

Lock Stock and Two Smoking Fireballs

Episode 4 – Boiling Point

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The Night Before – 00:00:00

Midge: Welcome back, me old china. For this, the final episode, the final session of Lock Stock and Two Smoking Fireballs

I am your gangmaster, Midge, and once again I am joined by our four ne'er-do-wells with derring do.

We have Maureen Quickfoot, played by the inestimable Alexander Jeremy.

Luke: So inestimable.

Midge: Cheeky Dustbins, played by the incorrigible Tom Mayo.

Tom & Sam: Eyyy!

Luke: I've never corriged him.

Midge: Porcelain Pete, played by the inimitable Sam Russell.

Pete: Who am I?

Luke: Can't intimit- timidate this guy.

Midge: And Carlos Huispas, played by the increíble Luke Manning.

Luke: Yeah! Increíble.

Sam: Will he be French or Spanish this week?

Tom: I can't creíb it!

Midge: Yes, please, join us for one more jaunt through the streets, the sewers and the servants quarters of Donlon, where our crew find themselves [thick accent] in a right old pickle.

Sam: Yeah.

Midge: After take- That's the calibre of Cockney I'm bringing to this last session. After taking a risky job delivering highly illegal, highly powerful black tea to a mysterious buyer, the gang fell into the clutches of Donlon's kingpin of tea, Mr Percy Greenwood Tips.

This cold, manipulative tiefling drugged Cheeky, Carlos, Maureen, and executed loyal companion Rover. He then wiped the free-thinking persona of Porcelain Pete, returning him to a state of obedience.

The crew was captured, paralysed, and prepared as hosts for Mr Tips's sinister experiments.

But all was not lost! Salvation came in wrinkled feline form as John Nipples the cat intervened and freed the gang. A last-minute mental override from Carlos temporarily broke Mr Tips's hold on Pete, and the four took off to foil his plans.

And so we find our crew holed up in an abandoned room in Sinkenton Palace as Mr Tips prepares to auction off the black tea to the highest bidder, potentially putting this foreboding blend in the hands of Donlon's most ruthless gangsters.

There is a mix of motives forming in the minds of our cheated four. Their promised riches snatched away, their vengeful desires unfulfilled, their freedom now further from their grasp than ever before.

But as the rich and powerful of Donlon gather above them, something is brewing that will change this city forever.

Luke: Oooh.

Midge: And so, as it was one night ago upon the Songbird Docks, it is still and quiet in the dusty hiding place of our four scrappy souls.

In this moment of respite before the auction, what weighs upon the minds of Carlos, Pete, Cheeky, and Maureen?

AJ: So we're just waking up at this point?

Midge: You- This is before you've gone to bed. This is before the night.

AJ: I see.

Midge: So you are in hiding. The- The house has kind of like, become a little quieter as people start turning in. The auction is tomorrow. But just before you rest, what is the last thing you think of?

Tom: So, Cheeky is sort of scribbling to himself, trying to come up with plans about what they'll do tomorrow.

Midge: Yeah.

Tom: And every so often pointing at one of the others like, [mumbling to himself]

Cheeky: Put yourself round about like, little- [mumbling mumbling]

Midge: Cheeky- Cheeky's the man with the plan?

Tom: He's- He's trying to be.

Midge: Trying to be.

Tom: He's doing his best. He's just got plus 1 Intelligence, so he's feeling- Uh huh.

Midge: Yes, we have levelled up from level 3 to level 4.

Tom & Sam: Woo!

Midge: So, we have a few juicy abilities, a few upgraded stats to- to take on this final leg of the journey. Yeah, so like, you're in this- this quiet space, this sanctuary. It's about 10 o'clock at night. The rest of the house has gone quiet as people bed down for the night. And you have this moment to reflect, and have a think about what's coming your way.

Cheeky: I have a plan. That room tomorrow is gonna be filled with the most powerful people in Donlon, alright? Four of us, we're gonna struggle. We need more. So, tomorrow I reckon, you go get your Mudlark friends, you make sure that any of them who are in the room are on our side, and maybe make sure there's more of them in the room than there are planned to be. Yes?

Carlos This I can do.

Cheeky: You-

Maureen: Hold on a minute.

Cheeky: Ah- Yeah, alright then.

Maureen: Are you saying what I think you're saying?

Cheeky: Well, I hadn't got there yet, but I was gonna-

Maureen: From what I can tell by what I- you were just saying before, I can extrapolate.

Cheeky: Alright, I've got three more parts of the plan.

Maureen: And that's fine-

Cheeky: But if you- you do your extrapolation of part one-

Carlos: I'd like to hear the extrapolation.

Cheeky: Yeah, yeah, me too. I would-

Maureen: The extrapolation is this:

Cheeky: Alright?

Maureen: You want a war.

Cheeky: No (x9) I- I want to make sure that he's fine. We need to make sure that when we go in that room tomorrow, we are the most powerful force there. If we're lucky, it's all nice and quiet, little conversation. But if it isn't, we need to make sure we've got a way out.

Maureen: If he brings in the Mudlarks, and I'm presuming you want more back up, is that what you're gonna say?

Cheeky: I was gonna say to you... Now you might not like this, but the Queenly Court, yeah? You seem to have an history with them. We didn't kill none of them! They thought that you joined the Kraggs, and apparently you have not. So all you have to do is explain what you're really doin', and they'll be on your side. Now maybe nothing comes of that, but if things blow up, they'll have your back.

Maureen: And then what, Cheeky? We're gonna have the- We're gonna have- We're gonna have the Mudlarks,

Cheeky: Yes.

Maureen: We're gonna have the Queenly Court-

Cheeky: We're gonna have the Mobgoblins.

Maureen: Cheeky, it will be a- a- a war that Donlon has never seen.

Cheeky: Well, what do you want to do then? 'Cause I- 'Cause that's two f- two fourths of my plan, and you don't seem happy so far.

Maureen: It's not that I'm not happy about it. It's that I-

Cheeky: So you're happy about it?

Maureen: It's that I know it's what we have to do. And I'm scared.

Carlos: Oh.

Maureen: I'm scared. I don't know what this is gonna do.

Pete: The best betrayal, the ultimate betrayal, divide and conquer. If we don't want everyone in that room against us, if we're gonna betray them properly, what if we get everyone to betray everyone else? They're all here for the tea. The tea is in this house. If, when this auction kicks off, Mr... Tips doesn't have the tea, everyone's angry. Everyone's at each other's throats, we just watch.

Cheeky: We'll make a powder keg, and then we let them light it themselves.

Pete: We do both! We have backup in case the heist doesn't work. And if the heist does work, everyone can just stand by.

Cheeky: We have a series of plans underway.

Maureen/AJ: Sorry, okay. Anyway, what was your plan?

Cheeky: No, it's basically like, you get one- No, w- There's five criminal families, right?

Midge: Yeah.

Cheeky: There's five criminal families. If we got-

Midge: There's five gangs.

Cheeky: There's five criminal gangs, who run Donlon-

Pete: Would you call them families?

Cheeky: Well I might, but I would be wrong to do so. So, there's five criminal gangs in Donlon. We get one onside, two onside. I might be able to get the Mobgoblins onside as well. Then, we're in a good place in the room.

Meanwhile, I scout out the room, scout out all the exits from the building, make sure there are no surprises, alright?

And someone, maybe it's the Mudlarks, maybe it's the Queenly Court, maybe it's Magpie, [under his breath] does something about this one over here.

Pete: What?

Cheeky: Well you need- you- We need to make sure you're in perfect working condition, mate.

Pete: I'm covered in blood.

Cheeky: That's- That's part of the problem, yes.

Pete: I steal the tea?

Cheeky: Not yet, mate. We'll just work it out, alright? You just-

Pete: I'm- I'm gonna- Okay.

Cheeky: Don't do it right now. Not right now.

Pete: Not betrayal now.

Cheeky: No u- ug- It's getting bigger the longer we leave it, yeah?

Carlos: My friend, I don't think you have the stealth skills to steal tea.

Pete/Sam: I've got a plus 4.

Carlos: I don't know what that means.

Pete: Ah. But what if they think I'm still not betraying?

AJ: Whilst they're having this conversation, I turn to Cheeky Dustbins.

Maureen: Cheeky,

Cheeky: Yeah?

Maureen: Do you think we'll be able to turn him back?

Cheeky: Wha- I don't know. None of us can do it. Maybe one of his Mudlark friends could. Maybe. But this is all looking very messy. And I'm worried we're- we're gonna lose control of this.

Maureen: Are you okay?

Cheeky: I'm not doing great, to be honest. I'm very stressed.

Maureen: I know you- I know you are.

Cheeky: We just need to get ourselves in front of the Kraggs, explain everything, and if they don't understand-

Carlos: They won't.

Cheeky: If they don't, then you know what to do, don't you?

Maureen: And I know you probably- you want your friend back.

Pete: You lost a friend?

Cheeky: Yeah. Yeah, I did, mate. But that's alright. We'll have him back any minute.

Pete: Officer Nothing Muscles will try to fill the hole left in your heart.

Tom: So glad he said "in your heart".

Cheeky: Hopefully we can end this peaceably. We get the tea, we off Mr Tips, and we'll be on our way. But if it's war, it's a war we're gonna win.

Maureen: War.

Pete: Betrayal?

Carlos: A fight.

Cheeky: Yeah eh- Any minute now, mate. Any minute.

Maureen: More than betrayal. War.

Pete: War betrayal.

Midge: You hear- from the corner of the room, [knocking]

Maureen: Quick, everyone under the bed.

AJ: We all dive under the bed.

Midge: These hardened criminals all dived under the bed.

Maureen: We're all under the bed, but no one's going to the door.

Cheeky/Tom: [softly] John Nipples...

Midge: You see-You see, it's not coming from the door, it's coming from the window pane, which leads out to the sewer grate that you went through.

In the- In the gloom, you can see two Mudlark figures in robes, and another figure between them. You see a greyish, fidgety gnome, now greyer and more fidgety than before. They have ash and soot on them, scorch marks on their clothes. And they're tapping on the window.

Cheeky: Hey! Is that Magpie?

Magpie: [muffled] Open the fucking window!

Cheeky: Yeah, that's Magpie.

Sam: I will get out from under the bed, open the window.

Pete: Who are you?

Magpie: I'm fuckin' Magpie! Who do you think it is?

Cheeky: Ah yeah. Shut- ey ey- Shut up, shut up.

Magpie: You don't look like a-

Cheeky: Get in, get in, get in.

Carlos: Now get in, get in.

Cheeky: He- He doesn't remember you. He got- He got um- There's a spell on him-

Carlos: A- A spell.

Magpie: Oh, his head's fucked, is it?

Cheeky: And then we- we tried to like, do a double spell on top of of the spell, but now he's got layers of spells messing him up.

Pete: My head hurts.

Carlos: I- I commanded-

Cheeky: Can you do like, a- a Greater Restoration, or do you happen to have a wish? I reckon that's unlikely.

Magpie: I'm not a mechanic. I don't know how these fuckers work.

Sam: Pete's- ah well, Por- Officer- Officer Nake- ah- Nothing Muscles is just still trying to scrape- ah-

Tom: Naked Nothing Muscles.

Sam: Scrape the blood off of his porcelain torso.

Tom: I've forgotten whose blood that was, to be honest, but it- Oh no, I haven't.

Magpie: Well, I'm here because you fucked up! What di- Where's the money? Why's my caravan burnt down?

Maureen: It's- It's- Uah-

Cheeky: Your caravan got burnt down?

Magpie: Yeah! Someone torched it with me in it!

Cheeky: Agggh-

Carlos: What?

Cheeky: I- I thought the Mudlarks were meant to-

Carlos: What- The Mudlarks- The Mudlarks did not do-

Magpie: Oh no no, the Mudlarks got there as I was on fire!

Maureen: Magpie, this is much more now. This has become something much-

Magpie: And where's Rover? I want to lay into him as well.

Cheeky: Can we shush-

Maureen: Rover's dead!

Tom: I shhhhh-

Magpie: What?

Cheeky/Tom: I shut the window. [shuts the window]

Maureen/AJ: Sorry, close the window again.

Cheeky/Tom: I'll- I'll close it. It's already closed, love.

Maureen/AJ: Alright.

Cheeky/Tom: I can't double close it.

Maureen/AJ: Open- No no, don't open it.

Cheeky/Tom: Open it?

Maureen/AJ: No no no.

Midge: Mr Tips lean out,

Cheeky/Tom: I'll close it.

Mr. Tips/Midge: Keep it down, please.

Cheeky/Tom: Mr Tips!

Pete/Sam: Betrayal.

Maureen: Rover's dead.

Magpie: What?

Carlos: It's that I-He was killed by Percy Greenwood Tips.

Magpie: No, Rover won't go down that easy. Where is he?

Carlos: He's dead.

Cheeky: I'm sorry, mate. There was- There was like, some kind of-

Maureen: He's gone.

Cheeky: Locked, stocked, two-smoking fireball machine. And Mr Tips, he just- he just used it on him, and he was dead, and he had a hole- he had an hole in him.

Maureen: It one-shotted him.

Pete: Was Rover the dog-man?

Carlos: Yes, he was.

Cheeky: Yes, mate.

Pete: I buried him. I can show you where I buried him. This is his blood.

Magpie: You've-

Carlos: He's- He's- He isn't-

Cheeky: He's not in his right mind. It's not his fault. It's the- It's the Tipsman. It's the- the Pigeony Tipsman.

Carlos: Percy Greenwood Tips.

Cheeky: Yeah, that's him.

Magpie: So let me get this straight. You- You- You messed up the deal, and you got my f-

Cheeky: What- We-

Magpie: my employee dead.

Cheeky: We didn't mess up the deal. We did our part. He betrayed you through betraying us. He's- He's making a play. And I'm sorry. We all- We all like Rover. He's a good man.

Pete: He said he was going to burn down the market.

Carlos: What?

Magpie: Yeah.

Pete: And that's what may- what happened to your caravan.

Magpie: That's right.

Pete: I would like to betray him, please. Everything in my being is saying I would like to betray him.

Carlos: Once he has done his betrayal, it is very likely that he will turn on us again. And he is a very powerful man.

Midge: Magpie takes a sort of step back from Pete.

Cheeky/Tom: You- You're- Who are these Mudlark fellas? We're not even talking to them so far.

Midge: Oh, yeah.

Sam: Yeah, what are- Yeah, what are the Mudlarks doing?

Midge: Behind the window.

Mudlark/Midge: Can we come in, please?

Maureen: Fellas, this is big. Magpie, tomorrow- To- Egh- Tomorrow, there's gonna be an auction for the black tea.

Magpie: Yeah, it's the talk of the town.

Maureen: We wanna get more firepower. We want to get the Mudlarks. I'm gonna go to the Queenly Court.

Magpie: Alright.

Maureen: Mobgoblins. Get 'em all together, a powder keg.

Magpie: I mean, whose bright idea was it to hide in the house of your enemy?

Pete: We-

Magpie: Why are we here?

Cheeky/Tom: I've got plus 1 Intelligence now, so- Well, we- [whispering] They don't know we're here. I'm gonna scout it out. I'm gonna prepare it.

Magpie: We need some kind of protection.

Midge: He- sort of, goes around the room, putting little knickknacks from his pockets around the room. You see one of them is the framed picture of Esme's on its opening night.

Luke: This episode of Lock Stock and Two Smoking Fireballs is sponsored by Nik Naks.

Tom: Nik Naks, they're all around the room.

Midge: Little timepieces... Just things that are- the last possessions of Magpie, basically. And as he does, you feel like a muffling, silencing the outside world, and silencing the inside of this room to the outside world. He goes:

Magpie: Right, that's better. [long sigh] Okay. So the plan is to what? Get a gang war brewing?

Cheeky: We get Mr Tips, we get hold of the tea. And with that leverage, hopefully, we talk with the Kraggs. And if we can't talk with the Kraggs, well then uh- Maureen's got sort of a secondary plan, which I don't feel is worth going into right now.

Maureen: War.

Cheeky: Okay, well, we've gone into it now, haven't we? So...

Magpie: Okay, well... I mean- I don't-

Cheeky: Look, the war's already started, mate.

Magpie: I mean, the- the war is- is certainly brewing.

Cheeky: [scoffs] Tea.

Magpie: Tea, yeah.

Cheeky: Tea, yeah.

Magpie: But, look, I was banking on this job. Say we get the black tea, What then? What do we do with it? If we're giving it to the highest bidder, the highest bidder could be the Kraggs. Could be the Queenly Court. Are we happy puttin' it in the hands of the Kraggs?

Maureen: Do you know what it does?

Magpie: No, but it's something worth killin' for, ain't it?

Cheeky: I mean, they- they'll all have brought their cash. How about we just take the money, off the people we're here to deal with, specifically Tips, and then your lot just does away with the tea, nice and clean. I'm sick of trading it, to be honest. I'm sick of the goblins putting it round. You just get rid of it, and we'll take the cash off their corpses.

Carlos: I like this plan. We eliminate the tea.

Maureen/AJ: Tell me that plan again.

Cheeky: Plan is, we get rid of the tea, we give it to your people, and then we take the cash off Tips's corpse.

Carlos: Great.

Magpie: Alright.

Maureen/AJ: I'm still confused.

Cheeky: Okay, the plan is-

Alright. I've been scribbling in my notebook. These are my scribbles. Allow me to translate for everybody. Now listen.

Carlos, you're gonna make sure the Mudlarks, gentlemen, are onside, okay? See if you can get a cure for this one. But apart from that, make sure any who are around or in the room are on our side, are not turning on us when things get messy.

Maureen, I want you to try and make peace with the Queenly Court, okay? Explain to them that tonight is a tense, a powder keg, alright? And we are not their enemies. If anything starts up, we should have their backs, they should have ours.

I'm gonna scout the house, alright? Now, once everyone is in there, the tea will be gone because we will have made it be gone. We're gonna disappear the tea. Everyone's gonna be very tense. "Where's the tea?" It's the star auction prize. Everyone's tense, they're looking at each other. I then fire an arrow at whoever is in the spotlight. That's gonna make everybody think, "Uh oh, this is a trap."

Chaos everywhere. We take out Mr P.G. Tips.

Pete: Betrayal.

Cheeky: And then we take the money, the tea, and we do the things the four of us wanna do. Betrayal, get rid of the tea, get myself in front of the Kraggs, and get yourself in front of the Kraggs, alright? We've already discussed that. That's the plan. Everyone, compos mentis and happy?

Maureen: That right there sounds like a fucking plan.

Pete: That's a plan right there. Good on you, stranger.

Tom: Cheeky is wildly aroused.

Sam: Amazing.

AJ: This is like his total dream.

Midge: So many flaps have come apart.

Tom: Oh, and me and uh- John Nipples are- are gonna help set up the room as well. Don't you worry about that. I've got some ideas.

Maureen: Nice. Alright, well look, I'm gonna take a- a uh- a- a truck to the Queenly Court. I know that they're having one of their huge um- council meetings,

Maureen/AJ: Star Wars, Senate style.

Maureen: I can rent one of those floating things, and I will pitch it to them.

Midge: Okay.

Cheeky: Perfect.

Maureen: I'll get a carriage.

Midge: Yeah.

Cheeky: Perfect.

Maureen: All good?

Carlos: Yes, of course.

Maureen: Alright, well, I just want to say that good luck.

Cheeky: Good luck, Maureen.

Pete: Luck good.

Magpie: We meet here in- in the morning?

Pete: In the morning.

Carlos: May the Flow be with you.

John Nipples: Ek! Meow!

AJ: Maureen walks out down the corridor.

Cheeky/Tom: Why- Why is she not going out the window?

Pete/Sam: Maureen, no!

AJ: And she's gone.

Tom: She's gone. Great.

Cheeky: Oh, Pete.

Pete: Who?

Cheeky: Goddamn it. Officer N- Nothing Muscles.

Pete: That's me, reporting for duty, Officer Nothing Muscles.

Cheeky: To do this betrayal properly, can you get us some weapons together?

Pete: Weapons? Absolutely.

Cheeky: Oh, yeah. That's it. You know who we are, you know what we could use. Get us some tools, maybe some armour, anything you can find, yeah? And get something for yourself whilst you're at it.

Pete: Betrayal.

Cheeky: Who- Who are you doing the betrayal of, just to be clear?

Pete: P.G. Tips.

Cheeky: Okay, great.

Tom: He doesn't need rest, is that right?

Midge: Eh- he does need *a* rest.

Sam: I do need a rest.

Tom: How long do you need?

Sam: I need six hours.

Tom: Okay. You've- You've got two hours.

Carlos and the Mudlarks – 00:19:41

Luke: I go over to the Mudlarks.

Midge: Mmm.

Carlos: Evening, gentlemen.

Mudlark (Midge): Good evening.

Carlos: You are here to give me news, or...?

Mudlark: We came to deliver the um- the- the injured party.

Cheeky: Oi mate, take my money.

Tom: I throw my money after Pete, sorry.

Pete/Sam: Ow!

Mudlark: Silt Saint Vulpin does request another meeting, however.

Carlos: Of course. In the morning?

Mudlark: Tomorrow.

Carlos: Very good. Thank you.

Mudlark: He has something of great importance to bestow upon you.

Carlos: I have much anticipation for this.

Mudlark: May the night be with you.

Carlos: And the night with you.

Mudlark/Midge: I just made that up. Did it sound-

Carlos/Luke: I know- I- I rep- I thought maybe it was like a London thing,

Mudlark/Midge: mysteri-

Carlos/Luke: So I just replied like, with a phrase I thought would match it.

Mudlark/Midge: That- That was just eh-h- I- I'm just kind of trying it out.

Carlos/Luke: Okay.

Mudlark/Midge: for a-

Carlos/Luke: I prefer "May the Flow be with you".

Mudlark/Midge: Flow- The flow would be- Yeah.

Carlos/Luke: Yes. The traditional greet-

Mudlark/Midge: May the Flow be with-

Cheeky/Tom: What's London?

Carlos/Luke: Oh, shit.

Midge: The- The other robed figure speaks up and goes,

Mudlark 2/Midge: Yeah, I didn't want to say anything, but what- what the fuck's London?

Carlos/Luke: It's a- a city in uh- Verminia.

Mudlark/Midge: Ah, right, alright.

Carlos/Luke: Er- London, but eh- Donlon is aquí .

Mudlark/Midge: Sounds nice. Sounds nice.

Carlos/Luke: Yes.

Mudlark: Alright um- We're gonna go. Um- So, we'll just go- go through the window.

Midge: The- The Mudlarks fade away, and we are left with the two of you in this room. Maureen heading to... hijack a vehicle?

AJ: Yeah, like um- GTA style.

Midge: Right.

Tom: I thought you were gonna be like, sneaking into the bed of- you're like, nope!

Midge: You're gonna carriage jack a carriage.

AJ: I just like, I kind of did that thing where I like, run up next to the car, and then pressing triangle, over and over again.

Midge: We have- We have- We have like, a zoomed out third person view of Maureen - running- running in a straight-

Sam: Make him roll for that shit.

Midge: Roll Intimidation for me, please. [dice roll]

Luke: Oh!

Tom: Ah!

AJ: It's a 24 overall.

Midge: 24!

AJ: Get the fuck outta yer car ya fuckin' cu-

Midge: You pull someone from the seat of their carriage and throw them across the road.

AJ: The guy goes, Oh shit! And I go, [uydzh] And I get into the car.

Midge: A- A star appears above Maureen's head.

Luke: A porcelain star.

Midge: Yeah. It's a porcelain star. And, yeah, you secure this vehicle. Are you gonna like, sleep in the vehicle here, or are you gonna drive first?

Luke: Sleep while driving!

AJ: No, it's just-

Midge: Not whilst they drive.

AJ: I'm like, Oh, look at this!

Luke: You just said you were gonna nap in the car.

AJ: It's an Es- Es- It's an Esta. And I turn on the- and I go, and I sleep. And then it takes me to the- Yeah.

Tom: Eh-

AJ: It's a Tesla.

Tom: In the back, a little child.

Midge: Yeah, yes. The magical spirit of the vehicle drives on. And uh-

AJ: Esta.

Luke: Es- Es-

Midge: he- The spirit-

Luke: Estla?

Sam: Estla.

AJ: Estla.It's an Estla.

Midge:

The- The spirit of the vehicle goes, "Do you mind if I put some music- Oh, you're asleep." You sleep en route to the West End. The two of you sleep in this abandoned room with Magpie, he's sort of like, curled up in the corner. Does Pete sort of, recharge?

Pete will get the weapons – 00:22:45

Sam: I think Pete's been said he's got given two hours to try and find- like, weapons and things that might help. And I think he's back to his original programming. And so the only idea of where he could find weapons, potions, explosives, SWAT gear...

Tom: Oh no.

Sam: is a Porcelain Police station.

Midge: An armoury. Yeah.

Sam: And I try to go into an armoury for that.

Midge: Okay. So, I think Pete has- does not recall or have any understanding of the fact that he doesn't look like Porcelain Police right now.

Sam: Right.

Midge: So, this will be a Deception check with quite a high difficulty check to get in unaccost- unaccosted.

Sam: I think he's gonna try and sneak in a window.

Midge: Okay. You give me Stealth. Yeah.

Sam: [dice roll] That's a 9 plus 4, a thir- a 13.

Midge: You try and break into a Porcelain Police station.

Tom: I gave him money for a shop.

Midge: And immediately get spotted by other officers who start to chase you through the streets of Donlon.

Tom: Are you exactly like, one for one, the exact same speed?

