The Magpies – Transcript  
Season 1, Episode 7: The Cargo Ship Score

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## Intro

Rhi: Welcome back to Duskwall. Episode 7! I still can’t believe how much of an audience we have only seven episodes in. thank you so much for listening, and if you haven’t yet please consider leaving us a review. It’s a great way to help new listeners find the show.

This month’s featured charity is Masjid al’Rabia, a Chicago-based mosque for queer, trans, women, and marginalized Muslims who may feel out of place in both mainstream Muslim communities and queer communities. Masjid al’Rabia is centered on five pillars of inclusivity: women-centered, anti-racist, LGBTQIA+ affirming, pluralist, and accessible. Their programming includes weekly prayer services, a free library, a family arts program, and prison outreach initiatives. If you have a few dollars to spare consider making a donation. A link to their site is in the show notes.

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

## [0:01:03]

Rhi: It’s a couple days after your last score where you recruited The Gondoliers to basically act as an information network for you. What are you all up to? You’ve kind of finished your downtime stuff. You’re starting to think about your next score. What’s everyone doing?

Minna: Myra has come face-to-face once more with the statue.

[giggling]

Josie (as Minx): Say hi to Kevin.

Minna (as Myra): I still can’t believe you named it Kevin.

Josie (as Minx): You all named it Kevin.

Minna (as Myra): Tch, that’s what I mean. It was a collective you.

Kim (as Blaire): We didn’t name it Kevin. Its name IS Kevin. See?

Kim: She points, and Kevin is clearly written somewhere, like probably painted on the base.

Josie: No. Don’t you dare. Don’t you dare deface it.

Kim: It’s already there.

Rhi: [giggling] There’s a sign.

Kim: Oh, okay, that’s better. Yeah, I agree. There’s a sign that just says Kevin.

Josie (as Minx): Ugh. Yes, the grand masterwork of my collection, Kevin. Ugh.

Rhi: While you guys are kind of hanging around The Nest, brainstorming ideas for your next score… Minx.

Josie: Hi!

Rhi: You are in the common area returning your statue to its rightful place of honor in the center of the table, and you set the statue down, kind of shift a little bit to line it up, and step back to look at it, and a ghost rises up through the statue.

[gasping]

Josie (as Minx): Are you this Kevin they’re talking about?

Rhi: The ghost tilts her head to the side slightly, and says:

Rhi (as Ghost): The Dimmer Sisters have a message for you.

Josie: Very well…

Rhi: Do you remember who The Dimmer Sisters are?

Josie: [whispered] I don’t. I don’t remember.

Madge: They’re an ally of ours.

Rhi: Yes. They are one of your allies. They gave you maps to underground passages and things throughout the city, and it was basically like we will give you this stuff with the expectation that you will do us a favor in the future.

Josie: Gotcha.

Rhi: Yeah.

Josie (as Minx): I suppose this is about the returning of a favor?

Rhi (as Ghost): Please report to their townhome in Crow’s Foot as soon as possible.

Josie (as Minx): [nervously] Very well. Thank you for, heh, delivering this message… You can leave now, though, probably.

Rhi: It kind of nods its head, and then sinks back into the statue and through the floor.

Josie (as Minx): [deep breath] Hey Blaire…! Actually, everyone. Everyone get in here.

Kim (as Blaire): Yeah? What’s up?

Josie (as Minx): Um, uh, so there was just a, ahem, a ghost came in here.

Kim (as Blaire): What?!

Josie (as Minx): Sent by The Dimmer Sisters? They want us to meet with them?

Madge (as Phin): Okay. That’s better than I thought it was gonna be when you first said there was a ghost. I thought it was gonna be time to move.

Kim (as Blaire): Why didn’t you come get me?!

Josie (as Minx): Yes, well, I’d be lying if I’m saying my heart is settled. I’m talking just to stave it off. This is not gonna do wonders for my wrinkles. I mean, I don’t believe I’m old enough to get wrinkles yet, but this will give me wrinkles.

Minna: Do we know about The Sisters’ trade?

Rhi: I was gonna say—Yes. So, I’m sort of wondering what everyone’s opinion on The Dimmer Sisters is, because I feel like there might be some of you, possibly all of you, who aren’t terribly fond of them. The Dimmer Sisters are spirit traffickers. They are trying to consolidate the market. They want to have a complete monopoly on it in the city. So, they deal in a lot of ghosts and other such things, like a lot of their home security is bound spirits. The other fun thing about them is that no one actually ever sees The Sisters themselves. They are recluses who stay in their townhouse and deal with everyone through intermediaries.

Josie: Blast. I was about to suspect that I believe we should return the favor with murder.

Rhi: I mean, you could try.

Kim (as Blaire): [quietly] Can we?

Josie (as Minx): Like, no one would object to this one, right?

Madge (as Phin): As much as I don’t like them, it’s better that we leave them where they are and just do what they want until we’re actually, you know, we’re actually somebodies in this town.

Josie (as Minx): True. Although, I would like to think I’m at least a somebody by this point. [snickering] How in blazes did we get Blaire to agree to this deal again? I don’t recall.

Madge (as Phin): She wasn’t there.

Kim (as Blaire): Oh… you guys.

Josie (as Minx): Right. We didn’t.

Minna: What if it was while the group was still forming up?

Rhi: Mm-hmm.

Minna: Because didn’t Myra and Phin kind of start it?

Madge: Yeah. It definitely feels like it was a Myra and Phin thing.

Minna: So, I think Myra stances they’re a valuable connection that we worked hard to court.

Madge: Mm-hmm.

Kim (as Blaire): [quietly] They’re still assholes…

Madge (as Phin): If you want, you can just stay behind.

Kim (as Blaire): No! No. Maybe there will be a spirit on the way that I can set free. So, there.

Minna (as Myra): I hear your discomfort, Blaire. I don't know what we can do to make this less uncomfortable for you.

Kim (as Blaire): It’s okay.

Rhi: So you guys gonna head on over that way?

Madge: Yep.

Rhi: You all head out of The Nest and start making your way over to Crow’s Foot, and to get there you sort of cut up through The Docks. As you’re heading through The Docks, you notice something kind of strange. There’s a crowd of people, not a big crowd but maybe 12-15 people, kind of gathered at the edge of the docks looking out into the bay.

Madge: I’m gonna head over.

Rhi: There’s probably a couple people there who sort of recognize you and nod.

Madge: I’ll nod back and sort of use that influence to get closer to the front.

Rhi: Yeah. Yeah. They’ll let you up. There’s an older woman up there. You recognize her. She’s just one of the many dockhands who’s been working here for probably her entire life. She’s standing up towards the front with a spyglass held up looking out.

Madge: I’m gonna look up at her.

Madge (as Phin): What’s going on?

Rhi (as Dockhand): There’s a cargo ship that they think somebody, I’m not sure if it was The Bluecoats or The Spirit Wardens, stopped it just inside the lightning barrier and they’re not letting it come into dock.

Madge (as Phin): Ah. So, what can you see?

Rhi (as Dockhand): It looks like it might be Iruvian.

