



VELTERRA

SINNERS NEVER SLEEP

KUTHAN MOUNTAINS



Velterra
Sinners Never Sleep

A Dungeons and Dragons Adventure

2019/09/29

The Cast



Michael Williams *Dungeon Master*

Stephen Harland

Pilcheur Gamont/Mark O'Synne/Vu Dong/Burnie Cinders

Jonathan Mann
Exmerah Sliokzog

Richard Pugh
Riphard Obsidian Hardstone

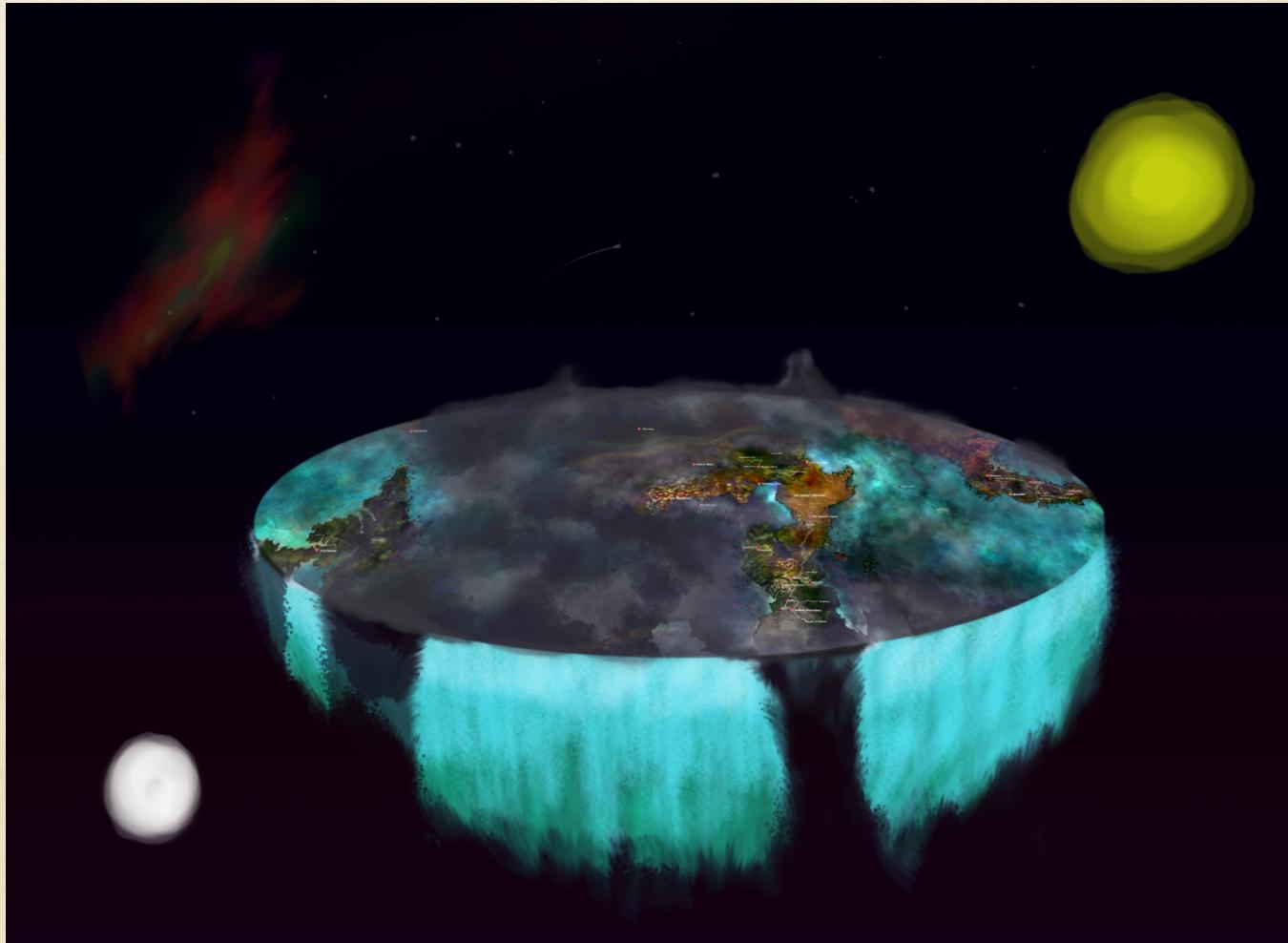
Stephen Reddish
Kolo Kozolski Sliokzog/Toni The Tiger/Martin AndleBerger

Joshua Rodell
Lady Otoria Hearthrust/Gary/Myron

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CHAPTER 1: THE STORY



BACKGROUND DETAILS

Welcome to the world of Veltarra, domain of the Seven, who rule over all from afar through the constant vigilance of the Church.

"In Hope's Rest, the largest city of the Empire of the Seven, a cloaked man dashes over rooftops, a half-burnt tome tucked under one arm as a group of mercenaries chase him. Abruptly he comes to a dead end, a roof with nowhere to leap to and nowhere to hide. He turns to face his attackers and reaches for his weapons, the book slipping from his grasp as he does so. In a moment of panic he spins to grab for the book, losing his balance and toppling from the roof as the mercenaries swing their blades at his back."

"In the north, a pair of goblin twins flee the perils of Valkar Varg's reign, seeking the freedom and new life the south can bring. They are surrounded by brutal tribesmen and vicious axes on all sides, angered by their desertion. As the two goblins look at each other in desperation and anger they nod, the girl raising a long rifle that quivers with electricity, the boy raising a small hunting bow and quickly loosing several arrows. As their enemies close in the bow-user pulls a vial of some mysterious viscous liquid as his twin sister unclips a thrumming round device from her belt. In moments, a huge explosion rips through the area."

"To the south, a dwarf pastor sits hunched over a tome, scribbling notes. He raises his head as he hears the slow creak of his door, aware that he is expecting no visitors. He stands

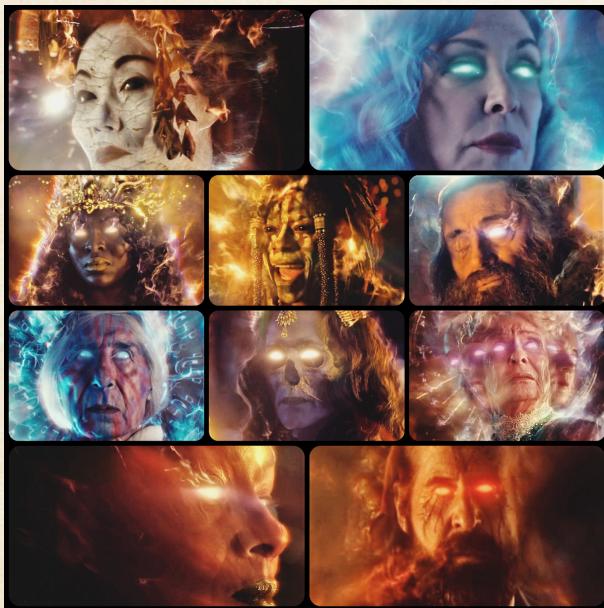
and turns to see a hulking figure behind him, armoured with a long-barrelled gun at his side. The dwarf rests a trembling hand on his holster as a man who should not exist stands before him. Terse words are exchanged, accusations and threats. The dwarf grits his teeth and sets his feet, drawing the pistol at his side as his opponent does the same. From outside, the sound of a single shot being fired can be heard."

"To the East, a figure wrapped in cloth and strange garments sits quietly in a harbour tavern in Port Averdale, recently arrived on the continent from a long voyage. She sits with an

untouched mug of unappealing ale in front of her as three thugs approach the table. They slam down a parchment on the table with a picture and a hefty figure. In a flash she is to her feet, blade drawn and two of the men sliced apart on the ground. She faces the remaining thug who whistles and a stream of men pour into the building from all around. Outnumbered by scores and with a demand the surrender, she chooses the only option she knows. Honour."

FALLEN TWIN
dfhgfdghfsgh

THE SEVEN



DETAILS

There are seven gods:

LATHOR - THE MOTHER AND FATHER, THE HORIZON

The first among equals. Goodness, Faith, Leadership, Family

Lathor rarely acts directly in the epic tales told of the gods engaging in their grand wars. Rather, the tales always start with Lathor tasking the other gods with going to a particular location, destroying a particular evil creature or finding a particular item. Then, at the end of tale, when the battle is won, usually with a bitter price paid, Lathor returns, to deliver the moral of the story and teach the relevant lesson.

ELLEDUN - THE LANTERN-BEARER, THE RISING SUN

Hope, Light Against the Darkness, Agriculture, Travellers

Followers of Elledun often build roadside shrines, marked by a small candle, protected from the elements with a glass cover. Weary travellers will find supplies contained within, and are expected to contribute in kind when well-stocked.

BELLADON - THE OPEN-HANDED, THE CRYSTAL SPRING

Charity, Giving to Those in Need, Forgiveness, The Home

HEMOTATE - THE BOOK-BEARER, THE TREE IN THE STORM

Justice, Fairness, Karma, Scholarly Pursuits

Devotees of Hemotate make a habit of claiming that by the time Hemotate arrived to a battle, the day was already won. Using preparation, research, and their enemies weaknesses, they often found no need for weapons. The forces of darkness brought their own undoing, and Hemotate was able to pick at the right threads to unravel their plans.

VATHOS - THE SHIELD-BEARER, THE WEATHERED ROCK

Fortitude, Strength Against Adversity, Undergoing Punishment

In legends, Vathos would enter battle against the forces of darkness wielding only a shield. With each blow that landed upon him, his strength grew. He would stand in the midst of battle, taking blow after blow without striking back until, when the moment came, he would fell whole armies with a single punch.

NOVETTA- THE ARMS-BEARER, THE CONSUMING FIRE

Valor, Fighting Against Evil, Vengeance

Novetta eschewed armour, and would enter battle armed only with her bastard sword, Fynyr. It is said that Fynyr was sharp enough to sever the connection between an enemies body and their soul.

MATREUS - THE STANDARD-BEARER, THE TOWER ON THE HILL

Loyalty, Conviction

Matreus was said to be deaf and blind, and fought valiantly in battle, never knowing whether his compatriots were standing firm or had turned and fled long ago. Seen as a lonely figure, but one that is never discouraged by that fact.

His most ardent followers tend to live in isolation, meeting only to share wisdom and scriptures. They believe that a faith that is tested most often, and which still holds, is the truest, and that strength never used is no strength at all.

SYNNE - THE HORSEMAN, THE BURIED SPIRE

???

While some people favour one god in particular, this is not common, and is viewed with suspicion by some in the church.

THE GOD'S PLACE IN THE WORLD

More frequently, people have a few of the gods which, when taken in combination, express their outlook. For example, many Arbiters favour a combination of Hemotate and Novetta, representing their drive to punish lawbreakers, whereas many Pastors favour a combination of Elledun and Belladon, in the hope that they may spread the light of their faith to those in their community.

A sailor going to sea may pray to Elledun and Matreus when setting out on their journey, so that they may stay true to their path and not get lost, but pray to Belladon and Vathos when their ship is caught in a storm, to gift them with the strength to carry on.

Demons do the torturing Devils din the book
keeping Where the fuck are the Gods?

Turns out that they have all fucked off on holiday leaving the world to fend for itself and be abused by the Church. Re-connecting the world to the internet again will allow the software to update and the Gods to return with all their awesome power.

FALLEN TWIN
dfhgfdghfsgh

GROUPS IN THE WORLD

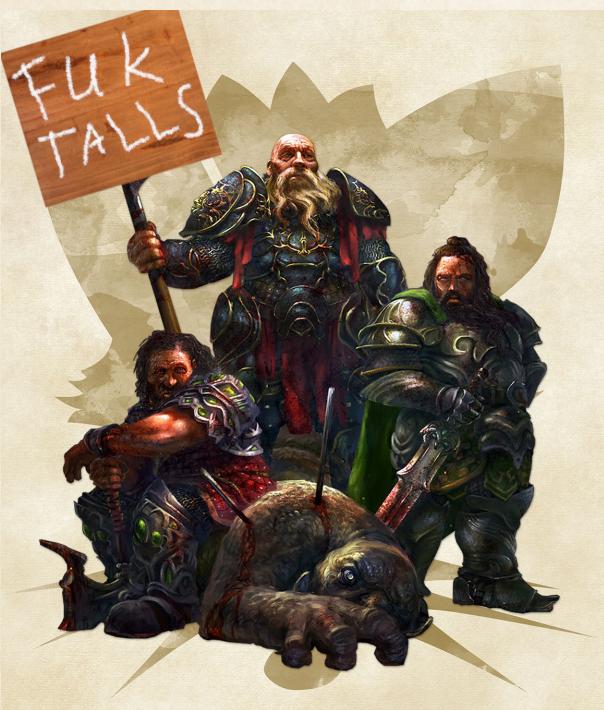
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THE JENNIES

The Jennies are a group of ladies who offer discrete services for the discerning adventurer.

THE SRA - SMALL RIGHTS ACTIVISTS



THE CHURCH

THE BANK

THE BOOKBURNERS



THE GARY GUILD

NANDUAN ROBOT LADIES

HELL INC.

DETAILS

DETAILS

DETAILS

FALLEN TWIN

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CHAPTER 2: THE WORLD OF VELTERRA

VELTERRA



Velterra is a planet in the The year
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DETAILS

bvasodui
Race: Goblin
Class: Artificer
Age: 8
Status: Active

HELL



One of the dimensions of the afterlife. It's hot.

MAIN LAND

HOPE'S REST



The biggest city in Veltterra.

Central mecca of trading for the region controlled by the church. Very multi-cultural.

City is broken up into its Guilds from the old families of the city.

Each family selects a board that selects a GEO Guild Executive Officer that rules the area.

Parchet green (half elf) male quite stern, and ruthless. All who stood against him in elections have vanished.

The five families have guilds underneath them, Life = taverns, gambling, Might = Archers, mercenaries, masters elite unit, the hunt (bounty hunters for beasts) Coin = traders, stores, market, and mint Service = cleaners,

valets, plumbers, Jennies (semi official), Theives Guild, Assassins Guild Making = carpenters, builders, blacksmiths, clothiers etc

River Eldon flows through the middle. The areas have power over the sections of the town, but also the guild members who live outside of the guild area.

Politics area is around the Guild Hall.

Bertrands stand is the last defensive wall.

The Petite Ferret is owned and run by Horatio BrambleThrust

The Book Burners is the location of their old library, staffed by good old Archibald

THE BOOK BURNER'S HEADQUARTERS



Text

VATHOS BOUNDARY

A small settlement on the edge of the civilized world. The last stop before the southern wilderness. Buildings

Pub 1 Copper Flagon Pub 2 "Titty bar" Blacksmith Pastor Dunkhills Church City Guard House Jewellers Stable

CountrySide

Dutty Hoes Camp RWA cave hideout Forest of Big Pig

TOM'ARDY MOUNTAINS

Home to an exclusive and reclusive enclave of high-status Dwarven families. Each dynasty resides in their own private mountain. It can take days just to say hello to your neighbours... not that anyone does.

TEMPLE OF UNTHALA

RIVERFALL



More is known about RiversFall, except that it has a beautiful set of rivers and waterfalls.

Its a fair to middling size of town.

Had four pubs (Sad Crusader, Club and Cask, Open Flask, Minstrels) , once of which unfortunately and mysteriously burnt down. It also has a very expensive black smith There is also a Tower of Emoticon, that houses a whole load of secret stuff in a vault and a lovely collection of non religious but church safe books

A new edition to the town is a nicely sized ditch on the outskirts

FALLEN TWIN
dfhgfdghfsg

THE SEVEN'S SPIRE



TOWER OF IMOTA KAN

LARGOSK



Nice sleepy town that takes its children through a trial at the age of 5. We arrived here while on the Lamb from a scary inquisitor. Over the mountains is SevenSpires!

This is where we first encountered the Spanish inquisition. While saving a small boy from a horrid coming of age ceremony, we were ambushed by the Inquisition who wanted to take the child as their own. Not cool. Kyros later tried to blame us for the mess, but is now more neutrally disposed to us. That is until she finds out about the dirty lemon whores who stole a poor couples only lemons, to have a bake sale!

THE GREAT EXPANSE

A land of empty desert, people get lost often within its borders and the area is plagued by "bandits" called spanders. This anti-church group preys upon the Great Expanses travelers.

PORT AVERDALE

One of the major ports on the main continent. This port was full of colourful people and shady goings on. What it really needed was a show

from a circus troupe, but we failed them. They do have a lovely square made up of two triangles that hosts all kinds of cultural events.

It also had a lovely customs expo, that was mysteriously burned down.

NANDUAN

Nanduan is a large kingdom on the North-Eastern coast of the continent of Erassa. The capital city is located on the banks of a tidal river estuary, and maritime trade makes up a significant portion of the economy.

Nanduan does not trade significantly with Velarian cities, but has some relations with the elven city of A'kul'theok. There is limited migration from Nanduan to Church-controlled cities, and so not much is known about this land by commoners in these areas. Traders and travellers may have some patchy information. It is known that relations between Nanduan and Masuda, to the south, are strained, at best.

Known Inhabitants

The Hearthrust Dynasty - A large, wealthy and prominent noble family. They recognise the danger of the isolation their social class gives them, and therefore the children of each generation are sent out into the world for a few years at the age of 18 to experience what life is like for the people below them. Some run small businesses, some join religious orders, but most use the opportunity to become adventurers or travelers. As most marriages within the family are arranged during the teenage years, some of the Hearthrust children are already betrothed by the time they begin their travels. In this case, the face of the Hearthrust daughters are covered, to save the world the pain of seeing, but not being able to attain, such beauty. Hearthrust girls are renowned in Naduan as being exceptionally beautiful.

They are also seen as beautiful in their own country of Nanduan.

An Unnamed Shipping Magnate - Known to be betrothed to Lady Otoria Hearthrust.

Flora and Fauna

Sand Dagger - Dangerous and sneaky creatures known to hide underneath and behind things.

Balloon Cow - Like cows, but inflatable.

SOUTH AFRICA



AKULTHEOK

Akultheok is the main port on the continent of South Africa, it was relatively friendly and very much like a Caribbean beach resort complete with great cocktails. However the surrounding jungles are as dangerous as the come.

JUNGLES

Super dangerous Jungles, full off tribes, trebuchets, and Cannibal Tikki Tucks. Somewhere in here is the Rubriks Cube that we so desire

CHAPTER 3: CHARACTERS

KOLO "TOURE" KOZOLSKI



DETAILS

Race: Goblin
Class: Rogue/Ranger
Age: 8
Status: Dead

BACKGROUND

From "the north", Kolo appears to have an existing relationship with the other goblin, Exmerah. Uses a bow and possibly high explosives.

PERSONALITY AND TRAITS

Boisterous and outspoken, Kolo appears to be the face and frontman of the goblin duo. Known for his fast fingers, Kolo is not to be trusted with, or near, anyone's money or property. Speaks Tikki Tuck, Goblin, and Low Veltellan

RELATIONSHIPS

Twinned with Exmerah.

Seems to dislike racist Pilch, referring to him as "Pilchard" or "fishy fishy" or at least did before Fishy went away. Strangled to death by Riphard with a Cool Whip.

EXMERAH SLIOKZOG



DETAILS

Race: Goblin
Class: Artificer
Age: 8
Status: Active

BACKGROUND

Exmerah "Exme" Sliokzog was born on her feet two minutes before her brother, Kolo, in the barren wastelands of "the North". Growing up as a Goblin was not easy and the two young siblings spent their days being chased by wild animals, causing mischief, and being enslaved by evil overlords.

Naturally ingenious from birth, Exme took the opportunity to learn all that she could from her captors, rising quickly up through the ranks until she became a full-time workshop assistant. During this period Exme made several inexplicable advances in the field of electromagnetism, culminating in the production of Veltarra's first electric gun.

The two goblins were taken out of their death by Lazarus whilst launching an audacious escape attempt from their Northen stronghold.

PERSONALITY AND TRAITS

Exme was always the more softly spoken of the twins, usually happy to follow Kolo's lead and revel in their mischief. Having seen all of their family and friends enslaved at a young age, both Goblins developed a burning passion for emancipation and dreamed of a free world. Whilst Kolo took the stance that emancipation could only be gained by the sharp edge of a blade and that the only good human was a dead one, Exme always recognised that the races could work together towards the brighter future that they both craved.

Following her maturity into a goblin woman and the loss of Kolo, Exme became more adult and took up casual smoking, although she still retains a sense of naivety due to her relative lack of world experience.

Whilst confident in her abilities and place in the world, Exme has been known to act with extreme jealousy in the presence of other women, especially those with any connection to Myron.

RELATIONSHIPS

Exme's main bond has and always will be to her younger twin brother Kolo. Prior to his death the two had never spent more than an hour apart and the loss led Exme to re-examine her life and discover who she was when she by herself.

Myron and Exme have been involved in an on-going 'will-they, won't they' relationship which is perhaps best outlined in her self-published novelette "Love doesn't have a height limit".

Stanri

Exme is always keen to talk to other tinkerers and scholars forming quick friendships with the Goblin's mentor Ruh'Breks Sensei, Nanduan robot guy, George Myron and gnome inventor.

Exme cares deeply about her companions and mourns the loss of each one, keeping memories of their corpses and honouring fallen comrades through the naming of her creations.

EXME'S STORY

Starting off as a timid young goblin girl, Exme soon began to find her feet and became one of the most fearsome fighters the world had ever seen.

Kolo death. Exme had to leave the team for a short while to regather her thoughts. During this time she started the 'Delilah Hardstone Engineering Scholl for Talented Yung Wimun'. Deaths's of kolo and delilah. Massacre of xxx left a deep scar on Exme's heart and strengthened her resolve to emancipate the people from the oppression of the Church.

Exme played a key role in developing and maintaining the technical capabilities of the group, inventing several pieces of equipment for her teammates, outfitting the airship and working to develop capability with Excallibrum.

During the gods talk, Exme found out that Kolo's soul was trapped with Kalimar and she became determined to find a way to save Kolo from his eternal torment.

ON THE GENDER OF ANIMALS

Exme has done a lot of work in the field of anthropology examining the gender of animal pairs found in the wild. For example, the observation that dogs are men and cats are women was widely accepted as a universal truth and single-handedly advanced the field of anthropology in Veltterra by decades.

RIPHARD OBSIDIAN HARDSTONE



DETAILS

Race: Dwarf
Class: Pastor
Age: 58
Status: Active

BACKGROUND

PERSONALITY AND TRAITS

RELATIONSHIPS

RIPHARD'S STORY

TEXT

dfhgfdghfsgh

PILCHEUR GAMONT



DETAILS

Race: Human
Class: Book burner
Age: 46
Status: Deceased

BACKGROUND

PERSONALITY AND TRAITS

RELATIONSHIPS

PILCH'S STORY

TEXT

dfhgfdghfsgh

OTORIA HEARTHROST

DETAILS

Race: Robot
Class: Fighter
Age: 80
Status: Deceased

BACKGROUND

Robot lady

PERSONALITY AND TRAITS

RELATIONSHIPS

OTORIA'S STORY

TEXT

dfhgfdghfsgh



GARY



DETAILS

Race: Stone man

Class: Police

Age: 8000000

Status: Sleeping

BACKGROUND

Gary was a stone man

PERSONALITY AND TRAITS

Brave

RELATIONSHIPS

GARY'S STORY

TEXT

dfhgfdghfsgh

MARK O'SYNNE



DETAILS

Race: God
Class: Luck man
Age: 800000
Status: Active (unfortunately)

BACKGROUND

Fucking mark

PERSONALITY AND TRAITS

Dickhead

RELATIONSHIPS

MARK'S STORY

Starting off as a timid young goblin girl, Exme soon began to find her feet and became one of the most fearsome fighters the world had ever seen.

TEXT

dfhgfdghfsgh

RADBURNY "BURNIE" CINDERS



DETAILS

Race: Human (Dwarf by adoption)

Class: Who the fuck can know

Age: 60

Status: Active

BACKGROUND

Burnie is a bookburner who was raised by dwarves

PERSONALITY AND TRAITS

He is agrouchy old man but quite freindly really

RELATIONSHIPS

Burnie has a son Crow

BURNIES'S STORY

TEXT

dfhgfdghfsgh

SMAUD MYRON



ARBITER MYRON

DETAILS

Race: Gnome

Class: Arbiter

Age: 80

Status: Active

BACKGROUND

PERSONALITY AND TRAITS

RELATIONSHIPS

EXME'S STORY

TEXT

dfhgfdghfsgh

MARTIN ANDLEBERGER

DETAILS

Race: Construct
Class: Bard/Sorcerer
Age: 87
Status: Possibly a Mouse

BACKGROUND

The AndelBergers seemed like any other old aristocratic family from Lindedorf, at least from the outside. Who was to know that the family line stretched almost a 1000 years back in history. So far back that the families histories pre-dated the sundering itself.

Lord and Lady AndelBergers had been (in)breeding their family ever since the sundering to maintain a pure bloodline, the latest incarnation had proved very difficult indeed as the Lady had only managed to produce a single child, a solitary lady who glowed with the radiance of Hemotate. She was schooled from the families great library and a sense of destiny passed into her. Until one dark and stormy night the church arrived, or at least a part of the church that people only talked about in whispers. Dark masked figures stormed the house and decimated what was left of the family, what happened to the young Ms AndelBerger is still unknown.

MarTin was the family butler, built to protect and serve Ms AndelBerger and keep her entertained. He had been fashioned using the knowledge of the ancient family line, his clothes and parts shaped in strange swirling patterns taken from books long useless. On the fateful night the inquisition appeared, Martin was out milking the cows in the freezing rain. He missed the entire saga, only returning to an empty house torn apart at the seems. He rescued his favourite books, and weighed up his options. He had lost everything, but he still had two purposes, to find the young Ms AndelBerger, and to avenge the family line. As possibly the last member of the family line it was now up to him to return the gods to their rightful place within the pantheon.

All this was almost a century ago, MarTin has been wandering ever since

Unable to die the butler wandered the streets, then the town, then the city, until finally the continent. Until he was chanced upon by a motley crew in an airship....

PERSONALITY AND TRAITS

Martin was very depressed, and lacked the spark of power that helps him deal with the day to day drudgery of being immortal. When he discovered the teams goals were to destroy the church he picked himself up only a little bit. It wasn't until he discovered that his ward Ms Andelberger was gone, and ascended to the heavens, that he doubled down and vowed vengeance Speaks Tikki Tuck, Goblin, and Low Veltterran

RELATIONSHIPS

Martin is forming relationships within the team, he seems most attached to Burnie.



ANTHONY K TIGERIUS

III



DETAILS

Race: DesertCat

Class: Barbarian

Age: 42

Status: Wandering the Expanse with an assassins contract out on him

BACKGROUND

Anthony has been sent from the Guild of Coin in Hopes Rest to open negotiations with one Riphard Obsidian Hardstone.

PERSONALITY AND TRAITS

Toni saw the possibility of a better world, he did all he could to help ensure that the lessons learned in the desert could help others around him.

RELATIONSHIPS

Toni always wanted to work closely with Riphard, who in his mind was an un-tempered prodigy who would take the world by storm. He had big hopes that the power and wealth that Riphard could wield, could be used for the betterment of all in Veltarra.

MISCELLANEOUS CHARACTERS

DELILAH HARDSTONE



LAZARUS



One of Jennies Girls, a group confusingly led by a Mae Harkwood! This hotty is a straight up drop bear killer. Recently she has become the Sky Captain of Tomorrow, and is now betrothed to Riphard

ARCHIBALD

Text

KEVIN



Kevin was the PhD student of XXXX Sinders at the University of Assassins and joined the group at the behest of his professor in order to develop some much-needed practical life skills. Kevin quickly found himself in an unhealthily abusive mentor-pupil relationship with Burnie . Following the return of Exme, Kevin found that he could simply stay in the background, quietly earning his credits with no-one apparently any the wiser.

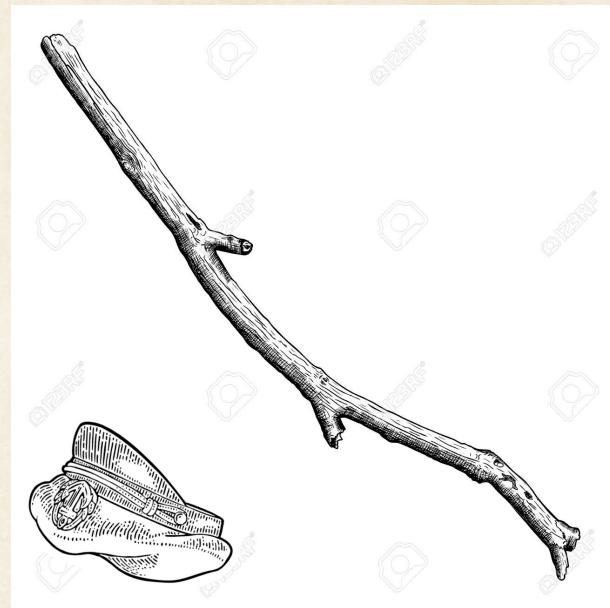
In his spare time Kevin enjoys developing immunity to poisons and fantasy roleplaying games.

ROSS'S CHARACTER

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CAPTAIN STICK



Not much is known about Captain Stick other than that he has inexplicably been long-trusted with command of The Gary. Never wavering, seldom faltering in his duties, Captain Stick has offered straight and to the point leadership to the team and

VU DONG



Text

Text

MEREDITH



The weird-noise making, portal-door-creating elephant butler of Laz, who stood up Mark on his prom night :'(

TRAYVON

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Trayvon was a TENGU? book burner and co-worker of Burnie prior to the great book

burner purges. Boasting the longest wingspan of any book burner to have ever held a lighter, Trayvon was also a manic-depressive control freak who . Not much is known about the actual act of the conception, however Trayvon managed to conceive a child with Burnie

BURNIE'S SON XXX - SINDERS

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The grossly disfigured and illegitimate half-human, half-TENGU? son of Trayvon and Burnie. Shunned by society from an early age, XXX fostered a deep hatred of the father who had abandoned him for many years. His thirst for revenge led him to the University of Assassins where he found his natural calling and quickly rose to the position of Professor in Assassination Studies.