Sam: Ah!

Midge: Yeah.

Sam: Dive- Dive- Dive into the Flow.

Midge: Yeah yeah.

Sam: swim away like- I will- I'll try and shake them then. And then realise I have this money. And I will try and find some sort of weapons or armoury shop that's open 24/7. I'll go to a dodgy part of London.

Midge: There's- There's a- 24/7 newsagent's. You sprint into the streets, manage to lose your pursuers. And you spot like a- like a radiant beacon of light in the distance. A corner shop, 24/7 newsagent's, with a dwarf behind the counter.

Pete: Hello, citizen. I am looking to buy weapons, armaments, and something to help with a betrayal.

Shop owner: Uh- yeah. Uh- Just at the back there.

Pete: Sweet.

Sam: I'll go to the back. What do I see?

Midge: I'll say you see like, standard weaponry. Axes, pikes, spears, swords, shields, some leather and plate armour.

Pete: I'll get uh- some leather armour.

Shop owner: Okay.

Pete: I'll get uh- some chainmail.

Luke: Yeah, nice. Heavy armour for me.

Pete: Alright, some- Yeah, some chainmail. Uh- Some leather- Two leather armours. Uhhh- And let's get some- Any- Any poisons here?

Midge: Let me roll for it. [dice roll]

Shop owner: No.

Pete: No poison, ah, okay. Yeah, I'll take some uh- Any- Any sort of like, nice braces? Something like a- little arm guards?

Shop owner: Yeah, sure. Um- Next to the Wotsits.

Pete/Sam: Oh, Nik Naks, my favourite.

Pete: Uh- Any potions?

Midge: Ummm- [dice roll] Yeah, there's two- like, standard Healing Potions.

Pete: I'll take the two standard Healing Potions, some heavy uh- chainmail. Uhhh- And an apple.

Midge: Cool. Roll either Persuasion or Intimidation.

Luke: Hoh hoh.

Sam: [dice roll] Uh- I'll use Intimidation, which is uh- 16.

Pete: Give it to me now!

Sam: And I put- I put some money on the table.

Midge: Guy's- Guy's- Guy is like, reading the newspaper.

Shop owner: [cigarette drag] Yeah, alright.

Pete: Transaction complete.

Sam: And I take it up, open the chest, put it in there, run back.

Pete: I'm back.

Cheeky: Ogh.

Pete: I need to sleep.

Cheeky: Yes.

Tom: Uh- I'm- We're already asleep, so we kind of wake up and we're like,

Cheeky: Oh, nice one, Pete.

Tom: And then-

Midge: What does it look like when Porcelain Police- uh- when Porcelain Pete recharges?

Sam: I think I said before, he basically like, fold- It's a very Star Wars episode now, folds down like an Episode I battle droid. So-

AJ: Trade Federation, yeah.

Sam: Yeah, Trade Federa- Just gets into like a little cube.

Midge: Does he like, plug into the wall, or does he just like, it's all internal?

Sam: There's no electronics, he just needs to sort of like, basically his system is always steaming, and it just needs to be cold for a few hours, otherwise some of the parts wear and tear.

Midge: Gotcha. Yeah yeah yeah.

Luke: I am just sleeping next- I am just sleeping next- nearby like, [snoring] [Jar Jar Binks' voice] Meesa Carlos Huispas. [continues snoring]

Midge: The accent was fake! Amazing.

When the sun rises over Donlon, with all of you having had a long rest, does anyone dream in their sleep?

Or is everyone so worked up about the day ahead that they don't picture anything?

Luke: If you're worked up about the day ahead, you have a bloody stress dream, let's be honest.

Midge: What is Carlos's stress dream?

Luke: It's him like, he's in front of the High Purifier, and he's about to be like, ordained as a Silt Saint. And when like, the High Purifier asks him for something, and he goes to produce the tea, but then there's like, nothing in his hand, [gasps] And he looks up, and he's sort of like, pushed backwards into the Flow.

Midge: Oh man.

Tom: I'm dreaming of myself talking to the Krag, and uh- Phil?

Luke: Phil.

Tom: Phil, has put a reassuring hand on my shoulder and like, Ahhh-

Phil: You're doing a good job, boy.

Cheeky: Ahhh, it's all okay.

Tom: But then I see Grant lick his lips.

Cheeky: Mhm, he's hungry.

Tom: And then pick me up, and his mouth gets wider and wider as he swallows me whole, and disappear into dark.

Midge: And John Nipples.

Tom: And John Nipples as well.

J. Nipples (Tom): Meow.

Midge: He eats the Krag.

Tom: Yeah, it's an ongoing- It's again like that bit in The Phantom Menace , where a fish eats a bigger fish, eats a bigger-

Midge: [Qui-Gon Jinn's voice] There's always a bigger fish.

AJ: My dream is that- is the- we're inside that...

Tom: The auction room?

Midge: Auction room, yeah.

AJ: Auction room, thank you. We're inside the auction room, but it's just like- it's like a scene out of- It's just like fire and fighting and death.

And- And I'm just like walking through all of it, and I see the Krag twins, who are like, facing away from me in the fight.

And then I'm just like, slowly getting out my um- dagger, but then just as I get close, they turn and look at me, and then like, grab, and then like, overpower me. And then um- And then kill me.

Midge: Right.

AJ: And I go, [startling gasps]

Maureen: Estla? Am I still in the- the Estla?

Maureen and the Queenly Court - 00:28:58

Estla (Midge): We have arrived.

Luke: What a slow drive.

Midge: It- The traffic at 12 o'clock at night is awful. The- The sun rises over Donlon, the city comes back to life. And- Yeah, I think we- we come back to Maureen. You're in the West End.

The carriage is kind of like, parked outside a club that you frequently play at, and perform at, called F.E.Y. And-

Luke: [laughing] F.E.Y-

Midge: And-

Tom: Took- Took a minute, didn't it? Yeah. Great.

Midge: Yeah, you- What do you wanna do? You've got like a bit of a crack in your neck from sleeping in this- this cab of the-

Sam: This hijacked car.

AJ: I go to a um- [tongue click] I go to like a- a little door. And I knock on the door and then like a- a thing goes [swoosh] like two eyes that come out.

Doorman (Sam): Alright? Maureen! Nice to see you. Where have you been the last couple o' days? We've been- Regulars have been missing ya.

Maureen: The Court needs to see me.

Doorman (Sam): The court is in session. They're all on those little floaty things.

Maureen: Yeah.

Doorman (Sam): D'you want to come in? You look terrible.

Maureen: Thank you. [snickers] Just- That's rude.

AJ: And I come in. - And I-

Sam: Open the door.

AJ: And I walk in. And I start going down and down these steps into like a corridor.

And then- As I'm walking through this corridor, I can see like light at the end of the corridor and also just like, [echoing in O Fortuna] [continues O Fortuna] As I walk out into like a huge-

[Sam: We Will Rock You beat]

AJ: Yeah.

Midge: Yeah, you hear- you hear this stomping.

[Luke joins the We Will Rock You beat] And- You enter-

AJ: Wait- jeez, the sound.

Midge: You enter the Queenly Court. It is- this towering cavernous space. You would never expect it to be under the streets of the West End. At the top is a huuuge sort of, striped red and white canopy, like the big top of a circus.

And arrayed all around leaning over from like shop fronts and windows that are underground, you have all the peoples of the Queenly Court.

They occasionally float through the air on- in tea cups on saucers. And at the centre lounging languidly on velvet cushions is the Mercury.

AJ: Boss Nass. The who?

Midge: The Mercury, the Monarch of the Queenly Court. They at this moment, mostly look like Freddie Mercury, with a gold crown, yellow jacket and white tank top. They're sort of like, looking around hearing all of the sort of like, petitions from people around the Court. And they see you walking across sort of like, the ground floor of this space and go,

Mercury: [echoing] Alright, lovey.

Maureen: I have come with an offering to the Queenly Court.

Mercury: Let's hear him out! Silence please!

Maureen/AJ: Did you just call me a he?

Mercury: Let's hear them out!

Courtier 1 (Tom): Misgendered. Misgendered!

Maureen: Today-

Courtier 2 (Sam): How dare they?

Mercury/Midge: Miss Gender's over there.

Miss Gender: Hiya!

Maureen: Today, there will be an auction that I'm sure you know of. But I can tell you that there will be a double crossing. Whoever your representatives are there will die for this is the beginning of a war.

Midge: Two figures stride past you on either side of your shoulders and bow before the Mercury. You see the Twilight Twins, and they go,

Solaquin: Maureen Quickfoot had more than enough chances to relinquish what they had in their possessions to the Queenly Court, but they refused. Do we really want to trust their word over ours, Mercury?

Maureen: I have insider information. And I'm sorry for the issues that we've had. But I'm telling you this now. If you go to that auction without backup then something very bad will happen. Now you can either join me or it will be the end of the Queenly Court.

It's a big statement. It's a big statement, I know.

Midge: The- The Mercury lounging in their seat, steps forward, and they turn into this- into almost like, quicksilver itself. It's this like, rippling silver liquid. And they reform into a gigantic sort of, sapphire blue panther with a huuuge grinning mouth. And they stalk closer to you and go,

Mercury: The end of the Queenly Court? Why, that is a big statement.

Midge: Make a Persuasion check.

AJ: [dice roll] Nat 1.

Tom: UAH! The timing.

AJ: Plus 8. Plus 8.

Tom: Oh, well then.

Midge: They- They crouch over you, and you kind of have to like, lean back. And they go,

Mercury: I won't hear threats against my Court, lovey. Not here. I will devour you whole. You had your chance to be in with us. You could have given us the black tea at any moment.

Maureen: The Kraggs will be there. They'll all be there. And whoever controls that tea will control the whole of Donlon. That's all I'm saying.

Mercury: That's the plan, lovey.

Maureen: Fine. If you're not gonna come then that's fine. That's not ideal for what we were planning. But you have made your decision.

Maureen/AJ: Perhaps I could use a spell of Friends.

Tom: For one minute.

Mercury: I've heard enough. Next petition, please.

Midge: And you are kind of like, grabbed by the arms and hoisted backwards into the shadows of the Queenly Court.

AJ: Okay.

Midge: As you are sort of dragged back into the corridor, the people dragging you sort of, throw you back. And you see it is Bronwyn and Caerdwen, the centaurs.

Caerdwen: I know what you're trying to do, and- but the Queenly Court wants no part in a gang war, okay? Not when we can just buy power. But I know you've got a- [tongue click] a stake in this race that most of us don't. We remember what happened with Chlorine. [small sigh] If we're there, Bronwyn and I will help.

Maureen: You'll come? Thank you.

Caerdwen: For Chlorine.

Maureen: (mispronounces) For Chlorine.

Midge: Yeah- You choose it. You chose the name, bud.

AJ: Sorry, I'm-

Maureen: For Chlorine.

Caerdwen: Aye.

Maureen: Alright.

Caerdwen: Now get out of here. They don't want to see you around here again.

Maureen: Thank you.

AJ: And then I go.

Midge: You head back and- break into the other window of the carriage.

Maureen/AJ: Get out of there.

Luke: Ehhh~

Tom: The kid in the back is thrown out onto the street, just never to find their family again. [baby whimpering]

Sam: So you got the centaurs onside, but maybe not the twins-

Tom: That's good.

Sam: And none of us has any- We've got the centaurs.

Tom: Yeah okay.

Sam: Two centaurs? Great.

Midge: We cut from the West End to the- the- the dusty room you are hiding out in. Just roll Initiative to see who wakes up first.

Tom: Oh, nice. - [dice roll] Oh, that is 8.

Luke: 9.

Sam: Nat 1.

Midge & Luke: Wow.

Tom: Oh, wow.

Midge: Glad we got those Initiative rolls out of the way.

Sam: I'm so- I'm so- Ah hah. Got that there, that's fine.

Midge: Carlos, so- Who was the 9?

Sam: Oh, I know, I had a nap.

Luke: 9.

The Cistern Chapel – 00:37:03

- Midge:** Carlos, you wake with a start from the stress dream you had.
- Carlos:** [startling babbles] Oooh. What a sleep. Hoh. Oh! Chainmail. [happy giggles]
- Luke:** I'll pick up the chainmail that was on the floor.
- Midge:** Yeah yeah.
- Luke:** And I see how this fits. It fits nice and snug.
- Carlos:** This is good. I like this. Flexible. And durable. Bueno. [claps] Okay.
- Luke:** I see them both asleep. And I scribble a little note. "Gone to see Mudlarks." And I leave it on his chest. And I slip in through the grate. And make my way into the sewers.
- Midge:** Cool. Yeah, you scamper into the Donlon Underground. At certain junctions, you see Mudlark attendants who kind of like, signal the way for you to go.
- And eventually you come to this big cistern, where all of these pipes of flowater that f- come into, and then out into the Flow.
- And- - [Luke silently laughing] - And at the centre- into- What?
- Luke:** Is this the Cistern Chapel?
- Midge:** Yes, it is!
- Tom:** Nice!
- Sam:** It is now!
- Midge:** Just as I planned! Very good! You can- You can have some Inspiration for that.
- Luke:** Thank you.
- Midge:** You make your way and when you enter the Cistern Chapel, there are candles lit all around, and at the centre, two figures, Silt Saint Vulpin and one of their Mudlark staff, their attendants, who have a- a chest with them. Rotting wood, rusted metal on the outside. Vulpin signals for you to approach.
- Carlos:** Good morning.
- Vulpin:** Good morning.

Midge: You see the- again they have these like, tattered rags, but- their sort of, fox, anthropomor- anthropomorphic fox features are shrouded by the hood and the robes.

Vulpin: You have done well, Carlos.

Carlos: Thank you.

Vulpin: You have fulfilled your mission, you have located this... Tips. But there is one last- one last thing that you must do for us.

Carlos: Please tell me.

Vulpin: The black tea.

Carlos: Yes.

Vulpin: It is too risky to leave out on the streets of Donlon. It must be destroyed.

Carlos: I foresaw this. My friends- Well, my colleagues, heh, we plan to steal the tea.

Vulpin: Friends?

Carlos: Well, eh- Not friends. I- I- I- consider them friends in the moment in order to keep up the disguise, but- they are my colleagues in this operation.

Vulpin: Wise.

Carlos: I have no allegiance to them.

Vulpin: Very wise, Carlos. To help you in this mission,

Carlos: Indeed.

Vulpin: we have something of great value, something of great importance.

Midge: The servant holds the chest forward and unlatches it. Inside you see a sphere of roiling metallic liquid. Iron bands holding this sphere and the power inside contained.

Vulpin: This is a holy relic of Saint Bartholomew Scott.

Midge: They take it out very carefully.

Vulpin: This is the Cillite Bombarda. It purifies everything within a five foot radius. It is explosive, and pure, and radiant.

Midge: They hand it to you.

Vulpin: It will destroy all impurities that it touches. [Sam's knowing laugh]

Midge: You alright there, Sam?

Sam: Is it- Is it Cillit Bang?

Midge: It is Cillit Bang, yes. [Sam's satisfying laugh] Sorry. The Cillite Bombarda-

Tom: [Italian accent] "Bang and the dirt is gone."

Midge: of Saint Bartholomew Scott. Yes. Here you go. (Hands Luke the note with instructions)

Tom: Barry Scott.

Luke: Saint Bartholomew Scott.

Sam: It's just- The wheels were turning and I was having a great time.

Luke: Cillite Bombarda.

Vulpin/Midge: Bang!

Luke: Very nice.

Vulpin/Midge: And the wickedness is gone.

Carlos: Thank you. Thank you very much.

Vulpin: This should destroy the black tea.

Carlos: Very good.

Vulpin: Okay.

Carlos: I will use this. You can count on me.

Vulpin: Good. The Mudlarks will be watching in anticipation. Good. You can go.

Carlos: Thank you. I- I won't have any assistance in case fighting starts in the chamber?

Vulpin: Carlos, to act so brazenly out in the open is not our way. The shadows is what protects us.

Carlos: Of course. I forgot. Heh. Thank you.

Vulpin: When you have completed this mission, return to us,

Carlos: Yes.

Vulpin: A saint.

Carlos: Yes. [khwooh] Oh, one last- Oh! Oh, no! Hey what- what-

Attendant (Midge): M- May- May the f- night f- be with you.

Carlos: No, no. There's one last thing I want to ask.

Midge: The attendant is still stood there.

Attendant (Midge): Eh I- I could pass on a message.

Carlos: Yes. Do you know of any magic to uh- to cure the- my colleague? Heh. The- the popo?

AJ: Some random assistant.

Sam: Some assistants.

Attendant (Midge): He's- S- Vulpin?

Carlos: Long-

Attendant (Midge): Uh- ah- um- I- I-

Tom: We're all gonna die.

Midge: I'll roll.

Attendant (Midge): We- We don't tend to interfere with the uh- the popo.

Carlos: No but, he's- he's ex-popo.

Attendant (Midge): He's- He's ex-popo?

Carlos: Ex-popo, yes, yes yes.

Attendant (Midge): Ex-popo?

Carlos: Yes yes.

Sam: Ex-popo-inated.

Carlos: He's a- a free- free agente.

Attendant (Midge): Oh, right.

Carlos: No?

Attendant (Midge): We typically only bless the- the holy.

Carlos: I understand. He is-

Attendant (Midge): Is he a member of the Mudlarks?

Carlos: He is hoping to become.

Attendant (Midge): Really?

Carlos: Yes. He uh- recently has been cleared of- He's like a blank slate, you know?

Attendant (Midge): Well, it would go a long way to show that someone who is so- fervently powered by tea has turned their backs on it. Um-

Carlos: Exactly.

Attendant (Midge): [tongue click] I will speak with the- with the- the High Purifier. Well, actually, I'll speak to- to- to Vulpin.

Carlos: Yeah.

Attendant (Midge): He will speak to the Purifier.

Carlos: Very unlikely we will speak- Yeah, exactly. Yes yes.

Attendant (Midge): Yeah, his hour- his office hours are quite restricted. Um-

Carlos: Yes.

Attendant (Midge): I'll see what I can do.

Carlos: Thank you. You know where to find me.

Attendant (Midge): Uh no.

Carlos: Oh, eh-

Attendant (Midge): Oh, sorry, you were where- where the other two went to last night. Yes, yes yes yes.

Carlos: Yeah, exactly, exactly, exactly, yes. Okay.

Attendant (Midge): Yeah. Alright.

AJ: The fucking assistant.

Tom: No.

Carlos: Thank you very much. Vulpin is a tricky master. I know he's difficult to catch- pin down, yes, yes, yes.

Attendant (Midge): Exactly, exactly. Well uh- May the sewers be on- around you.

Carlos: May the Flow be with you.

Attendant (Midge): May the Flow be with me.

Carlos: Yes.

Attendant (Midge): With me?

Carlos: Do people not- Yes.

Attendant (Midge): Oh, right.

Carlos: Do people not say that in Donlon? It's a very common phrase, I thought-

Attendant (Midge): We're trying a few things out.

Carlos: Okay!

Attendant (Midge): The- The PR campaign's a bit-

Carlos: Ah, vale, vale . I see, yes. Okay.

Attendant (Midge): all over the place at the moment. Um- Yeah.

Mudlark (Sam): What about "Let the shit stir"?

Attendant (Midge): Oh, that's good! That's d-

Mudlark (Sam): Alright, I'll put- I'll put that down.

Carlos/Luke: I see you have many-

Attendant (Midge): No idea is a bad idea!

Mudlark (Sam): Oh, Carlos! It's nice to see you, mate! How you been?

Carlos/Luke: Ah, very, yeah, good, thank you. How you been?

Mudlark (Sam): Ah-

Mudlark (AJ): [Italian accent] Hey, Carlos-sah! [Italian glad-to-see-you noises]

Carlos/Luke: Aye, Miguelito.

Mudlark (AJ): [Italian glad-to-see-you noises] Huh?

Carlos/Luke: Es Italiano, tambien .

Mudlark (AJ): Sì, looking good!

Carlos/Luke: Sìiiii. Yeah, grande bolognese .

Mudlark (AJ): Hey, listen. Me and some of the boys are going-

Mudlark (Sam): Hey, ciccio , come on. Carlos looks busy, mate. Let's workshop some more phrases.

Mudlark (AJ): I was just saying, we're going- Some of the boys are going out to Donlon tonight.

Mudlark (Sam): We're in Donlon, mate. We're always in Donlon.

Mudlark (AJ): No, I know, we're going to the centre- Aye, you told him-

Mudlark (Midge): Hey hey, Rat Pacino, get out of here!

Mudlark (AJ): There's some hot- you know whaaat- Okay. Alright, yeah, peace out.

Midge: Car- Carlos- finishes bro-ing out with the Mudlarks.

Luke: The least religious of the Mudlarks.

Mudlark (Sam): By the way, Carlos, I'm actually an incredibly high level Bard. Have a d12 Bardic Inspiration. [prlinggg] Bye!

Cheeky is going to steal the Tea – 00:45:31

- Midge:** I regret letting you play NPCs. You- You return to Sinkenton Palace, but shortly before that, Cheeky awakes.
- Cheeky/Tom:** [waking up grunts] “Gone to see Mudlarks.” Why did he give me two bits of paper instead of one? I’m only gonna- Fuckin’ economy of- Come on, mate.
- Tom:** Is Magpie awake yet?
- Midge:** He’s- He’s still snoring.
- Cheeky:** Oi. Oi. Oi, Magpie. Oi, Magpie. Oi. Oi, Magpie.
- Magpie:** Yeah?
- Cheeky:** Magpie?
- Magpie:** Yeah?
- Cheeky:** Oi. ‘Ello.
- Magpie:** What?
- Cheeky:** It’s Cheeky.
- Magpie:** I’m trying to sleep here.
- Cheeky:** Yeah, I know, mate. Have you had your eight hours?
- Magpie:** Yeah?
- Cheeky:** Yeah, alright. Then wake up. So, Magpie, mate. Do you have anything to help this one out?
- Tom:** I’m pointing at Pete, who is-
- Magpie:** We ugh- Ah- Greater Restoration’s quite a high-powered spell. It needs some big-
- Cheeky:** Yeah yeah, ‘cause I- I’m- You know, I’m sure Carlos is on it, but in the crazy chance that he forgot until the high-powered individual has left the room, I just wonder if we should have a backup plan. I’m sure he’s not done that.
- Magpie:** Well, you’d- you’d need something that’s gonna wipe. Wipe away the- what- the- the- the- jus-
- Cheeky:** Ju- Just the controlling spell.

Magpie: trickery in his head, right?

Cheeky: We wanna get him back to how he was like yesterday, you know?

Magpie: I don't know if we can get him back to how he was yesterday.

Cheeky: Well, we have to.

Magpie: Maybe we can wipe him back to zero.

Cheeky: No no no no no. That's not what I said, alright? He needs some kind of just- just a restoration. Like, you- you wouldn't wipe me, would ya?

Magpie: Well, I- I don't know, 'cause the Porcelain Police is tricky, right? 'Cause they're mechanical. Maybe you take him to a smith Maybe you take him to a smith in the- in the hammersmiths? Or maybe, you know, you- you- He's- He's magic. Maybe you have to ug- put a new mind in. I don't know.

Cheeky: I can't put a new mind. He's got his own mind, in't he?

Magpie: [long sigh] Look, what gave him his mind the first time?

Cheeky: Well, it's the-

Magpie: The Flow.

Cheeky: The Flow, yeah.

Magpie: Maybe that's what it takes.

Cheeky: We've got to dunk him in the Flow?

Magpie: I don't know. I'm just saying. Each time he goes in, he comes out a little bit different.

Cheeky: Yeah. I've got two big things to do today. I'm gonna get back to him.

Magpie: Alright.

Cheeky: You just keep an eye. I'm gonna go- I think I'm gonna go steal the tea?! I think I've got to go and steal the tea.

AJ: Yeah yeah yeah yeah yeah.

Magpie: Right.

Cheeky: So- I'm just gonna do this with-

Magpie: And what happens if you're captured?

Cheeky: Well, in that case, we have a big problem.

Magpie: Yeah.

Cheeky: So I'm gonna go into this, full confidence.

Magpie: Right.

Cheeky: 'Cause this is the plan. And this is all we've got, mate.

Magpie: Cause we've got nothing left.

Cheeky: If you've got any bright ideas, now's the time.

Tom: I open the window. [opens the window]

Cheeky: 'Cause otherwise-

Magpie: Well, I'm- I'm gonna go get Rover's body. If I find anything in that florist's, I'll bring it back.

Cheeky: And bring like, a vial of flowater for him.

Magpie: Yeah, alright. I'll do me best.

Cheeky: Alright. Ey! See you out there, brother.

Magpie: Alright. Time for Magpie to find something shiny.

AJ: Can I just say, I'm really excited to see Cheeky now trying to solo steal the black tea.

Tom: Yeah.

AJ: This is gonna be great.

Tom: I've got the stealth.

AJ: 'Cause if it goes wrong, I don't know what the fuck's gonna happen.

Tom: No, me neither. I think the plan was for me to do this, but I-

AJ: It was, it was, it was.

Tom: Okay, great. Okay. Right. So Magpie's gone out the window.

Midge: Okay. Magpie goes out the window, what do you do next?

Tom: Okay. So I pat Pete on the head. [booting up] I didn't mean to wake him up. [booting back down]

Cheeky: You- You just stay there, mate. I'll be right back.

Tom: I go to the window, and-

Midge: You could leave him a note. You have another piece of paper.

