Chapter 02 Road of Ruin - Part 4

(0:06 - 1:15)
Taking control of his destiny, Seeker took a deal with a dear acquaintance of mine, Violet. Seeker made a bargain to try and get the book back in her hands sooner rather than later, and despite Sully's misgivings, understands the need to take action in desperate times, especially as the night creatures return to threaten their rest. However, I think Seeker might have made a mistake, but perhaps I'm wrong? I guess you're about to find out.

This is The Sprouting. Chapter 2, Road of Ruin. Part 4. Violet says hello, and I step out and try and illuminate the side rooms so we're not killed.

(1:17 - 1:43)
Yeah, you step out into the darkness and you can see the cabinet blown to pieces in front, you can see your torch a little distance off. You have a choice, do you want to go left or right first? To your left-hand side as you step out, you're back to the bathroom. On the left-hand side, you hear the scraping of something very heavy metal on a wooden floor, and to your right, you hear the sound of pounding of something like trying to smash against the wall.

(1:44 - 1:59)
Okay. I could probably do better if I do the left one, because it sounds like something shadowy, and I can illuminate it with my torch, as the English call them, a lantern, basically. Thank you.

(1:59 - 4:08)
I'll use the lantern and make it go away with light, hopefully, and I'll keep a spot on my six with the mirror, which I just yank off the rifle and just let it breathe. Yeah, okay. You can absolutely step out and you can aim your light into that room, and what you see is a shadowy figure about the same size as you, and roughly the same size and shape of Aston, and you see that it is lifted of a very heavy-looking box, like a trunk, and is trying to smash against the wall, and you can see that these pieces of plaster have been gouged out, and you can see that it is continuing to push its way through the insulation between the wooden boards of the wall and the plaster of the wall, and as soon as you get your light on it, this thing bruises in place, and the box falls to the floor, and you can see its head turn in your direction.

From behind you, you hear the sound of this metal object being dragged now out of the room and is in that foyer room. I am going to have all of y'all deal with initiative order now, because we've gotten to the point where people saying what they're doing well enough is fine, but we are actually in that kind of like the creatures are about to do some actual shit to you, not just randomly. In Cthulhu, initiative is based on your dexterity, so the higher the dexterity, the earlier in the initiative order that you come, so that means for the four of you, you're never going to change the order of your initiative.

The initiative will always start with and will always end with Lark, which is in character because Lark is just still in a corner. Behind the curtains, I believe that Henry and Lark's decks are exactly the same. I just thought that you're a guest, so you should be somewhere in there.

(4:08 - 4:10)
I'm faster. I should give you a chance. I'm faster.

(4:11 - 4:21)
I'll give you half a chance. Actually, I think you and Lark are probably the same speed, and speed is based on move, which I think is 80 for each of you. Henry and Ralph share decks.

(4:22 - 4:27)
Oh, is Lark like super low? Yeah, Lark is 65. Lower than that? Oh, damn. Okay, well.

(4:27 - 4:39)
And 65 is not super low. It's definitely higher than most characters I've ever had. Because my strength is 38, that's why I'm descentive about a 65.

(4:40 - 5:03)
My highest statistic is a 70, and that's my deck. Okay, so yeah, we're going to start the top of the initiative with Sully, and I'm going to have my shadow creatures go between Seeker and between Lark. So that's where they're both going to go.

(5:03 - 5:16)
Yeah, so I'm going to say Sully watches Seeker grab his flashlight to start. Shining it around outside. So he just barks at Lark, like, pick up a torch, come outside.

(5:16 - 5:37)
And Sully, with his shotgun, he's going to come outside, and he's going to kick the torch that was just outside the door to the other side where Seeker is not lighting. Yeah. And once he's outside and can see around, he's going to... Ralph, we need the lantern.

(5:38 - 5:50)
He's talking about the kerosene lantern that he got from earlier. Okay. Yeah, you kind of kick the torch that was outside the door to the left-hand side.

(5:51 - 6:11)
And what you see as it goes there is that you catch a... You catch the smaller of the shadow creatures that you can see. You catch them ducking quickly inside the room that was there. And you hear the rattling and rolling of the metallic object that they were clearly moving and dragging.

(6:11 - 6:23)
And you see what looks like this large red canister with this handle on the top just kind of fall to the floor. It's a fire extinguisher. Yeah, I was about to say, that's a fire extinguisher, isn't it? Yeah, yeah.

(6:24 - 6:32)
Okay. And Ralph is basically... Ralph, sorry. I've done this before and I will keep doing it, apparently.

(6:33 - 6:46)
And Sully is standing almost over the broken bookshelf, I assume. Or very close to it. So the broken bookcase is a good distance in front of you.

(6:46 - 6:55)
And the torch he kicked off to the left-hand side. So you would definitely be able to get to the bookcase if you wanted. Sorry, the cabinet, if you wanted to, if that was your choice.

(6:55 - 7:09)
And you can see his electric shaky torch is in that area, rolling around. So yeah, I want Sully to move all the way out there. And he's doing a 90-degree turn.

(7:10 - 7:30)
He's doing quick shifts, turning around, trying to deck all ways while the two of them make their ways outside. Until he has more eyes in the room, he is very... Yeah, he's not going to be the quickest shot, but he's trying to cover all the bases. Okay, I get you.

(7:31 - 7:46)
Now that you are backed up enough, and let's say you're right by the shaker torch. You're right there, and you'll be able to see all three entrances into the little staff room. And you can see the fire extinguisher that's rocking on side to side, laying on the floor.

(7:46 - 7:57)
You can see into the bathroom. And you can see that Seeker is off in the other room and has clearly aimed their weapon at something. You can see there's light in there.

(7:57 - 8:12)
You can see that there is something big and heavy that dropped to the floor. Yeah, that's what you see as you are out there. Ralph, are we up to bed? Mm-mm-mm.

(8:14 - 8:21)
I am going to grab the lantern if I can. Yeah, absolutely. Because I have been told to do that.

(8:23 - 8:40)
I guess that means I'm going to put away one of my things. I'm going to put away the not culty thing. Because I feel like if I'm going to swing something at the thing with sickles, I'm going to try to hit it with a sickle.

(8:41 - 8:45)
I don't know. Yeah, yeah, yeah. My thing's definitely not special.

(8:45 - 8:51)
So if this thing's special, then... Fight fire with fire. Yeah, yeah. Yeah, yeah, I get you.

(8:51 - 9:03)
So sickle in hand, lantern in the other. I considered trying to attach the lantern to Odie, but it's heat and heat. And I don't know.

(9:03 - 9:27)
And I also don't want it to be snatchable and rip Odie out of the air and smash him against the... Odie is for reconnaissance. Odie is not for situations like these. So just, yeah, I'm going to try to position myself where if anything gets close to me or anyone that I'm near, I can take a swing.