After attempting to kill Burnie, a beautiful reconciliation occurred and father and son quickly became best friends, making up for lost time. XXX

RUH'BREKS

Text

Unknowingly mentored the Goblins.
Invented/built the airship. Tower. Cube. Once of the last great magic users in the world.

BURNIE'S PARENTS

Text

Dwarves. Live on a farm. Child care duties

BURNIE'S PARENTS

Text

ARBITER KIROS



HOLLY



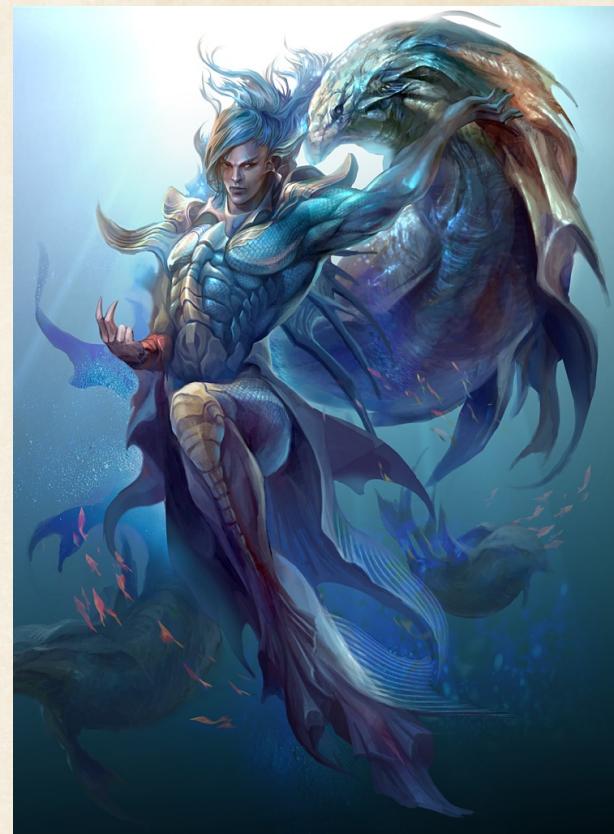
Text

DILDO AND XXX - RIP'S CHILDREN

Kyross is a scary as fuck Arbiter that likes Riphard, and respects Otario (RIP). She is renowned as the first person to ever cause Kolo to shit himself. She also seems to have come around to helping the team since all the inquisition shit started to kick off. She is good friends with the machine gun wielding maniac



KING OCEANI



Text

Twins are blessed and probably have powers

DEREK BOBACIOUS



A discerning but aging bachelor, whose love for his daughter is marred only by the fact she is a total bitch. He owns a nice house, that became Riphards first bank, he has recently relocated to Hopes Rest to run the marketing campaign for Riphard Bank

Text

Proud underwater king. Died like a singing fool at the Battle of Hope's Rest.

TIKI TUKS



Text

ARBIGAL



DAISUKE



Text

Text

Used brutal underhanded management tactics
to gain control of Hell. Lazarus's boss.

CHAPTER 4: GEAR

THE AIRSHIP GARY



BACKGROUND

The good airship Gary is the primary base of operations for the team. The team came across the airship whilst raiding the Tower of Rubriks in Episode XX. The ship is powered by the ghosts of dead xxx that were found and captured in S.T.A.N.R.I's anus.

The team have made a number of modifications to the ship over their time together, with the latest battle upgrade being made during the trip to Linderdorf.

FUNCTIONS

The ship has multiple cannon and -

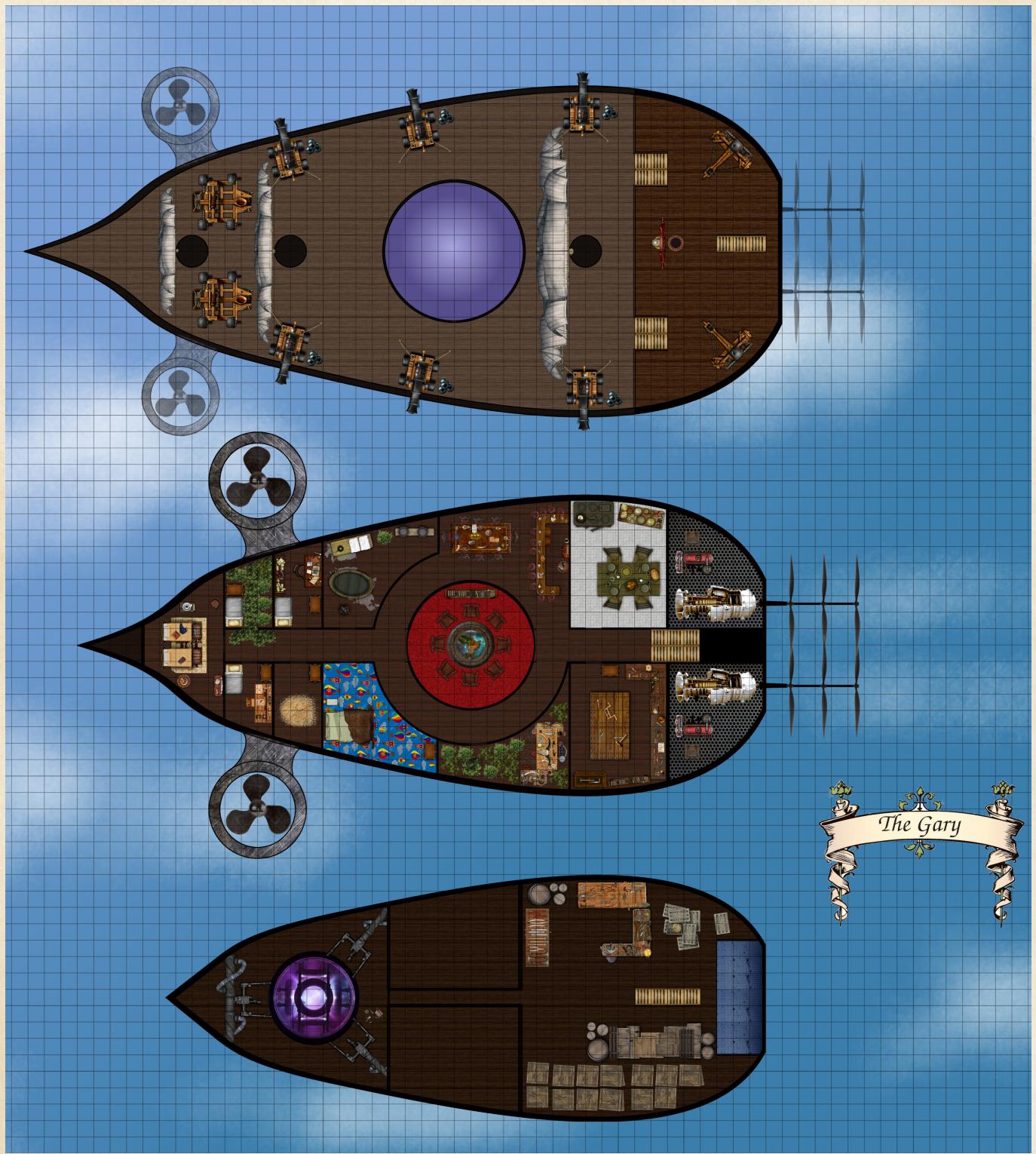
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S.T.A.N.R.I



BACKGROUND

S.T.A.N.R.I was created by Exme as a battle companion. S.T.A.N.R.I originally used a human brain as a counter balance which resulted in a large amount of leaking.

S.T.A.N.R.I started off life as a small robo-cub called Stanri Mk 0, as Exme continued to develop her plans for what he would finally become. Baby Stanri was a small, loveable robot with a tendency to leak (this was due to the ongoing putrification of a human brain that had been placed inside Stanri under the mistaken idea that it would act as a balancing measure).

During the siege of Ruh'Breks tower, the workshop managed to complete the constructions of S.T.A.N.R.I Mk I and dispatched it immediately through a teleporter. Stanri's brain unit was revealed to be a battle computer that had been collecting battle and movement data for months now. This was transferred into S.T.A.N.R.I and functioned as its main CPU.

FUNCTIONS

Stanri Mk 0 had limited functionality and little to no battle capability. He could respond to

basic commands and carry a limited amount of weight.

S.T.A.N.R.I Mk I was a fully operational combat unit that was able to enter battle, following commands of his master Exmerah, as well as other team members. S.T.A.N.R.I was able to make attacks using his two powerful claws and devastating bite attack. In addition to his usefulness as a battle companion, S.T.A.N.R.I was able to offer a range of additional analytical capabilities, including an improved olfactory sensing unit, on-board item analysis and communications with the airship.

During the Linderdorf campaign, Exme provided plans to the Gnomes XXX who managed to convert S.T.A.N.R.I into his final form. Taking on the shape of a tiger in honour of their former companion Mr Tiger, and making use of the new access to Excallibrum, Exme and the Gnomes were able to enhance S.T.A.N.R.I's functionality and turn him into a battlesuit for Exme. In his so-called 'Mecha-form' Exme was able to wear S.T.A.N.R.I as a suit of armour, with his onboard power generators providing enhancements to C.E.D.R.I.C to increase their firepower significantly.

Following the release of The Seven, S.T.A.N.R.I was gifted consciousness as a reward for his efforts in bringing back the Gods to the world.



THE ARMORY

C.E.D.R.I.C



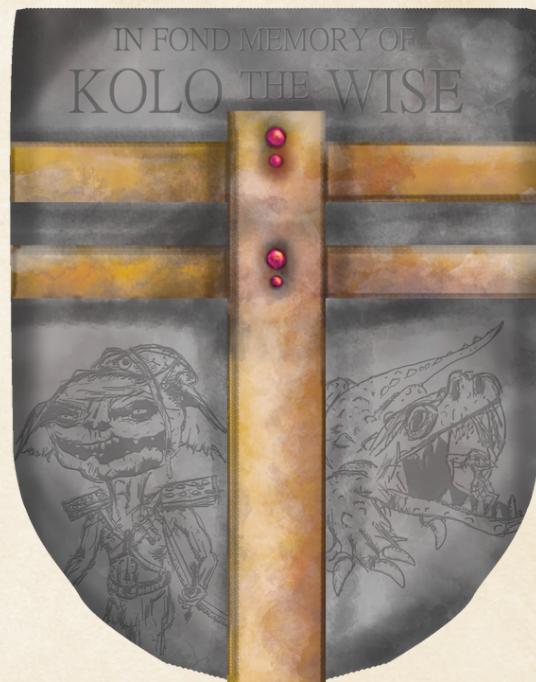
'Collaborative Experimental Destruction and Rapid Immolation Contraption'. A sentient weapon that grants several tactically advantageous improvements to perception and can actively retarget low damage shots. The weapon also has the ability to improve the speed of its user greatly.

GODBRINGER



Text

MYRON'S SHIELD



Text

SHOCKING GLOVES



Crafted from the "Lord of Lightning" - an electric beast. A pair of gloves attached to a small device on the hip that give their wielders the ability to deliver shocks.

Can deliver a powerful electric shock, recharging after the wielder has moved 100 yards. Secondarily can be used to stabilise a dying creature.

BLACK SABBATH

./content/img/xxx.png

Former Two Handed pronged shadow-blade forged from shadow sorcery and the Stone of Unthala.

Can surge shadows to inflict heavy damage to a target - sadly unstable and potentially poisons the wielder

IRON MAIDEN

./content/img/xxx.png

One handed katana that originally felled Otario, was reforged from Black Sabbath.

Slightly better than before being magical, may have hidden talents. Nonmagical (less magical) since Pilch died.

BOW OF THE BASTARD



An highly accurate short-bow, believed to have belonged to (and potentially been crafted by) a halfling thief centuries ago - nicknamed "The Little Bastard". It has secondary properties related to hurting a target for more damage.

In addition to being a magical shortbow, if the wielder manages to hit a surprised target that target takes additional damage (3d6) - but the wielder of the bow will be less charismatic (disadvantage on charisma rolls) until they next have a short rest, as everyone views them as a bastard.

HAMMER OF THE GODS

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Used in ancient Crusades by the Zealot Arbiter Elron, when he travelled east to Masuda, said to defeat an Inthun infused Varg in a single blow (so may be made of starmetal).

EXTRACT FROM "THE LANDS OF THE GODLESS"

Excursions to the East have met with mixed success over the years. There has always been a strong desire amongst the faithful to bring the light of the gods to the heathen lands. The question of how best to approach this has led to many missteps and failings. I write this treatise in the hopes that future generations will learn from the mistakes of the past in future endeavours.

Firstly, knowledge of the culture of the lands is essential to the success of any conversion. The first voyagers failed when they approached the peoples of Masuda in the same way they approached those of Nanduan. While they may look similar, the cultures vary in insurmountable ways. The people of Nanduan have been resistant to all forms of preaching, while a foothold has eventually been made in Masuda albeit in small ways.

More success has been found with peaceful approaches to the eastern lands. Much can be learned from the failed crusade of the zealot arbiter Elron. He bore the Hammer of the Gods, a weapon so powerful it struck down even the Inthun-infused terror of Hunthar Varg and ended the third Varghold incursion in a single fiery blow. With such power behind him and an army of arbiters, Elron sailed East to deliver 'holy justice' to the unbelievers.

The Masudan response to such an invasion was, by all accounts, as brutal as it was swift. Few survivors returned, and those who did told tale of a dawn assault by incredibly skilled swordsmen with lightning fast blades. As they tried to react it soon became clear that Elron and all the commanding officers had been slain during the night, their throats slit by assassins that slipped past even the most perceptive guards.

The Hammer of the Gods itself was lost during that fateful voyage, a lesson in humility to all our followers. Let it be known that when we approach with brutality the Gods will show us no clemency. We must spread our message with the light and fairness in which it was intended.

MISCELLANEOUS ITEMS

THE DIE OF RUH'BREX



Text

No. Function

- | | |
|----|------------------------------|
| 1 | Lockdown |
| 2 | Locate Artefact |
| 6 | Invisibility |
| 7 | Summon TEST Goat |
| 8 | Fly |
| 11 | Motivator |
| 13 | Teleport |
| 14 | Rhu'Brex's Portable Domicile |
| 17 | Minor Time Stop |
| 18 | Increase Travel Speed |
| 19 | Healing |
| H3 | Summon Monster |
| H5 | Golbe of invulnerability |
| H8 | Wish (10,000 year cooldown) |

STONE OF UNTHALA



A big stone, about the size of two fists. Allows communication with Laz, may enhance powers of those near it.

RING OF DEADLY VISAGE

A ring Makes the wearer look corpsefied
Flukely found in a Mine

SLAB OF INTHUN

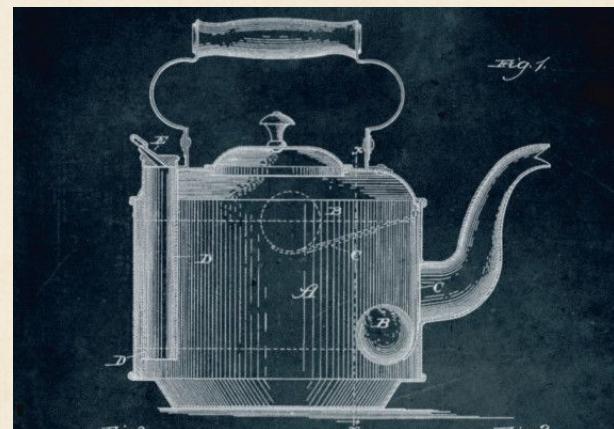
Big stone slab deep in the basement of the church in Logarsk Seems to either 1) Kill the user strapped to it or 2) Imbue them with awesome power, including nigh-on invulnerability - works better with kids We stumbled upon it, but it's further elaborated in On Power and Magick

EXTRACT FROM "ON POWER AND MAGICK"

In debates amongst scholars between the dangers and power of magic the slab of enchanted rock known as the Inthun is one of the most contentious. Its power is undeniably vast, imbuing a being with great strength, innate magical abilities and nigh-on invulnerability, however the risks are great. Most who bind themselves to the stone in search of power and rendered asunder by the power within. Few are willing to risk near certain death to achieve this power.

Some scholars assert that a younger body may be more adaptable to the flow of power; however what mother would sacrifice their child to such terrible danger? There are further concerns around the effects of the power on the mind. Those few who have come through the rite unscathed have a tendency to madness – few will forget the ravages of Gillius, a man so corrupted by power that the gods themselves had to intervene to stop him. Other scholars, of course, argue that only those who are unstable and unhinged dare to attempt to gain the power. There are too few cases for a stringent argument to be made either way, and the opportunity for true study is unlikely to arise.

ASSASSIN'S TEAPOT



A teapot with a normal chamber (for tea or similar) and a second, secret one, that contains

poison. Uniquely, this teapot produces its own poison. The poison from this pot can be served, dealing hefty damage to the imbiber (5d10 - DC15 con save for half, fall unconscious for 1 hour on fail) or applied to a weapon (or 20 pieces of ammunition), where it deals 1d6 poison damage. The poison evaporates after an hour - whether in the teapot, a container or applied to a weapon.

THE BURNER



The original book burners lighter, though it may in fact have been more a tool for study and exploration - has various powers around flame and bears an inscription in ancient veltellan.

The lighter can produce a small ball of flame that emits light and can be hurled offensively (Produce Flame). Additionally, once per day if the flame is wafted under a weapon (elemental weapon(fire)) or some ammunition (flame arrows) it will imbue them with flame. Lastly, if the inscription is read, any writing that was written to intentionally mislead or obfuscate the truth will glow red if under the flame of this light.

EXCALIBRUM (AKA STARMETAL)



A gift from the gods, a special metal or alloy that can be found in falling stars - called Meteorites - seems capable of harming those blessed by the Inthun, so hopefully makes potent weapons. Needs a master smith

EXTRACT FROM SCRAPS OF TEXT

The rarest of metals, the starmetal known as Exallibrum... only known source being from the meteorite that fell... only the most master forgers can work the metal....one of the few known things that can harm...this gift from the gods...indeed the Inthun itself...seek to grow rich from the rare metal they have founded themselves above...must take great care...but the rewards are magnificent.

CHAPTER 5: EPISODES

EPISODE 1: RIPHARD BEGINS

Welcome to the world of Velterra, domain of the Seven, who rule over all from afar through the constant vigilance of the Church.

"In Hope's Rest, the largest city of the Empire of the Seven, a cloaked man dashes over rooftops, a half-burnt tome tucked under one arm as a group of mercenaries chase him. Abruptly he comes to a dead end, a roof with nowhere to leap to and nowhere to hide. He turns to face his attackers and reaches for his weapons, the book slipping from his grasp as he does so. In a moment of panic he spins to grab for the book, losing his balance and toppling from the roof as the mercenaries swing their blades at his back."

"In the north, a pair of goblin twins flee the perils of Valkar Varg's reign, seeking the freedom and new life the south can bring. They are surrounded by brutal tribesmen and vicious axes on all sides, angered by their desertion. As the two gobblins look at each other in desperation and anger they nod, the girl raising a long rifle that quivers with electricity, the boy raising a small hunting bow and quickly loosing several arrows. As their enemies close in the bow-user pulls a vial of some mysterious viscous liquid as his twin sister unclips a thrumming round device from her belt. In moments, a huge explosion rips through the area."

"To the south, a dwarf pastor sits hunched over a tome, scribbling notes. He raises his head as he hears the slow creak of his door, aware that he is expecting no visitors. He stands and turns to see a hulking figure behind him, armoured with a long-barrelled gun at his side. The dwarf rests a trembling hand on his holster as a man who should not exist stands before him. Terse words are exchanged, accusations and threats. The dwarf grits his teeth and sets his feet, drawing the pistol at his side as his opponent does the same. From outside, the sound of a single shot being fired can be heard."

"To the East, a figure wrapped in cloth and strange garments sits quietly in a harbour tavern in Port Averdale, recently arrived on the continent from a long voyage. She sits with an untouched mug of unappealing ale in front of her as three thugs approach the table. They

slam down a parchment on the table with a picture and a hefty figure. In a flash she is to her feet, blade drawn and two of the men sliced apart on the ground. She faces the remaining thug who whistles and a stream of men pour into the building from all around. Outnumbered by scores and with a demand the surrender, she chooses the only option she knows. Honour."

A group of strangers meet up in a featureless, polished stone room, none fully understanding what has brought them there. An elephantine creature (Meredith) beckons them through a mysteriously appearing door into a plush office where a red skinned man wearing a human face mask welcomes them.

The man explains that he is called Lazarus and that the group have all recently died. They have been brought together, here, and given a second chance at life in exchange for carrying out a mission to destroy the Church. Upon asking for proof Pilch is shown the full, gory reality of their situation through a window into hell. Lazarus explains that the group must obtain the Stone of Anthala from the temple of XXX and our given basic directions. This ancient relic will be the source of future communications with Lazarus and his means of issuing further instructions. They are warned not to gain the attention of the Church.

The group agree to carry out the task and are transported into a cavern, where winter clothes and supplies await them. After some brief introductions Exme opens the cave door to reveal they are in a snowy wilderness. The group spend two days walking South (Kolo relieves Pilch of 15 gp during the trip) until they reach the town of Vathos Boundary. During a surprise fight with some wolves the two gobblins disappear. Riphard finds that his gun has become faulty but is able to restore it to proper working order with a good clean. The remaining members enter the town, Pilch in disguise, and go about making inquiries. Riphard and Ontario make a visit to a local smith, not Gerard, who is able to sell bullets and black powder. Ontario gets the lay of the land, and discovers that the locals are fine with the Church.

The two gobblins, desperate to perform their own investigation and disguised as a single

person in an overcoat, put Pilch's money to work inebriating an entire titty bar, whilst loudly proclaiming their adventurous intentions. Otoria witnesses a man being beaten to death in the street.

Several towns folk inform the party about the dreaded masked "tikk-tukks" that lie to the South of the town, these are small bear like creatures with face masks.

The party is reunited in the titty bar. After a brief altercation between Kolo and Pilch concerning some mislocated funds, Exme and Riphard discuss the finer points of owning firearms and Esme is thrilled to get her first real look at a Church gun.

Ontario and Pilchard Meet a hunter named Gerard who gives a brief description of the location of the temple of Anthala lost in the south. Kolo discovers more about what eats

people, and gives Pilch's name as a point of contact. Due to the incredible generosity of Pilch's money, the group are offered free board at the titty bar and take the opportunity to rest up.

The next day they make their way out of town. As they leave, an explosion rips through the local stable, decimating several horses and destroying the building. Riphard is unable to identify the source of the explosion, however Kolo is quick to demonstrate the kindness and superiority of Goblin-folk by using the rest of Pilch's money to compensate the stable owner for the damage. Along with casting wild aspersions to the gathered crowd as to who might be the culprit, ie only group who has access to black powder (Church).

The group make their way south to the temple...



EPISODE 2: IN THE TIKI, TIKI, TIKI, TIKI ROOM



The year is 6653 CC (Church Calendar). In their search for the Stone of Un'thala, the group set off Southwards from Vathos Boundary following the directions given to them by the hunter, Gerard.

After a day's travelling the group settle down for the night with Kolo and Pilch taking the first watch. The tension and hatred between the two is palpable and they stare intently at each other. Pilch is briefly distracted, which gives Kolo the chance to disappear. As Pilch desperately searches for his goblin nemesis, Kolo takes the opportunity to attempt to relieve a sleeping Otoria of some of her gold. As he reaches into her pocket Otoria awakes and deals a deadly blow to the goblin, knocking him unconscious.

Otoria throws the bundle of goblin into his tent, awaking his sister in the process, who mistakenly believes it is her turn to perform lookout duties. She sets down opposite Pilch and resumes the goblin-human stare off. Pilch inquires about Exme's "gun", but is not prepared for the onslaught of technical information that Exme is only too glad to discuss. The conversation ends with Pilch being none the wiser, embarrassed by his own vast ignorance. When Exme returns to her tent Kolo has vanished.

The group push on towards their goal. After some time they arrive at a large skull shaped ice temple that lies across a perilous looking bridge. Exme refuses to enter without her brother and stubbornly resists the efforts of Riphard to carry her along. Otoria takes charge and heads into the temple.

As the group enter the temple they find themselves in a large spherical chamber, and have their first meeting with the dreaded TikkiTukks™: a race of small bear like creatures with fearsome, culturally insensitive masks. Battle ensues, with the goblins arriving to witness the felling of the final enemy. An investigation of the stone plinth at the centre of the chamber shows that the stone is missing. The goblins remove some masks from the fallen enemies revealing their ghastly faces with sharp, pointed teeth.

The reassembled group head deeper into the temple in search of the stone. Otoria takes a moment to collect some herbs being cultivated by the TikkiTukks™.

Kolo unlocks a locked door, which reveals a room full of small boxes that contain some

treasure which the group splits up.** Pilch** attempts to reclaim some of the money that he had "misplaced" in the previous session, shamefully accusing the goblins of thievery. Otoria throws him an azure gem to appease him. As the gold is shared out Riphard warns the goblins: "Next time you want your fair share, join the battle at the right time".

The goblins attempt to trick another room of TikkiTukks™ by donning masks. Kolo is able to speak in the TikkiTukk™ language. Exme, not knowing of her brothers ability, attempts a bold deception which ultimately backfires when the two are brought to their knees by the devastating attacks from a room full of TikkiTukks™. The group defeat the TikkiTukks™ and enjoy a short rest to recuperate.

As they continue to explore, ** Kolo** pulls Exme back, warning her of a strange tangle of silk threads that hang in a corridor. The group is set upon by a giant spider.** Pilch** is able to set fire to the webbing that covers the walls and ceiling, which keeps the spider at bay, but also traps Otoria on the wrong side of the flames as she delivers her swordy brand of justice. After a short struggle the spider explodes in a mass of ichor.

Riphard is having gun troubles.

Continuing on, Riphard activates an ancient trap that fires darts at the group. However, the goblins are not affected since they are of a similar height to the TikkiTukks™; the darts passing harmlessly over them.

The group manage to fight a large room full of TikkiTukks™, slaughtering their leader (who begins the battle with the glorious war cry 'tikki tukk doumo arigatou tikki tukk') and claiming his glorious mask as their own. Even with their Tikkitactics and Packtacts they are no match for the group.

Riphard is still having gun troubles.

The impotent Riphard falls in battle. Kolo kindly revives him whilst pocketing 5 gp, going easy on the man he has no real qualms with yet.

Further battles ensue. Otaria falls. In a desperate attempt to revive her Exme accidentally punches her in the face, pushing her one step closer to death. Kolo looks on in dismay. Riphard is able to revive her, and the two share a tender moment as he lays his hands on her for "a little too long".

Freshly rested the group find a corridor of doors. In full synchronisation, the crew knock down 4 doors only to find, to Kolo's dismay,

more doors inside: "More DOORS. TRICKSY, TRICKSY!!"

Riphard takes a moment to explore and comes across a fresh water well. He drinks from it and feels the benefits of its cool water, but already feeling 100% despite the recent battles, does not fully appreciate the benefits the refreshing beverage provides, and so does not share this wisdom with the group.

The noise of the group knocking/cutting in half doors causes the TikkiTukks™ to bear down upon them.

Riphard is still still having gun troubles. Exasperated, he makes one last effort and is finally rewarded for his patience and persistence, destroying what once was a young TikkiTukk's™ face in one well placed and devastating shot.

The group leave one TikkiTukk™ alive to interrogate and help them locate the stone. Whilst passed out, the TikkiTukk™ is tied up and hung upside down. The two goblins don their masks and get ready to intimidate him. Kolo leads the interrogation. The TikkiTukk™ is keen not to die and quickly reveals that the stone is held in the chief's room. In exchange for the location of the stone of Un'thala, Kolo promises the TikkiTukk™ that he can be the new TikkiTukk™ chief.** Pilch** is also offered as a "sweetener".

Kolo is keen to take the prisoner along, but Otoria cryptically states that she is to "have her way with him". Pilch, greedy for the prisoner's vitality through his curse attempts to end its life. Otoria is able to block the first blow, but misses the second, which slices open the TikkiTukk's™ throat. In a cool rage Otoria pins Pilch up against the wall with her large sword and warns him: "I have to work with you, we have shared goals. But you will not do that again". Pilch is filled with an intense terror at these words.

The group collect themselves and prepare to head to the chief's lair to collect their prize



EPISODE 3: THE HORSE WHISPERER

C

He group begin in the bedroooms of the Tiki Tuks after the brutal, and controversial, murder of the "friendly" Tiki Tuk by Philo.

The goblins, unimpressed with this behaviour and sympathetic to the Tiki Tuks, head towards the treasure room.

A brief encounter in the water well room see Riphard unsuccessfully attempt to hold Pilch's head underwater for more details on his violent nature, but Pilch is able to bat him away, swinging his head up in a glorious little mermaid inspired fashion. When asked why he killed the Tiki Tuk, Pilch looks genuinely conflicted.

Riphard wanders down an unknown corridor, much to Kolo's chagrin. Riphard explains that while Kolo just wants to find the treasure they know about, Riphard wants to find "the treasure that we don't know about". Riphard is rewarded for his inquisitiveness by finding a stable full of boar and two more Tiki Tuks. Kolo is able to deescalate any possible fight using his language/diplomatic skills, thinking quickly on his feet about an alibi where he is actually visiting his uncle. The goblins laugh at the success of their favourite trick.

Riphard discovers another large corridor, this one lined with spiked walls and a mossy floor.

