

Portals of Paleolithica Part2
Spring 804
Scribe Notes by Grizelda Feldspar

The party:

Party Leader

Daniel Elderson - Human, Male, Mind mage, Healer
Seems like a good sensible human.

Scribe

Grizelda Feldspar of the Rockbiter Clan - Hill Giant, Female, Wiccan.

I would like a device that would allow me to speak with enchanted creatures. And to make some of my wiccan spells reversible. I am a good witch and I hit things very hard.

Military Scientist

Taynel Shadewalker – Elf, Male, Bardic mage.

Says he is a Bard Gawd of Elfhome. Too good-looking for his own good. Dibs on anything musical.

Elwen of Horsfall - Human, Female, Noncolleged, winter/water, ranger, beastmaster

Admitted to being pacted to a Dead God of Pain on a Lost Plane (is looking for Followers, and frankly I do not wish to follow). Wants Horse gear or implements of torture

Lady Lizette Summers – Human, female, mind mage, near master healer

Requests items to help her be a better healer, counterspells.

Our employer is person called California Smith. They say he is arkyologist, which is fancy name for grave-robber. He wants people to find more portals on place called Paleolithica. He pay us standard guild rates plus a masterwork weapon from people at place found last time, called Garrison. Plus the usual looting priviledges.

This sound good and easy work so I sign up.

We meet in guild meeting room. Party seem sound except the silly girl who worships dead god of hurting. That one will need watching. We get lesser enchantments all around, Lizette paying for Daniel. Lizette gets first call on healing item.

We have to go first to portal to Paleolithica, which is on new island called Rangiwhero in Pasifika. This meant week on fast ship. Grizelda sleep on deck. Ship beds not big enough. Elwen told she not to shoot seabirds. Journey uneventful, until on last day Susan backfires spell she ranking and forgets who she is. She remembered soon enough.

We decided to leave for portal the next morning. Since this island is known to be infested with ancient undead. It is long march, and evening when we reach very old standing stones. We go through and camp. Much long grass stretch everywhere in all directions. This looks like good place. Just not enough rocks.

Watches: Daniel, Daniel/Lizette, Lizette/Taynal, Taynal/Elwin Elwin/Susan, Susan/Grizelda, Grizelda.

Grizelda make breakfast. Lady Lisette complain forgot to bring horses. Maybe we get some in Garrison on Khoras, through portal party found last time. Little portal labelled “Shortcut to Khoras” is not far off. We go through, to another big portal. Knights are guarding here. We give names and business, and they say we can go on through. It dark inside cavern where portal comes out. More knights, playing dice game. They check us out, and send us on through another little portal. This takes us to deep inside Garrison city, inside heavily guarded killing zone, with several other portals going other places on Khoras. More knights, more checking, then tell us where to go to get horses, stables outside city. Party buys horses, tack, and other equipment. Grizelda thinks horses glad she not want to buy one.

We go back, all the way to the portal from Alusia. It is evening now so we camp. Discuss where to go look for next portal. Decide to go opposite direction from Khoras portal, same distance, and then arc around to make circle. Seem like good plan to Grizelda, and the rune stones say it good, too.

So we go. Nothing much happened that day. We see strange animals, like rhinos but with really long necks, eating trees. We see lots of grass. Grey skies turn to rain. We camp under tarps in copse of trees. It wet. Next day travel on in the rain. Only the horses seem happy. There is plenty for them to eat. We see herd of big animals like hairy elephants. We camp, and travel on. It nearly time to camp again when we attacked by big cat. It wants to eat the pack horse. Grizelda thump, and Elwen whack with spear and it soon dead. We skin for pretty fur and nice teeth. We camp. We travel. No sign of portal, though on fourth day we near place we think it should be. Catch big rabbit things for dinner. Seems everything is big here. We talk. Decide that we hunt the hairy elephants with Grizelda's big crossbow. Tusks worth plenty coin we think, and hide be good armour maybe. Must hunt from far away though. Not want herd to charge us because they very big even for Grizelda.