(9:28 - 9:46)
And yeah. Yeah, you can absolutely grab the lantern and set yourself up for defense of the room, either coming through the wall or coming through the front door. You can definitely see Sully out in the middle of the room, standing by the electric torch, which is kind of like rolling by his foot.

(9:47 - 9:55)
Sully, are you also holding a light source? No, I've got both hands on my gun. Okay. Okay.

(9:59 - 10:08)
Duck tape mod. This is when it comes in. I do believe Sully is often very prepared for scenarios.

(10:10 - 10:13)
It's in your bag. The bag is in the bathroom. Don't fuck with me.

(10:13 - 10:23)
He did it before it happened. I have a suit that's covered in Christmas lights. I have a suit covered in Christmas lights.

(10:24 - 10:32)
Oh Neil, I love you. No. That's 102 resources and your max is 100.

(10:36 - 11:03)
Yeah, like Ralph, you are basically ready to rock and roll should anything happen. Sika, you are standing in the entrance to this small bathroom. You can see that the creature, the shadowy being, mostly transparent, is definitely like frozen, recoiled in place as it kind of like twists its like head towards you and the kind of big box it was carrying, it kind of dropped to the floor.

(11:04 - 11:09)
You're aware that Sully is behind you. You heard him shouting. You heard Ralph moving in the other room.

(11:10 - 11:23)
What do you want to do? So is it like shrinking away from the light or is it just frozen like a... It kind of like it got really startled. Like it's like going along its happy business. It's in the dark.

(11:23 - 11:26)
Yeah, smash, smash, smash. Bright light. What? Deer in the headlight.

(11:26 - 11:28)
No comedy, no comedy. Yeah, deer in the headlight. Serious.

(11:29 - 12:04)
Less comedy, but like very much like yeah, you managed to startle it into dropping what it was holding. Well, then since my flashlight did not damage it and the firelight is not damaging it, I will physically shoot it and try and... Is there anything flammable in the room potentially to shoot at? Yes, but how would you think it's going to set on fire? Well, if it's like

a giant oil lantern directly above its head in a giant red box like in a video game, that would be easy. But I'm looking for things that might... So... You did say there was dynamite.

(12:05 - 12:21)
This... Yes, in the cape. No one would have that here. I tell you what, Travis, this sounds like the perfect time to roll a luck check to see whether there would be like a kerosene lamp somewhere on a shelf nearby that you could shoot and have it like fall to the ground.

(12:21 - 12:32)
It's very unlikely that even this would set on fire, but you know, fuck it, luck rules. I failed, that's okay. Okay, I'll just shoot the creature directly then if there's no way to really light it up the fire, I don't need fire makers.

(12:33 - 12:44)
No, yeah, there's like a very quick way like scanning around like, yeah, there are flammable things here. There's cloth, there's like tables, there's cabinets, but like nothing that would get set on fire from a shot. Alas, I'm afraid.

(12:44 - 12:59)
I will aim for the center mass as I try and shoot an immovable, frozen, startled, scary monster, which is turning around to face me. You may do that with a bonus die. So you can roll the 10s dice twice and keep the better result.

(13:00 - 13:04)
13, that's a great hit. I'll take it. That's a hard success.

(13:05 - 13:13)
Go ahead and roll some damage. It's like, yeah, you take this shot in the center mass of like the shadow creature. It definitely hits.

(13:14 - 13:18)
Cool. Can I have a make you roll a luck check on me, please? And a luck check. I'm doing so well.

(13:19 - 13:40)
This is the best luck I've ever had in this whole, outside of that one, no, 93. That's a very failed luck. The moment that you shoot it for the briefest moment of time, you think you see Aster like putting a hand to like his heart area and like you see him looking down.

(13:40 - 13:56)
And for the briefest moment, as you see this and he looks back up at you, his eyes like scared and he falls to the floor. You think you see like the shadow slowly like turning into like this glassy thing. But as soon as that comes, that leaves and you take one point of fantasy damage.

(13:57 - 14:06)
As you kind of like see this shadow creature like return back to its form, there's no Aster dropping to the floor. There's no Aster turning into crystal. So I don't need to run and like hug him.

(14:06 - 14:12)
Okay. No, that's a very bad idea, but I highly encourage it. Okay.

(14:12 - 14:17)
But I know it's not him. So I'm not gonna, cause it was only a brief moment. So I won't do that.

(14:17 - 14:18)
That's fine. Yes. Take the damage.

(14:18 - 14:25)
Yeah. Because you are basically so close, you're no longer just hearing it is a flash. Okay.

(14:25 - 14:40)
So you basically managed to have a good scout around quickly. There is no, who is it? The one, is it James Cameron that always has exploding cars when they just fall over? Michael Bay. There's no Michael Bay, Kerosene flasks here.

(14:41 - 14:55)
So alas, there is that. And yeah, you managed to get a good shot in the kind of chest area. You see the kind of bullet definitely make an effect on it, but it's definitely not like a normal gunshot effect.

(14:55 - 15:12)
It's just something not quite right about it. It is now, the creatures go. I'm going to take the shadowy one, which had the fire extinguisher first, because they're also coloured red on my background.

(15:12 - 15:29)
So we're doing that. The firelight flickering in the doorway, Sully, you can see that there is definitely shadowy movement there, but it's not as coherent as it once was. It was like really like, like stuttery.

(15:30 - 15:50)
And you see that in this room, you can see that the table that is there kind of gets pushed and knocked over. So it kind of like falls in front of the door. And you can see that as it falls, you can see the shadow creature, like peekaboo popping down behind the table.

(15:51 - 16:15)
And you see the fire extinguisher get lift and you see like a pin being pulled and you see it like being held down. Sully, you want to shoot it? 100% I want to blast that fire extinguisher in the sense. I know that it's breaking the initiative order, but I think this is also just too... You are set up for this and I think that that's fine as a reaction.

(16:16 - 16:26)
It's still going to pull the lever. So we will deal with that. It pulls the lever and you see this kind of like white gaseous stuff begin to like quickly pull out of it.

(16:27 - 16:38)

I'm going to roll a luck check based on A stats and we'll see how well that goes. Okay. I need to say so far, these beautiful dice have worked really well for me.

(16:39 - 16:57)
No, are those my new dice for you? No. Is this a sponsorship op where you name drop the name of the dice company and say for 9.99 you can... No. Was it 9.99 a month you can pay Quest Portal to always give you successes? Yeah, yeah, yeah.

(16:57 - 17:03)
It's actually more than 9.99. Babe, I've sold the car. I'm sorry. God damn it.

(17:03 - 17:17)
You've done sponsorship wrong, Aethel. You've done it wrong. You see this like white gaseous stuff come out but it kind of comes out more as a powder and it just like puffs and puffs and spurts and it doesn't extinguish the torch that is laying on the ground.

(17:19 - 17:22)
I'm going to say you can take your shot. That's fine. Okay.

