Transcript created by [Lyra](https://twitter.com/archingskies).

## intro music

**Rhi:** Welcome back to Duskwall. As always, thank you for joining us and for sharing what you think about the show. We’ve gotten a lot of new listeners recently thanks to people telling their friends and their Twitter followers about us. So if you like the show, keep telling people about it, subscribe, and leave reviews. All these things help more people find us. Next, Kim is going to tell us about this month’s featured charity.

## [00:00:32] featured charity

**Kim:** Last year, the music world lost one of its most influential voices in Chester Bennington, lead singer of Linkin Park, who died by suicide in July. Since his passing, there has been an outpouring of love and support from within the community, but also a desire for change.

320 Changes Direction, which is spearheaded by Chester’s wife, Talinda, aims to offer resources and support to those suffering from depression and addiction, and to change the way that we think and talk about mental health.

To learn about the five signs of emotional distress, make a donation, or take the pledge to be a part of the culture for change, visit [www.changedirection.org](http://www.changedirection.org). Together, we can end the stigma that surrounds suicide and depression, and make Chester proud.

**Rhi:** If you have a few dollars to spare, consider donating today.

Now then, let’s get started. Shall we?

## [00:01:25] story resumes

**Rhi:** You head over to the offices of The North Hook Mirror, over at the docks. When you get inside, one of the pages who’s working there recognizes you and walks you back to the office that Lani and Roxanne share.

It is, as mentioned previously, a mess of paper. Lani is at her desk shuffling through some of those papers. Roxanne looks up and waves at you, and taps Lani on the shoulder when you all squeeze into the office. Lani brightens and gestures for one of you to close the door. She starts explaining what she’s found out. She basically launches right into what she’s learned about The Umbra Hunters.

**Rhi (as Lani):** The information on The Umbra Hunters was somewhat difficult to find. They were broken up about seven years ago when their leadership was arrested. But it turns out, it looks like it was all the leadership except one. There was an informant among the gang’s leaders who sold out everyone else. They all went to Ironhook, and as best I can tell, the rest of the leadership has since been killed in prison. Unfortunately, I don’t know this person’s name, because in all of the records I could get access to, the name was either redacted with ink, or, in some cases—

**Rhi:** She pauses in signing to hold up a piece of paper that literally has cut out with a scalpel little sections of paper where a name would have been. She lowers that and raises her eyebrows, and then continues.

**Rhi (as Lani):** I think that The Bluecoats have his name in some records somewhere. They wouldn’t completely strike this information from their records, because they would want to keep leverage on a person like this. I don’t know exactly where that would be; maybe in the archives somewhere.

I also learned that a lot of the gang members who used to be part of The Umbra Hunters are now providing security at The Centuralia Club.

**Rhi:** The Centuralia Club is a very high-end social club. It has the finest in drinks, food, drugs, companionship – any pleasure that you could want, you could get here for the right price. The entry fee to gain membership into the club is four coin per person.

**Kim:** Oof.

**Josie:** Oh dear.

**Rhi:** It is extremely expensive and extremely exclusive.

**Madge:** That’s fine. [laughter]

**Rhi:** Other former members of The Umbra Hunters have been seen continuing their attacks on The Gondoliers. No one else has been killed at this point, but they’re still being attacked pretty frequently.

Lani, as she finishes her explanation, rummages around in her papers some more and comes up with a couple sheets of paper that she hands over to you guys. It is a list of names.

**Rhi (as Lani):** These are about 12 members of The Umbra Hunters that I was able to confirm their former membership.

**Rhi:** You recognize a couple of the names from the report that you originally stole from the Nightmarket station, but a lot of the other ones don’t look familiar to most of you. Phin, there is one that stands out to you: Elizo Fortunado. You know this guy. He’s a street brawler and pit fighter; you’ve seen him in some of the pits before. I don’t know if you would have fought him, because he is about seven feet tall; basically, a mountain of meat.

**Madge:** Yeah. [laugh] Phin’s tough, but not that tough. It would be like she goes in the ring and gets her head squished.

**Rhi:** Yeah. He also is a guy where there have been a couple, quote unquote, “accidental” deaths in the ring against him.

**Kim:** Oh my god.

**Rhi:** Lani hands that list over.

**Rhi (as Lani):** This is all the information that I was able to find. If you can keep digging, see if you can find out what their connection to The Circle of Flame is, any information that you can bring us would be greatly appreciated.

**Kim (as Blaire):** We’ll dig away.

**Rhi:** Roxanne finishes translating and nods. Then she adds:

**Rhi (as Roxanne):** We, again, can’t really offer a lot in the way of reward, but depending on what you’re able to bring us, we’ll try to scrape together some money to pay you. But otherwise, well, you all seem, uh, pretty industrious. I’m sure you can help yourself to things if you need it.

**Josie (as Minx):** Especially since we might be going into the fucking Centuralia Club! Sorry, pardon my language.

**Madge (as Phin):** You are really excited about this, aren’t you?

**Josie:** By the way, Minx, pretty much from the word “Centuralia Club” has just had her hands to her cheeks and just sort of zoned out, happy face.

[laughter]

**Rhi:** Has not heard a word that’s been said since.

**Minna:** [laughter]

**Josie:** Oh, yeah, totally.

**Josie, Rhi, and Kim:** [laughter]

**Josie (as Minx):** Yes, well, it’s The Centuralia Club. Surely you’ve heard of it, yes?

**Madge (as Phin):** Uh... Yeah.

**Kim (as Blaire):** Uh... Sure.

**Madge (as Phin):** It’s rich person central.

**Josie (as Minx):** It’s not just rich person central! You can get whatever you want there. Just going there proves that you’ve made it. You never have to worry about anything again if you can get in there!

**Minna (as Myra):** I believe that what Minx is saying is that it’s the dream.

**Josie (as Minx):** Yes. Yes, exactly.

**Madge (as Phin):** Her dream, maybe.

**Josie (as Minx):** Precisely. I’ve been dreaming of that place since... Well, since I was a little girl.

**Madge:** Phin pats her on the shoulder.

**Madge (as Phin):** I hate to burst your bubble, but it’s a month’s wages for us to even get in the door?

**Kim (as Blaire):** When have we ever paid for anything?

**Madge (as Phin):** Blaire does have a point. We haven’t paid for much, so...

**Rhi:** Roxanne has been translating all of this, and Lani is just sitting there, observing you all. She just shakes her head and is like:

**Rhi (as Lani):** If you all manage to get inside there, you’ve obviously earned it, because that place is... From what I’ve heard, they seem to specifically try to keep out—

**Madge (as Phin):** People like us?

**Minna (as Myra):** Riffraff.

**Josie (as Minx):** People like you, thank you very much.

**Kim (as Blaire):** Street rats.

**Minna (as Myra):** We’re aware of where we came from.

**Madge (as Phin):** I like being from the piers.

**Rhi:** Lani shrugs and is like:

**Rhi (as Lani):** It’s not exactly a place that I have ever wanted to visit. But Minx, I hope you’re able to achieve your dream.

**Josie (as Minx):** Why, thank you. And it’s less of a hope and more of a certainty. I mean, have you seen me?

**Kim (as Blaire):** Don’t encourage her.

**Rhi:** [laughing] Roxanne translates that. They’re both just like... They’re trying very hard to be polite and not start snickering at you. They’re mostly holding it together. Anyway, Roxanne takes a second to compose herself.

**Rhi (as Roxanne):** Is there any other information we can give you, any other questions you might have?

**Madge (as Phin):** Nope. I got mine out of the way.

**Minna (as Myra):** Sounds good.

**Josie:** Minx is itching to get going.

**Rhi:** Lani signs her goodbyes and Roxanne walks you guys back out, and says:

**Rhi (as Roxanne):** I know that last time we asked you to look into things for us went kind of badly for you. So please, don’t take any unnecessary risks. If you’re able to get any of this information, that would be great, but don’t get yourselves hurt.

**Kim (as Blaire):** I mean, keyword “unnecessary.” We may still take risks, but... You know.

**Madge (as Phin):** We’re us.

**Josie (as Minx):** We’re flattered by your concern, but we’ve handled pretty tough situations by now, I think.

**Minna (as Myra):** It won’t be on your conscience. It’ll be something we’ve chosen to do.

**Rhi (as Roxanne):** All right. Well, I appreciate that. Just, good luck out there.

**Rhi:** She heads back inside.

## [00:09:20] scene change

**Rhi:** So, who wants to go check into what? I mean, I know exactly where Minx is going to launch as though from a catapult.