Madge (as Phin): Huh…

Rhi: Yeah. So, Phin, here’s what you know about cargo ships. They’re not super common anymore. With the spread of the rail lines across the empire a majority of shipping between the different parts of the empire happens via train. Cargo ships are not really common. If somebody’s using a cargo ship it tends to mean that they wanted to have things come directly from, in this case, Iruvia to Duskwall without having to deal with any of the stops throughout the continent of Akoros in-between. Sometimes people do that because they’re worried about security. There are thefts along the train lines from time to time, or they’ll do it because they don’t want to have to deal with their cargo going through customs at multiple points.

The other thing is that because cargo ships are less common now they are expensive, so it tends to be only people with money who can afford to put stuff on them. So, there’s probably something valuable on there.

Madge: Mm-hmm. Okay.

Josie: Hopefully our meeting leads to us being on that ship.

Madge: I mean, I don’t really see the connection.

Madge (as Phin): Hey. Can I get that spyglass from you for just a tick?

Rhi (as Dockhand): Sure.

Rhi: She hands it over, but she is watching you closely.

Madge: Yeah. I’ll hop up to stand right next to her and look out.

Rhi: Anything in particular you’re looking for on it?

Madge: I wanna see if I can find anything that’s directly related to either The Bluecoats or The Spirit Wardens to see which group is the one that’s actually doing the stopping.

Rhi: Oh, okay. We’ll treat this as a gather information roll, so I’d say do either Survey or Study.

Madge: And I get a +1 towards that, right?

Rhi: Mm-hmm.

Madge: Six!

Rhi: Nice. Okay. You kind of scan over the ship and don’t really see anything, and then as you sort of lower the spyglass and look over the harbor you see a smaller boat coming back towards the dock that has the symbol of The Spirit Wardens painted on the prow.

Kim: [long exhale]

Madge: Okay, so maybe our visit does have something to do with The Spirit Wardens.

Madge (as Phin): Thanks for letting me borrow this.

Madge: I hand the spyglass back over.

Rhi (as Dockhand): Yeah, no problem.

Madge (as Phin): Yeah. If anything else happens can you fill me in on it? I’m living over in Six Towers.

Rhi (as Dockhand): Yeah sure, although I will say if you’re interested in learning more about the ship in an up-close fashion—

Rhi: She winks at you.

Rhi (as Dockhand): --you’re probably gonna wanna move fast. A target like that, pretty juicy.

Rhi: She kinda puts her spyglass back up and goes back to looking at the ship.

Madge: Okay, then I’m gonna go and head back over.

Madge (as Phin): Okay. I think it’s time we start moving. It might be more important that we get to The Dimmer Sisters than we thought.

Kim (as Blaire): Really?

Madge (as Phin): Yeah, so, that ship was stopped by Spirit Wardens, and the only reason a ship is even coming in here in the first place is if someone is rich and someone doesn’t want someone to know what’s on that ship.

Josie (as Minx): Sounds perfect.

Madge: So, yeah. We keep going.

Rhi: Okay. You head over towards where The Dimmer Sisters live. Like I said, they have a big townhouse in Crow’s Foot. From the outside it’s kind of dilapidated and surrounded by a very tall, wrought iron fence with some visible spark-craft security measures on it. The house itself, all of the windows have thick curtains covering them or they’re shuttered, and the front door has a really thick chain wrapped around the front handles that looks like it’s padlocked in place.

Madge: I’m gonna pick up a rock and throw it at the fence.

Rhi: The rock arcs gracefully through the air, goes into the gap between two of the fence posts, and arcs of electricity fry out and blacken it and it skitters off.

Madge: So, I get a little closer, not so that I’m actually touching the gate or anything, but I’m gonna look through the gaps and I’m gonna go:

Madge (as Phin): If any of the spirits are listening, it’s Phin. We’re here to see The Dimmer Sisters. Myra’s here too.

Rhi: There’s not a response, immediately. About a minute or so passes, then coming around the side of the house is a young woman. It looks like she’s from The Dagger Isles, has darker skin, dark hair that’s tied up into a braid around her head, wearing fairly plain, simple clothing. Phin and Myra, you recognize this as Rosalyn. She is one of the very few human servants who work for The Dimmer Sisters, and she’s the person who you’ve met with previously. She comes up to the gate, takes a large keyring off of her belt, unlocks a few things, opens the gate just wide enough for her to slip through, closes the gate behind her, locks it back up, returns the keys, keeps a hand on the keys… as she looks the four of you over.

Madge: [giggles]

Rhi (as Rosalyn): Oh, good, you got our message. As our messenger said, we did a favor for you, so it is time that you do a favor for us.

Madge (as Phin): And we’re here and ready to listen. If you wanna actually spill those precious details out in the middle of the street, you know, you’re free to do that, but I’m guessing this is something that is better discussed behind closed doors.

Rhi (as Rosalyn): You’re going to have to try much harder than that to get into the house, my dear.

Madge (as Phin): Can we at least go inside the gate?

Rhi: She kind of considers it for a moment, and sighs.

Rhi (as Rosalyn): Very well.

Rhi: Reaches back, unlocks everything again, opens the gate, and like a lot of the finer houses here there’s not really a yard, there’s just these big paving stones, and inside kind of running from the gate to the front door is a black stone path. She just says:

Rhi (as Rosalyn): You may enter, but if you stray from the path I cannot be held responsible for what becomes of you.

Madge (as Phin): Yep. Certain death. Got it.

Rhi: You guys all come inside, and she shuts the gate. She turns to you all and says:

Rhi (as Rosalyn): There is a cargo ship from Iruvia that has been stopped in the harbor, and there is one item on the ship that we would rather not fall into the hands of The Spirit Wardens. We would like you to get onto the ship, locate our item, and return it to us. Anything you would like to help yourself to while you’re on the ship, feel free to do so, and if you find any items of particular arcane or occult interest we may be willing to buy them off of you.

Madge (as Phin): What exactly is the item that we need to be looking for? I know that you said it was ‘an item,’ but unless you want us to steal everything…

Rhi (as Rosalyn): A dagger, that we need for some of our rituals. It will be in a simple wooden box marked with my name. it will likely be in one of the secure vaults.

Madge (as Phin): Great. Yep. Secured ships, secured vaults, sounds like a walk in the park for us.

Josie (as Minx): Mm-hmm.

Rhi (as Rosalyn): Good. If you do this for us then we will be at an even accord.

Josie (as Minx): Very well. When is the ship expected to leave or unload?

Rhi (as Rosalyn): We do not know.

Madge (as Phin): Yeah. That was the whole thing about it being stopped back there. They weren’t letting it in or out.

Rhi (as Rosalyn): I would suggest you move quickly, though, as The Spirit Wardens will likely want to secure it.

Minna (as Myra): We’ll probably have to get there before it reaches The Docks.

Josie (as Minx): It should be a simple matter to take care of it this evening.

Rhi (as Rosalyn): Very well. When you obtain the item simply return to the gate and I will collect it.

Madge (as Phin): Okay.

Rhi: She nods, and swings the gate open again.

Josie (as Minx): All right. Let’s get going.

Rhi: Yeah. So, she click-click-click, locks it up behind you guys. What do you wanna do?

Josie (as Minx): Phin, can you get us a boat?

Madge (as Phin): Yeah, I can get a boat. My family are fishermen.

Josie (as Minx): Well, that’s why I asked you. We just need to make sure we have the capability to get into a vault, otherwise I don’t think there’s much planning to do here.