Tom: I realise that I have another piece of paper, and I write him a note, "Betrayal tonight." "Prepare to fight." "Love, Cheeky." "P.S. This wasn't meant to rhyme." "Apologies." "PTO." And then there's nothing on the other side 'cause I didn't have anything else to say, but- There we go.

Midge: Cool.

Tom: Okay. Throw that down by Pete. [mission music] And then go to the window, which I opened a min- Oh, Magpie left open.

Midge: Yeah.

Tom: And just like Tom Cruise, who is too old for what he's doing, Cheeky's gonna go full force for it. He grabs the inside of the window and tries to flip himself up onto the next layer above.

Midge: Okay.

Tom: Assuming it's a flat roof, which it might- which I've just realised it might not be.

Midge: Wait, he's trying to flip onto the roof?

Tom: He's trying to flip round and up on un- imagine like a crenellated roof going up.

Midge: You- So you're on the-

Sam: How many floor-

Midge: on the ground floor... You're-

Tom: No- - Next layer up. I'm th- I was thinking that it's gonna sloped-

Midge: "Next layer" being several floors of a building.

Tom: No no no. Just onto the like, maybe-

Sam: The balcony?

Tom: Well- Yeah, maybe there's a balcony, and maybe it's like diagonal up.

Midge: There's a balcony on the next floor up from the ground floor.

Tom: I don't know, there could be-

AJ: It's like a one floor up balcony.

Midge: What a view!

Tom: There could be.

Sam: It seems to be above this.

Tom: I've- I'm imagined- I'm-

Luke: You're on- Like a little shed bit that sticks out.

Tom: I'm imagining like- like an Italian villa so it all slopes up.

Sam: Drainpipe maybe?

Tom: Maybe.

AJ: This is- - This is great.

Tom: We'll see what happens.

AJ: I really- That's so good.

Tom: Run-

Midge: Roll me Acrobatics or Athletics.

Tom: Uah- Acrobatics. And that is a 22.

Midge: Fuck's sake. You-

Tom: We've only begun.

Midge: You- You- You are on the ground floor because you said you went to the servants' quarters downstairs. You come out the window, and you flip to the next floor. There- I'm gonna say, three floors above you, if you wanna keep going. Like- Like one of these-

Tom: Wait, so I'm currently upside down?

Midge: Like a reverse of one of those sticky things.

Sam: It's broad daylight.

Midge: Yeah yeah.

Sam: It's 10am! This whole- People setting on a huge event. - And there's this - 75-year-old man-

AJ: There's like two there-

Worker 1 (AJ): Alright guys, if you wanna bring it, we're gonna set up the tent pole on the outside. Walking past-

Worker 2 (Sam): Barry. Barry! Have you seen that- that Hobgoblin?

Worker 1 (AJ): Oh no, I think he's probably doing- something to do with the auction tonight, I'll just carry on.

Tom: Okay, so I- I've flipped. I'm upside down. I wanna grab hold of like a drainpipe or similar, and then shuffle backwards upwards.

Midge: Right right right.

Tom: Yeah.

Midge: So you've gone ground floor to first floor,

Tom: Yeah, and I'm upside down-

Midge: You're upside down?

Tom: 'cause I've just flipped round. And now I want to climb backwards up the pipe.

Midge: Climb backwards up a drainpipe?

Tom: Yeah yeah.

Midge: Okay, roll me Acrobatics again.

Tom: Acrobatics again. That is a... Oooh, 15!

Midge: Okay. You inch your way up a little less dexterously before.

Worker 1 (AJ): Sorry mate, you need a little bit of help there? Are you alright?

Cheeky: No no. Don't you worry, drainpipe inspection.

Worker 1 (AJ): Ah, nice. Yeah, we need to get a good flow going off for today.

Cheeky: Oh, you gotta get the flow flowin'.

Sam: When he gets to the second floor, there's just like a cleaner but with headphones on. He doesn't- He doesn't see anything.

Tom: Still good at second floor? Nailed it.

Midge: You're on the second floor.

Tom: Okay, how many floors?

Midge: There are two more floors.

Tom: Two more floors.

Sam: Two more rolls.

Tom: Okay, so, I've reached this. And I'm gonna come off, and I'm gonna stand on the windowsill.

Midge: Okay, yeah.

Tom: And then I'm just gonna jump up another floor, please.

Midge: You're just gonna jump into the air? This is a standing high jump.

Sam: To the next windowsill?

Tom: How many feet are we talking?

AJ: A standing-

Midge: Let's say this is like 15 feet.

Tom: 15 feet- That's quite high.

Midge: Yeah, it is! 'Cause it's a building, Tom!

Tom: Oh, okay, okay, changed my mind. So, I've got John Nipples with me.

J. Nipples (Sam): Meow~

AJ: John Nipples has been there the whole time?

Tom: Yeah, he's in my coat.

Midge: That'll make all the difference- He- He gives you a boost.

Tom: So, I- I tie a rope around him.

Midge: You tie-

Sam: You tie a rope around him?

Luke: Around him.

Midge: Okay, yeah yeah yeah.

Luke: With what hand- With one hand?

Tom: Yeah, yeah. Tie a rope around him. And no, I'm standing on my windowsill, tie a rope around him.

Midge: Yeah yeah yeah.

Tom: And then I f- throw him up onto the next level.

AJ: You do like a Tenet –

Midge: Okay, you've got a grapple cat, basically.

AJ: You do like a Tenet style, like-

Midge: Roll- Roll um- What you would usually do to roll a dagger throw, so plus 6 on a d20.

Tom: Okay. Okay, d20 plus 6. [dice roll] That is a 9.

Midge: A 9?

J. Nipples (Midge): MREOW!

Midge: You missed. John Nipples falls down the building.

Tom: Oh, I'm still holding the rope, the other end.

Midge: You've still got hold of the rope, but you've missed.

Sam: And that same-

Luke: Go again.

Sam: That same- That same cleaner still not noticed.

Tom: I see no reason why I can't do it again.

Midge: Roll again! Roll it again!

Tom: Aye! That is 24. Come on, Cheeky! [throws rope]

AJ: I'm a- I'm a guy on top of the other building. I just see this cat, like uh-like, like, land close literally when he goes like, [vvvwhoosh]

J. Nipples (Luke): MREOW!

Worker 3 (AJ): I was like, Huh?

Midge: John Nipples is like Captain America holding the helicopter. Dun dun dun. Dun dun DUN dun dun.

J. Nipples (Midge): Master! Begin your climb!"

Tom: Okay, I haven't thought this next bit through.

Sam: What are you going to do?

J. Nipples (Midge): I can hold it for only so long!

AJ: Get up there, man! Get up there!

Tom: Okay. So I want- I want him to tie it around, like, go up and round and round the drainpipe, and then I want to climb up the rope right next to the drainpipe, even though I could've climbed up the drainpipe. Actually no, I'm gonna use them both, like that, yeah.

AJ: Those two guys are now coming back from having put in there, and they're like,

Worker 1 (AJ): You still alright there, mate? You okay?

Tom: And I think that makes it easier than if I just climbed the drainpipe.

Midge: Sure!

Tom: Yeah.

AJ: Wait, hold on. So the cat- [cackles] So, John Nipples is like this, giving-like, holding onto a rope. And then you go like, "Nah, fuck it." - And then-

Sam: No, he's using both.

Midge: He's yanking on the cat on one of them, and then going up the drainpipe on another.

Tom: Yeah, that's helping me- Yeah yeah yeah. That's helping me control it. I feel that's with Advantage, surely.

Midge: Okay, you're on the third floor. One floor to go.

Tom: Okay, okay. So I've reached the third floor doing that.

Midge: Why have you chosen a different manner of transportation for each floor?

Tom: Like- 'Cause I'm a performer.

Midge: Sorry, yes, my mistake.

Tom: Okay. Okay, wait, so I'm on the last floor before the roof, yeah?

Midge: As- As you're on the third floor, I think you hear Mr Tips. And he goes,

Mr. Tips: [sneezes] Ugh, my allergies.

AJ: Is he in the third floor window?

Midge: He- Yeah. He's like in the room behind you as you're like against the window.

Tom: Oh~! Okay, well-

AJ: Oh shit.

Tom: not in front of the window, then.

Servant (Luke); Would you like me to open a window, sir?

Mr. Tips: Oh, um- Yes, please, please. (Luke opens the window)

Tom: Wait, was that in front of the window-

Midge: Give me a Dexterity saving throw.

Tom: [dice roll] And that is a 12 plus- 18.

Midge: 18. You- You- like- teeter on the edge for a moment.

Tom: My hat.

Midge: [dice roll] Yeah.

AJ: John Nipples is still-

J. Nipples (AJ): Can't- hold it!

Midge: John Nipples is needlessly holding on to the rope.

Tom: He has no idea that I've let go. I'm just on the windowsill.

Sam: Still straining.

J. Nipples (Midge): I could do this all day!

Midge: The- The hat blows in the breeze [wind blowing] into the room.

AJ: Oh fuck!

Tom: Ah, fuck!

Midge: I rolled a Nat 1 on a Luck check.

Tom: My I- Ug- How did you roll for me?

Midge: Oh, I'm sorry, am I stretching the narrative too much?

Tom: I feel like that's- that's- uh- Okay.

Luke: Violated. You feel violated.

Midge: Your hat lands in the room. What do you do?

Tom: My hat, my hat, my hat! My hat has landed in the room.

AJ: What does the guy- Yeah.

Luke: The guy picks it up, he goes,

Servant (Luke): Oooh, how... unusual. Eh-

Luke: And he walks over to the window. And looks, but he chooses to look this way, by pure chance. As Cheeky's over there-

J. Nipples (Midge): Meow!

Luke: looks back down.

Tom: I stand the other side of the drainpipe.

Midge: Yeah.

Tom: And then I drop down to just my fingers.

Midge: Okay.

Tom: So that if he looks round there, he's less likely to see me.

Servant (Luke): Did anybody misplace a hat?

AJ: There's also a little bit of a swinging rope that's just kind of like- and you're like- and you go, "What's this-"

Luke: Pull the rope, give the rope a yank.

J. Nipples (Sam): MWOAW!

Servant (Luke): Anyone misplace a hat?

Tom: I'm mentally going- John Nipples, go round the side so that the rope- so the rope starts walking around the side of the building, and away from this guy.

Luke: He puts it in his pocket, and goes back into the room.

Tom: I flip back onto the thing, and- I presume you want me to-

AJ: Onto- Onto the roof.

Midge: If you want to go to the roof, If you want to go to the roof, you've got to make one more check.

Tom: Oh, on the roof?

Luke: Yeah yeah, you'll be, yeah yeah. Go up.

Tom: I feel like I've found what I want.

AJ: Yeah, roof, roof, roof.

Midge: You're one floor away from the roof.

Sam: We don't have to go up.

Tom: But I've seen the room I want. I figure that the tea is probably in there.

Midge: Go to the roof! Go to the roof!

Tom: Fuck it, going to the roof! Eh, 15 plus... Acro... 23.

Midge: 23.

Tom: Okay. So I try and flip onto the windowsill, 'cause I'm at the right level. And a gust of wind-

AJ: ~Woh oh oh oh oh oh oh~

Tom: lifts me up over John Nipples.

Luke: There's some guys on the ground floor with extra-strength leaf blowers. And they're like, Whoa! - [screams and slams] - as they lose control of it.

Tom: Okay, so I'm now on the roof. Just on my face.

AJ: Is John Nipples next to you, still holding, and he's like-

J. Nipples (AJ): What?

Cheeky: HUAH! You've done it again, Johnny!

Tom: And [puhtsh]

Luke: The gust of wind has caused the rope to get in the window. The guy shuts the window. And he yanks Mr Nipples over the side.

Tom: What? Mr Nipples? [sucks teeth] Why are you making this worse?

J. Nipples (AJ): MREOW!

Tom: Why are you making this worse? Sorry-

Midge: No no no, wait. He shuts-

Tom: You're rolling Luck for me, he's attacking me.

Midge: He shuts the window on Mr Nipples, but doesn't see it.

Tom: Who's Mr Nipples?

Servant (Midge): This window won't shut very easily. [pained meows]

AJ: Wait, is John Nipples still holding on at this point?

Tom: Where is John Nipples?

AJ: Where is John Nipples?

Sam: TAKE CONTROL!

Midge: You're on the roof.

Tom: Okay, yes.

Midge: John Nipples is caught in the window.

Tom: Oh, he is? As in his body?

AJ: His body or the rope?

Luke: I think the rope, isn't it?

Tom: Or the rope?

Luke: The rope.

Midge: His rope, his rope.

AJ: The rope is caught in the window, yeah.

Midge: As the- As the attendant opens the window again to try again, you can like, pull him up.

Tom: Yeah. Pull it up, great. And untie it from John Nipples, who is breathing heavily and unevenly, like, more on his right side than his left.

Midge: John Nipples is breathing like, more on his right side than his left. from each lung independently. He's like [laboured breathing]

Tom: Great.

AJ: Oh! That's so funny 'cause it's just like, You're- You've- You've onl- You've only done one thing. You've literally just got to the top of the roof.

Cheeky: Okay, John. So, I gotta scout out the room, and get the tea, [whispering] I reckon the tea is probably in there.

J. Nipples (Sam): Meow.

Tom: He's a cat, so, that doesn't mean much to him. Is there like, any um- I don't mean sunroof. Do I mean sunroof? Skylight.

Midge: The- There is- There is a- a glass roof over the auction room.

Tom: [gasps] Holy shit, that's great!

Midge: It's like a big lattice of ironwork, with glass fittin' into it. The rest of the- of Ken- Sinkenton Palace has like a- a structured roof.

Tom: Okay, so I can see down into...

Midge: Into the auction room.

Sam: Through all flo- four floors.

Midge: Yeah, it's like a- like a courtyard space.

Sam: Oh cool. Nice

Midge: So it's just open.

AJ: There's a guy on the bottom who's walking and goes,

Security 1 (AJ): Okay, so I've just um- I've just turned on the floor alarm, so if anyone touches the floor, uh- make sure no one walks in here if he touches the floor, the whole alarm will go off, okay? But I've made sure the black tea is in its box there, okay?

AJ: Then I just- I go like, [tqushuh] and I turn on the uh-

Midge: Laser grid?

AJ: Laser floor alarm.

Tom: Why are you all working against me now? What the fuck did I do to you?

Midge: Criss-crossing moonbeams of lights.

Tom: Does this usually happen in D&D?

Midge: Yeah, all the time.

Tom: Okay. Great great great. Okay, fine. I tie the rope to myself...

AJ: John Nipples is gonna- He's just gonna have to lower you down.

Tom: Round the middle.

J. Nipples (Midge): Mweow!

Tom: I cast Mage Hand, and the Mage Hand is gonna help John Nipples manipulate the- the rope at this side. How far down is it?

Midge: Well, you've gone up four floors.

Tom: Yeah.

Midge: So- And each of those I think we said was 15 feet, so... 60 feet?

Tom: Okay, so- Oh! (checks Mage Hand) Within 100 feet of you , so that's okay. Great, okay, so he won't disappear. It's t- One hun- If he disappeared whilst I was halfway down- -

Luke: "John Nipples, your mission should you choose to accept it?"

Midge: Honestly, if John Nipples disappeared at this point it would be a mercy.

Tom: Hey! Okay, so what I- what can I tie that around up here?

Midge: There's like a chimney stack if you wanna tie it around that.

Tom: Tie the rope around that? Sorry, you just said it was- was it 60 feet down?

Midge: 60 feet down.

Tom: 60 feet down. How long is my rope?

Midge: I think it's 60 feet.

Tom: Holy fuck, let's do it. Okay, so,

AJ: (sings Mission Impossible theme song) Dun dun Da run dun dun.

Tom: Okay.

Midge: Oh, it's 50 feet. So you will get ten feet from the floor.

Luke: Ah, but you're-

Tom: That's what Mage Hand's for.

Luke: That's all you need because you're like, six-seven feet.

Tom: Okay. So, I don't think John Nipples can actually help very much. Can I- Can I tie the rope- If I tie the rope and go down, how big is the courtyard?

Midge: I'd say it's- it's a pretty big space. It's got to fit all of these people coming in for the auction. 80... 80 feet by 80?

Sam: And where is the tea? Have we seen the tea?

Tom: Yeah.

AJ: Yeah, the tea- the tea is on like a podium.

Tom: Woah.

Midge: Is it, AJ? Is it?

AJ: Yeah yeah, I'm telling you.

Midge: Okay.

AJ: It's right beneath.

Sam: Midgley, where is the tea? Have we seen the tea?

Midge: You- You- I will say, on a central pedestal. There are two pedestal on either side of it, with other like, locked cases over it.

Tom: Okay, I-

Midge: Thanks, AJ.

Tom: Thanks so much. Okay, so I've got a waterskin with me, I've got a Thieves' Tool, bell. Okay, so rather than overthinking this...

Midge: God forbid.

Tom: So I'm gonna tie myself onto the thing. And then I'm gonna try to run down the side of the interior of the courtyard. Wait, is there glass over it currently?

Midge: Yeah, there's a glass roof over it.

Tom: Can I open any of that? I should probably do that before I run. I'm currently just lying on it.

Cheeky: UAH!

Midge: Yeah, we'll say you open one of the like, window panels, it slides across.

Tom: Great. One that's relatively near to where the tea is below.

Security 2 (Luke): Did you remember to set the alarm on the opening hatch on the roof?

Security 3 (Sam): No, sorry, I forgot about that. I'll get to it later after lunch.

Security 2 (Luke): Yeah, don't worry, that's fine.

Tom: [laughs in disbelief] Motherfucker! Open it and... Okay, well I'm gonna-sort of, run to it, and then turn, and rappel down. So, the rope will be... -

Luke: So the run is unnecessary.

Tom: I'll be falling fast for a while.

Luke: You're like- You're gonna be falling anyway.

Tom: It stops the sudden shock of the fall.

Midge: So, what I want from you-

Tom: Duh dah dah is- Duh dah dah

Midge: a Stealth and an Acrobatics check.

Tom: Okay.

AJ: Oh, this is so good.

Midge: The DC of these will be 18.

Tom: Stealth and Acrobatics. I have John Nipples up there. He's a friend.

Midge: I'm gonna roll Perception checks for the staff of this building to see if there are any complications.

Tom: Yes, that's fair.

Midge: Yeah?

Tom: Yeah, wouldn't want those. Okay, so... this is- this is Acrobatics, Okay. this is stealth.

Midge: Okay.

Tom: [dice roll] 19 and... 6. That was-

Midge: That was Acrobatics.

AJ: Yeah. 8.

Tom: So that's 27. And then 6 on Stealth is... 14. Does that make it, or do I want- need to use this?

Luke: Do the other way around.

Midge: So you've succeeded on the Acrobatics, but failed on the Stealth.

Tom: If I add one more to it, would that save me?

Midge: No, 'cause it was- it was an 18 that you had to-

Tom: Oh, it's an 18, wasn't it? Yeah. Okay, so I've succeeded on the Acrobatics, - Let's see who sees me.

Midge: You descend,

Sam: So gracefully and beautifully.

Midge: a cat burglar indeed. You descend on this- this rope. Getting closer and closer and closer to the glass cabinet - that it's being kept in. –

AJ: How- Can I ask how he is descending? Is it like it's tied around and he's going like this? Or is it tied... and he's like going like down like that?

Midge: I think there's like a- a coil of rope, and Mr Nipples is just like letting it out as you go.

Tom: Oh, so he's trying to help.

Midge: He's holding you by the waist, and just letting it out like that with his inhuman strength.

Tom: Wait! You came with me!

AJ: I thought you didn't bring him with you.

Cheeky: I didn't- Oh, Nipples is as Nipples does.

J. Nipples (Midge): I'll never leave you.

Tom: Yeah, and as we get near the bottom it's coiled out enough I sort of get spun round, and then left hanging like this.

Midge: Yeah. Just dangling in front of the glass cabinet.

Luke: How- How sweaty are you at this point?

Midge: Yeah.

Tom: Li-Little bit. Little bit. Okay. So I hadn't clocked before, you said there's a glass cabinet?

Midge: Yes.

Tom: Okay. But do you wanna tell me about the Stealth first?

Midge: Yeah. So you failed the Stealth.

Tom: Yeah.

Brazen Attempt – 01:05:45

Midge: I think that Mr Tips enters the room.

AJ: Oh, fuck.

Midge: There's like a- a stage in front of the seating area, and th- they walk up to the- the like- the sort of pedestal, the little lectern, and are sort of like going through some notes.

Tom: Am I above or just-

Midge: You are- You are like not cl- close to him. You are above, but like a distance away from him.

AJ: And he just hasn't- literally just- - just hasn't like looked up that much?

Tom: Just looked up?

Sam: Well, he failed the Stealth check, so we'll see.

AJ: Yeah.

Mr. Tips: [humming] Okay, we'll go with lot one... in this order, yeah. Then the... Vorpil Sword.

Sam: Vorpil Sword?

Mr. Tips: Then the... chest plate. Yeah, that should be good.

Tom: I'm gonna try and slowly get myself a little bit up.

Mr. Tips: Uh-uh-uh-uh! Hold it there. [Tom stressed laugh] Sorry, I'm just getting my notes in order before I deal with you. Yep. That looks good. Right.
(Looks up) Wow. Brazen attempt.

Midge: They lock eyes with you as you spin- spin all the way rou-

AJ: Facing the wrong way.

Cheeky: Alright, Topsy? How you been?

Tom: Has he noticed the Mage Hand as yet?

Midge: It's invisible.

Tom: Oh, which can be invisible. Aahhh.

Midge: So- So remind me, you- you are 50 feet down on your rope,

Tom: Yeah.

Midge: And then your- your Mage Hand is by the glass cabinet.

Tom: How big is the glass case?

Midge: Yeah, we'll say it's like yea big.

Tom: Okay. Yea big. I like that.

Sam: Yea big.

Tom: Okay, cool. So the Mage Hand is inside there and I want it to take the lid off and dispose of the tea where it can't be seen.

Midge: Okay, so whilst you are hanging, Mm. you are using your Bonus Action to manipulate the b-

Tom: Yeah.

Midge: the Mage Hand inside the cabinet.

Tom: Yeah.

Midge: And because it's glass you can see onto the other side so I'll allow you to cast it inside. I'm gonna roll a Perception check for Mr Tips to see if he notices- Actually no, it's invisible, he wouldn't notice.

Sam: He'd see the thing moving.

Midge: He might see the- the lid of the tea pop.

Sam: When you say di- "dispose of the tea," - what do you mean? –

Tom: Okay, I'm gonna have it in there, and when shit gets crazy, I want- I'm gonna try and get the Mage Hand to take the lid off. Would it- It can do 10 pounds of force, could it go through the glass?

Midge: Uh...

Luke: I imagine that's really- Oh.

Tom: Don't- Why are you doing this to me, mate?

Sam: Maybe it's a-

Luke: Really po- Really possible. I imagine it's really-

Sam: Yeah, maybe the-

Midge: I-

Tom: Or maybe push it over.

Midge: I- I think- I think-

Sam: Or maybe there's a little door.

Luke: Really possible is what I was gonna say.

Midge: Breaking- I think breaking the glass is gonna be- It's gonna be too difficult.

Tom: Could it push it?

Midge: There is- I w- I th- I would say that there is a- probably a door on the glass case so that people can take it out and- and stuff, but the lock would be on the outside, not the inside.

Tom: Yep. Oh goddammit.

AJ: I feel like you've been caught.

Tom: Yeah, but I'm gonna-

Midge: Yeah.

AJ: Like- You have been caught.

Tom: I'm gonna try and get out until I can't.

Midge: There's a- There's a- We've- We've discussed a lot here, I'm gonna say... they take out their pocket fireball,

Tom: Yeah.

Midge: And go:

Mr. Tips: Right. So how did you envision this would go, Mr Dustbins?

Cheeky: Well, I envisioned it going exactly how it's gonna go.

Mr. Tips: And... mind elucidating that for me?

Cheeky/Tom: I'm not sure you used that word correctly. But you probably did 'cause you're smarter than me.

Mr. Tips/Midge: Do you mind illustrating that for me?

Cheeky/Tom: A separate word. I see. You know, I've got +1 Intelligence from when I went to sleep.

Cheeky: What's gonna happen here is you're gonna be betrayed. The gangs don't wanna pay you. They're just gonna take what you've got. We figured we

would try and take it first. Clearly, I'm not as good as I used to be. But you're about to have a horrible night, my friend.

Mr. Tips: Oh, I find it hard to believe that you were ever as good as you think you were.

Cheeky/Tom: Yeah, that's fair. That's- That's- Oh, wait one minute. Wait- Wh- I-

Midge: As he's- You- You're- He's just looking at your butt as you spin on the- the rope.

Cheeky/Tom: I'll be right with you.

Mr. Tips: Well, I see a few paths ahead of us. I could shoot you dead right here, leave you dangling like decorations for this auction, or perhaps-

Cheeky/Tom: Would you mind just stabilising me maybe? 'Cause otherwise this is gonna be... Thank you. Thank you very much.

Mr. Tips: Or... I could use a sixth lot.

AJ: A what?

Luke & Sam: Ooh!

Mr. Tips/Midge: A sixth I- A- Sorry, a SIXTH LOT in the auction.

Cheeky/Tom: 'Ello mate!

Midge: Maureen!

Sam: I've been here the whole-

Tom: That would really help.

Mr. Tips: I can think of a number of people who would pay highly to have Cheeky Dustbins in chains.

Tom: I'm doing an AJ over here.