[laughter]

**Josie:** Of course.

**Rhi:** But what do the rest of you wanna do?

**Minna:** I believe it’s worth the sniff around the archives.

**Rhi:** Yeah. So you wanna go chat with Jeren?

**Minna:** Yes.

**Rhi:** Phin, Blaire? What are you guys thinking?

**Madge:** I just wanna wait outside the club and see if I can get a sense of when certain security guards leave. And follow one of them. [nervous laugh]

**Rhi:** Okay. Yep, you can definitely do that. Blaire, what are you thinking?

**Kim:** I’m thinking I’m going to try and go back to the piers and speak with my new contact, and talk to them again about the attacks that’re happening.

**Rhi:** Okay, so talking to The Gondoliers again?

**Kim:** Mhmm.

**Rhi:** Yeah. I imagine that, Minx and Phin, you two probably head over to the club together and split off to do your separate things. How do you wanna go about stalking someone?

**Madge:** I guess it would probably be Prowl, right?

**Rhi:** Yeah, if you wanna sneak along behind somebody.

**Madge:** Yes. Yeah.

**Rhi:** Okay.

**Madge:** Cool! [laugh] I got a 6! [laughter]

**Rhi:** Oh, hey! Awesome. Good start.

The Centuralia Club is located in a large, basically refurbished mansion. It’s across the street from a small park that overlooks The River Dosk. You post up in the park and keep an eye out. After a little while you see two women leave the mansion. They’re clearly not guests. They are wearing pretty nice uniforms; they’re black with brass buttons and some brass-colored trim. The two women leave together and start walking off down the street. They’re chatting to each other and you are able to follow.

**Madge:** Is one of them closer to my size than the other?

**Rhi:** Yes. Based on looks, they’re Skovlanders. You also are pretty sure that they’re probably related. They look pretty similar. One of them, her hair is really short. The other one has it braided and pinned up in a bun. The one whose hair is really short is closer to your build. You notice, as you fall in behind her, she has what initially looks like a coiled whip. Then you hear a faint metallic clank and you realize it is a coiled up chain.

**Madge:** [gasps]

**Rhi:** You’ve seen some people who use these kind of weapons. It’s basically a big, spiked chain. The other woman is a little more slight. She has a pair of pistols on her hips. They do not take any notice of you. You’re able to follow them back to one of those mansions that has been chopped up into little apartments. It’s a three story mansion. Basically, you see them go inside, you wait for a little bit, and then follow them in. By standing at the bottom of the stairs you can see which second floor unit they go into, so you know exactly where these two live.

**Madge:** Nice.

## [00:12:31] investigation: Minx

**Rhi:** How about we jump over to Minx, the other have of the Centuralia stakeout?

**Josie:** Minx is actually gonna do less of a stakeout. She’s gonna dress up as fine as she can. What she’s gonna do, I think, is try to impersonate a noble inquiring as to club policies.

**Rhi:** Okay, so just try to talk to somebody at the door, not necessarily try to get in?

**Josie:** Yes.

**Rhi:** Okay. What kind of roll do you wanna make for that?

**Josie:** I wanna make Sway. I want to establish a noble personality for myself and let it be known that I will be attending soon and I wanna know exact policies.

**Rhi:** Okay, cool. Go ahead and make your roll.

**Josie:** [gasp] Oh, no, wait. There was a 4 there. There’s a four there.

**Rhi:** [laughing] Out of curiosity, what are the other two numbers?

**Josie:** A 1 and a 2.

**Rhi:** With a 4, you get a standard amount of information. Describe your approach to the place of your dreams.

**Josie:** Well, first of all, a ways down the block, she stops and stares dreamily at it for a moment. What is the front of the club looking like?

**Rhi:** It’s surrounded by a very high wrought iron fence. Unlike Arun’s house, which was a house surrounded by a fence that had two tall buildings on either side, this doesn’t really have anything on either side of it where you could easily get over the fence. The gate is currently open, but there are two guards on either side of the gate. Then, at the front doors, which are these big, ornate double doors, there’s two electroplasmic lamps in crystal sconces on either side of the front door clearly illuminating the other two guards who are standing outside.

You see, as you’re standing there staring dreamily, another handful of nobles who walk up to the door. They seem to have some kind of interaction with the guards. You can’t quite tell if they’re saying something or showing some kind of item. There’s clearly some kind of sign of membership that you have to give in order to gain access. They do that and the guards open up the doors.

For the briefest of moments, you catch a glimpse of light, and a golden chandelier, and tapestries, and then the door closes again.

**Josie (as Minx):** [whimper]

**Josie:** I will simply approach, as others do, and wait my turn. But when I approach the guards, I’m just gonna introduce myself as Lady Titanbrooke and ask:

**Josie (as Minx):** Just as to matters of policy, ‘cause I shall be attending not on the morrow but within the week, as the fancy strikes.

**Rhi:** The one guard who you’re talking to, who is a Akarosian man, his hair slicked back, he’s got a sword at his side; same uniform that all the other guards have had. He looks you up and down and nods and is like:

**Rhi (as Guard):** What policies are you interested in learning about? It’s four coin for entrance.

**Josie (as Minx):** Oh, yes. I’m aware of that. I’m more inquiring... Well, the specific question I have is, suppose I have trusted help; a family butler, as it were. I imagine he is subject also to the entrance fee, yes?

**Rhi (as Guard):** Yes. Anyone who wishes to enter, the fee is required.

**Josie (as Minx):** All right.

**Rhi (as Guard):** Though I’m not entirely sure why you would need to bring your staff along with you. We have people here who can take care of everything you would need.

**Josie (as Minx):** It is more a matter of familiarity and it is a bit of a tradition in my family to be attended. Suppose if I were to pay his entry fee, what would they be allowed to do? It is partly a safety thing on my end.

**Rhi (as Guard):** I mean, anyone who has paid the entrance fee and gained membership is free to take part of whatever they wish within the first and second levels of the club. The premier club levels on the third floor requires an additional fee.

**Josie (as Minx):** I see. And I imagine your security extends slightly beyond the club walls, yes?

**Rhi (as Guard):** No. You are responsible for getting yourself here and to wherever you go under your own accord. However, once you pass through the gate and have paid the membership fee, you are under our dedicated protection. Your physical safety and personal privacy will be absolutely protected.

**Josie (as Minx):** Obviously, there is trained personnel to that effect. But is there some means of storing items?

**Rhi (as Guard):** Yes, we do have options for securing valuables that you do not wish to have loose while you are potentially incapacitated or intoxicated or otherwise distracted.

**Josie (as Minx):** All right, thank you. Thank you for your information. I shall be attending... Hmm. I imagine Friday night would be the best day, yes.

**Rhi (as Guard):** All right. Well, then, we’ll look forward to seeing you.

**Josie (as Minx):** Mhm.

## [00:17:34] investigation: Blaire

**Rhi:** Blaire?

**Kim:** Yes. Blaire is going to make her way back to the piers, and, if not find any gondolier, she’s specifically looking for the one that she ran into like a couple weeks ago at this point.

**Rhi:** Yeah.

**Kim:** In that case, yeah, she’s specifically looking for the giant woman.

**Rhi:** So, what are you gonna roll to chat with her?

**Kim:** Probably consort, I would imagine.

**Rhi:** Yeah, since you’re just having a friendly chat.

**Kim:** Mm-hmm.

**Rhi:** Yeah, so go ahead and make that roll.

**Kim:** Okay. 4.

**Rhi:** 4. Okay. You’re able to find her down in one of the underground canals. She’s leaning against the wall, has one food against the wall, and she’s just absently staring off into the distance. She glances over as you approach and is like:

**Rhi (as Large Gondolier):** Where you headed to?

**Kim (as Blaire):** Nowhere yet. I was looking for you, actually.

**Rhi (as Large Gondolier):** Oh, okay.

**Kim (as Blaire):** I don’t know we’ve ever actually exchanged names. I’m Blaire.

**Kim:** And she holds out her hand to shake.

**Rhi (as Large Gondolier):** Kay.

**Rhi:** She shakes your hand, still seeming a little confused. At this point, Blaire is a unique enough looking individual, being Tycherosi, that she’s giving you that look of “I recognize you but I don’t know where I recognize you from. Probably a passenger at some point.”

**Kim:** Oh, no. Is it obvious? Do you think I pick up on it?

**Rhi:** I think so.

**Kim:** Right. So, after a second, she’s like:

**Kim (as Blaire):** Oh! Oh. Me and my friend, we stopped by a couple weeks ago to ask you questions about the attacks on your people.

**Rhi (as Kay):** Right. Yes. Yes, I remember. Yeah, they’re still happening, if you were looking for an update.

**Kim (as Blaire):** A little bit of an update. I know that they’re still happening, and I’m sorry about that, by the way. But the other thing is, I’m trying to find some kind of connection between the gang that’s attacking you and what their connection may be to this cult, I guess you could say, called The Circle of Flame. Have you noticed anything especially weird about the attacks? Anything creepy, occult-y?

**Rhi (as Kay):** They definitely have an interest in that sort of thing. They seem to think that we have some sort of secret knowledge about lost artifacts of Duskwall. And we know a few things; the canals have a lot of secrets.