Madge (as Phin): We use some of our demolition tools to [destroying noise].

Kim (as Blaire): Ooh. Oh, but there’s probably a lot of spirits onboard. I mean, they’ll be fine. They’re non-corporeal.

Madge: They’re already dead!

Rhi: Yeah. Explosives are not gonna bother the ghosts.

Josie: It’s a matter of not blowing ourselves up.

Rhi: So, you guys just gonna head straight back to The Docks?

Josie: Yeah, let’s do it.

Kim & Madge: Yeah.

Rhi: Okay. So, Phin, are you just gonna borrow your family’s boat or are you gonna see if you can get a boat from somebody else?

Madge: I’m gonna look into getting another boat, because my family is out on the water right now, probably.

Rhi: Yeah. I’m gonna say this will be another gather information. Whatever skill you want to use, you’re basically going to be at improved effect, because these are your people. Even if you roll a 1 you will still get standard effect.

Madge: Well, I did get a 1, so…

Rhi: Okay. Yeah. You’re at increased effect, so… You ask around. It takes a little bit of time to find someone who’s gonna be willing to loan you a boat, but you are able to talk to somebody who has basically a good sized row boat. When you come up it’s like:

Rhi (as Loaner): Yeah, I’ve had five other people ask me to borrow my boat today, but you, I know I can trust you.

Rhi: And he kinda like punches your shoulder.

Madge (as Phin): Yeah. I’m a trustworthy girl. It’ll be back in one piece. I swear on my life.

Rhi (as Loaner): See. This is why, you, I will loan my boat. All those others, they would not treat it with respect.

Rhi: You have secured yourselves a ride out to the ship. What kind of plan are you guys thinking this is?

Josie: I imagine Stealth. Yes?

Minna: Yes.

Madge: Yeah.

Rhi: So, you guys are doing a Stealth plan. I’m gonna say that the engagement roll is 2d6. Okay. This is the second time in a row that I have rolled a 1 and a 6. So, you guys are gonna be starting off in a controlled position.

## [0:18:54]

Rhi: We see you guys rowing across the bay. The ship is silhouetted against the lightning barrier as you guys get closer and closer. You get to the side of the ship. Phin, as you are securing it there, you kind of glance back and you can just make out back towards the docks there’s a couple other small boats that look like they’re heading in your direction, but they’re pretty far off. Unless someone circled around to the other side of the ship it looks like you guys are, for right now, the only outside group here.

Madge (as Phin): We’re gonna have to go quick.

Josie (as Minx): Yep. Let’s just get below decks.

Rhi: Yep, so you guys climb onboard. The top deck of the ship at least is quiet and deserted.

Madge: Do we see a staircase or anything heading down?

Rhi: Yeah. There are stairs that’ll lead down further. Are you guys trying to be sneaky or are you going for speed over stealth?

Kim: I know this is time sensitive, but I think we should be sneaky about this.

Josie & Minna: Yeah.

Madge: Phin is running on the tips of her toes. [laughter] Tink, tink, tink.

Minna: Do we wanna do a group Prowl check?

Josie: I have no stress. I can lead.

Rhi: So, everyone roll Prowl. This is still gonna be controlled.

Minna: I got a 4.

Madge: One.

Kim: Three.

Josie: I got a 5.

Rhi: That 5 is the result that we’re gonna go with, and there was a 1 and a 3, so Minx you’re gonna take 2 stress.

Josie: Okay.

Rhi: You guys sneak downstairs as quickly as you can, and as you’re going the ship rolls a little bit and some of you stumble and bump into some stuff. It makes a little bit of noise. Nobody is on you yet, but you kind of hear some murmuring voices down the hall.

Kim: Oh boy.

Rhi: So, this is the crew quarters. Basically you guys have come down into a long hallway with a bunch of doors on it, and it makes sharp turns at either end. There’s basically just a hallway that probably circles the whole ship and a bunch of rooms in the middle, and there is another staircase leading further down.

Josie: I think we go further down. Yes?

Kim: Yes.

Rhi: Okay. You are now down on the lower level of the ship, the lowest deck. It’s basically a big open space, for the most part, that is full of crates and boxes and barrels latched in place, and then at the far end of the cargo hold there are what look like two large rooms that are closed off.

Kim: Are they locked?

Rhi: I don't know. You’d have to go over and look.

Kim: I go over and look. [giggling]

Madge: Yeah. I’ll take the one that isn’t being looked at, then.

Rhi: Yeah. Blaire and Phin lead the way over to investigate, and these look like they might be the vaults that you were looking for.

Josie: Nice.

Rhi: Their walls are made of metal here, and there’s some very stout looking doors. The doors are also made of metal and have a pretty complex lock mechanism on them.

Josie: Shall we try to break the lock before we resort to demolition supplies?

Rhi: Blaire, are you gonna try to pick one of the locks?

Kim: Yes.

Rhi: All right. Left door or right door?

Kim: Ooh. One tells the truth and one tells lies. Um…

Josie: Heh. You have one question.

Kim: Right door.

Rhi: So, it’s gonna be risky, you guys are Tier I… This is gonna be limited effect.

Kim: And it’s Tinker, right?

Rhi: Mm-hmm.

Kim: Oh no. I got a 1.

Rhi: Okay. You start on the lock, and work at it a little bit, and then the ship rolls again and your hands slip. You hit something. You kind of fall backwards just as some kind of alarm bell starts ringing.

Kim: Oh boy.

Josie: Eek.

Rhi: You guys can hear from overhead some muffled shouting and movement.

Josie: Is there anywhere to hide near the stairs?

Rhi: Yeah. There’s tons of hiding places around here. There’s all sorts of boxes and stuff you can hide behind.

Josie: All right. I think I am once again gonna hide myself near the entrance to ambush people who come down.

Rhi: Okay.

Madge: Can I blow up the safe now?

Rhi: Yeah. This is gonna be, if you’re using—I assume you’re gonna wreck it?

Madge: Yeah. I’m using demolition tools for wrecking.

Minna: I’d like to guard Phin.

Rhi: Okay. Blaire, what are you gonna do?

Kim: I think ‘m gonna watch an exit and keep an eye out, make sure nobody comes down here.

Madge: I’m gonna roll these one at a time because it’s making me nervous.

Rhi: [laughs]

Madge: Okay. The first one’s a 1.

Minna: Oh no.

Madge: Oh, but the second one was a 2. Ah, the third one was a 1, too.

Kim: [long whine] Nooo…

Josie: Oh God. No… Oh…

Rhi: What?! Oh my gosh. Madge! How—How do your dice do this to you? I am flabbergasted.

Madge: I don’t know…

Rhi: So, I think what happens, Phin, you set the charges but the timing is off and you’re not as far away as you should be when it blows.

Madge: Mm-hmm.

Rhi: So, you basically just get blown backwards, and I think you’re gonna take level 2 harm—

Madge: More shrapnel?!

Rhi: Uh, I mean—It’s shrapnel. There’s some burns. I think for shorthand you can just call it Exploded. Basically anything physical now you’re gonna be at -1 die unless you wanna resist.

Madge: No, I’ll take it.

Rhi: Okay. So, yeah. Phin just gets blown backwards. There is now a hole in the vault. It’s not like the door just got neatly blown open, though. It’s gonna take a little doing for somebody to climb in there.