AJ: That's so good.

Midge: In this time have you been getting the Mage Hand to open the- the pot of tea?

Tom: There's not much it can do whilst he's looking at me. 'Cause I can't get out of the glass case you're saying, I can't bust through it with the Mage Hand.

Midge: I would- I would say, one thing you could do is use the Mage Hand to cause a distraction, and you try and escape. That's an option. You- You are- You are in a right old pickle. As they say.

Tom: I am in a right old pickle. [sighs] I'm not- I'm not gonna try and escape right now.

AJ; Nice.

Midge: Okay.

Cheeky/Tom: I think- I'm exactly where I want to be.

Tom: The uh... so he- he's got his eyes very much locked on me, hasn't he? Okay. I'm just gonna hang here for now.

Midge: Okay. He is going to aim at you.

Tom: Might regret the hell out of this. Yeah?

Midge: And then aims slightly up.

Tom: I've got my hand up. Yeah, alright.

Sam: He kills a cleri- crane operator.

Tom: The shot goes up and it hits - in the grave, the French guy.

Sam: The French guy.

Midge: Coupe George will always be remembered. H e fires, the shot goes past the- the rope, but hits the- the ceiling with a burst of flame, and the rope ignites. And he goes,

Mr. Tips: Ehh, good enough.

Midge: And you hear footsteps approaching.

Tom: Yeah.

Mr. Tips: Right. Well. Let's get you dressed up for tonight, shall we?

Tom: Kinky.

Midge: And with that- With that, the rope snaps.

Tom: Great.

Midge: As you land on the floor, the alarms activate.

Tom: Whilst that's happening out the back of my jacket, away from him I want Jonathan Nipples the cat to bound away. He knows I'm in trouble.

Midge: Yeah.

Tom: So... try and get something

AJ: Back to the-

Midge: Yeah, roll me- roll me a Stealth check for...

Tom: Try and help me out or try and warn the others when they get back.

Midge: With Advantage, I will say

Tom: With Advantage?

Midge: because all eyes are on you.

Tom: Okay, so his stats are... he has...

Midge: So this would be Dexterity. So +4.

Tom: Stealth +4.

Midge: Oh he's- Yes, Stealth proficiency as well.

Tom: [dice roll] And that is a 23 for Jonathan Nipples.

Midge: Excellent!

Sam: MVP.

John Nipples: I will return.

Midge: And he slips away into the shadows.

Tom: Yeah, nice.

Midge: And you are in the clutches once again of Mr Tips.

AJ: Shiit.

Tom: I look up at him as he cups my chin,

Cheeky: So, big boy,

Tom: That's it. That's all I've got.

Mr. Tips/Midge: Any more? Any more to that?

Cheeky/Tom: No, no, no, see, I learned it off Maureen, but I didn't- didn't learn where you go next. Oh!

Mr. Tips/Midge: I'm gonna absolutely elucidate you.

Cheeky/Tom: Actually. Can I have my hat back?

Mr. Tips: No.

Cheeky/Tom: NOOOOoooooooooooo!

Commercial Break

Reunited in the Sewers – 01:21:15

Midge: You all make your way back to the secret rooms,

Sam: I'm still asleep apparently.

Midge: You're still there. What could- I'll say it's like 11 o'clock by this point.
When you return to the building, and when you return to the building,
You can hear alarms going off, security swarming the place, but you're
able to sneak into the- the abandoned room through the sewers.

Tom: Can they hear the end of the [faintly] NOOooooooo?

Midge: Yes.

Tom: That's a tactical move.

Midge: When you get into the room, the silencing cuts off the alarms and the-
the guards. No one's in the room, Magpie is not there, Cheeky's not
there. It's just Pete.

Maureen: What in the fuck is going on?

Carlos: I- I- I- I don't know. I don't know where Cheeky is. I- I left him very
specific notes. The first one, it said I'm just going to talk to the Mudlarks,

Carlos/Luke: and the second one is- Ohh, shit. Oh no! Oh, I used invisible ink. Ah, por
dios!

Maureen: We told-

Carlos/Luke: I left him a note to say "wait for me, I'll give you help with the Stealth."
But fuck it.

Maureen: For fuck's sake, he must have gone to do it himself. And Pete here is still
asleep.

AJ: And I go [bdunk] and I smack it.

Sam: [whirrs to life] The steam starts going off again as the- the engine kicks
up.

Pete: [groans] Citizen. Citizen. Where is the third citizen?

Carlos: We're not sure.

Pete: Time for betrayal?

Carlos: The alarm- Uh... N-Not yet, I don't think. The alarms went off. I think he has been captured.

Maureen: Or even killed. We don't know.

Carlos: Where is his god- Where is his goddamn cat?

Midge: You can't hear the scraping on the door 'cause it's been silenced, so John Nipples goes all the way around to the window, and again, you can't hear this, but he just go- [meow]

Pete: It's that other citizen's cat. There there.

Maureen: It's John Nipples. John, d'you- Pete, do you know how to talk to a cat?

Pete: Who?

Maureen: I mean, P- uh.... Officer.

Carlos: Officer Nothing Muscles.

Pete: Uh, well yes. We- I've dealt with many a creature in my- in my- in my programming. Yes, I c- I ca- Hello. [meow] I believe that's an affirmative.

Maureen: What happened, John Nipples? What happened?

J. Nipples (Midge): [meow] [meow!] [MEOW!]

Pete: Nothing.

J. Nipples/Midge: [meow] Mission Impossible [meow]

Pete: Wait a minute. It stands to reason that if the civilian's cat is here and the civilian is not here, then you are correct and something has happened to the civilian. The alarms going off also may compute that he is the one that set them off. It seems that our member of our betrayal squad has been captured. Probably by Mr Tips. The one we get to betray very soon. Betray now?

Maureen: No, no, no, no. Wait. Wait with you FUCKIN' betrayal. Alright? You're gonna get to it. Just wait. We're in s-s-serious problem here. I have two of the centaurs are comin' to back- back us up later on. But I don't know, is it still goin' ahead? We need to find if is- the auction is- is still even goin' ahead.

Carlos: It probably is. I think we should- we should leave, we should hide, come back tonight.

Maureen: What?

Carlos: Come back tonight.

Maureen: Tonight?

Carlos: Yes. We need to cure him. I think we should hide out in the sewers, okay? It's a safe place. Maybe one of the Mudlarks can help with the cure. And we-

Magpie: What's going on?

Carlos: Magpie?

Magpie: The alarm's going off. Just- There's guards all over the place.

Carlos: We-We think Cheeky tried to steal the tea by himself. The fucking idiot.

Magpie: I thought you were gonna leave a note for him.

Carlos: I did lea- I wrote it in the wrong ink.

Cheeky/Tom: - I said-

Magpie: Right, so you're all fucking idiots then.

Cheeky/Tom: I said goodbye to you before I left, Magpie.

Magpie: I know he said goodbye, but- he- he didn't say what he was about to do. He said he had two important things to do, and then he didn't say what they were.

Carlos: He was supposed to wait for me to come back to assist.

Magpie: Alright, alright, alright.

Carlos: Why would you attempt to steal something just by yourself? You fucking lunatic.

Magpie: Let's not cry over spilled tea, alright?

Carlos: Let's hide out in the sewers.

Magpie: Wait, wait, wait. Before we do,

Carlos: Yes?

Magpie: I found these in the florist's.

Midge: He throws down, and they are research notes in Mr Tips's handwriting on the black tea.

Sam: Ooh.

Maureen: Oh my god.

Magpie: This is- This is what he's been tryna do. This is what's inside that pot.

Midge: You see notes- the- briefly, tasting notes, and then the- there's kind of like two columns, two possible effects.

Luke: Oh, yes.

Midge: And it's like variable is strength of will. On one side a uh- uh- a rapid shutdown of all parts of the- the body and mind resulting in unavoidable death, on the other it's- it's a lot more vague, but there's like transcribed notes from Cathlonic. The sages in Cathlon brewed this tea and said that it'll give a measure of godhood to whoever sipped it. But it requires a certain strength of will to persist through the effects of the tea.

Magpie: I mean, this- this sounds like serious shit.

Maureen: So the tea will either kill you, or potentially turn you into a god.

Magpie: Or a bit of a god, yeah.

Carlos: This cannot be allowed to fall into the hands of any citizen of this- this cursed city.

Magpie: Yeah, Imagine the Kraggs with this.

Carlos: It'll be terrible. We must destroy it.

Maureen: We must. Alright, let's lay low for a bit, and wait until the- the auction, and then- What do we do when the auction starts?

Carlos: We sneak in.

Magpie: With disguise?

Carlos: Yes, with disguise.

Magpie: Yeah?

Maureen: As if we're- there for an au- we're- we're gonna- Yeah.

Magpie: We could be bidders, yeah.

Carlos: Yes.

Magpie: I mean, we don't have any money, but-

Carlos: We can fire a shot at each other as if we are from rival gangs. I could pretend to be a- a Mobgoblin. Or a- a gen- a genie. A Street Genie.

Maureen: Or a Mudlark.

Carlos: Mm- Yes.

Maureen: Why- What's wrong with that? I feel like you- you didn't like that one.

Carlos: Yeah. I know, I know. But I- I think it's the- the Mudlarks I'm not sure they will be there anyway because it's- they're buying tea.

Midge: Yeah, the glitz and glamour of an auction - isn't really the Mudlark's scene, so...

AJ:L I see. Got it, got it, got it.

Carlos: I don't think the Mudlarks will be present.

Maureen: Alright, maybe I'll- I'll be John McClane again.

Carlos: Nice. Okay.

Pete: What gang is John McClane in?

Maureen: He's a- He's a Mobgoblin.

Midge: New York Police. The NYPD.

Pete: I- I- I'm not sure I can disguise myself. I tried to go into my old police station, and they didn't even kn- believe I was a police officer. Even though I am a p- or was a police officer.

Magpie: Maybe we dress you up as like a novelty police officer, you know.

Pete/Sam: Like a stripper.

Magpie: Yeah... If that's what you into.

Pete: I don't know if that's what I'm into, but I'm willing to give it a shot.

Magpie: Alright.

Maureen: Yeah. Okay.

Carlos: To the sewers. Quick.

Maureen: Into the sewers.

Carlos: We've wasted enough time here. Okay.

Midge: You- You head into the sewers, and Carlos, you take them to what is kind of like a safe room I guess in the Donlon underground.

Luke: Yes.

Midge: It's a lot- It smells far worse than the room you were just in. But it is safer and a bit more distant from the auction.

Carlos: The smell puts off outsiders, you see. I can stand it.

Maureen: I know I-

Pete: Me too.

Carlos: It must be unbearable for you.

Magpie: Yeah, it- it puts off even us.

Carlos: It is not pleasant, but it is secret and safe.

Maureen: Yeah, it's- it's- it's horrible.

Tom: [high voice] Yeah, it must be horrible! It's me, Rickety Pontoon. The backup character. Just in case you need me! Now I've been established. Aaagh!

Maureen: I can't believe Cheeky's been captured.

Tom: [high voice] Yeah! I love that guy.

Magpie/Midge: Ah, I never liked him.

Tom: Wow.

Midge: Mow M- Magpie goes,

Magpie: Yeah. I've- I've lived in the East End a long time. [sighs] What happened to Cheeky, gettin' pushed out of the Mobgoblins, it was never right. He always kept 'em on the straight and narrow even with Alfred Krag in charge. [sighs]

Carlos: The loyalty in the Mobgoblins is all pretend.

Magpie: It is. It is. It's- It's all about, you know, who's the toughest. And the moment you let your face slip, the moment you show a bit of kindness, you're out. It- It never used to be like that. It used to be a good place. It used to be a community. [sighs] We gotta get Cheeky back.

Carlos: Sí.

Magpie: We've lost enough people on this job.

Carlos/Luke: Are there any updates on a little bit of assistance with this fella?

Magpie: Yeah, I- I asked around, and they said that it's a conflict of impurities in his mind. You know, there's too many competing things. We gotta

somehow simplify it. I- I- A few people told me that uh- a- a baptism might work. Again, something to purify and get rid of the impurities. Clean out the bad, leave only the good.

- AJ:** Didn't you get something?
- Luke:** Oh, no, no, no. I got a bomb to destroy the tea.
- AJ:** Didn't that bomb have- You- There was- You talked a lot about impurity stuff with it. [affirmative creaking] Yeah. You see?
- Magpie:** So you- What- What is it, like a bomb? It- It cleans?
- Carlos:** Sí, it purifies anything within its radius.
- Maureen:** Wait, hold on, so-
- Magpie:** So we can- We could use it on him- on Pete?
- Maureen:** Then we'd have nothing to destroy the tea.
- Pete:** Who?
- Magpie:** Then we can't destroy the tea.
- Carlos:** We'd have nothing to destroy the tea. Sí. Also, it does an incredible amount of actual damage as well. I'm not sure he would survive.
- Maureen:** No, I know. But I'm I'm- just- That's what I'm sensing as the setup here that he's going for.
- Carlos:** I didn't want the- I wanted to use it for som-
- Magpie:** But yeah, we-
- Carlos:** I want to use it for something else.
- Magpie:** He- We can fix him.
- AJ:** You could- Listen. You can use it for whatever you want, alright? It's totally fine. I'm just making sure that you know. Okay.
- Magpie:** But, I mean the tea's a bigger threat, right?
- Carlos:** Yes, exactly.
- Magpie:** It's what- It's what Pete would want.
- Maureen:** Hey, hey there, big boy. [whirring] How you doin'?
- Pete:** Ready for betrayal.

Maureen: D'you ever feel or get thoughts of a different person inside of you?

Pete: [dice roll] No. Just got my one directive. Betray, and then we'll see what comes next.

Maureen: Alright. How about I take hold of that then?

AJ: Can I roll a Persuasion check?

Midge: Sure.

AJ: [dice roll] 14. 8. Plus 8.

Midge: It's 22.

AJ: 22.

Luke: I should roll a- an Insight check?

Midge: Yeah, roll Insight, yeah.

Tom: They're gonna blow Pete up.

Luke: A Nat 1.

Tom: That's a Nat 1.

Luke: I get to reroll.

Tom & Sam: AAAH!

AJ: Fuck's sake!

Midge: Lucky bastard.

Luke: [dice roll] 10 plus 7. 17.

Midge: 17. Maureen, what- what's- what do you use to justify your point? Why do you think you should have this device? This relic?

Maureen: I feel like in the midst of it all, we need someone who's focusing on where the tea is, and we need someone who's focusing on having that, making sure that it's safe if we want to destroy it. We can't- You can't do both at the same time.

Luke: And this convinces me?

Midge: They- They make a valid point. It's entirely- It's not- Persuasion isn't mind control. But you- you see the valid point that Maureen is making.

Luke: Alright, as I start to- I'm looking at it, I'm considering it. And it's in my hand.

AJ: And I go-

Luke: It's sort of within- within reach.

AJ: Yeah. And I go, [fff]

Carlos: Hooh!

Maureen: Alright.

Midge: Right. Preparation montage.

AJ: [hums action soundtrack] And we dress you up as a stripper.

Midge: Yeah.

Sam: [hums different action soundtrack]

Midge: Mag- Magpie takes out some- some-

Sam: Wait, wait, wait, wait. I actually have something for this. I'm gonna polish all the blood off me. (changes into a white shirt with a blue pattern) So you see the lovely... porcelain style...

Midge: Oh, niiaiiiiiiiiice!

Tom: P- P- P- Porcelain Pete.

Sam: Of my porcelain skin underneath.

AJ: And I'm teaching you like stripper dance moves.

Midge: Ohh yeaaaah.

Sam: Oh, yeah.

Tom: [bouncy jazz continues] So many different soundtracks at once.

AJ: I'm just getting like bunch of daggers, and darts, and whips, and I'm... I f- I f-find like a- a little pool of water that I can stare into a little pool of water that I can stare into to do my- to do my makeup.

Midge: Yeah, yeah, yeah.

AJ: Oh, shit! I am actually gonna do- I am going to disguise myself.

Midge: Okay.

AJ: Not right now.

Midge: Yeah, yeah, yeah.

AJ: But I will.

Midge: Mo- Moments before you head inside.

AJ: Moments before, yeah.

Tom: And no more encouraging songs? - Or a dance.

Sam: Oh! And I d- Yeah. –

Midge: Yeah, you've got time to do a-

AJ: And I'll also do some... Yes, an Encouraging-

Tom: And I won't get it, but-

AJ: Can I do a Dance Party?

Midge: You can dance your life away.

AJ: [starts humming] - I do this huuuuge- -

Midge: Killing you instantly.

AJ: I do a big dance, and I give... you this.

Luke: Oh, thank you.

AJ: And I- Can I give one-

Midge: To Magpie? - He's not here.

Sam: No, you, not him, he's not here.

Tom: No. Sorry.

AJ: I'm gonna give one to you. (gives dice to Sam)

Sam: Great.

Tom: Oh, that's a great look for you. (about Sam's shirt)

Midge: Yeah.

AJ: That's really cool.

Tom: I'm on board with this.

Midge: Oh, you looked like shit before.

Sam: During this I- whoever this shell is being in the sewers, at one point is just gonna walk to the edge of the railings by the water seeing sort of the Flow go past. And is just gonna stare at it for a while.

He's- he's always got this thing of betrayal going through his head, but being down here, being by the water it's sort of fascinating to him. And he's just watching the water flow. It's the only time he's ever seemed focused on anything except betrayal, and he's just gonna stand there.

Midge: I think similar to when you were on the barge you see the light playing across the walls. And you see in that twisting light, it's the moment where Cheeky first finds you in that warehouse.

Cheeky/Tom: You're alright, mate? ...mate? I can't remember if this is what I said to you before. ...fore Why don't you join us?

Pete: I'm an officer.

Cheeky: ...mate ...mate ...mate...

Pete: I don't have a name.

Cheeky: Oh. Well, how about you have one now? ...now? ...now? Pete. ...Pete. ...Pete. ...Pete.

Midge: We hear that- that night on the Songbird Docks. Rover going,

Rover: Is your mana- mechanical pal gonna mix in with this? Is he gonna fight for us?

Cheeky: He's the best there is! ...is! ...is! ...is!

Sam: I think he keeps- keeps watching all these things swirling past, and he sees a flash he sees basically he's- he didn't dream during the night, 'cause he doesn't dream, but this is the closest he gets. And he's

Midge: 'Cause androids don't dream of electric sheep.

Sam: Androids don't dream. Exactly.

Midge: Yeah, yeah, yeah.

Sam: And he remembers being on the carriage that they stole, next to Rover. And Rover telling him his story about how he got transformed and how he lost his love, but then it snaps to him holding his dead body and about to put it in a hole.

And he remembers sort of I- talking with Maureen about the justice and all that sort of stuff, but then it snaps to him running at her at full pelt, ready to absolutely put her back down again.

And all these things go ahead, and none of them feel like his memories or his- sort of- he's got no emotional attachment to them, but he now does recognise himself- in him- that it was him and that it did happen, but he still that only command in his head, which is betray P.G. Tips.

Midge: And all of this washes over him with fishnets on his legs.

Sam: Yeah.

Tom: And he doesn't think of Carlos once.

Sam: And it's- Technically it's been quite-

Tom: Everyone else.

Sam: so that whatever the tea combination that he was thrown into him by- by- -

Midge: He's processed through it now.

Sam: by the- by the end of the evening will be completely worn off. - Something's changing.

Midge: Yeah. Yeah, yeah, yeah. The- The like cocktail of teabags that were thrust into your mind is- is being processed by your body.

This kind of reflects a bit of clarity as it- as the force of what was done to you is wearing off slowly.

Sam: And then I go back to practising my stripper moves.

Midge: Yeah. I think you see [pee-eww-pee-eww-pee-eww]

Sam: I see- I have the memory of h- of Maureen- dancing throughout the entirety of that battle.

Midge: Yeah, you have Maureen – dancing in the carriage. (sings) Jump on it.

Mag- Magpie is- is just like going through different like magical devices and- and things they've squirreled away over the years.

Magpie: Yeah, alright, yeah. [pssshhhing] Yeah, okay. Yeah, yeah, yeah, alright. Good to go. Good to go.

Midge: What does Carlos do?

Luke: Carlos is pulls out his hat and he sort of puts it on.

And like you see like various flashes of different possible like quarter-cast Disguise Self spells as he's like cycling through what he could possibly look like that evening.

You know, he could look like a big hobgoblin, or he could look like a- like a wood elf Street Genie with a pack. Right. And he settles on the- the Street Genie idea, but he's not cast the spell yet.

The Auction – 01:37:26

Midge: Cool. Cool.

The day dwindles. And the night licks its lips. The grandeur of Sinkenton Palace looms large over Serpentine Park. The rich, powerful, and deadly figures that make Donlon their plaything arrive in their carriages with canes, and hands grasping for canapés.

From Donlon's northern boroughs come the Street Genies, not the high-speed demons that chased you through the streets, but the- these are the- the prowling elementalists dressed in a mismatch of studded punk denim and couture style. They have their pressurised djinn bottles artfully concealed in their clothes, ready to ignite at a moment's notice.

The Twilight Twins stalk forward from the crowd, their dazzling outfits restored, but their egos still tarnished all the same. A few of the- their Carnabal compatriots join them as they schmooze and mingle within the crowd. Wearing like valet vests are the two centaurs, kind of watching over things, acting as security for the- the Carnabal.

There is the unmistakably bulbous heads of the Bigwhigs pressing through the attendees eager to announce their own arrival.

I think as you guys kind of like scout the area out and see from the distance you can see the Arch Minister Reginald Toby Punch is kind of like floating above the ground with this big, massive head. A drooping sneer and an even droopier powdered wig set atop it.

And finally, announced by tremors in the ground, are the Mobgoblins. The cut-throats and thugs of the East End appear dressed to the nines, almost in mockery of the West End and of Hellsea. Goblins chatter and squint at their rivals, orcs crack their knuckles menacingly at the serving staff.

And like a great totem stood at the heart of this Mobgoblin tribe stand the Kraggs. Crimson suit with black lapels, gold cufflinks the size of a human heart, and a black silk tie drawn up to the thick neck from which two heads sprout.

Sam: It's not two people?

Midge: No, no, no. This is- the Krag twins share one body, and two heads. They are what is called an ettin. They have huge tusks in their jaws, and they stand watching over the guests, discomfort writ large across their face.

The kings, the thug kings of East London... of East- of East Donlon do not enjoy the pomp and circumstance of Hellsea, and the West. But they're willing to bear it all for a chance at something that they greatly desire.

As the crowd swarms the outside of the building and heads inside for cocktails and canapés, where do we find, well, the three of you and Magpie sneaking through?

Luke: Ah, yes, well as- as we're coming up to it now, yeah. Before- Before we- The last thing we do before we leave the sewers I cast Disguise Self. And on comes the hat. Down flows the flowater with various items, and particularly bottles of djinn spinning around me. As I try and disguise myself as a kind of a short- a shorter wood elf Street Genie.

Midge: Okay. So you have- you have like a bit of a punk look to you.

Luke: Aaaabsolutely, yes.

Midge: Yeah, yeah, yeah.

Luke: A couple of piercings on my ear over here,

Midge: On your pointy ears.

Luke: head probably shaved on one side and the hair hanging down Doesn't look like I'm wearing a hat. Yeah, and then just like sort of black leather and things.

Midge: Side shave and leather- leather- jacket and boots. Lovely.

Pete, do you wanna describe what you look like as you-

Sam: I think Pete is g- has done this whole sort of stripper montage of getting ready to walk in as a stripper, but then realises, he still looks like Porcelain Pete.

Midge: Yes.

Sam: Who is a very famous, recognisable thing, that Tips will also go, oh, he's- he's here now.

Midge: Do you don your old disguise?

Sam: I think, again, it's- it's clearly him.

Midge: Could be anyone under it though.

Sam: I think he's gonna- [dice roll] Ah, yeah, I think he's gonna- he's gonna go in pretending that he's still under the control of Tips.

Midge: Riiight.

Sam: He's gonna take all the stripper stuff off, he's gonna go and find-

Tom: You mean he's gonna strip.

Sam: Yeah, yeah. He's gonna find a rat and kill it and rub the blood on it on himself. And he basically just walks in incredibly cold going up to Tips and going,

Pete: I'm afraid I failed at my mission. They got away. But they should be coming back here tonight. And when they do-

Midge: As- Are you delivering this to Mr Tips?

Sam: Yes. Just gonna walk straight up and go,

Pete: I will put them down.

Mr. Tips: Yes, I've been wondering where you've been.

Pete: They gave me the runabout. They ran into the sewers, and I followed them into the sewers. They hid in a place in this house, and I followed them in there as well. I couldn't put them down, but I look forward to the opportunity.

Midge: Okay, so please roll Deception for me, please.

Sam: [dice roll] Oh! That was almost a Nat 20. So that's 13.

Midge: Okay.

Sam: I'm gonna use my Encouraging Song.

Tom: Come on.

Sam: [dice roll] 14 again. So 13.

Midge: Right. They- I'm gonna say that the- the DC of this was quite low - because they- -

Sam: I also didn't lie.

Midge: You- That's true.

Sam: I very carefully said everything that I did do...

Midge: Ohhhhh!

Sam: and I couldn't put them down and I couldn't put them down because of the spell that he did on me, I did follow them into the sewers, I did follow them into a hiding place in the house, and I've now come back because I know they will be here this evening.

Midge: Okay.

Tom: Nice.

Sam: So that's why I tr- said it the way I did.