**Kim (as Blaire):** That makes you a target, yeah.

**Rhi (as Kay):** Yeah. From what I have heard – none of them have really come after me, mind you. But from what I’ve heard, they’re very interested in something or someone called “Kotar.” They seem to just be looking for any kind of information that they can get, and they’re willing to beat people bloody, and sometimes to death, if they don’t get it.

**Kim (as Blaire):** What makes you thinks these people are working for the cult, whereas they aren’t the cult themselves?

**Rhi (as Kay):** I don’t think they’re a cult. I mean, in my experience, they don’t quite work this way.

**Kim (as Blaire):** Fair.

**Rhi (as Kay):** The Circle of Flame...

**Kim (as Blaire):** You know about them?

**Rhi (as Kay):** We know they exist. We know that they have some kind of grand plans for the city that I don’t think will be beneficial to anyone but them. And they’re pretty interested in these occult artifacts. You know, we hear things from our passengers; we hear things from the spirits that haunt the canals. Don’t have a lot of details, but The Circle of Flame is using this old gang – what are they, The Umbra Hunters?

**Kim (as Blaire):** Yeah.

**Rhi (as Kay):** Or they’re employing them, or whatever, to do their dirty work, as best we can tell.

**Kim (as Blaire):** You don’t have any guesses as to how you could get to The Circle of Flame through these guys, do you? You don’t think they’d leave behind any clue, or you could trail any of them? Well, I’m asking hypothetical; I’m using the royal “you,” I’m not asking “you you” specifically. Um, I’m asking—

**Rhi:** She starts chuckling a little bit as you’re flailing.

**Josie and Kim:** [laughter]

**Kim:** Yeah.

**Kim and Rhi:** [laughter]

**Minna:** Aww.

**Rhi:** She just waves. She’s like:

**Rhi (as Kay):** It’s fine. I get it. I would say, find out who’s giving their orders. Find out who they’re working for, and, I think, that will lead you in the right direction.

**Kim (as Blaire):** Right.

**Rhi (as Kay):** But be careful if you plan on going after these people. They are very dedicated to getting what they want, and they’re not afraid to break people who get in their way.

**Kim (as Blaire):** [sigh] Well, lucky for them, I’m not a people.

**Kim:** She gestures to herself and her horns and stuff.

**Josie and Madge:** Aww.

**Minna:** [plaintive noise]

**Josie:** You’re a good people!

**Kim:** [laughter]

**Rhi:** She just gives you a sideways smile and is like:

**Rhi (as Kay):** You hold onto that, kid.

**Kim (as Blaire):** I intend to. I’ll let you get back to work now. Sorry to bother you.

**Rhi (as Kay):** It’s all right. It’s been pretty slow tonight here, anyway.

**Rhi:** You wrap things up with Kay.

## [00:22:03] investigation: Myra

**Rhi:** Myra, where do you go to meet Jeren when you cannot meet him at your office because you guys are incredible wanted and you can’t set foot in a Bluecoat station anymore?

**Minna:** I mean, I think I send a note to the effect that I wanna have that lunch that I’ve been promising him.

**Rhi:** Okay. So, where do you guys meet?

**Minna:** We were at one of the universities when we met.

**Rhi:** Duskwall Academy, which is...

**Minna:** It’s probably too nice an area for me to go when I’m wanted.

**Rhi:** Yeah. Yeah, it’s in Whitecrown, the wealthiest district in the city.

**Minna:** Maybe there’s a Nightmarket cafe we like.

**Rhi:** Yeah.

**Minna:** ‘Cause Nightmarket isn’t too skeevy.

**Rhi:** Yeah. It’s like the commercial district.

**Minna:** Yeah. I think there’s a Nightmarket cafe that we’ve gone to before that he likes, that I know he likes.

**Rhi:** Yeah. You get there and he is seated. It’s a table for two near one of the windows. He’s not in his uniform, he’s got his collar flipped up on his coat, and he’s slouched down in his chair with his arms crossed. He’s glaring at the table.

**Minna:** Myra, she steps in the door. She spots Jeren, who is not usually looking like this, and she has to take a moment to quell her sudden anxiety about the situation. She takes her seat without a word.

**Rhi:** He just looks up at you, and the glare remains in place. He is silently looking at you.

**Minna (as Myra):** Oh, Jeren. What have you heard?

**Rhi (as Jeren):** “What have I heard.” I have heard that you said you were just gonna do a little, quick in and out, and you just needed a little information from me.

**Rhi:** As he’s talking, he leans over the table. He’s angry, but he’s keeping his voice down.

**Rhi (as Jeren):** And then three officers were nearly beaten to death. One of them won’t be able to work again, Myra. She has permanent brain damage! You said you wouldn’t attack anybody, and a woman had her fucking skull caved in!

**Minna:** She keeps her cool but she doesn’t try to laugh it off or anything.

**Minna (as Myra):** That was unplanned and unfortunate.

**Rhi (as Jeren):** You think?

**Minna (as Myra):** I try to think about where I get information, who I’m getting into trouble. Believe me, I would not have put you in danger deliberately.

**Rhi (as Jeren):** No, that’s only ‘cause you know me. If you didn’t know who I was, if we didn’t have this history, I would be just as expendable to you as the rest of them. I know that a lot of the Bluecoats are crooked, but we’re people. We have lives and families. And now, one of us is gonna be spending the rest of her probably severely shortened life in a fucking hospital.

**Minna (as Myra):** Jeren—

**Rhi (as Jeren):** And it’s because of what I did for you.

**Minna (as Myra):** I understand. You don’t wanna be involved in this, and that’s honestly—

**Rhi (as Jeren):** You’ve been using me, Myra. You show up, you ask me for information. You smile and tell me that we’re such good friends and you just need this one little favor. And then this happens.

**Minna:** I think that she’s been sitting there with that kind of cool, polite air, like she’s gonna deal with this calmly. It’s not that her face necessarily falls, but she leans forward, too. This is deadly serious to her now.

**Minna (as Myra):** If we weren’t friends, I wouldn’t have known you for this long. I wouldn’t have kept your name away from my former employer. Believe me, Jeren. I don’t know how to make you believe me, but we’re friends.

**Rhi (as Jeren):** You’ve got a weird idea of friendship, Myra.

**Rhi:** He goes to start to stand. At this point, you’re gonna need to make a roll. This is partly your gather information roll. You’re gonna be at lesser effect with him, so even if you get a 6, the best you’re gonna be able to get out of him is standard information. But this is also going to be, basically, if you get a 3 or below, he’s gonna leave.

**Minna:** [sobbing laughter] Oh no.

**Josie:** Oh no.

**Minna:** So, consort?

**Rhi:** I think consort.

**Minna:** Ugh, no. The best one I got was a four.

**Rhi:** Okay, so that is limited.

**Minna:** I think she reaches up and grabs the cuff of his sleeve and tries to pull him back down.

**Rhi:** He stops. He doesn’t sit back down, but he stops when you grab him.

**Minna (as Myra):** I do have a strange idea of friendship. Before you, I didn’t have friends. So how this has happened, I don’t understand, but I’m willing to do whatever it takes to keep this.

**Rhi:** He stands there, clearly struggling for a moment, where he’s still obviously very angry, but at the same time, you have kind of gotten through to him a little bit. After a second, he heaves this enormous sigh and sits back down, and just goes:

**Rhi (as Jeren):** I shouldn’t still be sitting here, but I don’t really have any other friends, either.

**Minna (as Myra):** Let me buy you a sandwich.

**Rhi:** You guys have lunch and talk. You’re able to smooth things over enough to where you can kind of ask him for information by the end and he doesn’t just throw his drink in your face and storm out.

**Minna:** I think what it looks like, because it’s more of... They’ve been chatting and she returns to the seriousness. She’s like:

**Minna (as Myra):** I know that I’ve been asking for more information of you than usual lately. It’s... It’s—

**Rhi:** He’s got his cup halfway to his face, and just stops and gives you this look.

**Minna (as Myra):** It’s not that it’s been a difficult time, it’s that it’s been a very active time. A lot has been thrown in my direction, and I think things are happening, finally. For real.

**Rhi (as Jeren):** So, you invited me out to lunch to ask for more information.

**Minna (as Myra):** No. No, I did not invite you out to lunch to ask for more information. I invited you out to lunch because I promised. Although, I kind of always need information at this point.

**Rhi (as Jeren):** He gives you a look of “okay, fine. What do you want?”

**Minna (as Myra):** If you happen to be able to know where I could find the names of some people whose names have been redacted from a report...

