

Perpetua 34: The Castle Eschatonica 02

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Recap	1
Initial Investigations [0:02:59]	4
The Knapsack [0:11:33]	12
Color-Locked Doors [0:27:28]	33
Taking a Rest [0:39:17]	51
Camp Actions: Veile, Elena, Caoimhe, Jonathan [0:51:12]	68
Camp Actions: Nicky, Brontë, Antistrophe [1:01:02]	77
Into the Dungeon [1:10:54]	91

Recap

Dre (as **Jonathan**): Hey ho—hold on! I got a rope, hold on!

Dre: Rummage through my bag and start trying to throw down a thick rope to help them climb up.

Keith (as **Antistrophe**): Why would I wanna be up there?

Sylvi: [laughs]

Austin: There you go.

Dre (as **Jonathan**): You know now, after assessing the situation, I—

Austin: [laughs]

Dre (as **Jonathan**): Yeah, we'll be down in a second!

Janine (as **Brontë**): I do appreciate the thought though.

[“[The Castle Eschatonica](#)” by Jack de Quidt begins playing]

—

Austin (as **Gnova**): Greetings, fated visitors! You've come to walk the looping halls of Castle Eschatonica, hm? Come to pick through the celestial wreckage, yes?

Keith (as **Antistrophe**): No, we have not done that.

Sylvi (as **Caoimhe**): Hold on.

Austin (as **Gnova**): And yet you are here!

Sylvi (as **Caoimhe**): We are here.

Ali (as **Veile**): Um, what is this fate you speak of?

Austin (as **Gnova**): Oho, you of all to ask me of fate! A jest, a jest. You cannot ask me questions, no. No no no no no. Not here. In the observatory you will find me. There, with perspective, per-spec-tive, you can ask me what you will.

Janine (as **Brontë**): Ladies, fellows, are you in?

Dre (as **Jonathan**): [sighs] I don't think there's much debating to be had.

Ali (as **Veile**): Well we should think about this! We just had some trouble with dragons, did we not?

Keith (as **Antistrophe**): Oh, us too.

Ali (as **Veile**): Wait, what happened with your dragon?

Keith (as **Antistrophe**): We fought, to a stalemate, a Dragon Mole.

Janine (as **Brontë**): A Draconic Mole, yeah.

Sylvi (as **Caoimhe**): Yeah, and Castine helped fend it off once we did so.

Ali (as **Veile**): Castine helped you?

—

Austin: Some of you in the Eastern Party saw that strange device, that strange device with keys and a glass tube that you could like get information on. There's stuff like that here, like everywhere, but it's like right next to a weird broken, you know, glass vial from a world that looks much more like yours. This is—this is a place where it seems like different worlds have collided. Or at least different parts of history that you've never been—that you didn't know existed. Or different parts of the world that you didn't know existed, have all collided here.

—

Jack (as **Elena**): Your attention, everybody. Please, you know, I said earlier, but we've kind of just met. Again, my name's Elena. I grew up in Rillspur. I think what we are dealing with here is a sort of color-locked door and two plate situation. Me and my comrades are traveling with colored gems, do you have any gems in your possession?

Sylvi: I pull out my—

Keith (as **Antistrophe**): We all have gems, yeah.

Sylvi: My mountain dew colored gem.

(as **Caoimhe**): Yeah.

Janine (as **Brontë**): Several, but this one's the most notable.

Austin: [laughs]

Jack (as **Elena**): Have you spoken—

Art (as **Nicky**): I don't have a gem.

Keith (as **Antistrophe**): Why don't you have a gem?

Sylvi (as **Caoimhe**): [quietly] Why is that the most notable?

Janine (as **Brontë**): [quietly] Largest.

Art (as **Nicky**): I—I'm working on acquiring a gem.

[“[The Castle Eschatonica](#)” by Jack de Quidt finishes playing]

Initial Investigations [0:02:59]

Jack (as **Elena**): I think the situation that we're dealing with here is two gem-locked doors, each of which will lead to some sort of unlocking plate? That we can carry forward to the central chamber.

Jack: Gestures up behind her, up there.

(as **Elena**): Now, without seeing what's behind these doors it's hard to make a plan. We could possibly exchange gems if we wanted to be cleverer about this. A classic adventurer's trick—

Jack: And she's sort of gaining some confidence as she's talking.

(as **Elena**): A classic adventurer's problem is to think that you can't swap the gems, that you're bound to the situation that you're with, but unless there's some sort of enchantment or lock on the gems, the gems can, you know—or color-locked doors can be exchanged. I've seen this done with badges in Rillspur, colored mosaic tiles. But that's the situation as I understand it.

Jack: Kind of a look for like, trying to get support from Veile.

Ali (as **Veile**): Well, Elena, I made a promise to my gem.

Austin: [chuckles]

Sylvi (as **Caoimhe**): You made a—

Ali (as **Veile**): I don't know that switching them is the right idea.

Sylvi (as **Caoimhe**): Your friend can talk to gems?

Keith (as **Antistrophe**): Why did you make a promise to—our gems don't accept promises, I don't think.

Janine (as **Brontë**): Well I never asked.

Ali (as **Veile**): There was like a woman, like a mechanical woman, and she seemed quite upset.

Sylvi: I pull out my gem and start rattling it and go,

(as **Caoimhe**): Hello? Hello!

Ali: [laughs]

Janine: I pull out my gem and ask if it would like a promise.

Keith: I also pull out my gem and start talking to it.

Austin: None of the gems seem to respond here, in this place.

Keith: Hm.

Janine: Hmm.

Sylvi: Hm.

Jack (as **Elena**): They're quiet here, the gems don't talk here. Something about their power is...

Austin: [laughs, sighs]

Dre: [laughs] Don't worry, these gems definitely talk, but just—they don't work here.

Sylvi: Raising an eyebrow at Elena for like, talking like an expert about this. [laughs]

Ali: [laughs]

Sylvi (as **Caoimhe**): Oh, yeah of course. Huh.

Keith: I mean I'm happy to—you know, we should definitely progress through the thing. I'm interested in these letters. Did anybody t—what is this again? Did we already do this corner?

Austin: It's a pool of water that seems like a fresh spring.

Dre: Mm.

Keith: Can I just quick check that?

Austin: Yeah, you want to do a— cross] you studying it?

Sylvi: [cross] Seems like—don't drink any of that water.

Keith: Yeah, I'm gonna study.

Austin: Give me a study for this water.

Jack: I don't know, because alternatively maybe gentle Carolan music plays and if you step in the water, your hearts go up—back up.

Dre: Mmm.

Keith: Maybe, my hearts are pretty up.

Austin: Hey, 18.

Keith: 18.

Austin: You're gonna get a couple things here.

Sylvi: Woah!

Dre: Woah.

Austin: This is—

Sylvi: Good roll.

Austin: Clean, fresh water. It seems to be magically refilling itself. You know, you take a cup out and it doesn't look like there is less here than there was before somehow, you know. And an 18, let me tell you, you're gonna get two letters. Stuck behind some of the—there are supplies to the east, in that—in the barrels, those are camping supplies, some food, stuff like that. Inside or like under one of the barrels you get a letter and then in one of the vases, floating face down, is a letter. And I'm gonna send them both to you.

Keith: Great. I bet the last one is in the plague hole. Well I don't know about the last one, but the other one that I think is in the room. Alright, Day 11. Oh no, there's lots of days.

“Day 11: Well this academy is dire. Public lectures about the end days, galleries of possible apocalypses—no thanks! I'll take possible good days instead. Thankfully, I have booked access through the path tomorrow and then my real journey can begin.

“Day 12: They told me to ignore the beckonings. I swear I listened! I followed nothing external, only my heart. But my heart led me astray! A vast prairie, hovering on nothing at all above the abyss, covered in all sorts of ruin and relic, though it was impossible to tell which it was. The roar of an ungodly beast and now here, this confounding construction. There is little sense to be made of this place, but there is water and there is light, there are barrels and crates of other supplies. I have a week of food left, I will find my way from this place.” Eugh boy.

Jack: [laughs] Tutor Arrel, day 4...

Dre: [laughs]

Austin: [laughs] Uh huh! And otherwise, yeah, it's clean water, it's safe water. You now have enough here to make camp properly and do a real rest.

Keith: And still ambiguous about, you know, did he follow a beckoning? Or—and does that mean that's how we ended up here, is that this is—we like crashed into where a beckoning would have led us?

Jack: Well, he says “I followed nothing external, only my heart.”

Keith: It’s true.

Jack: Which is how fucking Perpetua gets you.

Sylvi: Yeah.

Jack: It’s, uh—

Keith: Hm. I don’t remember if following your heart was part of the instructions on how to get through the path.

Sylvi: Can I step on the thing and see if it reacts now?

Austin: It does! It totally does. Again, [**Sylvi:** Okay.] you have the light green one and [**Sylvi:** Yeah.] the light green one—the light green gem seems to respond in the same way that it—when—I guess when Veile was over—no, when Elena was over here, right? Elena, you have the—I know I should just know this intuitively now. You have the amethyst gem?

Jack: I have the amethyst gem.

Austin: Right. No, you in fact, [**Keith:** Oh.] yours was not responding like that. Yeah, Caoimhe, yours does seem to [**Keith:** So—] shift the light to be a little more saturated. A little bit brighter but not by much.

Keith: Can we—

Art: Excuse me, I was standing next to the plate to signal my intention of running a plate experiment.

Austin: Oh sure.

Sylvi: Oh, please. Let me—

Art: And I—

Sylvi: I would love to do this experiment.

Ali: [chuckles]

Austin: You step off, Caoimhe, and the light dims.

Art: I want to see what happens. To, uh—

Austin: Nicky, nothing seems to happen when you step on the plate.

Art: Alright, just making sure.

Austin: Yeah.

Sylvi: It's weird, you'd think—

Art: You can't know until you test it, you know.

Sylvi: You'd think plates would be your whole thing.

Keith: Who has light green?

Austin: Caoimhe has light green.

Jack: Light—

Sylvi: I have light green.

Keith: Caoimhe, can me and you stand on there?

Austin: Yeah.

Sylvi: Hell yeah, man. Come on over, there's enough plate for everybody!

Dre: [laughs]

Austin: God, it feels like if there was yellow, it would be perfect. [**Sylvi:** chuckles] If there was someone with a yellow gem in this mix...

Keith: I heard that something happened to the yellow one.

Austin: That would make that part perfect. It wouldn't be bright enough, the color though would be perfect.

Sylvi: Hm.

Janine: Is it perhaps time to investigate the hole?

Sylvi: [snorts]

Janine: The hole is on the yellow side.

Austin: It is. Who's investigating the hole?

Art: Alright, let's investigate the hole.

Austin: As soon as you peak through, you can see that there is a letter just out of reach. If you leaned over through the hole and reached, you could probably get a piece of the paper. Of the loose paper that's there.

Art: Alright, I'll—let's lean through the hole.

Austin: Nicky's reaching out? Alright give me—give me a dex, dex. Yeah, you reach through and you manage to—

Art: Yeah, it's—they're adjacent.

Austin: Manage to get another letter. I will send this one to you.

Art: "Day 17: Today, while soaking and cutting my longrations— [pronounced lon-gray-shuns]"

Austin: [laughs]

Art: I don't—is that a—I don't know this word.

Austin: Ah, it's so good!

Sylvi: Do you mean long rations?

Austin: It's long rations, but I really love [**Janine:** laughs quietly] everyone being like longrations cause that's just funny.

Sylve: Longrations.

Art: Longrations.

Dre: Mm.

Keith: Yeah, well it was written as one word!

Austin: It is written as one word, yeah!

Keith: I have never heard of them.

Art: "As—"

Austin: Eh, not from your time.

Jack: Rolled a 3.