Midge: In that case he like looks you over and sees you're covered in dirt and blood.

Sam: Rat blood.

Midge: He goes,

Mr. Tips: Right, so you've really lived up to your namesake by achieving nothing.

Pete: Officer Nothing Muscles.

Mr. Tips: Exactly. Wait, Muscles?

Pete: Uh- Someone else called me Muscles. I am just accepting the name.

Mr. Tips: Well, that's not your name, Nothing.

Pete: Nothing, of-

Mr. Tips: Now get cleaned up and go and help with the serving staff.

Pete/Sam: [mokingly] Okay.

Mr. Tips/Midge: What was that?

Pete/Sam: I said okay.

Sam: And I'll go and try and get cleaned up, and help the serving staff.

Pete: I'm- Where would you like me to return to? They will be here. They need to be put down. That is my only thing I can do. Put them down.

Mr. Tips: [sighs] Fine.

Pete: I could be by your side.

Mr. Tips: No. You stink.

Pete: I'm gonna go get cleaned up first, then come back?

Mr. Tips: Stand at the door, and help with the entries. There's a list.

Pete: I know-

Luke: Nice!

Sam: I'm like- And when you say list, I go [whirrs] And I flip back to Maureen when she was talking about all the- her list and her revenge and her betrayal, there's a little bit of a flash of that as I go-

Pete: Stand by the door. List.

Sam: Whispered.

Midge: [dice roll] They lean in close.

Mr. Tips: Are you... still on side, Nothing?

Pete: I am following the orders I was given.

Mr. Tips: Very well.

Pete: I- I go- I'll go wash up completely. Clean myself. And then stand by the door. Literally word for word what he asked me to do.

Midge: You didn't lie. He stalks off into the crowd to go and mingle with some more rich guests. Maureen, as you arrive at the party, what do you- what do you do? What do you look like?

AJ: I've cast Disguise Self.

Midge: Yeah.

AJ: And I'm coming in as- as some kind of like a- Kingly Court. I'm gonna come in with the centaurs- Could I- Should I come in with the centaurs as well?

Midge: Yeah, you can do, if you want. What do you look like, what have you disguised yourself as?

AJ: Kingly- Just as a... as a very very rich Kingly Court member.

Midge: Okay.

Tom: Queenly.

Sam: He looks a bit like Brian May.

Tom: Queenly Court?

AJ: Yeah, yeah, yeah, I look like Brian May.

Midge: Long, curly black hair.

AJ: Yeah, yeah, yeah.

Midge: Beautiful like brocade jacket. Cane?

AJ: Uh... cane.

Midge: Sure. Yeah, you stride into this place like you own it. Caught in the sort of like mix of Carnabal folk. The centaurs kind of like clock you, and go, nod in agr- in understanding. And then you see the sort of the- the- the Twilight Twins take no notice of you as they stride into the party and- and start entertaining.

Where- Where do you like position yourself in the house? Are you in the grounds, or do you wanna go inside?

AJ: Where is everyone?

Midge: Most people- There's like a few people still outside, you know, chatting, smoking, and most people are inside now like getting canapés and drinks.

AJ: Yeah, I'll be inside.

Midge: You head inside. Carlos?

Luke: I'm not with her, I'm like- you know. Li-like I arrive a sh- a little later. Which is giving me time as well to channel some divinity. The Blessing of The Trickster. Give myself Advantage on Stealth checks.

Midge: As you approach the- the main doors, you see security staff checking names on a list. One of them kind of goes, hands it over to Pete.

Security (Midge): You got this?

Pete: The affirmative.

Security (Midge): Alright. I'll be back in a minute.

Midge: And they head off on a smoke break. The two of you approach, and you see Pete

Pete: You're on the list.

Maureen: Thank you.

AJ: I go- I go in with the centaurs.

Sam: When the Krag's arrive, what's their reaction to seeing their pit fighter an- as this- as Tips's doorman?

Midge: They- They reach the door, they look down at Pete, and go:

Grant: My toy. Hey, Phil. What's our toy doin' here?

Phil: Yeah, what are you doin' here?

Pete: I don't know who you are.

Grant: Wha'?

Phil: What do you mean you don't know who I am?

Pete: Name?

Phil: The name is Phil fucking Krag.

Grant: And Grant.

Pete: I've got Grant, and I've got Phil Krag. I do not have Phil Fucking Krag, or just Grant.

Phil: Here, don't make any funny comments like that. What are you tryna do?

Grant: Yeah, you wouldn't pull this in the East End. We're on our best behaviour tonight.

Pete: I'm doing my job. Do you wanna come in, or not?

Grant: The cheek on this one.

Pete: Cheek. Cheeky.

Grant: Where?

Luke: We look around.

Pete: Please, come in. The auction will begin soon.

Phil: I'm watching you.

Grant: So am I.

Pete: I'm watching you. I can't close my eyes.

Grant: We're watching you twice.

Pete/Sam: It's really disconce- I feel like I'm going cross-eyed, looking at both of you at the same time.

Midge: They- They push past you. Yeah, yeah, yeah.

Luke: We stomp in, yeah.

Sam: Interesting.

Midge: And take a handful of canapés off a plate. Annoyed, I think, by seeing one of their possessions on use- in use by someone else.

And with that we enter the auction of the black tea blend. Mr Tips heads up to the- the- the stage with the lectern, and sort of announces amplified throughout the- the house through magical means,

Mr. Tips: Ladies and gentlemen we will beginning bidding soon. If you could take your seats, please. Thank you.

Midge: And with that the guests start filing in. In the auction hall we have this stage area with the lectern on,- that Mr Tips is stood at.

In front of that, seats arrayed in rows. And then on one side of the room we have glass cabinets. Five of them. The centre one holds the pot of black tea. On either side- And you guys would have time to kind of like mill around the room. If you were bidders, you'd be inspecting the- the lots.

So we have a collection of items in the first one, which are some leather bracers that go on your arms, and a longbow. These were owned by the notorious bandit of Swattingham, Goblin Hood. We also have the legendary slayer of the Jabberwock, the Vorpall Sword in another cabinet, in the second one. In the third one we have the black tea. In the fourth one we have a- a chest plate emblazoned with a cross across the front with lots of intricate silverwork in the front. This is the emblazoned chest plate of the Street Genie Omari Stormbank. And then the final one we have the twin pocket fireball to Mr Tips's firearm. The sort of the partner to his pocket fireball. All of these will be bid on with the black tea as the final lot.

And with that, people start to file in, and take their seats. Where are you guys positioned around the room as we settle into this?

AJ: I'm trying to position myself closer to the Krag twins.

Midge: You are sit with the-

AJ: Are they with Gregory? Is it Gregory? Are they with Gordon?

Sam/Midge/Tom: Gordon.

AJ: So I'm trying to find a seat ne- closer next to them.

Midge: Okay, you- you like sidle in next to Gordon who's this big troll taking up like three seats. They sort of like look down,

Gorden (Midge): Gordon.

Maureen: Mm. Hello there, big boy.

Midge: The classic line.

AJ: Yeah.

Midge: Where is Carlos?

Luke: He's sitting down sort of near the back left. One of those seats.

Midge: You're- You're keeping your distance a little bit more.

Luke: Yeah, yeah.

Midge: Cool. And then Pete.

Sam: Pete, whilst staying at the door while everyone- most people are fallin' in, he's gonna take the sachet of redwoosh, that he got from P.G. Tips's house, and [chkssh] put that into his faceplate. And he's also going to take one of the herbal teas that he also got.

Midge: Yes, 'cause in the P.G. Tips's base you got herbal, white, and green sachets.

Sam: I think a redwoosh one as well there, but yeah.

Midge: And then the redwoosh. Yeah, yeah.

Sam: So yeah, I'm- I'm gonna take it, the herbal one as well.

Midge: Okay. Are you going to ingest it now?

Sam: Yes.

Midge: Okay. So we haven't done this yet 'cause no one's a drug addict at this table apparently. But we have some-

Tom: Sorry, Midge.

Midge: I know, I'm so disappointed. We have some homebrewed rules- *brewed* rules for tea drinking and the herbal tea the mildest, but not without its downsides is basically a very condensed short rest.

It gives you all the resources you would get back on a short rest including HP, but it's Temporary HP on top of your current total.

But you will have to make a DC 10 Constitution saving throw to stop yourself from being mellowed out by the tea.

If you wanna roll you Hit Dice for any extra health, by all means.

Sam: Absolutely. 1d12, 1d10, aaaaand 1d8.

Midge: Okay.

Tom: Damn.

Sam: So that is a... 11 extra HP.

Midge: 11 Temporary HP.

Sam: Constitution saving throw?

Midge: Constitution saving throw, you gotta beat a 10.

Sam: Come on.

Luke: Come on! [dice roll] Are you joking? Do you have plus-

Tom: 9.

Sam: 6 plus 5, that's 11.

Midge: Oooohhh!

Sam: Oh, it's a- No, it's 9 plus 5, that's even better, that's 14.

Midge: Okay, you're- you're-

Sam: WOOOH!

Midge: You're able to vent the- the sort of lethargic effects of this tea out of your-

Sam: Elbow.

Midge: Yes, out of your elbow.

Tom: A passing dwarf [tzch-ppf] gets hit [pff] [eughh]

Midge: Excellent. Okay. You are primed and ready for the- for the auction. Where do we find Pete?

Sam: Pete is- Is there any sign of Cheeky?

Midge: No.

Sam: Okay, Pete's gonna get as close to Mr Tips as possible. Or he's just gonna walk up to Mr Tips and go:

Pete: Everyone is in, list complete.

Sam: And then stand pretty close to him and wait until it's- see if he gets told to go away or not.

Mr. Tips: I want you by the tea. Don't let anyone lay their hands on it.

Pete/Sam: [mockingly] Okay.

Midge: Sassy Pete.

Sam: Pete will go and stand by the tea.

Midge: Okay. You go and stand by the glass cabinet containing it.

Mr. Tips: Right. I believe we have everyone in attendance. Let's begin our auction. First I'd like to welcome all of the factions at play in Donlon. It's a pleasure to have you in this civil community of ours. But I think I have something of interest to all parties in attendance. But first let's have a look at some other items that might interest you. Let's begin with lot one. This is a collection that I personally have authenticated as being part of the notorious Goblin Hood's armoury. Their armour and their longbow. I think we'll begin the bidding at four hundred thousand. Do I hear four hundred thousand?

Midge: You can- You can play the parts of the elites that bid on this if you'd like.

Sam: I would say a very sort of suave looking fae man sort of goes,

Bidder 1 (Sam): Yes, I'll put four hundred thousand on that, please. It'll look great in my collection.

Mr. Tips: Four hundred thousand from the fae man here.

Tom: Someone with an incredibly long neck going all the way up, but the shoulders sort of almost down by the ground goes, [gobbling]

Mr. Tips: And five hundred from the strangled man! [gobbles] From the turkey! [gobble] Do I hear an advance on five hundred?

Luke: There's a very- a very tiny like gnome Street Genie looks at a very- a much taller Street Genie, and nods, and the tall Street Genie bellows out,

Bidder 2 (Luke): Four hundred and fifty thousand!

Mr. Tips: Four fifty! I heard five hundred from the turkeyman.

Bidder 2 (Luke): Five- Sorry, five hundred and fifty thousand.

Mr. Tips: Five hundred and fifty thousand. Five fifty, do I hear an advance on five fifty? Going once. Twice. Three times. To the Street Genie man there in the fluorescent wa- waistcoat.

Luke: And the wood elf sort of like teleports immediately next to where the cabinet is.

Midge: Nice.

Mr. Tips: Items will be procured at the end of the night. We will let them be on display just a moment longer.

Luke: They look back at the little like gnome wood elf who nods, and then [claps] teleports back.

Sam: During this, Pete is gonna keep looking out for John Nipples.

Midge: Okay.

Sam: 'Cause- So is- is John Nipples follow- Is he here? and 'cause John Nipples I believe is technically telepathically linked to Cheeky.

Midge: They are, yes.

Sam: So is John Nipples here, and is he doing anything?

Midge: Well, John Nipples is- is in the shadows of the room. I'll say that they make themselves known to you.

Sam: Okay. Cat- I'm not gonna say his name. But I'm just looking for the cat.

Tom: Cat? CAT?

Sam: But honestly- Like is it- I'm just looking to see –

Luke: I'm not gonna say anything.

Sam: If the cat gives us any - any sign that they know where Cheeky-

Midge: They are clawing at the like curtains that run across the stage.

Mr. Tips: Okay, moving on to our second lot. This is the famed Vorpall Longsword that slew the Jabberwock. We'll begin at six hundred thousand gold! Do I hear six hundred?

Tom: Like a- It's like an elephant but it's kind of concave in from the top. [elephant trumpet]

Mr. Tips: Six hundred from the uh... convex dome elephant! Do I hear an advance on six hundred?

Going to the Bathroom – 01:57:10

AJ: I turn to Gordon.

Midge: Yeah.

AJ: And there's Gordon there taking up three seats, and then I look just down slightly further, and I can see the two Krags there. And I say to Gordon, I just say,

Maureen: It's all very exciting, isn't it?

AJ: And then Gordon-

Gordon (Midge): Gordon. Gordon?

Maureen: What did you just say? Did you say you wanted to go into the bathrooms?

Gordon (Midge): Gordon.

Maureen: We can go there right now if you want.

Gordon (Midge): Gordon.

Midge: He stands up.

Mr. Tips: Seven hundred from the Mobgoblin there!

Sam: Ohh, Gordon.

Gordon/Midge: Gordon. Gordonnn.

Midge: He- He like looks at you, [whimpers]

AJ: And I say,

Maureen: [mouthing] Go to the bathroom.

Gordon (Midge): Agh.

Midge: He- He leaves the room.

Tom: Nice.

Midge: Goes to the toilet. There is a blank three seats between you and the Krags now.

Tom: Nice.

Midge: They- They- They look along the row. [dice roll] Mm.

Luke: As Gordon leaves, he walks past a huge tree. And the tree says,

Bidder 5 (Luke) : Seven hundred thousand.

Midge: Yes. What looks like a potted plant for this event bids on it.

Mr. Tips: Do I hear an advance on seven hundred?

Tom: A baby in a tweed suit

Mr. Tips: Sold to Baby Churchill.

Bidder 6 (Tom): [baby-ish giggle]

Sam: Jesus.

Bidder 6 (Tom): [wah-wah-wah] Ha- Have it from you bitches. [baby-ish giggle]

Mr. Tips: Next we have...

Midge: And the sound of their voice muffles as we follow Maureen into the bathroom. Go- Go- Gordon is- has their hands on the sink, looking at the mirror like,

Gordon (Midge): Gordon.

AJ: I come in and I go, [creak] and the door closes, and I go,

Maureen: Hello there big boy.

Gordon (Midge): Oh- uh- Gordon.

AJ: And I start sort of going up to- going up to him and saying:

Maureen: Gordon, Gordon, Gordon, Gordon, why don't you- Let's go into one of these cubicles.

AJ: And then...

Midge: He looks at one of the small cubicles.

Gordon (Midge): Uh... Gordon?

AJ: I say, Let's go into-

Sam: You have to use the disabled one.

AJ: And then he goes in. Now.

Midge: Classic AJ hi-jinks coming my way.

Luke: What's your- What's your disguise at the moment again?

AJ: I'm dressed as someone from the- like-

Sam: Oh, Brian May.

AJ: Brian May. Yeah. Is there a move I have that's like- like a one-shot kill?

Sam: No.

Midge: No.

Tom: Sorry, is there- um- one that just says "win"? Is there not one that just says I win this? Bold. Maybe you could convince him just to-

AJ: Kill himself.

Tom: Fuck off- What- No! I just meant leave-

Sam: He's on the list.

Tom: or stay in the bathroom. But-

AJ : He's on the list. I'm tryna get him off the list.

Tom: Oh! That's a good point! He's on your list.

AJ: That's why- That's why I'm here.

Tom: Yeah. Well, I thought you're just getting him out the way of the Kraggs. But yeah. Yeah.

AJ: No.

Midge: I- I- I will say, we can have a roll-off.

AJ: Let's do it.

Midge: And if you roll higher I will allow this to be an off-screen assassination.

AJ: Yessss!

Tom: Oh shit!

AJ: Bingo!

Tom: Let's do it, baby.

Midge: So we'll- we'll say this is just your attack versus my attack. Okay?

AJ: Okay.

Midge: So whatever attack you wanna make you can make it. I will roll for- for Gordon.

AJ: Could I- Could- The way that we bef- before you roll, could we do this that I- we see me go into the bathroom and the door closes behind me.

Midge: Okay.

AJ: And now let's see-

Midge: Yeah, yeah, yeah, yeah. All we- All we perceive of this is the sounds that come from the bathroom.

AJ: Yeah.

Luke: Two-

Sam: What happens if you lose this? Do you die?

Tom: Gordon comes out dragging her corpse.

AJ: Die.

Tom: And we're- we're done-

Luke: You see- You just see two pairs of feet under the- - the- the gap at the bottom.

AJ: Yeah, yeah, yeah, yeah. So am I rolling an attack?

Midge: So what I'm gonna do is I'm gonna roll this dice that we used in Plagueround actually.

Sam: Ahh!

Midge: Which does say "cursed" on it, so good luck. I'm gonna roll in front of the board, and we'll see what you have to beat.

AJ: Sure.

Midge: It's just a straight roll against roll.

AJ: Do I get an Advantage because he doesn't know that he's about to be- He thinks he's about to get some.

Sam: Suspects on lis- listening to this bargaining.

Tom: From Brian May.

Midge: Yeah, I know. I feel like I'm being swindled, but I kinda love it. Roll me a Deception check first. Sorry, I've not had you roll for anything yet.

AJ: [dice roll] So 2,

Luke: Plus?

AJ: so that's overall an 8.

Midge: An 8. Okay.

Luke: How horny- Can we have a horny check for Gordon?

Sam: Yeah.

Luke: To see how willing he is to be deceived.

Sam: If he rolls- He rolls below an 8 then it's at Advantage, if not- This is the horny check.

Midge: On- on a- on a- on a- a 1 at- he's completely not horny. 20, Gaggin' for it.

Sam: Oh, so we want big numbers.

Midge: Big numbers. [dice roll] 10. Oh, great, so just average horny, I guess.

Sam: That is- That is hornier than the deception.

Tom: Average Gordon.

Midge: It is hornier than the deception. Shit.

Luke: Yeah, yeah, yeah, yeah, yeah.

Midge: Darn it, you guys have done it again.

Sam: Yeah. So Advantage!

Midge: Yeah, yeah, yeah, okay...

Sam: Okay. Here we go. Here we go.

Midge: they are- they are- you have Advantage.

AJ: I'm going to use a dagger. And I'm gonna go for an Assassin's Creed style [shw-shw-prwff] and- Yeah.

Midge: So they have a +7 to their attack. So-

Tom: My heart is genuinely going so fast. There's no reason.

Gordon (Midge): Gordon.

Midge: [dice roll] That's a 12, you have to beat a 19.

AJ: Ah, fuck.

Sam: Come on! You got two chances.

AJ: Come on!

Tom/Sam/AJ: 3.

Sam: Come on! Come on! Come on! [dice roll]

Tom/AJ: 12.

Luke: Plus?

Tom: Plus 5.

AJ: Plus 5 to hit.

Midge: You- You are shy by 2 points.

AJ: Oh fuck. Maureen!

Sam: Maureeeen!

Midge: You stab into Gordon, a gush of blood comes out, he pushes you back, you fall back through the- the cubicle door [dtsshhhh] you fall back through the- the cubicle door [kssh] We- all we hear is the s- the smashing of ceramic as this bathroom fight breaks out.

I'm gonna roll some damage. And you're gonna get thrown clean out of the bathroom. You take 11 points of Slashing damage as they claw at you throwing you out of the bathroom door.

In the auction hall we hear this [wood shattering, glass breaking]

Mr. Tips: Security, please, can we see what's happening over there?

Luke: The whole auction hall turns to see this?

Midge: Yeah. Well, you can't see it, it's like slightly down a corridor I think.

Luke: But you- everyone hears it and turns in that direction.

Midge: Everyone hears it.

Throwing the Cillite Bombarda – 02:03:28

Luke: There's a commotion, I'm aware it's probably Maureen, 'cause I saw her leave. So as we turn, I keep spinning round in my chair, and I pull a very familiar item out of my pocket.

Midge: Okay.

Luke: Yeah?

Midge: So... earlier Maureen took something from-

Tom: Ah, it's kicking off.

Midge: from dear Carlos. But

Luke: Freeze!

Carlos/Luke: Now, I know what you are thinking. How has he got the Cillite Bombarde in his hand when he gave it to Maureen? But he gave it to Maureen in the sewers, surrounded by the magic of the Flow. And sure, Maureen is persuasive, but she's not half as persuasive as she is gullible.

Luke: And we cut back to that scene where I pull my thing out of my pocket, [Midge hums action music] And it's- And it's just like an ordinary tennis ball. But you see it as like this cool weapon.

Midge: Luke gave me a note to say that this was being done. I rolled a- well you- you had a Sleight of Hand check against your Passive Perception. That's kind of like what you perceive without checking. And it beat your- your check.

AJ: Oh fuck.

Tom: Oh, shit.

Midge: S-Sorry- I'm wondering if there's a moment where you take it out and throw it at Gordon and he's like, "This is a tennis ball!"

Luke: I was waiting for that, but like I gotta take it. I gotta take it.

Sam: Okay.

Luke: Because- Because uh... Porcelain Pete is standing next to the tea, this is the best chance to do it.

Tom: Hit him by accident.

Midge: Okay.

AJ: Fuck.

Luke: I'm sort of doing like a running jump to get a bit clearer, and nearer to it. I launch- I launch- -

Mr. Tips: [slo-mo] Excuse me sir, can you stop-

Midge: It's heading for the glass cabinet. Can you please roll an attack for me, please? I'm gonna say this is a DC 15. It's not a- an- an- a stealthy object that you're tryna ho- hit. But you are trying to like get it to hit that area.

Luke: [dice roll] 7. Let's use the Inspiration.

Tom/Sam: AAAhhh!

Midge: Let's- Hope so.

Sam: Come on!

Tom: Come on, man! Come on!

Sam: Come on! 8?

Tom: Does it hit one of them on that?

Midge: What- What did you roll?

AJ: 8.

Luke: I rolled an 8 plus r- plus 3, is it?

Midge: Yep. So an 11?

Luke: 11.

Midge: Okay. You do not hit the tea.

Luke: Do I hit Porcelain Pete?

AJ: Yes, it hit Porcelain Pete!

Midge: [swoosh] Cabinet. Pete, you see this coming towards you. What is your refle- reflex?

Sam: I didn't see him get this thing.

Midge: No.

Sam: So if something is flying towards me, my reflex would be to try and my reflex would be to try and catch it before it hits me.

Luke: Nice. Come on!

Midge: Okay. You catch it. You see runes erupt in light on the outside of it.

Sam: I put it really close to my face.

Tom: Pete!

AJ: Huuh?

Tom: Yes.

Midge: [explosion] You take 5d10 damage.

Sam: Okay.

Tom: He wasn't even- He wasn't even raging.

Midge: Ju-Just rolled 10s on both of those die.

Luke: I will lend you my d10s.

Sam: No, no, he's rolling the damage.

Luke: Oh, he's rolling.

Midge: It's up to 32. [dice roll]

AJ: Come on.

Tom: Jeez, he's down.

Sam: Glad I took that fuckin' tea.

Midge: 34.

AJ: Bring it back.

Midge: Halved.

Sam: Why?

Midge: Oh, wait, no, this is Radiant damage.

Sam: Oh, yeah.

Midge: So it's not halved, right?

Sam: I'm not even raging.

Midge: And you're not raging, sorry. So 34 points of damage.

Sam: Okay, so that takes me down- So that'll be 11 gone, so it's 24 left, no, it's 23 left. And then 23 off 17.

Luke: 17.

Sam: 17. Back on 17.

Midge: The light erupts in your face, washes over you, and you feel all of the controlling elements on your mind get burnt away. [pfssshhhh] The command [snaps] gone. The Geas, gone.

Tom: Yes!

Midge: The effect of any tea on you, gone.

Tom: Oh, shit.

Luke: Ooh!

Midge: Thankfully you have some- some backup sachets. But everyone turns to this and then they turn to you (points at Luke, who starts laughing)

Tom: Does he actually do that laugh?

Luke: No. The tea is destroyed as well, that it's close enough.

Tom: Ooh, 5- 5 feet?

Luke: You're standing next to it, and it's got a 5 foot range.

Midge: It- It is within 5 feet, it was on the inside of the cabinet.

AJ: Mm.

Tom: Is the cabinet at least knocked over, open for example?

Midge: Let's roll for it. [dice roll] The cabinet [creaking, glass shattering] teeters forward, smashes on the ground, and the tea rolls out.

Carlos: PETE!

Pete: That's my name!

Carlos: GET THE TEA!

AJ: And I turn- I turn around also.

Maureen: PETE!

Pete: THAT'S MY NAME!

J. Nipples (Tom): MEOW!

Pete: Where's my best friend Cheeky? John Nipples! Behind the curtain? Some-

Carlos: THE TEA!

Midge: So- Many, many things happen in this moment.

Tom: Pete! Pete! Pete!

AJ: Yeah.

Midge: The tea rolls forward. And you see it [rattling]

Tom: Uh-oh.

AJ: Oh, fuck.