**Rhi (as Jeren):** I mean, that happens a lot.

**Minna (as Myra):** If it helps, they’re pretty bad news.

**Rhi (as Jeren):** That does not narrow it down in the slightest.

**Minna (as Myra):** Former leader of The Umbra Hunters.

**Rhi (as Jeren):** Okay, that helps.

**Minna (as Myra):** Sold out all the rest.

**Rhi (as Jeren):** Well, if they turned traitor to The Bluecoats and gave them a win like that, yeah, they wouldn’t have touched him. I don’t know off the top of my head.

**Minna (as Myra):** That’s understandable.

**Rhi (as Jeren):** But I can look into it. I’ll send something over to your usual guy at the one tavern. The Dog’s... Foot?

**Minna (as Myra):** The Hound’s Paw.

**Rhi (as Jeren):** I was close. [sigh] I’ll see what I can find, and I’ll send something over.

**Minna (as Myra):** Thank you. And I don’t know if I’ll ever not ask for information, but I’ll understand if you say no.

**Rhi (as Jeren):** See, that’s the problem, Myra, is that whenever you ask for information, it puts me in the position of, if I say yes, I don’t know what you’re gonna do with it. But if I say no and you end up getting hurt or killed, then I’m always gonna wonder if it was my fault.

**Minna (as Myra):** If I’m hurt or killed, that’s my responsibility, not yours. I live the life I lead. I haven’t gotten out of it. I could be doing something boring and surviving. I’m not.

**Rhi (as Jeren):** Boring’s not so bad. You might wanna consider it.

**Rhi:** This time, he stands up and goes to leave, but as he passes by, he squeezes your shoulder and then heads out.

**Minna:** I think Myra just buries her face in her hands and lets out the longest sigh, because that could have been so bad.

## [00:29:27] scene change

**Rhi:** So, where do you all reconvene?

**Josie:** It’s probably just back at The Nest, right?

**Madge:** Yeah.

**Rhi:** You guys all share your information, obviously. What are you planning to do with this information?

**Minna:** The thing that we’re really looking for is to get more information about these security guards. That’ll help us with the bigger aim of figuring out more about The Umbra Hunters.

**Madge:** Yeah.

**Rhi:** The advice Blaire was given was find out who is giving them their orders, because it seems like The Umbra Hunters are working the security at this club and carrying out on The Gondoliers, and probably doing other things you guys haven’t heard about yet, so figuring out who’s in charge of them would probably be useful information. If you’re just looking to corner a member of The Umbra Hunters, there’s a lot of different ways you can do that. Phin knows where two of them live.

**Minna:** Yeah.

**Josie:** It’s possible we may not even have to deal with The Centuralia Club.

**Rhi:** You could also hang out with The Gondoliers and try to catch some of The Umbra Hunters when they’re attacking.

**Josie:** Unfortunately, all of those seem easier than doing something with The Centuralia Club.

**Minna:** Yeah.

**Rhi:** And less expensive.

**Minna:** Yeah, I think The Centuralia Club is big and shiny, and we kinda want to do it, but I don’t know if it’s the smart play, and I don’t think Myra would wanna be going for that.

**Josie:** Well, I suppose we should add it as a long-term goal for our crew, then.

**Minna:** [laughing] Yes.

**Josie:** Because that will be a significant score.

**Rhi:** So, what are you guys thinking you wanna do?

**Josie:** I’m leaning more towards trying to catch them in the act, ‘cause then, that way, we might get even more inkling as to their motive, as well.

**Minna:** Okay, you wanna hang out with The Gondoliers.

**Josie:** Indeed.

**Minna:** I’m fine with that.

**Kim:** Yeah.

**Josie:** And perhaps we can go on a moonlight gondolier ride, while we’re at it. Did they ever say if there were certain locations that were more at risk, or do they just get attacked all over the canals?

**Rhi:** It mostly seems to be in Silkshore, Nightmarket, and Six Towers. Silkshore and Nightmarket are both areas that The Gondoliers can’t really avoid if they wanna make a decent amount of money. And Kay works in Nightmarket, mostly.

**Josie:** Yes, I say we do that.

**Minna:** Yeah.

**Madge:** Yeah.

**Rhi:** It takes a little bit of looking, ‘cause Kay is not at the same place when Blaire ran into her the first time. You guys have to check a few different docks before you find her again. She’s actually just brought some passengers and is helping them out, and then accepting their pay and sending them on their way. She sees the four of you approaching, and is like:

**Rhi (as Kay):** Oh, you’re back. And you brought friends. Hello.

**Josie (as Minx):** Evening. Charmed. I’m Minx.

**Rhi (as Kay):** Kay.

**Josie (as Minx):** A pleasure.

**Josie:** Minx whispers to Blaire:

**Josie (as Minx):** Why didn’t you tell me about this person?

**Kim (as Blaire):** I— We did! We said we would meet the buff gondolier lady! We told you.

**Josie (as Minx):** Yes, just now.

**Rhi (as Kay):** What can I help you with?

**Josie (as Minx):** We were wondering if we could purchase/borrow your services for the night. It will be mutually beneficial in a fashion that should lead to the ceasing of the attacks.

**Rhi (as Kay):** Huh.

**Madge (as Phin):** We wanna ride with you until you get jumped.

**Josie (as Minx):** If we’re speaking plainly, yes.

**Madge (as Phin):** Why bother with dancing around the subject? That’s what we’re gonna do.

**Rhi (as Kay):** If I was by myself somewhere, they might be willing to give it a shot.

**Minna (as Myra):** With us in hiding?

**Rhi (as Kay):** Yeah. I mean, if you’re staging an ambush, that would be the idea.

**Josie (as Minx):** Would you be willing to put yourself out there like that? Not that you can’t handle yourself.

**Rhi (as Kay):** Well, I am pretty tired of having friends get beaten up. And, well, if you all think you can make this stop, I’d be willing to take a little bit of risk. Also, I have a gondola, and I can move surprisingly fast in it, so if I feel like things are getting a little more heated than I want to deal with, I will just leave.

**Minna (as Myra):** That’s fair.

**Josie (as Minx):** It sounds like we have an arrangement, then.

## [00:33:24] score begins

**Rhi:** Since it sounds like we’re moving into the score...

**Josie:** Mm-hmm.

**Rhi:** It sounds like you guys are doing an Assault, honestly.

**Kim:** Yeah.

**Minna:** I think an Assault, and the point is the dock where Kay stands alone.

**Rhi:** Okay. You are gonna be in a controlled position when the action starts.

We’re on the dock in Six Towers, in one of the canals. Kay is standing on the pier with one hand on the pole that she uses for her gondola. It’s still resting in the water, but she has a hand on it so that she can hit people with it when the time comes. I think you guys have to hang out for like a few hours.

But sure enough, after a while, a group of five people come walking down to the canal. You guys hear Kay go:

**Rhi (as Kay):** Ah, good evening. Do you need a lift?

**Rhi:** And a woman replies:

**Rhi (as Umbra Thug):** No, love. We just need some information.

**Rhi:** Where are you guys set up?

**Josie:** I feel like we should be near a bridge. That might be useful to have someone above on there, but also be able to get to the other side.

**Rhi:** Minx, do you wanna be up on the bridge?

**Josie:** Yes, I’ll be up there.

**Rhi:** Okay. Where is everyone else lying in wait?

**Minna:** I feel fairly close, but towards the bridge; closer to the bridge than the end of the dock.

**Rhi:** Okay. Blaire, where are you?

**Kim:** Hm... Maybe I’m in a nearby alleyway? I am in the shadows, being all ninja-like.

**Madge:** I am hiding behind one of the crates, then.

**Rhi:** Okay. There’s a woman in the lead who is the one who’s questioning Kay. Basically, she’s up talking to Kay and the other four have formed a half circle around them, boxing Kay in at the end of the dock. Phin, you recognize two of the women.

**Madge:** Yeah. They’re the guards, aren’t they?

**Rhi:** Whoever wants to act first, basically, the controlled starting position means they have no idea that you’re here, and you will get the drop on them when you start your attack.

**Josie:** Okay. Can I go first?

**Kim:** Yeah. No, you probably have the most strategic position.

**Josie:** Okay. I think what I’m going to do is take a shot with my unusual weapon. That is to say, a bow and arrow. What I wanna do ... And my justification for using Rook’s Gambit to use Sway instead of Hunt, is that I’m not actually caring about dealing all that much damage to them. I just want to pepper them with arrows and make them care about me, and get them distracted and scattered.

**Rhi:** Okay.

**Josie:** Okay. This is two 2s and a 1.

**Rhi:** Fortunately, it’s controlled. I’m gonna say that what happens is, you take aim, and then the woman in the lead gets right up in Kay’s personal space, and you’re suddenly worried about hitting Kay.