Then Daniel decided to try crystal ball for finding portal. He made it so we can see as far from Alusia portal as we already come. We see ocean. Looking away we see island with many hills. Looking back we see cliffs. There hills to south, and what look like swamp to north. Maybe river ends there. We look at map again and ask what if portal on island? All of a sudden, Daniel and Taynel and Lizette all start talking at once. They think they see pattern of portals. It is pentagram shape. Alusia portal, Frigidia portal and Khoras portal are on inside pentagon. Girvan and portal on island are on outside, on points.

We sleep, and in morning Daniel check island with crystal ball. He find portal in centre of grassy bowl valley in middle of island. We find, but cannot go there. We have no way to cross ten miles of water to island. This one is for later party with flying magics. We go check out other two portals on inner pentagon we expect to find. Grizelda see that quickest way to get to one will be to travel back to Alusia portal, use the rune portal to go to Khoras portal, then strike out from there. Four days march under grey skies and periodic rain, and we back where we started. On second day we see herd of hairy elephant, but too far and going wrong way.

We portal through to Khoras portal, and Daniel use crystal ball to look at place we expect portal to be. To great relief and pleasure, there it is. Only it is on top of high, flat, mountain that Lizette say is called mesa. Be nice problem getting horses up there. We set out, and soon see hairy elephant by river. I set up big crossbow in copse of trees, maybe seven hundred and more feet away. Nice cover and elevation too. Choose older female, and fire. Herd agitated, big male seems to be looking for place bolt came from. I fire again and Taynel and Daniel start circling round. Big male decides to charge. I change target to him, but before Grizelda fires, Daniel makes male stop with magic. Then we kill, quickly and cleanly. Meat is good and plenty of it. We learn name of hairy elephant is mastodon. Hang the mastodon steaks, fry the sweetbreads, and liver, and brains. Heart too tough to eat. It is good to have tummy full of meat for first time in days. It is also good to take hide back to Garrison on Khoras to make armour for Grizelda. And it better still to weigh the ivory from big mastodon, and count the coin this much ivory is worth.

Next we travel to portal on mesa. There hairy humans here, but they stay away. Think they not seen big person like Grizelda before, and not like sight of big club Grizelda carry. We find path up to top. It is hard for horses, but not impossible. Lizette divines portal. It is two-way, it is safe to use, and it go to plane called Garweeze Wurld that none of us have heard of before.

We decide to spend night in known place. Grizelda blocks the path with rock. Then we sleep. Sleep interrupted by small creature fly through portal. Lizette says it is called a pixie fairy and it does celestial magics. It come again later, trying to be invisible. In the morning, we go through. Grizelda hears naughty laugh and when she get through, she suddenly much smaller. Is now called gnome titan. Not like this much. We get shot at. It adventurers like us. They argue lots, and eventually we get to talk. Daniel makes peace. They tell us about their plane. We convince them that Paleolithica is not good place to go because there no magical treasure there. We learn that ruler is called Lord Gilead and lives in place called Fangaerie. Plan is to go talk to him, make negotiations. They plan to explore place called Lyrion Abbey.

We go village called Plebar. Find Inn. Have good pork dinner. Beds now fit Grizelda. Learn that Grizelda still strong enough to arm wrestle half-orc. And that gnome titans have special attack called groin stomp. Maybe this is not so bad. Inn has noticeboard with offers of employment, some more interesting than others. We decide maybe take escort job to place called Farzey, which is near Fangaerie. Also want to check out ruin on the way called Temple of Pag'nyr Par'kus. That night we sleep in Inn. Nice to sleep in bed that fits Grizelda.

Speak to woman employer, Gandel, in morning. She not dressed sensibly. Tell us where to find Hernley, her brother. He in card game, and getting cheated. Daniel and Taynel frighten cheats. Hernley had sword for sale, it magical [+1 broadsword]. Went shopping with Elwen. Bought pony for Grizelda to ride. Look like dappled barrel with legs. It named Toby.