Art: "As taught, I stumbled and dropped my pouch into the pot of water I had. When I reached in to scoop it out, I saw that the water had taken on the color of my gem even after I removed the pouch and the gem within, the orange remained. I thought for certain that this was a clue for the doors and indeed, I think I was right. When I pour the water into the ridges of the floor near the door, the humming goes even without me standing on the plate, but I think I have the wrong gem as my light is neither amber nor blue. Perhaps another gem is nearby, I'll turn this place over tomorrow."

Austin: And hey, Jonathan, you just moved your icon right over to the corner where the for—another one is. Day 14 is over in that corner. I will drop both of these in, to the big chat.

Keith: I was misled [pronounced my-seld] into thinking that you pronounce that longration.

Sylvi: [laughs]

Dre: [laughs] “Day 14—“

Jack: [laughing] Piece of shit.

Dre: “Two days of little progress. There are three doors: one opposite the door I entered and two on the other long opposing walls. The northern wall is made from a material I’ve never seen. I broke my sword on it—what a fool am I! The other two doors seem to be under a soft amber and a calming blue light respectively, though I see no source for those lights. When I approach them and stand on the plate in front of them they hum slightly, but I cannot get them to move.”

Jack: Hm.

Austin: Hard to say if there is—

Janine: Can we check the jars that are around to see if any of them have any pre-colored water in them?

Austin: None of the water here is currently pre-colored.

Janine: Okay.

Austin: Unfortunately.

Jack: But we can color the water, by—yeah.

Janine: Yeah, I was just wondering if this person had left behind some water by accident or whatever.

The Knapsack [0:11:33]

Austin: Yeah. Sorry, Nicky while you were—I should’ve given you a little bit more here. While you were reaching out to the—get the Day 17 letter, you could see a pack, like a backpack, like a knapsack, out on a sort of ledge. Like, so if you poke your head out

from there, you can then—there's kind of a ledge that runs at the very bottom of this castle. You know, there's nothing under it. It's just the Dragon Way, just the abyss below it, but there's just enough—like a, you know, like a ledge outside of a window. And it runs along the edge.

Art: Alright, I—

Austin: And you—

Art: I'd poke a backpack with a fork.

Austin: It's too far. It's like up—it's up this way where I've just pinged. So it's underneath the stairs, you know. It's like under there. Someone will have to crawl out there to try to get it if they want the knapsack.

Keith: It's gotta be Riant or the egg.

Art: Is that gonna be a dex roll?

Austin: That is going to be—it depends on what you're doing, right? But if you're gonna try to get out there, that is definitely gonna be some sort of dex roll. I will say, it is very dangerous. It is very dangerous.

Art: Alright! I mean, I'm feeling bad about the gem thing.

Austin: You probably cannot get through the hole as it stands, it is a small hole. You could reach your arm through it, you could poke your head through it, you are too big to fit through there.

Art: Well just—

Austin: One of the smaller—

Art: Make the hole bigger! Just—

Austin: I mean you could start trying to dig through the hole, for sure!

Art: Alright, I'm gonna start kicking at the—at the hole.

Austin: Alright. Alright, give me—

Keith: Kicking?

Austin: Give me a might, might. The difficulty level here is 16.

Keith: You have 80 percent of a shovel.

Art: Alright, I'm gonna need some help kicking this hole.

Austin: Yeah.

Keith: Can I help? I've canonically dug holes.

Austin: You have canonically dug holes.

Sylvi: Yeah that's how we beat that Dragon Mole, kind of. [laughs]

Keith: Yeah.

Austin: Give me a might, might, supporters. Who's helping?

Sylvi: I would be useless doing this.

Jack: I also would be useless doing this. And Elena's tummy hurts.

Austin: Aw, fair.

Sylvi: Oh yeah, I'm still poisoned huh?

Austin: Yeah.

Janine: I just don't like digging.

Ali: Wait, you don't—heal doesn't clear status effects?

Austin: No, it does not.

Sylvi: No.

Austin: You need to take a rest or use a—

Sylvi: I have stuff I can use, I'm gonna—

Austin: The IP one.

Art: We could take a rest here.

Austin: You could.

Sylvi: Yeah...

Art: That was explicitly...

Sylvi: I also—I just have a thing that lets me do it for free, so I'm gonna do it and then get that off my sheet. I still have my oasis fig.

Austin: There you go. Yum.

Art: Alright, but we should definitely take a rest before we keep going. I just wanna make sure that everyone is on board with this rest plan—

Sylvi: Y'all love sleeping.

Art: Because some of us are still hurt because only the other party got healed, because—

Sylvi: Do you want me to heal you? Make it even.

Art: Not right now! Right now I want help kicking this hole!

Ali: [laughs]

Sylvi: Okay!

Keith: There's my hole help roll.

Austin: That's a success. Anybody else helping Nicky dig the hole?

Keith: [laughs] While Nicky is shouting at people, I'm helping him with the hole.

Austin: Yeah. [laughs]

Sylvi: I'm eating a delicious fig, so.

Art: Oh my goodness...

Austin: Sounds like it's all you, Nicky!

Jack: No, I can—I can come help.

Austin: Okay, give me a might, might.

Jack: I can come and help. Yep, sort of pulling uselessly at the—well, we don't know uselessly yet. I'm gonna roll might and we'll see.

Austin: Yeah. Oho, that's—that would be a crit.

Keith: Nice.

Sylvi: Holy shit.

Austin: Unfortunately it's just a success cause it's a help. It's a helping roll. So that's two times y'all would have gotten a crit.

Keith: Mine just—

Austin: If it had been a different type of roll.

Keith: Yeah.

Janine: I'd help if Elena asked me.

Austin: [chuckles]

Sylvi: Oh my god...

Jack: No, no.

Austin: [laughs]

Keith: Anything above a 10 is a success, right?

Austin: That is correct.

Keith: Even though the thing is 18.

Austin: No it's not an 18, we didn't say it was 18.

Art: 16.

Austin: 16, 16.

Keith: Oh.

Austin: Yeah.

Keith: 16, okay sorry. Sorry to upgrade.

Austin: Threes, it's 7, 10, 13, 16.

Jack: Pulling at rocks.

Austin: Yeah. Pulling at rocks, one of the rocks falls to the ground and like splashes as if it were made of paint. The other ones seem fine. There's nothing wrong—there's nothing different about that one, it's just it seemed to come unmade.

Jack: Huh. Fuck. [laughs] As we're clearing—

Art: Jonathan, you wanna help me get this hole?

Dre: Phew! Okay, yeah. You just need me to add another roll?

Austin: Mhm.

Dre: We doing might, might?

Art: Yeah, I'm just trying to get another one here.

Dre: Yeah yeah yeah.

Ali: Well you get a plus two from Elena's bond.

Art: Or maybe more, I don't know what the bond situation is. Yeah.

Jack: [gasps]

Dre: Ohhh.

Jack: [quietly] Yeah!

Austin: It's true. So right now you're at 4.

Keith: Smart.

Austin: Plus 4. Jonathan, are you giving a help?

Art: You know what's better than 4? 5.

Dre: Yeah, I'll try.

Keith: Agreed.

Austin: At a 16—yeah.

Dre: I am not good at this, but I'll try. Why not?

Art: Neither was Elena and it went great.

Austin: Eh, that's an 8. Not so good.

Art: Okay, well. Alright, well and we got Fabula Points.

Austin: You do. So you got a plus 4 to this. One from Antistrophe, one from Elena, and then the bonus two from Elena's bond. Which bond—what were the bonds again, Elena?

Jack: Let me check. My bond with Nicky is...a bond of admiration and loyalty.

Austin: There you go.

Jack: And I think that this is—that admiration and loyalty is appearing as—I am helping you, but as I am helping you, with the kind of like febrile nervousness that Elena has had since arriving here, she's saying,

(as **Elena**): It's really dangerous out there, Nicky. You gotta be safe if you're going out there, okay?

Art (as **Nicky**): Yeah, yeah, we'll get it. We'll ring up a thing or something.

Jack (as **Elena**): What?

Jack: [laughs]

Art (as **Nicky**): It's gonna be fine.

Art: [laughs] And it is fine!

Austin: Hey, 19! Well no, this is just opening the hole.

Keith: Wow, it is fine.

Jack: Ooh!

Austin: This is not going out to get the thing.

Jack: Yeah, this is—

Austin: But you've done it! With a 19, you have easily opened a hole big enough for Nicky to go out on the ledge [laughs] above the abyss of all things.

Art: Well let's tie—we'll tie a rope around my waist.

Austin: Okay.

Art: We still have that rope, right?

Austin: Yeah! No one's gotten rid of the rope. Seems important.

Jack: Yeah, ty—

Austin: Suddenly rope seems important as we do some dungeoneering, huh?

Dre: Mhm.

Art: Alright!

Jack: Rope around your waist and the other end like around one of those crystals in the center of the room so we got a nice sturdy—

Austin: Yeah.

Art: Yeah and if the crystal starts to shake, someone grab that rope. [**Austin:** Yeah.]
And tell me!

Austin: Alright. It is now a—you can see now that there is—the knapsack is up like here-ish? Again, you have to imagine these stairs are going—

Art: Oh wow. [laughs]

Austin: Up into— [laughs] wow, you're in the dark a little bit, that's very funny.

Art: Yeah, it's coming into the ledge. The void cuts off the top of the icon there.

Austin: It does.

Jack: [laughs]

Art: I assume it is enough space to stand, but.

Austin: There is just enough space to stand. You have to imagine—so you're looking out to the right. You can see this stairwell raising up into the sky and under the stairwell, there is a little ledge that goes all the way under it. And from this angle, as you step out

you can see there is actually like—there might even be more than goes further under the stairwell. But for now you have to kind of go right along the wall and then up north to where you can see there is the little knapsack. It's weighted down by the shovel that Jark said that he had. So it's being held in place, but you can see that the—there's the shovel is like holding down the knapsack and there is the piece of paper inside of the knapsack also.

It is a difficulty 10 dex, dex to get the shovel or the knapsack. It is difficulty 13 to get both. You can decide which you want to get if you want just the difficulty 10.

Art: I can hit—it's a 10, 10, I can get a 13.

Austin: Okay.

Art: I understand that's not what the math says I can do.

Austin: [scoffs] Oh, okay. Well that's—that's good to know.

Keith: The math says you can get up to 20.

Dre: That's true.

Art: Uh huh. And I got four Fabula Points? Once per check?

Austin: Is it once per check or did we figure out that it's not once per check and we've been wrong about that? I don't ever remember.

Art: The sheet says once per check.

Austin: Oh, then it's once per check.

Ali: We—we can do it multiple times, you can only do the bond once because it gets you an additional bonus.

Austin: That's what it is. You can't just buy a success [**Dre:** Mm.] via bonds. That's what it is, okay.

Art: Alright! Yeah, I'm gonna roll for 13, it's gonna be fine.

Austin: Alright.

Art: And if it's not fine, we'll see what's in the abyss! I thought that would make me feel better...

Austin: [chuckles]

Dre: [laughs]

Austin: Hey, that's a 14.

Ali: Wow!

Art: Hey! That's that—

Keith: Beautiful.

Art: That's the cool, collected [**Austin:** Yeah!] chef nerves.

Austin: That's right.

Sylvi: Yes, chef.

Ali: [laughs]

Austin: Yes, chef. [laughs] You have the rope tied around your waist, you manage to safely, you know, shimmy along the edge of this castle. You can hear the sound of Xirts the dragon owl, hooting in the distance, shaking the whole front of the castle, but you manage to get there. You pick up the—

Art: That was a 14.