**Josie:** I think I’m gonna back off.

**Rhi:** Okay. Who wants to go next?

**Madge:** I guess I’ll start with the ones in back. I’m gonna barrel in. I wanna be causing as much noise and damage as possible so that I can use Wreck for that. [laughter]

**Kim:** Very on-brand.

**Madge:** Okay, I got two 6s and a 1.

**Rhi:** Two 6s is a critical hit.

**Madge:** Yay!

**Rhi:** That means that the person that you hit is just out.

**Madge:** Cool.

**Rhi:** Who do you wanna take out?

**Madge:** The one who’s my size. What I do, since I’m behind a crate, is I smash through the crate, tackle her, and do the one punch knockout.

**Rhi:** Yes. That does draw everyone else’s attention squarely on you.

[laughter]

**Madge:** Mission accomplished, I guess.

**Rhi:** Myra or Blaire, what do you guys wanna do?

**Kim:** I’ll just go with unusual weapon. Maybe it’s some kind of a very thin rapier or fencing sword. It’s very delicate. Blaire is going to try and get up close to one of them and try to disarm them.

**Rhi:** Okay. This is, at this point, gonna be risky, because they have been alerted that an attack is occurring. But yeah, go for it.

**Kim:** Okay. 5!

**Rhi:** I think you rush up on the nonbinary person. As you rush up, they whip around and have on brass knuckles. As you come in for the stab, they clock you across the face.

**Kim:** Oh, no!

**Josie:** [dismayed noise]

**Rhi:** You’re gonna take level 2 harm: Punched in the Face. You are welcome to roll Prowess to resist, but...

**Kim:** No, I’m gonna save my stress.

**Rhi:** I think anything that’s gonna require coordination or concentration is gonna be at a -1 die.

**Kim:** Two things I’m good at!

**Rhi:** All right, Myra.

**Minna:** I’m gonna try and keep my distance while still helping. I think that the thing that I have is, I guess, a pistol.

**Rhi:** Okay.

**Minna:** I’m gonna try shooting, which...

**Rhi:** Do you have anything in Hunt?

**Minna:** Nope. Guess I have to push myself.

**Madge:** I can distract.

**Rhi:** Okay. You wanna take a point of stress and assist?

**Madge:** Yes.

**Minna:** So, I’m gonna be rolling two dice, which is really not bad. Yes! 6!

**Kim:** Nice!

**Rhi:** Okay.

**Minna:** I’m gonna shoot the lady with pistols. She could also shoot me.

**Rhi:** Sounds good. You hit her in the shoulder. As this fight breaks out, there’s a little bit of looking around, and then Kay just grabs the woman who was up in her face, and the two of them are just grappling now.

**Josie:** So it’s a bit of a brawl down there. I might as well get all sword-y and stabby, too. Who’s got someone on them?

**Kim:** Me.

**Josie:** I want to try to save Blaire.

**Kim:** Thank you!

**Rhi:** This is gonna be risky, standard effect.

**Josie:** Uh-huh. 6!

**Kim:** [cheer]

**Josie:** I see everything’s just gotten... It’s a clusterfuck now down there, so I just put my bow back. But then I see Blaire, the party baby, is in trouble, so I pull out my cane-sword, take a running hand-over-the-rail leap off the edge of the bridge leap, and land right there and come down from behind.

**Rhi:** Okay. That doesn’t take them out, but they out a cry of pain as you slash across their back.

**Josie:** She’s our precious demon baby. You stay away from her!

**Kim:** Aww.

[laughter]

**Rhi:** Aww.

**Kim (as Blaire):** Minx, you really think that?

**Josie (as Minx):** Of course.

**Madge:** Can I do another punch?

**Rhi:** You sure can.

**Madge:** I’m gonna use my scary weapon, which is a set of brass knuckles that have extra spikes on them; brass knuckles that also curl around to the back of her hand.

**Kim:** Yes!

**Madge:** I’m gonna go for the man with all of the daggers.

**Rhi:** This is gonna be risky, standard effect.

**Madge:** Okay. So nervous. Those are both 2s.

**Kim:** Oh no.

**Madge:** [laughter]

**Rhi:** [sigh] Okay.

**Madge:** It was time. [laughter]

**Rhi:** You rush in to punch this guy, and he whips two daggers off of his bandolier and throws them at you. One of them, you’re able to dodge out of the way, but the other one just slices across your ribs.

**Madge:** [pained noise]

**Rhi:** So, it’s gonna be level 2 harm, which you can resist, if you would like. You’d be resisting with Prowess.

**Madge:** Well, I have 3 with that, ‘cause I’m a punch monster. Two 6s and a 3!

**Josie:** Woo!

**Rhi:** It’s gonna get knocked down to level 1 harm. You take no stress, and because you got two 6s, you actually clear a point of stress, if you have any.

**Madge:** Yo!

**Kim:** Yes!

**Josie:** Nice!

**Rhi:** If you critical on a resistance roll, you clear stress.

You twist out of the way of the first one and then mostly twist out of the way of the second. I think that’s just gonna be impeding anything physical – you’re gonna be at lesser effect. Who wants to go next?

**Kim:** I will. I will do that; I will go next. I need to redeem.

**Rhi:** All right. What are you gonna do?

**Kim:** I wanna get back at this guy with my sword.

**Rhi:** You are gonna be at -1 die.

**Kim:** So does that mean I roll nothing because I have 1 in Skirmish?

**Rhi:** You roll two d6 and take the lower, unless... if you wanna push yourself or try to get an assist.

**Kim:** No. [sigh] 3.

**Rhi:** 3?

**Kim:** Yeah.

**Rhi:** You take another stab at this person. They dodge out of the way and dip their shoulder down and charge into you, catch you in the stomach, and send you skittering back. You’re basically teetering on the edge of the dock.

**Kim:** [gasp] No!

**Rhi:** So you’re gonna be in a desperate position.

**Kim:** No!

**Rhi:** As an update, Kay and the lead woman are still fighting over on their section of the dock. They’re both a little bloodied; it doesn’t look like either one of them necessarily has the upper hand at this point. So, Myra?

**Minna:** All right. I gotta—

**Madge:** Save the baby!

**Minna:** [laugh] I’m thinking about what I could do helpfully.

**Kim:** I mean, you could fucking run up to me, grab my hand, and pull me up.

**Minna:** ‘Kay, yeah, I’ll do that. [laugh] Would it be a Finesse to get through that crowd?

**Rhi:** Well, Finesse or Prowl.

**Minna:** I have 1 in both, so it doesn’t much matter.

**Rhi:** So, it’s gonna be risky position, lesser effect.

**Minna:** Goddammit! I got a 2.

**Rhi:** As you try to rush past this person, they trip you, and you just go facedown into the dock. You smash your nose, and you have a bloody nose. That’s distracting and painful. Yeah, level 1 harm: Bloody Nose.

**Minna:** Do I resist that?

**Rhi:** You can resist. It would be with Prowess.

**Minna:** 4.

**Rhi:** 4? Okay. You’re gonna take two stress, but you manage to get your hands underneath yourself, and you do not smash face-first into the dock.

**Josie:** I wanna save the baby!

**Minna:** Aww.

**Rhi:** [laugh] All right. How are you going to save your precious demon baby?

**Josie:** Can I just put on a show of being threatening and go hog wild swinging on the person so they have to focus entirely on me?

**Rhi:** What skills are you planning on doing here?

**Josie:** I’m planning on using Sway.

**Rhi:** Okay, taking the two stress again?

**Josie:** Yeah, unfortunately.

**Rhi:** Okay.

**Josie:** Two 4s and a 5.

**Rhi:** You do it; you stab them. But you unfortunately leave yourself open. You hear the boards creaking behind you as the guy with the daggers steps in behind you to flank you. So, you’re now basically stuck between two people who are armed and angry. You are in a desperate position.

**Josie:** Mm. Hey, that means XP, right?

**Madge:** Can I get a revenge shot in on dagger man?

**Rhi:** Yeah, you can definitely try to.

**Madge:** I’m gonna go to smack him again with my spiky things, which will be especially frightening because he just stabbed me twice. Well, he tried to stab me twice and actually got me once.

**Rhi:** But you’re still coming.

**Madge:** Yeah. I feel that it happens like, I dodge out of the way and the other one hits me as I dodge, and I just look at it and swing at him again.

**Rhi:** Okay.

**Madge:** I hate these dice.

**Rhi:** What’d you get?

**Madge:** My highest is a 2.

**Rhi:** Oh no. I think what I am gonna do at this point is I’m gonna start that clock, ‘cause this scrap has been going on for a little bit. There’s been some noise, there’s been some yelling, so we have a Bluecoat alert, one out of four. That’s the complication. The guy with the daggers dodges out of the way and shoves you back.

**Kim:** I need to get up.

**Rhi:** Yeah. Blaire, you’re still wavering at the edge of the dock.

**Madge:** Oh, kiddo.

**Rhi:** Myra, you are face down on the dock.

**Minna:** What if I try and sneak towards Kay’s gondola to get it under Blaire?

**Rhi:** Yeah, you could try to do that. I think that’s gonna be Prowl.

**Minna:** That is a thing I can do without pushing myself. Yes! I got a 5.

**Rhi:** Okay. You rush over to the gondola. Kay left her pole propped up against the pier. You grab that, and you’re able to push the gondola over, and it floats over behind Blaire. As you do that, you hear two pistols go off.