Exme is able to discern that this used to be a booby-trapped room, however, it has long since fallen into disrepair. However, she does notice the strange fungus growing on the floor and harvests as much as she can along with her brother. Riphard is asked to help, but stubbornly refuses, not being one to do groundwork for such lowly creatures as goblins. Pilch is asked and curiously finds himself accepting the instructions.

The goblins head to the chief's rooms. Exme discovers "nothing at all" in a room that she inspects, whilst Kolo recovers a strange, smooth, and intricately engraved stone under a pile of furs in the chief's bedroom.

For some reason Pilch decides to argue that this might not be the fancy stone we have been sent here to find. Riphard queries just how many fancy looking stones Pilch thinks Tiki Tuks will have. Exme fumbles through her bag for a while, eventually pulling out a strange device which she passes over the stone. It delivers a small printed out piece of tape in Goblinese which she eyes before confirming that it is indeed the stone of Un'thala. Otoria is not surprised as she feels that most normal stones would not have received such careful treatment and preparation. The goblins inform the group that it is time to sleep, but the rest of the group resist the idea.

The group take some food from the stores, but are urged by Kolo to leave some for the Tiki Tuks. Kolo also leaves a message saying "nice to see you uncle".

Pilch is racist.

The group travel for half a day, back towards Vathos Boundary, Exme noticeably struggling with her large and heavy bag. The group set up camp. Exme disappears for a short while and returns with herbs that she starts combining with the fungus in a small pestle and mortar. The entire group finds themselves falling asleep.

During their sleep they share a common dream in which Lazarus speaks to them and congratulates them on their progress so far. He lays out the next challenge, which is to head north to Hope's Rest. He reveals Pilch perhaps has the closest connection to his kind. He instructs the group that they are to set up base in this liberal township, and will require money and transport to further their interests. The dream fades around the chuckles of Meredith.

The non-goblins in the group feel weary and drained.** Pilch** deduces that they may be suffering from Zukor's Rot as a result of being

shot with ancient darts in the Temple of Un'thala.

Exme hands Pilch a single packet of grey paste. She thanks him for his help in gathering the fungus, but berates him for his treatment of the murdered Tiki Tuk.

The group travel back to town and Otoria begins making inquiries concerning the exploding stable. Kolo and Exme mysteriously disappear. It is revealed that on top of this disaster, the town is now suffering from a spate of horse robberies, including those that led a caravan which is rumoured to be travelling to the north.

The group visit Black Smith the blacksmith where Kolo, mysteriously reappearing, requests new daggers. Exme, also mysteriously reappearing, attempts to hire the workshop to complete a project. Smith is initially dismissive, however his mind is changed rapidly when offered an ornate, solid gold necklace in return. The goblins begin their work, Exme concentrating hard on her work, and Kolo jumping maniacally on the bellows and hitting things with a hammer. The remaining members head to the titty bar.

Pilch tries some new, innovative ways of begging - he attempts hawks the Tiki masks as blood money, and gets a free drink from other alt-right extremists, but is told to sell the masks to the captain of the guard.

Riphard follows the blacksmith home and, once he has gone to bed, breaks into the man's home and steals the necklace back. The rest of the group is unaware of this.

The group meet up in the morning and Riphard inquires where to fence sell "totally legitimate jewelry" in the town. He is directed to a jewelry shop where he is given a reduced price for the necklace. Shops have to make a profit, so that is completely normal practice and not a reflection on Riphard's bargaining skills.

The group head to the city guards offices to inquire about potential jobs and the stable mystery, that isn't really that much of a mystery when you think about it because it was probably certainly a black powder gang or church related jobby.

They meet the half orc captain of the guard Urnok and his troll "friend?" Gumshoe. The group discusses local issues and learns more about how they may secure passage to the North. Kolo is a good detective gabrin. Riphard assures people he is a real pastor. Pilch sells 6 Tikki Tuk masks.

The following jobs are highlighted:

Giant boar - Farmsteads in the North offering 50 gp to kill it.

"Jennie's girls" - Ex-whores who turned to crime after their profession was officially outlawed. Spread like herpes through the empire and can most likely be found to the north. Their leader is a woman called May or "some bitch called May". The group is told t'arrest her, May.

The SRA - Small Rights Activists. A collection of, mainly, gnomes and halflings who perform terrorists acts in their most-likely justified quest for improving the rights of smaller folk. Leader is Razzle Backshine, a gnome with a penchant for exploding things in people's faces. Also spread out through empire.

Diego Escabar and his Merry Men - A charming half elf who claims to steal from the rich and give to the poor, but doesn't actually do the key last bit. Likely located in woodlands nearby. This is a local group.

Jobs are paid at a going rate of 5gp per severed left ear. Riphard wants to provide scalps, but is informed by Urnok that scalps are too easy to forge. Riphard accepts this explanation, explaining to the group that ears have a unique print, like fingers, which can be compared to the ear-print database the chief almost certainly keeps for this very purpose.

The gabrins try to turn Pilch in to the guards as Diego, but are unsuccessful. Riphard wonders whether Diego's men would live in a sort-of ghetto, a "robbing hood" if you will.

Pilch points out that it may be useful to try and recruit these groups, or at least align their interests with our own, and work together against the church.

Kolo asks Pilch if he has had sex. He replies that he totally has.

Riphard does not want to arouse suspicion and tries to persuade the group to let him visit the local pastor by himself. After some initial reservations the group allow him several minutes alone before they also insist on seeing the pastor themselves for no discernible reason or purpose.

Riphard's meeting with the pastor gets off to a tense start. "Are you here to help me?". "Quite the opposite". "You're here to hinder me?". Riphard questions the pastor on "the inquisition", but the pastor bats away his inquiries as mere tall tales. Riphard attempts to show the pastor proof of the inquisition by showing him the fatal wound he received that

sent him to hell, but upon lifting his shirt finds his body shows no signs of trauma at all. The pastor tells Riphard he should ignore these scare stories. Riphard replies that in fact it is the pastor who should not ignore the warning signs. The rest of the group is unaware of this.

Riphard storms out and walks past the group without a word, looking very pissed off. The group take this as a sign to enter themselves.

Otoria and Pilch question the pastor, who has suddenly developed a tremendous stutter for some reason, and learn some things about how the Church operates, predominantly linked to their communication channels.

Riphard looks at boobs, too cheap pious to pay for a touch.

The group end up in the titty bar where Kolo is able to charm/seduce the busty barkeeper into revealing that she used to know May, back in the day. She reveals that May can be expected to be found to the east of the First River. The lady, flushed with lust towards the sweet-talking Kolo, retires to a back room to cool down. Kolo mysteriously disappears again.

The group spend a final night in the titty bar before setting off on their next adventure. As they sleep Lazarus visits them again to tell them that now they are in possession of the stone, some members may find themselves more attuned to any pre-existing magical conditions, but that this shouldn't affect their premiums.



EPISODE 4: WHORES OR BOARS?

 Returning to Vathos Boundary, Otoria and her assorted friends are seeking passage North, and have been given a list of gangs that may have stolen all the horses.

They wake up in Marcey's and try to decide how to proceed.

Otoria wants to infiltrate the Heights Rights lot. Gabrins wants to hassle the Fancy Men.

Riphard sits in the pub, the Gabrins run off.

Riphard wants to walk 6 months instead of finding any horses. He sits in the pub by himself to try and achieve this.

Gabrins and Otoria else goes to see the Blacksmith who's real sad. Apparently his necklace has got stolen. Otoria wants to find it. They go off to the Blacksmith's house and look for clues.

Pilch and Riphard bond.

CSI:Vathos ensues at Black Smith's house. Apparently the necklace was stolen by one non-small person. The fidelity of the blacksmith remains in question.

Kolo looks for criminals to ask questions.

Riphard is pissed. It's, like, 12:30. Pilch leaves him to his own demons and goes to wander the streets aimlessly. Then, all of a sudden he discovers something important.

Meanwhile, or earlier or something, Otoria talks to the police man and he suggests she checks the local jewelers, so see if whoever stole it tried to sell it. She says she'll have a look.

Gabrins go into the Mos Eisley Cantena, and talk to a big orc man. Kolo tries to be tough, but is absolutely not that and gets thrown around and nearly thrown out. Then Esme gets involved and is intimidating as fuck. She tries to get the orc man to play cards to win information about the Fancy Man, but that doesn't work. There's all sorts of back and forth.

Then, a "Fancy" Woman appears (not a "Fancy Woman"). She offers to help the Gabrins if they come to their hideout. They say they're going to gather everyone up and head out with her.

Pilchard found an old man. He talks to him about how things aren't as good as they used to be. There's also not as young a man. Their names are Casper and Germaine. They are woodsmen. He scares them by being a crazy person. There is no inquisition. He asks them if they know any benders. Pilch is a weirdo.

Otoria finds the jeweler, and the necklace, and the truth.

Riphard is pissed. Then he's outside in the alley, propped up against the bins, with Otoria trying to kill him, and then Gabrins trying to steal his money. The Gabrins want to keep him alive, but Riphard himself doesn't seem to have as much interest in that and tries to shoot Kolo. He misses, and Pilch turns up. Riphard tries to run and is instantly struck down. It's tragic.

Otoria starts dragging him to the police station. Half way there she's convinced to take him the blacksmith's instead.

The blacksmith convinces Otoria not to take Riphard to the police, when the group tell him everything, because he would be killed by the church, attracting a lot of attention. Otoria wanted to cut him into little bits, so she's not super happy about him getting away scot free.

The group give the blacksmith a shit ton of money, then go back to the pub. Riphard sleeps his pain away.

Gabrins stack up inside a coat, and everyone goes into the alley to meet the lady.

The lady is totally fooled by the Gabrins in the coat, for real. She insists on the group helping her or some shit before she tells them where the fancy men are.

The group head North, out of town, to Whorecity. Then west, then through some hills, then some hillocks. Then there's a camp. It's a little bit secret. Otoria and the lady (who's called Delilah) get on like a horse on fire (like what happened in the stables that time).

WELCOME TO WHORECITY!

The group get taken to the Queen Whore, Mae. They brag about their wealth, insult Mae's fashion sense and then finally get round to actually talking about why they're there.

Djago and Mae don't seem like besties, but Delilah jokes that they are. What's up with that?

Exme wants to know what whoring is.

Otoria wants to know where the horses are. Mae implies, but does not say, that she knows where they are, but says they need to do work for her first.

Kolo makes a deal. No one's quite sure what it is.

Apparently the whores buys their boots in bulk. They're damn fine boots. We should get some.

Mae admits the Fancy Men have all the horses, and says she'll tell them where to find the Heights Rights lot, so they can kill them, and then she'll tell them we're the Fancy Men are, so that they can kill them.

Otoria tells Mae not to tell anyone they're there. Esme tells Mae that they're terrorists planning to take down the state.

Everything seems fine.

Mae has work to plan.

The gang manage to get two horses, and squeeze on to the back of them.

Riphard gets hit on

They ride horses to Razzle's house. Razzle is king of the Height Rights. This is his house.

Gabrians are going to go in first, like they're HeightRightsers. They're going to see if they can find Razzle, and then come back and do some Strats and Tats.

Gabrians enter HeightRightsManor.

There's a fucking hobbit.

He's going to fucking whistle like a bellend.

The Gabrians shout at him and introduce themselves, to get ahead of the scandal.

The fucking hobbit's called Nickles.

"Big rights for small people", says Esme.

The Gabrians tell Nickles that they've been persecuted for being little. Kolo has terrible flashbacks to the Cantena. This pleases Nickles and they get taken inside.

I can't really see what's going on any more.

There's a sleeping area and some stairs.

Here's Razzle. He's a gnome. He's got a big bag of fireworks. He's stressful to listen to.

He's a little leprechaun gangsta, see.

He wants to burn Djago down, see.

Esme tells everyone about wanting to bring down the church again. Razzle wants to kill humans indiscriminately. It's a debate for the ages. Only Razzle can use the boomstick.

Esme's, like "please". Razzle's like, "NO".

Esme offers information about booms, in return for... a thing... or... anything. Hundreds of short people will die, but I think that's the plan. I really don't understand. It definitely sounds like they're not going to kill this guy.

Razzle wants Gabrins to kill whores.

Razzle wants to be quiet and small. He's failing at half of that.

Kolo wants to pick up part time job killing humans, Esme thinks they should focus on taking down church, so that they can kill even more humans.

Gabrians suggest Razzle should come with them on mission to kill whores. Razzle says no. He sends his best men, though.

The Gabrians and the best men go out into the woods, where the Bargins plan to kill them. Otoria and Pilch talk about when to kill everyone.

They eventually decide to wait until everyone's asleep.

In the woods, everyone's asleep. Time to die.

Pilch tries to back out of this whole thing, trying to get the Whores and Height Right's to be friends.

Otoria wants to cut off their tongues and hands.

Esme is spread the gospel of The One, trying to convert the Best Men. Esme and the Best Man (who's a woman) take a minute and pray to The One.

Everyone else is hanging out in the bushes.

Everyone suddenly doesn't want to kill them any more. They feel really bad for the small people, but then they kill them anyway.

There's a brutal massacre.

Everyone decides that they're going to kill Razzle, but that they want the small people to be free and happy under a new ruler.

Everyone gets back to the cave and prepare for shit to go down.

TO BE CONTINUED...

EPISODE 5: PITTER PATTER OF TINY BEARS

[The following pages are torn from a larger volume, and hastily rebound with string - One corner is singed implying someone attempted to burn this or the entire volume. The writing is in a quick, hurried, but practised hand, and the type-face changes occasionally as though the writer grew bored of their style] Codenames as follows... - SH - Shadow Hound - Yours truly- RP - Righteously Pissed - the drunken dwarf- JR -

Jilted Royal - the foreign lady- SR - Shifty Rogue - the thieving goblin- JM - Joyful Mechanic - the inventive goblin

So we're in a cave, and just slaughtered a small number of small folk to whom we hope to ally. Great. SR has initiated a plan to take over the small-peeps by killing Razzle, SH says we should try and discredit the small folks leader (Razzle) - Seems that the goblins and Dwarf are going to go in and try to convince everyone else that he's gone rogue and isn't part of the organisation anymore. I'm loath to split the party, but the tiny bigots (...small-ots?) probably won't like me or JR walking in - maybe we can be guards or sympathisers? Anyway, I do the honorable thing of burning the bodies (and taking 5 ears), and then forging a document for RP - "Razzle is accused of collusion against the SRA with his Ofecal Cherch Buziness." We stop outside, and finalise the plan - is as above, but the goblins will go in shortly afterwards to make it seem they were (recently) ambushed. RP Successfully enters the camp, thanks to the forged letter. The goblins sneak in after. RP manages to get found as an imposter, despite the letter. He did not know the secret Nichols handshake. A fight breaks out between RP and 3 members of the SRA - but he's quickly subdued. Everyone decides to scapegoat RP as a church-worker, still to discredit Razzle. Goblins sneak in. SRA becomes SRM - suddenly, because RP. Goblins come in, pretending to be injured - leant huge credence by my amazing disguising. Two of the SRA fall for it. RP gets blown up. Probably. Razzle likes bombs. "No dwarfy... I expect you to die!" RP starts whipping people. He gets knocked out. Team gobbo and 2 of the SRA run in. One gets blown up, the rest like Razzle more for this. JR is very noisy, it messes up our stealthiness. SH becomes a rock. I get RP back up by punching him, and then dance like my life depends on it (which it did). RP is then useful by disarming Razzle. Razzle Shanks me, but the shadows protect. The JM Blows off Razzles head. SH, RP and JR (who had been doing pull-ups the whole time) leave. The goblins appoint "Buttons" as the new leader of (this

faction) of the SRA. There's maybe 4 SRA left. They also loot: Signet ring (with stampy well) 10 rockets 10gp Papers - Bits of communication, Old Plans, Promotional Material, rambling letters. I'm not happy about this. We rest up. Kolo

and Otario have a heart to heart. We all go to see Mae. JR takes point in the conversation. It's interesting. Mae and Delilah plan with us to go kill fancy-pants. I'm on a horse. Mae gives us 3

people to go take on Fancy-Pants, Diago. One is an Battle-axe barbarian type, others a Crossbow-marksman, as is Delilah. JR and JM also get fancy "dutty ho" boots. On the way (to Diago) we encounter a man that tells us about the giant boar. Delilah flirts with RP for some reason.

JR - with her Mechanism Bow, JM and SR decide to attack at ranged, and take out the boar slowly. In the forest, we get attacked by dropbears. RP gets ripped hard. JR flails. Me and the goblins kill nearly everything. The crossbow whore (Martha) dies. I save RP. I get Martha's Xbow. Wait, shit... I better burn these pages - safer than leaving a paper trail...



EPISODE 6: ARBITRATION

DAy starts well as we are unmolested. Pilch talks to Delilah about other men and how to lure them in, he is very keen even if it means traversing vast tracks of forest. Even the Dutty Hoe isn't willing to put out that far. Camp is made, no one wants to sleep, perhaps everyone is super

excited about meeting the giant pig. Kolo gets bored and falls asleep. Fishy loses his bird, Kolo helpfully brings it back, but it somehow escapes. I am intensely interested in how the bird works, could be proper useful to have a scout, and something to distract enemies in a fight. Fishy will pay for this, but first I follow Pig Smells. Otario and I go for sneaky first kill on Pig, which is followed by a sudden tactical climb into a tree. Otario winds up and pitches the Gabrin Fast Ball Special. Negotiations unfortunately fail, and after bouncing off the pig. . . . watches as the Strange One leaps and pirouettes onto the big piggy before spanking it with her giant sword. Exmeh then lines up a shot and whispers "This little piggy went to market" before dispatching one baby pig. Before suddenly there are two Exmehs, wandering about. The Evil twin Exmeh then kills poor little piggy No 2. Riphard blows Big Pigs brains out everywhere, no more piggies. "It is Impossible to have a Cake and Also eat a Cake" Strange on is Strange. Barbeque pork all around, as Pilch adds to his ear collection. Big Pig is Too Big except for fatty hoe who eats most of pig. Impressive. . . . Riphard is strangely not interested in pig. After camping overnight in the pigs den, we move on to through the woods following filthy hoe Delilah. Somehow she knows where fancy man lives. . . . Pilch watches Kolo taking a massive smelly pig sized shit. About half way through, kolo turns and make eye contact while pinching off the end of the loaf. Pilch is confused about horses and dirt hoes. Its agreed that all ravens will now be shot. Pilch is a huuuge fiilltthhhyyy liar, about where the enemy are and what they are up to. Otario leads the lady charge, to entrap the fancy men. While we sneaky for horses, except Riphard who walks into the camp bringing the good news of the lord. Things go well with the fancy pants, as Otario works her magic. Kolo horse whispers with his own shit, and as he is tying up the horses, stoooopid Exmeh sets off a fire work. Otario then starts a song and does the dance of her people, it is not impressive. Exmeh stands statue of liberty esque holding a boom stick high. Kolo sets off a horsey train through the camp. "A sudden Rampage" One bandit does his best to salve the horses, "I've got this

lads" by running in front of them all, who then savagely kill him. Otario gets Axed a lot of questions, while pilch hides behind a tent and tries to convince the fancy men their leader is a nerd. Riphard starts a loaded sermon. Exmeh sends some redundant technology burning some poor fuckers face off, before hiding behind a tent! Pilch finally finds his ball sack, no correction he hides behind another tent before trying to reason with the enemy again. Luckily he is saved by the tent catching arrows. Strange booyagh is afoot as voices from the forest, as the horses speed out of the village. Raven hunt is going very badly, something is definitely up with this freaking bird. Its naked. Pilch somehow convinces half the archers to go to bed, while he gets nailed by Capn' Fancy Pants, and leaking smoke. Otario is taking a nap on the table, while Pilch makes an ill timed verbal foray against Capn' Fancy Pants, and as he pulls out his knife his chest explodes across across pilch from Exmehs rail gun. Riphard finally deals with the pesky Axe man, blowing the back of his head out. Sterling doesn't make the cut because Kolo makes the world a better place with one less asshole. Pilch cuts more ears from Diegos Boys, chopping Diegos head off for good measure. Otario rides off into the sunset badly, Delilah suddenly decides to stick with the party. Possibly because of sexy smelly gabrins. Pilch gets some hot whispers from mega Hoe. Return to sender, to find some poor mug still getting a shoein. In the middle of town we discover a plate armoured individual standing over a leather clad man. She is holding a gun to the mans head. The gun is bigger and badder than Riphards, giving Riphard a massive Hard on. Kolo shits himself, Otario tries to take the hit, but then Riphard out of nowhere gets the game on with the Arbiter! Truth will come and Justice is served liberally with a massive sword. Otario and Riphard are totally outclassed. Otario gives a long winded speach to the crowd, while Pilch is gone, and the Gabrins are at the titty bar. It doesn't quite go the way she planned. Not even able to take out a wooden pillar afterwards. She then stalks the scary arbiter woman. Riphard gets some top tips from the Scary lady. Otario gets a letter for 500 gold from Arbiter Kyross, which she lets drop to the floor to be cashed at Rivers Falls. Riphard gets a note, recommending him to the master at Rivers Falls. To train him

up with ninjas. The idea of training with the Ninjas makes him cry. Its genuinely touching. He also pockets the 500 gold note.Otario continues to stalk Lady Kyross, throughout the day and night.

EPISODE 7: MYSTERIOUS INCIDENT OF THE COW IN THE NIGHT

Pilch is the anonymous Jackalope, also in attendance is Anonymous Hippo and Anonymous FrogHester is the owner of the caravanOtario is found in the town still staring at the kebab ladies house. He agrees to meet everyone at the main square for departure. In the mean time Otario pays a small urchin to send a letter everyday to convince the Kebab lady that she is still watching herAt the caravan Kolo is upset that everyone has a caravan except for him. Exmeh locks him out. Pilch cosies up to HestorBoamos under represented caravan member that Otario befriends. He is from South West Africa, which no one has ever heard of. He is happy to help learn Otario. "Otario learns horsecraft" its super effective.Riphard and Delilah are having a muffled "conversation"Kolo pissing into Exmehs caravan, before running off with tongs and a crucible.Pilch looks for some general

information, specifically against the church. Exposition dump, nothing out of the ordinary other than that constant war with the minons of the (Valkaar) VARG, and those from Lindedorf who are striking back at the church.Caravan People Consist of:Leader: HestorGuards:

Leorable, Dukey, Dallius, JobMerchants: Boamos, Tillie, Sabina, Maarah, SidneyTroubles in port AbbeyDale in the East, more people from Masooda, Far to the East across the Ocean. Masooda and NanDuan are not friends.Story time commences, involving Drop Bears and changelings....Changelings are revealed by throwing salt over their right shoulder...NanDuan has a plethora of sand daggersOtario makes friends with a horse, before ... Kolo goes off for a stealth investigationPilch is caught spooning HestorFierce discussion takes place about what to do about the ambush. Pilch

wants to hide in the, kolo is a fan of stalking the beastPilch has not romanced Hestor after all.Hoof prints are massive, but its super light on its feet.Probably one of the Nanduisian Balloon CowsOtario and Kolo join forces and become Super Mega KolOtariozord, its is not supereffectiveEveryone runs blindly into the woods, some more blindly than othersOtario prepares the bey blade, but to no avail as she is booted out from underneath kolo, but what is not a flying cow afterall.Pilch runs away leaving otario and kolo to die. Luckily the Leucrotta is slain by Riphard awesome boom sticks, and the cross bow bolt of a returning Pilch.Exmeh fixes up the axle of the lead wagon and the party moves onto RiverFall which is beautiful.In the middle of which is a large church, the sanctuary of Novetta.The spire of "emoticon" -Imota KanRiphard hates womenArmor is expensive

EPISODE 8: FREAKY FISHY

S we join our "heroes", they have just arrived in the town of Rivers Run or something. It was a long night, so a nice warm burrow was dug for Pilch to enjoy. Pilch lives in a hole in the ground.This town that they're in is where the church lives.People really want Otoria to stop dying so much and actually help, so they've all gone to the shop.They can't afford any armour, so try to find work to get money. Apparently there's trouble a' mine.There's a bunch of other places to go too.And 4 taverns. Rip gets hard.Sad Crusader, Club and Cask, Open Flask, MinstrelsSanctuary of Novotel - Church place to gain power and moneyEveryone goes to the Sad Crusader, obvs.It's great. Everyone has a good time and the service is great.Kolo burns the raven.Pilch

drinks terrible beer and Kolo drinks some Killepitsch shit.Kolo buys some of it and some matches. There's no explanation for this at all.Pilch goes wrong somehow and starts rolling around in his own vomit.Everyone decides it's probably for the best if they put him down, which is sad, but unavoidable.Then Pilch shits

magical darkness and Kolo sets fire to the pub in response. Everything goes to shit and people are running through walls and shit. Outside, everyone realises Pilch is possessed or something and start taking him to the river to drown. Otoria realises there's two old men trapped inside and runs back in to save them. It's awesome and she picks them both up and bursts out through the wall of the burning pub. She then returns to the rest and helps them throw Pilch in a river. Kolo's been rolling him, which is cool but not that efficient. Pilch immediately starts drowning. Everyone's "really upset". Pilch wakes up and gets out, then he and Kolo mud wrestle for a bit. The fire's really getting going now, most of the crew help out, Riphard runs off to another pub, Munchkins, the suave place. He doesn't get let in, because he's not cool enough, but then he does the classic Inspector Routine, and totally bosses it. He's in. Everyone else is saving lives and property from that fire they started, but whatever Riphard, you do your own thing. Munchkins is like that cool jazz bar in Spiderman 3. This whole sequence is basically just Riphard's methdream. Everyone keeps giving him compliments, booze and boobs. Meanwhile, at the disaster zone, the brave volunteers have sated the fire. Otoria gives the man some money for rebuilding the pub and Kolo asks him to come with them on the adventure. He declines, but gives Kolo the recipe for the Killepitsch stuff. Otoria and Kolo take Pilch off towards the Spire of Emoticon/Immodium, apparently Kolo knows some secret Gabrin magic to fix Pilch which seems to involve leaving him in a hole in the ground and leaving. Riphard is 13 shots down. The remaining 7 shots get put in 2 cocktails for the road, and he crawls off to the central church place to report in with what he found from drinking all of this bullshit. It takes him hours. He's greeted by two guards, he tries to make them drink the remaining cocktails, and then forgets he's not a female arbiter. Somehow he gets let inside. He's going to meet the guy who's supposed to give him all the money. Everyone's being nice to him, despite the fact he's a fucking mess. Riphard meets the guy. Gendry goes and gets the money. Riphard tries to

hold a conversation. It goes as well as you'd expect. The guy makes him undrunk. He gets nuzzled. Riphard puts his hand on a ball and it tells him his destiny. His destiny is to be an Alligator. The guy tells Riphard to go and pray at some artifact at the Spire, which is run by the guy's daughter. Gendry does some top-shelf slapstick with a big sack of money. Riphard takes his comical bag of money into town and looks for somewhere to hide it. He goes to an old man's shit brick house. The old man thinks Riphard is here to put him down. He's mildly upset about this, but seems to think his daughter would approve. He's so old. SO OLD. SO LONELY AND SAD. His daughter wants him to die, because she lives in a wooden house. Rip goes off to find a hiding place for his huge bag of gold. I think he's going to kill this sad old man. He tells the old man that the gods want to run a shop in his house. The man loves this idea. The old man decides to leave his house to the church when he dies. Riphard is definitely going to kill him now. The old man's name is Derek Bobacious. Riphard goes off to get himself written into Derek's will. Hero. Kolo and Otoria are digging a hole in the woods. Otoria finds out that Kolo's planning the kill Pilch before they bury him, and she doesn't like this. She convinces him to take him to the Spire instead and they ride off. Back in town, Riphard's got the contracts drawn up, meets Delilah. He decides to take her to meet Derek. Derek gets the will and sexually harasses Delilah. Derek boasts about his old man dick. Riphard opens a bank in Derek's house. He calls it Northern Rock, because it sounds sturdy and dependable. Derek reveals that his actual old man dick is broken, but the old man dick in his mind is doing just fine. Riphard sets everything up and rides off to meet the others. They arrive at the Spire. They meet Holly. She lets them in. There's a party going on, but they're not invited, especially the definitely naturally ill guy they're here to find a cure for. Riphard presses Holly for info about the vaults and shit. He tries to get investment into a colab on this banking startup he's

planning.Holly tells them where all the books they want are, and also that only Pilch can read the ones on possession and Devil shit, which why would they even need that, because he's just got food poisoning or something.Riphard finds a book about the thing he's looking for. Otoria finds a book about syphilis. Kolo finds a book about possession and what to do about it.We need to get a pastor to do a thing and then purge him.If this doesn't work, we'll just kill him.We're gonna fix fishy,Riphard is chanting, Kolo feeds Pilch half a bottle of Killepitsch.Vomit.Vomit. Vomit.