Austin: Sorry, yeah 14, for the people at home. You pick up the shovel, you pick up the knapsack. You've safely recovered the piece of paper. There are some long rotted

longrations [long-rations], longrations [lon-gray-shuns] in there, but there's also this piece of paper. And, Keith, can you read the thing that you said in chat?

Keith: [laughs] I said Chef Boyardee is about to find a skeleton under those stairs.

Ali: [gasps]

Austin: And sure enough, on the other side of the stairs—

Sylvi: [quietly] Oh, Chef Boyardee...

Austin: Dangling over the edge, difficulty 16, is a skeleton. And in its loose, you know, boney hand, is something sparkling.

Ali: Jinkies...

Sylvi: [laughs]

Jack: Oh my god... jinkies...

Art: I'm—I'm on a roll! I'll roll 16.

Jack: Can I help?

Austin: No, not from out—no. This is a one person operation.

Dre: [laughs]

Jack: Okay, I didn't know if a second person on the ledge, famous thing that makes it easy to do. [laughs]

Austin: [laughs] It makes it easier, yeah yeah yeah.

Keith: I don't—not—I don't wanna kill—

Art: Oh, this is really unlikely.

Jack: Oh, let me check...

Keith: The drama of rolling a 16, could we dig through the stairs?

Sylvi: Oh, you wanna—you wanna Hunter x Hunter it.

Dre: [laughs]

Keith: Yeah.

Sylvi: You wanna Hunter Exam this.

Keith: Yeah.

Art: I will tell them.

Austin: The difficulty—my answer to that is you totally could try. The difficulty on this is how it's loosely hanging over the edge of the abyss. So any attempt—

Keith: So we don't want to shake it and drop it.

Austin: Exactly. Any attempt to pick it up is where the difficulty really comes from. You know—

Art: Maybe the abyss isn't that bad. Maybe I fail this roll, we all fall into the abyss, by which I mean—

Austin: Yeah, who's holding the rope?

Sylvi: You.

Art: Nicky and the skeleton.

Ali: [chuckles]

Austin: Who's holding your rope?

Art: What? The crystal.

Austin: No, who's holding your—

Art: It's tied to the crystal.

Austin: Oh it's tied to the crystal! Okay! Yeah.

Keith: Yeah, you'll just dangle until we pull you up.

Austin: Mhm!

Keith: This is a—worst case scenario is a hoist.

Jack: Well no, it could be a rope-eating void.

Dre: No no no no no no!

Ali: [laughs]

Austin: Mm, yes keep suggesting bad outcomes.

Art: No one knows how a void works.

Sylvi: Yeah, please stop giving ideas. [laughs]

Art: I mean no one here is a void scientist, right? I just want to make sure before I try this. If anyone here has a deep and powerful knowledge about voids.

Sylvi: No. I've been like maybe we could do some sort of ritual magic to make it steadier for you or something?

Ali: Yeah.

Jack: Ali might be—sorry, Veile might be good at that with Entropic Ritualism. Elena is Elemental ritualist—

Sylvi: Yeah, me too.

Jack: Which I don't know is super helpful here. [**Austin:** laughs] I could do some sort of wind gust, but you gotta be so fucking careful with that.

Sylvi: I was thinking like make the ledge—like make the rock come out of the side more so it's less ledgey and more platformy.

Art: Oh, that's gonna—that's gonna jar the gem loose.

Sylvi: [quietly] That's a good—

Dre: You know, if we want to—

Art: And when I get this gem, I can take it back and trade it for the gem that I left.

Dre: Yeah.

Ali: [laughs]

Sylvi: This guy hasn't learned a thing.

Dre: If we wanted—

Jack: Ali, you were gonna say something?

Dre: Oh yeah.

Ali: I was just gonna say, we were asking about the rope before, it's the people who assisted before right? So that would be Jonathan, Elena, Caoimhe?

Austin: Oh, I was told it was tied to the crystal.

Sylvi: I didn't—I didn't assist.

Ali: Oh, oh oh oh.

Dre: It is.

Austin: And not being held up by people.

Jack: Yeah, but we're on rope watch.

Ali: Oh.

Austin: And not—maybe you're also holding it. [laughs]

Art: I mean, I hope that at least one person has at least one hand on this rope.

Austin: Yeah. [laughs]

Ali: [laughs]

Austin: Sure.

Ali: I think Veile, just to color the rest of the room, I think Veile doesn't know what she's doing or how to handle the situation and is politely talking to Brontë about like—

Jack: [laughs]

Ali (as **Veile**): Oh, I wonder if our gems would get along.

Ali: And like thinking that they're just talking about gems.

Sylvi: [quietly] Oh my god...

Ali: That's what I've been imagining. [laughs]

Art: Oh my god.

Austin: Great.

Dre: [laughs]

Austin: Nicky!

Janine: Brontë just like quietly nodding. Like,

(as **Brontë**): [awkwardly] Yeah...

Ali: [laughs]

Austin: Wow!!

Janine (as **Brontë**): Maybe...

Austin: Wow! [laughs]

Art: Wow.

Keith: Wow.

Dre: Mmm.

Sylvi: Wow, that's crazy.

Austin: Ohhh.

Ali: [laughs]

Austin: Nicky, it sounds like you're gonna make this roll.

Sylvi: [laughs] Caoimhe staring from across the room.

Janine: [laughs]

Art: Yeah, uh huh.

Dre: Art, if you don't wanna make this roll, if we decide to like take a rest, I could maybe throw a small project together.

Keith: Can—no, go ahead.

Art: I think I'm already out here and I think—

Dre: Yeah, no, fuck it. Go for it, I'm just offering you ideas.

Art: Aw!

Dre: Aww!

Austin: 15.

Ali: Oh, but we—

Austin: Oh, you can spend a bond!

Keith: Well.

Austin: And just bump it. Spend a Fabula Point, use the bond to just bump the result.

Sylvi: Oh that's true.

Keith: To what though?

Austin: To 16.

Sylvi: 16 which is the difficulty.

Keith: Oh, it's 16?

Austin: Mhm.

Keith: I thought the last one was 16 and this one was higher.

Austin: Mm mm. I don't think [**Keith:** Okay.] that's what I said. I think I said 16.

Keith: No, I think you're right. You're totally right.

Austin: Bond...

Ali: Yeah.

Austin: So which bond are you invoking? Tell me what's going on in your mind that gives you the little push you need to get this gem.

Art: I think it's, you know, reaching for the gem, feeling himself start to fall into the void—

Austin: Mhm.

Art: And, you know this one's for all the people at home, thinks about how much it would—oh I guess I'm tied to the thing...

Sylvi: [laughs]

Art: Yeah, thinks about the—you know, that he has to get back.

Austin: Mhm.

Art: For you know, all the people he cares about, but especially his bond of affection for Jonathan keeps him from—from falling. You know, it's **[Austin: Yeah.]** I can't fall, I have to get back to my friends.

Austin: And you manage to pick it up. An orange gem. Soft—soft touch, just barely, just—just! And you get it. And you manage to get back inside.

Jack: Well done. Wow.

Dre: [sighs in relief]

Keith: Wow.

Sylvi: Great work, man.

Austin: I'm losing count of Fabula Points, let's just do a quick Fabula Point check in. Let's see here...

Ali: It's been two.

Austin: It's only been two? This is only the second one?

Sylvi: It's just the two. Yeah.

Ali: Yeah.

Austin: Oh okay.

Sylvi: I think this is the second one, yeah.

Austin: Great.

Ali: It's Keith and Art.

Art: And thank you for reminding me that I can use it to bump up one, [**Dre:** Mm.] cause I would have just rerolled and let's see...

Austin: [laughs]

Art: Oh I would have gotten it! But you know. [laughs]

Austin: Yeah yeah yeah, still.

Keith: You would've gotten it.

Sylvi: Yeah that's how that works.

Austin: Alright. Nicky, wow, not the one I expected to climb out there, let me tell you.

Jack: He's brave!

Art: I've got 10 dex!

Austin: Yeah! Now that you have—you have this note, which probably was not super worth it here. One second. But you know, the gem was.

Keith: The gem was.

Austin: And the shovel seems to be magic of some sort.

Jack: [laughs] The note says, the code to my safety deposit box in Grande Sonnerie is...

Ali: [laughs]

Art: It's, "Day 21: I have stretched the food as long as I can. I found no gems, I found no progress. I will get to work with my shovel." So that didn't go well.

Austin: I didn't describe it, but unfortunately the skeleton was very clearly scorched by dragon's breath, you know dragon's fire. So did get out there, did find a gem, but unfortunately did not make it back.

Keith: Damn.

Dre: Got a worse sort of sunburn.

Sylvi: Another point—yeah, I was gonna say. Not a sunburn!

Austin: Not a sunburn this time. Yeah.

Sylvi: I was—I'll take that as I was half right.

Art: You know, RIP to this person, but I'm different.

Austin: Oh, yeah.

Jack: [laughs]

Austin: Yeah, you—step one, you hadn't been here for a week slowly losing your mind, you know. So.

Keith: Yeah.

Art: Not yet!

Austin: Yeah.

Keith: And this guy probably wasn't a chef, so he didn't have the—

Austin: [laughs] That's right.

Keith: The nerves of a chef.

Art: Yeah, didn't have some Liefeld pockets full of food.

Austin: That's right.

Jack: Longrations [lon-gray-shuns]. [laughs]

Austin: Only had the longrations, didn't have the goodrations. You know?

Art: Longrations...

Keith: Mm.

Jack: Yeah, yeah.

Dre: The goodrations [guh-dray-shuns].

Austin: Yeah.

Color-Locked Doors [0:27:28]

Jack: Yeah. Goodrations. [laughs] So what gems do we have now? I think I'm—lets keep this in character—I think Elena says,

(as **Elena**): Alright, so I think—could we do a gem roll call? See what gems we've got?

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

Art: What's up with this shovel?

Jack (as **Elena**): I have—

Austin: Uh, I don't know, somewhere in your inventory or your notes, just write magic shovel.

Sylvi: Oh it's magic.

Austin: Enchanted.

Jack (as **Elena**): My gem is amethyst. Her name is Violet, she's a little rude.

Austin: [chuckles quietly]

Sylvi (as **Caoimhe**): Mine's light green. I have not named it yet. Uh, she seems nice.

Ali: [laughs]

Sylvi: Still doesn't understand that you're talking about actual people in the gems.

Austin: [laughs]

Janine (as **Brontë**): My gem is blue. Uh—

Austin: Mhm.

Janine (as **Brontë**): That is it.

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

Ali (as **Veile**): Cerulean. And her name is Cerulea.

Sylvi (as **Caoimhe**): That's easy to remember.

Jack (as **Elena**): And then Nicky, you got—you got an orange gem?

Art (as **Nicky**): Yep.

Jack (as **Elena**): Okay. Well though that one was—maybe that one came to you by fate! Maybe that's why you were the one who went out there. Maybe this is your true gem and the one you sold wasn't actually your true gem at all.

Janine (as **Brontë**): I have a question.

Art (as **Nicky**): Maybe!

Janine (as **Brontë**): I have a question.

Dre (as **Jonathan**): Wait, what if that's supposed to be mine...aw.

Jack (as **Elena**): Yes? What's your name again?

Janine (as **Brontë**): My name is Brontë Adelvys.

Dre: [laughs]

Art: [laughs]

Janine (as **Brontë**): You—so, you've had conversations with your gem and they have names and personalities.

Jack (as **Elena**): Mhm.

Janine (as **Brontë**): Did your friend sell his gem before or after that became...?

Jack: Oh, Elena—

Sylvi (as **Caoimhe**): [quietly] It'd be fucked up if it was after.

Art (as **Nicky**): Way before!

Ali: [laughs]

Janine (as **Brontë**): Ah.

Jack: Elena, rankled on Nicky's behalf,

(as **Elena**): [sharply] This was before!