Midge: At that moment Mr Tips pulls their gun- their- sorry, "pocket fireball" Stupid name.

Tom: Firearm was the perfect term, you used it a minute ago

Midge: Firearm. Yeah, yeah, yeah.

Tom: It's a firearm. Brilliant.

Midge: Takes their It's a firearm out, uhh it's a gun.

Luke: Fire- Firefinger.

Midge: Aims at you, and then kind of like into the crowd and goes,

Mr. Tips: Nobody move! [heavy breathing] Who dares disrupt this auction?

Carlos: Ehhh... It- It wa- It was him.

Luke: And I point at someone. Not at you.

Midge: In this- In this tense moment, Pete, you can see this thing rattling on the floor. and then the lid pops, and you see you- well, actually what you hear is [pattering] [soft rain] rain starts to fal- hit the glass ceiling above. The clouds overhead begin to swirl, turning darker and darker, flashes of lightning illuminating them. The pot continues to vibrate. Something wants out of this pot.

AJ: Sorry, could I just quickly say, could the- could the- my- who are my two guys who are with me, again? - The-

Midge: The centaurs.

AJ: The- Could the centaurs sta- stand up and- and- and draw as well? 'Cause I feel like we're in that mode now.

Midge: It's- Sure.

AJ: Yeah, yeah, yeah.

Midge: They- They- But they don't know who they are aiming at.

AJ: Yeah.

Midge: They aim at Carlos as a Street Genie, that's a rival of theirs.

Tom: Oh, yeah. He's disguised.

Midge: Mr Tips is kind of like unsure of what's happening, is like,

Mr. Tips: Pete! Umph. Nothing!

Pete: My name is Pete.

Mr. Tips: It's Nothing. Get the tea and bring it here.

Sam: Pete is going to, because we've not actually- So he's gonna do one Second Wind

Midge: Okay.

Sam: On himself. To try and get a little bit of health back 'cause that was a lot of damage. [dice roll] Which is 5 plus 1 so that's back up to 23. He's gonna pick up the tea, open his face,

Tom: Yees!

Luke: Yes!

Sam: and dunk it in his face - and close it.

Tom: YEEEEEEES!

Midge: Okay.

Maureen: PETE!

Carlos: Oh!

Pete: We must destroy the tea.

Midge: There is a crash of thunder as the tea floods your system.

AJ: How are- How are like the Kraggs and how is everyone else responding in the room.

Midge: The Kraggs are like trying to get forward to the tea before you get to it, but they are- they are further away from it than you are. You are within 5 feet. And the room collapses, and disappears.

Sam: The room disappears?

Midge: You are in a void. Just- Just- Just Pete. An endless void. So, now what's gonna happen is you have to resist the power of the black tea.

Sam: Okay.

AJ: Oh my god, Porcelain Pete might become a god.

Sam: Or die.

AJ: Or die.

Sam: Do I have to eat that whole jar of tea?

Tom: He'll do it. (Midge opens the tea jar) [gasps] - Oh, nooooo! –

Sam: Ooohhhh! (Midge places the dice in front of Sam) That's an evil looking- OH MY GOD!

Luke: What is that- Oh! What numbers are on there?

Sam: These are fucking made of metal! Oh my god! [excited gasp] We shoulda opened this in episode 1!

Midge: Please, array these from d20 to d4.

Sam: Yep.

Midge: So, what's gonna happen now is you'll roll a d20 first. If you get the highest number on the dice, Pete gains a measure of godhood.

Sam: Okay.

Midge: If you roll the lowest number on the dice, Pete will have three rounds where you will automatically roll a failed Death Save.

Sam: Okay.

Midge: You will have three rounds of Pete's life.

Sam: Okay.

Midge: If you don't roll 20 or 1 on the d20, you'll then roll the d12.

Sam: Ahh, okay.

Midge: If you roll a 12 or a 1, you have the same options.

Sam: Yep.

Midge: Because I chose a d20 that is completely illegible, I'm gonna give you this dice to roll. So remember, 20, godhood.

Sam: Or 1. Yep.

Midge: 1, death.

Sam: [dice roll] 7.

Midge: 7.

Luke: Progress.

Midge: Okay.

Sam: Yeah, it looks like another 1. Progress.

Midge: Move on to d12.

Tom: Yeah.

Sam: [dice roll] 9.

Midge: Move on to the d10.

Sam: [dice roll] 9.

Tom: Oh. - Almost god.

Midge: Move on to the d8.

Sam: [dice roll] 6.

Midge: Now move on to the d6.

Sam: [dice roll] 2? I think. No, that's a 1.

Luke: That's a 1. Oof.

Midge: That's a 1. So close to the end. You feel the black tea start to corrode your circuits. Your gears. Cracking the remaining parts of you that are porcelain. You see in this brief moment the end of your servitude. You will potentially find freedom at the end of this. But it won't be in this world.

Back to a Room of Chaos – 02:13:50

- Midge:** We come back to a room of chaos. Everyone is making their way towards the tea. Everyone wants a piece. Everybody, roll Initiative. including Cheeky.
- Luke:** 14.
- AJ:** 10.
- Tom:** 17.
- Sam:** 12. And I'm gonna use my Uncanny Metabolism to get some more Hit Points back as well. [dice roll] So that's a 4.
- AJ:** So to be clear, Pete dies after three rounds?
- Midge:** Yeah. We come back to a room of chaos. The Street Genies and the Queenly Court immediately open fire on each other. The centaurs, one of them like tackles a Street Genie out of a window. The other one starts letting loose with arrows. That brawl kind of like carries on into the dining hall adjoining this room. The Krag's claw their way through the chairs, trying to get to the- to Pete where they saw the tea disappear into.
- Mr Tips realises he's losing control of the situation, and is going to stalk off the stage. Grabs Cheeky in the wings, and says:
- Mr. Tips:** You're coming with me.
- Midge:** Puts the gun to your head, as a hostage. Maureen, you come round the corner from the bathroom. Carlos, you are kind of like in the midst of these brawling Street Genies and Queenly Court. What do you guys do as you- as this braw- fight breaks out?
- AJ:** Do we see Cheeky, or not?
- Midge:** No.
- AJ:** Okay.
- Midge:** They're offstage.
- Sam:** I'll rage.
- Midge:** You'll rage, okay. [whistle] What does- What does Pete look like as this realisation dawns on them?

Sam: I think you see in the gold cracks on his face other, just regular cracks have started forming there. But it's going down his body, and he's got his own he's got his free will back. Which is fantastic. And he's removed the tea, which is what one of his friends wanted. And there- so that's- that's done.

And he sees the Krag twins coming towards him, who are the people that had imprisoned him, and

AJ: Oh shit!

Sam: he's got- he's got his freedom because he's only got 18 seconds to live and he can do it as a free porcelain man. And so he rages with the black tea, and redwoosh going through his veins, and squares up for the Krags, but then remembers that John Nipples was looking at the curtain, so will look over to the curtain probably.

Midge: Okay. You see Mr Tips head off into the curtains and with that, we will begin this fight. Cheeky, you are cuffed and held in their grasp. Is there anything you want to do or tell John Nipples or command them to do as you are being held by Mr Tips?

Tom: So- Okay, so he's- We're in the wings?

Midge: Gun- G- "Firearm", I don't know why I'm p- I- I-

Tom: You can call it a gun.

Midge: I- I- I called it- I called this.

Tom: You are god here.

Midge: Yeah, yeah, yeah. Pocket fireball to your head off stage, he is clearly meaning to make an escape. What do you wanna do?

Tom: What can I see directly in front of me?

Midge: I think you can see like g- guests in- in a- a melee spill out into the corridors that you're heading towards. And there's gonna be a lot of like rough and tumble as you move through it.

Tom: So it's a- It's a fancy house, right?

Midge: Yes. Yeah, yeah, yeah.

Tom: Is there for example, a mirror or mirrored surface near or in front of me?

Midge: [dice roll] You can't see anything backstage here. But as you- as you head out into the corridor, there might well be.

Tom: I- I'm going to get John Nipples to- So I haven't seen him drink the tea.

Midge: Yeah.

Tom: John Nipples to like run and try and get help from any of these guys whichever one is closest.

AJ: Do you know that we're there?

Tom: I mean I've- Oh no, you're in a different disguise (Carlos), so I recognise you (Pete).

Midge: John Nipples will have seen you all - You- You can see through their eyes.

Tom: So John Nipples knows. I know that you're here (Pete). So wait, so have I seen everything John Nipples has s-

Midge: You- You've seen what happened in this room.

Tom: Ha- Have I seen what's happened to Pete? Basically.

Midge: Yes, John Nipples was there. Porce-

Cheeky: No, don't drink it. Don't drink it!

Mr. Tips: You're coming with me.

Tom: I sort of- I'm dragged away, unresisting at first as I see the- the black shards start to pass through him. At first, I don't resist at all. The- I'm in handcuffs. Are they metal?

Midge: Yeah.

Tom: Okay. So I wanna lift them up, reflective surface, and seeing behind me I want to do a Misty Step. You- You tell me if I can do this.

Midge: No, no, no. This is what you use Misty Step for.

Tom: Do a Misty Step to be directly behind him instead.

Midge: Okay.

Tom: Now, I don't know if I travel with these. If-

Midge: The manacles would stay on you.

Tom: Then I want them immediately around his throat. And with my elbow, be trying to hold the gun off. That's what I'm going for.

Midge: Okay. Yeah. Make an Athletics or Acrobatics check to grapple them. I will say you have an advantage because you have the element of surprise.

Tom: Oh, yes.

Midge: They're gonna roll to oppose you.

Tom: Okay. [dice roll] Acrobatics. With- And that is two 16s, 24.

Midge: 21. You- He reaches for the gun, tries to bring it back but you're ab- you're able to put your arm in the way.

Tom: Yeah, yeah.

Midge: It's like rattling next to your head.

Tom: Hahaha-uah!

AJ: Cheeky, can I also recommend that you call out because we don't know you're there. We might be able to help if we know that you're there.

Cheeky: GUUUUYS!

Pete: [whirring] Cheeky.

Midge: You all hear the- Cheeky's voice. I'll- I'll say that like you- you- you're like staggering with them. You step and the l- the curtain rips, comes down, revealing you with Mr Tips in your grasp.

Tom: TA-DAAAA! Sorry, I should've asked this before, all my stuff's been taken off me, I presume.

Midge: I will say your weapons have been taken off you.

Tom: Okay, so I got my healin'-

Midge: Yeah, but you're- you're a- you're a cheeky chappy, you've got a hidden pockets for things.

Tom: And I got the flaps.

Midge: You've got so many flaps.

Tom: I've got all the places for- Okay, great. I was just wondering what clothes I still had, but I'm fully dressed!

Midge: Yes.

Sam: Fully naked.

Midge: The small victories.

Tom: Hehehe, yeah.

Midge: Cool. Carlos, you see your- your- your friend on the stage

Tom: Or colleague.

Midge: or colleague. What do you wanna do?

Luke: As I start running towards where Cheeky is, I cast the spell, Aid on- Or should I cast it on you? Mmm.

Sam: Sure, sure. I dunno, it's up to you.

Tom: Oh, yeah. I dunno.

Luke: Yeah, no, I should cast it on you. Each target's Hit Point maximum and current Hit Points increase by 5 for the duration.

Midge: Cool.

Sam: Okay.

Midge: So you're basically at 5 Hit Points whether you're at full Hit Points or not. Carlos lets loose this healing magic.

Luke: Yeah, looks like a- like water but like in the form of like a cross, covers us.

Tom: Oh, medical, not religious.

Luke: Yeah, yeah, yeah.

Tom: Like, oh, okay.

Midge: Do you wanna move anywhere in this turn?

Luke: Yes, I try to nip down the side towards where- where- where Percy was sort of heading.

Midge: Right okay.

Luke: He was heading towards the back sides, so I'm going, running down that side to try and meet them,

Midge: Try and cut them off. Cool. You start sprinting ahead, still in disguise for- to try and cut them off. That bring us to the Krag twins that bear down on Porcelain Pete.

Grant: Oh, I knew it was you.

Pete: [train whistle] I know it's me, too. I'm Pete.

Tom: Aww.

Grant: You're the prisoner. And about to be again. Even if you are a little flimsy now.

Pete: Ahh. Let's go, bitch.

Midge: Okay, the Krag's are gonna-

Luke: Boxing match roll off! Boxing match roll off.

Midge & Tom: Yeah!

Midge: Well, they are going to bring a- an axe down on top of you.

Sam: Lovely.

Tom: Yeah, a boxing match.

Midge: That is a- an 11 to hit.

Sam: Miss.

Midge: Phil- Phil misses with the axe. Grant follows it up with a sledgehammer.

Sam: On porcelain.

Midge: That is a 12 to hit.

Pete: Fuck you. I've got three rounds to live, bitch.

Midge: And- And then- And then the axe sweeps over you. You dodge it and the sledgehammer comes down and you.

Tom: Ohhhh.

Midge: Push it back.

Sam: I throw it so far it reaches Roland in Plaguaround.

Phil: Oi! That was my favourite sledgehammer.

Midge: The Krag twins like barrel towards you as they engage you in melee. That is Maureen.

AJ: I see that Pete has engaged the Krag twins and I see that and then I- and then I'm like- I'm like sort of on the ground still 'cause I was pushed there and I'm on the ground.

And I turn back and I can see Gordon kind of [doof doof doof] coming towards and hear, "Gordon!" and I go. Alright then, big boy. And I get up and I go... And I cast Cloud of Daggers.

Tom: Oh, yeah!

Midge: Oh, hell yes!

Sam: Ohhhhh!

AJ: Straight up with that motherfucker.

Luke: A- Absolutely fascinated that Gordon isn't even on the board, and you've brought him back into play.

AJ: Yeah, yeah, yeah, but he's right back into the fray.

Tom: Actually, neither are the centaurs at the moment. Is that okay?

Midge: They're in another room.

Tom: Well, we said we'd be-

Midge: Their-

Tom: So they raised their bows and then went, "Well, that's handled."

AJ: And so-

Midge: Their- Their people needed them.

AJ: So each creature-

Tom: So- they're- they're keeping busy with randomers, right?

Luke: Yeah, yeah.

AJ: Each creature in that area-

Midge: Yeah, they're keeping other people off your back.

Luke: Oh. Sorry.

AJ: Each creature- Sorry, yeah, yeah, just because I'm aware of time as well.

Tom: Go, go.

AJ: Each creaker- creature in that area takes 4d4 slashing damage.

Midge: Okay, roll the damage for me, please.

Tom: Yes, mate.

AJ: d4.

Luke: Have a couple of these.

Sam: Come on! Big money, big money, big money [dice roll] It's 2, 4

Tom: Oh!

Sam: 4, 4 and- Ooooh!

AJ: 4, 4, 3, 2.

Luke: Wow, that's good. 8, 10, 13.

Midge: 11- 13, yeah. Okay.

Tom: Cloud of fucking Daggers. And that stays around now. Yes.

Midge: Gordon is currently damaged from your fight in the bathroom as well. So he already has sustained some damage.

Tom: Gordon's got three kids, by the way. So let's- Let's not laugh too soon.

Midge: That he adopted.

Tom: NO! Kill him.

AJ: Okay, and then I'm going to give Bardic Inspiration to Pete as my Bonus- So- To Pete as my Bonus Action.

Midge: Okay, cool. And in doing so you can make a free Unarmed attack against someone, Presumably Gordon.

AJ: Uh, again- again I get out my- my dagger and then I'm going to go for a Actually how far am I-

Tom: Unarmed, unarmed.

Midge: It'll be an Unarmed attack, Unarmed attack.

AJ: Oh, Unarmed, okay and then- I'm gonna give-

Sam: But won't like that- still then be in the daggers?

Tom: It actually hits harder than the daggers, so-

Luke: Yeah.

Midge: I think you could be on the outside of the daggers, yeah.

Sam: Okay, cool.

Luke: 1d6.

AJ: Okay, so I've done that. And so I've run into my own fucking knives that are like hitting him and I just go-

Sam: Dancing arou- but like- through them.

AJ: and I'm gonna go for a big punch. [dice roll] 16. 21 to hit.

Midge: That hits, that hits.

AJ: And then 1d6 plus 3. 1d6, there it is. [dice roll] 6, - 7, 9.

Tom: Eyyy! Nat 6.

Midge: 9 damage?

Maureen/AJ: Let's go, Maureen!

Tom: Does she say that to herself?

Sam: Who said that?

AJ: She says that to herself.

Sam: In a different accent.

AJ: Yeah. Let's go, Maureen!

Midge: Amazing, yeah. You slam into Gordon, not really knowing what he's done to deserve this. Okay! That is the end of Maureen's go. We are back to Pete.

Sam: Pete, after dodging these two weapon attacks is going to attempt to punch one of the Krag twins in one of their heads.

Midge: Yeah.

Sam: [dice roll] That's thr- a miss. Then we'll do a- You'll see sort of this degradation happening in him but then he remembers looking at the Flow and the water and he starts to flow his arms slightly better and he is going to use some Focus to do a Flurry of Blows on the Krags. Let's hope- I'd be really sad if all- everything misses.

[dice roll] That's a Nat 1 and a 10. - So that's –

Luke: You got- mhm.

Sam: a 16, and let me know if that doesn't hit.

Midge: That hits.

Tom: Yesss.

Sam: Okay, I will hit one hit, 16.

AJ: Do you have Bardic Inspiration?

Sam: Yeah, the other one's is also pretty low. [dice roll] Oh, that's sorry, it's the wrong number. I'm panicking. I'm gonna die.

Tom: Wai-

Sam: [dice roll] That's 1.

Tom: Oh my god.

AJ: Fuck.

Sam: 1 plus 7, so 8 points of damage.

Midge: 8 points of damage.

Sam: Yeah. [vrrrr-vrrrr- pffft] One hit.

Midge: You let loose a- a flurry of- of porcelain fists at the Krag. They put up their- their arms to block some of these and then on your- the lowest one that you've rolled, you throw a punch and your fist shatters.

Tom: Ahhhh.

Midge: As the degradation starts to take hold. They're- They're kind of surprised by this too and it's just enough surprise for you to sucker them. And it-

Pete: I always was a southpaw. Just one left arm.

Midge: You see a chip in their tusk as you lamp Phil in the face. Roll me a d8, please.

Sam: [dice roll] 6.

Midge: Ooh. You feel this degradation starting to corrode your circuits, but as you rage, you're kind of like pushing against the inevitable. There's a spark, a- [sizzling spark] sparks in your armour. Until your rage ends, you are surrounded by multi-coloured protective light.

Tom: Ohh.

Midge: You gain a plus 1 to your AC. And while within 10 feet of you, your allies gain the same bonus.

Sam: I la- I think I- when I see this I go,

Pete: Maureen, I can only help you with justice for 12 more seconds. It's now or never. Let's finish that list.

AJ: How- How bad is- is Gordon?

Midge: Gordon is below a third of their health.

AJ: Okay.

Midge: So looking- They're looking pretty damaged. As you grapple with Mr Tips on the stage, you feel a dagger in the back-

Luke: [gasp] Oh!

Midge: as the Twilight Twins sprin- spiral down from the ceiling. And are going to make an attack on you. [dice roll] That is...

Tom: I hope the centaurs are nearby to clean this all up.

Midge: two hits with their daggers. 12 points of damage.

Cheeky: Ahhhhh!

Solaquin: This is for making me roadkill, you asshole.

Cheeky: At least stab the- this guy as well.

Midge; They begin to circle you. And that brings us to Mr Tips. He's going to try and break free from your grasp. [dice roll]

Tom: Three enemies.

Midge: That is a 10. Roll Athletics or Acrobatics, please.

Tom: Acrobatics. [dice roll] That is a 21.

Midge: He stays in your grasp. Which brings us to Gordon. He is gonna take a swipe at Maureen.

AJ: Can I say something? Do you know the twin- The- The- The- the centaurs.

Midge: Yes.

AJ: Where- How come they're not in the fight?

Midge: They're- They're keeping the Street Genies at bay.

Sam: They've made sure that there's not too many more enemies for us to fight.

Midge: Yeah.

AJ: Enemy? Oh, I thought that they're- 'Cause I wa- I got them as backup for us.

Sam: Yeah, the Street- Yeah, the- So the Street Genies are being held back by the ce- by the centaurs.

Tom: But won't the Street Genies just attack randomly? Like we could use them very specifically.

AJ: I feel- Yeah.

Midge: Yeah, you're right. We've got all the time-

AJ: This was- This was why I wanted them.

Midge: in the world to be doing- debating this. [dice roll] The troll, Gordon, attacks and that is a 21 to hit. [dice roll] Dealing Dealing another 12 points of damage to Maureen.

Tom: Woof!

Midge: Can you roll me a Constitution saving throw, please?

AJ: [dice roll] 12.

Midge: That's a- That's a pass. You keep concentration on the Cloud of Daggers. The troll ends his turn in Cloud of Daggers, so will continue to take damage. Roll the damage of Cloud of Daggers again.

AJ: [dice roll] 1, 3, 4, 5, 6, 7, 8, 9.

Midge: 9 damage?

AJ: Yeah.

Midge: He is looking immensely hurt, but he's just staying in the fight. As we come to the end of the- this round,

The Vortex – 02:29:32

- Midge:** Pete, you feel this [kkkqkkh] crack as your chest cavity implodes and a dark swirling vortex begins to spiral at the center of you. The- The brewing tea is uncontained at this point.
- Sam:** Cool.
- Midge:** That brings us back to Cheeky Dustbins. What do you wanna do?
- AJ:** Let's go, Cheeky.
- Tom:** I'm having a terrible time. So, [shhh-kshh] in my back from the Twilight Twins-
- Midge:** Yeah, they're like circling you now.
- Cheeky:** Ah! Fair enough, guys. We didn't get off on the best feet. Ow, Jeez. But ow! We were just trying to steal the tea. We're not your enemies here. This guy and the Mobgoblins.
- Tom:** And then hoping that that will work on them. Keep them busy.
- Midge:** Roll Persuasion.
- Tom:** Yes! [dice roll] Ahhh, that's a Nat 1! Jesus! Jesus! That's my f-
- Solaquin:** You scraped my face on the road. This isn't about gangs. I want you dead.
- Tom:** Is that just- That's one roll for both of them, yeah?
- Midge:** S- That's- Tha- Th-That's Solaquin. They share the same emotions.
- Tom:** Okay, fine. Can I ask, so I've got this thing currently around P.G. Tips's throat. Would it be eligible for Booming Blade or no?
- Midge:** Not for- Not on- Not on some handcuffs, no.
- Tom:** Jesuuus. Then I'm going to use Action to try and do Sleep on- do Sleep on P.G. Tips.
- Midge:** Okay. You are within 5 feet. It would affect you as well.
- Tom:** Ah, I'm gonna try it on the twins then. I'm gonna try it on the twins. Thank you for the warning. That's good of you.
- Midge:** I will say you can try it on one of them because they are circling you.
- Tom:** Oh, no, you're kidding.

Midge: I would never kid.

Tom: Then the one- The one who I just Nat 1 rolled on And then maybe I'll try and talk to the other one again.

Midge: Sure.

Tom: You never know.

Midge: Solaquin is the one that hates you 'cause you scraped his face on the floor.

Tom: Okay, Solaquin. Put him to sleep.

Cheeky: Oi! Go to sleep!

Midge: Wisdom saving throw?

Tom: Wisdom saving throw of 12.

Midge: [dice roll] They rolled a 13.

Tom: Oh my god!

Luke: Ahhhh.

Tom: Oh my god. Come on, man!

Solaquin: My vengeance bears me forward through this dimming of my consciousness.

Tom: Okay, so the o- other- Tell me what of this I can do. The Mage hand as you suggested to try and unpick the cuffs. And I want John Nipples to throw himself, head first at the case containing the other firearm.

Midge: Okay, I will roll for John Nipples. [dice roll] I will say that's a success. He knocks the case over and it shatters on the ground. and it shatters on the ground.

Tom: Okay, so the firearm- firearm is out.

Midge: The pocket fireball flies through the case.

Tom: Okay.

Midge: Roll Sleight of Hand for your B- Mage Hand as it tries to unpick the lock on this cuff-links.

Tom: Yesss, sir. [dice roll] So that is 23.

Midge: That does it. You- Your hands come free and Mr Tips like staggers forward.

Tom: Yeah. Just for flavour I would like to kick him as he goes.

Midge: You can kick him in the butt.

Tom: And then stumble back. So is it now sort of those three are together.

Midge: He's like staggered forward, you've got the two twins either side of you.

Tom: I think with- okay, I'm thinking I'm like staggering back slightly from falling out of that. So I'm hoping neither of them are behind me to stab.

Midge: They're- They're circling you, so they're not like immediately stabbing you in the back.

Tom: Right, okay. And I've used my- ahhhh, I can't use the Cunning Action 'cause I've already used my Bonus one.

Sam: Yep.

Tom: So how far away is the gun? The firearm.

Midge: Like 50 feet.

Tom: I'm gonna start trying to edge towards it as much as I can without disengaging from them. I'm just trying to get them not between me and it.

Midge: I've- They've- You-

Tom: But I'm not gonna try and disengage.

Midge: You can't move without taking an attack from them.

Tom: Ah, I can't-

Midge: They've- They're circling you. They've bo- They're boxing you in.

Tom: Yeah, yeah, that's fair.

Luke: Don't worry, o- other people can go for the firearm.

Tom: Yeah, yeah. Okay, cool.

Cheeky: Well, everyone, this is going exactly as I planned.