**Kim:** Oh, fuck.

**Minna:** Oh.

**Rhi:** The shots don’t hit you, but the additional noise ticks up that clock. Okay, Blaire, now do you wanna do something?

**Kim:** Is there a way I can maneuver my way onto the gondola either by just straight up falling, or do I have to finesse some kind of jump to get down there?

**Rhi:** If you’re trying to fall into it without hurting yourself, it’s probably gonna be Prowl. You are still gonna be in a desperate position because that was the consequence for last time. Good news, you get experience in Prowess.

**Kim:** [sigh] I got a two, my dudes.

**Rhi:** Okay. You fall backwards, do not make it into the gondola. You are in the river—

**Kim:** No!

**Rhi:** Are gonna have to deal with getting out of the river.

**Kim:** And it’s probably cold as shit.

**Rhi:** Oh, it’s extremely cold, and you can feel stuff moving.

**Kim:** Uh...

**Madge:** So what would Kim have to roll for getting out of there?

**Rhi:** It’s probably gonna be Prowl.

**Madge:** Blaire, how’s your Prowl?

**Kim:** My Prowl’s all right. I have one rank in Prowl.

**Madge:** Okay. I’m gonna jump in the water. [laugh]

**Rhi:** Okay. Since you’re entering the water in a more controlled, deliberate fashion, it’s gonna be risky.

**Madge:** Okay. And then I’m gonna push myself to give myself an extra die. I’m so scared! [laughter]

**Rhi:** I am also scared for you.

**Madge:** [laughter] Oh my gosh!

**Rhi:** What did you get? I can’t tell if it’s good or not.

**Madge:** [laughing] I got snake eyes!

**Rhi:** Holy shit. She got snake eyes.

**Kim:** [sigh]

**Minna:** Oh, no!

**Madge:** Oh my gosh!

**Rhi:** Okay, let’s see.

**Madge:** Oh my heck!

**Rhi:** I think what it is, it’s, again, you just lose the opportunity. You’re not able to get to her. You’re both just kind of flailing around in the canal.

**Josie:** Oh, dear.

**Rhi:** Kay, having seen two of you go into the water, she’s going to attempt to break away from the other woman and try to help you guys out. She got a 5.

The woman that she’s been grappling with, she throws into the woman who has the pistols, and then is going to rush over and hold her pole out to, probably, Blaire. She’s leaving herself open to attack by doing this. Blaire, you’re gonna have an assist in getting out of here. Who wants to act in the meantime?

**Josie:** Me.

**Rhi:** All right, what are you doing?

**Josie:** There’s a guy in front of me who’s very injured, and a guy behind me who’s not injured?

**Rhi:** Correct.

**Josie:** This is gonna be directed towards the person who’s not injured: pocket sand.

[laughter]

**Kim:** I love it.

**Josie:** Good ol’ pocket sand.

**Rhi:** Yup. Throw that trance powder.

**Josie:** What’s a Devil’s Bargain look like?

**Rhi:** This is the last of your trance powder. You’re gonna have to spend a downtime action to get more.

**Josie:** God, I already have so many downtime actions I wanna do. But you know what? I’m gonna take it. I really want this to work. [dice rattling] Double 6s!

**Rhi:** Okay. I think what happens is, you whip around, and as this guy is coming towards you, he’s got daggers in both hands. He takes a breath to say something cool and menacing as he stabs you, and instead, as he’s taking that breath, you just throw the trance powder in his face. He drops both daggers and just goes slack-jawed, and is staring into the middle distance.

**Josie:** [laughing] Get rekt.

**Kim:** Fantastic.

**Rhi:** And is effectively out of the fight.

**Josie:** No, you guys don’t get to do one-liners. That’s our thing.

**Rhi:** Okay, who wants to act next?

**Minna:** I think Myra’s gonna catch Minx’s eye.

**Minna (as Myra):** All right, get this guy into the gondola. I’ll try and get everyone else in.

**Josie (as Minx):** All right, dear.

**Minna:** Who’s in the drink right now? Blaire is being helped by Kay, and Phin is...?

**Madge (as Phin):** Hi!

**Minna:** Okay. I’m gonna try and help Phin into the gondola.

**Madge (as Phin):** Thank you.

**Minna:** Okay. I think I have enough stress left that I’m going to push myself.

**Rhi:** Phin, if you’re willing to take the point of stress, you can assist.

**Madge:** Yeah.

**Minna:** What the fuck? I got two 6s and a 4.

**Madge:** That’s awesome!

**Minna:** And she is going to climb into the gondola herself, reach a hand out to Phin, and haul her over the side and into the boat. Probably, Phin falls against her, because that’s what happens when you pull someone into a boat.

**Madge:** Yes.

**Rhi:** Blaire, do you wanna try to—

**Kim:** I would like to do basically the same.

**Rhi:** Kay is assisting you, so I’m gonna say that gives you improved position.

**Kim:** 5.

**Rhi:** 5, okay. You do it but there’s gonna be a minor consequence.

**Kim:** Maybe I drop something in the river; one of my belongings or something.

**Rhi:** Yeah, that works.

**Kim:** [gasp] One of my acorns! One of my acorns drops into the river.

**Rhi:** Oh! Oh, god, yeah, that’s a good one. I mean, that’s really tragic, but that’s good.

**Kim:** [dismayed noises] Oh no. All right, I’ll mark my three acorns to two.

**Rhi:** Yeah. But! You’re in the boat!

**Madge:** [cheer]

**Rhi:** All the people who are in the water are now in the gondola.

**Madge:** Yay! Can I do a shoot?

**Rhi:** Yeah.

**Madge:** Yes!

**Rhi:** Who are you shooting at?

**Madge:** Let’s do the leader.

**Rhi:** Okay.

**Madge:** I got a 6.

**Rhi:** Okay. I think you get her in the leg, and she staggers. Minx, you and Kay are the only ones still on the doc.

**Josie:** Okay. I wanna unceremoniously push trance powder guy into the boat and get the fuck out.

**Rhi:** Okay. I think it’s gonna be either Skirmish or Prowl.

**Josie:** I’m gonna push myself about it. 4.

**Rhi:** I haven’t shot you yet, have I?

**Josie:** No.

**Kim:** Oh my god.

**Rhi:** All right.

**Josie:** I seem to get not attacked very often in fights.

**Rhi:** Well, guess what’s about to happen? You do a rush, grab this guy around the waist, and jump for the boat. As you’re jumping, you hear a “No!” And then a pistol goes off, and you feel a bullet rip through your side. You and the guy tumble into the boat. You have level 2 harm, but you are in the boat. All four of you are now in the boat, so Kay tosses a salute at the remaining people, swings into the boat, and begins pulling away very frantically.

**Josie:** [laughter]

## [00:52:01] scene change

**Rhi:** Yeah, you guys make it away with a captive who—

**Madge:** Yay!

**Rhi:** His night is going great right now. Things are fantastic for him. The rest of you are bleeding and soaked, and he’s just staring into space and grinning. Kay continues to pole along down the canal as you guys sort yourselves out. Your captive is half-sprawled on the bottom of the gondola, staring up at the tunnel ceiling, and smiling vacantly.

**Madge:** I kick him.

**Rhi (as Captive):** [Bleary grunt] Ow.

**Minna (as Myra):** No need for that.

**Madge (as Phin):** Plenty of need.

**Josie (as Minx):** I do believe we’re gonna have to start with the good cop approach here.

**Madge (as Phin):** No...

**Kim (as Blaire):** Seriously?

**Josie (as Minx):** I don’t think he’s going to respond well to—

**Kim (as Blaire):** Yeah, no shit.

**Josie (as Minx):** The aggressive approach.

**Madge (as Phin):** Yeah, you try your way, and then when it doesn’t work, we’ll see that me punching the living life out of him is just as good.

**Josie (as Minx):** Yes, well, you are quite good at that, but at least give me a shot here.

**Kim (as Blaire):** Well, if he’s inebriated, maybe he’ll be more compelled to tell the truth. I don’t know.

**Josie (as Minx):** Now, dear, we’re safe here. We’re your friends. We made you feel all happy, didn’t we? We just want a few answers to our questions, and you can keep feeling happy like this. How does that sound?

**Rhi:** It takes a couple seconds for his eyes to find your face. He just smiles at you really blearily. Go ahead and make, I’m guessing, a Sway roll.