Vomit.VOMIT.VOMIIIIT.VVV OOO MMM III TTTIt

seems moderately successful. Fishy lives.He gets a shadow sword, and stops being so obviously possessed.Pilch agrees to stay at least 15 feet from Otoria at all times he's not actively saving her life, on pain of sword.Everyone goes to a party.There's all sorts of people at the party, including people from the same continent as Otoria, which is rare.Otoria introduces everyone to a plant expert, and goes off to get drinks.Holly turns back up, and offers to show Riphard the artefact he's here to see. The others can come too.Pilch puts a sword in his ear.Rip, Kolo and

Esme go to see the thing.Pilch goes to be sick in a hole.No one realises that the last time they saw Otoria, she was off getting them drinks.Everyone else is in the vaults, having a lovely time all together.They go and see the thing. It's a ruby sphere 2 fists wide.Mike loves getting fisted.Riphard meditates into the stone. He realises he loves the church loads.Suddenly, off in the distance, some people hear a scream, most people do not.TO BE CONTINUED

EPISODE 9: LIVE FREE OR R.I.P. HARD (IN LOVING MEMORY OF LADY OTORIA HEARTHROST)

 He screaming continues.Holly: "what what whaaaa?!"Holly runs to the door: "Leroyyyy

mmmmmmJeeennnnkinnnnssssss"The group crowds around the door. Clanking machinery and voices are heard in the distanceMan 1 "Tony, we need to break the door down quickly."Tony (probably) "Don't worry, she knows what she's doing"They don't know the doors are unlocked to this super secure facility.Esme is confused about everything.We open the door and see 3 stunned figures outside the door: burly black man (Theo), half orc (Tony), and Eastern looking lady with daggers. They draw their weapons.MEANWHILEOtoria explores the upper levels carrying around the 3 drinks she got for the group. She reflects on the peace and quiet: that is never a good thing. She hears heavy footsteps bound up the stairs.Otoria freezes and watches the doorway to the stairs.Man 3 "Round up the others. Take care of the hostages, right Alexander?"Man 4 (gruff voice) "Don't tell me how to do my work."Otoria approaches Alexander and scolds him for mistreating Man 4.The men note Otoria's notable weaponry and draw weapons.MEANWHILEExme is fucking on it and pops a shot off first. She misses.The dagger lady "eyes up Kolo" and waits. Lustfully.Tony gets a glancing spear blow on Kolo (more innuendo).The dagger lady now stabs Kolo for some reason who cries out for Exme's help.Everyone misses everyone else.MEANWHILEOtoria gets wet for some reason.MEANWHILEPilch tries to use his new sword. He sucks as expected. He tries to retcon it with luck, forgetting AGAIN about his raven that magically gives everyone advantage. He now magically hits here for minimum damage, giving her the equivalent of a paper cut. Some magical extra damage comes out of nowhere and she explodes. That's a bad paper cut.MEANWHILEAlexander tries to spear Otoria and bang her (... come on). He fucking rapes her (not literally). Otoria is in bad shape.Otoria respond with a fancy sword swipe. It's pretty fucking fancy. The men look impressed and injured.MEANWHILERiphard talks to his bullets.

For 6 seconds. You'd have thought he could manage more than that, but no.Exme kills Theo."Frank" (Tony?) takes Holly hostages and backs away threatening to kill her if we move.MEANWHILEOtoria continues to battle the

two men without dying, which is an improvement.MEANWHILEPilch thinks about

taking off Holly's clothes. Very inappropriate for an unconscious hostage. Probably telling of his character. Pilch does something involving magic. It didn't seem important.MEANWHILEOne of the

dudes tries to bang Otoria again, but misses so badly he makes it super easy for Otoria to stab him. Otoria misses. But in her miss scares the fuck out of the men. They literally shit their pants. Then she remembers she actually had advantage and they retroactively take damage, probably from the pant shitting. The guy drops his weapon.MEANWHILEA large inky black void

has surrounded the doorway, pilch, and the hostage situation. This is probably Pilch's fault.Riphard says "Fuck this noise again" and pats Kolo on the head 10 times.Exme and Kolo looks at each other and realise their opportunity. A vault full of invaluable secrets, during a robbery, with the keeper conveniently unconscious and subdued.... It would terrible if some of the items went missing.Exme uses her identify machine, but it beeps confusedly at her. She walks off.Frank (the girl was Tony all along) panics and drops Holly in the black shit mist. He runs in the direction he thinks the stairs are in.Kolo runs into the black shit mist for some reason. He trips over Holly and falls on his face.MEANWHILEThe lady tries to stab Otoria. . .

and misses. The battle rages on.MEANWHILEPilch reabsorbs the darkness

into his ass. He approaches Kolo and offers him a hand to his feet. Kolo thanks fishy.MEANWHILEAlexander runs off allowing

Otoria to stab him. She misses. Otoria tries to intimidate the already scared man, commanding him the halt. He stops. Fucking Jedi shit. Otoria then swipes at the lady and she's barely standing on her feet, crumpling her breastplate.Riphard commands the running man to DANCE! He stops and starts dancing, telling the others to subdue him.Exme is homing in on

something and finds a small ring.Frank continues to dance aggressively and sexually.Kolo wants Pilch to throw him and jumps into his arms.MEANWHILEThe lady tries to stab Otoria again. Misses again.MEANWHILEPilch runs with Kolo and throws him at the now stationary and non-dancing Frank. Pilch uses some kind of homing device and bullseyes Kolo into Frank's face.Kolo does a barrel roll in the air and headbutts Frank while stabbing him, knocking Frank out cold.MEANWHILEThe mighty battles

draws to an inevitable conclusion. Otoria does some more unnecessary. fancy sword shit and opens some sardines. She cuts the ladies face off and struts towards the still terrified man."Everything went much better for you because you did what I say. It will continue to be better for you if you continue to do what I do. Tell me everything".The terrified man spits blood and tells Otoria that they were robbing the place (no shit).Otoria wonders if the man parties. He does. He tells her they took the party people hostage. He says they didn't want violence, despite rushing Otoria immediately on sight. He said she looked like a badass. Otoria tells him to go to bed and rethink his life. Settle down. Get a job. Contribute productively to society. He agrees to have a nap and try to figure his life out. Otoria breaks his spear and lets him be."By the way, never seen a woman fight like you." "I am Otoria Hea. . . ." "LET ME FINISH. . . . Except for Lark" "Thanks for the cryptic clue." "No, you

already know who that is. The blonde asian lady."Ohhhhh

yeeeaaaaah."MEANWHILERiphard practices his bondage techniques, convincing the others not to skin the man.Exme quickly works out how the fancy 17 lock door works for Riphard.Kolo agrees to guard the treasures (yeah. . .).The group take the unconscious Frank and now-conscious Holly to the security HQ within the tower, which is apparently just the guards at the door.Riphard explains to Holly about the robbery and non-so-subtly implies the need for a reward.The guards, who have no fucking idea what's going on at this super secure treasure

tower, inquire as to what's going on. Pilch tries to explain to the guards what's happening despite all this being Riphard's idea. Who is oddly quiet, scribbling notes, probably about their lax security procedures. It turns out that the 2 guards are part of the robbery. This explains a lot. Riphard takes notes harder. "TRUSTWORTHY GUARDS!!!!". Riphard quickly draws his pistol and shouts "THUNDERCUNT!" and shoots one of the motherfuckers. Kolo hears the distant rumble of Riphard's gun. Exme does not. One of the guards doesn't hit Riphard. Pilch

drops an ear (wtf) and further confirms himself to be very much a Stephen character by looking for the best way to run away. He contemplates jumping into shit to surrounding himself with matter similar to himself. Holly and the unconscious half orc block the corridor. Pilch stabs the unconscious half orc to Riphard's confusion. Riphard misses with his whip. The

men stab Pilch in the face with a greatsword and miss with another. Pilch tries to actually do something useful and stab the dudes (totally after sending the Raven out for advantage). AND MISSES LIKE A CUNT. MEANWHILE Otoria eats

some grey goo, totally oblivious to the thunderous blast from below. She decides it's party time and descends to the party room. The group uncover the mystery of Imota Kan (NAKATOMI BACKWARDS OMG) and it turns out the whole thing is a Die Hard rip off. Pretty sweet. All the dudes are named after the Die Hard people too. Fuck. Does that mean it's Christmas? Hans (come on) cuts a guy's head off as Otoria enters the room. Everyone starts making Die Hard references. Otoria banters with Hans. There's a lot of talk of mess and shit shows. No one likes mess. Hans explains he's here to rob the tower (YEAH WE GET IT). Turns out Hans threw the party in his own honour, what a cunt. The conversation goes on for a while in true hollywood style with the villain fully explaining his plan for some reason. Otoria tries to convince Hans that his men in the vault are dead. Hans proposes a bet to see who's dead. MEANWHILE Riphard starts singing

Firework by Katy Perry, who totally exists in this universe, inspiring Pilch and Holly. The evil dudes miss. Pilch kills a motherfucker and kicks him off the bridge. Riphard fucking whips the

other dude's feet, who entangled in whip stumbles off the bridge to his grizzly doom. Wilhelm scream MEANWHILE Otoria notices Kolo

and Exme sneaking out from the all too convenient poop-chutes-come-ventilation shafts. They now know what it's like to be TV dinners... after they've been digested, shat out, and flushed away. The hollywood conversation continues. Otoria tries to walk away, but the henchmen fire their crossbows at her, but all miss leaving an Otoria shaped arrangement in the wall behind her. Exme left a crate

conveniently in the party hall last week, which now starts beeping and humming. Kolo looses an arrow at a henchman, killing him clean. HEADSHOT. His eye extends out of his face on the end of the arrow. Gross. Exme takes a shot at Hans and wounds him. Marco (a henchman) hits Otoria with a bolt. Pilch and Riphard don't put two and two together, and thinking the job is now done saunter back off into the building at a leisurely pace. Kristal stabs Exme. Otoria does a

combat roll on the spot instead of just turning around like a normal person. She sprints towards Hans with the her sword held out in front of her and completely misses Hans. Kolo gets hit with an arrow. Some lady with a katana slashes Otoria while she clumsily runs at Hans. Kolo misses terribly with a poison arrow. Exme action rolls away from Kristal, shooting her to pieces all over a nearby hostage, then dodges a bolt. Pilch and Riphard hear the distant sounds of battle and start sprinting towards the stairs like the brave men one of them is. Hans goes mental at the sight of his dying men. Otoria slashes some people. Kolo gets his with another arrow. Lark (the one with long blond hair) starts singing a song of focus. It sounds like a BabyMetal ballad. Kolo breaks out a DISTILLED poison arrow, and finally kills his tormenter. The forgotten whirring crate finally does something, and falls open. A small roar emanates as a small mecha-bear appears from the dust. It's super cute. Exme looks surprised in a motherly way. Exme shoots another henchman and fucks him right up. He dead. Exme inspects the mecha-bear, which starts doing a little excited tippy tap dance for her.

Everyone's heart melts. Except Exme, who looks unmoved, the heartless bitch.Pilch finally appears from the stair well. He does a ranged attack for a pathetic amount of damage to the singing lark.Riphard enters and grabs his pistol he had stored behind his head in his hood, totally like out of Die Hard. GET IT? He shoots Lark for much more damage than Pilch, but she still singin'.Otoria dies hard. As usual.Lark, angry at being shot twice, runs at Pilch and Riphard and swipes at them. Riphard gets hit hard.Kolo continues to use his fanciest of fancy arrows and fires at Hans, wounding him badly.The mecha-bear adorably bounds towards Hans, falling over as he does so. AWWW.Exme then fires at Hans, but is distracted by the sickeningly cute mecha-bear.Pilch fucking grabs Lark like a full on rapist and/or Donald Trump. He moves on her like a bitch, suplexing the bitch down the stairs over his head. She's still fucking singing though, amazing.Riphard runs over and touches up the unconscious Otoria. As usual.Hans tries to stab a prone Otoria, but resembles someone playing a larger hand-knife game, stabbing between her splayed limbs. It's actually quite impressive. A smattering of applause breaks out.Otoria gets up looking angry. She mightily swings her greatsword at Hans, right at his crotch. It turns out Hans is wearing a very elaborate cod-piece and he laughs, unfazed and unhurt. Otoria runs away. Hans tries to swipe at her, but she's too nimble.Lark says something at Pilch in Forin. "DIE PEEG". This is actually seamlessly part of the song. She double slashes Pilch who dies. HARD.Kolo lets out more of the fancy arrows at Hans, who's still standing.The mecha-bear approaches Hans and gently tugs at Hans' pantaloons. His stony face softens briefly before he (gently) kicks the bear to one side.Riphard misses Hans with a shot as Hans approaches. Hans triple stabs Riphard, who crumples to the ground, mortally wounded.Otoria hits Lark with an arrow who speaks back in Forin (and song). Otoria tells Lark that she's gonna kill "this guy then deal with that guy", who doesn't understand. Lark suddenly charges Otoria and beheads her with her Katana. Otoria dies suuuuper hard. Like for real. Dead, dead.Kolo looses a final fancy arrow at Hans who finally

dies. It's surprisingly anti-climactic.Exme shoots at Lark in a rage, who is bleeding heavily.Riphard and Pilch are slightly less dead looking, but still dying.Lark, still singing, but more mournfully now that her dead leader is dead, swings at Exme, who ALSO DIES.Kolo is the last man standing and launches the angriest and fanciest arrow he can muster at the sight of his sister falling in battle, which hits. The fury contained within this shot, particularly due to Kolo's small stature, finally slays the lethal Lark.Kolo rushes to Exme's aid, who flickers to life. Then to Riphard, just swinging a fist into his chest like the Fonz. Riphard sputters to life.Pilch sooooooo nearly dies. Kolo rushes to Pilch last and again Fonz's Pilch back to life. Pilch awakens.The group inspect Otoria's very dead remains. Apparently the rest of the group know she is an automaton, but not Riphard. I'm not sure why.Pilch fruitlessly tries to reanimate the lifeless Otoria-bot.Exme uses her convenient identifier to gives everyone an in-depth backstory to the now deceased and never to be seen again Otoria. Turns out she was a dwarven sex-bot with a soul.An intrigued Riphard removes the bandages from Otoria-bot's body-less head to see what a sex-bot looks like. She's got a pretty creepy head. He's not a fan.Exme is moved to tears at the complexity of the machinery. Kolo wants to wear her dead face as a mask (a goblin tradition).Feeling bad Kolo stuffs his totally-not-stolen items back into the waste holes.Holly starts untying hostages.Pilch attacks Riphard for some reason, who startled from the shock of battle lets a hip-shot off at Pilch, who dies again. Kolo lets an arrow off at Riphard despite seeing what just unfolded, like a complete cunt. Thankfully he misses and the situation diffuses... for now. Exme shocks Pilch back to life. Tensions and emotions are running high following the intense battle and loss of a "friend", and everyone should calm down in time. This does not bode well for the group's future.Pilch, Exme, and the bear take Otoria's mecha-remains somewhere.Kolo tries to get money out of Holly and steal money off the hostages. Riphard wants to discuss business with Holly, in private. Riphard insists on taking his share for himself. Kolo takes the rest, along with less notorious valuable looking items from the vault.Lazarus talks to the group in their

dreams. Kolo's really angry. Lazarus explains to the group Otoria's "true" identify, and what would have become of her had he not intervened in an attempt to justify himself. It seems pretty reasonable. Kolo isn't convinced and swears vengeance, ever the rational member of the group. Lazarus calmly tells Kolo that there is only one way to "make things better", which is to reclaim the path of "decent and noble" souls like Otoria to heaven, which has been corrupted by the church. Pretty reasonable. Kolo is unconvinced and swears on Lazarus' "death". Lazarus, who by all accounts seems like a pretty decent bloke at this point, further presses the point he rescued us from inevitable deaths that he was not involved in orchestrating, and gave us new leases of life in order to improve the world. Exme thanks Lazarus for his candidness. Pilch wonders that Lazarus' powers are limited, gesturing to his arm, he says he doesn't work for Lazarus, they just share the same master, can't he bring him back. Lazarus sighs at Pilch's stupidity and naivety of the current god-politik. That's the whole reason he got us involved, to try and fix this shit. Pilch further questions Lazarus about it all, and Laz starts to get angry. "Synne is super shit at the moment. You're a shit mortal and have been granted some of his power, and you dare question it? Go fuck yourself." Pilch presses Laz for more help, advice, information, anything to prevent further casualties in the hardships ahead. Laz says he has withheld information for fear of our interrogation. He shares the "knowledge of the breaking". Many centuries ago, the church believed they were doing good, and utilised a most powerful artifact. The Great Stone of the Eight™ (though you would call it Seven...). It sundered the world from the gods and beyond, and so they believed from danger. However, the centuries have not been kind to the church, and the world, and the church has become corrupt, endangering the world more than anything that came before. The only hope for the souls of the entire world, and for all in eternity, is to "break the seal". When pressed, this means unlocking the gods power and bringing their power to full bear, as they were in ages past. The church will block this at all costs, but once the seal is broken, the church will either fall or be reborn. The gods will take an active role in the world again, unlike their distant current influence. The seal filters the gods power, and church bends this to their own wishes. They had good intentions to begin with, and still believe they are doing right by the world, but they are no longer. He sighs. That's all we've got time for folks. Pilch asks another

question anyway. The dream fades and the group stir awake, but Lazarus' voice distant explains we will need "one of several...". The group are exhausted from the power of the conversation, but do get their HP back. Woo. The group gather round a campfire, and give Otoria-bot a proper send off, but plan to keep her mecha-remains in a special caravan or something, like some kind of shrine? Kolo begins to tell a special story. In loving memory of Lady Otoria Hearthrust. 2017-2017

EPISODE 9.1: KOLO'S TALE (PART 1): THE GREASY RAGE OF CLAN STANRI



The group gather round the warm camp fire as Kolo begins to tell the great tale of Goblin legend. That of revered emancipator Grumpy Stanri... Grumpy

Stanri wakes up one morning with a premonition. The great dark wagon of the Muglabiyet isn't being pulled by anyone. What's going on? He assembles his Gabrin crack team and goes out to go to a place to find out. First though, they need to find a boat to get there. They head towards a town by a river to see if they can get one. As they approach they notice the humans in the fields running away, locking themselves in the town walls. The gang approach the gates and talk to the 2 guards in the towers above the gate. Kri'igo asks what everyone's so scared of. Apparently it's them. The guards are dicks, if we're honest. They racist and call us Pikeys, which is a reference to the Pike wars, where humans put Gabrin children on pikes and ate them like Kebabs. They tell us that we can't come in and we say we'll go away and not bother them. We head towards the burned out remains of a village outside the town walls, and then Tan and Dev start sneaking, with a plan to scale the town walls. They scamper up to the top, and Dev misses with some blow darts, trying to hit one of those guards, because they're dicks. Tan'lata does not miss at the guard she's aiming at. He doesn't have a chance to scream before he hits the ground. The other guy just about gets to raise the alarm before Dev hits him with a blowdart. It makes him feel a bit woozy, then Tan runs along the top of the palisade wall, murdering him with 2 arrows as she runs towards him. As she gets up to him, she takes some of his meat out with her hands. The alarm

is raised, bells ringing across the town. The rest of the gabrins ask Dev to open the doors to the town. She starts, but she's shit scared and wimpering like a little bitch because she's never seen death up close, and now she's seeing an awful lot of death. Tan'lata is not helping to open the gate, because she's just war-criminalling (during peace time!) all over the place. She tries to set fire to a house, but it's made of stone, so she barges in through the window as they're trying to board it up. Inside there's a granny standing by an oven, a man running to go and get something from another room, and a small group of terrified children. Within 20 seconds or so: the granny has her head in the oven, burning to death; the man has his thumb bitten off, and a poker sticking through his mouth and out of the back of his head; and Tan'lata has slammed the door of the oven shut, decapitating the granny. She then turns her attention to the children, and luckily, our attention turns outside. Dev has got the drawbridge down and now needs to lift the bar on the door. She ties one end of a rope to the bar and another to her weasel. She tells the weasel to jump out of the window, but the rope is too long, and it hits the ground like a dick. As the gabrins regroup outside of the murder house, a fresh wave of murderous humans arrive to try and take down the gabrins. Grumpy heads into the house of viscera to perform a necro-terrogation of the father's head. The severed head spews racial hatred at the goblins, potentially justified at this point. He reluctantly shares that the town has no large vessels itself, but rather serves as a port for trading. The man's undead head is dismayed to see his children's dismembered and brutalised corpses. FML head man. After a brief disposal of the new guards, the gang follow Kri'igo along the city walls towards the river. However, they are set upon by another bunch of guards, this time being led by a fancily dressed guard, all shiny and long haired. The fight is brutal and short, and full of greased up, rage filled barbarians who are more than capable of separating a heavily armoured, fully grown human man into two parts with a single blow. Well, one barbarian at least. The group take a moment to rest and recover, with Kri'igo gratefully taking Grumpy's teet to restore his vitality. He suckles long and hard, his strength slowly pouring back into each muscle, his tongue savouring his father's bitter-sweet, musky milk. There is an intimacy to the action

of the kind that can only exist between a man and his eldest son. Devvy is in awe of Tan'lata's skills and requests that the older goblin become her new mother. Tan'lata accepts and requests her new child to gather fire wood, an important task for an adult to know how to perform, and place it all around the villager's houses. The wood is lit, and the fate of the town's people sealed as securely as their temporary, yet also ironically permanent, battens. Grumpy heads down to the river to seek out a boat. He finds a small rowing boat and sits in it in order to attempt once more to commune with his god. But before he can receive no reply, the boat is tipped over by an angry, piratey dwarf. Tan'lata is able to loose an arrow into the dwarf's leg. However, the fight is brought to a stop by the embarrassing and womanly pacifism of the dwarves. The dwarves inform the goblins that they had been trying to pull off their own long-short plan to trick the town's most virile and able-bodied men into working as deck hands on their sailing boat. But since they were now all dead, if the goblins wanted to secure passage across the sea, then they would have to work. Grumpy, work shy and haggard, accepts with a wink. The goblins enter a row boat with the 2 dwarves and head to the larger vessel. After a long rest and several hours on the river, the larger boat comes into sight. Grumpy utters a single short command and the dwarves no longer exist as living, breathing, love making creatures. The goblins hear a splash from the other side of the larger boat, but are too caught up in the joy of owning a boat, and the anxiety of trying to figure out how to sail it, to notice. TO BE CONTINUUUUEEEEEED...

EPISODE 9.2: KOLO'S TALE (PART 2): SNAKES ON A BOAT!

TThe session starts: Rich is now a weasel. The barbarian is now God. The Gabrins are on a dingy, not a rubber one but a proper one. The big awesome ship is drifting away from us. The might barbarian gabrin who has suddenly changed personality and voice decides to go for a lovely swim and tries to get up. His daughter lassoos him which helps them to stay nearby but nearly strangles the swimmer. Tan'lata shoots an arrow at the ship and hits because how could she not but the arrow snaps because she's a dumbass. Kril-go rages like a ragey thing and power climbs up the rope. A bit later they get on the boat. Tan'lata

does a wikkid sick backflip on the boat then goes to look for friends. The boat is full of wood but nothing fun. Dev'lada wants to use the ballistas to make a siege weasel and acquires a piece of string. Tan'lata smells dwarfs downstairs and it makes her a bit wet but she pretends it's hunger. Grumpy suggests making a dwarf friend but that isn't going to happen. Downstairs there are a few dingys and hammocks, plus some cards. They might be for playing top trumps. Grumpy has been on a boat before, back when he didn't have gout. There was something to do with ropes. HE has ideas because he is v. clever. Kril-go rages through the underfloor and eats some lovely fish and gets covered in sexy oil. He has a party in the bedroom and makes a cloak. Grumpy comes to a realisation that he needs wood. He remembers turny thingys and important guys stand at the back. Stanri beckons the gabrins together for planning and KNOWLEDGE. Dev'leda is not very useful, she tries to see stuff and she tries to know stuff but all she is good at is making things greasy and uncomfortable. Kril-go gets some cool boots and a hat to go with his cape because he's super fashion concious. He gets letters he cant read and tries to take them to Stanri but there is a grease party going on and he falls in the water. Dev'leda chats up her greasy weasel who apparantly is the only thing in the party with a clue. On the Keel is some old bloke called cap'n suresailin. WE declare it is our boat and Dev'leda tries to stop him getting on the boat even though he is obviously the only person who knows wtf is going on. He's nimble for an old fuck. He is the captain and its an old as fuck ship. Stanri chats him up and Tan'lata whispers sexily in his ear but it was actually his elbow. He wants us to be crew. We agree because we have no idea what a boat is. He teaches us how to be pirates which we will be very grateful. Dev'lada is friggin in the riggin with a greasy weasel. Kril-go is turning his wood. Tan'lata gets ropey Grumpy does nothing. Grumpy Stanri knows things but he doesnt know what. Tan'lata is heretycal but doesnt kill the man yet. We set sail to the tune of a raptor-weasel in the rigging. The river is great. We are rollin. Rollin down the river. Stanri has a shit while he talks to his god. The cap'n makes the dire mistake of showing us where we are going and being friendly. Tan'lata lets the man live by shooting him in the face, but he

calls out in some weird voice o doom calling us traitors. Some fookin big sea snake comes out of teh sea while the cap'n makes a big storm which is not very nice. It pops the weasel. Stanri saves the weasel by popping him back. Tan'lata fucks up the captain who obi'wans it outta there. Kril-go goes hack crazy on the sea snake and mashes some bits out of it. Dev'lada beheads a corpse and kicks the head. Kril-go rides the giant deadly sea snake like a cowboy. The druid turns into a fooking octo-kraken and squirts his love juice all over Dev'lada and her stinky weasel before sliding into the sea. It is a tree octopus, which is a fookin scary piece of shit. It can hunt in trees. What a cunt. Grumpy makes the giant snake between Kril'go's legs really shiny and painful. Tan'lata cant see the octopus cos it's sneaky as fuck so she splits the giant sea snake in two with a piercing shot. Dev'lada makes her weasel do the dirty work by peering into the water but quickly remembers that it is not a sea weasel and unfortunately cannot do water very well. 1-0 to tree octopi. More giant snakes comes out which Kril'go thought was a log but it nips him and savages him. The greasy weasel gets fucked by a tentacle but isn't quite dead. Grumpy starts massaging a dead snake trying to make it come to life, it takes a long time because he is old. Tan'lata brambles an octopus in water. It surrounds the octopus. He thinks he's a tree octopus but he cant do shit against a fookin bramble bush. 1-1 GABRINS EQUALISE Kril'go is a fucking beast and rips a giant sea snake in half which also flips the boat. Tan'lata falls out of the rigging but she's a motherfuckin' Chris Tingle Dress Ninja and lands starfished on the edge of the boat. Dev'lada is "pinned in place by her nearly dead, greasy half on fire weasle". She tries to launch herself off the crossbow forgetting she broke the shit out of it. The weasel is not a crossbow expert. Dev'lada is not a life expert but she knows where the giant octopus is. With this information she does what stephen's characters do best and runs away, ready for "gigantic penetration from tiny octopuses". The octopus gets fucked by brambles cos he's a mug so he goes and hugs a deadly sea snake for comfort. THe snake carries him onto the ship like a big slippery stallion. Somehow this fixes the boat. Snaketopus attempts to fuck up Tan'lata, she avoids the snake (she's had lots of practice) but falls to japanese anime tropes and gets brutalised by tentacles. Grumpy is still

massaging his snake.Tan'lata doesn't want to be bukkake'd so she slips out. And gets up the rigging to safety.Kril'go keeps frothing and hitting because he's had a complete change of personality recently. He almost brutally murders the octopus. Dev'lada sees her moment to steal the glory and kills the octopus.Grumpy is still massaging his snake. It doesn't rouse at all.Tan'lata jumps out of the mast and fires some beast-mode arrow shots like PEW PEW PEW but she forgets she is in a mast and smacks her face into the balustrade, falling onto the deck where she perfectly lands into a rope hole.Kril'go doesn't give a fuck anymore and eats a snake while spinning a nagi'nata. He murders the snake and also the weasel and slightly his daughter.Dev'lada tugs on her greasy weasel to rescue it and notices the giant snake is still around. She attacks but there is too much grease and blood. The snake is in its perfect environment and wraps up Kril'go. Grumpy is still massaging his snake. It has begun to stir.Tan'lata kills the last snake, peering out of her rope hideyhole.Dev'lada saves her weasel by stuffing her juicy berries into its mouth. Tan'lata tries to stop her and give her a life lesson but Dev'lada just wants to ram them in.As the combat ends, Grumpy finally gets his snake going and it sputters into a half-life. The party decide the boat is a piece of shit and decide riding a giant sea snake is a much cooler way of getting into town.The goblins set a lovely campfire on the boat and ride off into the distance straddled across grumpy's giant undead snake.The boat explodes, nobody looks back.We land in a forest and dont really know where we are so trust Grumpy because he's great. Our snake follows us.We try to sneak through a forest full of awful creatures. Another tree octopus and a death hippo and some fecking wolves. We get halfway before the octopus spots Kril'go because he is not sneek. Grumpy saves the day by throwing his giant undead snake at it which constricts the octopus in some awful smut pile.Tan'lata snuck on her own because she's a lone wolf. It fails. The death hippo notices her and goes in for the kill. She does not see the gigantic hippo creature which knocks over the tree she is hiding on, felling it. It snorts through its eyes at her. It's all fucked.The rest of the gabrins listen to grumpy's tale of his family's gruesome death.Dev'lada tries

to help but doesn't do much. Kril'go trusts Tan'lata because she is a badass and watches sat on a log as Tan'lata skewers the pig after backflipping onto its head. There is a light smatter of applause.We arrived at a great city of emancipated Goblins. There is a big cloud. It looks like a cloud and not a dragon because dragons do not exist. The village is in ruins, the gabrins are sad. Kolo's throat is sore so he takes a break from the story.

EPISODE 9.3: KOLO'S TALE (PART 3): KISS MYASIS

s the group arrive in Thundertree, Stanri is privately devastated to discover the once shining symbol of goblin emancipation in both literal and metaphorical ruins. To distract himself from the pain he attempts to lead a 3 gabrin game of "what's that bush?" which Tani and Kriigo are very eager to join in with. Pineapple appears to be the group consensus and they all enjoy drinking the white, sticky fluid from the pineapple bushes roots. Just like gramma's bush. A cursory inspection of a nearby house shows ruined furniture and shattered lives (probably).