Janine (as **Brontë**): Okay.

Jack (as **Elena**): [sharply] He wouldn't sell that gem if he knew there was someone in it! Or something in it and we were working very hard with journalism to get the money back to buy his gem back!

Janine (as **Brontë**): Mhm.

Jack (as **Elena**): What do you think we are??

Janine (as **Brontë**): I was just curious.

Sylvi: [laughs]

Ali: [cross] Veile, rolling her eyes dramatically. [laughs]

Keith (as **Antistrophe**): [cross] You're working hard with journalism?

Jack: Wait wait wait, one sec.

Sylvi: One at a time.

Janine (as **Brontë**): I was just curious. I—

Art (as **Nicky**): And now we're dogged members of the fourth estate!

Jack: [laughs]

(as **Elena**): Yeah! Whatever that means.

Sylvi (as **Caoimhe**): What?

Art: I don't even know if we have that expression here.

Janine (as **Brontë**): I don't think that—I don't think that—

Jack: The fourth estate of journalism in Perpetua.

Janine (as **Brontë**): Margolia family's here.

Janine: [laughs] I had to pick up a name! That's all I had.

Ali and Jack: [laugh]

Ali: Veile is too nice to [**Jack:** Okay.] say anything mean about Nicky to Brontë, but would like to. [laughs]

Austin: Wow! Wow.

Sylvi: [gasps]

Janine: Ohoho.

Jack: Woah!

Dre: Wow.

Sylvi: I love that.

Ali: [pointedly] I was scolded recently! And I didn't sell any gems! Cause I'm nice!

Austin: [laughs]

Dre: Mmm.

Ali: So, you know! [laughs]

Austin: Uh huh.

Keith: So we have an orange gem. You can't, you know, the color seems pretty particular. We still can't open a yellow door with an orange gem.

Austin: Well it's not a yellow door.

Keith: Oh.

Jack: It's an amber door.

Austin: It's an amber door.

Jack: We're in a—

Keith: Ohh.

Austin: Mhm.

Jack: We're in a chromatic doors situation here.

Keith: These are chrom-doods.

Sylvi: These are chrom-doods.

Janine: These are cumulative—

Austin: [cross] Let me tell you, these really are chrom-doods.

Sylvi: [cross] Pick up lists—

Janine: Color tile effects.

Austin: [laughs] They truly are.

Keith: Yeah, you—I already tried to do a chrom-doo thing with them!

Austin: Yeah and you—and it responded! It just didn't—

Janine: It just didn't respond super strong cause it needed—

Keith: It wasn't enough.

Austin: That's right.

Dre: Mm.

Janine: You needed more juice.

Austin: Mhm.

Keith: Okay, now this is gonna sound stupid, and nothing I've ever taught or learned at the university would support what I'm about to do.

Austin: Mhm.

Keith: Can I put a—can I put my red gem in one of these jugs and fill it with magic water and see if it turns a color?

Sylvi: [laughs, sputters]

Austin: The reason you believe that is cause you read a—someone read a letter
[**Janine:** Yeah!] saying that that's what happens moments ago.

Janine: That's—

Keith: Yeah, but it's still says— **Sylvi:** Okay.] it still sounds stupid.

Austin: Okay.

Janine: No, that seems like a thing to do, so that we don't have to—

Ali: [laughs]

Keith: To me and to Antistrophe.

Janine: We don't have to leave anybody standing out here. That's—yeah.

Keith: Right.

Austin: It does in fact do that.

Keith: Okay.

Austin: It turns the color red.

Keith: Now—

Austin: Even after you remove the gem.

Keith: Caoimhe, can we add your gem please to this?

Sylvi: I did add my gem to that list. Oh, to the water!

Keith: To the water.

Sylvi: Yeah yeah yeah. Here, man. Take a gem.

Keith: Okay.

Sylvi: I hand him my gem.

Ali: Oh, in the same vessel.

Janine: Does the gem water combine? Or does it—is it only one color per water?

Sylvi: This is—we're gonna find out.

Keith: Does it combine?

Austin: It does not combine. Whichever one goes in, turns it that color next. Actually, you know what, it could totally combine. [**Keith:** Okay.] It doesn't really make a difference, because it's gonna go the same place anyway in the end. So yeah.

Janine: Cause yeah, what if you put one gem in one vase and one gem in another vase, and then you combined the water from those vases.

Austin: Yep, it would—it becomes—let's say it does then. Yeah, it totally becomes the right color.

Keith: Okay. And this is—can I check to see, this is still the wrong color for the door.

Austin: What are you putting in what?

Keith: I'm put—I'm putting the water in the crevices from the letter.

Janine: What?

Ali: What?

Austin: [baffled] You're putting the water from the crevices in the letter?

Sylvi: What?

Jack: Oh, like—

Dre: No, that the letter talked about.

Keith: Putting the water from in the jug [**Janine:** Ohh.] into the crevices. The letter talked about putting the water on the grooves.

Janine: On the plates, on the door plates.

Austin: On the plates. So what are you putting where?

Janine: To weigh them down.

Keith: On the plates.

Austin: What—you have to tell me what you're doing, Keith. You can't just be like, "I'm solving the puzzle with the water and the gems." [laughs]

Dre: Which colors?

Keith: Sorry, I have—I have the colored water in my hands that we just made—

Austin: Which color?

Sylvi: It would be red, wouldn't it?

Keith: The color that me and Caoimhe just made with light red—or sorry, with green and red.

Austin: With green and red.

Janine: What?

Austin: Just green and red?

Keith: Right. I specifically asked—

Jack: Light green and red.

Austin: Okay.

Keith: For Caoimhe because I knew what color she had. To make—

Austin: That does not seem—again, it's—

Janine: Why are we using green and red?

Sylvi: Yeah...

Keith: Cause that makes yellow.

Janine: No.

Ali: No.

Art: No it doesn't. [laughs]

Keith: Yeah! Light green and red make yellow.

Janine: No, no, no.

Ali: That's brown.

Jack: [laughing] No it doesn't.

Art: That's brown. [laughs] You made brown.

Janine: [sighs]

Sylvi: Awe, [laughs] we made dookie water.

Dre: [laughs]

Austin: It does seem like you could adjust it further though. This is a—this is weird magic water.

Keith: Well okay, then maybe add the orange that we just got to that.

Austin: And that looks like it's the right set of colors. To make something that would respond.

Keith: There we go.

Austin: And you put it into the—in fact, again, nothing happens when you put it all in there by yourselves. People with gems—you’ve already figured this out so I’m saying it out loud—have to be on both plates for either of them to start reacting really.

Sylvi: Yeah.

Jack: So that would be Caoimhe, Antistrophe, and the orange gem.

Austin: And the orange gem.

Ali: Nicky, presumably. Yeah.

Austin: Mhm.

Sylvi: And then...okay.

Jack: So can we try Veile, Brontë, and Elena? On the other plate?

Sylvi: Oh god.

Ali: [laughs]

Sylvi: [laughs]

Janine: Yeah!

Ali: It’s normal.

Austin: Mhm.

Sylvi: Yeah, have fun.

Ali: Seems normal.

Austin: You can, and you’ve done—you’ve filled the ridges with the water, presumably?

Jack: Yep.

Austin: With those groups—move your characters there. I wanna see it on the map.

Ali: I make room.

Austin: Go where you're supposed to be. Yeah, there's room. Make room.

Art: Well it doesn't quite work, but you know.

Austin: Eh, it's cause you—yeah it does. It basically does. Antistrophe?

Sylvi: There you go, man.

Janine: Art, yours—

Keith: Sorry, what am I doing?

Janine: [inaudible 0:34:16] Transparent...

Sylvi: Get on the plate!

Keith: I'm getting on the plate.

Sylvi: And then, Jon—yeah, Jonathan, pick one.

Austin: Uh huh. And then presumably, I mean we'll find out what we're gonna do.
Antistrophe, get on the plate!

Keith: I did!

Art: You're not on—

Austin: You're not on the plate!

Keith: I'm on the plate!

Ali: Move!

Dre: You're not on the plate, bro.

Keith: Oh sorry, you're—

Ali: [laughs]

Janine: What.

Keith: I forgot that we have to move our guys.

Austin: Oh my goodness! [laughs]

Keith: Yeah.

Austin: Yeah!

Janine: So you thought we were just—we were just scolding your make-believe?

Sylvi: We're playing with toys!

Dre: Wow, now you're stacked on top of Ali.

Ali: [laughs]

Keith: Well, I've been being scolded all day!

Austin and Jack: [laugh]

Ali: Alright Keith. Okay, Keith.

Keith: By the way, I want people to write in and tell—tell everyone on this podcast with me how right I was about how you get yellow.

Janine: No!

Ali: [laughs]

Keith: And it's red and green.

Dre: From green and red?

Janine: No, we have so many artists, Keith.

Keith: Yes.

Art: Red and green just—

Janine: You can't do this to yourself, you're only gonna get hurt.

Austin: I can tell you what's happened here.

Keith: It's true—

Austin: I can tell you what's happened here! I know exactly what's happened here.

Keith is talking about additive—

Janine: Color blinding?

Austin: No, Keith is talking about additive light, [**Keith:** Yes!] everyone else is thinking about subtractive light. And I did set this up as an additive light puzzle, because I talked about there being—

Keith: There you go!

Austin: Talked about them being spotlights. I did, so that's how Keith got here.

Janine: [skeptically] Mmm.

Austin: Keith is thinking about pointing a red—

Keith: Yeah! By thinking and knowing!

Sylvi: [laughs, claps]

Austin: And a green gel together on lights and then like that producing yellow in the middle. Everyone else is thinking about pigment—

Keith: By the way, I live my whole life where people being mean to me for me being right about things.

Janine: [skeptically] Mmm.

Keith: People have been mean to me my whole life and I was right the whole time.

Ali: [laughs] The Keith J. Carberry story.

Austin: Now I wouldn't extrapolate from a single situation to a universal truth, I think that's generally a bad idea. However, in this case I know where you were coming from. Everyone else was thinking about—

Sylvi: Yeah...

Austin: Is thinking about art, is thinking about pigment, is thinking about subtractive color, and is thinking about the way pigments work. I understand—

Janine: Yeah, I was thinking about the way that colors interact to—

Keith: Which is crazy to be like, as my thing was actively working, to be yelling at me that it doesn't work. When I was—

Austin: I will say—when I was—let me take an L—

Keith: Solving the puzzle!

Austin: Let me take an L, which is just: I thought—I was stuck doing prep. You all know I didn't finish prep until like 7am last night.

Ali: [laughs]

Sylvi: Yeah.

Austin: I would say genuinely, over the last week, ten hours of prep was trying to make a very clean additive color puzzle, but the way that you can simulate additive color is very limited and so I couldn't do a version of this that was purely built around the spotlight vision of this, that Keith saw and wanted to build around. So I ended up going with colored water. And the colored water makes you think of pigments and pigment matching and so I ended up going that direction, but I loved the image of the spotlight

and so I wanted to keep that, and I am sorry, Keith, that it confused you and led you into harm's way.

Keith: But it—but it—but it is what happened.

Sylvi: I'm sorry for saying it was dookie water...

Keith: It's okay.

Janine: It is just like functionally a different like mechanical thing right?

Austin: It literally is.

Janine: Cause that's like filtering colors of light out versus adding—

Austin: That is—yes.

Sylvi: Yeah.

Janine: Yeah, colors. Yes.

Austin: They are different.

Keith: But wouldn't gems be refracting light in the water? And creating—

Austin: [sighs]

Janine: We're not using light, it's like—they're like kool-aid. It's like kool-aid crystals.

Austin: It's—I can—do you wanna see what you're actually using in various ways? This is not the exact one because I've lost it, but when I first put these colors and stuff together, I used this color mixer page.