(17:22 - 17:33)
Well, it's not past inspection in a while, eh? No. Shockingly, this thing is about to go flying out of the room empty of gases because I rolled an 11. I'm on a 75.

(17:34 - 17:48)
That's an extreme... Ho, are you aiming at the fire extinguisher? Are you aiming through like the table? You're aiming at the shadow creature. Like you can only really see its head so it's a difficult shot but I'd allow you to do that. Yeah, I don't know.

(17:48 - 18:05)
See, now I'm blasting the fire extinguisher. My intention is to break it beyond use. Like that it will just decompress burst all the gas in like 360 directions and leave nothing for it to work with.

(18:06 - 18:19)
I'm now googling what happens if you shoot a fire extinguisher. Depends on the type of fire extinguishers. There is carbon monoxide fire extinguishers which have a tiny little carbon monoxide capsule inside of them which you then depressurize.

(18:20 - 18:31)
There's also dust fire extinguishers which shoot little particles of like fire retardant material everywhere. Those, once the trigger has been pulled, do not stop. They are just constant.

(18:31 - 19:01)
And then there's the super rare water extinguishers which were phased out a long time ago because they work poorly against both oil and electric fires. Well, depends if it was depressurized. You fire at this and there is like an almighty bang as you see like this hole being ripped into it and you see this kind of like powderiness and this kind of like expelling of gases just kind of shoot out and you see the fire extinguisher just go flying backwards.

(19:01 - 19:28)

Pieces of metal begin to fly around everywhere regardless of what you damage on it. Like this thing is going nuts and you definitely hear like a... You definitely like in your time growing up with Revan you've definitely like accidentally like elbowed him in like the kind of like gut area where you have like sound, you hear that. As like this thing clearly goes flying into that room and causes a huge boom.

(19:29 - 19:33)
Yeah. But yeah, the fire extinguisher is no longer operable. Yes.

(19:33 - 19:51)
And then I reckon I got a shell, bud. Okay, yeah. In the other room, the shadow creature that you have your light on that you just shot in the heart reaches down the big case it was using as like a battering ram.

(19:51 - 20:05)
It picks it up and it throws at Seeker. Seeker, you can attempt to dodge because you are seeing this thing coming. What do I roll? So you roll a dodge.

(20:06 - 20:09)
There's a dodge stat. Okay, a dodge. There is, yes.

(20:09 - 20:14)
It's usually half of your dexterity. I rolled not that. So I rolled double my dodge.

(20:14 - 20:27)
So it's a fail. Okay, well, let's see how well their throw goes because they have a little throw stat. Performs poorly under pressure.

(20:28 - 20:43)
Spotlight literally on it, sweating profusely from its bleeding heart. And as that happens, it takes this pure rage of what you have just done to it and throws this box into your chest. It hits you squarely in the chest.

(20:43 - 20:54)
Whatever weapons you were holding, kind of like it's very difficult to hold on to them. The torch you were holding like clatters and falls to the ground. And in a moment, the creature is upon you.

(20:54 - 21:15)
Sully, you kind of like shoot in one direction and you can see that Seeker has basically fallen to the floor. There is like a big old crate sitting on top of him that kind of bounces like on his chest and up over his head. And you see this shadowy thing with like long fingers as it suddenly protrudes from it, just kind of like reach down and like grab hold of Seeker's shoulders.

(21:15 - 21:26)
And that's where we're going to leave that creature for now. Lark, you're hearing a fair amount of gunshots. A massive ass explosion just went off on the other side of the wall.

(21:28 - 21:41)

What do you want to do? I was told to get a torch. Is there still a torch in this room? I'm going to say there's like, yeah, like... You're not going to leave me in the shadow, right? No, so I lit a torch, threw it out. I've kicked that.

(21:42 - 21:51)
Whatever I lit it on is still in the room. So there's still like the fire that you guys built there. You could definitely grab one of the branches that is on fire.

(21:52 - 22:03)
You could wrap something around it. Like you could definitely create a torch very, very quickly. Or just take a burning log from the shit you guys have found and use that as some sort of lantern for sure.

(22:03 - 22:27)
I think first off, Lark is like taking a deep breath, like pulling the jacket closer and they mutter to themselves, they're not real, not real. And they're grabbing the torch and then they go out in the hallway and just like hold the light out. Just basically creating light for everyone.

(22:28 - 22:47)
I think they also, at some point, grabbed a sickle from their backpack. Is there anything within my reach that I can interact with? Not really. I mean, you could get to where Seeker is like laying on the floor.

(22:48 - 23:00)
You could get there, but you couldn't do anything in this time because you've gotten your sickle out, you've gotten a torch together, you've made your way outside. So yeah, off to your left, you can see like there is a torch laying on the ground that's on fire. It's not spreading really.

(23:01 - 23:08)
But you can see there's a table lying there, shrapnel on the other side. You can see that Seeker is laying on the ground. This big box has kind of bounced around over him.

(23:08 - 23:22)
So that's what you could see from where you are. I think Lark is at this point, because they're still very... They're just coming out of their, quote unquote, stupor. They're just creating light because that's the best they can do at this moment.

(23:23 - 23:27)
Gotcha, I gotcha. Yeah, that's absolutely fine. Yeah.

(23:28 - 23:42)
Stolly. There's now a bright light in the middle of the room. Most likely casting a good, fat, bright area onto whatever is standing on top of the crate that is on top of Seeker.

(23:45 - 23:57)
Whatever is on top of that crate is about to die from a massive shotgun blast to the face. Okay, sure. I got a 31 on 75, so that's a hard success on my shotgun blast.

(23:58 - 24:08)

Damn, yeah, absolutely. What's your damage? Because I'm not using my salt shells, I roll normal damage against whatever this thing is. And that's 17.

(24:09 - 24:27)
Normal damage! Yeah, I'm using my Expansion Bullets right now to deal with... The ones that actually cost a shit ton of money. These eyes went very wide for the briefest of moments. There's a flicker of just... Yeah, this creature that has long fingers that seems to be pushing down on Seeker's shoulders.

(24:28 - 24:47)
You get it fully in that head and neck area and your shells go like... Have a massive impact on the crate that is lying on top helping spread the damage further. You see its shadowy head shift and change. Could you roll a Luck for me? Sure.

(24:47 - 25:07)
Sorry, buddy. That's a fat failure. You see for the briefest moment that the form solidifies and turns into the visage of a very old friend with dark hair and a streak of white at the temple.

(25:08 - 25:27)
Quite young, probably 25-ish and it's probably been about 25 or so years since you have seen his face. And you see the face one minute and the next second it's pelted in small pieces of shrapnel and buckshots as his face just gets obliterated in blood. Take two points of sanity damage.

(25:30 - 25:38)
I'll take that. Yes, you will. But otherwise, very quickly, the shape returns back to its shadowy form.