**Josie:** Uh, critical.

**Madge:** Ayyy.

**Rhi:** Jesus Christ, okay.

**Josie:** [laughter]

**Madge:** Pew pew pew pew!

**Rhi:** You are gonna be able to get basically whatever you want out of this guy.

**Rhi (as Captive):** [slurring heavily] Yeah, yeah. It’s some real good shit you got.

**Josie (as Minx):** And there is more where that came from, let me tell you.

**Josie:** Completely ignoring the fact that I am specifically quite out of it.

**Madge:** Mhmm!

[laughter]

**Rhi:** [laugh] Yep. He doesn’t know, though.

**Josie:** Yeah. I’m gonna ask him who gives him his orders. I’m just gonna be super blunt about it.

**Rhi (as Captive):** [slurring] Oh. Um, Harvale? You know, what do you wanna know about him?

**Josie (as Minx):** We’re just looking to make more friends. They’re your friends and we’re friends, so I figure we should be friends.

**Rhi (as Captive):** [slurring] Yeah, yeah. You should. He’d like this stuff. This is good stuff. You could sell it at the club. Yeah.

**Kim (as Blaire):** The club?

**Josie (as Minx):** The club? Do you mean—

**Rhi (as Captive):** [slurring] Yeah. The centur-us, center-y, cen—

**Josie (as Minx):** The Centuralia Club, yes.

**Rhi (as Captive):** Yeah. Yeah, that one. He owns it, and he could— he’s— the good... This is some good, good stuff, and he could sell it there if you guys were all friendly friends...

**Josie (as Minx):** That does sound like a good idea. I think I will have to bring some to him, and we could be “friendly friends.” So, you and your friends, what is it, exactly, that you do? How are you having fun?

**Rhi (as Captive):** Oh. What? What do you mean? Like...

**Josie (as Minx):** You were told to go ask about Kotar, and you have friendly conversations with The Gondoliers. I just want to know why.

**Rhi (as Captive):** Harvale says to go ask about this stuff. It’s him and his friends. Uh, the... His new group. They wanna know about this stuff, and so we go, and we ask. And then The Gondoliers don’t tell us what we wanna know, so we gotta break their skulls.

**Rhi:** Kay scowls at that and just glares back.

**Minna (as Myra):** Now, did Harvale... You mentioned his “new group.” Was his old group The Umbra Hunters?

**Rhi (as Captive):** Yeah. Yeah, he used to be my boss with them, and then everybody else got arrested, and he took over the club, and joined this new group, and it’s... It’s been great, ‘cause I get paid a lot more, and when I work at the guard at the club, it’s like... It’s so much nicer. You don’t have to go out on the street and beat people up all the time. You get to just sit in this nice, fancy house and watch rich people piss their money away. [laugh]

**Madge (as Phin):** Yeah, you get to beat up innocent gondoliers who don’t know anything, and that gets you paid more money. It’s great.

**Rhi (as Captive):** Yeah...

**Madge (as Phin):** Can I punch him now?

**Kim (as Blaire):** Oh! No, no, no. No, I wanna ask a question. I wanna!

**Madge (as Phin):** Fine.

**Josie (as Minx):** I promise, when we’re done.

**Kim (as Blaire):** Yeah. No, you can beat the shit out of this guy when we’re done.

**Madge (as Phin):** Great.

**Rhi (as Captive):** Uh, that doesn’t sound like a lot of fun.

**Kim (as Blaire):** Oh, she’s joking.

**Madge (as Phin):** You’ll feel awesome after.

**Rhi (as Captive):** [laugh] Okay.

**Kim (as Blaire):** Why were you and your buddies looking for a thing called Kotar?

**Rhi (as Captive):** Because the boss wanted it. I don’t know what any of that shit is. He just... He says to ask about this stuff, and so we ask, and then if we find anything out, we go back and tell him.

**Josie (as Minx):** Have you found anything out?

**Rhi (as Captive):** Not really. I’m starting to think they maybe actually don’t know anything.

**Madge (as Phin):** Gee, I wonder why.

**Minna:** I think Myra leans over.

**Minna (as Myra):** And what’s your name?

**Rhi (as Captive):** They call me Lark.

**Josie (as Minx):** All right, Lark. Nice to meet you. And this is our friend, Phin. And Phin, Lark. Now, I think it’s about time for you to make acquaintance.

**Rhi:** He kind of rolls his head to the side to look at Phin.

**Madge (as Phin):** Hey there, buddy. [laugh] I punch him!

[laughter]

**Minna:** Myra winces.

**Rhi:** So, you beat him up. Do you just beat him into unconsciousness?

**Madge:** Yeah. I beat him ‘til he blacks out, and then I back off.

**Rhi:** Okay. So, now there is a bloody, unconscious man in the back of the gondola. Where would you like to be dropped off, ‘cause she’ll take you wherever you wanna go at this point.

**Madge:** What’s the exit closest to that prissy fencing school?

**Rhi:** Over in Crow’s Foot? I mean, yeah, she can take you up there. I think if you asked for that, she’s gonna kinda give you a look and be like:

**Rhi (as Kay):** Yeah, sure. Why do you wanna head up there?

**Madge (as Phin):** I have reasons.

**Rhi:** Kay looks at Phin, and then looks over at the other three of you, raises an eyebrow, like, “should I?” [laugh] “You all cool with this?” [laugh]

**Josie (as Minx):** It is generally best to comply, yes.

**Rhi:** She’ll take that detour. It takes you guys a little bit to get up there.

**Josie (as Minx):** Can I try to chat her up on the way over?

**Rhi:** Oh, yeah.

**Minna:** Minx!

**Rhi:** While bleeding. She’s a little distracted with the gondoliering, and seems to be fairly concerned about the fact that you are bleeding from a bullet hole in your shoulder?

**Josie:** Listen, I’m taking care of it.

**Rhi:** Yeah. It’s more she’s a little bit like, “You know, this is a weird time to flirt, but sure. Why not?” So, the flirting is going well.

**Josie:** Yay.

**Rhi:** As you guys get to the dock close to The Red Sashes’ headquarters... Phin?

**Madge:** Yeah. Is there like a bench across from the school near where I was just loitering and staring?

**Rhi:** Sure.

**Madge (as Phin):** Cool. I’m gonna set him on that bench.

[gasping, laughter]

**Madge (as Phin):** I’m just gonna leave him there, and I’m gonna walk away.

**Josie:** [laughter]

**Rhi:** Okay. I think Kay is just kind of like:

**Rhi (as Kay):** All right.

**Rhi:** She’ll take you guys back and drop you off, you know, somewhere in Six Towers. She’s helping you all out, and Minx, as she helps you out, she’s like:

**Rhi (as Kay):** You should really get that taken care of.

**Josie (as Minx):** Oh, yes. I’ll handle it posthaste. Though, before I go, I should say, if there’s any more trouble, or if you simply wanna see more of each other, you can find us at The Hound’s Paw.

**Rhi:** She grins and is like:

**Rhi (as Kay):** I was just about to ask.

**Josie:** [laughter]

**Rhi:** Steps back into her gondola and says:

**Rhi (as Kay):** Be careful. And I’ll see you around.

**Josie (as Minx):** Evening.

## [01:00:42] downtime: Phin

**Rhi:** Phin. What do we get to see Phin do?

**Madge:** Sawtooth patching her up.

**Rhi:** What was her injury?

**Madge:** She was working on getting the rest of the shrapnel.

**Rhi:** Do you guys all go to Sawtooth individually or do you show up as a group?

**Kim:** And we’re all sitting in the waiting room? I kinda like that, actually.

[laughter]

**Madge:** Yeah, I like that too.

**Rhi:** Okay. Madge, what does Sawtooth look like?

**Madge (as Phin):** [laughter]

**Rhi:** I feel like with a name like “Sawtooth,” he is an intensely sketchy dude.

**Madge:** Yeah, he’s so sketchy. I picture him looking like Tom Hardy.

[laughter]

**Madge (as Phin):** Like Tom Hardy with the giant scar from over where his canine is on his lip, all the way up over his eye.

**Rhi:** You come in and tell him about the shrapnel that you’ve got lodged in your arm that has been there for weeks.

[laughter]

**Rhi:** He spends the next 20 minutes with a scalpel and tweezers poking and prodding at your arm, and making small cuts to dig out whatever shrapnel he can find. And lecturing you, almost without pause, the entire time about how incredibly stupid you were to leave this for so long.

**Rhi (as Sawtooth):** There’s scar tissue grown over it, and this could have gotten infected. Do you wanna lose your whole arm?

**Madge (as Phin):** How cool would the scar have looked?

**Rhi:** I mean, it’s a pretty cool scar, but the scar is being added to, ‘cause he’s cutting. He’s having to cut into your arm to dig the rest of the shrapnel out. He does that for a little bit and then bandages you up, and is like:

**Rhi (as Sawtooth):** I wasn’t able to get everything, probably because it’s super deep in there. I’m gonna need a magnet to find the rest, but that’s what I can do for now. Once that heals up some, I’ll get back to work on the rest. If you get shot again, please come and see me right away.