Keith: Mhm.

Austin: I just recreated it with the ones that are close enough, but like these greens aren't right. But you know, and I did derive these particular colors of—that you can see here—with the colors of the gems as they were. In any case.

Jack: Oh this page is fun.

Austin: And this is a traditional, I believe, subtractive color. This is like pigment mixing not additive, because most of the additive color simulators you find online just have the three colors and you can't like—you can't like add additional ones or mix them in interesting ways. It's very annoying, but I think the simulation is just really hard because light is very complex.

Sylvi: Yeah.

Austin: I've really gone down this rabbit hole as you can tell.

Keith: Mhm.

Austin: Anyway!

Janine: [laughs]

Sylvi: [laughs]

Austin: The doors slide open! What do you do?

Sylvi: Okay.

Jack (as **Elena**): Wait, wait. Before, just before we do this, can we—Nicky, just swap your gem with my gem.

Jack: And I think, if Nicky's up for it, I'm going to go into the middle of the room and exchange gems and go back.

Austin: The second—five seconds after you step off the plate, the doors close.

Sylvi: [in the Virtue's Last Reward announcement voice] Chromatic doors are now closing.

Art: Why do we need to switch gems?

Jack: Because—or rather switch gems and switch places. Can we have each other's gems? Is there any connection to the person? Do you know what I mean to say?

Austin: No, doesn't—yeah, so in other words Nicky gives—Veile, you take—you're taking Nicky's orange gem?

Janine: But I mean—

Jack: Elena.

Austin: Sorry, Elena. I meant Elena.

Janine: It's water. Right? The water is the—

Austin: No, it's also the gems. It's both. You need a person—

Janine: Ohh, okay.

Austin: You need people with the gems and you need the water.

Janine: Okay.

Sylvi: Yeah.

Austin: Yeah.

Jack: Right. But it does seem to be—it's not like the gems are locked to a person.

Austin: It does not seem like that is the case. Though—though Veile said, I'm not giving up Cerulea.

Ali: Yeah!

Jack: Yeah, yeah.

Ali: [laughs]

Jack: It's, uh—it's fair enough.

Sylvi: I just want to mention, since it seems like we're close to going through these doors, I do know that some of the people on the other party wanted to rest? And I figured I should bring that up before we accidentally close that off from people.

Keith: Mhm.

Jack: Yeah.

Art: Yep, we figured out the puzzle, let's—

Austin: You've figured out the puzzle.

Art: Let's take a rest, and then we'll [**Jack:** Yeah.] pick this up in a couple hours. Or however many hours a rest is.

Taking a Rest [0:39:17]

Austin: That's right. Resting.

Dre: Mm.

Austin: "Resting in the wilderness. A safe location, where you run no risk of being attacked. Perhaps a consecrated temple, a sacred ruin, the inside of an armored transport, or an area protected by a magic circle." That's where you are. Let's go over bonds and resting scenes. Okay so, just make sure we remember this. One: when you rest, you're going to heal up all the way. That's not true—is it all the way? It is all the way.

Dre: Yeah, it's—

Jack: Yeah.

Austin: It's all the way, and then you're going to clear any negative statuses. Two: you get to create or enhance a new bond or erase one and you get to do one of your camp actions from the natural fantasy book. What's resting look like here? Before we get into

particulars, what's—tell me about the camp situation. Especially for those of you who aren't camping in, for instance, the Little Snail where you're used to camping.

Ali: Well—

Sylvi: I'm getting this fire going again. If it can.

Ali: We've had—

Austin: You totally can, yeah.

Sylvi: Alright.

Ali: We—we've camped outside of the Snail before. We've done this.

Austin: You have, you're right, you have. But talk to me about it, what's the—where are people sleeping in this big weird room?

Jack: I think Elena has put a little bedroll up by the pool of water. Sort of like—sort of like propped in the corner with her back against one of the walls. Eating longrations.
[laughs]

Austin: You don't have longrations. You have rations, you have food.

Sylvi: We have yet to elongate our rations.

Janine: If we ask for some cheese, we can have long-gratins.

Austin: [quietly] Oh my god..

Jack: Ohh!

Art: Ohoho!

Austin: You could have long-gratins, yeah. Longratins [lon-gray-tins]. [laughs]

Sylvi: [laughs]

Art: Do you think you could get a hammock between these crystals?

Austin: Oh, crystal hammock.

Dre: Ooh!

Sylvi: Wow.

Austin: That's fun, I see you've moved yourself between the crystals.

Art: Yeah, I'm an innovator.

Austin: Yeah yeah yeah, an innovator in the matters of rest. Yeah.

Art: That's how they're gonna remember Nicky.

Austin: Mhm. I love it.

Ali: I'm gonna go next.

Jack: He hung up a hammock and his cousin sucks. Or aunt or something?

Austin: I believe it was cousin.

Jack: I can't remember how you two were related.

Austin: Maybe it was—it was cousin, but her name was aunt. Was Aunt um...

Jack: Oh, yeah yeah yeah.

Austin: Ooh, I have it, I have it. Aunt Nancy. Angelface Nance.

Jack: Aunt Nancy and the Miniature Snake. [laughs]

Austin: Yeah, uh huh.

Jack: Veile?

Ali: I set up next to Elena.

Austin: Where's Elena set up?

Jack: Oh you're next to Elena? By the water.

Austin: By the water. Of course, sure. That makes sense.

Sylvi: I'm chilling by the fire for sure.

Keith: Yeah, I'm putting my toes at the fire.

Sylvi: I'm chilling not as close to the fire cause there's toes by the fire.

Austin: [laughs] Ohh.

Janine: [laughs]

Keith: They're not that close, they're just pointing toward—

Sylvi: No, I'm goofing, I'm goofing! [laughs]

Austin: Uh huh. Brontë and Jonathan?

Dre: Jonathan is also by the fire? He is working on a project so he's like tinkering off a little bit to the side of the fire.

Sylvi: Ooh.

Austin: May really wants to help you with this project [**Dre:** Yeah!] and is asking you lots of questions about like,

(as **Maybella**): What're—so what're we building?

Dre: I gotta look up what I had decided to call this thing.

Austin: Okay.

Dre: Oh yeah, this is the IP generator!

(as **Jonathan**): Okay, so what do you know magic, May?

Austin (as **May**): Little bit, I know there's different elements. I know you gotta draw on magic—mana.

Dre (as **Jonathan**): Mhm, mhm.

Austin (as **May**): Magic points or something like that.

Dre (as **Jonathan**): Mhm, mhm.

Austin (as **May**): I know people have different aptitudes.

Dre (as **Jonathan**): And—

Austin (as **May**): I know there's something called ritual magic, it takes a long time.

Dre (as **Jonathan**): Mhm, mhm. And you know how if you have a glass bottle and it breaks, you can like melt it back into the regular bottle right?

Austin (as **May**): What's that got to do with magic?

Dre (as **Jonathan**): What if you could do that with magic?

Austin (as **May**): What if you could melt magic down back to magic?

Dre (as **Jonathan**): Well, into other stuff.

Austin (as **May**): Like glass bottles!

Dre (as **Jonathan**): With potions in 'em.

Austin (as **May**): Alright well this seems a little advanced. [laughs] I never really made nothing, I never went into Daddy's workshop.

Dre (as **Jonathan**): Ah, it's fine, you'll get the hang of it.

Austin (as **May**): Alright, just tell me what to do.

Austin: Waylon is sleeping—[laughs] Waylon comes down the stairs very slowly and says,

(as **Waylon**): I got one of them papers!

Jack (as **Elena**): Oh! Where did you find it?

Austin (as **Waylon**): Out near the door.

Dre (as **Jonathan**): You should—you should be taking pictures of this place, Waylon.

Austin (as **Waylon**): I have to save my picture plates.

Dre (as **Jonathan**): Mm.

Austin (as **Waylon**): Gotta get the picture of the town.

Dre (as **Jonathan**): How many plates do you have?

Austin (as **Waylon**): Six.

Dre (as **Jonathan**): Oof.

Jack (as **Elena**): Surely you can spend four on something here.

Austin (as **Waylon**): [aghast] Four!

Dre (as **Jonathan**): Woah, four's a lot!

Austin (as **Waylon**): Why don't you just tell me my hometown don't mean nothing to you.

Jack (as **Elena**): Waylon's a—no, no, not what I meant! You know, you're an exp—

Austin (as **Waylon**): Not worth more than two plates!

Dre (as **Jonathan**): I don't think that's what she meant.

Austin (as **Waylon**): You're from a one plate town!

Jack: Elena, like fixing her face in a scowl.

Janine: [laughing] Holy shit.

Keith: [laughs]

Sylvi: Oh boy.

Art: Woah.

Jack (as **Elena**): You shut up! I'm from a very good town!

Art: [laughs]

Austin (as **Waylon**): You're not from a town at all, you're from some sort of dungeon.

Jack (as **Elena**): That is a town!

Austin (as **Waylon**): A dungeon that kills people.

Dre (as **Jonathan**): Woah, Waylon, that is a town.

Austin (as **Waylon**): [angrily] Dungeon ain't no town. You think this place is a town?

Dre (as **Jonathan**): Well, no.

Austin (as **Waylon**): You get it through your skull. You treat this place like a town, it'll treat you like that skeleton you found.

Ali: What?

Janine: It'll give us a gem?

Art: What?

Austin (as **Waylon**): It'll kill you!

Sylvi: What? [laughs]

Janine: It didn't—what?

Austin (as **Waylon**): The skelet—he died!

Art: It killed that skeleton, yeah.

Sylvi: Oh, it—

Janine: Oh, it'll treat us like it treated the skeleton.

Austin (as **Waylon**): That's what I said!

Sylvi: Treated the skeleton, yeah.

Janine: Not like the skeleton treated us [laughs] when we found it.

Austin (as **Waylon**): No!

Janine: [laughing] Okay.

Sylvi: Mm, yeah yeah.

Keith (as **Antistrophe**): Do you take pictures of stuff besides towns?

Austin (as **Waylon**): Mostly towns.

Jack (as **Elena**): [grumpily] Mostly one town...

Austin (as **Waylon**): Ahem, "Bad new—Day 8: Bad news. I thought I could catch a boat east from here, but apparently they just do ferries to Spillaway Peaks." A good town! See that? "You can't get past the Valte, they said, but we used to deal

with bird-folk all the time at the monastery. Not sure what the big deal is.” Well he doesn’t understand, that’s different bird-folk.

Dre (as **Jonathan**): Mhm.

Austin (as **Waylon**): That’s seagulls up near the monasteries. “My options as I understand them are to go north to the Academy of the Collapse where I can walk the Dragon Path to Millsource or head south (without a train),” he put that in parentheses, “To a little place called Burgton that apparently sends one ship to the Eastern Continent per year and at a high price to boot. Dragon Path, here I come!” He should’ve took the boat.

Art: That doesn’t sound like a good town. Burgton?

Austin (as **Waylon**): No, sounds—sounds fraudulent.

Keith: Yeah, Townville.

Janine: Kind of means like town town. Townsville, that’s not—

Sylvi: [laughs] Is that—?

Austin: Mhm.

Sylvi: I think I recognize that name.

Austin: You do recognize that name.

Sylvi: [laughs]

Austin: You remember what it is, Sylvi?

Sylvi: I do remember what that is and I think Caoimhe also remembers what that is and is like—

Austin: Caoimhe knows immediately! Caoimhe knows immediately what Burgton is.

Sylvi: Ohhh.

Keith: What is this? We're talking about Burgville or whatever? Burgton?

Austin: Talking about Burgton. Yeah!

Sylvi: But—

Jack: What is Burgton?

Sylvi: Not a town.

Art: Am I right or wrong about how good it is?