(25:39 - 25:46)
Is it still on the crate? Oh, yeah. You said 17 damage? Yes. Okay.

(25:47 - 25:59)
Veep? Yes. I can shoot my shotgun twice in one turn but I don't remember the rules. I don't know if I need to clear it beforehand or what exactly the rules are.

(25:59 - 26:03)
I need help. Ah, damn. That's just a very good question.

(26:05 - 26:14)
Yes, that's what we have the assistant for. Shotgun rules multi-shot. Shotguns are disgusting.

(26:14 - 26:23)
I hate you. Why do you think I chose a shotgun, dude? When I read the shotguns... All my characters now have shotguns. It's such an obvious thing.

(26:23 - 26:34)
They are disgusting. It's an OP stat. Now, it is... As soon as I get like semi... Like when I get a slightly longer range or a very long range, they stop doing any damage.

(26:35 - 26:44)

It's just because all our fights have been in close combat. Look, one of us had to be able to kill things. Yeah, I would also like to make that point.

(26:46 - 26:57)
My specialty is, motivational speaking, I try and persuade you to do better with this shot. Another 17 damage perhaps, which would be like six turns. Rules for shooting.

(26:57 - 27:04)
Thank you, assistant. You actually answered a question when I told you to talk me through how I shoot twice in a round. It's all about how you phrase it.

(27:05 - 27:22)
First of all, you are supposed to declare your action first, that you are intending to shoot twice in the same rounds. You take your first roll exactly as you would normally do, which depending on how far you are, depending on how much damage you do with your shotgun, shotgun rolls. The second shot is made with a penalty die.

(27:24 - 27:43)
There you go. And for weapons that have multiple, multiple shots, i.e. three burst rounds, you take a penalty die for each extra shot. So if, for example, you had a rifle or a semi-automatic that could shoot three times in a round, first is no penalty, the second is one penalty, and the third is two penalty die.

(27:44 - 27:50)
Them's the rules. I'm going to risk it. Okay.

(27:50 - 27:56)
If you're going to let me, if you let me, of course, you're welcome. I will allow, because we had to clarify the rules. I think that's fine.

(27:57 - 28:03)
Roll well. So long as you're keeping a count on how many shots you have fired. I'm only allowed to shoot.

(28:04 - 28:07)
Oh, yeah, yeah. This is my last one before I have to reload. Oh, okay.

(28:07 - 28:14)
Yeah, I've been keeping a track on it. Okay, good, good, good. I trust you to keep a track on that, so I'll just occasionally remind you that you need to do that.

(28:15 - 28:20)
All right. Don't fuck me on this. Oh, I'm too off.

(28:21 - 28:25)
77 on a 75. Get rekt, fool. I mean... Oh.

(28:29 - 28:37)
Could I offer you a bargain? I don't think I can offer you a push on a second shot. No, I don't have any bullets left to push on. There you go.

(28:37 - 28:43)
That answers that question. Okay. Ralph, it's now your turn.

(28:45 - 28:52)
Okay. Well, I guess I'm going to try. You're done shooting at it for a second.

(28:52 - 29:06)
So I have a moment to go over there and take a swing at that thing. Yes, please. And I'm curious to see if I'm able to even feel like I do anything to it.

(29:07 - 29:12)
So I'm going to try. You don't trust me, but watch me try to save your life. Here we go.

(29:13 - 29:16)
You can do it. We believe in you. We believe in you.

(29:16 - 29:22)
I'm going to take a swing. I will actually trust you if you save my life. Oh, I won't.

(29:23 - 29:36)
It won't be funny. Oh, Ross. It's just a machete roll? Even if I'm using not the machete? Um, yeah, I think it uses the same base stats.

(29:37 - 29:42)
So yeah, it's fine. Um, failure. Pretty bad failure.

(29:43 - 30:08)
Yeah, you go to swing with the sickle at the shadow creature, but it kind of just ducks down low as it sees your swing coming and you just completely miss. Okay, I'm gonna back up and keep trying to provide light back out of the way of any bullets. Yep.

(30:09 - 30:14)
Henry. I don't suppose I could persuade it or occult it away from me. So, um, it's on top of me.

(30:14 - 30:27)
It's on a box. You know, yeah, it's kind of like the box is like on your chest. Um, the creature is like leaning over it and kind of has its like, um, really long, tendril-y fingers, like pushing and trying to bury themselves into your shoulder.

(30:28 - 30:31)
Um, into your shoulders. Sorry. So you're kind of like wedged on the ground.

(30:32 - 30:34)
And the box didn't damage it. You're aware that... No. Okay.

(30:34 - 30:39)
You just got knocked to the ground. And I'm aware that I'm sorry. No, you don't have to be sorry.

(30:40 - 30:54)
What am I aware of? Um, sorry, uh, you're aware that, uh, Ralph just came in and tried to swing. You are very aware that it was being shot at. You can tell that there's a lot more like light and fire in the presence.

(30:54 - 31:04)
And now that you can see that the creature is like a little bit more solid, I guess. Um, definitely more physically reactive to whatever is going around it. Um, yeah.

(31:04 - 31:10)
Okay. Um, underneath the box, I can't probably use a gun because the gun's underneath the box. Uh, okay.

(31:11 - 31:18)
I will try and reach for my machete. Yeah, I'm gonna say you can probably like reach down and grab hold of that. That's, I think that's fine.

(31:19 - 31:46)
And I'll try and swipe it, really not to damage it, to get it off me and try and like get away from it. I mean, it'll, I will stab at it and try and hit it in the jaw or something or the arm or whatever I, appendagey bits look most enticing for me with my roll of a failure 68. Um, would you like to push the roll? There will be consequences if you fail, but I don't know what your stat is.

(31:47 - 31:55)
Okay. I failed every roll tonight that had to do with combat. So my odds should be a success because I've used so many of them.

(31:55 - 32:07)
I will try and do this with a push. Let's do it. Okay.

Yeah. So when you are pushing the roll, like you kind of describe how you're going above and beyond. Like you can definitely have gone to swipe for it.

(32:07 - 32:29)
And like, yeah. How, how does that look when you are like trying to exert more effort into this? So he pulled out the machete, which he's not very used to, and he sort of did an unwieldy slash. And then frantically, as the creature's getting closer and drool and perhaps the smell of whatever is coming from its mouth is getting closer to his face, sort of like that alien moment.

(32:29 - 32:39)
And maybe even a row of teeth behind get closer to his face. He freaks out. And while freaking the F out, he tries to just shove the thing off and then just swings like the backswing.

(32:40 - 32:48)

And that's what he's trying to do in theory and do a perfect back roll and get on his feet and try and grab the flashlight. If I fail, it's not really going to look like that. This may be more like a panic attack moment.

(32:49 - 32:54)
Yeah. I think if you fail, I'm going to have the machete fly out of your hand. That's lovely.