Minna: I think Myra chases after Phin.

Minna (as Myra): Are you okay?!

Madge (as Phin): [coughs] Yeah. I’m cool. Is it open?

Minna (as Myra): Uh, sort of.

Madge (as Phin): Ugh. Okay, cool. Am I bleeding? I feel like I’m bleeding.

Rhi: [whispered] She’s bleeding a lot.

Minna (as Myra): Yeah…

Madge (as Phin): Great.

Minna: I think Myra’s pressing whatever cloth she can find to the wounds, even if that means it’s her skirt.

Rhi: Aw. So, Blaire. You’re gonna scramble on in there?

Kim: Yeah. I’m in the vault.

Rhi: You are actually gonna have to roll Prowl to get in there, because it’s very narrow and there’s a lot of jagged metal, and in order to get in there without getting hurt…

Kim: Great. I have nothing in Prowl. Let’s see how this goes.

Rhi: You can push yourself to get a die.

Kim: Uh, I don’t feel like we’re that desperate yet. I feel like things can get worse. I shouldn’t jinx ourselves like that. [laughs]

Madge: I just got blown across the room! Just—

Kim: All right! All right! I’ll push myself!

Rhi: Does somebody wanna help and give her a second die?

Minna: I think Myra’s gonna glance between Phin and Blaire.

Kim: No. Take care of Phin. Take care of Phin. She’s bleeding.

Madge: No, help the kid up.

Minna: I think she’s glancing between and assessing these two situations.

Minna (as Myra): Blaire, can you do that on your own?

Kim (as Blaire): I got it! I got it!

Madge (as Phin): Please, please, help her. More important that we’re not in debt to The Dimmer Sisters.

Minna (as Myra): It’s important that you don’t die on us, too, but—

Madge (as Phin): I’m not gonna die!

Kim: I’m just gonna roll! I’m just gonna roll! Four.

Rhi: Okay. You manage to wedge yourself in the side. Your shirt catches on some metal and it tears a little bit, but you don’t actually get cut. However, everybody hears now from upstairs the running and shouting has taken on a different tone. There’s more of it now, and you’re starting to hear gunshots.

Josie: Haha. They’re fighting the other guys.

[laughter]

Rhi: Yeah. There are now other people on the ship. Blaire, yeah, you managed to crawl into the vault.

Kim: Okay. Good.

Rhi: There are lots of boxes, fairly well organized, but you will have to spend a little time searching around to find it, because basically she said it’s a plain wooden box with her name on it. There’s a lot of plain wooden boxes in here, so you’re gonna have to do some looking. I’m also gonna have to clarify the complication from her roll, I’m starting a clock that is Rival Gang Reaches the Cargo Hold. It is currently 1 out of 4. That’s what is happening currently. Blaire is in the vault, or one of the vaults. The box you’re looking for might not be in here. That’s also a possibility. You’re not sure.

Madge: I’m gonna crawl my way over to the other one.

[groans and laughter]

Rhi: You didn’t take level 3 harm to where it would be—Yeah. You can walk.

Madge: Okay. So then, I’m getting up and I’m walking over to the other one. I’m gonna try blowing it up again.

Josie (as Minx): Oh dear. Are you sure you don’t want Myra or someone to handle this one?

Madge (as Phin): Minx, Minx, Minx… Shut up.

Josie (as Minx): My word.

Minna (as Myra): I trust your expertise.

Rhi: This is gonna be risky, standard effect, and I don’t think that your getting blown up is gonna have a negative impact on this. I feel like you’ll get your full dice.

Madge: Since it’s not that physical, it’s me placing charges and…

Rhi: Yeah. Yeah.

Madge: Oh! Thank goodness. I got two 5s and a 4.

Rhi: Okay. You’re able to set the charges safely this time, but it takes you more time. Because of that extra time, I’m filling in another tick on the clock, but this time it is picture perfect, the door just goes flying into the vault.

Madge (as Phin): Ah, thank spirits. Okay. I’m gonna start looking in here.

Rhi: Okay. Blaire, if you wanna try searching your vault you can roll to do that, however you wanna do it, you can let me know.

Kim: Definitely. I think it would be Survey, right?

Rhi: It depends on how you wanna do it. You could do Survey, you could do Study, you could even make an argument for Attune.

Kim: Ooh, ooh, I have 2 in Study. I will use that instead. Oh, all right, 4.

Rhi: Okay. Again, I think it’s a similar sort of thing. You find the box with Rosalyn’s name on it, but it takes you a while.

Kim: Okay. Great.

Rhi: So we’re at 3 out of 4. Do you wanna grab anything else while you’re in there?

Kim: Yes. I’ll just grab what I can carry.

Rhi: Yeah, so you get the box you need and just start grabbing whatever looks—This looks like an interesting sized box!

Kim: Mm-hmm.

Rhi: While you’re doing that, Myra and Phin. You two are searching the other vault. Doing this as a group?

Minna: We can do that. How are you doing for stress, Madge?

Madge: I’m fine.

Minna: I’m also good on stress. Whoever, anyone can lead.

Madge: I’ll take the stress then.

Minna: Okay.

Madge: Yeah, so I’ll be doing Survey and then taking the lower of the two, so that’s a 2.

Minna: Three. Great, heh, sorry.

Rhi: So Phin, you take two points of stress. I’m just gonna fill in the last tick on that clock. So, three out of the four of you are in some vaults, and Minx as the one who’s outside. You see a couple people start to come down.

Josie: Who are they?

Rhi: Minx, you recognize one of them.

Josie: Oh dear.

Rhi: It’s not Bazso.

Josie: Damn it. [laughs]

Rhi: The guy who’s sort of leading the way down the stairs, it takes you a second, but you recognize he is the guard that you spoke with outside The Centuralia Club when you guys were scouting it out.

Josie: Huh… Ooh.

Rhi: Followed by a pair of women, one of them has a crossbow slung over her back.

Kim: [gasps]

Rhi: The other has just a lot of daggers on her belt and on a bandolier, and a lot of scars on her arms and her face.

Josie: Okay. I think what I’m gonna do is pop up from my hiding spot and use my unusual weapon, that is to say a bolas, and try to knock them off their feet and entangle them.

Rhi: The first guy, in the lead?

Josie: Uh-huh.

Rhi: Okay.

Josie: And this would count for my level 2 harm, yes?

Rhi: This is definitely doing something physical. What are you rolling for this attack?

Josie: Um, Skirmish?

Rhi: Yeah. That makes sense.

Josie: Do I wanna go up to 2? I think I do. I think I’m just gonna push myself. Six, and the other one’s a 1.

Rhi: Okay. So, yeah, you chuck the bolas, they twine around his legs, and he goes ass over tea kettle down the stairs.

STEVEN: Nice.

Rhi: He’s not unconscious, but he is bruised up and tangled up, and is gonna have to spend some time disentangling himself before he can kind of reenter the fray. Now, the thing is, because you stood up and did that, the two women have a clear line of sight on you.

Josie: Yep.

Rhi: The rest of you probably heard a yell and a [thunking].

Josie: I think I am gonna call out, somewhat casually.

Josie (as Minx): I do believe it’s time for us to leave now.

