works.

Tom: What DM do when confused?

Midge: I've just typed in the word 'help'. Okay, I am gonna say, so it's gonna be a Wisdom saving throw-

Sam: Yeah.

Midge: From yourself. If you fail, the command is powerful enough to interact with the previous spell. Then I'm gonna roll to see which takes over.

Tom: Oh, ay ay!

Midge: Okay. Rules as written, I don't think Command overrules Geas, I think.

Luke: Okay.

Midge: But it's cool!

Luke: Yeah!

Midge: So roll your Wisdom saving throw first for me.

Luke: Alright, come on!

Sam: Low, low, low, low, low, low, low.

Luke: Nat 1.

Sam: Oh, no, god! I'm too nervous! Low! [Dice roll]

Tom: Yeah.

Luke: Oh.

Sam: It's pretty low. 7. 7 overall.

Mige: That's a fail. [whirring] So we have these competing commands in Porcelain Pete's head. You tell me what it- what it- the mental state of Porcelain Pete is at this point.

Sam: I think basically because- basically Pete is just m- mucked up on a weird like mixture of tea, and his old programming coming back but the thing that sort of changed his old programming the first time around was the Flow. Which is the magic of-

Midge: Yessss.

Sam: Carlos and the command that's coming in, they sort of- I think for the first time, he does see the watery-like powers of Carlos as it hits him. So you sort of basically have this tea being diluted inside of him with the magic of the Flow.

Midge: Mhm. Carlos, this is your dice. This is the command. You have a plus 6 to this with your spell bonus. Theirs is a plus 8. Whichever one is highest takes control.

Luke: And if it is a draw?

Midge: Roll again.

Luke: Okay.

Tom: We're all kind of running low on everything.

Luke: [dice roll] Nat 20!

Sam: AAAAAAA!

Tom: YEEES!

Sam: Ohhh! (3x)

Midge: EEEEEH! I don't wanna play anymore!

Sam: Ah, the Flow rides through us. I believe!

Tom: High five! Yaaaah!

Midge: I am gonna roll. If they get a Nat 20,

Tom: Oh, come on.

Midge: Pete explodes.

Sam: Pete explodes?

Midge: [dice roll] 8. That is an 8 plus 8, that's a 16. Carlos, tell me what happens as the Flow flows through you in this moment of potency.

Luke: It's like the- you see like cl- appearing in front of me is like the water source for the Flow in the far off parts of the land where it starts.

And it's like it's growing and you see like a tiny map of like the whole river flowing through the whole of the city and all the tributaries that come in and it bursts out into the estuary and as that comes through like my hand, [fssshhhw] As I say the word, betray.

Midge: The Geas spell is swept aside by this flood of command from Carlos. You know no other motive besides betray the person who cast th- the spell on you. The Tea King, Mr Tips. You are given clarity of purpose. This is your one directive at this point.

Pete: Betray.

Midge: Betray.

Sam: Is it my turn? Eh, no.

Luke: Oh, well, I get to-

Midge: You have a Bonus action?

Luke: A Bonus action? I don't have a-

Midge: And a movement.

AJ: I feel that's the end of the combat, isn't it?

Midge: Well, unless there's anything else you wanna do. You- You know that you have overridden the effect.

AJ: Huge move, huge move.

Luke: Yeah, yeah, I'd definitely- I doubt may have a Bonus actions but I can start to move towards the door.

Midge: As- As this takes effect of Pete, what is- what is the like- what- what does Pete do as he gets so close to Carlos, moments away from-

Sam: I think, runs o- sort of runs right up Carlos and goes, [whirring] You feel the steam coming off of him. Like if you touched him, you would get horribly scalded.

And the water comes up and the steam is just completely rising off of him and I think he's still slightly running on base commands rather than his own freewill.

And I think when he hears the word, betray, not only does he disobey the- the spell, he immediately looks to where the Tea King came from, and thanks to the Longstrider, that lasts for a day, I think,

AJ:                   Fucking bolts off.

Sam:                 from Maureen, just bolts off after-

Midge:              You sprint off?

Sam:                 Yeah.

Midge:              You watch as Pete leaves.

Cheeky:             Pete! Pete, come back. [whirring] Where's he fuckin' goin'?

Carlos:             We must follow! Come!

Cheeky:             Haaah!