BUT WHAT'S THIS?! Stanri's keen ears and eyes and nose holes have picked up a clue, a strange rustling in the undergrowth. He tries to convey this in a non-verbal message to Tani, however there is a slight misunderstanding and the weasel is killed by Tani's bow. Devy is not able to see the funny side, and in the resulting confusion Stanri slips away into the bushes to investigate the source of the rustling. This proves to be the largest error on Stanri's part since Tani and Kriigo take it upon themselves to engage in a series of profane and deeply psychologically disturbing, aggressive sexual activities. These start off small with Stanri returning to find that Kriigo has started to rage hump Tani after finding 3 dead gabrin bodies in a house, and is currently bent over with a poisoned arrow inserted into his anus. Stanri does not approve, but the younger gabrins tell him that he just doesn't get it. Stanri wonders when he did in fact last understand "it".

Stanri revivifies a dead goblin (which he curiously finds posed with the other goblins in the shape of a throne?) and learns that humans had slaughtered the adults in the town. The dead goblin teaches Stanri that emancipation means letting people be as they want to be. If they are not harming anyone else then let them be and do whatever they see fit. Stanri understands now that his prejudice against the

two younger goblins'ses sexy acts was wrong and that a goblin shouldn't judge other goblins. Stanri then goes off to follow child goblin sized foot prints, which is good because his tolerance would have really been put to the test if he had seen what was going to happen next.

Sexual activities not limited to but including the following: - Tani lubing up her full arm with her own goblin spit - Kriigo removing the head from the now unanimated reanimated corpse - The use of the head as a ... spacer?.... prophylactic decoration? basically Kriigo shoved the decapitated head onto his dick so that his dick went like all the way through it (i guess neck hole through mouth?) and then fucked Tani with the other end. They are basically step siblings but it was agreed this was not incest, but just necrophilia.

CLASSY

Stanri is following the tracks. Kriigo and tani are suffering from odd symptoms including fever and hallucination, and learning that it may not be the best idea to fuck dead people. Stanri is able to help Kriigo and save his goblin penis in time, but he is not able to find Tani. Fuck knows where Devi is....

Tani is in a fucking state. Half fever dream, half french experimental cinema, she wanders the vibrant and multicoloured, pulsing town seeing images of pineapple trees and dying ex-lovers. She loves it. She passes out.

Stanri and Kriigo find a group of goblin children who appear to be happy and fed despite not having any goblin parents, as stanri believes every goblin family should have. The children saw the weasel being killed. Stanri has an awkward moment where he remembers that it actually would have been really trivial to bring it back to life.....

AWKS

The children are being looked after by a human woman who lives in a spooky house in town. When this human is referred to as their "master", Stanri feels a flash of racial pride and a deeper burning of anger. To hear the children of the first emancipated town describe a human as master. How could this BE?!?!? The children lead Stanri and Son to the home where they meet an odd human woman. Tani is on a table passed out and the two goblins try to reach her, pretending that Stanri is old and hard of hearing and impotent so as to no pose a threat. However the lady is able to see through this and paralyses Stanri, also commanding Kriigo to

xxx? Tani is speaking odd words like "toyota" and "holidays in ibiza from 5 9 9". Grumpi fears for her life. A fight commences but it is not long before the goblins are victorious, foam oozing out from Kriigos erect and raging penis and mouth.

As Grumpi and Tani search the house for clues, Kriigo goes to gather the children and convince them to listen to grumpi. The two find a message that shows that the church of Hemitate has tried to reclaim the town since it used to be their trading point many generations ago. The horror of this genocide. When will the humans learn? Will a single good human even ever be born? Most likely not at all. Fucking humos. The children arrive and Grumpi tries to convince them of something. He is not quite sure what that is, but he tried to make sure that his message is "hip and happening" and that he lets them know how "rad" he is and how "tubular" it is to be emancipated. The children leave without showing any signs of wanting to spare his feelings. Grumpi has never felt more alone. He misses his wife.

What next for the adventurers eh? Given that the goblin god has stopped speaking and that the church of hemitate has come this far, they may have reached the holy goblin temple. The goblins must cross the scary and wide desert in order to get to the temple and literally and figuratively save the world.

EPISODE 10: A PRETZEL OF POINTLESS ADVENTURES

N the return journey from the emoticon tower...Kolo tries to convince Riphard that returning Otarios body to Nanduan is a good ideaRiphard could get paid to evangelise in a new country, by the very church we can raise an a robot army from nanduan against.Riphard is having none of it, not believing that Otario is even from Nanduan. Kolo convinces him that he should check out the churches archives and their archivists for more info on Nanduan and the robots.On their travel back to RiversFall kolo and Riphard come across a dirty group of 30 urchins playing harmonica. They are pleased to see a Pastor. They are miserable.There mines are not for working anymore, the excavator blew a hole into a new catacomb. They are scared of a noisey cave. Imbeciles.After some discussions the team head for the mine to solve the noise pollution issue. Thanks to Riphard, the team agree a 10% stake

in the mine, in return for sorting some things out. Thank the Gods that the preacher is in charge of negotiations, as he makes up a contract. Exmeh discovers that it's an iron mine. Fishy has to get involved in the contract, Kolo would probably have been better for this.

Luckily? The Old dude Quinzel signs on the dotted line. Riphard turns to enter the mine, only to see nothing but a mecha-bear stanri looking at him. Kolo mounts Pilch, and with their powers combined, and a climbing pick they descend into the darkness. As Exmeh and Ripahrd nail some 3 point landings behind them. Something other than humans is down here with us. Pilch heads off down a dead end until he is re-directed. They are sneaky little shits that keep stabbing us from the darkness. Its master splinters love children! They have GOAT friends!!! Somehow the Goat gets the drop on the adventurers, luckily Pilch saddles up and Ripahrd blows the rats brains against the wall. Post Goat Exmeh takes the lead with her robo "friend", only for Riphard to get sprung by the wolf pack. Things are 100% scary in these tunnels, and it's going badly. Riphard is getting ravaged by the wolfs. Riphard is knocked out and is fed some cocaine by Fishy to fix him up. A tactical retreat is made, while new strats and tats are tried. The megaziod is created, Quoth on Kolo on Pilch. Everything is checked out, labelled, set down in the collated diaries, compiled into a digest, before finally being added to the compendium. Riphard covers our asses. We find a room full of dead miners, and a ring of deadly visage! +10 make kolo look dead. Lots of dead ends are identified. Kolo suggests a great location to set a trap, Fishy disagrees just before the party is ambushed again. Fishies force field holds true as the Gabrin twins mow down the rats and wolfs. Riphard refuses to lay hands on Pilch, so throws him a healing word instead. New marching orders in the direction decided by Riphard. Shitting dwarf illusion first, bird second, kolo pilch next, riphard, exmeh next. Kolo gets lowered into a pit of spikes, as an echo of Riphards fart finally comes around. A Pretzel of Pointless Avenues. Before Riphards days living in a hole bears some fruit, as he smashes Pilch straight through a wall. Into a room co-habited by Goat Men and a rat man that makes a swift exit. Gabrins dispatch on Goat, before Pilch slices and dices the last one, collecting accolades and ears. Kolo finds a man of the church in the piles of bodies. He has 2

packs of 4 sticks of dynamite, and Riphard collects a load of church documents from the mine expert. While distracted looting corpses the valiant team are almost surprised by Lono and WolfBoys. Riphard gets his back against the wall, as he puts 2 n 2 together looking at the animals in tight lion cloths. Rats take on Exmeh, while the goats seem to have a hard on for Fishy! Gabrins are deathly afraid of lions, this could go badly. Fishy casts a cloud of darkness on the kitana and chuck it behind the goats, plunging everyone into the darkness. Gabrins hide together in the corner of the darkness popping shots into the unknown. Riphard fucks up the lion from outside, before the burning angry lion comes running straight out of the dark cloud into his face. Turns out old GoldenHide Lono is a tough SoB! Fishy dives out of the shadows and uses some kind crazy shadow sword shit to really fuck up lono. Before Exmeh having run pure electriciy through her system blows the lono to pieces. However taking out the last rat needs a thunder whip explosion from Riphard creating a Mural of Rat on the Walls. The party finds a huge hole down into the underdark, which they promptly blow up. Riphard closes the agreement between the mine owner and Northern Rock for 10% of the mines outgoings.

EPISODE 11: VOYAGERS OF THE CLOUDSHIP NONTAPRIZE

wakening from a fever dream... What the fuck happened yesterday? Did some shopping. Riphard setup the bank - Delilah joined the party. Had dream - told about magic bush - Gulan. Lazarus is a dick that roped Delilah into this. Bobacious walks in wearing a casual suit - purple and yellow 7 inch lappels. I feel thoroughly inadequate. Delilah is weird about banks. We spend some time noticing that only people of a certain ethnicity wear purple and yellow suits. We go and talk to a map guy, give him some information, he gives us a map... We want to steal his big map. Kolo goes back and becomes this guys personal adventurer, in return of better maps. Riphard Research (in the church) -

Erasser - other continent, has two sub-regions.

Nanduan and Asuma Nanduan - people work for themselves, no ruling class/ruling class (meritocracy)

Hearthrusts -nothing
Inquisition

Controlled by church: Monetary system is gold/silver/copper (equivalent to ours) - different coins, same values.

Kolo meets a cartographer and agrees to share his "RangerUA" knowledge of new locations with him in return for updated maps. Also secures continent map, and local area map. We have horses, yay! None of them are cock-unicorns. We climb a mountain - I'm awesome at it, everyone else is a weak pansy. We get attacked by harpies. Delilah and kolo try to kill themselves. I boss save kolo, delilah gets away from Riphard, but then doesn't kill herself. We all kill harpies. delilah kills them extra good. "Signs of the seven around the rim of the tunnel" We find it, we find the bush. We spark up... We end up in Dali-land. Some of us (goblins and dwarf) wander off into the desert. Pilch grabs the goblins. We jump off floating sand platforms. Drown in purple sand. We wake up on a floating sky-boat, get attacked by some evil shadow creatures. Delilah boss-shoots a rainbow at one. I shadow-strike the living fuck out of another thing. Riphard commands one to "leave" so it vanishes. We kill the others, I absorb one of them. Lazarus shows up. We all fall through the sky. We get picked up and dropped into a garden. Lazarus cries a red liquid. Delilah is a crazy sky-captain, thinks lazarus is Gary. Lazarus got BIG. We all start to feel hazy. "Do you not understand... that was the hand of Synne" We wake up - there's a big stone creature... It is not anatomically correct. We meet Gary... The standing stone that stood up...

EPISODE 12: THE MARSHAL METHIAS EP

 He Gang start off by talking to Gary about his past. He shares a few stories, for example about Jason Derulo, who was sat on by a thing and killed thousands of years ago. Everyone wants to know about The Ancients, but he's just a rock, so he doesn't really know much. They ride back towards River's Fall, Gary running alongside the horses. They meet a small urchin, with a

message from the caravan guys. It's all "come talk to us, but don't be seen". The boy wants to be paid, but is disappointed. No one knows how to get into the centre of town without being seen. Kolo asks a dog, who tells him to chill out and then Kolo licks his balls (no the dog's balls). They all decide to "put on disguises", which means blacking up for everyone but Esme, who is already black. Gary has a black smudge on his face now which apparently isn't good enough, so the guys make him a cool outfit out of a pretty flowery blanket and some fashion bloomers. Now everyone's completely incognito, the Gabrins go scouting ahead in the classic stealthy trenchcoat ensemble, and the others follow a respectful distance behind. Nothing seems weird in the town, so all this stress was over nothing, I guess. The Gabrins start talking to Hestor, but forget who isn't the groin. Hestor takes them through the fabric flap door thing into the back of a caravan and tells them that that Annoying Arbiter called something dumb is looking for the group, and that they should be on their guard. Hestor tells them that the caravan is going to do them a solid and doing a diversion during the journey to The Seven's Spire, so that the Arbiter will assume they went to a different place. Kolo chats with Fishy's raven, who turns out to be a stand-up guy. He takes the message back to the others, who have just been hanging out somewhere, probably. Fishy suddenly remembers he's supposed to pick up some armour, but the others can't be arsed to stealth into the middle of town, just to leave again, so agree to meet outside the town.. Fishy goes to the armour shop and offends the guy slightly by not sucking his dick hard enough. He gets the armour and leave. Esme reutilises a tiny prank bag to put on the back of the raven, potentially to allow drug smuggling. The caravan leaves town, seemingly without a hitch. But maybe there was a hitch. Maybe. Two weeks pass on the caravan. Gabrins tinker. Rocky businesses. Fishy tries to suck up to (and on) Gary, who doesn't seem to love how violent he is. They get into the town, whatever it's called. Everyone from the town is in the town square being real sad. There's a young boy and the mother in the centre. Apparently, it's his time to participate in the local coming-of-age ceremony, which seems to have a high fatality rate. After Gary pokes

around a bit, they find out that there's a thing that happens in the church at night during the ceremony. They find the local religious leader, who is called Eminem. Everyone's all "don't try and be insidy, outsiders". The place is called Logarsk. Everyone goes to the pub, and agrees that the Gabrins should stake out the church and see what happens. Esme is eating a big bear of the local delicacy "Pom-bears". The lady who's son is going to get ceremonied comes up to ask the group for help. Apparently, the children go to the church, and get put on trial to see if they're evil. If they are, something that sounds like Babayaga (but not quite), comes and takes them away. The group carry on drinking, promising the woman they'll do something. Riphard eventually gets drunk enough to suddenly leave the pub and go to the church. The Gabrins follow. Wankfish stands outside the pub, just generally chilling. Gary is inside the pub, still, staring straight ahead while Delilah tries to flirt. Back at the church, Riphard forgets the secret observation plan and knocks on the front door, asking for some church. The guy who opens the door is one of the guys they were talking to earlier, so immediately tells Rocky to go away. Somehow, though, potentially by being drunk, Rocky convinces the guy that he needs to pray and has to come in. Riphard's alcoholism has been pretty beneficial in the long run, really. Once he gets in, and loudly proclaims that he can pray anywhere he wants, Eminem shouts at him and tells him to go away. Riphard responds that it's fine because they left the pews out. They did not leave the pews out. Rocky gets told to leave. He does. The Gabrins are on the roof, unable to gain ingress. Eventually, they slip in between the roof tiles, and get in, just in time to see Rocky get thrown out. They do a bit of watching, then send the raven off to get help. And also Pom-bears. Also, they're planning to blow up the church, so there's that. Gary and Pilch come to the church, bringing both help and Pom-bears. They pick up Rocky on the way. Literally, because he's unwilling. Fishy tries to open the front door, ignoring the plan, which is not to do that. Fishy refuses to follow orders. The Gabrins still have the only plan, which is to blow

up the church. Wankfish is now a raven, and is fluttering about, still not following the plan. He lands on the statue and does the whole "Greetings Mortals" bit. One guy buys it, but Eminem hits him in the face. Then he shoots the raven. Wankfish is still a dick after that, and tries to kick the doors down. The Gabrins suddenly realise the kid could be downstairs and think they should go downstairs. They go and tell the others the plan, and Gary suggests having a chat with the bad guys at the front door to cause a distraction, or, ideally convince them to change their minds. The Gabrins meet back on the roof and agree to involve Stanri the robot bear in some way. Stanri briefly has a human brain, but then it's retconned. The Gabrins scamper off into the basement to see what's happening. Gary knocks on the door and explains that there's obviously some mistake, because he thinks they're bad guys, and they must be good guys, and could he please speak to the boss please and his foot's in the door, but it's not a problem because everyone's nice. Meanwhile, Esme sings the traditional Gabrin folk tune "Gabrins on the way, having fun, and save the day.". They find a room downstairs, but it's empty, but it's not because there's a secret door. Gary and Wanker get invited in. Rocky tries to climb the church, but fails, and then succeeds. Gary and Wanker talk to Eminem, who, wouldn't you know it, he's evil.

EPISODE 13: NOBODY EXPECTS THE...



Abrins down below, rock boy and dark one up above, drunkly at the window. Negotiations have failed, it's fighting time. Gary tries to calm the situation before waving his flower stick at them all. The auld sun seems to remind them all that it's nap time, but not for a few hours yet. Pilch chucks his sword into the fight, and darkens surrounds everyone. Kolo and exmeh return to see if Gary has arrived yet, only to be met by a big ball of darkness. The pastor rolls out of the back of the dark cloud and boom unloads into poor ikkle kolo. Pilch decks one monk, and gary bashes another with his fancy branch. Kolo is unconvincing, but the pastor is shooting

blanksRiphard shoots and dives through a pristine stain glass window, descending in a blaze of coloured glass. The slow mo is unbelievable!Jeff gest confused and bashes his mate, poor old Jeff he was only 2 months from retirement.Nobodies sees pilch flailing about, and exmeh is called late to the party, but not before the shady pastor lights kolo up, literally.Gary does a piorette, if anyone could see him they would know he was born to be a dancer.Glowing kolo takes a good hard look at the pastor, before killing him. As he dies, the pastor says that "... they will come for you..."Jeff gets WhippedHard! As the whip crack booms out enough thunder to send Jeff to his knees.Gary tries to convince Jeffs mate that its time to stop all this tom-foolery, its not very effective, so he scarpers and then starts playing with a corpse somehow making it alive again.Seeing the fight is almost over, Pilch gets nasty and starts cleaving the elders apart. He then sheaves his blade and the room returns to normal.Gary goes round saving the elders and the shady pastor, unfortunately Jeff doesn't make it. Retirement isn't for everyone...Pilch summons a freaky dark shadow wolf, while everyone else locks the doors and tries to fix up the window Riphard leapt through. (HowLove is born)The party descends into the dark crypt,

kolo takes the lead and stealthily gets covered in dust. Exmeh leads the now blind Gary around, until kolo gives him the hooded lamp.We find a dozen set of childs bones of the floor.Gabrians mount up and Gary leads the way... almost immediately we come across a small bound child that is emanating a new kind of evilWe find the womans child strung out on a stone, Gary tells everyone the stone is evil, Kolo protects him from evil causing the nasty glow from his eyes to receed. and we all agree to tie the kid too the marshall upstairs.As the team turn around they are faced down by two giant armoured beasts, the silent and deadly knights who say ni! The knights charge in making a team sandwich, Riphard is stuck between a "Rock and a tard place"Gary's tries to 1v1 one of them and even though he fails, he succeeds. Riphard whips, fishy is dodgy, and the gabrians shoot. The first to knights get wrecked by the whole team, but not before a whole lot more of them, and some kind of master appears.The guys fucks with

kolos mind, and tries to control the whole party. Thanks to the mighty gary carrying us out we make it back to see the marshall again. Things are not looking good.Kyross the kebab lady meets us back in the Cathedral, pilch casts darkness and similar to the old story he acts like the hero Philo, and tries to run away. Kolo is forced into telling the truth, he tells rather a lot of it. As Philo tries to jump the Kebab lady, she shoots him out of the sky. Thankfully Kolos truth bomb leads to a moment of truce.After grilling us about certain stables, and then the Marshall on what was going on downstairs in his childrens sex dungeon, she decides to blow Fritzls head to pieces. She leaves the party in tact partly due to services rendered and then goes out to explain to the town about the how the church weren't at fault.The team comes up with a fool proof method of getting the real truth out by using the surviving child... Riphard chats up the Arbiter Kyross about how she tracked us, and what should go forward from now. He doesn't make a lot of headway, and Delilah gets seriously jealous.Kolo briefly talks to Riphard about what he knows about the inquisition, it transpires that a member of them killed Riphard, and that he may/may not have been one of these children on the rock in the past

EPISODE 14: LEMON STEALING WHORE

 The group have noticed animosity towards the few small folk and ourselves in the village of Logarsk, despite rescuing future children for torture and death and shit.Pilch and Riphard agree to organise a bake sale in remembrance of the tragedy of Logarsk and to improve the status of small people in the village for the SRA. They will convince the bereaved mothers to bake cupcakes and sell them at full price, because small cakes are worth just as much as full size cakes.Kolo agrees with Hestor to part ways outside Seven Spires due to the danger posed to our group. He then goes to get wood for something. Riphard smells out the most cakely scented house in the village. Pilch knocks on the door and chats with a snooty french sounding man. He agrees that the plan sounds good in the wake of the tragedy and says he will help cook miniature cakes and pies. However, he only has full sized cake tins, so he needs us to get miniature cake trays and tins in addition to any supplies like flour and eggs. His name is Alfonzey Closenough.Pilch goes to the farm and

meets a large buxom lady. She has a gruff voice. She agrees with the bake sale idea, but asks what she gets in return. Pilch freezes as he searches for an idea. He tentatively flirts with the lady and agrees to come back later to give her something in reward. Cough.Riphard heads

toward the lemon orchard. Delilah meets Rip on the way and says she can help get the lemons. Rip thinks she's talking about selling her body, but she tells him how good at stealing she is.An

old man looks longingly at his lemon trees, with his arm around a beautiful (6/10) young woman. She's no Delilah. Riphard waits for them to look away for at least 10 seconds. The couple talk about how they love their lemon tree and hope no bandits steal their lemons. They look at their house for no apparent reason.Riphard tells

Delilah its time to steal the lemons. They head to the tree with their backpacks open, ready to put the lemons in.They start stealing the lemons.

They're not spotted. They keep stealing lemons. Still unnoticed, but Delilah suggests they hide behind the tree and get the lemons on the other side. They've got all the lemons except one particularly beautiful looking lemon that only Delilah can reach. She fucking nails her reach for the lemon and plucks it perfectly.

Unfortunately Rip falls off the ladder, crashing to the ground, alerting the couple. "They're stealing

our lemons!" "CHEESE IT!" shouts Rip. Rip and

Delilah set off running, slowed down by all the lemons, but the couple can't keep up and they escape with the lemons. "Those bloody lemon

stealing bandits!" Pilch visits Esme to ask if she can make miniature cake pans. She says she can after some insulting the "fishy wanker". Pilch asks how long it will take, and Esme presents him with a pre-made miniature cake pan, because she overheard him talking to the frenchy. Pilch seems touched.Rip, Delilah, and

Pilch arrive back at the baker's house. He expresses surprise at the sight of the return, thinking they would fail. They discuss the bakesale. Gary shows up talking about children. Alfonzey suggests they sell the cakes at the market, the lemon stall in particular is impressive, who will surely help. Somehow a

philosophical conversation about life breaks out and Gary drops some deep wisdom, lost on the rest of the group. The group try to sell Alfonzey on the exposure he will gain from taking part as he inquires about fee for the first fucking time. Who agrees to help THEN asks for a fee? Frenchcunt.Pilch gives him a gold coin. Which is

way over the amount he would charge for a days work. What an idiot. Alfonzey gladly takes the overpayment.Riphard suggests they have a look at other stall options. Pilch agrees, saying that the lemon people have clearly helped enough already with their generous donation of lemons.The group approach the market. Pilch says him and Esme can knock up some promo materials by the next day to raise awareness for the bake sale. Riphard speculates that there will be a decent amount of foot traffic to the market anyway due to the lack of advanced refridgeration, but that promo materials would help direct people to the stall.It turns out the local bakery is totally shit by the way, and owned by Alfonzey's brother, Alfonzbe.Gary and

Kolo try to get to speed with the lemon bake sale, who threaten to derail the bake sale by warning the lemon people that their geneous gift of all the lemons could give the village scury later on due to the lemon shortage.Kolo and Gary go to

try and get a stall. They meet Mr Screw, a goblin who makes screws, but is deathly afraid of nails. They tell him of the backsale plan and how it will improve the village attitudes towards small people. It has now become clear that they plan to make their own stall. Mr Screw states that there are 28 screws missing from the market, that he totally didn't steal back to resell. He has 28 screws for sale.For 15 fucking gold! Jesus screws are expensive in this town. "There's a reason they call me The Screwer"Kolo tries to steal the screws. Mr Screw goes to offer a discount, but Kolo interupts and offers him a straight swap of 28 new screws he has for Mr Screws 28 old screws he has. Cos that makes sense. Gary compliments Mr Screw at the fine work he does.The group look for some wood.

Pilch wants to cut down the harvested lemon trees. Because they are clearly now useless. The group scoffs at him.Esme has apparently

finished a stall and been telling us for a while. She seems upset that no one appreciates her handiwork in the background. Kolo says something creepy and weird. Esme wishes she had a sister. Gary says he can make it happen.Kolo suggests Stanri the bear can help

attract people to the bake sale. Esme says he will do a shit job. Stanri is apparently still leaking liquid that Esme didn't put him in. The group sniff a potential profit in the making, selling seemingly oil from a mechabear. But it turns out it's just dirty water."Don't question my

work. Fishy wanker."Alfonzey approaches with the lemon goods. He says he used all the ingredients but had lemons left, so made lemonade. Riphard asks if it's miniature lemonade. The group now need to find small glasses. More work. Riphard is surprised at how quickly Alfonzey made all the cakes, in like an hour, but apparently there's an incredible arrangement of cakes and pies. A true party of lemon based baked goods.The group start the search for small glasses or cups. Except they don't because everyone is sick of fetch quests.Pilch wonders if Gary can guard the produce, but Riphard wonders if Gary eats, and worries he might eat all the pies. Pilch encourages Gary to try a bit of biscuit. Gary Baldy joke.Gary likes the biscuit. "EATING IS GOOD!"Pilch hooks Gary on cigarettes and breathing. He now has an oxygen addiction.THE NEXT DAYNo one notices anything during the night. Gary ate a load of pies. Fucks sake. He is sleeping under the stalls. Riphard threatens to sell Gary in the bake sale.Pilch's new squeeze approaches. She seductively eats a pie whole and flicks a silver piece in Pilch's direction. She tells Pilch how much she's looking forward to tonight.No one made the promo material. Esme delivers a letter via Kolo saying "Call your fucking bird off"Gary preaches about his new found love of eating to the market goers. Riphard distantly adds in the price, reason for the bake sale, and how it represents that small things are just as valuable in society as full size things. Crowds gather around the stall. "Wow. Food! You gotta eat it!"Riphard gives his best salesman pitch, fully utilising the recent child tragedy to exploit the people to donate as much as possible. Kolo spies the lemon people who are dismantling their stall, putting up a sign saying "No Lemons". Kolo tries to convince them to sell their screws to Screwby, assuming that they no longer need their stall ever again.The group still don't know that lemons grow back.Gary thanks the lemon people for their generous gift of lemons. They tearfully explain that someone stole their lemons and that there are no other lemon farmers.Pilch tries to convince the others something about limes. But they don't what limes are.They ask Riphard where he got the lemons. Deducing that clearly someone stole the lemons, then posed as a fake lemon salesman.

Riphard states that a passing lemon salesman generously gave him the lemons for the good cause.The lemon farmers accuse a dwarf and a woman of stealing the lemons. Gary speculates that maybe their prejudice against small people has made them assume it was a dwarf, rather than a normal sized person far away. They say that means the woman must have been a giant. The group agree that that's an equally likely probability, and go to investigate the crime scene as Riphard continues selling the cakes.Apparently this is exactly like the justice league according to Stephen.The lemon trees look bare."Oh no, they'll never have lemons again. They never grow back" says Gary.An argument about how lemon trees work breaks out between Gary and the farmers.Kolo and Gary investigate. They find two sets of tracks around the tree. Under one tree is a very accurate imprint of a dwarf arse in the grass. Kolo tracks the grass trail. They go behind a tree and made some mysterious imprints before heading towards the caravan. The group realise Hestor must be responsible."But he's neither a woman or a dwarf?" - Kolo"As far as we know..." - GaryThey question Hestor about the lemon thieves. Gary intimidates Hestor into sqweelin' about the thieves. Hestor don't know nuffin'."Help me help you" says Kolo clichély.Hestor says it might be "your friends". Gary and Kolo come to the reluctant realisation it must have been Delilah and Riphard.Hestor wants some of the lemon goods."We have to burn what we don't sell. Don't want to demarket the value" - Gary.Hestor begs for cakes. They head back to the market. Pilch is just laying there chilling with Quoth, completely oblivious. Riphard, Delilah, the cakes, and the money are gone.Gary sweeps all the produce off a neighbouring stall, angry."I've had it with this!"THEY CAN'T KEEP GETTING AWAY WITH IT!"We've been played for fools!"Gary to Pilch: "You're too close to the ground, you can't see what matters."The investigation continues. Gary notices a dwarf shapes hole in the fence behind the stall. They aim to follow the scent of lemons, but they end up in a field of corn. They wander around the field of corn for 30 minutes, lost, accidentally making weird geometric shapes in

the corn. Gary eats corn. "When I sent my mind on a perp, there's nothing that's gonna get in my way.... except CORN!" They agree to head back to the caravan. They find Riphard and Delilah there, who tell them to hurry up, wondering where they've been, oblivious to the investigation. Gary tackle Riphard to the ground, accusing him of stealing the lemons. Riphard says this is libellous and threatens him with legal action. Gary backs off. Riphard denies everything, sensibly explaining how everyone has benefitted and is happy and we should just leave. They say they need to compare his ass to the assprint, attempting to carry him off. Riphard accuses Kolo of abandoning the SRA and its ethics. It's pretty tense. Kolo walks away in disgust. There's some more discussion of screws. Hestor tells everyone it's time to leave for Seven Spire. The caravan sets off north. Riphard convinces the group that he's done good for the village, donating all the profits and totally not stealing the lemons. Kolo remains unconvinced. Gary is now a pirate. 3 days pass as the group travel north. The caravan arrives outside Seven Spire. It's a moderate sized city. Hope's Rest is definitely bigger, but the city is dominated by a fucking huge spire. Hope's Rest doesn't have that now, does it? The church are in the spire or something, and the district around it is also all dedicated to religion, like tat shops hawking religiosity, which is a real word. Making money and profit is a bit vulgar and is therefore kept to the outskirts, which allows us to get supplies without much risk of church shit going down. There are numerous heavy plated guards present. They have sometimes one, sometimes multiple god symbols on them. There's a right mix of gods being repped. But the guards definitely love that church symbology, which is also a word. Pilch and Riphard know that there are certain colourations that represent certain gods and combinations, and they notice it everywhere, informing the fasion of the city. Everyone, particularly the moneyed looking, are sporting serious god swag. Commoners are obviously in potato sacks, as they should be according to the church. Despite this it's overall quite an ostentacious place. Gary gets a small feel and a faint whiff of church corruption somehow in the air or something. He's not impressed. Hestor guides us to friendly and

useful merchants. Rich pissed off - Steve H doing it now. Pilch tracks down the sword - Masudon blade (Masuda area/clan?) - Finds out how to properly sharpen it and how to swing it (slashing, not stabbing) - Might make Kitana +2 attack (+1 damage). Kolo goes to buy stuff for travelling across a desert - the expanse - northern desert - complete shithole. Spansers are raiders there. There's no port because of shallow waters and rockiness - easy for raiders to get big ships with smaller ones. Kolo is upset about everything - he goes drinking. Gary doesn't need a shield. Kolo hates Riphard, Gary, Me, and everything really, even his own sister a bit. Gary shits himself after drinking firewater. RIP Mikes Fish.