(32:54 - 32:56)
Let's see. 12. That's a success.

(32:58 - 33:05)
No, it doesn't fly out of your hand. Fucking did it. What the fuck? That was a probability, my friends.

(33:05 - 33:16)
Yeah. Like you managed to slash at it. And unlike before when you like shot at it or when you've seen people or you've seen like things push through it, as you connect, it feels more solid.

(33:16 - 33:22)
The more light that's on it. Go ahead and roll some damage. I rolled a five minus one is four.

(33:22 - 33:36)
I did four damage to the thing. I have the add bonus die. Nice.

I love it. Do I scramble? Am I able to get not under it or am I still under it? I just hit it. Whichever you're talking about.

(33:37 - 33:43)
Yeah, you're definitely able to hit it. It's not let go of you. It hasn't received.

(33:44 - 33:51)
No, it has not let go of you. But we can say that the box has moved if you want to. So you're more easily able to get up.

(33:52 - 33:59)
I would like to keep the box between me and it. That's fine. Okay, fair enough.

(33:59 - 34:11)
With a success, I'll keep the one thing. That is your choice. Yes.

Okay, that's fine. Let me just take the damage off of your boy. Four damage.

(34:12 - 34:20)
There's like some definite hits to this. It's like definitely like unpleasant. The creature that is in the other room.

(34:21 - 34:39)
Um, oh man. This creature in the other room bursts forward and knocks the table onto the torch. Which douses that area of the room into shadows.

(34:40 - 34:45)
Sully, as you're kind of like, I'm assuming reloading. Yeah. That's the gist.

(34:45 - 34:58)
As you're reloading, you see this smaller shadowy creature just skitter along the entire length of the wall. Away from the staff room. Away from where the light sources are.

(34:59 - 35:09)
As it skitters into an area kind of behind you. That's going to be its go. I don't think it really wants to get any closer to your lights.

(35:09 - 35:17)
Because lights are bad for it. So yeah, it's going to skitter out of the way. You also did, you know, explode a fire extinguisher in his face.

(35:17 - 35:27)
I think it's like, oh boy. Okay. The other creature on top of the box, on top of Seeker.

(35:29 - 35:38)
It's been shot in the face with a shotgun shell. It has been shot in the chest with a rifle shot. It has been slashed at by a large knife.

(35:39 - 35:49)
And narrowly avoided being slashed out by a sickle. By a sickle. This thing is not having a good time.

(35:49 - 36:01)
But it is still whole. Above you, Seeker, you see its shadowy face begin to form. It begins to get like a nose to it.

(36:01 - 36:13)
Begins to get like sunken areas where the eyes are. And you can see like a chin form and a mouth form. You feel its fingers bury itself into your shoulders.

(36:14 - 36:24)
You feel the breaking of skin. I need you to make... I need you to make a con roll for me, please. Sure.

(36:25 - 36:39)
That is a failure. As it digs its fingers into your shoulders, you feel like suddenly very cold spreading out from that area. And you realize that you can't move your arms, your legs, your head.

(36:39 - 36:54)
You can blink and maybe mumble a few words. But generally speaking, the ability to lift your arms and your legs are gone as you are paralyzed. Can you roll a 1d4 for me, please? Roll a 1d4.

(36:56 - 37:01)

Roll. I rolled a one. I was supposed to roll low.

(37:01 - 37:12)
Paralyzed for one round. Which means basically your next go is going to be skipped. The creature pulls its fingers out.

(37:12 - 37:16)
And all of you can see this. Anyone who's in the vicinity, at least. Ralph, definitely.

(37:16 - 37:31)
Sully, probably. Lark, if you're in the area and you want to be vaguely looking, you can maybe see this. As it lifts its long fingers again, grabs Seeker by the shoulders and throws him across the room.

(37:31 - 37:42)
So it becomes very difficult for anyone to actually see him. And you see the shadow creature bounding after him into the other side of the room. Okay, it's now Lark's go.

(37:42 - 38:06)
What do you want to do? Henry was thrown into another room? Into another toilet room, basically? No, he's basically still in that toilet area, but he's been like thrown across the room. So he's kind of like not easily visible from the door anymore as he's kind of been flung out of view. So if you were to go in there, like you'd be able to see that he's in a stall, but you can't really see that very well because of the positions that you are.

(38:06 - 38:19)
So he was thrown into the bathroom area? Yep. Okay. And apart from the torch that I'm holding, are there any more light sources or did they get extinguished? Yeah, Ralph still has one.

(38:21 - 38:35)
The one that fell to the floor that Seeker was using in that room, that's also still in there. Like the room in there is still quite bright. It's just from the angle that you are, you can't really see Seeker unless you go into that room.

(38:36 - 38:53)
I think Lark would try to go after Seeker. Yeah, you can definitely, like if that's what you want Lark to do, then like I can definitely, we can definitely have Sully go like, yeah, like we need light in there. Yeah, yeah, that's what, that's my concern.

(38:53 - 39:28)
Like at the very least there should be light. Is the creature in like within, like if I go in there, is the creature like there? Yeah, if you, as you kind of like rush into the bathroom, kind of like getting past Ralph, who's kind of like was still there, you can see this large box that was on the floor is like still now on the floor, just no longer on Seeker. You can see that in one of the bathroom stalls, you can see that Seeker's body is kind of pinned up against the wall and you can see the shadow creature with his like hands pinning against his shoulders.

(39:30 - 39:54)

I think, if it's possible in my realm, can I try to take a swing at the creature with the torch? Yes, absolutely. So that would be a brawl melee? Yeah, that would be a brawl, because you're attacking it with a melee weapon basically. That's a five, extreme success.

(39:54 - 40:06)
Holy shit. Yeah, roll the damage that you would normally roll for your handsickle. I think that's probably in line with the fact that you're hitting it with fire, the fact that's kind of like rough.

(40:06 - 40:32)
Five damage. Yeah, like you smack it in the back and you see this creature like hands still buried onto Seeker's shoulders, you see the creature like arch backwards until you see it's like head is kind of like in line with its shoulders as it kind of like pulls itself away from this fire that you've just attacked it with. The body is now quite physical, it's no longer just a transparent shadow, thanks to the light that you're casting on it.

(40:33 - 40:52)
And it just screams out in agony as you attack it with this fire and as it kind of pulls away and as you finish your swing, you see that there's like a big burn mark that seems to still continually be burning in the center of its back. Yeah, you strike it a good... Nice. You say you did five damage? Yeah.

(40:53 - 40:58)
Au contraire, you did much more. Okay. That's luck.

(40:58 - 41:16)
Sully. Sully is gonna like slink his shotgun over his shoulder, grab his rifle and he's gonna rush to the door and pop one off at the creature because I do not have the time to reload. Bam.

(41:19 - 41:23)
Don't hit Henry. I do not hit Henry. I hit the creature.