Midge: Carlos, it is your go.

Luke: Nice. Sorry, just a quick question, Spare the Dying is that the kind of thing that I'd do after he's dead - or-

Midge: Yes. That would stabilise someone so that they don't-

Luke: But I have to let him die first, so or I'd have to give it to him now?

Midge: Wait, what- what does it say on the- on the thing?

Luke: Choose a creature within range that has 0 Hit Points and isn't dead. The creature becomes stable.

Or is it something I need to do now?

Midge: Oh, so yeah, it's when they're making death saving throws basically.

Luke: So I need to do it now, really. 'Cause they're making automatic death saving throws.

Midge: He is making death saving throws but you- you do have HP.

Sam: - But I do still have Hit Points.

Tom: Oh, give him an extra turn.

Midge: Okay.

Luke: Oh, has to have 0 Hit Points.

Sam: Yeah.

Luke: Ohhhh!

Midge: However, it's a very smart use of that spell. I will say if you can roll if you can continue channeling this spell, and you can roll a high enough roll, we'll call this Religion or Arcana, you can hold him on the precipice of life but you would have to use your Action continually to do that.

Luke: Like Concentration-

Midge: Yeah.

Luke: spell co- even though it's a Cantrip.

Midge: But you- you couldn't be doing other things. You have to keep him in- in-

Luke: Oh!

Midge: on the brink of death.

Sam: So you'd have to-

Luke: How many- How many more brink of deaths have you got?

Sam: I got two more rounds.

Midge: This round and the one after.

Luke: And at the end of that he's dead. So I have to do it before the next round.

Midge: You could do it on the next turn 'cause you go before him.

Luke: Yeah, yeah, yeah, yeah, okay.

Sam: So do what you want this turn.

Midge: But you would also have one roll.

Luke: Oh. Ohhhh.

Midge: Are you happy with that homebrew? It's not how the spell would work nip- typically, but I'm allowing it in this instance.

Luke: Yeah, yeah, okay.

Tom: We currently have six enemies, four allies. We're on the edge of going down to three. The two centaurs have left the room. Sorry, all of these guys turned up and the centaurs-

AJ: Yeah, yeah, they were all there.

Sam: Come on! We gotta keep going.

Luke: Yeah, okay. Yeah, yeah, yeah, yeah. Yeah, yeah, I need-

Unknown (Midge): Maureen, I need- on your left.

Luke: This is my Action, isn't it? Okay. Yeah. I head- I have to get in range of him.

Midge: Okay.

Luke: So I move to get in range of him.

Midge: Yeah, there's no one stopping you.

Luke: And then- And I- And I cast Spare the Dying.

Midge: Okay. well, like I said, Arcana or Religion.

Luke: It's Religion.

Midge: I'm- I'm gonna say this is- this is an- a not intended use of this spell, so it's gonna be quite hard. We're gonna call this a DC of 18.

Sam: Come on.

Luke: [dice roll] 16 plus 9.

Midge: 9?

Tom: 25.

Midge: You channel the Flow into Porcelain Pete and in the cracks forming within you the light of the Flow starts to push back the shadow.

Sam: I think when- If- If you'll allow, I think when this happens, you just see where his right arm was gone, it's just [ppfw] a water arm.

Midge: Yes!

Tom: Mmm. Nice.

Sam: Just made out of the pulsating flow of the water.

Luke: What I see that looks like around me is like hundreds of like robed mice that sort of peel back their hoods and they're like skeletons and like half dead and they're clawing at me as I'm like trying to keep him alive.

Midge: The dead want what has been promised to them. Okay. That is your Action. And I'm gonna say it's your Bonus Action to do as well because it's a l- an intensive thing to do. And you've moved. End of your turn. Yeah. The Krag twins see you get this renewed vigour ah- and they're going to make another series of attacks.

[dice roll] Oh my god. 10 to hit. [dice roll]

Tom: Are the bad guys having a bad time?

Midge: 25.

Tom: Ooh!

Sam: Oh. That'll hit. Thanks Tom.

Tom: I didn't make that happen. Sorry, you guys set up lasers underneath me!

AJ: You made it happen.

Luke: We- We can't see like, we don't know if you rolled a 4 and was like, "Fuck you, Tom."

Midge: Grant brings the sledgehammer down on top of you, managing to breach your defenses and you take 12 points of Bludgeoning damage.

Sam: Reduced to 6.

Midge: Halved to 6, yes.

Tom: It's okay, he'll be dead soon.

Midge: You have a disadvantage on your next attack roll as he splinters through your porcelain arm. And [dice roll] that is the end of their go. Maureen, can you roll a d20 for me. I will tell you what happens when you roll it.

AJ: [dice roll] 2.

Midge: Nothing happens.

Tom: Heh!

Luke: What was the- What was the-

AJ: What d'you mean? I don't know what's-

Midge: Things that would have happened, didn't happen.

AJ: Okay. Can I- Do I have my go?

Midge: Yep, yeah, it's all- all your go now.

AJ: What- I really wanna know what was gonna happen next.

Tom: Yeah.

Midge: Oh, so do I.

Sam: Yeah.

Luke: No, we don't.

AJ: So I am now going to- I'm gonna finish off this motherfucker and I'm gonna get another one of my daggers, and I'm just gonna go for a big old stab.

Midge: Okay. Cool, go for it.

AJ: [dice roll] That is a- a- a- a- a 17.

Midge: That's a hit.

AJ: Plus 3. [dice roll] And that's a 4 damage.

Midge: 4 damage, cool. He is still in the fight, but very very little Health. He's a big guy.

Tom: You could get an Unarmed Strike if your Bardic-

AJ: Yeah, that's what I was gonna-yeah. Yeah. That is what I'm gonna do. Good shout.

Midge: Bonus Action?

AJ: Bonus Action is to give Bardic Inspiration to –

Midge: Pete- Pete's already got one.

Sam: I'd have two. I can't have two.

Maureen: Cheeky,

AJ: And I go,

Maureen: Oh, no.

Midge: Did she throw a dice to Cheeky?

AJ: Yeah. And with my Bonus Action I just go--

Midge: Nice. Roll that attack for me, please.

Sam: See if you hit.

AJ: Ah, fucking hell. That is a thrrr- that is a 5, 6. It's a 8.

Midge: That's a fail. You go to punch Gordon and you just right in the gut th- but there's like no movement. There's a slab of- slab of flesh. That is end of Maureen's go.

AJ: When does- When does he get another d-f- one of the Cloud of Daggers?

Midge: Oh, at the end of his turn.

AJ: Okay.

Sam: Or the beginning of his turn, isn't it?

Midge: So at the end of this tur- this round.

Sam: Right. How close is the gun that I've just seen fallen out of the cabinet from me?

Midge: I'll say like 10 feet away.

Sam: 10 feet.

Midge: You'd have to disengage from the Krags You'd have to disengage from the Krags if you don't want to an at- attack.

Sam: I'll take the attack.

Midge: Okay. They make a swipe for you. [dice roll] That is a 19 to hit.

Sam: It's just my brand new Armour Class, I'll take the damage.

Midge: Ooh. [dice roll] That is 15, halved to 7.

Sam: Okay. I am going to-

Grant: Come back, Pete, we wanna play.

Pete: Oh, don't worry. I'm coming back.

Sam: I'm going to grab the gun.

Tom: Yes, yes, yes, yes.

Sam: Use my Bonus Action to Second Wind. 1d10. [dice roll]

Tom: Come on, Pete.

Sam: That's a 5, so back up to 24. I'm gonna jump straight next to the Krag, pu- hold the gun to their head and fire it.

Luke: Ohhh.

Midge: Okay.

Luke: Through both- Through both heads?

Sam: Through both, oh, well, yeah. Tryna- Tryna go through both heads because you're- you're quite far away from us, aren't you? You're not that close. You're 15 feet-

Tom: You're going-

Luke: Yeah, I'm not- I'm also too busy, I'm busy-

Sam: Yeah. Cool.

Tom: Make sure you're perfect ranged.

Sam: Yeah, I was- Yeah, I just wanna make sure that I'm not gonna accidentally hit Carlos.

Midge: Okay. So...

Sam: (To AJ) But you're- you're over by Gordon. (To Luke) You're far enou- You're at least- You're 15 feet away.

Luke: Yeah, yeah.

Sam: It's just me and him.

Midge: Yeah.

Sam: Bang.

Midge: So this is a ranged weapon, so this is- you're ro-rolling with Dexterity for this.

Sam: Okay. I thought it was- Okay, it's not a fireball.

Midge: It's- It's a weapon that fires a fireball.

Sam: Ah, okay, cool.

Midge: And a pocket fireball. Roll what you would for a Dexterity attack, so - proficiency plus-

Sam: At a disadvantage?

Midge: Ah, it's- Well, I'd say you've run 10 feet away so you're not in close combat at the moment.

Sam: Okay, cool.

Midge: So it is gonna be a straight roll.

Sam: Sure. But I don't need a disadvantage from the attack that I got from the hammer.

Midge: Oh, sorry, yes, you're right.

Tom: Why?

Sam: [dice roll] So that is a 6 plus 4 which is 10. I just-

Midge: Yep, so you a- We'll say that you can add proficiency to this as well.

Sam: Do I add 7? Oh, right. Okay. So that is currently 13.

Midge: 13 is not a hit.

Sam: [dice roll] Plus 3.

Midge: 16?

Sam: 16.

Midge: Oh! I'm so sorry. It was a hit on 13. Take that Bonus back.

Luke: Oh, very nice. Good, good, good.

Tom: Nice.

Midge: I'm sorry.

Luke: Keep that.

Sam: The Krags' AC is 13?

Midge: Yeah. They- they aren't dexterous and they aren't wearing armour. They're wearing a suit.

Sam: S- Okay. If it doesn't work like a fireball then yeah fine, I'm happy to go like-

Midge: You deal 4d6 damage-

Sam: Oh, god, fine.

Midge: which is half of a fireball.

Sam: [dice roll] Aaaaah, nice. That is a 7, [dice roll] and 9, so f- 16.

Midge: 16 points of damage, nice.

Luke: Who brings a suit to a gunfight?

Midge: They reel back as you fire-

Sam: I think it's very much that he chose to- 'Cause willing to take the hit, just running, [pfff-ch] take it Second Wind, you sort of see the flow of the water and the steam rising off, picks up the gun and just goes, [ffffss]

Pete: This dodge.

Sam: [gunshot] And fires a fireball.

Grant: AAAAHHHH!

Midge: I'm gonna roll to see which head you hit. [dice roll] It's Phil.

Sam: Okay.

Phil: Ohhhhhw!

Sam: So there is no AoE for this? (AoE = Area of Effect)

Midge: Oh, it is a 5-foot radius.

Sam: Yeah.

Tom: Ohhh.

Midge: So yeah, I guess it would hit both. Yeah, yeah.

Sam: Yeah? Okay.

Tom: Yesss.

Midge: So it's like you've burned half of each face.

Sam: They're both Two-face.

Midge: Yeah, yeah, yeah.

Grant: AAAAhhhh! I don't wanna play with this toy no more, Phil.

Sam: And now that I've disengaged,

Phil: Let me at him.

Sam: I am going to run as fast as I can towards Cheeky with 30 feet of movement left.

Midge: Okay. You- You get to the stage with-

Luke: Don't run too far away. Like-

Sam: I'm gonna think about it. Then look at Carlos, focusing and go,

Pete: [whirring] Good point.

Sam: Come back and square up again with the Krag. Actually no. Just stay with the gun.

Midge: Okay. That is the Twilight Twins.

Tom: Have everyone within range, yeah.

Midge: They are going to use their Nightray and Sunbeam on- on Cheeky.

AJ: Fuck. [dice roll] Cheeky's getting absolutely just destroyed in the corner.

Midge: [dice roll] That's one hit- That's two hits. They are one off a Crit, as well.

Tom: I wanna use My Reaction of Silvery Barbs. Which means you magically distract the triggering creature and turn its momentary uncertainty into encouragement for another creature. The triggering creature must reroll the d20 and use the lower roll. So whichever one went lower.

Midge: Do you want the Nightray or the Sunbeam to be rerolled?

Sam: Hurts.

Tom: Oh, they both hit?

Midge: We're- Both of them hit. So you'll be rerolling one of 'em.

Tom: The- The night one.

Midge: Nightray.

Tom: And the chosen creature, I'm choosing myself, has advantage on the next attack roll, ability check, or saving throw it makes.

Midge: The creature can't be yourself, it has to be an ally.

Tom: Oh, really? Okay.

Midge: You give the Bonus to.

Tom: I'm gonna give it to just entirely power up this guy. Power up Pete.

Midge: Okay.

Tom: And I wanna say s-

Midge: I've rerolled.

Tom: Sorry. And it still hit.

Midge: It's a 3.

Sam: Ohhhhh!

Tom: Ohhh!

Luke: Ohh!

Tom: So one hit, the other goes past.

Cheeky: Pete!

Pete: Cheeky.

Cheeky: I'm sorry, mate.

Pete: About what? I'm me!

Cheeky: Yeah, you are.

Midge: You are hit by a Sunbeam. (*Sings "The Candyman"*) Can you feel the sunbeam?

Tom: So I'm just gonna start wiping out my health now, but let's see what I got left.

Midge: Okay, that is 13 points of Fire damage. Can you make a Wisdom saving throw for me, please?

Tom: Aalright.

Midge: If you fail, you'll be blinded.

Tom: Okay, a Wisdom saving throw.

Midge: Yes, please. You gotta beat a 13.

Tom: Come on.

Luke: Come on!

Sam: He's not that wise.

Tom: [dice roll] 19.

Sam: Aaahhh!

Midge: Heeeey!

Sam: Cheeky's last stand!

Midge: You blink through the- the sun spots in your eyes feeling the fire scorch you- from- from Solaquin.

Tom: Can I- Can I do something just for flavour or-

Midge: Sure.

Tom: I get knocked back against the wall and there's a shelf above and something just flops down and just blocks my eyes so I don't get blinded.

Midge: Mr Tips is going to level the gun at you.

Sam: I see you got your hat back. Come on, dodge this.

Tom: Dodge. I mean I'm pinned as well, aren't I?

Midge: You take 9 points of Piercing damage. Sorry, Fire damage as the - fireball fires you.

Tom: I am down. I am down. I can't use Absorb Elements, can I? I'm just down.

Sam: No.

Midge: You already used your Reaction.

Tom: Yeah.

Cheeky: Hah.

Pete: Cheeky. Cheeky? Cheeky! [distressed train whistle]

Sam: Steam blowing out of everywhere. Leave- Let me die. Save Cheeky.

Luke: At that moment, Cheeky sort of appears next to me as like this sort of dead thing next to all the- amongst all the other rats and mice, like—
“Eh-woah-woah!”

Sam: He's not dead yet.

Cheeky: Oi, whoa, what-

Sam: He's- He's not dead yet! He's just unconscious. We'll bring him back.

Cheeky: What are you doing, lads? What are we- Who are we doing?

Sam: He's not dead.

Luke: Sort of flickering in and out like-

Midge: You are thrown back, I'm gonna say against like back of the stage wall. Scorch marks all over you, steaming and smoke bellowing from the wounds on you and you see this roiling brawl breaking out in the a- auction house. War has descended on Donlon. All bets are off. As we come to Gordon. [dice roll] He swipes at you, Maureen as you move through the room. You see it just in time and pirouette out of the way.

Maureen: Woahhh, there, big boy! Whoa, whoaoaoah!

Midge: Whoaaaa, big boy! Like you're calming a horse. Roll the Cloud of Daggers damage. This is definite- almost certainly gonna kill him.

Luke: Come on.

Sam: It's all 1s.

AJ: Fucking go!

Sam: All together.

Maureen: This is for-

Sam: We gotta at least take one of them out.

Maureen: This is for Chlorine. [dice roll]

Tom: 3, 4, 2, 1.

Sam: All of them. All of-

AJ: OoOoOoh. 4, 3, 2, 1, 10.

Midge: He had 8 HP left.

Luke: Yessss!

Sam: Ohhhhh!

Midge: Tell me how it looks as Gordon is shredded by the Cloud of Daggers.

AJ: I'm there and I'm like controlling and I go, [aaahlalala] and the eyes- my- my eyes, like roll back into my head. [aaaahhh] and then they go [shredding] and then just like, shreds him. Just shred- shreds him.

Midge: Yeah.

Gordon: Gordooooooooooooon!

Pete: That's another name off the list, Maureen.

AJ: And then I turn and I go,

Maureen: The Krag.

AJ: And then I-

Midge: Nice.

AJ: And then I am going to- Ooh! I'm going to teleport-

Midge: Not your turn, - but yeah-

Sam: It's not your turn.

Tom: Oh, yeah.

Sam: You just rolled a Cloud- you see-

AJ: Oh! I was ready.

Midge: But I love the energy.

Sam: Yeah, yeah, yeah.

Tom: He did that to himself. Yeah.

AJ: I was fucking there.

Midge: Okay, as we come to the end of this turn, Pete, you feel a [cracks] and again as the vortex starts to pull inwards even with the stabilising spell, this thing is starting to lose control. The spell is keeping you in the fight but this thing is trying to like eat you alive almost.

Sam: Sure.

Midge: [dice roll] Your chest plate like starts to like flap open like violently and out of it [thunder] A like streak of arcane energy...

Sam: Can I point it?

Midge: You are facing the stage, correct?

Luke: Oooh.

Sam: No, I was facing the Kraggs. So I turned back to face the Kraggs.

Midge: Oh, you turned back to face them.

Sam: 'Cause he was like don't- don't run away. So I fac- turned back, just engaging the Kraggs.

Midge: Okay. But you saw Cheeky get-

Sam: I've just seen him fall down now, yeah.

Midge: Yeah. But you didn't turn towards him.

Sam: Oh, I- Well, I figured seein' him fa- Yeah, I did see it- I did shout "Cheeky", yeah.

Midge: Okay.

Sam: Sorry, Cheeky. I think I'm about to burn your corpse.

Tom: What- Join in, mate.

Midge: This streak of arcane energy blasts out from you. I'm gonna roll to see who it hits. There is the- the two Twilight Twins and Mr Tips. I will say it is not gonna hit you because you are--

Sam: On the floor.

Midge: on a- on a lower profile. [dice roll]

Tom: Oh, so not pinned or- Great.

Midge: That is a Crit.

Luke: Ooh!

Tom: Ahhh.

Sam: I'm really good at D&D when I don't roll for myself.

Midge: Do y'know what? For- For us- the satisfaction of it, Tom, which of the twins does it hit?

Sam: Oh, you know the one who's being all precious about their face?

Midge: Solaquin.

Tom: Yeah.

Sam: Right in the face.

Tom: I mean, you should definitely decide what you say, but he just goes,

Solaquin: My perfect face.

Tom: And then just sees this come towards him.

Midge: That is 2 and then [dice roll] That is 2 and then and then 9 points of damage as they take an Arcane Bolt to the face. Taking their first damage of the fight. Pete is becoming increasingly unstable with this vortex inside of them, but we are back to Cheeky.

Roll me a death saving throw, please.

Tom: Yessss. Yes, I will. Okay. Right, so I roll just a simple d20, don't I?

Midge: Yeah.

Tom: Yeah. Okay. [dice roll] That's a 2.

Luke: Ohhhh.

Midge: That is a fail. 1 to 9 is a fail. 10 to 20 is a success. Three of either, either you die or you come back to 0 HP. If you roll a 20, you pop back up with 1 HP. If you roll a 1, that counts as two failures.

Luke: Yeah.

Tom: Right. Okay, yeah.

Midge: So you w- You were one away from- from two there.

Luke: One failure.

Midge: But you are drifting, Yes. but you are not quite dead yet. You are still reeling on the floor. What is going through Cheeky's mind?

Tom: Cheeky is- He's glad to have seen Pete again towards the end. He's wondering what happens to John Nipples the cat if he dies.

Midge: John's gone.

Tom: John disappears if I die?

Midge: Yeah.

Tom: Well, he'll probably be okay with that, to be fair. He's- He's wanted it for a while.

Midge: No love lost for Jipples.

Tom: No, I love him, but he wants to go. It's- It's alright. And Cheeky's-

Luke: J- John Nipples is also amongst this loads of dead mice, and he's just like,

John Nipples: Mhmm. Mmm, lovely.

Tom: He's just trying to eat them He's just trying to eat them Just eat a few and they're disappearing between his claws. But he's mostly lying there and being like, Uh,

Cheeky: [echoing] it was too much. We didn't really have a chance, did we? This was all just too cheeky for us- us- us.

Tom: And yeah, he's- All hope seems to be gone 'cause Pete's on the way out, these two are surely doomed. The centaurs are wanking each other off in the bathroom. I guess, right now.

AJ: The centaurs I had that whole bit—

Tom: That whole bit.

AJ: when I went to get them.

Midge: I- I gave you that on a Nat 1 to persuade the Queenly Court.

AJ: You did.

Tom: Well, yeah.

Sam: That's true.

Tom: That is true. Should have stabbed us through the head.

Sam: They should've killed you there.

Midge: They should've shanked you and stomped on you with their hooves.

Tom: Yeah, but you gave it, and then they didn't, but you know, it's fine. So, Ch- Chee- Cheeky's just, Cheeky goes back just a little bit to go,

AJ: Just put it out there.

Cheeky/Tom: Yeah, but you know, it was kind of unfair, but I'm drifting away. I'm peacefully, but-

Midge: Carlos, it is your turn.

Luke: So this Spare the Dying malarkey that I've got going over here. I have to do that for one more turn and then he's - stable.

Midge: You gotta keep it going as long as you wanna keep him alive. You're sparing the dying from certain death.

Luke: But he will ultimately go.

Midge: If you- If you lose conc- concentration on this. This is only extending-

Luke: But- But- But- my- my spell doesn't have an end is what I'm asking.

Midge: I-I will say con-

Sam: Concentrate on Pete for the rest of your life.

Luke: That's what I mean, like-

Midge: Un- Well, yeah un- until- if you ever want to find a solution.

AJ: Just un- Until we finish the fight like- Well, like we need him.

Sam: But then he's got nothing- Then he can- can't do anything else.

AJ: But you're more powerful than hi- Are you more powerful than he is in terms of your attacks?

Luke: Yeah, possibly.

AJ: 'Cause that's what matters.

Luke: I've got some good spells, - but-

Sam: He's got some good spells.

Midge: Carlos, what do you wanna do?

Luke: Yeah, I don't know how much longer I can-

Sam: Drop it.

Luke: Yeah. I'll drop the spell.

Midge: Okay.

Tom: Did that give him an extra turn because-

Midge: I'll say that that like gave you an extra turn.

Sam: Okay, so I've got two more rounds now.

Midge: Two more.

Sam: Okay, cool.

Midge: As you siphon- As you take back your energy, the degradation starts to work back over the- the Flow.

Sam: The arm starts to slightly fall apart. The water's sort of dripping down.

Midge: Your go.

Luke: Nice. Let's launch a Guiding Bolt at Tips.

Midge: Mr Tips? Cool.

Luke: Yeah, yeah, yeah. [dice roll] 12 plus 6.

Midge: That's a hit.

Luke: Okay, this- this is level 2. So this is 5d6.

Tom: Ooooh!

Sam: Smash 'im. He's a fucking tea man. He can't have that much Health.

Luke: [dice roll] Okay. Fi- 1, 2, th- 3- That was a 5. So what's that? 5, 10, 16.

Midge: 16. Excellent. You blast them with the- the holy magic of the L- of the Flow. And light them up as a target. Whoever attacks them next will have advantage. Anything else you wanna do?

Luke: I run towards actually you 'cause I think I wanna-

Midge: To me?

Luke: Yeah, you've got a pocket fireball, haven't you?

Midge: Oh, to Mr Tips, not Tom. (Midge' first name is also Tom)

Tom: To Midge, standing in the corner, narrating.

Midge: Cool. You sprint towards the stage side that he is heading towards. Yeah, actually, you're already on your way there. Do you wanna get to the kind of exit he's heading towards?

Luke: Yes.

Midge: Okay. We'll say- We'll say you're there. That is the Krag twins. They are reeling from the- the burnt scorches on their face. [dice roll] They're gonna stay in the fight. [dice roll] They're gonna swing at you, Pete. 21 to hit.

Sam: That'll hit.

Midge: Knocking you Prone.

Sam: Okay.

Midge: [dice roll] That is f- a 13 halved to 6 points of Bludgeoning damage.

Sam: Sure.

Midge: Because you have Prone, their sledgehammer will have advantage. [dice roll] That is a 22 to hit.

Sam: That'll hit.

Midge: [dice roll] That's another 12 points of damage, halved to 6 again.

Sam: Great.

Midge: And you have disadvantage on your next attack.

Sam: Cool.

Midge: As they just start slamming into you, pounding you down onto the ground, and each- each crack smashes another piece of porcelain on you until you are almost down to just the- the cogs and gears that make up Porcelain Pete.

Sam: Yeah.

Midge: He might only be Pete at this point.

Sam: Cool. Just- Just Pete.

Midge: Just Pete. That brings us to Maureen.

AJ: So I've killed him, I turn around and I- I- I- I turn and I go,

Maureen: Not-

AJ: And I see him beatin'- gettin' a beatin' and I go,

Maureen: Not so fast.

AJ: And then I go, [chkwkwkw] And then I move my- teleport my Cloud of Daggers onto the Krag twins.

Midge: Oh, nice. Yeah, they- they have got Pete by this sort of like the front of the chest plate and each time that they smash you into the ground, you see like, a smash cut to the figh- fighting pits.