Midge:              You give chase. I think the- the- You saw-

Tom:                 Only we use our arms in running. Carlos is-

Luke:                On the floor on all fours.

Midge:              I think you saw-

Sam:                 Full Naruto.

Midge:              this- I think you saw Mr Tips leave sort of through the florist's. And so we see you trace your s- retrace your steps back through the florist's. The shop is shut. There isn't anyone in your way. You eb- exit onto the street in Hellsea. You do not know where your target is.

Sam:                 Is the birdman still in the shop?

Midge:              No sign of the- the pigeon.

Pete:                Betray.

Luke:                I'm gonna cast Locate Object. And I envisage the tea and I try to get a sense of where it is.

Midge: The currents of the Flow open up in your mind. And you sense the pot of tea is a mile or two north of your position. I think you sense the immediate surroundings of it and you see lush palatial gardens. You see a beautiful park ahead of you and a massive manor house. You think that this is Sinkenton Park Palace.

Luke: Sinkenton?

Midge: Sinkenton Palace, yeah.

Luke: Sinkenton Park Pa-

Midge: Or- Or a better name.

Sam: Is- Is Pete Pete again or is he still the robot with a new directive?

Midge: I think with the power of the spell that ripped through you, betray is still bo- stamped across your psyche.

AJ: So is Pete running towards-

Luke: Sinkenton Park Palace.

Midge: I think Pete doesn't know-

Sam: Doesn't know.

Midge: where the person he has to betray is.

AJ: Right, right, but do we- Is- Is he running the same direction of your spell?

Tom: So- So he's paused outside.

Luke: I- This- This sp- This spell is only for me.

Midge: You-

Luke: I know where it is.

Sam: He's- He's stopped outside.

Tom: We've all paused outside.

Midge: You've- You've stopped and you're not sure- Yeah. [whirring] He do- He doesn't know how to complete the command that he's been given.

Tom: Yeah.

AJ: Okay, right, right, right.

Carlos: Okay, gentlemen, we're in a strange position. I don't know how long the spell will last on him. He could turn on us at any moment. I suggest we part ways.

Cheeky: And- And do what?

Luke: Okay, look, the tea is in Sinkenton Park Palace.

Cheeky: Did he hear that?

Sam: [whirring] [poooft] He- He bolts.

Cheeky: Why'd you say- You go get your rat friends, yeah? I'm goin' after 'im.

Midge: Did- Did you want Porcelain Pete to hear that?

Luke: No, no, no I was whispering it to these two, here.

Sam: Oh. okay.

Midge: I'll- I'll say that you- you're further away.

Carlos: The tea is in Sinkenton Park Palace, okay? I assume with The Tea King. Should we go get it?

Cheeky: We'll have to do something about him. Can't leave him like this.  
[whirring]

Carlos: He could be a handy weapon but-

Cheeky: He's not just a weapon, alright? He's not just a weapon.

Carlos: Okay.

Cheeky: Sorry.

Carlos: Maybe the Magpie could help solve his condition. I don't know.

Cheeky: He's the other side of Donlon. Like it or not, it's us and maybe your rat friends if they're on board. Get that tea back, get the money, go see the Kraggs. Plan's the same, alright? He doesn't know we're coming after him, so we all go. We tell this big lunk, yeah, stay with us and you can do your betraying. Yeah. He'll stick with us.

Once we've found the guy, we get him to reverse the spell, we get our tea back, we take the money from him, and we have the tea, and then we go back, smooth everything out, we go our separate ways and you, me, Kraggs, a little conversation. Make sense?

Maureen: Alright. Let's do it.

Carlos: Yes.

Cheeky: Okay. Pete? Officer? [whirring] 'Ello, ah, you look different. So the- the guy who put the spell on you, we're gonna go see him, so you stick with us and you can- you can betray him.

Pete: Very well, civilian. Lead the way.

Cheeky: Eh. Yeah. Alright then. We're all good? You're gonna get your rats or are we on?

Carlos: I'll go get my rats.

Cheeky: Okay, so I think the three of us start north. Can you catch up, yeah?

Carlos: Of course.

Cheeky: Hopefully he'll catch up with us.

Sam: Do you describe the mansion and everything to us? 'Cause you're the one with the Locate Object spell.

Luke: I told him it's in Sinkenton Park Palace.

Cheeky/Tom: I should have got a more detailed explanation. We can't turn around now, Cheeky.