**Madge (as Phin):** I had a fight to go to after.

**Rhi (as Sawtooth):** [dismayed sigh]

**Madge (as Phin):** Pretty sure.

**Rhi (as Sawtooth):** Send in whichever one of your friends is next.

**Rhi:** Phin gets lectured by her doctor.

## [01:02:45] downtime: Myra

**Rhi:** Myra, what do you do on your downtime?

**Minna:** Let’s do the indulge one’s vice scene.

**Rhi:** Okay.

**Minna:** I think she winds her way a familiar route from The Hound’s Paw to The Devil’s Tooth. It’s probably one of those Tudor-y style buildings with the dark wood beams across it. It looks relatively legitimate from the outside, but you walk in and everything’s dark. There’s little, dangly sparkly things that you can’t quite see in the darkness, and, I think, lamps with red glass covers and such; just very, almost, spooky or mysterious inside. I think I have a long-standing arrangement. I don’t even necessarily go up to her and talk to her; she just kind of nods at me across the room. I go and see which one of the rooms is free, and open the door and go inside.

I think sometimes dream smoke is enough, but, I think, in this case, she had so much stress that it’s black lotus. You mostly just see smoke more than anything happening, and then there’s a couch. You see her stretch out and close her eyes, and almost look like she’s going to sleep, just a long sigh of relief.

**Rhi:** You wanna tell us one vision that she has, ‘cause it induces visions.

**Minna:** We see a red lamp turn into a green lamp. The walls are covered in shelves full of books, and it’s dark and silent. She’s in a library, alone. Sort of fades to black from there.

**Kim:** Aww.

**Rhi:** That’s very good, and the nerdiest goddamn thing.

**Minna:** Do you wanna know what’s worse? It’s totally the library she and Jeren hung out in the night they met.

**Josie and Rhi:** Aww!

**Rhi:** Friends!

## [01:04:24] downtime: Minx

**Rhi:** Minx, I believe you are finding a new vice purveyor.

**Josie:** Yeah. The lack of wall decoration and getting the painting from the heist got her inspired, so I think her new kick is gonna be works of fine art. I think she makes a good impression by coming right in, being enthusiastic, and making a really high-profile purchase. I’m thinking this is maybe like a cityscape or something, and it goes on the adjacent wall to the other painting. But it’s not super big, so the edges kind of bump up against each other.

**Rhi:** Cool. I like it.

**Josie:** [laughter]

## [01:05:08] downtime: Blaire

**Rhi:** All right. Blaire.

**Kim:** I imagine Blaire goes to Aranna the Blessed again. She’s bragging about, like, “we’re getting to learn about The Circle of Flame, and we interrogated this dude and we’re learning all this cool shit. This is really awesome. I’m gonna learn the cool stuff.”

**Rhi:** I think when you start talking about wanting to learn more occult things, she pulls out some books, let you read through them, and talk to you about, essentially, occult histories of Duskwall. There’s gonna be the official history of Duskwall, which is more political-focused. These are looking at the different cults and forgotten gods and demonic influences that have played a role in the city.

**Kim (as Blaire):** Can I borrow them?

**Kim:** Her eyes are so wide right now, you guys. There are probably stars.

**Rhi (as Aranna):** These are fairly rare tomes. I would prefer they not leave my sight. But you are welcome to—

**Kim (as Blaire):** Okay. Yeah, no, no, that’s fine! I respect that.

**Rhi (as Aranna):** You are welcome to stay here for as long as you wish.

**Kim (as Blaire):** Thank you.

**Rhi:** I imagine that’s where the overindulging is, ‘cause you hang out there for like eight hours.

[laughter]

**Kim (as Blaire):** She is just setting up red thread all over the walls and stuff, crazy-eyed. It’s probably like 3 AM.

**Rhi:** At which point Aranna is like:

**Rhi (as Aranna):** I believe that your mind has been as filled as it can be. You should go.

**Rhi:** And—

**Kim (as Blaire):** Oh, no. I have room!

**Rhi:** Gently escorts you out.

**Kim (as Blaire):** Okay, but we’ll do this again next week, right?

**Rhi (as Aranna):** Of course, my child.

**Kim (as Blaire):** Okay, bye!

**Rhi:** Closes the door and starts taking all of the red—

**Kim (as Blaire):** [calling from distance] Thank you!

**Rhi:** Just starts taking all of the string off of her wall, muttering to herself.

**Kim:** [laughter]

## [01:06:53] scene change

**Rhi:** Do you guys wanna reconvene at The Hound’s Paw?

**Madge:** Yeah.

**Rhi:** Minx, I think that you perk up right away, because Kay is sitting on one of the barstools.

**Josie:** Yay!

**Rhi:** Rigney is chatting with her. As soon as you guys walk in, he straightens up. Usually, when you guys come in, he’s happy to see you. He looks kind of worried this time. He circles around the bar, grabs something out from underneath it as he comes out. He has an envelope in his hand that he gives to Myra, and says:

**Rhi (as Rigney):** This came in for you. A young man dropped it off. Your friend here wanted to wait to talk to you, which is fine, but it’s not really safe for you all to be here right now.

**Josie (as Minx) and Madge (as Phin):** What?

**Rhi (as Rigney):** There were some inspectors who came around, who were asking some rather pointed questions about you. I didn’t tell them anything, but they didn’t seem too happy about the fact I didn’t tell them anything. I’m pretty sure that they will be coming back at some point, so I think, probably, it’d be better for everybody if you give this place a bit of a wide berth for a while.

**Madge (as Phin):** I understand. Got a little bit too comfortable.

**Josie (as Minx):** Oh, dear.

**Rhi (as Rigney):** It’s not a permanent thing. If one of you wants to stop by the back door maybe in a week or so to see how things are—

**Madge (as Phin):** In a week or so? In the back?

**Rhi (as Rigney):** Listen. I don’t wanna go to jail. I don’t want any of you to go to jail.

**Josie (as Minx):** I think we will simply need to take our refreshments somewhere else for a week, at least.

**Rhi (as Rigney):** I wish you didn’t have to. I like having you here; you’re good for business. But worse for business to have inspectors or Bluecoats bust in and arrest people. Or me! If I get arrested, it’s very bad for business. I’ll hang onto any messages that come in for you, as usual, but yeah, I think that might be for the best.

**Kim (as Blaire):** Okay...

**Josie (as Minx):** Very well.

**Rhi:** I think Kay, with that, shrugs and downs the rest of her drink, puts a few coins in the bar, and is like:

**Rhi (as Kay):** Well, it was nice to meet up, but gonna be heading out with them.

**Rhi:** Rigney looks sad as you all head back outside 30 seconds after coming in.

**Minna:** I think Myra’s gonna stop as they leave and thank him for the warning.

**Rhi (as Rigney):** I like you guys. You’re good customers, good for business, good friends. Don’t wanna see anything happen to you.

**Minna (as Myra):** We feel the same way.

**Rhi (as Rigney):** Thanks. Like I said, stop by in a week, see how things are looking.

**Minna (as Myra):** Will do.

**Rhi:** You guys are now outside. [laughter]

**Josie (as Minx):** [laugh] I think, to wrap up, I’m gonna have a nice evening with Kay around the town, maybe. [laughter]

**Rhi:** All right. We’ve got some leads on The Circle of Flame and The Centuralia Club, and Minx has a date.

**Josie:** Yay.

**Rhi:** That is where we will pick up next time.

## [01:09:50] wrap-up

**Rhi:** Thanks for listening. The Magpies will be back in two weeks. In the meantime, follow us on Twitter @magpies\_pod.

The Magpies Podcast is hosted and produced by Rhi. Follow me on Twitter @rhiannon42.

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Myra Keel is played by Minna. Follow her on Twitter @mynaminnarr.

And Phin Haig is played by Madge. Follow her on Twitter @madgequips.

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## [01:10:52]

**Madge:** Also, I have new dice this week.

**Rhi:** Oooh!

**Kim:** Yay!

**Minna:** Yay.

**Kim:** May they be blessed.

**Rhi:** Yeah.

**Madge:** [Nervous laughter]

**Rhi:** Fingers crossed.

90 minutes later:

[dice noises]

**Madge:** [silence] I hate these dice.

**Rhi:** Oh no.

**Josie:** [laughter]

**Rhi:** [laugh] What’d you get?

**Madge:** My highest is a 2.

**Rhi:** Oh no!

**Minna:** Madge, are these your new dice?

**Madge:** One of them is my pretty new pink dice and the other is my tears dice.

**Rhi:** I will say, you guys were rolling very well at the start of this, and then it just went off the rails.

**Josie:** Mhmm.

**Madge:** When someone says that, the dice giveth and the dice can taketh away. [strained laughing] I’m fine.