EPISODE 15: JUST DESSERT - AND SOME BIRD PEOPLE

 Ear diary (Exme). We have been having such a busy few days. I had had so much fun at the lemon party that I barely even could remember being there. We had almost two weeks of travel across the sand sea ahead of us and everyone was in high spirits or so I am told. I decided to keep quiet until I had a chance to figure out what was going on. Mother always said "A wise gabrin knows to keep quiet sometimes because sometimes you will look a tit"

Kolo had the good idea to travel at night. Gary decided to ask around about what was the best thing to do but he must not have gotten any good advice because nothing came of it. I decided to play with my lovely new lion armor. I look like a lion now which is pretty stylish. Kolo told everyone he could navigate by the stars. Last time he tried it I suppose we did get there in the end, but oh so many lives were lost. But you can't argue with results.

We headed into the desert. Oh it looked beautiful with all the moonlight spilling over the dunes. Kolo led the way and before we knew it, it was the morning time. On the third night Fishy was acting very strangely. He came out of the caravan all sweaty and black and pulsy and he threw away his sword and said a lot of very naughty words. Kolo and fishy played a little gave of throwy-fetchy but eventually the sword vanished. It is nice to see Kolo helping fishy to feel like he has friends. Maybe he will not feel so sad anymore. I can't imagine living his life.

Kolo tells me he tried to get some business advice off Gary about the apothecary. But maybe it sounds like Gary doesn't quite know what that is. They played a nice game of smacky face to stay awake.

Another two days passed. Fishy was not looking so good. Perhaps he got some sand in his naughty parts, or at least that is what Kolo has said. It would explain a lot. That and his latent homosexuality. It is a shame he was not born a gabrin. He would have made a bad one and brought shame upon his whole clan, but gabrins are a progressive peoples and would not have judged him so much. Kolo tried to comfort him by trying to get him involved in some botany. Fishy was not so good at it. He just kept running after a little lizard but it kept outsmarting him. Things picked up a little the next day. I was trying to get some sand out of my eyes when suddenly there was a big rumbling! These giant two clacking creatures just came up right of the sand and it was so quick! And they were trying to get the horsies as well! It was not nice at all because the horsies had not even done anything to them except for maybe looking at them a little funny but to be fair they were probably just shocked and it did seem like an over-reaction on the part of the monsters. We had to act quickly to save the horsies and we had to throw everything we could at them. I think it's safe to say we had the upper sand and those pesky creatures were soon no more. Kolo managed to make the best of the situation and found some liver. Gary doesn't know if he has a liver so he ate one for some reason. He said he enjoyed it but he did vomit a lot and didn't look so great. Kolo did some more digging and later he privately told me that he had actually given Gary the creature's acid sac which of course was not ideal. It is probably best we don't tell him.

Kolo tried to tell the horses what was what but they told him in response that that was not what what was. They didn't seem to want an applied. Gary managed to sneak up to the horses in the way that only a giant rock man can, and healed them up something good. We carried on. Two days and nights later, the desert was making everybody very tired. Kolo kept talking about an apothecary although it was hard to understand him because his mouth was always full of the magic leaves. Probably something to keep an eye on. He keeps singing The next day we spotted two camps in the distance. They had caravans and chariots and they were covered in feathers and bees. Kolo managed to see very far, probably because his pupils were so wide, and he saw that the people were not people even but

they were actually bird people. They had arms which was odd but we do know a talking rock man so I have come to expect this kind of thing. There were also some humans too in the other camp. I took a moment to appreciate Gary's hat. I saw delilah give it a jealous look but I didn't say anything. Gary tried to be friendly. The bird people did not. Gary had to bring in Kolo as an interpreter. He started squawking and it seemed like it might be going okay. Although he was quite twitchy. One of the humans turned up and he was dressed in quite a stupid outfit that kind of looked like a bird but wasn't. He spoke in a strange voice and had a pipe that he smoked in quite an odd way. Sometimes humans like to try and look interesting like this I have noticed, but the overall effect was someone who had tried too hard to stand out and I felt a little sorry for him. He started spinning some story about his people being savages and the birds being honourable birds and he said that he had invented some kind of games to play to sort it out all out but it was all pretty silly. Somehow Gary got us involved in the games. Personally I felt we had more pressing issues like reclaiming our souls and escaping the untold horrors of the endless burning desert, but it's always nice to meet new people and try new things so we did it.

We all had to decide who did what event. Gary was keen on the Melle since he had spent so much time in melesesia. I offered Stanri to do the games with the hope someone might figure out how to destroy him but everyone seems to like him for some reason. His stupid cute face. I have spent the last few nights trying to figure out how to shut him down but something is going on I don't understand. Sometimes when I look into those glowing optimistic eyes it's almost like there is something looking back at me.

Fishy doesn't look well. In his obvious weakness he asks us for help. How embarrassing for him. He keeps blithering on about his sword being evil somehow. Kolo steps up and takes the sword. Problem solved apparently. ONLY THE SWORD FLEW BACK INTO FISHY'S HAND. It was funny in a way because Fishy was very sad but maybe it could be a problem. He showed us his new tattoo and he had this look on his face when he did it like it was significant. I tried to look suitably shocked to ease his feelings. He said that it was like the mark of Syn. I got a little bored. Kolo humoured him but quickly everyone else got bored. Kolo tried to teach Stanri a dance. Fishy kept going on so Gary put him to sleep which frankly was a massive relief and was widely accepted by everybody to have been a good move. Everybody

picked what they would do. Fishy and gary decided to do melee, kolo and delilah wanted jousting and me and Mr. Riphard decided to do some racing. What an exciting morning. "Manly noises" everywhere in the arena.

We met the man in the weird bird clothes and he asked about our chariot. This would have been useful information last night but Exme is always ready to step up and sort these messes out. I got to work. Kolo tells me that after I left the melee got underway. It all sounded very excited. Some bird man called KUURAARRRK walked in and at first he looked massive but Kolo was just looking too close. He has a poor understanding of perspective sometimes. They also had FUREKAKKK and short stack and Irana Strongfist which everyone laughed about later but I'm not sure why. It is probably something to do with the patriarchy. Everyone got into position and then the fight began! For some reason the crowd was very excited for fish wank and they kept cheering him on. The fight started and kolo says it felt itchy. I thought this was an odd description but I may have misheard because his mouth was full of magic leaves. He said that Gary was beautiful spinning around in a cloud of rainbows and desert-suitable flowery attire. Fishy made everything dark which isn't great for spectator sports. Kolo says that he wasn't really surprised, quote "fishy gonna fish". We have often wondered together how Fishy is still alive. Though I must admit we have warmed to him in the recent weeks, that fact still doesn't account for his incredible luck in the face of overwhelming incompetence. It is almost endearing in a way that I fear Stanri never will be.

I was working hard on the chariot. I didn't have much time but fortunately I've considered this scenario many times in the past. I had to steal the wheels and rear axle off one of the caravans and Kolo had to spend quite a bit of time convincing the horses to help. He tells me that he was surprised how racist horses are but I chose not to press the issue. We kept hearing thunderous cheers from the dome. I managed to hook up the shield generator to the frame and sort out some arrangements with the explosives and rockets. Riphard suggested he could use his flatulence in some way to help. I smiled politely as I thought it would be the easiest way to make him go away.

Hmmm. Kolo is insisting on writing about the fight. He seems very excited about it all, although it is hard to tell through all the magic leaves: (KOLO) Fishy and Gary are in for the big rumble in the dome, classic fishy farts out the

darkness and the fight is now behind closed doors. Its very unclear whats going on in general, but looks as if Gary is dancing with the small one. Dark cloud moves just in time, for armoured birdman to skewer the half orc monk. Orcy kebob?

Gary's mystic rainbow stick smacks upside shortstock, a lovely explosion of glitter surrounds them both. Pikey bird pops out of the darkness then stabs shortstock in back, who just lops off the crows head!

Gary tries to get the crowd riled and behind him, but his heart is not in it, something about birdy beheading has really upset him. The sound of thunder is behind him, and in a unicorn esque sweep of his stick he bats short stock across the ring! Now the crowd love him.

Darkness drops, and fishy is left flapping on the floor. The crowd goes wild as a the pile of bodies is exposed.

Gary loses his mind and rushes over healing all the downed warriors. For reasons as yet unexplained the rolling rock gathers no moss. Gary then batters her unconscious, with a mighty glitter bonk, hands out a nap. Instead of dropping out tho she starts a slow Gary chant, whipping the crowd into a frenzy. With the crowd behind him he its nap time for the Tengu, who whips the tengu into a fervour, everyone screaming GARY GARY GARY !

Until he makes a cry out to the crowd for enjoying the killing. Booooo bitches Boooo, we love the killing!

EPISODE 16: I'LL BITE YOUR FACKING FACE OFF

 xme has built some bitching chariots out of stuff she just had hanging around. One's a cyber-boss from the future, with nitro-boost and everything, and a smaller jousting one for Kolo. Kolo fails at convincing any of the animals to do anything gets bitten by a raptor and insulted by a horse - Pilch becomes Papa Lazarizzz - the blackfaced charletan. He sells a sword to the humans, disarming them of their Lance - little do they know his plans... Delilah and Kolo discuss rules.

Kolo contemplates suicide for the win, but doesn't. He also necks a bunch of drugs. Rules:

3 point for helmet 2 points for KO 1 point for disarming Yellow and Red raptors Blue, Pink and

Orange (Spancer) Chariots There's also a

mystery green charriot (the colour orange actually is) because the universe is colourblind. Green and orange are opposite in Veltarra.BirdyRaptor combo attacks spancers, spancers responds by disarming them (avec Pilch's sword)Kolo stays still and attempts to shoot them with his bow - so many boos.Howlov knocks prone the green's horse when it attacks. Spancers horse is prone but not yet completely fucked.Others move around, achieve little.Kolo sets prone spancers on fire with firewater, then runs away, Another spancers chariot then strikes the helmet off of prone spancers in their disabled state.Birdy raptor charges Kolo and co, but Howlov holds his ground.Another bird raptor gets fucked hard by the spancers.Kolo fucks those spancers with his lance, taking off the helmet.BirdyRaptors lose control and then falls into a pit. Lol.Kolo then delivers the coup de gras on the prone and on fire spancer chariot team.Remaining spancer kills the last of the BridyRaptor teams.Kolo runs pink into the pit by exploding it with an exmeh special boomstickAnd that's why cultural diversity is like a rainbow... of death.Gary then rezzes people.Kolo dives into a pit to rob someone blind. Oh wait, he's mutilating their corpse. That's much worse.Kolo got 9 points, BirdyRaptor teams 5 each, Spancers got a combined teams score of 1.Kolo does the same chop chop to a nasty Raptor.ONTO HORSEY RACESKolo cokes up a horse. Who gets really into the idea of racing and eating other horses faces.Exme and Riphard get into their suped-up cyborg charriot.6 chariots3 Raptor - Tengu with various weaponry.One spancer has net and trident, another has a sling - heavy duty sling. And a cattle prod.The race starts.Riphard's coke-horse has... wheel spin? Ends up in last place due to kicking sand rather than pushing forward.Starts to accelerate further forwards, overtaking Raptor 3.There's a ramp round the corner, Rip flies with un-dwarf like elegance and overtakes the tar-stuck raptor 2.He shoots the sling-spancer for daring to throw a stone at him.Exme blows

the living shit out of the net spancer with a pair of weaponised fireworks from the SRA leader dude like months ago (are the fireworks even still good?)The front Raptor drops oil in front of an fork - trying to force the team down the right path.Pilch Minor illusions the image of a small child in front of the leading raptor Chariot. The raptor tries to eat the child, probably helping it run along.Exme hits the red button - the horse gets a shot of nitro-adrenaline uber-brew. The horse shits itself and dies, broken legs, broken back by the charriot... exploded heart. The chariot gets flipped awesomely but the first raptor makes it through. Riphard then crawls through the line by himself, earning silver.RIP horse.Big ceremony. Has Gary convinced people of the way of no violence? No, the trophy is a fucking human skull with silver in it.We feast, we're happy. We go talk to the leaders.Bird people are cool, they become our allies with Kolo discussing. We should send Quoth to find them if ever we need them.Gary manages to piss off the spancer tribe leaders, but they're ultimately not going to kill us, so that's a win.Basically, they both know we don't like the church and might be our allies in future.Riphard pisses off to the desert to think about this mad world like a big emo.Kolo follows on Howlov - talks to Riphard about a money laundering and drug distributing operation. Also the sky is filled with snakes from goblin folk-lore.Riphard is a massive anti-goblin racist, Kolo doesn't understand business. They get to some sort of agreement.Everyone sits around the fire, and nothing bad happens.

EPISODE 17: HOPES REST



The bird people may have a caste system, but luckily we will tell the little birdies all about emancipation and the great Stanri story. That will be sure to sort it all out.I must now lead my lovely lovely party through the desert, it is very hot in the day but luckily we are travelling at night, and Fishy has been looking out for my spiny bush.After a few days we emerge 100% on the North side, but maybe not exactly anywhere in particular.Fishy starts eating grass, everyone is slightly bemused but what can you do about a dark and stormy emo??I take a power nap while Gary gets the

map in order and leads us into the next chapter of our adventure. . . Transpires Fishy got shot in the city recently. But we travel on regardless, until we spy a lovely new road. Its the main drag between Port Averdale and Hopes Rest. Lovely smooth cobbles. I go off looking for more leaves and roots and herbs and things. I clearly need some more. I deliver my great finds to Exmerah, she seems very pleased. Wagons roll we are off again, until we come across the classic dead horses in the road ambush! Reminds me of an old trick we used to use in the North. Luckily there is a sitting duck or little girl out as bait. Gary goes to investigate her, she seems safe, Gary is like a nurturing parent. Riphard goes to investigate the horses, seems they are indeed dead. While everyone is distracted I procure some necessities from the carriage. Or I would have if the shitty carriage wasn't empty! At least empty of anything worth re-purposing. There is something definitely shifty about this young girl. Gary seems smitten with the little girl, going so far as to give her the Gary Guarantee. Pilch takes me for an aside chat, his Gabrin is awful. His chat is all potato this potato that, Exmeh is very disappointed. The long and short of it is we are off to find the parents. I find a set of three tracks pretty deep, no doubt the parents were carried off here. The signs here don't look good, it almost certain in my mind that there people are dead. Real pros at kidnapping wouldn't leave the child behind, or the horses and cart dead in the road like that. I doubt we even need to be careful these guys are amateurs. Riphard is keen to kill the parents. He is a strange one. 15% likelihood we will kill there parents apparently. Despite the long talks making everyone seem tactically inept, as I slip into the shadows to investigate with Exmerah, the others take up decent positions in the cave mouth. Fishy and Riphard are stalking us. There

are strange skinny humanoids skulking about in here. I am not keen on it at all, and in the darkness I am starting to regret doubling my dose on the leaves. Its always the darkness where the shapes start, pretty green fireflys that dance out at me. And swarm around a small grey skinned creature. . . its a friggin thing that a caravan creeps were talking about! Those changelings!!!! Sounds like Gary is paying the price for befriending that little freaky girl. Its murder time, so I smash a mervyn special into

the back of the little creep. I manage to get two shots off before things go south. They are swarming onto me, and making horrid sounds! I let fly the bird and shout for Riphard as backup. Slashing me open with their horrid scythe hands! Gary goes old school and suplexes the little bitch. We all know she had it coming. Riphard tries to finish the job, but the mustard isn't ready for cutting yet. First freaky silver changeling goes down, as Pilch jumps in to save me, I never knew he cared! Its time to play shoot and boot, classic Gabrin tactic of hit and run. Exmerah knows it as shoot and scoot. Gary engages brain, and tries to get the creature to spill the beans on where the cart owners actually are. Riphard goes to blow its brains out, but restrains himself, maybe he still feels soft for the kids. I got Pilchys back, and as he soaks up the changelings I nail some more shots into them with Exmerah! Pilchy really moving and shaking for the team here. He is also giving off a lovely cool breeze. Gary nails the poor childs head into the ground, but plants firmly into the ground. The changling then gives him some tonguey action. This gives Riphard the opportunity he must have been waiting for, as he unloads some blessed loving straight into the creature. Gary gets up and chips the creature into the air, Riphard can't hit the moving target though. Gary finally gets the jobs done. The changlings only become small creatures as we were all told in an awesome bit of foreshadowing!! ! ! Having set fire to the old carriage and dissected their horses we make our way onto the city. Coming in from the east. This city is MASSIVE ! Exmerah has made us awesome clothes, including a knocka backa for hitting the poor. City is broken up into its Guilds from the old families of the city. Each family selects a board that selects a GEO Guild Executive Officer that rules the area. Parchet green (half elf) male quite stern, and ruthless. All who stood against him in elections have vanished. The five families have guilds underneath them, Life = taverns, gambling, Might = Archers, mercenaries, masters elite unit, the hunt (bounty hunters for beasts) Coin = traders, stores, market, and mint Service = cleaners, valets, plumbers, Jennies (semi official), Theives Guild, Assassins Guild Making = carpenters, builders, blacksmiths, clothiers etc

River Eldon flows through the middle. The areas have power over the sections of the town, but also the guild members who live outside of the guild area. Politics area is around the Guild Hall. Bertrands stand is the last defensive wall. Gary is now call Jaygo and has an awful voice

Kolo is now lord Olok
Exmeh is now Lady Haremxe
Riphard is now TornSoft
Pilch is Papa Lazarizz
We come across the petite ferret inn. Where a haughty Gnome is here to help us out. Papa Lazarizz is most efficient at representing our needs. Papa Lizz is outta control, and has to be forcibly removed by the managements staff. Turns out that no one is that interested in buying his sword. The SRA are reprobates I couldn't agree more. We need to arrange, a meeting with the correct guild, and the correct paperwork. Gnome is Horatio BrambleThrust, is going to hook us up for a weeks stay, and help us with applications etc. Gary is now a member of the

Rustlers. Papa Lizz gets a visit from the work force to get the 50 Gold. The bouncers seem very reasonable, when asking for payment. Unfortunately he books it. Gary follows suit by jumping out the window to find Fishy, possible he is totally hammered. The chase is on. Pilch has escaped in a taxi cab, and Gary is hot on his heels. They meet up in an abandoned building, where they meet Archibald the librarian for the book burners. The book burners have all run away, as they have been hunted down by mercenaries? Amazingly the library has been left untouched. The Church have had no contact. Lillian another book burner has been round about two months ago, she is a half elf book burner that actually liked fishy. She has travelled West. Its pretty unclear what Archibald has been eating. Pilch crosses the mans hand with silver. One last dream sequence with

Lazarus, Get leads on church secrets, make money, make a base. Same old story. Pilch says we should Register as mercenaries. He has had worse ideas.

EPISODE 18: WHY DO YOU GUILD ME UP?

 Here once was a Pastor named Riphard, who played his pipes so dam

hard, When asked to relent, He'd bend over and vent, All the gas from his inner intestard.

Stanri recording mode activate. System error. Rebooting. ... Memory leak. Recording.

Stanri you really are a wicked little bearbot. Why must you infuriate me so. Well nevermind that. The big news of the day is we have finally arrived at Hope's Rest and it is wonderful! We are staying in a very fancy place called the Petite Ferret. We went downstairs to find Gary sleeping in the bar. He was not very happy because he had experienced too much beer for the first time. His screams reminded me of kolo and mine's first drink when we were 4. Gary had a strange piece of paper covering his eyes. Kolo tried to give him his famous hangover cure (the one made of virgins and silt, very effective but oh my the diarrhea). The mysterious note was from a stranger called P but it turns out it was just Wanker being obtuse. Stupid manager not getting enough pillows.

We left Riphard and Delilah to their lust. I can't imagine either one is enjoying it really, but if it helps them deal with their unhealthy sexual attractions to their parents then I suppose it is okay. We followed Gary to this mystery meeting. It was very busy in the city and SO many peoples. We had to sit on Gary just to see. Fishy was nowhere to be seen and we were very vexed with him for running out last night. We managed to get a taxi and eventually Gary managed to figure out where we were going based on navigating by people wearing hats. We eventually came to a big brick building where Gary decided we should just stand still, by all accounts his raisin dettre. Kolo took the opportunity to kill Fishy's bird, by all accounts his raisin dettre. Kolo knocked on the brick building's door and we were greeted by an old, cabbagey man called Archibald. He promised much bacons and eggses. "We learn as we try". Motivational indeed. They even had a cat nailed to the wall. Archibald told us that we were in the bookburner's society building. Or at least it used to be. They used to work for the church and were mercenaries. They hunted down heretical texts and burnt them. Basically what Fishy used to do for a living before he died.

O M G THIS BUILDING HAS FIREPOLES!!!! I used it at least 20 times over and over. So much fun!!! Kolo says he talked to Archibald and asked about the building and the book burners. He says he lives with his son which I imagine is quite a burden. He says the man didn't really understand why a book should be burned.

Whatever. Gary wanted to know about if printing presses existed. Archibald said that the book burners stopped being book burners because the church thought that the book burners were hiding thing from the church and the church thought the book burners were hiding books and not burning them then the church shut down the book burners and hunted them down and the book burners that are not hunted down are hiding. Something about the building being in dispute with some guild master, gosh this pole is fun! Gary wanted to know about hidden books but Archibald was pretending not to know. Maybe the vault? Who cares, this pole amirite? Although I was sick everywhere. Kolo was very upset with Archibald's disrespect so he knockerbackered him. I had a word with him and i think he understands not to disrespect 8 year old gabrins anymore.

We went to the vault. Fishy seemed sad about the furnace and cried some tears. Archibald opened the lock on the vault and Gary tried to help. He threw up my favorite spanner. I had been missing that for weeks :(But you can't stay angry at that expressionless stone visage. We all managed to get the door open with "TEAMWORK". The chest in the vault were empty. Quite the anticlimax. We went up to the third floor and the pole was even higher!!!! It turns out that the building is up for repossession. I had a good idea to steal the building and sell it so we could buy a building. Fishy suggested we could just keep the building, which made embarrassingly good sense. He patted me on the head. He won't do it again. Kolo says I was sat on the head by a treepottamus?

Gary tried to use the pole but he forgot to hold onto the pole. It was not a good look for him sprawled out on the ground floor like that. We will have to get archibald to clean up and fix the floor. We tried to decide how to get the building into our name. Kolo had lots of good business ideas and "strategies" and Fishy said his friend Zippy might be coming over. We had a big talk about what we could do. It turns out that the guilds might get upset if we do unlicensed work. Gary proposed to start a Gary guild. Everyone knows a lot of Gary's so this idea may not be as stupid as it sounds. Kolo and I decided to go and see the maker's guild. I made Archibald go and strip out the third floor for a new workshop and gave Pilchy's bird some job adverts. [Gary runs for a while wherever looking for someone to chat to. He finds a place that has scones and jam. He tries to encourage an old man to start a Gary guild. Juniper gives Gary plenty of advice of the various job opportunities that exist. He

leaves Juniper a card that is actually a real card of course, not just a hastily written scrap of paper. "Djago". Gary lets him know to shout him if he ever needs him]

[Pilchy blacks up and arrives at the Jolly Giant, a "robust" sized tavern. He meets a barman with a red mohawk. Fishy manages to deceive the man into thinking he is a jamaican stereotype. He needs to find Larry. "Fruity drink is for fruity man". Some low level homoerotic flirting. Pilch tries to kiss the man. The man is not happy and headbutts his "nancy" face. Pilch wakes up outside the giant.]

Kolo and I took one of the fancy taxis to the guild of making. It sat on a roundabout what a thing! We entered the huge ornate doors and looked at all the butlers. We managed to push our way to the front of the queue and got the attention of the odd glasses lady. The lady kept asking about what guild to join which seemed silly because I am an inventor. The lady gave us some forms and Kolo filled them in with our specialities. Medicines for general and public use, alleviators of mind and body. And not weapons on death, but crowd control devices and general self defense paraphernalia. We pushed our way to the front of the queue and handed in our forms. She directed us to somewhere else. Kolo is taking it over. Kolo hands her a piece of paper? And we go to the guilds of inventors and apothecists. We got the maps and went over.

[Gary heads back to the empty fire station. He tries to find out where the police station is. He is going to join the police and finds the GOPS building. He applies to join through the standard tests. He can lift over 120 pounds. He is a paragon of justice. He swears to uphold the law in everything he does. This seems to be all that is necessary. Gary is able to draw three panel comics with remarkable speed instead of signatures. Most feature the popular cat 'Tripplete' who likes pizza and is by all accounts whimsical. That apparently is all that needs to be done to become a police officer. He meets his new partner, a half orc who likes his tea with two sugars in an upside down police helmet. Also whimsical. Gary suits up and gets a double sized, long sword sized truncheon. Djago goes on his first patrol after getting a pan beaten onto his head.]

[Pilch applies a new disguise. Apparently Stephen also has a gf irl. Who'd have thunk? The barman thinks this man has a similar voice but Pilch says it was actually his voice twin. A clever lie. Pilch calls him wanker. Pilch has an inconsistent lisp and asks a lot about warry, his

old friend. It seems as if warry has been gone for a while, looked disheveled and was not wearing pants last time he was here. We miss Ootoria. There is some pedantism about pants vs trousers. Warry is long gone. Any other book burners here Pilch asks, mentioning disguises which is bold. Old Burny Sanders used to come in a lot ranting and raving, but he left too. All the book burners gone. Well actually Burny was hung. Lot's other dead. Pilch mocks the man's masculinity and his sword axe. "Sword is phallic, sword is like an extension of one's cock. You gotta have a sword or you ain't a man. Buy my sword man." Pilch wakes up half an hour later bleeding severely in a gutter.]

The league of inventors. A blackened, iron wrought building belching smoke. Kolo knocked to let us in and we met a gnomish man who was very eager. I must say, he was a little rude about me being a gabrin inventor. I ordered their most expensive drink to try and hurt them because they hurt me. Theobald the gnome tutor discussed the guild. It was all quite dull. I was lead into a small laboratory for my test. It was quite an exciting room with lots of bits and pieces. The gnome left saying he would be back in twenty minutes and needed to be impressed. I decided to just rig up a couple of my old portable forcefields and create a massive barrage of weaponry. The poor gnome was a little shocked but he agreed that the work was of merit. How "wonderful" to be worthy of this gnome's approval (that is sarcasm like Kolo has been teaching me). We left with a 10% deal in place and a license to invent. Now to get our apothecary....