Kim (as Blaire): I’ve got the box. We can go. We can bail.

Minna (as Myra): Oh good.

Madge (as Phin): Oh, then what are we over here for?

Minna (as Myra): Let’s get out of here. Are you good?

Madge (as Phin): Yeah. [grunts]

Rhi: Myra and Phin, are you guys gonna grab anything in your vault?

Madge: I’m grabbing three boxes and just carrying them.

Minna: Yeah, I’ll do that as well, then.

Rhi: Okay, and I think Blaire I’m gonna say you have two boxes that aren’t the thing you actually came here for.

Kim: All right. That’s fair.

Rhi: Yeah. So, you guys have a total of eight boxes of mysteries and excitement.

Josie: Woo.

Kim: Yay. Christmas.

Madge: Yay.

Rhi: [giggles] Yeah, so you guys come out of the vaults. Actually, Blaire, you’re probably gonna need to make another Prowl to avoid harm.

Kim: Okay.

Rhi: If you’re okay with taking some harm as you scramble out, you can just make it out without doing a roll.

Kim: No. Fuck harm. I’m tired of it. Uh, ha ha, ha, 1.

Rhi: Okay. Cool. Let me think here… Oh, I know what I’ll do.

Kim: I don’t like that.

Rhi: Uh-huh.

Josie: [giggles]

Kim: I don’t like that GM statement.

Rhi: Mm-hmm. So, I am filling in 1 tick on a mystery.

Kim: Ah!

Rhi: Something is happening in the background that you guys aren’t aware of yet.

Kim: [nervous noises]

Rhi: Blaire basically has to take a little bit of extra time, because you’ve got all those boxes in your arms it’s harder to climb out, so it takes you longer to get out of the vault.

Kim: Mm-hmm.

Rhi: Myra and Phin, you are able to walk out, because you have a nice doorway.

Madge: Yeah.

Rhi: There’s two people on the stairs. One of the women looks like she’s drawing daggers, the other is moving to unsling her crossbow from off her back. That’s the situation you guys have in front of you. Everybody’s out of the vaults now, everybody’s got their loot, and you’ve got at the moment two people blocking your escape.

Madge: I’m gonna drop my boxes, and one of my things is throwing knives.

Rhi: Uh-huh.

Madge: Can I actually switch from throwing knives to a gun, because I realize that most of the damage is in my chest, so winding back to throw a knife might not be the best idea.

Rhi: Oh, yeah, for sure, you can.

Madge: [laughs] So, I’ll switch that for a pistol.

Rhi: Okay, yeah. So you’re gonna use a pistol. Who would you like to shoot at, dagger lady or crossbow lady?

Madge: Crossbow lady. Two.

Rhi: You fire the shot, she ducks, and it misses, and I’m gonna fill in another tick on our mystery clock.

Madge: Dang it!

Rhi: Right after the shot fires there’s a loud slam from the upper deck.

Kim: [deep inhale]

Madge (as Phin): I did not do that, I swear.

Rhi: The two women both kind of look up at the sound of that thud and seem a little startled.

Minna: I think while they’re distracted I’m going to try and take a shot as well. It’s going to be a Hunt.

Rhi: Which one are you shooting at?

Minna: I’m going to also shoot at crossbow lady. God damn it, they’re both 2s.

Kim: Ugh.

Rhi: Wow.

Madge: Why do we suck?!

Rhi: So, you shoot, and she dodges again, and this time has managed to unsling her crossbow and fires back at you. You’re gonna take level 2 harm as a crossbow bolt hits you in the thigh.

Minna: I would like to resist this.

Rhi: Yeah, so you’ll resist with Prowess.

Minna: Four.

Rhi: Okay, 4. You’ll take 2 stress. You also manage to sort of twist out of the way and instead of it hitting square in the thigh it kind of cuts a gash along the side, so you’re at level 1 harm.

Minna: Crossbow Grazed Thigh.

Rhi: Minx, you wanna try and do something?

Josie: Yeah. I’m gonna have a blunderbuss. [laughs] I’m gonna blast them.

Rhi: Oh, you’re gonna try to hit them both with one shot?

Josie: Yeah.

Rhi: Okay. What are you gonna roll to do that?

Josie: Can I roll Skirmish since it’s close range?

Rhi: Yeah, I’ll allow it.

Josie: Yay.

Rhi: It’s gonna be risky.

Josie: Okay. [whispered] That’s a 1.

Rhi: Oh my God, you guys.

[groans and sighs]

Kim: I yearn for death.

Rhi: Let’s see here…

Josie: It sucks, because I’m still out of pocket sand.

Rhi: Yep. Your gun jams. Basically, you’ve burned 2 load on something that isn’t gonna help.

Josie: Damn it.

Rhi: You lose the opportunity to shoot. You go to fire, and just [click], it locks up.

Josie: God fucking—Ugh!

Kim: This is the worst.

Madge: Can I take another shot at crossbow girl?

Rhi: By all means.

Madge: I got a 5.

Rhi: Five, okay. You hit her.

Madge: Woo. I’m aiming for the shoulder.

Rhi: Okay. You hit her in the shoulder and she kind of staggers down the stairs a few steps. Given that four shots have just come at the two of them in rapid succession, the woman with the daggers grabs her and they both move down the stairs. At first they were like ah-ha, we have the high ground, and then they’re like oh crap, we’re really obvious targets up here. Yeah, really the only thing I can do there is I’m gonna fill in another tick on the mystery clock.

Madge: Great.

Rhi: Who else wants to do something?

Minna: I think that I would like to also continue shooting at people who are coming at us?

Rhi: That works.

Minna: How’s crossbow lady doing?

Rhi: Bleeding heavily from the shoulder.

Minna: Okay. I’ll go for dagger lady. I’m going to roll my hunt once more.

Rhi: Okay.

Minna: So, what I’m trying to do is make her stumble, so I’m kind of more shooting at her feet. I rolled a 2.

Rhi: What’s going to happen is, you take that shot, the woman with the crossbow fires at you again, and this time it’s going to be just level 1 harm because she’s not able to get as good aim on you.

Minna: Eh, can I resist that too?

Rhi: You can, yeah. I think this time it’s gonna be a graze on your arm.

Minna: Uh, 2d6, please, please, please. Why? Why, though?!

Rhi: What’d you get?

Minna: I got a 2!

Josie: [groans]

Rhi: So, that’s gonna be 4 stress to resist it.

Kim: Lord.

Minna: It was that or level 2 harm, so.

Rhi: Well, it was level 1 harm.

Minna: Yes, but I have two level 1 harms.

Rhi: Oh!

Minna: [laughs]

Rhi: What’s your stress at right now, Myra?

Minna: One away from a trauma. Please help me.

Kim: I can help. I have stress to spare.

Rhi: Yeah. Blaire, what do you wanna do?

Kim: Is there a way I can move in front of Phin and take a shot at one of these two people?

Rhi: Yeah. Mm-hmm.

Kim: Like, be a shield and attack at the same time?

Rhi: Yes. Yeah, you can do that.

Kim: I wanna shoot at knife person.

Rhi: What are you gonna roll?

Kim: I’m trying to decide what weapon I have on me. Can I fight knives with knives? Can I have some throwing knives? I’m gonna do that.