Leave in morning. Silly employer women now dressed in good travelling clothes. Arrive at ruins by lunchtime. Taynel say it look to be a discard – a former keep! Anyhow, it got no roof. We ride across fens, through trees, and straight into sticky spider-web stuff. Toby pony go backwards. Grizelda somehow manage to land perfectly upright. Others say spiders, and draw weapons, while Grizelda cast spell to set web on fire. Fend spider off with shield. Elwen somehow hit own horse, which rears and dumps her, just before spider leap on her head. Third spider jump on Lizette. Spider bite Grizelda's shield, and Grizelda try to squish between shield and tree. Daniel casts spell, makes spider his pet. It jumps on Grizelda's spider so it falls down. Taynel skewer spider on Lizette. Grizelda find elfy skeleton under tree. It wears boots, Lizette say are magical boots of speed (+3 TMR). Grizelda put on and now can keep up even though short.

We find ruins on rise past brambles. Stones covered with old runes and pictures of mythical monsters munching humans. Archway led to corridor. Alcove on left. Beyond is big open atrium with ugly stature holding bowl at back. Taynel says: "It's a brazier, not a brassiere – one cup, not two." There is a web behind ugly statue. Grizelda burn web, and there was an angry buzzing sound and swarm of monster hornets came out. Taynel makes a spell to pacify some of them, and we swat the rest. Then Taynel spotted secret panel behind statue. There was a pair of very big boots, a little potion bottle and a wand. Lizette uses detect aura to learn that the wand is cursed wand of Wuss-slapping – it make user look foolish. Potion also cursed – it Potion of Brownie Strength. But the boots are good – they Wading Boots of Protection (+ 5% defence). While Lizette analyse things Grizelda clean out mucky bowl ugly statue holds, finding strange coins, gems and gold ring.

We go back to alcove off corridor and get jumped by doggy things that walk like human. Spider bite first one in groin and he scream, making fear, and then fall over. Taynel run, scared, for statue, and is attacked by hornets we thought had gone. Grizelda fend doggy thing off with club, and then she and Daniel whack it until it dead. We look in alcove and Grizelda find another skeleton with rusty sword, and nice shiny large shield. It magical, and Grizelda use it too, because she only one who in party who can (large round metal shield, +5% defence).

We spent the night outside the ruin, on a rise of solid ground that some people had used for campsite before. Then rode on towards Fangerie. At lunchtime we stop. Daniel and Taynel say they see pixie fairy paladin ride by on a butterfly. Grizelda thinks this place alternate between dangerous and way too cute.

Short time after lunch silly employer man who drinks too much goes into bushes to relieve self. Taynel go to follow, and we all hear yelping. Silly man is up tree, surrounded by big pit bull dogs, which are busy biting his trousers. We charge in and fight dogs. Grizelda make first kill. Elwen hurt. Biggest dog have spiky collar, chase employer woman up another tree. She not so silly when make magic bolts of shiny light, kill one of bad dogs. Daniel makes another dog his pet. Soon all the dogs are done. Silly man gets dressing down from Daniel – he set Elwen onto him. Grizelda almost pity silly man.

Spent night at nice camp near pool. There playful nixies in pool. Next morning carry on. See tree across road, and suspect ambush. Sure enough, big orc come out and demand that we "Stand and deliver." Of course, we weren't having any of that lark, and next we knew there were orcs shooting at us. Grizelda charge big boy and hit him with club. Daniel make one of other orcs his pet. Then orc mage try to cast magic and turns himself into big black and white bear, Lizette say is called "panda". Not-so-silly woman blasts one with shiny light, then Daniel thumps him but good. Leader bend over to try to hit Grizelda, and Grizelda give him fatal headache. Soon all bad orcs are gone. Including panda orc, which we run down and whack. Daniel make him new pet orc

because he speaks common, and he tell us where orc camp is, and how guarded. There five more orcs, two guarding cave. Leader has magic gauntlets of humiliation.