Austin: It's a—it's a— [laughs]

Sylvi: It's—

Jack: Ohh, it's the fucking fake town built by the Hexcloaks!

Austin: [laughing] It's the CIA town.

Keith: Ohhh it's the fake town.

Austin: It's the Hexcloak town, yeah.

Dre: Mmmm.

Austin: Mhm.

Art: Oh.

Keith: Yeah, it's the Hexcloak town.

Dre: Wait, what makes it a fake town?

Art: I'm counting that, I'm taking—I'm taking—

Ali: It's like a training—

Jack: It's like a—yeah, it's like nuke town. [laughs]

Sylvi: Yeah, it's—

Dre: Oh, okay. Gotcha.

Sylvi: Yeah, what if there was a town where everybody was a CIA asset?

Austin: Yeah, exactly yes. And it's like one of the only ways to get between the two continents. The Hexcloaks are there.

Dre: Yeah that's like—

Jack: Oh, [laughs] Washington D.C.

Keith: We have one of those, it's called Washington D.C.

Austin: [laughs]

Dre: I was about to say, like every suburb in Virginia. [laughs]

Austin: Mhm.

Jack: [laughs]

Sylvi: Okay, good point.

Austin: Yeah.

Art: Got 'em!

Sylvi: So it's Burgton, Virginia.

Austin: Yeah Burgton, Virginia, exactly.

Dre: [laughs]

Austin: Where are—

Janine: I haven't decided where to be.

Austin: Yeah, where—where are you at and, importantly, where is Efta and Zolfta?

Dre: Mmm.

Janine: I gave you an icon and you didn't put the icon out.

Austin: I'm putting it out as we speak, I'm in the middle of putting it in as we speak.

Janine: Okay, well.

Ali: [laughs]

Austin: Do we need two of them or does that one—does it represent both of them in your mind?

Janine: I think they're usually together. If it— **Austin:** Okay.] if they get separated that's a—that's—we got bigger problems than tokens.

Sylvi: Yeah.

Austin: [laughs] I'm gonna move it over to the—I'm gonna move it over, I'm gonna move it over so everyone can see what just happened! There it is.

Janine: Ah! [laughs]

Ali: Yeah...

Sylvi: Woah!

Keith: Woah...

Jack: [laughs]

Art: Hey!

Keith: I'm surprised how tall they were.

Sylvi: The maid dragon is here.

Austin: [laughing] The maid dragons!

Art: They're gonna take up a lot of space.

Janine: Well we don't have to worry about that owl at all anymore. [laughs]

Dre: [laughs]

Austin: No, yeah, they'll handle them.

Sylvi: Yeah!

Austin: No, cause aren't they—aren't they like mad or tired or something right now?

Janine: They are fatigued.

Austin: Okay.

Janine: From antics.

Keith: Oh yeah, you used up all their good will.

Janine: Yeah.

Austin: Yeah. Okay.

Janine: Yeah, I think—mmmm, I think we're probably near the water, but we're not like up on Elena and Veile.

Austin: That makes sense.

Janine: You know, we're just—

Ali: [laughs] Just enough to eavesdrop.

Sylvi: [heavy sigh]

Austin: Yeah, mhm.

Janine: Well no, we're—we're close enough to start a conversation if it happens naturally, [**Ali:** Mm.] but also you know, just like checking our gear, just you know. Normal stuff.

Austin: I'm gonna drop in stuff—okay, well. What did I expect? I typed turtle reporter into the old image search, I got a lot of April O'Neil from—

Dre: Yeah.

Janine: Mhm.

Austin: From Ninja Turtles.

Dre: Oh!

Janine: That's not what I was expecting.

Art: Oh.

Keith: Oh, okay.

Sylvi: Yeah.

Dre: Yeah, I was expecting AI bullshit.

Austin: Yeah me too.

Janine: Oh I was expecting I like turtles kid.

Art: I was—

Dre: Ohh.

Austin: Ohh.

Ali: Ohhhh.

Sylvi: Was he a reporter?

Art: I was expecting Dana Carvey.

Austin: Wait, you were expecting David who?

Janine: Dana Carvey.

Austin: Oh, Dana Carvey.

Art: Dana Carvey?

Austin: But he wasn't a reporter.

Ali: Ohhh.

Dre: Oh, turtle turtle.

Keith: Oh well—

Art: From the Master of Disguise.

Austin: Yeah, of course.

Ali: Mmm.

Janine: There's no reporter there.

Keith: Unfortunately he was not turtley enough for the turtle club. [laughs]

Sylvi: Yeah.

Austin: Is that true?

Dre: [laughs]

Art: He wasn't there to report on it?

Sylvi: I'm hearing—I've heard word.

Austin: Hm. Alright, well. I am getting us tokens for the remaining Terrapines. Here they come. This one's gonna be big, I'll make it small, don't worry. I don't know how big it's gonna be—[laughs] it's pretty big.

Art: That's pretty big. [laughs]

Janine: Yeah, oh god.

Keith: Woah he's real grumpy.

Austin: Let's move him up—I made him tiny and far away.

Keith: What made him so grumpy?

Austin: He's old, he's been through a lot.

Dre: He's old.

Ali: Yeah, time.

Dre: And—

Austin: Also he wanted to go take a picture—

Jack: He's a rude man.

Dre: Well—yeah.

Austin: Of the place and y'all have gotten him into some other shit.

Dre: And we have taken him—yeah.

Keith: Is that Franklin's little sister?

Austin: [laughing] That's Franklin's sister!

Dre and Keith: [laugh]

Sylvi: Oh my god! [laughs] Cute!

Austin: I haven't seen Franklin, but I was like I bet he has—I bet there's a little sister in there.

Janine: Yeah...

Sylvi: You nailed it.

Dre: [singing] Hey, it's Franklin.

Keith: Hey, it's Franklin's sister.

Jack: [laughs]

Austin: Also I do think we've been saying the wrong name for May. It's May—I think it's Maybelle. No, it's Maybella. We've been saying Maybella.

Dre: Ohh okay.

Austin: It's Maybella. Or May. And then Waylon. I'll put them there too. And Dre, I'm just gonna let you also have control over being able to drag them around just in case.

Dre: Sure.

Austin: And I—I'm curious what their—what your plan is for them also as a group. You got some people here who are not adventurers necessarily, though Maybella wants to be one.

Sylvi: Yeah...

Dre: Yeah. I think they're sticking with me, [**Austin:** Okay.] is probably the plan.

Austin: Sounds good. Mm—Waylon isn't—Waylon wants to stay right here, actually. Waylon's like,

Austin (as **Waylon**): Nah, I'll stay by the door. You come back with them crest to open up the door, I'll go forward with you, but I'm not going into the dang dungeon.

Dre: Yeah, that is fair.

Austin: He's gonna stay— [laughs] he's gonna curl up by—he wants the window. He wants to be able to see outside.

Janine: Ahh.

Dre: Oh yeah!

Camp Actions: Veile, Elena, Caoimhe, Jonathan [0:51:12]

Austin: Yeah. Alright, camp actions?

Dre: Mhm, mhm.

Austin: Resting? Et cetera?

Ali: Yeah, I can start us off on rapid fire-ing through this because I think mine is pretty straightforward.

Austin: Love it.

Ali: It is just declaring or editing an existing bond and doing a camp action, right?

Austin: Yep, you got it.

Ali: Okay, so I am kind of wasting my bond. I, last session, got a critical success such that I could create a bond with my gem, but I didn't declare an emotion for it at the time? So I'm using the opportunity now to declare a bond of loyalty to Cerulea.

Austin: You don't want to just have that and then make a new bond? For—

Sylvi: I love that.

Ali: I guess so. [laughs]

Janine: [laughs]

Ali: In that case, I will add a—probably a loyalty bond to mine with Elena...okay, I think it will probably—admiration is under approval and then affection under fondness with Elena now. I don't know how loyal I am to Elena, we get into arguments.

Austin: I see. Right, sure.

Ali: She can be often rude and she speaks her mind, I don't know. And then my—
[laughs]

Sylvi: [laughs]

Ali: My camp action is going to be Daydream which is, "Once before the next rest when you lose hit points for whatever reason, you may choose to half that HP loss." A thing I think I keep doing and have never like had happened? But maybe, I don't know. Somebody else can listen and see if that's true. But I think—

Austin: Maybe this will be the time.

Ali: I think that Veile—with like a sudden invigoration of like, oh it's important to be an adventurer and write down things—is like scribbling in a journal about the last couple hours or so, but with a lot of editorializing and a lot of like—

Austin and Jack: [laugh]

Ali: We're gonna go through this door and we're gonna go do this thing. And like, she's like wow, the thing that you do is journal. [laughs]

Austin: Because you found the journal pages of the dead guy?

Janine: [laughs]

Ali: Yes, yes, yes.

Austin: Okay good, I love it. Perfect.

Jack: [laughs]

Dre: Mm.

Sylvi: That's adorable. [laughs]

Austin: Alright, who is next?

Jack: Um—

Sylvi: I got one. Oh, go—you can go ahead if you want.

Jack: I will go next. I would like to take the action Daydream. Same thing with Ali, I know that there have been instances in the past where I've taken damage that I could have mitigated with Daydream and I would like to both retroactively apologize [**Ali:** laughs] to the listener who has been screaming at me about it [**Dre:** laughs] and also proactively apologize to the listener for when I do it again. But I am really going to try my best to remember that I have that. I would also like to—

Austin: Sorry, what is it you have again? I blanked for a second.

Jack: Daydream.

Austin: Daydream, right. Which is the same thing.

Ali: Yeah.

Austin: Yeah okay, yeah.

Jack: Yep. And the daydream that I am doing is that I am afraid to be here and after my walk through the dark with Violet in the shop, there is a bit of my brain that is suspicious of my home or feeling bad about my home and I think that is part of why I lashed out at Waylon. So in this moment, Elena is sitting with her back against the wall and listening to the sound of water in the pool and remembering the sound of like the warm water, and the color of tiles, and the light shifting [**Austin:** Yeah.] through the water in the top levels of Rillspur and being like, it's okay, it's home, it's safe on the surface. [**Austin:** Mm.] You know, it's a good place. I am going to take a bond of mistrust with everybody's favorite, Brontë.

Janine: Ouch!

Sylvi: [laughs]

Ali: Woahh.

Dre: Mhm.

Austin: [laughs]

Sylvi: [weakly] Ohh my god.

Jack: And I think that Elena sort of, let me just write this in before I—this is why this system is really good because I was like, I want to have a bond with someone new, but it also gave me the opportunity to have that bond be like I don't fucking know about this person.

Janine: [laughs]

Jack: I think almost as if she's kind of recognizing it for the first time in this moment of resting, Elena looks up to see Efta and Zolfta and says,

(as **Elena**): Who are they?

Austin: They just stare at you back.

Janine: Is that a question for me or is that a rhetorical?

Jack (as **Elena**): Do you—do you speak?

Sylvi: [laughs]

Janine: Efta and Zolfta nod.

Austin: They just—yeah, uh huh. Yeah. They nod—yeah, nods silently in response to that yeah.

Janine: Yeah.

Jack (as **Elena**): You're with the prince?

Janine: Nodding.

Jack (as **Elena**): Does he pay you? Or are you his friends?

Sylvi: [laughs]

Janine: [laughs] I think they look at each other.

Dre: [laughs]

Jack (as **Elena**): Are you ensorcelled? Has something happened to your tongues?

Ali (as **Veile**): [scolding] Elena...

Janine and **Sylvi**: [laugh loudly]

Janine: I think—mm. Zolfta laughs and Efta sticks her tongue out. To show you. That it's normal, it's a normal tongue. [laughs]

Jack: Okay. I don't think I'm going to pursue the conversation further with Brontë, but I think in Elena's internal mental journal, she's got like: paid servants. He's brought along servants.