Rhi: Yeah.

Kim: Yeah, I got a 5.

Rhi: Okay. You get her with your throwing knives. There is a consequence.

Kim: Maybe I dropped a box that I was carrying, one of the mystery ones.

Rhi: I’m fine with that being the complication, but it’s both of the extra boxes.

Kim: Okay. I’m doing it for friendship. I lost my boxes.

Josie: After those two coming down the stairs, and that there’s some kind of commotion going on upstairs, Minx calls out that she’s gonna make sure the way ahead is clear. I’m just gonna have all my weapons at the ready and start gallantly, but slightly limpingly, get up the stairs and smoothly start working my way down through the hallway to get back to the boat.

Rhi: Okay. Minx is off securing your escape. The three of them aren’t looking great. The three of you are looking pretty banged up, too.

Madge: I was just gonna ask Myra what her harm is looking like.

Minna: Two level 1 harm, I have all of my stress boxes marked except one.

Madge: In that case, would you be okay if I like picked up Myra and started carrying her up the stairs?

Minna: Aw, God bless.

Kim: Aw.

Minna: Yes.

Madge: Do I have to roll for that at all?

Rhi: I think it’s, yeah, in order to get around the three of them you’re gonna need to roll probably Prowl. It’s gonna be risky. You could do it as a group action. Blaire, if you wanted to run with them—

Kim: Yeah.

Rhi: Well, I was gonna say, Blaire, how are you doing on stress?

Kim: I’m good. I only have 2 stress right now.

Rhi: There we go. You wanna lead that group action, Blaire?

Kim: Yeah. I can do that.

Rhi: Okay.

Minna: So, Phin has the bright idea?

Madge: Yeah.

Minna (as Myra): No. You’re hurt. You shouldn’t.

Madge (as Phin): I’m fine. I have been totally worse than this before. I mean, I got shot before, and this is better. You can keep a lookout for both of us.

Minna (as Myra): Thank you.

Rhi: The two of you go limping towards the stairs leaning on each other. Blaire, you were sort of in front of them to shield them. Are you still kind of leading the way like that?

Kim: Yep.

Rhi: So yeah, everybody go ahead and roll Prowl, and Blaire is leading this.

Madge: [relieved] I got a 6.

Rhi: Good.

Kim: I got a 3.

Rhi: But, Phin got a 6, so Blaire you’re gonna take 1 point of stress.

Kim: I can do that.

Rhi: How do you make it past them without getting hurt?

Minna: Use the boxes as shields.

Madge: Yeah.

Rhi: Okay. I think that one of the boxes that Myra is carrying, a throwing knife just sticks in the top of it as you’re running, but you guys make it up the stairs to the mid deck, kind of do a quick glance around, don’t see anything, make it up to the top deck. There’s a couple bodies up here, some blood stains on the deck, you’re guessing they’re probably some of the crew. As you guys get up onto the top deck you suddenly hear screaming from the decks below, but you guys make it back over to where the boat is, Minx is standing there like waving you down. You’re a little slower climbing back down, this time you’re a little banged up, but you guys make it into the boat and start slowly rowing your way back towards the dock.

Kim: Oh, thank God.

Rhi: You’re probably a good 50-60 feet from the ship, and something makes you glance back, and you see just standing at the railing, staring at you, not making any sort of movement, there’s a humanoid figure, but even though there is basically no light out here there’s still this sort of weird glow in its eyes.

Minna: Mmmmm!

Kim: Can I put on my spirit mask and look at it?

Rhi: Yes. I’ll let you, and I won’t have you make a roll, because it can’t get to you.

Kim: All right. I wanna squint at this mother fucker.

Rhi: So, when you look at different things in the ghost field they appear sort of in different ways: humans tend to be a little de-saturated and washed out, ghosts tend to show up more brightly in the ghost field, obviously.

Kim: Yeah.

Rhi: This feels like you just looked straight at a spotlight.

Kim: Oh!

Rhi: It’s real bright. Like, you look at it, and then rip your spirit mask off almost immediately because it’s too bright.

Kim: Is that thing a demon?

Rhi: No, that’s not quite what demons look like in the ghost field.

Kim: Is it a poltergeist?

Rhi: Nope. You’re not quite sure what it is.

Kim: What the fuck…

Rhi: So, you guys make it back to The Docks.

Madge: I’m gonna return the boat to the guy.

Rhi: It’s in good shape. The boat’s fine.

Madge: Yeah.

Rhi: What I’m picturing is like you guys come up to the dock, the guy’s just kind of hanging out there, reading the paper, looks up, does a double take at you, because you guys all look like hell, and is just like:

Rhi (as Loaner): What happened out there? Are you all right?

Madge (as Phin): Heh, yeah. We’re fine.

Minna (as Myra): [weakly] No…

Madge (as Phin): Okay, we’re not that fine. We got it, though. We know a physicker, so. Thank you for letting us use your boat.

Rhi: He kind of leans over to look at the boat to see how it is.

Rhi (as Loaner): Thanks. Like I said, I knew you were trustworthy with it. You should really probably go see that physicker of yours now.

Madge (as Phin): Yeah. Haigs keep their word.

Rhi: All right. You guys head off. I assume you guys are gonna kind of lick your wounds before going back to The Dimmer Sisters.

Kim: Uh…

Minna & Madge: Yes.

Kim: All right, yeah.

Madge: [laughs] I would like to not be dying.

Rhi: Yeah. So, let’s shift over into downtime.

## Downtime [0:44:16]

Rhi: Two of the boxes contain… One of them contains some occult reagents, like stuff you would use in making arcane essences, that sort of thing.

Kim: Mm-hmm.

Rhi: The other one contains another spirit mask.

Minna: Mmm!

Rhi: It’s another fine spirit mask. For all of that stuff, if you wanna sell it to The Dimmer Sisters in addition to your dagger, they will give you guys a total of 6 coin. So, the last box, it’s a small wooden box with a pretty simple lock, and it has the name Avrathi. Any of you can very easily pop the lock and open it up. Inside it’s lined with worn, dusty velvet upon which rests a small crystal sphere that’s a few inches across. It’s a clear crystal, but there’s something inside it.

Minna: Can we see?

Rhi: If you pick it up and take a look at it.

Minna: Uh, can I do it without picking it up?

Kim: I’ll do it. I’ll pick it up.

Minna: [nervously] Okay.

Rhi: Blaire, you pick it up and turn it over, and inside the crystal is a single human eye.

Kim: [gasps] Like a real--?

Rhi: Mm-hmm.

Kim: Oh boy. Okay.

Kim (as Blaire): This definitely is a scrying thing. It has to be.

Rhi: It’s bloodshot, it has a pale blue iris, and it’s twitching a little bit. It’s looking around.

Kim (as Blaire): What the fuck? What the fuck?!

Kim: Blaire almost drops it as soon as she knows that it’s twitching, and then she like gathers her grip again an very carefully puts it back.

Rhi: Yeah. You have that.

Kim (as Blaire): [whispered] I kinda wanna keep it.

Rhi: You don’t know what it is, but Blaire you could tell just by holding it that this is something very powerful.

Kim (as Blaire): You guys, this thing is really spooky and I kinda wanna keep it.

Madge (as Phin): That sounds like a really bad idea.