Stanri end of recording

EPISODE 19: SHOPPING LAND BUSINESS CHANNEL - PART 2

 Kolo has arrived at the Apothecary Guild, all excited to do his big entrance exam. A mildly unpleasant elf woman talks to him at the door and calls him dirty and smelly, but then invites him in to join her guild. Kolo goes down the corridor to visit Dr

Mittens who administers the entrance tests, which it turns out are more done on applicants than they are by applicants. Kolo is strapped to a

table while Dr Mittens force feeds him his special new medicine, which cures Kolo of his Jason-Derulo-Cat-Attack-Deficiency. He's all whigging out all over the place and falling off shit and loving it. Kolo apparently does well, and after a few business days he'll be a member. On

the way out, Kolo asks for Dr Mittens' home address, in a not-at-all worrying manner. Meanwhile, Rocky is going to the Guild of Coin place, to invent banking. The building is made of gold. What a way to devalue their own product. The doors are made of bg trees. Real big trees. Probably expensive trees. Rocky grasps the brass knocker in his fist and raps it. He goes inside and talks to a gnome, who he warns that he is proposing to abut him. He explains the concept of banking, in a pretty succinct way. The gnome tells him that he should set up a new guild, because banking doesn't exist. If he wants to do that, he needs the following: 6 radical members 1 audacious business plan, presented to a gnarly committee A shit-tonne of money (which is the only word in this guy's language (I think it works like the Smurfs' language)) The guild is going to need all the normal corporate positions to be filled: HIO: Head Interface OfficerGBUI: Global Business Unification InvestigatorJOLK: Job Organiser, Lower KlassQRTTO: Quota, Rosta, Training and Torture OfficerUI: Untrustworthy IndividualGUI: Grossly Untrustworthy Individual Rocky says he's going to do that, probably. Pilch writes a note offering the party up as mercenaries within the city for some non-descript work. Everyone gets back to the Fire House at the same time and Exme harrasses Archibald for not taking down all the walls on the third floor like she asked. Baldy's a bitch about it. There's arguments. Bedrooms are important, but so is a lab, so who wins? Gary wins. He punches all the walls until they fall down. Baldy says that the meeting about the decision about the fate of the building is tomorrow, and everyone can go if they feel like it. They decide they might as well, and they're all tired from all these jobs they have now, so everyone decides to go to bed. Fishy is seen slinking off to bed with a taxidermied camel's head. Someone probably wins a bet. In the morning, everyone decides what jobs they want in the bank guild. HIO: Head Interface Officer - Riphard "The Boss." GBUI: Global Business Unification Investigator - Gary "People

should all be doing their jobs more or less the same."JOLK: Job Organiser, Lower Klass -

Delilah *“What should people even be doing? How? Why?”QRTTO: Quota, Rosta, Training and

Torture Officer - Pilch “Keeping lists, making sure people on the lists do what they should. Otherwise, torture.”UI: Untrustworthy Individual

- Exme “People who try to get in the bank, get hit by traps!”GUI: Grossly Untrustworthy Individual

- Kolo “People who will not pay the bank, get broken limbs!”Later, on their way home, fine operatives of the noble Thieves Guild come and ply their trade on the upstanding business gabrins in one alleyway and Gary and Fishy in another.Exme is very happy to comply, Kolo asks if he can join.Apparently it's not the time or

place for applications, but they all have a nice chat anyway. Everyone's swapping cards and networking. Kevin offers to relay their interest to the guild, and asks them if they want to know how high all the windows in the area are.Kolo

tries to get him hooked on the horse-cocaine. He appreciates it, but is unable to accept anything but money.The gabrins hand over the money

and get their receipt. They promise to leave Kevin a good review.In the other alleyway, Gary

and Brucey - an enterprising fellow who is a policemen in the day and a thief at night - have a nice chat.Gary apologises for not having any

pockets, Fishy just doesn't have money, so they both assume the position and get kicked for a bit.Fishy is a dick and tries to be spiky, nearly

killing everyone who's kicking him. Gary kicks him, for not playing by the rules. The heavily wounded thieves run off.As soon as they get

back to HQ, it's time to leave for the meeting.They go to the nice meeting hall on the banks of the Salty Eldon. The river so polluted they have affectionate nicknames for the diseases it gives you (e.g. Elly Belly).Inside the

meeting room, a cat is the judge. She is called Mickey Longpaw. She is suave, and is wearing a bitchin' fur coat made of her ex-husband.Gary gets so bored that he makes everyone fall asleep, which they'd probably do anyway.The figures for the thieves guild are up 7%. It's pretty wholesome.The assassins guild have killed a lot

of really cool people recently. Everyone's pretty impressed.The cleaners and plumbers are a lot more boring.People start talking about the fire

house.Pilchy Loozaroo says “It should be about the book-burners, but definitely not because I'm one.”Jago stands up and pleads the case to use the house as a Gary-Guild House. People are interested.Some bellend thinks that we should

give it to the Church. No one loves that idea.Lazaroo does a good speech about The Church being bad and the Gary-Guild being good.Big Reveal, Papa Gary Lazariz.Jago makes

a much better speech about The Church being bad and the Gary-Guild being good.People go ape shit. There's cheering. There's chanting. Then they vote.Everyone votes for Gary.Gary.

Gary. Gary. GARRYYYYYYYY!!!!!!The Gary-Guild have a clubhouse, even if they don't technically exist.Everyone's Gary now.Gary draws the new

logo for the guild. It's a universal hit.They organise a meeting at the clubhouse so that the heads of all the Guild Families can get in on the ground floor of the city's newest hit guild.Gary feels as if he is in the den of a dragon as he desperately makes his case for the financial viability of the Gary-GuildHe unveils the beautiful finalised version of the logo.They explain that the guild won't actually make any money, which the money guild guy seems to be upset about.He's oot.The families try to impress

the party with the services they could offer the Garies.Eventually, they manage to convince The Guilds of Services, Might and Life to enter into a joint venture.The Guild of Garys is go.

BRAPPPTThe other families get solty.A few days later, while the paperwork is in process, some small folk comes to meet Esme to reply to the flier that Pilch accidentally delivered.There's a wide range of skill levels. One guy empties bins, one guy has built the actual international space station.There's a dwarf, who Exme wants to throw out instantly, but annoyingly he's really good.Kolo and Esme assess their potential assistants, and they go through to another round making weapons out of meat.Then she realises how little they're going to have to pay their assistants and hires them all, because fuck peasants, they're hardly people.EXME LAB

Hiring Initiative 3 assistants - 1 gp per week

each 1 female goblin - made knives, crayon cv, "simple is sometimes best" 1 male goblin - flying invention, made electric bomb 1 dwarf - intricate mental worker, made fabulous cross bow with barbs that splayed outStart in 2 days for graduate programKOLO LAB Hiring Initiative2 assistants 1 Halfling - Professional cook, grinding inventions 1 Male goblin, bin manAt this point, everything is just a mess.What is this game, even?Zippy the gnome turns up at the Garygang Hideout. Apparently, Fishy called him. He's a gnome, but he sounds like a Gabrin. Cultural Appropriation.He, understandably, hates Pilch.He can't remember why the Church tried to kill him. It's probably due to his alcoholism.Kolo gives him that stuff that burnt down the pub that time.He loves it.He doesn't have anything helpful to say.Except that Pilch definitely got everyone killed.We're going with Lillian.Lillian is half-elf.Lillian is the Trainer rank.Lillian is not the best.Lillian is probably alive.Lillian is kind-hearted.Estoban and Dougal are still alive, but are dicks, I reckon. Dougal is a Pastor now. Estoban is Zoro now, carving people up.The workshop and labs are completely set up during the background of the Garyestablishment.Delilah pops off to meet The Jennys, to give in her month-long quest. Good for her.IT'S OFFICIAL The Party has a name now. We are GARY. Garys Against Religion, Yo.

EPISODE 20: BIZZNIZZ FOR BANKS & EMANCIPATION FOR THE FEW NOT THE MANY

Pilch keeps researching some shit, to be honest I am a little surprised he can read. Old smelly Archi can't help either because he can't see. The state of the HQ makes a lot more sense now. Exmerahs mask for him is certainly a relief on the eyes, but while watching it repeatedly almost slice Fishys nose off, I does something opening a tunnel in the bookshelf. This reminds me that I probably should have told FishFingers that I was awake and watching him. What he doesn't know won't hurt him. Still if I only knew how he opened this bloody door! I wait for ages for him

to return, but he is taking his sweet time. Maybe it leads outside like the one in the basement? No I checked for that already no other exits... Maybe he is going for some man time... I'll leave him to itMorning finally comes, and Riphard strikes quite the dashing character in all his livery. We head off the guild of coin, and wow do they have the cash here. We are introduced to Rowlett Marnett the head of the Guilds of Coin, Wellington Hunter-Smyth head of the Guild of Mints, Montague Heartwell Head of the Guild of Traders they talk even funnier than their boss. Riphard wastes no time and gets into this pitch.Jaego is not Gary, except for today, and for anyone who hasn't past the Gary test.Mr SoftRock starts the presentation. "Safe Storage for a Dangerous World", clearly he is misguided about who does what Robbing wise, as we were all recently robbed by people not Gabrins!The stored capital is invested, to speculate and accumulate. The team is definitely not us, but I do think we should not be talked down to like this. Is the Gary team member going be in some kind of synergy with the bank. This is all very confusing.Mr Bobacious is remembered for his strong ongoing work in RiversFall. Although we haven't heard from him since we left RiversFall. Rowlett Marnett is very impressed that Derek is on board. Even if the reasoning involves a time paradox. What are all these dates? But luckily we have an appendix slide that answers all our questions.So long as the guild of coin members are never asked who we are, who is involved and where they have been, this presentation is flawless.The accumulation of stuff is impressing these small minded individuals. The final bamboozle of the investment triangle blows their minds."I don't know what he said, but I like the way he said it" pure gold from not Pilcheur Garmont.Riphard starts to call Rowlett, Rolo but he doesn't seem to mind. In fact he is impressed, and loves the propensity for growth. He does know a lot about Lemons though, finally someone who understands. He goes for a hard bamboozle, but if anyone knows business its Rowlett, who forces some hard answers. Thankfully he doesn't mention the huge debt we clocked up last week buying materials for our labs. Roughly 6000gp but its probably best it stays that way. Things are getting confused, until Pilcheur decides that the company is a service, so therefore falls into the realm of the Guild of Coin.Exmeh raises some good issues surrounding people greed and

the potential of a banking collapse ruining the economy. His second presentation is alarming to say the least! The bank is 74% mortgages. Who is paying these mortgages!!Rowlett invests anyway, which is re-assuring as we have no way of paying that money back that we borrowed, maybe ever!The other Guild masters are very impressed as well, everyone starts smoking cigars. If only I was better at deceiving I think I could do really well at this business type.Everyone toasts the new Guild of Banking, Huzzah!Few days pass, turns out you really don't need to sleep at all. I set to work making some potions....Fishy gets a note from the Mercenaries Guildblah blah blah raiding group from the Varg..... Must be sure to tell Exmerah.... Could it be for us? Best have a chat later with her.Jerry is a equalist, 100% no a speciest. Something horrific took place "the massacre" of the La Rudo family. Means that all contracts for mercenaries now require the contact holder to be alive to be valid. Seems quite a good move.Fishy forges the contract, despite the original being held by the mercenary guild. He claims that it effectively means that the contract holding family can die after having waved their rights.I have to go shopping, despite having valuable things and potentially explosive things going on upstairs. I set off some 1d6+3 Koka Kolo mixes, they go don't seem to come out the way I made them last time, but then what does these days. I seem to have misplaced a lot of the fruit I bought for Pilch.Gary comes back and stinks of root beer, claiming that he is now the sheriff fist fighting, still not killed anyone.Now i think about it I don't recall any of us signing up to be mercenaries! Well if they are going to pay us to do this, then why not!Gary nonchalantly disgorges 4 pints of root beer. The game is on! Pilch catches his hair on the face mask. It's still an improvement.I get the wagon ready with Exmerah, packing in the supplies bought with our own coin. This adventuring is more costly than I had imagined, or certainly is now it isn't just the two of us.We journey North West onto the greater planes. The farming lands, this must be how Hopes Rest is fed, some these land owners may be wealthy indeed. The nights are hard, and maintaining concentration is next to impossible in these monotonous lands. So its not quite a surprise when we get set upon by a 5 man raiding party. 3 Goblins on wargs, and two

humans on riding horses, come thundering down on us.Pilch kindly asks permission to engage the Gabrins, of course it is granted and his gentlemanly behaviour noted. Although he does then run away.... I get a sense of deja vu. But then find the weak point the guys horse, and kneecap it to buggery. All this dissection is really paying off.Emerah demands Parle from the Gabrins. The Gabrins tell her to shut up "southern Scum". Poor old Exmeh is reminded of home, and pulls the shot. She has too much heart my sister, but only in the fire can we be tempered. She will learn....These bloody Gabrins been using toad poison! I will kill them and their toads, so that Mervyn would be pleased. Riphard shoots them, and something magic is in the air because he actually hits, and smotes that damned Gabrin. I shout for Quoth..Gary wrestles stupid human off his remaining horse, while a crying Exmerah blows one of the Gabrins into pieces. Gary quickly becomes the center of attention, with Riphard taken on the last GabrinWarg combo, man'O'Gabrin. He whips and nei nei's the warg.Bloody human shoots me again. Your likelihood of survival of this encounter is now zero.Gary gets hot into the mix with his 4 attackers. Laying the smack down hard, with a turbo charged gary club. She takes a knee in front of Gary before calling him a weakling!!! She is gonna get smited to shit.Pilch returns to the field of battle, sending quothe my way. Human gets shot. Exmerah seems past the tears, she always did move through men fast, as she kills another Gabrin.Gary is mixing it heavy, despite Exmerahs assistance he is still fighting four people at once. What a big stone badass he is turning out to be. Finally he plants first his club, and then his magic branch a huge wave of power emanates from him, and petals washe over the humans sending them to sleep. Easy prey, I shoot that evil human to death, the arrow bursting through his chest.Riphard thunder whips the warg backwards sitting his ass down. As he backs off he pulls out his pistols, blowing the stupid wargs heads to pieces all over me. 100% owe this guy my life now. What a badass. I spend the time dissecting the warg from the inside out, very interesting.Gary creates a slavers line of two humans and a single Gabrin. He is bringing them back to life. The Gabrins who didn't come back to life, he punches through his dead face. That is some freaking extreme way to ensure someone is dead. Maybe

this rock isn't such a tree hugging hippy. The captives are all tied back to back, as Gary gives them a good stern talking too. Unknowingly he condemns them all to death, by getting them to march off all tied together. They waddle off to their certain doom.“I'm as fucking south as a horse is east” we interrogate the Gabrins, and find out who they serve. Its some pretty bad bloody news if they are from who they say they are.Vathena is a highly feared savage elf, one of the Warlords of the North. One his Valkars generals, known for her viciousness, and tiger mount that feared throughout.Another bloody elf.Gabrins makes the sense of spitting in my sisters face, death is the only reward for this. The Gabrins are not well disposed to us, and are being total douche bags.The interrogation continues, Riphard tries to sell the banking to him.This is some real scary shit, I really don't want to go. Pilch has a plan, something we have not done maybe ever before. I saw her feed Gabrins to that giant tiger of hers.We move onwards to the Nan-Tucket farm, and our certain doom.After staying the night in an abandoned house, which is under constant watch from the enemy, we emerge tired, and facing a bear like entity. It seems death isn't our destination today after all.

EPISODE 21: OF KOKAINE AND KEVLAR

 Ur “heroes” are sleeping in a broken house like little bitches, when all of a sudden this big old bear and a load of worgs and goblins and horses and other shit comes at them out of the night..Esme is all over it and ready to maim, reaches into her bag and pulls out some weird looking backpacks for Gary and Pilch and a little something for the baddies. She throws it at them, it goes bang and some goblins and a horse get evaporated..Fishwank gets on the back of his wolf, with Kolo tucked underneath his arm. Kolo realises he's going to try and move away from the badguys and immediately gets off the wolf as Fishwank rides away into the night, and is the fucking worst..Gary thinks there's been a terrible misunderstanding, and asks the badguys if he can help them..Rocky shoots some shit..The bear runs right up to Gary, who asks how he can help. After seeing one of them shoot at Esme, Gary hits a bad dog of a cliff..There's

some shit that happens. People shoot things..There's forcefields and guns. It's... really hectic... which is why it's not described in great detail here....Fishwank's riding around on a wolf. Gary gets eaten by a bear and falls down. The wolf gets covered in ice, but the bear don't care and goes over there to give Kolo his share while he's unaware. This bear has a huge warpick and it's making the gang real sad and injured..Esme runs all the way over to Gary to wake him up with her fancy electricity gun. He's fine, guys. He's always fine. He takes a load of drugs and gets real angry..Fishwank actually walks towards an enemy for once. And hits him with his sword..Kolo hits the bear with an arrow, Gary accidentally hugs him, and Rocky shoots at him. The whole gang are working together..The bear really wants to kill Kolo, and everyone hits him while he's looking the other way..The bear falls down and Gary gets annoyed that he didn't get to kill it because of drugs. Gary brings the bear back and it immediately kills him. Then it tries to kill the wolf, but it dies because it's spiky. It's a real clusterfuck. What the fuck, Gary?.Looting of the bear happens muchly..Kolo and Exme interrogate a rezzed goblin, cutting off his fingers - excellent start. They let him free, but they have to promise to only try to kill them if he chooses to..We don't have long due to Athena? Coming to screw up the farm..Something something emancipated all the goblins. Something something don't have enough time for a long rest..According to the fingerless gabrin, there's no time to waste, and we should all hurry to the place before everyone dies. Everyone's real fucked up, and all used up, but they don't really have a choice. Gary wants to talk to everyone..The gang arrive at the farm. Gary tells everyone that there's no hope of survival and they're all going to die. The people seem unwilling to abandon their home. Fishwank smears shit on his face. Kolo starts setting traps..A plan is hatched to set fire to the farm so that the Varg think it's already raided..Gary tries to kidnap a child. Either the parents can follow him when he takes the child, or it will be the only survivor of the slaughter that is now unavoidable..Fishwank sets a tent on fire..Esme seems more concerned with the goblin's fingers..The raven flies off to see if it can

see anything..Rocky goes inside the house and tries to set fire to the kitchen. He gets thrown out by the burly farmer's wife. He tries to set fire to the outside of the house as the Gabrins try and stop him. Gary climbs into the chicken coop with the child..Kolo gives Fishwank 500

ball-bearings. Fishwank wants to put them up his anus for sexual pleasure..Kolo racks up some pre-fight lines for Gary. Everyone rushes around trying to set up traps..Gary instructs the child to stay quiet in the chicken coop until it sees its family die and then run into the countryside and survive..The raven flies back and warns of an approaching party to the south. Shit's about to get real..Gary takes a moment to develop a chemical dependency on the Gabrin shit..It is time..The woman on the tiger turns up,

as well as a load of other fuckers from all over the place..Gary tries to diplomacy but is way too fucking high right now..We're all going to die..Esme kills a horse. First blood. It will not be the last..Pilch tries to set fire to a tiger. It kind of works. The area of pitch catches, and there's now some fire. The tiger baulks at the flames and the woman jumps across them to come at Gary with 2 swords. Gary immediately falls down. Great work, guys..Rocky shoots a guy..Horses run around..All the Kokaine in

Gary's bloodstream brings him back to consciousness. He plays dead, despite the fact that all he wants to do is take more Koke..Everyone else is up trees, really..The wolf

runs out the tent it was in, and tries to do something complicated. It fails..Fishwank gets killed by the sword, but then because of that thing he does sometimes, he doesn't after all. Then the tiger tries to kill him, but it somehow doesn't..Rocky is Bolstered Against Damage..He

shrugs off some attacks, jumps over a fence and fails to shoot a guy..Esme doesn't quite fall out a tree. She gets hit by an arrow, but is also Bolstered Against Damage, so is fine..Gary is still laying on the ground, pretending to be dead, desperately trying to not ruin the illusion by taking more Kokaine..Esme kills another horse..Fishwank casts darkness, as per usche. The wolf knocks the woman over. The one who

used to be on the tiger. The tiger, despite it being dark, does not get confused and go to sleep..People love being Bolstered Against Damage..Gary is in the darkness, but has no idea what's going on and assumes he has died. He goes for a nice calm walk through the afterlife..Suddenly, everyone sees Kolo..The tiger gets scared and runs away..Gary walks out of the darkness, realises he's not dead and that the battle's still on. He takes the Koke and sprints off round the back somewhere..Pilch carries on hitting the woman. He suddenly realises it should have been doing more all this time. The woman runs away and hides behind a tree. Kolo was definitely right to be scared of this woman..The tiger tries to eat Esme. It does not..All the guys on horses surround Kolo's tree and try and murder him. Luckily, he is Bolstered Against Damage..Rocky tries to homealone some bitches. Also he shoots them with a gun..Some bitches fall over on some fucking ballbearings..Gary runs over to the farmhouse and starts unbarrierading a window. Esme shoots a tiger and then disappears into the darkness..The darkness disappears into Pilch's scabbard. Pilch goes to stab that woman, only to find out that she's nowhere to be seen (she's hidden behind a tree). He stabs the tiger..The tiger dies..In a rage the woman runs out, and attacks Pilch while h's looking the other way. She accidentally impales herself on his spiky ice armour..Everything's going to be fine..Gary does not know this and starts leading everyone in the farmhouse out the back way, regrettfully inform them that everyone's dead and their farm is lost..Everyone else finishes off the last few horse people with a mixture of bows, guns and rolling logs..The battle is over..No one's dead..Except that no one knows that Gary isn't dead, because of the darkness..Pilch knows, but he is being a dick..He robs the house instead..Kolo is distraught at Gary's death, but consoles himself with a bit of tiger dissection..Gary is long gone, with all the farm people, except the small child who he was trying to protect in the first place. He doesn't really know how to rescue them, and asks them if they

have any ideas..The Gabrins can't find anything, but Fishwank uses his things..Kolo rides the wolf to wear the raven saw Gary and the Farm People..There's a beautiful reunion and it turns out no one's dead. Not even Fishy. You can't have everything..Gary says he doesn't want to do any more Kokaine. Kolo disagrees.

EPISODE 22: LIFE AND SOLE OF THE PARTY

Exme mentions about the wolf outside, which Kolo is upset about for some reason. She doesn't know anything about some cult. Exalibrum has too little to go on? The weapon sounds like it's useful and in Masuda, if we think we can actually find it. The fancy Rubix "puzzle die" in the jungle would also be useful to find the other shit. She asks if she can look into anything. Nothing useful is on our continent. Except maybe the pamphlet, exalibrum, and a poem. Maybe. Kolo asks about Voothross. Kiros hasn't heard of it. It sounds ancient and religious, but got nothing to do with the real gods. Pilch smart arsedly asks if it's related to Athos. She says no, probably not. Gary knows about Synne. Kiros says he's super evil. The group umm and ahh over this. She's surprisingly receptive. She might be a satanist yet. She's in hiding now. The group want to know who the new pastor is in the evil rock village. She says she'll look into it. Gary wants to be a pastor. Gary doesn't want to be a pastor. Rocky is a pasta. Kiros is interested in this. Riphard knows he needs to run his businesses. Kiros wants to know where we're going. We don't know. She encourages our alcoholism. Pilch wants the Rubix "puzzle die", Exalibrum, to help find the other shit. Kiros say she's going to find THE METAL. Pilch offers her poetry. GAYYYY. Exme raises her hand. There's talk of dip dongs. Exme asks if toads and frogs are boy and girls of the same thing. Like cats and dogs. Kiros says yes, this is correct. Kolo remains quiet on the subject. Gary questions about cats and dogs, which everyone knows are boy and girl animals. Idiot. The door is kicked open. An armoured man flanked by 4 guards and 1 orc burst through. The group is excited about Zalanthars. The main guy has a big fucking gun. Gary says hi. They speak to Kiros. Pilch wants to leave. Kiros says fuck. She stands up and edges out. "Arbiter Rickon. Long

time, no see." "Oh well, you know me Kiros.

Always one to join a party. Especially when I find out my favourite blond haired girl has turned traitor." Pilch thinks he knows the dude.

He doesn't. Gary narrows his eyes and stands with Kiros. "I believe you have been misinformed my dear Rickon. I am an upholder of justice and law, no traitor." "Not what I've been hearin'

luv." "We are simple shoe advertisers" Exme chimes in. "My my, and you've got this lot with you too. That'll seal the deal." Pilch stealths around to the kitchen door to sneak back in to the room he just escaped. Kolo eyes up Riphard, who stands up, shouts "CHEESE IT", and attempts to jump off the table through the window while chucking his fire water into the fire. The window doesn't break, and Riphard crumples to the floor. The fire water explodes, killing the 4 commoners sat nearby. "Ouch!" The

commoners were Ha, Ree, Samantha, and Charlotte. They were having sex in the city. There's a fight on. The orc dashes straight to Exme and twats her in the face. The arbiter with the BFG flips a table for cover. Exme shoots at the orc and surprisingly hits. She activates a forcefield. The orc is bleeding badly. Kolo marks the orc for killin', and shoots him with a poison arrow. Totally fucking killerizing him. Kolo teabags the orc corpse. Kiros takes cover behind a bench and shoots at one of the redshirt guards, fucking nailing him to the wall behind him. The group's mouths drop open. The redshirts dash to engage a bunch of the group. Pilch does nothing useful. The bartender is

still there, ready to pour pints. Just another Thursday night. Riphard takes cover, but his shot pings off the main dudes armor. Gary sprints at the main guy to the other side of his table. Exme tries to shoot someone, but doesn't. Kolo poison arrows the dudes next to Riphard. One shot. Nice. The group seem pretty badass now. Kiros misses a different guy. The

guards further encroach on Rip and Exme and hit them both. Pilch makes molotov cocktails from firewater and the barmans sleeve, and throws it at the main dude. The group debate the

finer points of throwing technique.Kolo hits him with the molotov anyway. The arbiter dodges the fuck out of it though, rolling out of the way. Everyone claps. The molotov sets the table on fire.Riphard whips out his new scimitars

(ironically). He thundertwats the guard into the wall, who explodes. Sweet.Gary pushes the table through the fire into the main dude. Gary isn't wearing shoes. The main dude is so agile. He dodges the flaming table with another tasty combat roll. Gary engages him properly finally, giving him a mean point.The guy steps back, giving Gary an attack before certain death. Gary misses.“FULL AUTO” He pray and sprays the whole room. The bullets can bend round corners. Ricochet I guess. Most people are badly hurt.Exme starts glowing. She shoots at some dude killing him.Kolo laughs to himself for the death he's about to rain down on his human. Over. Confident. To be fair he fucking nails him. He's still alive though.“I ALWAYS HATED YOU RICKON. I ALWAYS KNEW YOU WERE ONE OF THE BAD ONES.” One of Kiros' shots bounces off, but the other strikes him true. He's still good though.Pilch and his wolf run at the dude, volting the bar. The wolf does not clear the bar and doesn't make it to the dude. Pilch tries to disarm the arbiter. He actually does.

Unexpected.Quoth is dead. Kolo is happy. Everythings turning up Kolo.The group start meta-discussing DnD rules. Everyone is bored.Steven wants to aim his disarm into the fire. He's asking a lot. Mike shuts that shit down. Maybe on a crit. Everyone is happy.Riphard doesn't hit him again.Gary

shoves the main dude, picking up his gun, and rolls away, pointing the gun at the dudes face. The guy doesn't hit Gary with his shield.“To be honest buddy, I dont know what Im doing with this thing. But I watched you press this button and bullets came out. So how bout you tie yourself up and we have a nice chat instead.”He shits his pants. Peaceful(ish) resolution wins the day.Gary wants Pilch to strip the guy naked.

This is apparently too awkward.
AWKWARRRRD.Exme wants to know if this is Kiros' boyfriend.“No no, it's not about the size of their guns.”Kolo dissect the orc rapidly into pieces.Gary salvages the humans, much to Kolos

chagrin. Why must he save these stoopid hoomans. Also charlotte survives. Again kolo is unhappy. Luckily the woman gets her wish to die as Kolo sends an arrow through her. Gary is understandably a bit upset by this. Kolo returns to dissection, and Gary goes off to the interrogation. Meanwhile Pilch has taken Arbiter Rickons trousers off. Rickon is on for a lot of good cop, bad cops. He gets the rough treatment.“So lady what's next?”“Rickon was

always an asshole”Gary tries to convince her of the good within everyone. So she tries to convince Rickon he has gone down the wrong path. He is convinced she is working against the greatest thing to ever exist. The empire of the church.“You know nothing Rickon Stark” “I am the light and the bringer, you are the darkness, will you come to me, or will you forever lie in the shadows”“He asks for the lowdown?” Gets it and towards the end of the conversation things start to add up for him. He uses the word of truth “Truth Seeker” and Rickon is turned back to the path of light.Kolo is disappointed that she has no feelings for him :'(Exmeh asks if Crabs are sea spiders and why the do not make webs?Gary recalls a time when he was a stone and a spider laid eggs all over him.“Insee winsee spider doesn't lay eggs” He must have been a boy spider.Kolo tries again in vane to explain they are different species.Rickon is a bit upset about the death of the innocents in the giant spirit drink fire water explosion.Gary hands over the rifle to Kyross, for her to do as she fits. He won't attack us until he finds out more about the truth, in return he gets his rifle.Gary states that “All we ever do is delay the inevitable” sending Pilch into an existential fugue.Before sending all the wrongdoers to the local police prison for impersonating the church officials.Howlov eats the remaining bodies.Its agreed we are going around the horn of Africa to explore these new lands in search of the seeking device.

EPISODE 23: ILLEGAL FAKE GOBLIN HAM MEAT RING

 s we join the action, our “heroes” are busy busying themselves with busy work in Hope's Rest, getting one last week of city life in before they're stuck on a boat for an unknown amount of time.Kolo is doing

crime, Gary is fighting it. Together, they'll keep each other in business forever, because also Gary keeps relapsing into his new drug addiction. For some reason, every time he falls asleep with his mouth open, he seems to get more addicted to Kolo's drugs. Esme presents

Gary with his special new shoes. They light up and scoot along and they are the best shoes ever. Esme then gives a pep-talk to her lab staff.