(41:26 - 41:32)
Nice. What's the damage you're pulling out these days? A lot less. You're not gonna be very impressed.

(41:33 - 41:53)
Thank Christ. Well, this thing... I'm gonna say you get it like perfectly in that burning section that Lark has managed to put it in the small bits back. You can just about see Henry, you see his like head kind of like above the stall, like the creature still hasn't let go and you can't really see much of Ursica beyond that.

(41:54 - 42:09)
But yeah, you get him in that kind of burning area, you see him like twist back and you again you hear this scream coming out but it's not the scream of anything or any of y'all know. It is just a feral creature yelling out. It's still alive? Yeah, it is.

(42:09 - 42:16)
Are you fucking kidding me? No, I'm not. Ralph. Well, well.

(42:17 - 42:27)
I guess I should move the light a little bit, huh? To a different area. Different area of the room. I'm gonna run over there and take another swing.

(42:28 - 42:40)
Do the best I can. Yeah. Yeah, the creature is definitely much more physical now and it's like head is still like between his shoulder blades as it arched away from the original thigh and you can see like another bullet hole in it.

(42:40 - 42:49)
It's just definitely now a physical creature. Yeah, you can absolutely go and give it a good swing. Oh no.

(42:51 - 42:58)
It went bad. Like how bad, Neil? 97. Oh, okay.

(42:58 - 43:08)
That's pretty bad. You definitely miss. If anything, you might be a hindrance except the fact that you're bringing the lights even more to this creature.

(43:09 - 43:19)
And yeah, the bringing of the light definitely makes it a more physical object but alas, you miss with your swing. Henry. Wow.

(43:19 - 43:45)
You are pinned up against the wall by a creature that is twisting backwards against the flames. You can see Lark and Ralph, although Lark... Sorry, although Ralph somewhat less efficiently than Lark attempting to do some damage to it. You are aware a gunshot went off but all you can really see is this like creature in front of you that's holding you up aloft on the wall.

(43:45 - 43:56)
Your feet aren't touching the floor. You are paralyzed but you are able to speak a little and you are able to like do like the barest functions. I'm going to not think about speaking.

(43:57 - 44:05)
My goal right now is to try and figure out where it came from or who sent it. And I'll try and ask it maybe. I will speak.

(44:06 - 44:17)
I'll ask who sent you and try and figure out because it's been hunting us specifically unless it's just that sort of creature which could be. But Seeker is trying to figure out if there's something specific with this. It was against us.

(44:17 - 44:40)
It was after us because it seems really hellbent as opposed to maybe just a hungry creature who could find easier prey after the first night. So maybe a cult knowledge perhaps or persuasion to try and get it to speak to us. You know what? You are on the verge of just like if your friends don't kill it, you're fucked.

(44:40 - 44:49)
I'm gonna let you do persuasion. I think that's probably your highest stat, right? You can ask it. It doesn't really have a reason to lie to you and you know it's capable of speech.

(44:51 - 45:00)
Whether everybody else here is gonna be a different matter but sure, go for it. I never rolled so poorly. Okay.

(45:00 - 45:09)
I asked who sent you and got a 98. 78. I can offer you to push the roll.

(45:09 - 45:20)
I will push it. And I can offer you an Eldritch Barding. So if you push the roll and you fail, if something were to go wrong and you are to die, I will not give you a last sentence.

(45:21 - 45:28)
I will take that because I want to know this thing. I want your true name. Okay.

(45:29 - 45:39)
The 7 was there for the 72 which is a failure by 2 and then it went to the 5 which means I win. I have an actual legitimate success. All right.

(45:39 - 45:54)
You have to give me a second while I dig through and find out the name of the person higher up in the chain of command. So all you hear Seeker say is and then he like struggles because he's all, you know, paralyzed. And then he tries again, pushing harder.

(45:55 - 46:10)
Vein sort of popping out of one forehead piece. More intently throbbing. Who sent you? I mean with how hard that I've been flubbing these rolls, maybe I am trying to help it.

(46:12 - 46:20)
I wouldn't trust me. Ralph, Ralph sent me. This explains everything.

(46:26 - 46:46)
Okay. You see, as you ask this question, as you managed to trick this question out, everybody there, you can see its head begin to like bend back even further. Push into its back and become like part of its flesh and Seeker you see a huge gaping maw appear in its chest area.

(46:47 - 46:59)
Its head completely gone now and it opens its mouth a few times and then you hear a single word. Which is N-A-Z-I-R. Okay.

(47:00 - 47:08)
Interesting. And that's not a word I've heard before. I think there might be a possibility that you have.

(47:09 - 47:16)
I thought I did too. Okay, well that's fine. It's in combat, I'll think on this once we get through the combat.

(47:17 - 47:24)
Yeah, when you guys get through this, you'll be able to figure out. But I think right now you're... I'm preoccupied. Fear-addled brain.

(47:24 - 47:31)
It's probably not diving out information very well right now. Okay. N-A-Z-I-R.

(47:32 - 47:40)
Cool. All right, that was your go. Sully, you are at the back of the group.

(47:41 - 48:00)
You hear the sound of skittering behind you as if something is moving very quickly. And then I'm gonna have to roll a brawl first because this might go wrong. Sully, as you are standing there, as you've taken your shot, you're back to the rest of the room.

(48:00 - 48:23)
You suddenly hear this skittering behind you of feet running across the floor and it sounds very familiar, bare feet on a wooden floor. And then you feel this cold, sharp, jabbing pain in the sides of your body as two sets of very long fingers begin to dig into your flesh. Could you make a con for me, please? It's trying to hug you.

(48:24 - 48:38)
I would like to argue a thought roll. You may attempt a dodge roll, but you do need to get a hard success as a minimum and then we shall argue. Do it, do it.

(48:39 - 48:46)
Ah, I made my regular dodge roll. Sorry, it rolled really well. Okay, okay, okay.

(48:47 - 48:58)
So it got a hard success on this brawl. Yes, so yeah, I would now like you to make a con roll as you feel like cold iciness in the areas that you've just been jabbed. All right.

(48:59 - 49:03)
Oh, don't do me like this. I'm gonna fucking force it. I've got 76 con.

(49:05 - 49:11)
Can I force it? Which mean you're gonna push it. You can push, yeah. I'm gonna say yeah.

(49:11 - 49:29)
Um, so would you explain how, like, you can feel like the cold fingers, like, go for you and you suddenly feel like a tensing up. So explain how that is. Uh, my, my, uh, argument is gonna be that Sully is, like, he was very aware that he was turning his back on a creature.

(49:29 - 49:45)
He was very aware what it had done to Seeker. He's very aware of what is going on. So as soon as he feels that, like, notices, like, tries to dodge it away and it hits him, he's already in that, like, kind of, like, keep your fingers moving, keep your hands moving, keep your toes moving, like, kind of mode.