## At Sinkenton Park Palace (02:29:21)

Midge: You make your way through the streets of Hellsea heading north until you- you reach the edge of the hidden park and at one end, Sinkenton Palace.

You can see, looks like staff members of the palace are setting up for a big event. Some sort of big gala, perhaps. Looks like there's a lot of- a lot of people moving around. You don't see the- Mr Tips.

Cheeky: So we get in, we hide out and then we find out where the bigwigs are at. Not the actual Bigwhigs, the big- normal wigs- You know what I'm tryin' to say, yeah?

Maureen: I understand, Cheeky.

Cheeky: Hey, we're not gonna have any trouble here, are we?

Maureen: No trouble. Let's find it, take me to the Kraggs and I won't kill you.

Cheeky: That's the best we're gettin', I suppose. Okay.

Tom: Is there like a- did you say there's like a gate 'round this or-

Midge: Yeah, there's like this, like a driveway that leads up to the mansion. Big iron wrought gates but yeah, they're not closed or or locked or anything. It looks like everyone's busy kind of preparing for an event.

Cheeky: Okay, everyone. Best foot forward. Let's go be entertainment, yeah?

Maureen: Of course.

AJ: I'm actually not gonna use one of my- I'm gonna save my spells.

Tom: Okay, so I guess we're just gonna march up to the front full speed and try and talk our ways in.

Midge: Yeah, you see this- Some security on the front door, very finely appointed frock coats, sort of like brushed black coats and let's say this is a human, regards you and says,

Security: Yes, can I help you?

Maureen: Let me do the talkin'.

AJ: I'm going to cast ~Friendss~

Tom: F-Friendsss~

AJ: Friends.

Midge: So that's a Wisdom save?

AJ: Wisdom saving throw, mate.

Midge: [dice roll] It's a 12.

Tom: Oh, yes.

AJ: Oh, you failed.

Midge: Don't get too beaten up about it.

AJ: Oh, so now I have an advantage on Deception and Persuasion.

Maureen: I am the best fuckin' dancer and I'm here for my performance. Now, will you let us in?

Midge: Roll Deception with advantage, please? [dice roll]

Luke: With advantage. Roll that again.

AJ: [dice roll] That was a- a 9 and a 10.

Midge: 10. 10 plus your Deception?

AJ: Aww, is 6. 16.

Midge: 16.

Security: Oh, fantastic. You're here for the event.

Maureen: Of course.

Security: Right. Well, you're a little early, but we can get you sorted with a green room.

Maureen: Oh, don't worry. We know where we're going.

Security: Fantastic. Sorry, is this gentleman with you?

Cheeky: Roadie and-

Pete: Officer-

Cheeky: Officer Muscle.

Maureen: Officer- He's part of my- my dance.

Security: Oh, right, well, always good to have member of the constabulary with you.

Pete: Officer Muscle. Officer Nothing Muscle.

Security: Alright. Interesting act.

Maureen: Don't worry about him.

Pete: Is Mr Tips here?

Maureen: No, no. Don't worry about him. Don't do any talkin', Nothing.

Security: Yeah, ahh, yeah.

Maureen: It's just because we have to get to Mr Tips 'cause we need to go through a few things before we do the dance to make sure that he's okay with it.

Security: I see, right. Ye- Yes, he is on site. Do you need me to send you to him?

Maureen: No, oh! Yes... That would be great. If we could get someone to take us- to take us to him.

Security: Hmm.

Cheeky/Tom: The spell only lasts one minute.

Maureen: I know.

Security: Okay.

Maureen: So as quick as you can.

Security: By all means.

Maureen: Hur- Hurry up, my friend.

Midge: He leads you through into- into the mansion and you walk past a- like a running order kind of thing. And the date for an auction is for tomorrow. Pete, you'll remember that he said that this would be up for auction for five million to the highest bidder, of course.

Sam: Did he also say he's gonna burn down the market?

Midge: He did. Yeah.

Sam: Okay.

Tom: Did we- you heard that and you heard that, right?

Midge: They lead you through to a- a big open hall where rows of seats are being arranged for tomorrow's auction and he goes,

Security: Right, Mr Tips was in here, if you want I can- you can stay here, I'll go- I'll go fetch them. Can I just grab your name for the-

Maureen: Of course. My name is Chlorine.

Security: Chlorine, right. I'll- I'll go and relay the message. If you just wanna stay here, I'll- I'll be right back.