It is not particularly peppy, but at least it is talky. Derek Bobacious, everyone's favourite old

person, because who else would everyone's favourite old person be, Archicunt? What a ridiculous concept.... arrives to look after the bank while Rocky's looking after the stone thing. Derek's here now. The crew then rides off

towards Port Averdale. Nothing happens. Nothing at all. All the way there. What is this shit? They arrive in Port Averdale, bored as fuck. It's pretty fancy. It is decided that in this

town they should be a troop of travelling entertainers, for very little reason. Gary is a magician called The Pope, with Fishy as his glamorous assistant, and Kolo dressed in a rabbit suit, that Pilch would never have got on him if he wasn't so high all the time. Esme is a Gabrin banker called Hardrip. Port Averdale is a cool place with forieng foods. Gary's on the

lookout for a theatre. He finds an open-air theatre called The Triangle, and asks a local why it has 4 sides. Apparently it's 2 triangles put together. Gary's mind is B L O W N. Hardrip tries

to buy The Triangle with all that money he has. They head towards (but not in) the sea, to find a boat. Kolo hears that there's two options, one with two sub-options, first an exploring ship, or, second, a ship with a captain who is mad or a captain who is unscrupulous. Flshwank tries

to fuck his way onto a boat. It for sure works. He fucks a whole bunch of sailors. Then he leaves the boat again, having achieved nothing but sex. And also money. Because of course. Kolo goes off to investigate the potential

of boats to Masuda. Gary goes off to a pub called Rum and Ham or some shit like that, where the unscrupulous captains go. Gary orders

a Rum Ham and a Ham Rum. He eats one and drinks the other, then asks the whole bar who the most unscrupulous captain is. No one puts their hands up, but one guy says he can tell him

who is. Then, Gary asks them to say the name of the most unscrupulous captain they know. They all talk at the same time and he has no idea what they said. Fishwank tries to fuck the barman but then gets bored when he thinks he's poor. Hardrip tries to invest in the bar, and ends up pimping out Fishy. Gary talks to the guy who wanted to talk to him. Apparently Captain Someone will do anything for money, just like Fishy. Kolo rabbits, because he's a boy frog rabbit and also because he is still SO HIGH. Captain Someone has had a box seized by the Port Authority, who are apparently dicks, so it's fine to steal from them. Apparently if we get it back, he might want to let us in his boat. The gang go to visit Captain Someone on his boat, who is a bird. He's a bird man, with pretty

colourful feathers and a nice hat. He's pretty great. Hardrip asks if the bird likes riddles. He does not. Neither does Hardrip. Kolo strokes the feathery man. They agree to steal the box and pay him 500gp and then he'll take them all to the place. Gary makes the feathery man agree that they're going to leave at dusk tomorrow. They all leave to go and do all the things, and say they'll be back with the box, which is apparently full of spices. Once outside,

Gary announces a spectacular magic show magically spectacle spectacular. Everyone gets super hyped. By jove, this is going to be the best fucking magic show there's ever been in this fucking town. Look at that rabbit. And that beautiful woman. The magic show is going to be at sundown tomorrow at The Triangle. This is

when they'll go on the boat, and everyone will think they'll be doing a magic show on the other side of town. He makes sure that all the authorities and church people hear him. When everyone realises that they don't actually get to do a magic show, they get a bit sad. The plan is finalised:

- 1) A box labelled "HAM" will be stolen from Ham and Rum Kolo will feign death within the box
- 2) Gary, in his Police capacity as well as

his Magician capacity, will report to the Authorities that he saw some people moving boxes that said "HAM" but sounded like Gabrins

- 3) The Authorities will investigate the crates and find one living Gabrin and a dead Gabrin (because Kolo has a ring that makes him look dead)
- 4) They'll impound the box, because

there's clearly some weird fake ham ring going on5) Kolo will break out and steal the boxPoints

1 to 4 go off without a hitch, the Authorities open the box and find not ham, but a live Gabrin and a dead Gabrin dressed as a rabbit, and Kolo gets taken off into the impound.Esme and Gary go off to Rum and Ham for a nice night, because they don't hang out enough. Esme recommends him some new foods to try.Fishwank goes to keep an eye of the impound warehouse place.Kolo is in the box, still dressed as a rabbit. He maybe hears something else in the box house. Maybe not, though.After a few hours of being dead, he cuts himself out of the box.He goes snooping in the boxes and finds lots of hollowed-out vegetables. Some have been used to smuggle drugs. Some have... not... been used for that.They're fuckfruits.Fruits you can fuck.Kolo does not find

a big box full of spice, which is what we want.Kolo tries to look under a door and does it so badly that his eye bleeds. Then he opens the door instead.A whole shit-tonne of guards are playing cards on the other side. They are not "Playing Cards".Kolo quietly empties a box, cuts eyeholes in it, and shuffles along the ground. It is great. Nothing could go better.Kolo realises that the best solution to this problem is to set fire to all the boxes.It is not currently known if the important box is on fire.Let's face it, it probably is.Kolo is still in a box, shuffling around this burning room.The two nastiest guards run out to get some water from somewhere.Kolo NOW starts checking boxes. He finds the important box. It's quite near the fire.NEVER FEAR! Fishwank is here, and he's the local fire marshal. The guards, unreasonably, expect him to be able to put out the fire.Clearly, this small fire means that this whole building is a write off and they should take all the flammable things, including spice, out of the building before it causes more damage.Somehow, all of this works out pretty much fine.The other guards turn up, along with some for-real firemen who know how to put out fires for some reason. They don't stop him leaving, because they think they can put out the

fire, for some reason.The guards save the box of spice, on Fishwank's command.Fishwank liberates the barrel containing Kolo.Suddenly, one of the guards carrying the spicebox falls asleep. It definitely to do with the invisible smoke, and not the blowdart that someone who couldn't be Kolo, because Kolo's dead, definitely didn't fire at him.The rest of the guards help

Pilch get the carts to the ports where they'll be safe from the invisible fire.Again, everything goes fine. It's weird.The awesome alibi magic show isn't even needed.LATER, AFTER

CELEBRATIONS:The gang are going to the ship, with the important box, a box of Rum Ham, and a barrel of Ham Rum.Gary's looking at the sky, feeling happy, so he definitely spots that they're being followed by a load of shadowy guys and a floating guy who looks like that scary guy they met underground that time.They stand about, discussing how that's probably not great, when all of a sudden, Gary stops working. Some dicks start lurking out of the alleyway at them. Kolo puts some shit in Gary's mouth, but he still can't move.Fishy's Woolfe puts himself under Gary, and everyone except Esme, starts running (or being run, in Gary's case) away.Esme is too slow, falls behind the rest and gets flung up in the air by some crazy force.Gary regains control of his legs, jumps off the wolf, and just absolutely pegs it like some weirdass bull, using the combined powers of sprinting, drugs and heelies, he scoops up and picks up Esme as weird armoured... people....? run towards her. Kolo runs only slightly slower than him and fires a shot off.They run off towards the boat, and get

Captain Something to drive the boat away as fast as he can, because the Inquisition have taken an interest in his spice, if you know what I mean.FIshwank fires a ballista at them. It misses.Some of them fall over on some ballbearings.Everyone gets on the boat, and the armoured guys are left on the shore like dickheads.The boat's sailing away, but whut's all this? It's not moving.AHHH THE GUY'S DOING SOMETHING FUCKED UP!!!!!!The boat's stopped. Everyone's going to die.But what's this?Kolo makes a small movement to himself, not looking like he expects much. All of a sudden, a light

appears behind his eyes. The boat jerks forward, gets pulled back slightly, and then.... BAM! It flies forwards, free from the magical force that was holding it in place. Kolo drops unconscious and the group sail off into the silent star-filled night, towards the mysterious continent, from whose shore none return.

EPISODE 24: THE BRIGHTEST FLAME CASTS THE DARKEST SHADOW

Dell dear diary, I never thought I'd see the day when a big boat came my way. But that is in fact exactly what today is. Boat day. It is a lovely boat and is made all of wood and has a front and a back and both sides too. It has been a few sea days (same as land days) since Captain McCaw (parrot man) took us to sea from Port Averdale. Gosh I still remember how scary it was when those crazy inquisitors managed to almost catch me. The seas have been very calm and Kolo says Pilchard is having lots of fun with all the semen. Gary has been learning lots of naughty words and helping out around the boat. Kolo has not been well. Even though the sea has been very calm he has been very sick and stayed in his bunk most days. After a few weeks we came across a curious little island that is also a supply post where the captain has lots of friends. Kolo is happy to be on land again. We had an evocative and minimal day there apparently but it was over so very quickly. Gary was asking me about where the sea came from. Kolo usually tells this story but he seemed to be very very distracted about something in the distance. It was only Dark Elf Raiders!!! They were closing fast underneath the mid day sun and captains feathers were visibly raised. Fishy tried to cast darkness and he said that as he did it he saw them push a big ball into the water. Gary was trying to be a good host and decided that he would make tea for the new guests and demanded the good china. I didn't really think this was a good idea but I didn't want to be rude so I stayed quiet. Then they were attacking! Kolo decided to wake up properly and the game was on. They are slavers. One of the ladies swung across onto the boat with both hands full that was very impressive and oh my gosh did she hit him hard. I have not seem him wince that much since last night when I accidentally walked in on him and 6 of the crew's finest doing some kind of odd conga line without their leg clothes on. The lady shouted over to the other boat in an odd language that no-one could really understand. It sounded naggy. Two of them

swung over to our boatsey and kolo and I did a super cool double twin funship time double shot. I think I misunderstood because Kolo did a funny shoot through the rope and the man hung in mid air for a minute and looked shot then fell into the sea in a funny way, and mine shoot just went through his left eye, travelled through his cranial cavity and emerging through the base of his skull where the spine connects. He fell into the sea so I don't know if he lived but if he does I suspect he won't be able to walk anymore or remember basic facts like how to toilet. Omg there was like a crabby thing climbing up the boat as well and it did not look like a friendly crab like the one in the petting zoo in the city. Fishy died for a little bit. A lot of the sailors looked very sad and frustrated with this development. Gary threw the captain lady off the ship because of her rude manners. In his success he turned back to the crab and told it not to "you try anything missy". The crab responded by grabbing his head with it's giant claw. I tried to shoot it but it was so scary. Kolo was a big hero and went to help Fishy by giving him one of his special medicines. Fishy awoke and blurrily looked around him. I am sure he is grateful. Gary woke up and found himself all stuck in the clause of the crab. I shoted the crab and threw an electricity blanket to fishy. The pesky elves kept shooting at me and kolo's bodies. It was not going so well today, lots and lots of people everywhere and I kid you not even one little bit diary, not even one sailor helped us at all. Not even the captain birdy. Kolo was on fire though, his arrow was quite literally the most arrow arrow I have ever seen. But oh my gosh, then kolo seemed to waiver and he fell down onto the deck! The doggy killed the captain lady in a very gratuitous way and she died horribly. Then Fishy didn't even try to save kolo even though kolo helped him. Not cool. Gary managed to escape from the clutches of the claws but then it climbed up onto the boat. Then the other two elves of colour jumped over (it was actually dazzling how graceful they are). Howlydog urinated onto kolo to try and wake him up. It was all starting to look hectic and they were closing in all around us, backs to the boat neck, and I kid you not Gary actually had a little nap!! Right there on the boat floor. He woke up getting hugged by crabby. Then he looked tired again. Omg this one guy just keeps following me and will not die. #needy. I think everyone else wasfighting crabby. Thankfully kolo managed to kill my unwanted friend. By the time I got over there gary and fishy were just flying around in the arms of the crab. Fishy did some odd thing where he turned into a shadow

cloud and then the doggy turned into ash and the birdy squarked and popped into feathers. "This is not the time for this" I thought to myself. Kolo put the crabby down with a scream of fury, yelling about the fishy, the arrow travelling through Fishy's odd gas cloud. Goo just fell out of the crabby and it just fell into segments then fell to the boat floor, dead. That was quite a fight, all the crew looked like they were quite shook up (even though I don't think I saw them fighting that much). We went over to the other boat and looted it and we got lots of money (that I held onto because Gary doesn't have pockets and kolo seems to lose his money and Fishy is a cloud). Gary decided that we should take the other boat because it was too dangerous for people to be near us. He leant us some sailors, and I think I can handle what is essentially a piece of cloth and the wind. We spent some time looking for fishy. He had to be here somewhere. It was very odd that he was gone for so long. Usually he is around to say something stupid. Gary and Kolo had a little secret talk while I looked for Fishy. Gary looked shocked. I decided to try and see if my little magic detector could find him but it was clearly being broken because it was saying that it couldn't even find anything. This really wasn't funny and I was going to be very very cross with fishy when he turned up. Kolo was painting Fishy's name onto the boat and that wasn't even a good idea. They wanted to go on the boat and leave without fishy and that was a really stupid idea I do have to say because Fishy was not even back yet and Kolo and Gary wanted to just go and leave without fishy and that was a stupid idea and I told them that even and th.....

..... Storms. Dreams nightmares of storms. Everything is raging. Everything is black smoke and screams and semen [Gary wakes up and notices that there is a large tattoo on his chest. Gary knows that this is the sign of his eternal shame and decides that it must stay hidden. I believe Kolo and Gary drugged me. I woke up groggy headed in an unfamiliar apple crate. The mood was low and I refused to talk to anyone. Everyone was quite. A month passed. I spent every day fixing up the ship and every night sat in the crows nest watching out for fishy and working on fishy's present for when he gets back even though I am cross with him for hiding so long. I think it is clear now Pilch is not coming back. Kolo says that is correct. I went to the back of the ship and looked out at the dark sea with the moon shining bright over the calm stillness. I worked so hard on this arm shield for him. And he was the human I hated the least.

This is not fair. We arrived shortly after in XXXXXX a curious jungle town and port. The people all wore little jungle outfits made of grass and stuff and everyone was a human of colour like me. It made me uncomfortable and I held onto my coin pouch a little tighter as we walked around. Gosh it is hot as well. Our two sailors, Kev and his brother Archibald, whose parents couldn't decide on posh names or common names so chose both. They decided to keep the boat safe and fix it up for our getaway. I looked over at the gleaming beaches and lovely sunlight but it just filled me with a sense of sadness. But saying that, they do have pappyas and mangoes which are actually quite nice. Once we got into town Gary went emotionally shadwoy and went to stand on a cliff. It seemed to me a lot like that was not a good move, so we went to take some pappyas to gary and I decided it would be a good idea to eat them in front of him to cheer him up. I told him about how delicious it was and showed him how well I could eat, and that it could be shampoo but we both agreed we have no hair so we should just eat it. He gave a little half smile, and Kolo gave him some drops of liquid and they looked out at the sunset. We felt riphard's presence, and wondered what he was doing. I imagine he has made a pool of gold by now and spends his days diving into it and swimming and playing with his nephews. Gary felt renewed in the morning it seemed. He told us the mission was important and that he thought he had failed. But I was still asleep and tired because I had literally what seemed like 1000 hours of pappa fuelled nightmares. Oh my gosh it was so horrible. I dreamt I was sat in an room full of humans in fancy shirts and they were all looking at glowing boxes, and one of them came over and said "Are you coming to the 2:30 meeting Jonathan" and I didn't want to but they gave me money. I was so bored all I wanted to do was eat more pappa and pretend to be me with other people who looked at shiny boxes. And there was always wine every night and self loathing and meals that seemed to be nicer in your head before you made them but were then actually really disappointing and you promise yourself never to buy fish from Morris' son ever again and you should eat sanes berries again. Gary and Kolo were on it and told us what we needed to do. Kolo decied to raise our spirits by drinking spirits. O M G The drinks had little umbrellas in them! The nice dark skinned man called me pretty and I giggled a little but made sure to hold my coin purse tighter. I suspect that the umbrellas are to protect against rain. Kolo engaged the darkened man and asked about the wild animals which I thought was a

bit on the nose given the circumstances. He seemed not to notice and told us about the jungle. "Nature owns the jungle". Kolo pointed out that nature owns the entire world. Kolo talked to the same man who was now stood somewhere else. He told us that outsiders never return from the jungle, and told us that the plants are thick and pathways difficult. It seemed odd to me that there were pathways in the jungle. He kept saying indabush which who knows what that means. I ordered every pappya drink. I ordered all 3 and drank them and oh my gosh they were delicious. Kolo talked to the man about his people who lived in the jungle. He says no man would be crazy enough to guide us. Gary asked about legends and small cubes. He says he has not heard and that most of the legends are of the great beasts that all had stupid names. He told us we had to travel south from the oasis across the rope bridge then east to the temple. Gary wondered off and I ordered seven of each to go. Gary went up to a shop and asked for all the jungle kit. We got machetes, water canteens, sturdy boots, dried rations, towels. Somehow the man behind the bar had got to the shop before me. How could he be so fast? Gary started acting very odd. He collapsed to his knees and looked panicked. I tried to help him breathe but oh gosh there was a black dust that just came out everywhere, and then even what happened was that like a goldy smoke came out into the air then vanished and then gary collapsed onto his face on the floor and the ground shook. Kolo and I tried to see what was wrong. We cut off his mumu and you would not even believe one bit that there was a glowing sigil all glowing gold on his chest and it was beautiful and it was Pilch's sign! His chest was all cracking and light was spilling out. And then he was almost sick everywhere but then just gold came out and it made a shape in the air and then just disappeared. I think Kolo must have given him something odd. The bar man looked shocked. Then was a little voice that just said "hey how are you doing?". There was a small figure just behind him all in gold with a long hat of gold. Is this Gary's son? He looked moist. The man was inside him and he has an odd accent. He doesn't even know what year it is. The man said his name was Mark. Then he started talking to us in our heads which seemed like a big violation of our privacy. The man claims that he was the mark that was on pilch's arm. He latched onto gary when pilch died because he was the closest. He came down from the heavens eons ago when divine power was more stable upon the earth and was meant to prevent the sundering, and he is short because

divine power has dwindled and he is hemorrhaging his essence. He got bound into a book. Gary decided it was time to live up to his responsibilities and addressed his son directly. I asked if he had a mark of synne too but he just took his clothes off and I had to cover my eyes and apparently kolo says he had little horns. I am a little convinced that Kolo may have put something in my drink. Kolo challenged him on his claims. The man claimed to actually be a god. Or at least an avatar. I asked for proof because guy was mental crazy. Gary asked his son to go to all the vendors and find the lowest price he could for a small vial that contained one grain of sand from each colour of the rainbow. He went to find a gullible sand vendor. He made the sand by magic. Gary was a strict father and made him go away and do it again properly. He walked off and played with his hat. Gary consulted us. Gary seems to think either he doesn't mean us no harm or he is not powerful enough to harm us, either way he is no immediate threat. I was worried that his shiny suit would draw panthers to us but kolo points out that it would draw them to him. I asked Gary who the mother was. Gary started talking about the naughty thing people do sometimes to make children so I left and looked at mark. He showed me a butterfly. He seemed scared of it. Gary and Kolo decided that Pilch must have been the mother. Gary embraced Mark and greeted him as his son and told him about his mother Pilch. Gary asked his son about the Cube O'Rubriks. He knew that it was deep in the jungle which did not seem immediately helpful. I sneaked a quick drink of the pappya mojito while no-one was looking. Rubriks was a powerful magician and had lairs and hid stuff so that seems to make everything more difficult. Gary's son implores his father to teach him bodily functions. We prepared for our journey, bolstered by new friends. End credits:
<https://www.youtube.com/watch?v=ZInRE-KryGA> The gang sit on the beach sipping pappya drinks whilst looking out at the sunset, lay out on sunbeds. The goblins watch as Gary and Mark attempt to play catch with a coconut but neither really seems to be grasping the fundamental basics of the game. They basically just throw it at eachothers faces and laugh but seem to be enjoying eachothers company. Kolo and Exme clink their drinks together and settle back in their chairs. Exme looks down to the beach and sees the shadow of her seat, and for a moment she sees the grunting face of Pilch as ghost sailors ram him. He gives her a little smile before going back to wincing from a particularly brutal thrust. Exme smiles and leans back to

settle into a night of pappya-induced office-based nightmares.

EPISODE 25: TERRIBLE TREBUCHETS AND TENACIOUS TIKI-TUKS

H Hi There! I'm Mark, Mark O' Synne. I'm going to write some of what happens in this here jungle. Let's see what happens! So I'm travelling with two short green goblins, and some rock-man that's stinking of the gods divine might. I like him. He thinks he's my pop. It's weird. I mean, I know who they are, I might have been on Pilch's forearms but I did share some brain-space with him. And thank the gods he wiped with his right. We travel about east about two days. Days are weird things. Not really seen many of them. We come to a big river. I don't seem to be able to cross it, which is sad. The goblins have built an awesome ride. I'm going to try it out! . . . I'm back, I was telling Lucy that like, this was a crazy idea, but so much fun. I saw a few sites o' interest while I was up in the air. The other seem a bit weirded out that I just reappeared like that, must not be a mortal thing. We find an oasis, Lucy paddles with me. It's lovely. The male Goblin gives me a bit of something something, it helps me sleep. I'm on an adventure. I wake up. I'm still on an adventure, but now I'm big Gary's hat. Monkeys attack. Exme has bad luck, but not anymore! It dies in spectacular fashion. We head back into the jungle, and eventually find tribes people! They're super nice, they give us a pipe, but Lucy doesn't like it. Kolo translates. Few things to note. . . The big-ass gorillas that attacked us are considered "Small". There's a tribe of weird "dildo"s the the east that causes problem for the people.. Dildo might be Kolo's translation. There's "ancient ones" - giant mofo's that roam the jungle. Do not mess. We're going to kill some small people to help the big people. Small people are cannibals. Kolo put something tasty in my pipe, probably. Mmmmm. . . Sleep. Sleep is weird, yeah? I'm new to it, but it's pretty fun. I awaken, we're going to

bed. The next day the chief gives us Kevin Sorbo - a valiant scout/warrior/hercules of the tribe. He's going to guide us to the enemies. Oh shit, the enemies are tiki-tuks. On a triceratops. We kill the tiki's, Exme scatters brains everywhere. We manage to make a new ally in Triceratops. He's called Terry. He's got Stockholm syndrome. Stockholm is a terrible place. Writing is tiring.

End Credits: <https://youtu.be/OQlByoPdG6c>

Mark sits on Gary's shoulder, while Gary sits in the Pagoda of Terry. Terry happily munches an apple. Exme tinkers in the back, looking to be putting together some kind of jug - having constructed a portable kiln out of palm leaves - there's discarded notes of "folding boat" around her. Kolo looks out, all around, his eagle eyes catching all the strange fauna as it walks past.

Lucy stretches her three tentacles and then makes her shrills screaming noise, smacking one of her beaked maws in anticipation. Classic Lucy.

Mark likes it here, he likes it with these people. The sun sets upon the party. They don't know where they're going, but they're going there in style.

CHAPTER 6: TEMPLATE GUIDE

 HIS PACKAGE IS DESIGNED TO AID YOU IN writing beautifully typeset documents for the fifth edition of the world's greatest roleplaying game. It starts by adjusting the section formatting from the defaults in L^AT_EX to something a bit more familiar to the reader. The chapter formatting is displayed above.

SECTION

Sections break up chapters into large groups of associated text.

SUBSECTION

Subsections further break down the information for the reader.

SUBSUBSECTION

Subsubsections are the furthest division of text that still have a block header. Below this level, headers are displayed inline.

Paragraph. The paragraph format is seldom used in the core books, but is available if you prefer the other style.

Subparagraph. The subparagraph format with the paragraph indent is likely going to be more familiar to the reader.

ITEMS AND SPELLS

The module also includes the functions \DndItemHeader and \DndSpellHeader to aid in the proper typesetting of items (including magic items and traps) and spells.

FOO'S QUILL

Wondrous item, rare

This quill has 3 charges. While holding it, you can use an action to expend 1 of its charges. The quill leaps from your hand and writes a contract applicable to your situation.

The quill regains 1d3 expended charges daily at dawn.

BEAUTIFUL TYPESETTING

4th-level illusion

Casting Time: 1 action

Range: 5 feet

Components: S, M (ink and parchment, which the spell consumes)

Duration: Until dispelled

You are able to transform a written message of any length into a beautiful scroll. All creatures within range that can see the scroll must make a

wisdom saving throw or be charmed by you until the spell ends.

While the creature is charmed by you, they cannot take their eyes off the scroll and cannot willingly move away from the scroll. Also, the targets can make a wisdom saving throw at the end of each of their turns. On a success, they are no longer charmed.

MAP REGIONS

The map region functions \area and \subarea provide automatic numbering of areas.

21

1. VILLAGE OF HOMMLET

2

1. VILLAGE OF HOMMLET

3

1. VILLAGE OF HOMMLET

4

This is the village of hommlet.

21

1A. INN OF THE WELCOME WENCH

2

1A. INN OF THE WELCOME WENCH

3

4

Inside the village is the inn of the Welcome Wench.

21

1B. BLACKSMITH'S FORGE

2

1B. BLACKSMITH'S FORGE

3

4

There's a blacksmith in town, too.

21

2. FOO'S CASTLE

2

2. FOO'S CASTLE

3

2. FOO'S CASTLE

4

This is foo's home, a hovel of mud and sticks.

21

2A. MOAT

2

2A. MOAT

3

4

This ditch has a board spanning it.

21

2B. ENTRANCE

2

2B. ENTRANCE

3

4

A five-foot hole reveals the dirt floor
illuminated by a hole in the roof.

CHAPTER 7: TEXT BOXES

The module has three environments for setting text apart so that it is drawn to the reader's attention. `DndReadAloud` is used for text that a game master would read aloud.

As you approach this module you get a sense that the blood and tears of many generations went into its making. A warm feeling welcomes you as you type your first words.

AS AN ASIDE

The other two environments are the `DndComment` and the `DndSidebar`. The `DndComment` is breakable and can safely be used inline in the text.

THIS IS A COMMENT BOX!

A `DndComment` is a box for minimal highlighting of text. It lacks the ornamentation of `DndSidebar`, but it can handle being broken over a column.

The `DndSidebar` is not breakable and is best used floated toward a page corner as it is below.

TABLES

The `DndTable` colors the even rows and is set to the width of a line by default.

NICE TABLE

Table head	Table head
Some value	Some value
Some value	Some value
Some value	Some value

BEHOLD THE DNDSIDEBAR!

The `DndSidebar` is used as a sidebar. It does not break over columns and is best used with a figure environment to float it to one corner of the page where the surrounding text can then flow around it.

CHAPTER 8: MONSTERS AND NPCs

The DndMonster environment is used to typeset monster and NPC stat blocks. The module supplies many functions to easily typeset the contents of the stat block

MONSTER FOO

Medium aberration (metasyntactic variable), neutral evil

Armor Class 9 (12 with *mage armor*)

Hit Points 16 (3d8++ + 3- - 3)

Speed 30 ft., fly 30 ft.

STR	DEX	CON	INT	WIS	CHA
12 (+1)	8 (-1)	13 (+1)	10 (+0)	14 (+2)	15 (+2)

Senses darkvision 60 ft., passive Perception 10

Languages Common, Goblin, Undercommon

Challenge 100/101/10Challenge 1/100.8[Use challenge 0/10

instead.]1/81/41/21234567891011121314151617181920212223242526272829301
(XP)1

Innate Spellcasting. Foo's spellcasting ability is Charisma (spell save DC 12, +4 to hit with spell attacks). It can innately cast the following spells, requiring no material components:

At will: *misty step*

3/day each: *fog cloud, rope trick*

1/day: *identify*

Spellcasting. Foo is a 2nd-level spellcaster. Its spellcasting ability is Charisma (spell save DC 12, +4 to hit with spell attacks). It has the following sorcerer spells prepared:

Cantrips (at will): *blade ward, fire bolt, light, shocking grasp*

1st level (3 slots): *burning hands, mage armor, shield*

ACTIONS

Multiattack. The foo makes two melee attacks.

Dagger. *Melee or Ranged Weapon Attack:* +3 to hit, reach 5 ft. or range 20/60 ft., one target. *Hit:* 3 (1d4++ + 1- - 1) piercing damage.

Flame Tongue Longsword. *Melee Weapon Attack:* +3 to hit, reach 5 ft., one target. *Hit:* 5 (1d8++ + 1- - 1) slashing damage, or 6 (1d10++ + 1- - 1) slashing damage if used with two hands, plus 7 (2d6+ + - -) fire damage.

Assassin's Light Crossbow. *Ranged Weapon Attack:* +1 to hit, range 80/320 ft., one target. *Hit:* 4 (1d8+ + - -) piercing damage, and the target must make a DC 15 Constitution saving throw, taking 24 (7d6) poison damage on a failed save, or half as much damage on a successful one.

LEGENDARY ACTIONS

The foo can take 3 legendary actions, choosing from the options below. Only one legendary action option can be used at a time and only at the end of another creature's turn. The foo regains spent legendary actions at the start of its turn.

Move. The foo moves up to its speed.

Dagger Attack. The foo makes a dagger attack.

Create Contract (Costs 3 Actions). The foo presents a contract in a language it knows and waves it in the face of a creature within 10 feet. The creature must make a DC 10 Intelligence saving throw. On a failure, the creature is incapacitated until the start of the foo's next turn. A creature who cannot read the language in which the contract is written has advantage on this saving throw.

CHAPTER 9: COLORS

This package provides several global color variables to style `DndComment`, `DndReadAloud`, `DndSidebar`, and `DndTable` environments.

Box Colors

Color	Description
commentcolor	<code>DndComment</code> background
readaloudcolor	<code>DndReadAloud</code> background
sidebarcolor	<code>DndSidebar</code> background
tablecolor	background of even <code>DndTable</code> rows

They also accept an optional color argument to set the color for a single instance. See Table 9.1 for a list of core book accent colors.

```
\begin{DndTable}[cX][PhbLightCyan]
  \textbf{d8} & \textbf{Item} \\
  1 & Small wooden button \\
  2 & Red feather \\
  3 & Human tooth \\
  4 & Vial of green liquid \\
  6 & Tasty biscuit \\
  7 & Broken axe handle \\
  8 & Tarnished silver locket
  \\
\end{DndTable}
```

d8	Item
1	Small wooden button
2	Red feather
3	Human tooth
4	Vial of green liquid
6	Tasty biscuit
7	Broken axe handle
8	Tarnished silver locket

`themecolor`. In the following example the group limits the change to just a few boxes; after the group finishes, the colors are reverted to what they were before the group started.

```
\begingroup
\DndSetThemeColor[PhbMauve]

\begin{DndComment}{This Comment Is in
Mauve}
  This comment is in the new color.
\end{DndComment}

\begin{DndSidebar}{This Sidebar Is Also
Mauve}
  The sidebar is also using the new
  theme color.
\end{DndSidebar}
\endgroup
```

THIS COMMENT IS IN MAUVE

This comment is in the new color.

THIS SIDEBAR IS ALSO MAUVE

The sidebar is also using the new theme color.

THEMED COLORS

Use `\DndSetThemeColor[<color>]` to set `commentcolor`, `readaloudcolor`, `sidebarcolor`, and `tablecolor` to a specific color. Calling `\DndSetThemeColor` without an argument sets those colors to the current

COLORS SUPPORTED BY THIS PACKAGE

Color	Description
PhbLightGreen	Light green used in PHB Part 1 (Default)
PhbLightCyan	Light cyan used in PHB Part 2
PhbMauve	Pale purple used in PHB Part 3
PhbTan	Light brown used in PHB appendix
DmgLavender	Pale purple used in DMG Part 1
DmgCoral	Orange-pink used in DMG Part 2
DmgSlateGray (DmgSlateGrey)	Blue-gray used in PHB Part 3
DmgLilac	Purple-gray used in DMG appendix