(49:45 - 50:04)
Just like he, he, he was already registering what had happened to Seeker and he knows. Now, I will give you what the obvious result of a failed push roll is. Full paralyzation, uh, you said, what, D4? Yeah, I was gonna say you're, you will get four rounds paralyzed if you fail this.

(50:04 - 50:11)
Yeah, I think that's fair. Oh, thank fucking. 49 on a 76.

(50:13 - 50:27)
Fuck you, man. Um, yeah, you feel this, like, coldness, like, spread through your body. But, yeah, just, like, avoiding getting super cold and frostbite, keep fingers and toes moving, keep yourself going, and, like, you just kind of shake it off and you feel the hands, like, fall away from you.

(50:28 - 50:33)
Um, yeah, yeah. No damage. That's, um, nope.

(50:35 - 50:38)
Just poison. Poison, poison. Just power.

(50:40 - 51:05)
The creature extends its arms and you get pushed up and up until your head is touching the ceiling and then a portion of your back is touching the ceiling. You see that its kind of neck area where its head used to be suddenly extends out with this massive maw that you saw in its chest and it will go to bite at your chest area. It's gonna attack you with a bonus die because you are paralyzed.

(51:05 - 51:24)
It has you in its grip, so it has all the things working for it. Question, does paralysis end at my turn since it was only one round? Or does it end at the start of its turn or the end of its turn? Um, like, if he was paralyzed for one turn, he's already lost one turn, so... Yeah, it should be over by now. So, yeah.

(51:25 - 51:27)
But you are still in its grip. No, no, that's fine. I can be in its grip.

(51:27 - 51:34)
I'm just not paralyzed. So it doesn't matter. Yeah, so you can wiggle arms, like, hang, leap, flee.

(51:34 - 51:41)
You can, like, scream and shout. You have, like, the ability to talk back. You can put your hand into his mouth so he can bite your hand.

(51:41 - 51:48)
You lose a hand. You don't lose the rest of your body. Uh, I start to, like, justify, like, oh, no, Nazir, he's not worth your time.

(51:49 - 51:52)

Yeah, no, that's stupid. I can't do that. I just struggle.

(51:52 - 51:57)
That's fine. Um, all right. It's going to attempt to eat you.

(51:58 - 52:06)
Put the mirror in its face. Look, this is how ugly you are. Um, as it opens, it's more wide.

(52:06 - 52:21)
It kind of, like, bites at your chest area and it kind of, like, pulls back and you can see that those, like, teeth just kind of, like, held hard and, like, blood begins to drip from you as, uh, it got an extreme success. I'm sorry. That doesn't actually do anything for damage.

(52:21 - 52:26)
Don't worry about it, guys. It sounds awful. It does really nothing.

(52:26 - 52:30)
It's trying to eat him. And then it's going to eat us. Oh, no.

(52:34 - 52:47)
As it kind of, like, bites at you, you take seven points of damage. Is that more than half your life? That was seven eighths of my life. Oh, okay.

(52:47 - 53:06)
Let's, uh, let's consult the damage chart, shall we? You have sustained a major wound because you have taken more than half your life in a single hit. So let's go through the combat damage flow chart. Damage is equal to more than half your maximum hit points.

(53:06 - 53:11)
You fall prone. You're basically stuck against the ceiling. And I need you to make a con roll for me, please.

(53:11 - 53:15)
Con. Lucky, lucky, lucky. 89.

(53:15 - 53:22)
No, that's more than double my con. You fall unconscious on the ceiling. That's a weird place to fall asleep.

(53:24 - 53:37)
As I'm going out, I'll, uh, I'll just try and, like, get Sully's attention and use the middle finger to throw, to point at the creature, just for, like, a half a second. One of the hand signs he showed me. The extreme.

(53:39 - 53:41)
Don't let me die. Don't let me die. And then I pass out.

(53:42 - 53:55)

Yeah, you kind of, like, pass out. But the way we're gonna do this is, in case people die, I don't want you guys to pass out without the ability to say anything, because that's kind of terrible. So you are in that, like, very stunned, very unable to do anything phase.

(53:55 - 54:04)
You are, for all intents and purposes, unconscious. You can't do anything. But if shit goes south, it gives you the ability to say a final sentence.

(54:04 - 54:16)
I just yell, It was Nazir! Nazir sent these! And that's, like, my last, and I'm pointing at the creature with my middle finger. Okay, then we can absolutely do that, and you are unconscious. Okay, all right.

(54:18 - 54:33)
It lets go of you, and you fall to the floor. Oh, on top of the toilet, on top of whatever debris may be there. Which, with damage, you're gonna hit zero.

(54:35 - 54:44)
So we're gonna go from there. And we're gonna continue following the flowchart. Has a major wound been taken, Travis? Yes.

(54:45 - 54:50)
Click the dying box, please. Okay. That's you for now.

(54:51 - 55:07)
Lark, it's your go. The creature is basically standing between you and Seeker's unconscious body that has just fallen on top of the toilet. There's, like, an audible crack as his body lands.

(55:07 - 55:25)
There's, like, a huge gaping wound in his chest. Yeah, and Lark is becoming aware that they're the closest next target. How damaged does the thing look? Does it look like? It's not looking good.

(55:25 - 55:32)
It's, like, quite solidified. The burning that you apply to it, like, you can still see the embers. You can see, like, giant holes in it.

(55:32 - 55:42)
It's missing a head, although that was probably intentional. It doesn't look in a good state. I'm torn between trying to hit it and trying to back away.

(55:46 - 56:13)
I do think Lark would try to back away at this point. They're just holding the torch out to the creature so it doesn't come closer, but they're backing away, like, trying to get something behind them. Yeah, like, as you do that, you see its body, like, shift so that its features are, like, facing forward rather than facing Seeker's direction.

(56:13 - 56:27)

And you see, like, a new, like, shadowy head appear and form in the place of the old one, and then quickly becomes solid. It does look really bad, though. And the burning wound is now on its chest instead of its back because it turned itself around.

(56:28 - 56:38)
But cool. All right, Sully. I'm going to shoot the creature.

(56:38 - 56:46)
That is on top of my dying friend. Fair. That's an extreme success.

(56:47 - 56:53)
Go for it, roll the damage. Like, this shot goes, like, definitely, like, straight to it. 14 damage.

(56:54 - 57:22)
You take a shot, and this, you get it in, like, roughly the same, like, fiery, embery area that you did before. This creature, like, reaches its long, elongated fingers out to where Lark is backing up. And as you take that shot, you see it fall to the ground, and it turns into this really dark, viscous, black fluid that kind of has the consistency and smell of, like, tar and oil.

(57:25 - 57:51)
I turn around, and I ready myself to dodge whatever the fuck the other creature's going to do to me. That's fair. Can I reactionary jump over the creature thing, whatever the fuck it turned into, and try to do, like, first aid on a creature? No, like, first aid is, like, a definitive action, so you couldn't do that as a reactionary thing.