Cheeky: And Deeky Ch-Ch-Chustbins.

Midge: He leaves. You are all in this space with sort of staff moving around. Setting up for a huge auction tomorrow. And- And I think on the seats you can see allocated spots. You see essentially the crème de la crème of the city including a section for the Krag twins. The highest rollers of the city will be at this auction. The highest bidder takes home, black tea.

Tom: Tomorrow. Feels like we got here early.

AJ: Uhmm...

Cheeky/Tom: I feel like if that was happening today, we'd have something to do.

Midge: Well, well, well, well-

Tom: As it is-

Midge: don't look this opportunity in the mouth. Yes, it's happening tomorrow, nothing to say you can't leave something in place for tomorrow.

Pete: Or we just kill him today. I must kill him.

Maureen: Pete.

Pete: That's my only- My only objective, my only order is to kill him-

Maureen: Hold on a minute.

Pete: or betray him.

Maureen: I want those Krags and they're gonna be here tomorrow. You want the tea, right? And you want the money.

Cheeky: And a conversation with the Krags, but yes.

Maureen: Why don't I go and stop that man from getting Percy. Percy? From Percy.

Cheeky/Tom: You alright, Maureen?

Maureen: Was that his name? Percy?

Luke: Who's Percy?

Tom: Who?

Midge: Percy is the name of the- of the - Mr Tips, yeah. -

Sam: Yeah, yeah, Percy Green.

Tom: Oh, I'm so sorry. I thought you were getting Pete wrong. That's completely my mistake. - I apologise.

Midge: Percy Greenwood Tips.

Maureen: Stop the guy who's about to get Percy and we just come here, we'll pretend we're one of the acts, we lie low, and just wait a whole 24 hours for the show.

Cheeky/Tom: Have a long rest, you mean?

Maureen: Yeah.

Cheeky: Okay. If you wanna betray this guy, listen, listen to me, mate. Listen close. If you wanna betray-

Maureen: I'll go and get the guy. Stop, stop him.

Cheeky: Yeah, you hurry up. All we gotta do is lay low 24 hours and you're gonna do the biggest betrayal of him that anyone's ever seen. You're gonna ruin his business, you're gonna ruin his life and then you're gonna kill him. That sound good?

Pete: Sting operation.

Cheeky: Sting operation, mate.

AJ: I go up to the guy.

Maureen: Excuse me, so sorry.

Security: Yes?

Maureen: Do you mind-

Security: You're starting to get on my nerves a little bit.

Maureen: Oh, excuse-

Security: Sorry that was rude of me.

Maureen: Excuse me, young man. Do you know who I am?

Security: You're the greatest dancer in all of Donlon.

Maureen: That's correct. I need you to forget that for the moment. Say le- le- Just don't- don't go to Percy, we're in exactly where we need to be. Thank you very much.

Security: O- Okay, fine. Bloody actors.

Midge: Goes back to preparing for the- for the show.

Pete: Fine. If you think it's the biggest betrayal then I think that goes with my orders. A bigger betrayal will be more of a betrayal than a betrayal now.

Cheeky: Now, over there, I see a door that looks like it leads down to the servant's area. I reckon there'll be a room down there, we hide out-

Maureen: Some bed- Some bedrooms.

Cheeky: Have a little rest. Some bedrooms.

Maureen: Find a room.

Cheeky: Exactly. We- We'll have to find some way to get a message to our mate out there. But we just hide out somewhere no one's gonna be until tomorrow comes.

Maureen: Alright, let's go.

Pete: Thank you, citizen. Remarkable plan.

Cheeky: Ah, thanks, Pete.

Pete: What?

Cheeky: Never mind. Just come on.

AJ: And we go down towards the- the kitchen-y area. And search for a place to rest.

Midge: Yeah, you go to the downstairs.

Tom: Stealth our way through and try and find a little room.

Midge: Yeah, roll- roll me- Every one roll Investigation except for Carlos.

Tom: Investigation. [dice roll] Oh. That landed on... Oh, no, that's a 10. A 10.

Sam: Natural 20.

Midge: Natural 20!

Tom: 14.

Pete: I am back in investigating. Police officer mode activated. This is the perfect place.

Pete/Sam: Look, there's a mini fridge.

Midge: You- You actually find a- a room that had been like closed off because it was due for renovations. And you- you find a- a fairly spacious and well-appointed room.