So Daniel sends pet orc to tell others to come help boss orc. We hide and soon orc sergeant and three others come. Daniel controls one of flunkies, and he attacks sergeant. Sergeant turns to attack him. That bad plan because he turn back to Grizelda and Elwyn and we thump him until he fall down. Third orc run off screaming, but Grizelda soon run him down, and crack him real hard so ribs break. Lizette come to help and together we make him fall down. Next, one comes running from Taynel, and Daniel and me soon make him fall down too. Taynel had already killed other guard. Sergeant boy is funny orc. He got really pretty tusks, and wears magical dog collar of flea destruction. In cave we find backpack, which have way too much stuff in it. Lizette say it called backpack of hefty capacity. Orcs were playing with strange dice, many shapes and sizes. Also find magical spatula that makes food taste like made by chef. In sergeant's bed, Taynil find bed warmer of restful sleep. Also find bolts of agony. Spend night in cave while Lizette check over items.

Have tasty breakfast and reach Fangerie by lunchtime. It is nice to ride through farmland and look at spring flowers. Fangerie is not so nice. It is big, walled city. Guards ask us to hand over weapons. Taynil tell them to be careful with special sword. Find reputable Inn, called Worthy Centaur, for lunch. Go make appointment to see Lord Gilead. He will have audience on next day. Then we go to Market, do shopping. Elwen and Lizette are bumped, and find purses missing. Spot little girl halfling thief. Elwyn start praying to pain god to punish thief. Grizelda make her stop, and we go find Daniel at Inn. We next go do more shopping. Lizette likes Madame Gama's Stall of Glamour, orders fancy gown. Will be ready in a week. Daniel sees movement in crowd, makes ESP, and find thief. Grizelda spot thief when Daniel point and give chase. Daniel jumps on her, and then Grizelda sits on her. There big noise from alley... little thief's handlers try to hide and knock boxes over. Grizelda shake thief and stuff come out. Halfling girl cry and says she cannot help it. Grizelda try to help with hypnosis spell, but she resist and scream blue murder, so guards come. Guards go on and on about unauthorised use of magic. Daniel explain magic helpful for thief, and prove by making hypnosis on her himself, so she no longer want to steal.

Lizette want to go to armourer next. Armourer good, but he no can fix Lizette's broken god-armour. Go to leather-workers' shop and order good leathers for Daniel. Elwyn ask after persons who use leather for pain. Daniel get Grizelda to take her outside, and he find out about "Madam Flossies". After dinner Daniel take her there for painful evening. Taynil and Grizelda stay in Inn, run arm-wrestling game. We make almost a thousand gold, and Innkeeper make good money too, so everyone happy. Grizelda just beating half-ogre when Daniel bring Elwyn in, all tied up. We go bed soon after.

Have bath in morning. Dress nicely and have breakfast. Go to audience with Lord Gilead. Give him wolf pelt and shiny orc tusk. We begin to explain, and when he learns we come from other plane, we get private audience. We talk trade and exchanges. Taynil get access to Lord Gilead's cartographers.

We spend next week in Fangerie.

Elwyn have good time doing painful things. On fourth night she mentions curious fact. The bowl the blind beggar had bore a strange resemblance to Lord Gilead's crown inverted and dirtied. Taylon tells his contacts in thieves' guild about this. Taynel find interesting map, with place of dungeon complex in hills near portal. Also find legend of lost treasure, may be there. Not tell us until leave city. Mainly because of Lizette. She goes shopping, to temple of healing gawd, and to mage guild. She wants to learn counterspells, but Daniel figure they learn much more from her. She stupid, not even checks auras of mages. Grizelda learn is probably gawd Odin make her into gnome titan, and probably for own good – most like gawd Loki thought this funny. So go temple of Odin, make sacrifice of young calf, flowers and good wine. Make good party. Learns much of Odin, and likes what she learns, so buy holy symbol of Odin to wear, along with holy water to use, and everburning torch to light the way. Daniel checks out herbalists and calligraphers.