And each- each lost battle, each one that you were told to take a dive on and as you look upwards, you see a halo of daggers whiz- whizzing above them, starts to descend and it shreds into the back of their two heads.

Sam: Yeah.

Midge: Roll 4d4, please.

AJ: 1, 2, 3, 4, 5, 6, 7.

Midge: 7 points of damage?

AJ: Yeah.

Midge: Nice. You lacerate their- their back and the neck. They let out a roar. Turning around, going,

Grant: Who's this then? What does this bird want?

Maureen: I want my fuckin'-

Midge: Sorry, Brian May?

AJ: And I go, [fffshhw] As the s- The spell-

Grant/Midge: Big fan of your work, Brian.

AJ: The spell drops and I go, [skqkhhhq] Like that- and you see me in my ~final form~ And then I go,

Maureen: Ahhhh.

AJ: And then I am going to well, that- Is- that's my Action, isn't it?

Midge: To move it, yes.

AJ: Yeah, so that's my Action and then my Bonus Action-

Sam: Well, you can Bardic again.

AJ: How far away am I from the Krag's?

Midge: Like pretty close. I would say like 20 feet.

AJ: So if I go right up to the- If I give you my Bardic, - then I can go for an Unarmed Strike.

Midge: Yeah, Yeah, yeah, yeah, yeah.

AJ: I have given you the Bardic.

Sam: He can use one of his own 6s.

AJ: I bless you, whatever, and then I come in and then I go in for a big punch. Actually no, I'm gonna go for a big kick.

Midge: Roll to attack, please.

AJ: [dice roll] You fucking cunts. 2.

Midge: As you run towards them, you go into a flying kick and they catch your foot

AJ: Oh boy!

Tom: And like throw you back and you roll on the ground. They go,

Grant: Phil, who's this bird?

Phil: I don't know. Take her out.

Grant: Alright. What about the prisoner?

Phil: Take him out as well.

Grant: Alriiight!

Midge: That is the end of Maureen's go. We are back to Pete. Can you roll me a Constitution saving throw, please?

Sam: Yes, I can. [dice roll] A fff- 10.

Midge: Another crack in your chest piece and you can feel your- the integrity of your chassis, your body starting to fail. At the end of this turn, you will collapse.

Sam: I- So I don't have one more turn after this.

Midge: At the end of the next turn, you will collapse. And the vortex takes over.

Sam: Great.

Midge: Okay. Your go.

Sam: I am Prone which means I gotta use half my movement to get up. I will use my ss- last Focus point Bonus Action to use Step of the Wind. Which allows me to Dash and disengage on this turn.

I will completely I see that Maureen has entered a fight and is about to get her revenge, roll away from the Krag, so I have 60 feet of movement left.

I will get to Cheeky and I will pour a healing potion down his mouth.

Midge: 4d4 plus 4 healing,

Sam: Should I roll it or-

Midge: Yes, sorry, please. Please roll for the- That's 2, 2-

Sam: That is 6- 8, and 1, so 9 plus 4, 13.

Midge: 13. You are back at 13 HP.

Tom: Aaaahhhh.

AJ: Wooooaahhh!

Luke: Woah.

Pete: Come on, Cheeky.

Maureen: Cheeky.

Cheeky: It's not over yet.

Sam: For the rest of my movement I want to get next to Tips, between him and the door, positioning the vortex, pointed directly at him.

Midge: Okay. I will say that the- the Twilight Twins are between you and Mr Tips. Do you wanna take the Attacks of Opportunity or do you wanna-

Luke: Yeah, yeah, yeah, yeah.

Midge: They- They would be dagger attacks.

Sam: I'll take the dagger attacks.

Midge: Okay.

Luke: Nice.

Sam: To get there in time.

Midge: They each take a swing at you. [dice roll] One is an 18-

Sam: Miss.

Midge: And one is a 20.

Sam: Hit.

Midge: You take 7 halved to 3 points of damage.

Sam: Great. Cool. I take one dagger, [whirring] another piece of porcelain comes flicking off, I think now it's sort of cracked and it lo- almost looks like a broken skull, his face.

Midge: Yeah.

Sam: But he is now there between Tips and the door.

Midge: Yeah. I'm gonna- Actually, I'm gonna say you- you're behind Mr Tips, between him and the Twilight Twins now.

Sam: Alright.

Midge: Carlos is in the other side of him.

Sam: Okay, cool.

Midge: You have boxed Mr Tips in. That is the twins. I'm gonna say that they are gonna go for Pete. Because he's the more immediate threat.

Sam: This could be it.

Midge: [dice roll] That is a miss on the Nightray. [dice roll] That is a 19 on the Sunbeam.

Sam: That is my AC.

Midge: [dice roll] 13 points of Fire damage.

Sam: Which is also halved because of a homebrew rule that we made which is my rage also gives me resistance to fire damage or boiling point.

Midge: So at the start of this campaign, Sam was like oh, well, he- he's made to drink tea, he's made to consume tea, maybe he could have fire resistance.

Sam: It's not come up until this moment!

Midge: And I said, it was yeah, yeah, you can only have fire resistance when you're raging.

Sam: So still up with 3 HP.

Midge: Ahhhh!

Maureen: Pete.

Pete: Oh, yes! I know who I am. Here we go.

Midge: That brings us to Mr Tips.

Sam: Oh, shit.

Midge: He's boxed in. He sees Carlos dead ahead of him. He's gonna aim for Carlos.

Sam: Carlos has barely been hit.

Tom: Perfectly healthy Carlos.

Sam: Carlos has got like more Health than he should have.

AJ: Yeah, why are you so fine?

Sam: Carlos is FINE.

Midge: He rolls to hit with the pocket fireball and he hits.

Luke: What did he roll?

Midge: 17 plus-

Luke: He did hit.

Midge: 19 points of Fire damage.

Sam: Okay, now you're in.

AJ: Ohhhh.

Sam: Now you're hurt.

Luke: That's quite a lot.

AJ: Welcome.

Tom: Too weak-

Mr. Tips: Get out of my way, you filthy Mudlark.

AJ: Fucking takes it right to the face.

Sam: His whiskers are singed.

Midge: Actually, you're a Street Genie, right? You're- You're disguised as a Street Genie.

Luke: Yeah, yeah.

Mr. Tips: Get out of my way, you stupid punk!

Tom: Excuse me?

Mr. Tips/Midge: You feeling lucky, punk?

Sam: He says that after his shot. Just Dirty Harry walks up, [gunshot] Are you feeling lucky?

Midge: I'm- I'm gonna say that he- he fires, sees that he's like- like shot you and done a lot of damage, smirks, stay- takes a step back and just feels your mechanical body.

Sam: The vortex-

Tom: Nice.

Mr. Tips: Ahhh-ahhh!

Pete: Nobody's coming for you.

Midge: Gordon is dead.

Sam: YES!

Midge: And as he staggers back, you see he clutches his leg in pain. You look down and popping out of the stage floorboards, Magpie buries a dagger in his leg.

Sam: Magpie! You son of a bitch.

Tom: Son of a bitch.

AJ: Of a bitch.

Midge: Mr Tips takes 9 points of Piercing damage.

Tom: Die, you little bastard.

Magpie: This is for Rover, you bastard.

Midge: Okay. At the end of this turn, you can see the vortex consuming you.

Sam: Yeah.

Midge: When it gets to Pete's turn, it erupts.

Sam: Okay, so I don't have any Actions or Bonus Actions on my turn.

Midge: At the start of your turn.

Sam: Okay, cool.

Luke: Okay.

Midge: You've had a- You've had a glimpse of a longer life.

Sam: Good. He had a good run.

Midge: Cheeky, you're back at 13 HP.

Tom: Yeah. I've got no weapons.

Midge: You see Pete rattling with this energy. He looks like he's about to detonate.

Sam: I have the gun.

Tom: You have the gun.

Sam: Could I have left the gun when I gave him the potion?

Midge: I'll roll a Luck check. [dice roll] Yeah.

Sam: Okay, so I poured the potion in, put the gun in your hand and then ran. So you- you wake up- come to consciousness and you have a fireball in your hand.

Midge: Gun in your hand.

Tom: I'm gonna like lurch up against the wall. I want to try for a- it's none of these but an Inspiring Speech to the room. And then take a shot.

Sam: (Sings) Encouraging speech

Midge: Okay. I don't know if anyone's gonna listen, but you can make your speech.

Tom: I should see if anyone hears. So we reckon that-

Sam: And the centaurs come running in.

Cheeky/Tom: Alright.

Tom: Okay, so we- P.G. Tips is kind of fucked 'cause he's right next you and about to blow up.

Sam: I don't know if I'm gonna blow up. I could just fall down.

Tom: Yeah, we'll find out, won't we? [he-hi-ho] Okay. I just yell to the Kraggs and I point at the Kraggs and went- And just yell,

Cheeky: Oi! Bosses, you told us to start this war to kill all the other families. Why d'you have to start this?

Tom: And it's a massive lie to the room.

Midge: Deception, please.

Tom: I'm pretending to everyone. Just one. Pretending to everyone that the Kraggs are behind this. [dice roll] That is a 4.

Midge: Plus your Deception?

Tom: Plus my Deception, 6.

Sam: Plus your Bonu- Bardic Inspiration.

Tom: Aah! I'm gonna use this. [dice roll] That's my Bardic for 1, goddammit. 7. And then plus 3 from Fortune from the Many.

Midge: That totals-

Tom: So it went up to 10. 4, 5, 6, 7, 8, 9, 10.

Midge: On a- a- a 10, a lot of what you try to deceive is lost in the- in the battle. You don't see anyone like turn and take any recognition of this- this lie.

Tom: Mate, ahhh. A la- last try, it didn't- In that case, bang.

Midge: At the Krag's?

Tom: I'm gonna fire at the Krag's.

Sam: Turning on the Mobgoblins.

Midge: Roll- Roll to hit, please. It would be the same as your hand crossbow. So plus 6 to hit.

Tom: Okay. Great. In which case, I just go,

Cheeky: Oh, fuck it. You know what? I don't think you're very good at this job, guys. [gunshot]

Tom: [dice roll] And that is a 13 plus 6, 19.

Midge: That's a hit. Roll 4d6 Fire damage for me. 4d6.

Sam: Do you think they saw this coming? Was it kind of sneaky or would you say cheeky?

Midge: I don't think they ever th- I don't think they thought Cheeky had it in him.

Sam: So this is- This was a snea- It was a sneaky attack.

Tom: I mean they're non-

Midge: Maureen is next to them.

Tom: Ohhh. What do I add to this?

Midge: So it's 4d6 for the- p- for the firearm.

Tom: Yeah.

Midge: And then another 2d6 Sneak da- Sneak Attack damage.

AJ: Jesus!

Tom: (taking Sam's dice) Gift me. The duck.

Sam: The duck? That's from- yeah.

Tom: The duck. Okay.

AJ: Fuck.

Tom: [rattling dice] Come on. [dice roll] That is 9, 10, 11, 12, 13, 18, 19, 20 damage.

Midge: Oh my god.

Tom: I- I'd like to hit them both, but if I need to focus on one head- Well, you- you tell me. What are the rules?

Midge: We- We had the- the previous shot damage both of them.

Tom: Let's do that.

Midge: If you- Are you aiming at their heads or anywhere else?

Tom: Always.

Midge: Yeah. You fire again,

Tom: They're already sizzled.

Midge: the shot explodes across. I'm gonna say it hits one more than the other. [dice roll] It explodes across Grant's face. His head is fully engulfed in flame and Grant goes,

Grant: PHIIII! NOOOO!

Midge: Starts tryin' to like beat the flames out.

Tom: I lo- I look over at Maureen and just nod. I'm still like slumped against the wall. Like,

Cheeky: We're on our way out, but eh-

Maureen: Cheeky. Cheeky.

Midge: Then the twins slit your throat.

Tom: Gahh! Wee-ooouh!

Midge: No. That is your Action.

Tom: And then I think--

Midge: I'm gonna say the Deception was your Bonus.

Tom: And well this is my Bonus.

Midge: Oh, that was your Bonus, sorry. Do you wanna move at all?

Tom: I would like John Nipples if he may to grab one of my healing potions and sprint for Carlos who's the only one I think might make it out of this.

Midge: Okay. John Nipples takes the- the potion in their mouth-

Tom: Just- Just trying like jump it right into his mouth, just [pshhhh]

AJ: Oh, I wanna save Pete :(

Midge: What do I roll for this?

Tom: Yeah, I want to too, but I see no way. Oh, Pete.

Midge: They jump at you and they just like throw the potion and it splashes across you.

Tom: Ohh!

Midge: Roll 4d4 plus 4 healing.

Tom: Wow, nice. May I borrow?

AJ: Yeah.

Tom: Thank you. [dice roll] That is 2, 3, 4, 5, 6, 7, 8, 9.

Midge: 9 plus healing.

Tom: 9 Health back.

Midge: That is the end of Cheeky's go. Carlos, you are back in with a fresh bit of healing. What do you wanna do?

Luke: So he's gonna explode at the end of- At the start of his turn...

Midge: At the start of his turn.

Sam: And the way current things currently are.

Luke: which is not far away.

AJ: Is there any way that we can get him s- to keep him around?

Sam: I mean , you can do the Spare the Dying thing again but he's have to roll well and that's- it's depending on that.

Luke: Yeah.

Tom: There's a chance that this building is about to be leveled.

Midge: What- What I will- I will say is- if Pete goes nuclear, and the vortex goes off, Mr Tips is stood literally right in front of it.

Tom: Maybe you just wanna clear this building.

Sam: I think I'll look around Tips's corner and go,

Pete: Carlos, you lied to us, but I think for the right reasons. Tea is destroyed. This fucker's gonna die. I'm gonna die. Put me in the Flow. Run.

Carlos: Sí.

Midge: Mr Tips is like... "Yeah".

Luke: As- As a last- Before- Before I leave to run for the door, I will blast away at one of the Krag's.

Midge: What are you blasting with?

Luke: Let's blast-

Tom: Bless.

Luke: What was it called? Guiding Bolt.

Midge: Guiding Bolt at the Krag's?

Luke: At the Krag's, yes.

Sam: Level 2?

Luke: Mmm.

Tom: Give it everything.

Luke: Well, I might want a level 2 spell for-

Tom: We've got like 10 minutes left.

AJ: "I might want..."

Sam: You gotta roll to hit.

Tom: No, no, you do what you want.

Sam: You gotta roll- Gotta-

Midge: I start a fight with the Street Genies.

Luke: Oh, yeah, gotta roll to see if it hits.

Sam: gotta roll to hit.

Tom: I have decided the Bigwhigs must-

Luke: Fweeee 😞 I only rolled a 12. I think. Spell attack, isn't it a 7.

Sam: You had a Bardic, didn't you, from him?

Luke: Oh, I do have a Bardic.

Midge: Yeah.

Luke: [dice roll] 16.

Midge: That's a hit.

Luke: That's a hit. Nice, good.

Midge: Roll the damage, please.

Luke: Roll for damage. Alright, let's make it level 2. [dice roll]

Tom: Yes.

Sam: Ohh!

Tom: Ohh.

Luke: (one dice escaped the tray) That one goes back in, unfortunately,

Tom: Yeah.

Sam: Ah, it was good. [dice roll] Ahhh.

Tom: Oh! 1, 1, 1.

Luke: Oh no! 6, 9.

Midge: Okay. They are heavily damaged. They've taken a lot of hits and a lot of big ones. You hit them with this Guiding Bolt. All of the vengeance of the verminous peoples powers it through and it scorches into the back of them with holy light. Payback for all the times your kind have been put down in the East End. And they like reel back with this- with this pain. Anything else you wanna do on your turn?

Pete: Run, Carlos.

Luke: Yeah, yeah, I run out the door.

Midge: Okay. you barrel into the corridor. It is chaos. Furniture has been thrown aside, people are brawling in the- in the hallways, but you- you duck through it. the last thing you see, Mr Tips with Po- Pete towering over

him. The Krags are next. they're gonna attack Maureen. I- I will say that he- they will have disadvantage on these attacks.

Tom: I think they should be real mad at me.

Midge: One of –

Luke: the head's is-

Midge: I rolled a Nat 20 –

Sam: Yeah.

Tom: Waha.

Midge: and a 19.

Tom & Sam: Oh god!

Tom: That's awful.

Sam: Maureen!

Tom: It's just you who's gonna-

Midge: That is...

Tom: Have a nice life.

Midge: 12 points of damage to Maureen.

Tom: She's down.

AJ: I'm down.

Midge: They bring the- the- this axe down on you and you feel it [skssh] slice into your-

AJ: This is literally her nightmare.

Midge: Yeah. Yeah, yeah, yeah. Coming true. They slice into you and you hit the deck. As they like tryin' to put the flames out and- and Grant says:

Grant: I don't know who you are, but you're smaller than me and you're tasty.

Midge: And he starts reaching for you. We are to Maureen.

AJ: You- Do they take damage?

Midge: Cloud of Daggers, yes. Roll 4d4, please.

Sam: That's a bit poetic.

Tom: Come on.

AJ: [dice roll] I can't see it.

Luke: Ooh, 9.

Tom: 9.

Midge: 9?

AJ: 9.

Midge: 9. Okay. They are hurt, but they are not out. They have a looooot of Health, these guys. But you, as you hit the floor, bleeding profusely, you see the daggers doing their work, coming down on top of them. Which brings us to Maureen. Roll me a death saving throw, please. d20.

AJ: [dice roll] 13.

Midge: 13. That's a success.

AJ: Okay.

Midge: You have one success.

Maureen: I don't know if I can do this, Chlorine. They're too strong.

Chlorine: It's alright, petal. It's over.

Maureen: It's not over until they're gone or if I'm gone.

Midge: You don't see anything.

Boiling Point – 03:11:14

Midge: Which brings us to Pete.

Tom: Here we go.

Midge: You feel the last bits of integrity to your body fail. One arm is gone, the other is crumpled. The porcelain parts are smashed on the stage floor. You look down and you see this roiling storm ss- s- s- specks of black tea leaf flicking in and out. You see a glimpse of the measure of godhood that was promised to you. You see the Iron Pete, a huge iron golem with a similar visage to yourself. A- A tantalising temptation that was whisked away from you at the last moment. What is the last thought that goes through Pete's mind?

Pete: I'm free. And I hope Cheeky decides to be too.

Midge: And with that-

Pete: And I wish I could've helped Maureen.

Midge: You collapse into a maelstrom of magical energy. Everybody make a Strength saving throw...

Tom: Strength.

Midge: as you are dragged towards it. as you are dragged towards it. Carlos, you have left the room. You are free of this.

Tom: No chance.

Sam: What about Maureen? She's down.

Tom: [dice roll] Oh. Did I roll too h-

Midge: Maureen, roll a Strength saving throw as well, please. [dice roll]

Luke: Ooh, wow.

Tom: So I've rolled a 6. Am I just a straight 6?

Sam: Yeah. Yeah.

Midge: Strength saving throw. Oh, you got no modifier to this.

Luke: You rolled a 3 plus-

Tom: Just 6.

AJ: 3 plus...

Tom: I'm not feeling strong. That's fair.

AJ: 1, 4.

Tom: Just get- Just-

AJ: This is looking dark for- This is gonna be a dark ending, I think.

Tom & Sam: Yeah.

Tom: Just let us get the Krag.

Midge: Okay. Pete collapses into this cloud of magical energy. First, you see Mr Tips try and turn 'round and is instantly engulfed by the energy.

Tom: Yes!

Mr. Tips: Aaahhh.

Midge: With a crack of thunder, they are rent asunder. Oh, that rhymes.

Tom: Give yourself a teabag for rhyming.

Midge: I'm gonna use it on Magpie's saving throw.

Tom: Yesss.

Midge: [dice roll] That's a Nat 1. Magpie tries to pull the trap door down on the stage and it's wrenched out of his grasp and he is pulled into the- the cloud. [shpffwww] The Twilight Twins look at each other and goes:

Solaquin: This wasn't in the scrip-

Midge: The Krag are lifted bodily off the floor and [kchshh]

Sam: No.

Midge: plant their axe in the ground.

Grant: Oh, Phil, stay with me, you bastard.

Midge: And they are thrown through the air bringing their other weapon in place and they start to like drag themselves through the hall away from the- the vortex.

Phil: I had so much that I have wanted to do in life.

Grant/Midge: We get out of this, we're taking that salsa class.

Midge: Cheeky...

Tom: Yeah?

Midge: Cheeky, as you are pulled towards the vortex that was once Pete, what is the last thing you think of?

Tom: I- I'm- From being down and everything's still quite hazy, and started off slumped against the wall this turn, and it felt like when he looked up at me when I first found him and Cheeky is not at all scared 'cause he's- he's just going towards his friend. He's just going- So he st- still sees Pete's friendly face.

Cheeky: Ahhh, that's not so bad.

Tom: And he's dragged along. He does still have the gun. Can I aim at these goddamn Kraggs?

AJ: Yesss.

Midge: I will let you make one final shot. They have too much HP to outright kill them.

Tom: Yeah.

Midge: But if you hit them, they lose their grasp on their weapons.

Sam: How much HP do they have?

Midge: They have 23.

Sam: So sneak attack viable.

Tom: Well, let's- let's see- let's see how I roll first.

Sam: Let's see who you hit.

Sam: Let's see if you hit. Come on, buddy, come on. [dice roll] No!

Tom: It's a 4 plus 6 is 10 plus 3 is 13.

Midge: That's their AC.

Tom: That's their AC. I use my second Fortune from the Many

Sam: Oh-ho!

Tom: looking- at Pete, look at my lovely cat,

Sam: You're looking at storm clouds.

Tom: and looking at Maureen,

Midge: You- You-

Tom: all the friends I've got left all the friends I've got left.

Cheeky: Heh!

Midge: You use Fortune from the Many and you feel the bonuses it gives vanish one by one as your ven- friends disappear, but it's just enough. You see them down the sights and you feel Albert Krag lean down and go:

Albert: Yes, do it.

Tom: I hit- I'm aiming for the heads but I get right in one of their arms.

Cheeky: Ughhh!

Tom: Lose his grip.

AJ: And they've- they go in- they fall into the thing.

Midge: They- They're holding on and they're like sliding down their grips. They get shot in the back and and they let go.

AJ: And I've seen you do this.

Luke: Yeah.

AJ: And I- At first, I see the two of them fly into the- the sort of weird, you know, black hole. And I turn to look at Cheeky.

Tom: I let go of the gun which just [ftftff] goes straight in.

AJ: And I think- Well, I'm presuming I'm getting-

Midge: You are being dragged along the floor, you don't have the strength in you to stop this.

AJ: And I look and I just go:

Maureen: Thank you, Cheeky. Thank you.

Midge: And as you join hands, the two of you fall into the cloud.

Cheeky/Tom: I can't believe that I used up my teleport.

AJ: Oh, wait. Just before I go just as- we both go in and I see Chlorine and I say:

Maureen: I did it, Chlorine. I did it for you.

AJ: And then we...

Midge: You are dispersed. The room thunders with this vortex.

Carlos, you are sprinting through this house and you look back and you see the- the corridor wrenching up behind you, splintering in moments.

People are being pulled into this thing. Roll Athletics for me, please, as you sprint through the house.

Luke: [dice roll] Nat 1.

Tom: But-

Luke: I get to reroll! [SFTH cheering] Come on. [dice roll] Nat 1.

Sam: But – you get to reroll it!

Tom: Ehhh!

AJ: Are you fucking joking?

Midge: You got- You have to use the reroll, unfortunately.

Luke: What? Are you joking?

Midge: That's what it says.

Luke: Ohh.

Tom: Does it say that?

Midge: Looks like the- I'm pretty certain Lucky says...

Tom: I mean, I'm- I'm just gonna ask you on repeat.

Midge: That you have use the reroll.

Carlos, you are running as fast as you can, but you feel your feet lift the-

AJ: Oh my god!

Midge: leave the floor.

Carlos: No!

Midge: You grab onto like an armoire that's being pulled along the wall. You look back and you can see this roiling energy. What's the last thing that you think of?

Luke: The last thing I think of- I can't do anything. Or like a spell or a shit, yeah. The last thing that I think of is the smirking face of Vulpin when he set me this task knowing that I probably would fail.

Midge: Perhaps he did, but Carlos Huispas will never know. You feel the cloud overcome you and you disappear.

We zoom out from this as the cloud envelops the entirety of Sinkenton Ho- Sinkenton Palace and a storm begins to brew over Donlon. Many of the great heads of the gangs of Donlon have been destroyed.

It would seem the only way this will resolve is with the War of Donlon. And that is where we'll end it.

'Cause you're all dead! [SFTH cheering]

Tom: WOOO!

Sam: AHHH! Aaaaah! Wow!

Tom: All dead!

Sam: Aaaaah!

Tom: Nat 1!

Sam: I was glad that happened-

Tom: Nat 1 twice in a row!

Sam: Aaah!

Tom: What the hell!

Midge: On a distant hill, John Nipples goes:

John Nipples: Just as I planned!

Tom: John Nipples lives! On a T-shirt.

Sam: Wow!

Tom: On a T-shirt...

Sam: Wooow!

Tom: That merch is available now, so get it.

Sam: Aaah!

Tom: [train whistle] Exactly.

Sam: Great stuff. Amazing!

Tom: Ohhhh.

Sam: Emotionally tragic.

Tom: Nat 1s! Two in a row!

Midge: So many Nat 1s!