Sam: Could I be a- Could- With the Nat 20 Investigation, could I be trying to look for something which has got either a bathroom or a toilet or some access to the sewer system with also in the room.

Midge: Yeah, sure.

Sam: An en-suite.

Midge: There's- There's- Outside the- the window- directly outside the window of this room is a, a grate in the floor-

Sam: Manhole cover, cool.

Midge; which leads into the sewers.

Pete: This will do. Hunker down, and then tomorrow, the biggest betrayal.

Cheeky: The biggest betrayal.

Maureen: The biggest betrayal.

Cheeky: We do need to get a message to Carlos before he storms in here with a bunch of rats.

Pete: I can go.

Cheeky: Down in the sewers?

Pete: Confirmative. I don't need to breathe and I can't smell.

Maureen: Perfect.

Cheeky: You get a message to him, yeah? And tell him the plan, bring him back here. We're all gonna rest in here. Because I could really do

Teo: [sirens coming from outside] Sorry, guys.

Pete: I called the rest of my squad.

Cheeky: Po- Po. Just bring 'im here, long rest, all together. That'll be perfect. [whirring] Good luck. Hey mate, take care of yourself, yeah?

Pete: Thank you, citizen. Your concern is warranted.

Tom: Oh. That's not good.

Sam: I- I will open this- the window that I can see at least the manhole cover, lift it up with one hand [ppfrt] And then carefully place it back down, jump, get- land in the sewer,

Pete: Carlos! Carlos!

Midge: [echoing] Carlos... Carlos... Carlos...

Sam: Actually, I don't- I don't remember his name. I don't remember his name either.

Pete: Rat!

Sam: Oh, he's told me Carlos.

Pete: Carlos rat. Rat Carlos. Carlos rat.

Tom: That's the most like an automaton- a broken automaton Sam has ever been.

Sam: Getting fully into character.

Tom: I remember! I don't remember! Yes, I do. I remember his name. Carlos rat!

Sam: I'm literally just running through the sewers, just screaming this name, Carlos, that I've been given.

AJ: And it's left with me and Cheeky in the room together. Getting ready for bed.

Sam: [suggestive music]

Tom: Wow, the cat- Cat has just made a little corner nest, vomited slightly and is just settling down to sleep.

Luke: Cat's nest.

Maureen: You know, Pete deserves his freedom.

Cheeky: Yeah, I know. [sigh] I didn't mean to take it from him. He was gonna go on the scrap heap, you know how the Po-Po are. You're damaged, factory settings, melt down all the broken bits. I thought he'd have some kind of family with us, but no, he had to go in the pit, didn't he?

Mauren: Just uh, turn away. [Starts undressing]

Cheeky: Oh, of course. [Turns away]

Midge: I don't want you to see my vest. [AJ takes off his vest]

Cheeky: Listen, I- I-

Midge: [As AJ attaches his mic to his chest hair] Oh no!

Cheeky: Was- Was her name Chlorine?

Maureen: It was.

Cheeky: I'm sorry about Chlorine. I- You know, I- By the time I got in the room, it was too late. I was- I was in the bathroom when it happened and I came

in and you know, the- I never wanted them to be working with that guy and you know, I guess he got- Well, it was terrible...

Maureen [Places hand on Cheeky's shoulder] Cheeky.

Cheeky: What happened. [Turns around] Yes. Woah!

Sorry, I didn't- I looked round and I didn't see t-

Maureen: During this time I've- I've started- started to see who you really are, and you're not one of the bad ones.

Cheeky: I didn't mean to be.

Maureen: I forgive you. Come here. [Pulls Cheeky in] Into my breast. [Cheeky sniffing] Sh-sh-sh-sh. [Cheeky crying] It's a hard life. And you've been so strong for so long. And right now in my bosom, you can be weak. You can be weak. [Cheeky crying] That's okay, there it is. There it is.

Cheeky: I hurt everyone I try and help.

Maureen: I know. I know. Come closer.

Cheeky: John Nipples just wants to die. [anguished meow] But I don't know how to let him. Poor Pete. Poor Chlorine. Poor crane operator.

Midge: What is Rover? Chopped liver?

Tom: I was building up to it!

Cheeky: [sniffing] Poor Rover.

Maureen That was my fault. I should've drank the tea.