(57:51 - 58:07)
And especially because this thing you're backing up towards the door has turned into this, like, oil slick, I guess, that's really thick and, like, viscous. Jumping over that into a stall on a person is, like, and then doing first aid, that's just, that's, I think, a bit too much for a reaction. Okay.

(58:10 - 58:29)
Ralph? I guess there's one more thing to swing at. What are you swinging at? The thing that is attacking Sully or the kind of black tar-y ooze that is now across the floor? No, the thing that's attacking, the only thing that's attacking us anymore, yeah? Okay, yeah. Yeah.

(58:30 - 58:40)
I'm gonna try to get rid of that. Go for it. You can definitely cover the distance where Sully is, like, really quickly.

(58:40 - 58:50)
Like, he's not too far from the door anyway. And yeah, having a quick look around, you can see the shadowy creature. For you, like, it's long arms and mirrored face, yeah.

(58:50 - 58:57)
I rolled, like, I rolled an 82. Hey, I think it's a sickle. There's something, there's something wrong with it.

(58:58 - 59:09)

Is this the defense that you're going with? Yeah, there's something with the swing, but it's not balanced. It's really just poorly made. Yeah, it's junk, really.

(59:09 - 59:20)
If nothing else, Ralph, it proves that you clearly can't be a sickle member because you can't be a sickle. That's true. Okay, all right.

(59:21 - 59:29)
Yeah, you're basically right next to Sully now. That's not a problem. Okay, Seeker.

(59:30 - 59:42)
Let's go back to the damage flowchart. The damage flowchart. All right, has someone administered successful first aid this round? No.

(59:42 - 59:47)
I tried. Take a con roll. If you fail this, you are dead.

(59:48 - 59:51)
Don't fail it. No! Can I use my luck? Push it, push it. No.

(59:53 - 1:00:03)
Actually, I don't think you can. I don't think I have enough luck. Unless you used 20 earlier.

(1:00:03 - 1:00:09)
I do have enough luck, but we'll see. I think it's combat. I don't think you do it in combat.

(1:00:11 - 1:00:23)
Do a bargain. I don't think you can bargain with a constitution saving throw against your own death. All right, so generally speaking, people say no because it's in combat.

(1:00:23 - 1:00:28)
Okay, that's fair. And you are technically still in combat. Okay.

(1:00:29 - 1:00:36)
So, no. Okay, that's all right. That's right.

(1:00:36 - 1:00:40)
I appreciate it. I'm here to avenge me. Yeah, I wouldn't say that.

(1:00:40 - 1:00:43)
We wouldn't say that. You would just be terrified. All he would do is just run.

(1:00:46 - 1:01:00)
Yeah, like as kind of like you are like laying in this bathroom stool, you felt something crack in your back as you landed. Big portions of your kind of like torso area are just fucked. Looking down is not even an option.

(1:01:01 - 1:01:15)

You become aware that there is this thick black viscous fluid that has kind of just splashed against you after a gunshot went off. It smells tarry and oozy. You begin to see the vision at the edge kind of get darker and darker.

(1:01:15 - 1:01:36)
Is there anything you want to say before the inevitable? Is this like me, Travis, or the character? This is you, the character. So this would be Seeker. Seeker, realizing that he's near death, would probably in any way, shape, or form just try and lock eyes with someone and mouth the word run.

(1:01:37 - 1:01:55)
Who wants to be that poor sap? Probably Lark. Yeah, I'm pretty sure Lark is not shooting at things. Lark is not engaging in a combat or dodging or being... Lark was just waiting for the opportunity to get to Henry at that point, but it's too late.

(1:01:55 - 1:02:13)
Yeah, you see him mouth run. And yeah, Seeker, your vision gets darker and darker and darker. Are there any last thoughts of Seeker's? Seeker is... His thoughts are on the bargain.

(1:02:14 - 1:02:31)
No horse came for him, or for anyone for that matter. He feels like his friends were cheated by the bargain that he made and that no one has come to rescue them. And that book was never brought to his hands.

(1:02:32 - 1:02:47)
There you go. And that's kind of the last thought you have as everything goes to darkness and you all become aware that, well, at least Lark becomes aware that Seeker's eyes go quite glassy. And then you see it happen.

(1:02:49 - 1:03:19)
You slowly see that in that kind of chest area, you slowly see his body begin to turn to crystal. Cthulhu can be pretty brutal and it's rough that Travis's character Seeker was the first one to basically come across the death mechanics here in Call of Cthulhu. It's not easy, especially because we know that in this system there isn't really a revival.

(1:03:19 - 1:03:43)
It's just not a thing that's done in Cthulhu. So yeah, I guess this episode we say goodbye to Seeker. Yeah, I mean, we did something a little different with the passing on of Seeker in that I try and make sure that everybody's going to have final sentences and something to say and something to think as a little goodbye for themselves too.

(1:03:44 - 1:04:04)
And yeah, I think Violet's going to be a thing, huh? Yeah, so I want to say a huge thank you to Travis for playing Seeker. It was good while you were here and hopefully we'll get you back again in another way with another character at some point. But yeah, go send Travis some love.

(1:04:04 - 1:04:11)

He did Seeker amazingly and was pure chaos and I love the hell out of it. So yeah, it was kind of awful. Awesome.

(1:04:12 - 1:04:16)
Awful and awesome. Yeah, I'm not going to redo that stumble. That's pretty spot on.

(1:04:17 - 1:04:37)
If you want to chat with us, you can reach out to us on various social medias by searching for The Sprouting or The Sprouting Pods. You can find us on Discord and there are links everywhere to that including in the show notes. And I think really all that's left to say is to thank you guys for listening to essentially a year of The Sprouting.

(1:04:38 - 1:04:56)
Yay! Just kind of sad it ended on such a bummer note with Seeker. But you'll see us again next month and the story does continue. Talking of stories, I'm going to do a little bit of a tiny ad read for Makeshift Stories who is a podcast that's reached out to us and I think their show sounds pretty awesome.

(1:04:56 - 1:05:10)
Here we go. Get ready for an otherworldly adventure with Makeshift Stories, a sci-fi fantasy and a speculative fiction podcast for all ages. Twice a month buckle up for an epic journey through possible futures, space and alternate realities and beyond.

(1:05:11 - 1:05:26)
Are you ready to explore uncharted territories and discover the unimaginable? Tune in and let your imagination soar. Yeah, it's fantasy, it's sci-fi and it's pretty good to be honest. I've had a bit of a blast listening through to the first few episodes.

(1:05:27 - 1:05:42)
So go search Makeshift Stories, give them a listen, let them know that you came from us and yeah, despite the sad note of ending this year on Seeker's passing, next year there's plenty, plenty more of The Sprouting to look forward to. Bye guys.