Kim (as Blaire): Mm! Mmm!

Minna (as Myra): In your opinion, can The Dimmer Sisters be trusted with it?

Kim (as Blaire): I don’t think they can be trusted with anything, but… it’s really cool.

Minna (as Myra): We aren’t obligated to sell anything.

Kim (as Blaire): That’s true.

Madge (as Phin): Okay. It’s an eye. [laughs] Ground rules, if we keep it…

Kim (as Blaire): Mm-hmm?

Madge (as Phin): It stays in a separate room.

Kim (as Blaire): Stays in my room.

Madge (as Phin): You get five minutes with it a day.

Kim (as Blaire): Wha-?

Madge (as Phin): What if it possesses you?

Kim (as Blaire): It won’t possess me.

Madge (as Phin): You can’t say that for sure.

Kim (as Blaire): Yes I can. I have, I use protection.

Madge (as Phin): Blaire. Blaire!

[laughter]

Minna: And we all become middle school children.

Rhi: Phew. Bring it back. Bring it back. All right.

Kim: Phew.

Kim (as Blaire): Ten minutes. Ten minutes a day.

Madge (as Phin): Ten minutes a day. Fine. Deal.

Kim (as Blaire): Deal.

Kim: She shakes on it.

Madge: Yeah, shakes.

Rhi: Okay. So, for downtime activities what does everybody get up to after the score? Blaire, let’s start with you.

Kim: So, Blaire is alone in her room, and I imagine that she’s locked the door. She’s gonna take her 10 minutes of the day with her, I mean, until I figure out what the fuck this thing is I’m calling it a scrying crystal. She is going to take it out of its box, and hold it up again, and look under it, and just look at the eye again.

Rhi: Basically it’s a similar thing as before. The eye kind of twitches as it looks around, and then as you’re holding it, it meets your eyes.

Madge: Agh, gah, I don’t like this.

Rhi: You have this understanding, just somehow, that this thing wants to be used. It wants to be able to see.

Madge: Ahhh!

Kim: Can I put on my spirit mask to look at it?

Madge: Oh my gosh…

Rhi: Yes you can.

Kim: [musically] I wanna look at the secrets.

Rhi: So, you put on your spirit mask and look at it through the ghost field. It weirdly doesn’t look that different. It looks basically, the crystal is a little harder to see, but the eye itself is just kind of glowing a bit, and it looks kind of like it’s floating above your hand because the crystal is almost invisible. You can also see that there are sort of these tendrils of spirit energy that are wrapped around your hand and up your arm, and based on the angle, you can’t really see, but it seems like they’re going up your face.

Kim: Okay.

Madge: Cool! Ugh.

Kim: Um, Blaire is gonna take her mask off, and very slowly put it back in the box.

Rhi: All right!

Kim (as Blaire): [huffs] I was going to name you, but now I’m not so sure. So, I’m gonna put you away for now.

Kim: And she just slides it under her bed.

Rhi: [laughs] Okay. All right. So, that’s been Blaire’s fun and exciting time.

Kim: [musically] Having a good time. Having a good time.

[laughter]

Rhi: All right. Myra.

Minna: Myra has just finished a long term project. She has been hitting the books about this blood-iron ring, and what has she discovered, Rhi?

Rhi: Well, previously, she had learned about kind of the rumored origins of the blood-iron ring, that it was made by a sorcerer who crafted it from the iron drawn out of the blood of a single sacrificed human, and that it seemed to have some kind of connection to vampires, and that it apparently also had some connections to, like, cannibalism.

Kim: Oh boy.

Rhi: So, you are able to do some digging, trying to figure out what this thing is, what it does, and you find in this thin, dusty book that is on the wrong shelf, you find some notes about this ring. Vampires have a lot of very powerful abilities, but one of them is something that is referred to in this book as Arcane Sight which theorizes that it allows vampires to hear people’s thoughts, to see in total blackness, see invisible things, sense the locations of objects, you know this very powerful arcane sense that emanates out from them. This ring reportedly will grant you that same ability for a short time, but in order to activate it you have to, it says, quote, wash the ring in living blood.

Kim: Oh, joyous.

Rhi: And, there’s a description of the ring in here, that it is a plain, hammered, iron ring that is pitted with pockmarks all over the surface, but when it’s exposed to blood the ring seems to soak it up and it becomes solid and smooth for the duration of the Arcane Sight. You’re reading this and taking notes, and you sort of get to the end of this book’s description, and you flip the book shut, but as you do there’s the notes in the front of like who has checked it out recently and it falls open on that page. The cover doesn’t quite shut. You glance at it. It’s only been checked out from the library a handful of times, but the most recent is within the last six months, and the name that’s written here is the initial P. Avrathi.

Minna: Mm. Hmm!

Rhi: So, that is something else that you have learned about the ring and where, well, you don’t know where it might be, but you know the last person who was researching this before you.

Minna: Well, I would like to bring that info back to the others at some point.

Rhi: Yeah, for sure.

Madge: That would be a good idea.

Rhi: You’ve got that. And, Phin.

Madge: Since I think the most good came out of Phin actually going to the physicker, I think it would be cool to do that.

Rhi: Okay. The three of you have been sitting in the waiting room. This was like, you guys went here straight after the score. You were sitting in the waiting room because Sawtooth had somebody else that he was patching up, and the three of you had been looking at this eye, and you hear the door to his office open, you close the box real quick, and a woman comes out with her arm in a sling, a black eye… Phin, she looks vaguely familiar, you think maybe you’ve seen her in a bar, at The Docks, or something.

Madge: Mm-hmm.

Rhi: And yeah, Sawtooth kind of looks at the three of you, focuses in on Phin, and then just throws his hands in the air and then points into his office.

Madge: Yeah, and then she goes in and sort of plops down on the table, or bed, whatever is being used, and is like:

Madge (as Phin): Hey. What’s up?

Rhi (as Sawtooth): [sighs] Do I even wanna know what happened?

Rhi: He’s getting his tools together.

Madge (as Phin): Um, so…

Madge: And she’s like rolling up her shirt at this point so he can get to all the shrapnel and junk.

Madge (as Phin): So, you know that boat that’s been stalled out by the lightning field?

Rhi (as Sawtooth): No.

Madge (as Phin): Oh, okay. Well, there’s a giant cargo boat that’s stalled by the lightning field, and The Dimmer Sisters had a thing on there, and we decided that, well we didn’t decide, we were tasked with going and getting an object for them…

Rhi: As you’re talking he’s starting to like pull shrapnel out.

Madge (as Phin): After we got there we figured out that there was—Dude, can you not like, warn me first?

Rhi (as Sawtooth): No. if I warn you you’ll tense up. It’ll hurt worse.

Madge (as Phin): [groans] This is the worst. Okay.

Rhi (as Sawtooth): Maybe don’t get riddled with shrapnel next time.

Madge (as Phin): Well, I didn’t mean to. I was trying to blow up the door and it didn’t work.

Rhi (as Sawtooth): [sighs]

Madge (as Phin): The second time I blew up the door it worked.

Rhi (as Sawtooth): Congratulations. I’m very happy for you. Is the blowing up how this happened?

Madge (as Phin): Yes.

Rhi (as Sawtooth): [sighs]

Rhi: He keeps pulling out shrapnel.