Cheeky: [gets out of the embrace] No, you was too smart. You're too smart for all of this. [sniffing] You should get out of- Oh. I forgot. You should get out of this when this is done. You deserve a better life. [sniffing] Should we get some kip then?

Maureen: Aye. Let's knucker down for the night.

Cheeky/Tom: Let's knuck her down.

Pete: Carlos! Carlos ratman! It's officer Nothing Muscles. Are you down here in these sewers?

Midge: I think that voice carries so far in the distance, Carlos, you can just hear, Carlos ratman.

Luke: I do, I do, I do hear it.

Midge: Wha- Where do we find Carlos?

Luke: Carlos i-is currently with Vulpin.

Vulpin: What do you have to report, mein friend?

Carlos: I know the name of the Tea King.

Vulpin: Go on.

Carlos: His name is Percy Greenwood Tips. He is a thiefling. Very powerful, he- he paralysed me, and tried to kill me with a seed in my mouth but luckily I set an automaton upon him.

Vulpin: Very good.

Carlos: He is in Sinkenton Palace at the moment. With the tea. I assume. I sent the colleagues I was with on the boat from earlier towards him. I don't know how long the spell on the automaton will last.

Vulpin: And they are proceeding to take them or-

Carlos: I'm not sure, I think the hobgoblin wants to procure the tea for himself. Perhaps return it to the Magpie.

Pete: Carlos. Carlos ratman.

Carlos: And the- the woman with the red hair-

Vulpin: Did you hear something just then?

Pete: Carlos...

Carlos: Yes. I think it is the automaton.

Pete: Carlos ratman.

Vulpin: Do they know of our position?

Pete: Carlos.

Carlos: N-No. I should go. I should-

Pete: Carlos ratman. Carlos. Carlos rat- There you are! I've been sent to retrieve you. We're not going to attack them tonight. The betrayal will be delayed till tomorrow which will make the betrayal more betray-y.

Carlos: [loud exhale] Okay.

Pete: They're sleeping.

Carlos: Well, why don't you go back to them.

Pete: I was told to bring you back to them.

Carlos: Were you? Very good.

Pete: So we could all sleep together even though I don't sleep.

Carlos: Okay. No, yes, good, that is very-

Pete: I think we need some sort of plan. There's an auction tomorrow in that house.

Carlos: Yes, I was-

Pete: They're selling the tea.

Carlos: Are they?

Pete: Yes. Well, they're going to auction it for five million.

Carlos: Five million? And [louder] Five million? An auction, you say?

Pete: Yes.

Carlos: Well-

Pete: Oh, also, while you were unconscious, they also- The guy- The guy that I hate,

Carlos: Mhmm.

Pete: He's gonna try and burn down the market.

Carlos: He's going to b- Burn down the- Which market?

Tom: Thorough Market.

Pete: Thorough Market.

Carlos: Thorough Market, burn it down, okay. Thank you for telling me this.

Pete: We need to stop him. We need to betray him.

Carlos: Yes, we do. Perhaps I can procure some more help. I don't know.

Luke: And I peer at the wall for any sign of the Vulpin.

Midge: [dice roll] There's no sign.

Carlos: Okay.

Pete: Will you be returning with us?

Carlos: Yes, I will. I will, let us go.

Pete: Very well, just follow officer Nothing Muscles. [squelching]

Midge: You return through this- this shortcut, this hideaway and you arrive in this to-be-renovated room. You can hear the sounds of preparations all around you, muffled through the walls.

There is going to be a lot of Donlon's biggest powers in this place in- in 24 hours. I'll say that if you wanted to using your contacts in the Mudlarks, you can get a message out.

You've already flagged that there's- something's gonna happen at the Thorough Market.

Luke: And that there's an auction.

Midge: And that there's an auction. Is there anything else, any other message you would want sent out into the city?

Luke: Just- Just send forces.

Midge: Send forces. - Okay.

Luke: Yeah. Assuming it's a short message I can get out. Send forces.

Midge: A runner takes this message. You know that they will carry it to the Mudlark superiors.

What is the mood in the room as the four of you- once five, now four - sit here? The job's a bust. That half a million's in the wind. But there might be a bigger prize.

Whether that's money, vengeance, compromise, or someone at the- the top of a chain of commands that you wanna bring down or freedom.

It's a lot to play for and we'll find out in the next session of Lock Stock and Two Smoking Fireballs.