Ali: [laughs]

Sylvi: Can I go?

Jack: Yeah, I'm all done.

Sylvi: So I also was trying to think of one for the new people, but as this went on I realized something funnier could be done and I couldn't resist. My bond with Brontë has changed from loyalty to mistrust [**Ali**: gasps] and my description is now, "Oh, so he's like that with everyone."

Janine: [laughs]

Austin: [laughs]

Dre: Oooh!

Jack: [laughs]

Art: Ohhh.

Sylvi: And then I'm doing the camp activity is training which just targets me. "Once before the next rest, if you are about to suffer one or more status effects from the same source, you may instead choose not to suffer any of those status effects." And I think the way that this sort of is shown is—cause I got a new sword that I haven't really practiced a ton with, I kind of picture Caoimhe doing sort of—getting a feel and doing sort of like, the fencing equivalent of shadow boxing to sort of get like used to using Spell Sever [**Austin:** Yeah.] and feel more comfortable with it.

Austin: What's that sword like again?

Sylvi: So I didn't have much of a description written for it. I only have...let me go to my backpack here. Oh no, it's in conflict. It's when you—

Austin: That's right.

Sylvi: "Spell Sever: when you hit a creature with this weapon, if the attack had a single target you may choose a single spell with the duration of the scene affecting the target and end its effects on that creature."

Austin: Yeah, I think that's—I'm imagining it as having kind of a curve to it and then at the [**Sylvi:** Yeah.] tip of the curve, going down to the hilt, there is like a—almost like a magical line, like an enchanted wire, almost like a—

Sylvi: Oh cool!

Austin: Like a—what is the thing—what is the tool called that you cut through cheese with?

Jack: A cheese wire.

Austin: A cheese wire, almost like a cheese wire. Or a garrote, I guess. And it kind of like, you can charge it with magical energy. You can channel your energy through is [Sylvi: Yeah.] and you can see it like changing color depending on with elemental energy you push through it.

Sylvi: Oh yeah, I'm cycling through all of them while I do this, just—cause I don't think she's ever had a weapon quite like this then, [Austin: Yeah.] just the way you described the shape of it. Like it probably feels different than any sword she's swung before.

Austin: Cool. Great, that is Caoimhe. Who's up?

Dre: I can go.

Austin: Yeah, go for it.

Dre: I am also building a bond with Brontë [laughs] with mistrust.

Janine and Sylvi: [laughing uproariously]

Austin: Oh yeah? Mistrust, huh? Hm.

Dre: Mhm!

Sylvi: We found the main character.

Dre: Yeah.

Austin and Janine: [laugh]

Ali (as **Veile**): He seems so kind!

Austin: What's that colored with? What's that—explain to me what type of mistrust it is.

Dre: I don't—I don't like how interested he is in Veile. I know what boys his age want from girls her age.

Austin: [laughs] Oh I see.

Janine: I did also talk to your sister.

Dre: And we're not here to have that.

Sylvi: Oh yeah.

Dre: Yeah! I don't like that either!

Janine: [laughing] There's also that.

Ali: He said hello...

Sylvi: Jonathan and Caoimhe have something to bond over.

Keith: There was less of that, admittedly.

Art: And the age of that situation's different and weirder on that side.

Janine: Well you said she was like twenty-ish.

Sylvi: [laughs]

Dre: Yeah potentially.

Janine: Like turtle twenty.

Austin: She's absolutely older than—

Art: But turtle twenty.

Austin: She's way older than Brontë in years.

Dre: Yeah yeah yeah.

Sylvi: Yeah.

Janine: Yeah, but like turtle twenty, you know.

Austin: She's like—yeah, yeah.

Janine: I wouldn't have [**Dre:** laughs] walked up on her if she was turtle ten, like come on.

Austin: No, yeah.

Keith: [quietly] Turtle twenty...

Dre: Mm, sure.

Austin: Also in a very weird way, just to go back, Jonathan, it makes sense to me that you would get mad about Veile more than your sister cause you're not really in your sister's life like that anyway. [laughs]

Janine: [laughs] Ooh.

Dre: No, it's true.

Jack: [laughs]

Sylvi: Yeah, you're upset about your sister and also your biological sister.

Austin: [laughs] That's right, yes.

Sylvi: Yeah.

Austin: You spend a lot of time with—hanging with Veile, and not as much with your sister lately, so you know. And then rest action.

Dre: For my camp action?

Austin: Yeah, your camp action rather.

Dre: I'm gonna do my Midnight Oil which lets me generate two additional points of progress to my project.

Austin: Mm mm! Three, three additional points.

Dre: Is it three?

Austin: I'm looking at it in the book. Three points of progress.

Dre: Fuck yes, that means I finish my project.

Austin: Hell yeah, what's it do?

Dre: This is the IP generator: every time a battle features a spell being cast, at the end of that battle roll 1d4 and take that many IP.

Austin: I love it. It's so fun.

Dre: Yeah, I think what this looks like is there is like a weird antenna and what looks like a backpack vacuum cleaner strapped onto [Sylvi: gasps] Jonathan's armor now.

Ali: You're Luigi's mansion?!

Dre: Ohhh!

Sylvi: We got Luigi and Wario??

Austin: [laughs]

Keith: Wow.

Camp Actions: Nicky, Brontë, Antistrophe [1:01:02]

Austin: It's true. Love it. Alright, who is up?

Art: Is six really the bond cap?

Austin: I don't remember, let me double check. Like six bonds? Or six number?

Keith: Did you hit six with someone?

Sylvi: Wow. You have six bonds already?

Ali: Well—you—

Art: Six people.

Ali: Art has a whole bond economy, so.

Dre: Mm.

Austin: Art does have a whole bond economy.

Art: I have a whole bond economy.

Janine: Ohh.

Keith: Oh yeah.

Dre: That's true.

Art: I can't have more than six.

Sylvi: Oh right, you're the Dark Knight. Yeah, that's like a whole thing.

Art: I need to decide who's not coming back.

Austin: I'm gonna double check. I'm gonna double check, let's see. Bonds.

Sylvi: At the very least there isn't a way to add another on this sheet right now.

Austin: On this sheet, yeah I see.

Dre: You could like add it in your journal or under the extra tab.

Austin: Yeah.

Sylvi: Journal, yeah.

Art: I could start combining all these people who I just have hatred with.

Austin: Oh, just have a hatred list.

Sylvi: [laughs]

Dre: Mmm. Your burn book. [laughs]

Janine: Mm.

Sylvi: Yeah, Nicky's shit list, I love it.

Austin: Ohhh.

Jack: [laughs] I think at the most—I've heard Nicky be like, can I get mad—can I hate this jellyfish? I think was the real apogee of that for me.

Ali: [laughs]

Sylvi: Jesus christ!

Janine: Can the wind be hateable?

Austin: And the answer here is yes.

Jack: Of course the wind can be hateable.

Austin: You can have monsters, characters, nations, kingdoms, organizations and even religions. You cannot have a bond towards yourself. So.

Janine: Damn.

Austin: I don't see a list here that says there's a maximum number of bonds, but I'll do a double check really quick.

Art: Alright. Cause if so, I can just combine all the hatreds.

Sylvi: I do love the idea of just the hatred list.

Janine: It's very funny.

Sylvi: I think that's really funny.

Austin: Maybe there is a—I'm now seeing people say that there's a limit of six, but I'm not seeing that it says that... I see six emotions.

Art: Of Chelik, Oleander, and Genuine Sincere who's—

Austin: Oh yeah, erase a bond. If you already have six bonds and want to create a new one, you must first erase one of your existing bonds.

Sylvi: Okay.

Austin: Explain how your feelings and perspectives have changed.

Art: Aww. All those people are alive right?

Austin: Who? Chelik is, for sure. Genuine is. Oleander's—

Art: Oleander—

Austin: Probably alive. Oleander was not like a major person.

Ali: Yeah, I don't know.

Jack: Who was Oleander again?

Dre: Yeah I do not remember.

Keith: Was Oleander the guy who kept doing good in a fight you were in?

Austin: That is correct, I believe. Oleander is one of the—

Art: Yeah.

Dre: Mmm.

Austin: The Cheetahs. One of the, I believe, [**Ali:** Ohhh.] one of the gang members that y'all fought in Calstega Bay.

Jack: [laughs]

Dre: Ohh! Yeah.

Art: And Genuine Sincere is still out there.

Austin: Big time.

Jack: Oh yeah.

Art: Alright, so I'm gonna give up on hating Oleander.

Sylvi: Who you don't remember who it is anymore.

Dre: That's a lot of progress.

Keith: Oleander's definitely coming back.

Jack: [laughs]

Art: So that I can admire...Antistrophe.

Ali: Wow...

Austin: That makes sense to me.

Jack: Give up on hating, so that—

Art: Who did good hole kicking and then—

Keith: I was using tools.

Art: Good color science.

Jack: Understood how gels work.

Janine: [laughs]

Art: Yeah. And then for my camp action I'll be Sleeping Soundly.

Ali: [snorts] Hell yeah, brother.

Art: And during— **Dre:** laughs] during next combat—

Sylvi: [laughs quietly]

Art: Once before the next rest, I may perform an additional action on my turn during a conflict scene to use equipment, hinder, or inventory.

Austin: Don't you get like a bonus one or do you just have a bonus option? I see, gotcha.

Art: I have a bonus option. And I'm not gathering here because I won't subject everyone to that.

Austin: [laughing] Can you imagine? Can you imagine...

Jack: Oho.

Dre: [groans dramatically]

Ali: [laughs]

Art: Also like an easy encounter for this group is still gonna take—

Austin: You're right, even an easy one would take forever because there's so many people.

Ali: Oh my god...I'm sorry, I'm just—I'm sorry.

Art: I said I wasn't doing it.

Austin: Yeah I appreciate it, I do.

Ali: [laughs]

Austin: I do appreciate it.

Art: But like everyone's acting like I did.

Keith: [laughs]

Austin: No, no, let me tell you, it would feel different if you did. [laughs]

Dre: Mhm!

Austin: Only if it went wrong! You know?

Jack: [laughs] Which—

Austin: Alright.

Jack: Oh my god...

Art: I mean I couldn't possibly roll a 1 on a 1d6, right?

Austin: There's no way! There's no way.

Ali: [laughs]

Art: That would be...ah see, it would've been fine.

Keith: I can think of one way. Exactly one.

Austin: Interesting. That's cool.

Jack: [laughs]

Austin: Alright, so you sleep soundly.

Janine: N—

Austin: In the hammock. Alright, who's next?

Art: In the hammock.

Austin: Or sorry, were you gonna say something else, Janine?

Janine: No, I was gonna do my—cause I thought you were gonna be like, and then everyone rested, and we— [laughs]

Austin: No. [laughs]

Janine: Okay. I am also making a new bond. It is a bond of affection.

Sylvi: [laughs]

Janine: With Veile. I—the text I have written—

Ali: Normal.

Sylvi: Fuck off!

Janine: What a perfectly charming creature.

Jack: [laughing] Oh my god.

Art: Oh my god.

Janine: And for my action—

Sylvi: Oh brother!

Janine: [laughs] For my action, I would like to do camp activity: Magic Lesson. Which—

Ali: [laughs]

Dre: Mhm, mhm.

Sylvi: Eugh.

Janine: Ali, do you recall what this is?

Ali: I don't. [laughing] I don't.

Janine: "Camp activity: Magic Lesson. Choose a single spell among those you know."
We have said only for this case, that my dances count as spells.

Austin: That's right. Yeah.

Janine: "Once before the next rest, the target may perform the spell action to cast the spell you chose. They must still pay its MP cost and perform any magic checks as needed." I would like to—

Austin: [quietly] I'm losing my mind.