Madge (as Phin): It’s more interesting, right?

Rhi (as Sawtooth): I mean, technically. Yes.

Madge (as Phin): Yeah. It’s not getting shot. That’s cool.

Rhi (as Sawtooth): [sighs]

Rhi: He finishes with the shrapnel and goes to get some ointment for the burns. He just like hands you a whole little pot of it and is like:

Rhi (as Sawtooth): Put this on all of the burns twice a day for the next…

Rhi: He kind of looks you over.

Rhi (as Sawtooth): …five days.

Madge (as Phin): Five days? If I don’t, will I get a cool scar?

Rhi (as Sawtooth): It depends on if you think burn scars look cool, or more likely it’ll get horribly infected…

Madge (as Phin): Oh, I hate infections.

Rhi (as Sawtooth): …and then you’ll get sick, and you’ll die.

Madge (as Phin): Well, I had shrapnel in my arm, and it got infected and I didn’t die.

Rhi (as Sawtooth): No. I said that the shrapnel in your arm could get infected. It didn’t somehow.

Madge (as Phin): Oh. Nice.

Rhi (as Sawtooth): But having multiple open burn wounds—

Madge (as Phin): What if I keep it closed but don’t put the stuff on it? I don’t wanna rub stuff on me. It’s weird.

Rhi: He slaps a hand over his eyes.

Rhi (as Sawtooth): If you keep them covered, yeah, that’ll help avoid infection, but they’re gonna take a lot longer to heal.

Madge (as Phin): Fine. I’ll rub the stupid junk on it.

Rhi: He just shakes his head at you.

Rhi (as Sawtooth): Just go, and it would be really nice if I went a week without seeing you.

Madge (as Phin): But, I’m so much fun.

Rhi (as Sawtooth): Egh…

Rhi: He opens the door.

Madge: [giggles] She leaves.

Rhi: All right. What does Minx get up to on her downtime?

Josie: She spent some time indulging her luxury vice, which this time instead of an art binge is going to be “scoping out” The Centuralia Club which is mostly gonna consist of her hanging out in disguise and coming at it from various angles but not really taking in useful information, just sort of people watching and sighing wistfully at the façade, and getting up to very long daydreams of what it must be like to just be able to go in there and not worry about money and just spew coins everywhere.

Rhi: So, you’re standing there staring, and are startled very rudely out of your daydream when a hand falls on your shoulder.

Josie: Uh-oh. I jolt out of my daydream and turn around.

Josie (as Minx): How rude.

Rhi: Yeah. You look up to see a very, very tall, muscular man who is wearing a somewhat ill-fitting guard uniform. It seems that they didn’t make one in a size appropriate for him. He’s standing there staring down at you, and he just kind of peers at your face.

Josie (as Minx): Can I help you, good sir?

Rhi (as man): You look like somebody we might be looking for. What’s your name?

Josie (as Minx): Lady Katya. I don’t believe I have been to this establishment before. I was observing the grounds, but…

Rhi (as Man): No. I think you’ve been here before. I think you were talking to Stephan, and now Stephan’s dead.

Josie (as Minx): Well, that’s unfortunate and I’m sorry to hear it, but I’m afraid I don’t know a Stephan. So, before this line of inquiry gets uncomfortable…

Rhi: He starts to reach out like he’s gonna grab your arm to presumably haul you off.

Josie: Eh, I’m just gonna calmly try to leave.

Rhi: Yeah. You’re able to like back up to dodge his grab, and then I think you have to make a very hasty exit, but this is basically your overindulging giving the crew an additional 2 heat…

Josie: Oof.

Rhi: …because some of the guards recognized you. They’re like, wait a second.

Josie: Blast my distinctively beautiful face. [laughs] Can I actually insert like a little flashback as I’m fleeing, sort of?

Rhi: Absolutely.

Josie: We just sort of get a really quick flashback to a little over a decade ago, because it’s Minx and two other people and she’s still a young girl though not everyone saw it that way at the time. There’s a slightly taller dark haired boy and a dark haired girl about her age all in shaggy garb who have apparently just filched something from a noble rolling up to the club and are now beating feet hard across the cobblestones to get away from those very much older, very much scary looking guards.

Rhi: Okay. Yeah, so Minx just has that little flash of the last time she was in this situation, but she makes it around the corner and gets away.

Josie: Mm-hmm. [laughs]

## [0:59:45]

Rhi: Okay. Yeah. Do we wanna end with you guys making the delivery to The Dimmer Sisters?

Madge: Yeah.

Kim: Mm-hmm.

Minna: Sounds good.

Rhi: Okay. So, you guys head back over there with a few of the boxes, and this time it seems like your appearance was expected. As you’re kind of coming up along the fence you see Rosalyn come out and she meets you at the gate.

Rhi (as Rosalyn): Did you get it?

Kim (as Blaire): Yes.

Madge (as Phin): Yeah.

Madge: And I’ll hand over the box.

Rhi: She takes her keyring off her belt, flips to a particular key, unlocks it, opens it, and you can see there is indeed a dagger inside, but it has some kind of like, it’s attached to some kind of complicated looking machinery on like the hilt. There’s some wires and stuff coming off, some runes carved into things, it’s weird looking. She just opens it, nods, closes it, locks it again.

Rhi (as Rosalyn): Well done. I thank you for this. This will be a great help to us.

Rhi: She tucks the box under her arm, and notices that you guys have a couple other boxes.

Rhi (as Rosalyn): Did you find anything else that you thought that we may find interesting?

Madge (as Phin): No, we just carried these around for fun.

Minna (as Myra): I think Myra gives her a look.

[laughter]

Rhi: Rosalyn also gives her a look, and then very pointedly turns to look at Myra.

Minna (as Myra): We found some components and a spirit mask.

Kim (as Blaire): [whispered] Some of us do carry around those things for fun.

Minna (as Myra): Yes, but she wasn’t being very nice to our friend here.

Rhi: So, she takes the boxes from Myra and opens them up, looks, and nods to herself.

Rhi (as Rosalyn): Right. Very well. Here.

Rhi: She hands the boxes back.

Rhi (as Rosalyn): Wait here. I’ll return with payment for these.

Rhi: She goes back inside, comes back without the box with the dagger that you’d given her, but she is carrying a small leather satchel. She holds that out while also holding out her hand for the other two boxes.

Minna: We make the exchange.

Rhi (as Rosalyn): We appreciate this, and hope that perhaps we can continue to do business in the future.

Kim (as Blaire): Eh…

Minna (as Myra): I hope that this has seen to our debt for now.

Madge (as Phin): Yeah.

Rhi (as Rosalyn): Yes. The debt between us is settled.

Minna (as Myra): I’m glad.

Rhi: She takes the two boxes and shuts the gate.

## Outro

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

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

Blaire Culhane is played by Kim Kogut. Follow her on Twitter at @kimdianajones.

Minx is played by Josie. Follow her on Twitter at @DragonGirlJosie, and watch her art streams at  picarto.tv/DragonGirlJosie.

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

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

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## Blooper [1:03:10]

Rhi: Sorry, there’s a siren. [sirens outside, pause] The Bluecoats show up and arrest you all.

Minna: [laughs]

Rhi: [giggles]

Minna: Please put that as the stinger someday when you make that joke.