Janine: Probably once Veile is done journaling?

Ali: [laughs]

Janine: Approach and—I want to say like maybe someone is like—if someone was like honing a sword or something, you know, like doing some sort of rhythmic metal kind of percussive sound. Or it could just be like the sounds of water droplets. Some sort of rhythm.

Austin: Yeah, Jonathan's doing that project over there so there's sort of hammering and stuff, yeah.

Janine: Yeah yeah yeah!

Dre: Banging my hammer.

Janine: Then I would like to—

Sylvi: The swooshing of my sword.

Janine: To invite Veile—I wonder if—I suspect he would use an opening, something like, you know, because I haven't been able to go to service in a while, I've been missing the something dance that is [Ali: laughs] usually done. Could I show you how we do it in Grande Sonnerie?

Sylvi: [distantly] God!

Janine: Because I would like—

Austin: I can't believe this.

Janine: To give you the spell Lion Dance. You immediately recover from a single status effect of your choice. Self, instantaneous.

Ali: Wait, and then I get to be able to use that spell? Until—

Janine: You can use it once before the next rest, yeah.

Ali: Woah, I mean sure.

Janine: Yeah. It will cost you 10 MP I think? But there's also no check for it, it's just a thing you succeed at.

Dre: That's sick.

Austin: Yeah, can you paste it into chat somewhere so that we have it?

Ali: Yeah.

Janine: There we go.

Austin: Really useful.

Janine: Mhm.

Austin: Extremely useful.

Ali: Wow, yeah. I would—I'm—

Austin: So what's the dance look like?

Ali: [laughs] And how much are you lying about this being a thing that you do at church?

Austin: [laughs]

Janine: Not at all!

Ali: Okay.

Janine: Not at all lying. I imagine this is actually sort of like a—one of those regency court dances, right, where people stand in a line and then you do a little promenade. It's a very— [laughs] it's a sort of regimented thing? But I think the thing that makes it Lion Dance is there is that sort of walk it off quality to it. Where it is—there is a—the promenade portion I think is very brisk, [**Austin:** Mm.] like you kind of skip along, and it is a sort of like clearing your head kind of—kind of thing.

Austin: Alright.

Janine: And he's not lying.

Ali: [laughs]

Austin: I've written in chat.

Janine: He's embellishing, like he's maybe making it a little fancier, but he's not lying.

Austin: More like Lyin' Dance.

Sylvi: Yeah.

Austin: With a Y.

Ali: [laughs]

Austin: L-Y-I-N. Lyin'. Alright.

Janine: He's not an evil pervert, he's just a goofball.

Austin: [laughs] Just a regular, good pervert!

Sylvi: Yeah.

Ali: Yeah!

Janine and Art: [laughs]

Keith: A goofball pervert.

Austin: A goofball pervert.

Art: Yeah, lawful pervert.

Austin: [laughing] Lawful perv—ohhh.

Janine: He's not—he's done like nothing perverted.

Ali and Jack: [laugh]

Austin: You want to at least be neutral pervert.

Sylvi: No, he's mostly just thirsty.

Ali: It's been super normal and Veile has been responding in kind, like. [laughs]

Austin: It's true.

Janine: Yes.

Sylvi: It's fine.

Ali: She—[laughs]

Austin: It's true. It's just funny.

Sylvi: It's just funny to react like this.

Austin: It really—the real key of it is, we just saw a lot of it happening toward Caoimhe and it's just dried up [**Ali:** laughs] instantly, so...

Sylvi: Yeah.

Ali: Yeah.

Austin: You know? That's the part.

Ali: I mean, she doesn't have parents so it's funny that Jonathan is—

Janine: He's—I've got two hands! I only have two hands. [laughs] Like what do you want me to do.

Ali: [laughs]

Sylvi: [laughs uproariously]

Austin: Yeah, fair enough. Yeah.

Janine: If Caoimhe walked over and said hi, I would—I would—you know, it's not gone. It's just there's a lot going on.

Austin: [snorts]

Dre: God.

Ali: Yeah...

Janine: There's new people. I'm being friendly.

Sylvi: No, she's grumbling to herself while swinging her sword around.

Ali: [laughs]

Dre: You sound like someone fighting for their life on Love Island.

[All laugh]

Sylvi: Oh my god!

Austin: Antistrophe? I believe you're last?

Keith: Yeah, I am also gonna make a bond of admiration with Nicky because that was tough, [**Austin:** Mhm.] going out there, getting that gem, we needed that gem. And I'm also going to use Sleep Soundly, which is the same thing that Nicky used. Which is, uh—

Austin: [laughs] Just a couple bros, you know. Conking off.

Art: High five.

Ali: [laughs]

Keith: Yeah.

Austin: You know? Getting them Zs!

Sylvi: What?

Art: Honk shoo.

Austin: Conking off, you conk off.

Keith: Mhm.

Sylvi: Not honking, conking.

Austin: [laughing] Conking.

Art: I don't know about— [skeptical] mmm.

Sylvi: They've both got the little hats on, they're both in their—their little Ebenezer Scrooge sleep shirts.

Keith: The Fleggbot is honking off.

Dre: Mimimimi.

Ali: [laughs]

Austin: Yeah yeah yeah, yeah yeah yeah.

Sylvi: Aw, I don't know about Fleggbot.

Ali: I do love the idea of Antistrophe looking at Nicky setting up a hammock and being like, yeah I gotta get to bed early man. [laughs]

[All laugh]

Ali: We gotta lock in. [laughs]

Austin: We gotta lock in, tomorrow's gonna be a big one.

Keith: If we're gonna rest, I'm gonna actually rest.

Austin: Yeah, all you motherfuckers doing projects and dancing. We're about to go in a dungeon motherfucker!

Janine: I'm resting my spirit, really.

Austin: I see.

Ali: Yeah.

Into the Dungeon [1:10:54]

Austin: [sighs] Okay.

Sylvi: [laughs]

Austin: Let's wake up and enter the dungeon. I need everyone to stand on the plates that they will be going through. Or the doors they will be going through. I wanna see it, I wanna see—

Art: Okay.

Sylvi: Are we good with that party configuration?

Austin: That's a great question.

Sylvi: That we had earlier. Is my question, cause like I am not as familiar with the sort of builds of the other team, but I think that the way it's laid out now is both tanks are going with me?

Dre: Nope.

Sylvi: But I might be wrong about Nicky, what your role is typically.

Art: No.

Sylvi: Okay, cool. I figured Dark Knight was tanky, but.

Jack: Nicky—Nicky feeds people.

Austin: Yeah, Nicky's kind of a support and buff, debuff role.

Sylvi: Yeah.

Dre: Mhm.

Austin: And can do some damage.

Dre: I'm a tank, baby.

Sylvi: Okay.

Ali: [laughs]

Keith: Yeah.

Sylvi: Okay, hell yeah. Then I have no complaints.

Keith: This is great because I'm a sort of tank and semi-support but I'm not really good at support so it's good to have another one.

Sylvi: Which is great cause I'm like a DPS support, but I'm not good at either one of those.

Austin: [laughing] Awe.

Jack: [laughs]

Sylvi: It's fine, I'm okay at those, I'm okay.

Austin: Okay so you're going—I'm gonna say it out loud so everyone at home can hear it. Antistrophe, Nicky, and Caoimhe are going through the western amber door, and that is the whole of that group I believe. Jonathan, Veile, Brontë, Elena, Efta and Zolfta, and Maybella are going through the eastern blue door. Correct?

Art: A six, three split just like we drew it up.

Austin: That's right.

Dre: Mhm.

Ali: [laughs]

Keith: [laughs]

Janine: It's not that things are drying up for Caoimhe deliberately, it's just that—this is just how it is!

Austin: [laughs] Oh I see! Yeah.

Janine: You know? Like.

Sylvi: Uh huh. Picturing him saying that in a confessional now, thanks to Dre.

Janine and Austin: [laugh]

Keith: Now it makes sense why we're doing no takesie backsies on the crystal colors.

Austin: Mhm. Alright, the doors open. You say any final words to each other before you head off?

Jack (as **Elena**): [cross] Nicky, be safe.

Sylvi (as **Caoimhe**): [cross] Don't get killed!

Sylvi: [laughs] Sorry Jack, go ahead.

Janine: [laughs]

Art: Are we a hundred percent sure this is the right—?

Keith: No.

Art: Okay.

Jack: Well, I mean.

Keith: It looks like more than it is because Efta and Zolfta—

Jonathan: Maybella.

Austin: Yes.

Keith: And Maybella are all there.

Janine: Yeah.

Austin: Yeah yeah yeah, it's really four, three.

Sylvi: Yeah. That's also saying—

Keith: Efta, Zolfta can right now not do anything. I don't know what Maybella can do.

Austin: Nothing. NPCs don't get involved in fights in that way, generally speaking.

Jack: No, she's—

Ali: Mhm.

Keith: Okay.

Janine: Efta and Zolfta are just like abilities [**Art:** Alright!] I can deploy occasionally and also I don't really know that I can—

Austin: Oh, did they recover?

Janine: Right now—

Austin: Don't they recover?

Keith: You have to do a roll, right? To—

Janine: I don't remember if I rolled at the end of the last session for their—

Austin: You did.

Keith: You did, you got back 1 fatigue.

Janine: [laughs] Right.

Austin: Yeah.

Keith: For them or something like that.

Janine: Right.

Keith: It was not a good roll.

Janine: Did I mark that down? I must have.

Austin: I think so because I remember us all going like, wow.

Janine: Cause I think they're—yeah, I think they're still at 10?

Austin: What book is that in? Here, is it here? It's here. Okay, you get—right, it's only after the end of each session it's not when you rest, I see.

Janine: Yes, yeah, yeah yeah yeah.

Austin: Okay, I got you. Alright.

Ali: I guess there's something to like bond economy if we want to switch Jonathan for the other team? But I don't want Dre to not roleplay being protective of Veile and Elena.

Keith: Honestly, I think Antistrophe will be fine if it's a combat thing.

Ali: True.

Dre: [laughs]

Austin: Yeah.

Jack: Uh huh, yeah.

Sylvi: Keith—Keith has taken like 5 damage over the whole campaign.

Ali: [laughs]

Janine: Mhm.

Sylvi: Or at least it feels that way.

Keith: I did get—I was in critical once, I think.

Jack: Woah. [laughs]

Sylvi: Great job, man.

Dre: I've been critical before. I know what it's like.

Sylvi: I've been knocked out twice.

Janine: I've been tapping Efta and Zolfta because they are unreliable right now, but they are here narratively.

Austin: Okay.

Ali: [laughs]

Janine: So they're upside down. [laughs]

Austin: Yeah, I see.

Janine: Just so we remember.

Austin: Thank you for tapping them, that's great, that's really fun.

Sylvi: [laughs] Okay, yeah.

Austin: Alright, we good? Again, any final words like in character to each other before you go down these different things? Is there any plan made?

Keith (as **Antistrophe**): Good luck!

Sylvi (as **Caoimhe**): [sharply] Behave yourself!

Sylvi: [laughs]

Janine: Who, me?

Sylvi: Directed—looking right at Brontë, yeah.

Janine: [laughs] Looking like shocked, like wh—I don't—I've been very well behaved!

Dre: Cut to Jonathan [**Sylvi:** Uh huh.] and Veile and Elena looking at Nicky,

(as **Jonathan**): Behave yourself!

Dre: [laughs]

Austin: Awe. [laughs]

Jack: [laughs]

Dre: He's cranky!

Jack (as **Elena**): Be safe, Nicky.

Art: How dare.

Sylvi: There's an implied "be safe" with the chastizing, of course.

[["The Castle Eschatonica"](#) by Jack de Quidt plays]