After we leave, Taynel shows us secret map. We decide to go check place out. On third day, the others complain of strange weirdness. Grizelda not feel anything, and there no sign of anything changed. They talk of great calamity averted, of plane rewritten. Daniel check portal with crystal ball, and it is still there. We ride on, two more days, and find place on map. Taynel spot entrance, hidden by vines. Leave horses in nearby grove.

Find welcome mat, with key underneath. Taynel knock on door, but nothing happen. Daniel say door has been forced. Taynel oils the key, uses in lock, opens door. We see corridor, with empty alcoves to left and right, and steps at end, leading up. The steps are unnaturally clean. Lizette says is magic. At the top of stairs we find 30x30 room, with five bodies, all dead for a while, two humans, one dwarf, and two orcs. There exits ahead, left and right. Dead human fighter have pouch with five gold. Dead mage have two gold in pocket, along with bulb of garlic. Mage impaled on sword. Taynil pull him off. On the wall behind is carved QUASQUETON. Taynil does ritual of storytelling, and learns it is name, name of this place. Meanwhile Elwyn and Grizelda bury the bodies.

Then we go on. We go left, and find a kitchen, with cooking pits, and rusty cooking pots. Taynil looks up the chimney, and thing almost land on him. Like hood with tentacles... its true name is "Hoodwinker". We kill it quickly. We find chalkboard with words, "Green Eggs and Ham", and bottle of good old brandy in cupboard.

There two doors at rear. We open them, and find a corridor. Choose left door go down corridor and eventually find door to more corridors. Label it A. We find next door in corridor spiral and label it B. Next we find door B again... the other side of door B.

Grizelda: The architect of this place was an idiot!

Taynel: No, just bored...

Grizelda in corridor maze: I am not a spy and I am confused.

Finally we get to centre of spiral. We find stairs going up into dusty mess of broken wood and masonry, unsafe to investigate. We head back then start out on the outside of the spiral. It gets damp, and there are fungi on the walls. We put cloths over our faces and went on into a sort of fungal garden. Lizette looks around and identifies the fungi by their auras. There some called Darkseethers. We explore outwards through other spiral, labelling doors C and D. Door C opens into a kind of meeting room, with benches and rotten banners. Door D is a fake. Dead end. So we go back and check out corridor A. We find door E and write on it. Then we go towards door F and the floor gives way under Grizelda's feet. Grizelda is lucky not to fall into pit. Taynil uses climbing claws to make his way around the pit. He figure out door is actually back of stupid door D! Taynil find keyhole, put key in and turn. Now pit trap is safe. We work our way around and eventually make way back to first room. Go back to kitchen and try out odd 45degree corridor. Soon find doors G and H opposite. Door G is magically stuck. Elwyn, Grizelda and Taynil force it. Door give and Elwyn fall over with big clang. Room is full of different sized barrels labelled with codes. Lizette help identify foodstuffs in barrels and we take the more useful and valuable... peppercorns, dried cranberries, berry jerky and sweets. Past door H we find construction supplies. Taking what we need from pantry to make good dinner and breakfast we leave for the night.

We go back in the next day, intending to explore third passage. Lizette finds secret door. Taynil and Lizette test it, and say it safe so we open it. We find what looks like chamber for pain. There is a fire pit, a skeleton hanging from the ceiling, a coffin by the wall, and a table covered with body parts. Among the body parts are undead things called "crawling claws". Grizelda ask party and then cast ignite flammables on the dried up stuff on the table... it start to burn and we close the door. Hear burning... then boom, boom, BOOM! We wait until it cooled down a bit then open the door. There something strange in smoke, make Grizelda laugh and laugh. There a door on far wall, leads to what look like workroom. Here we find magical cat in a jar.

We go back to exploring corridor maze. Grizelda heartily sick of corridors! Suddenly portcullis go bang behind us... The wall in front is some kind of illusion. With help from Daniel and Taynil, Grizelda hefts portcullis up, using stone to wedge.

We go on, finding room with giant-size furnishings, then two normal rooms, Beyond that are stairs going down. Going back we find an alcove and a door leading to many, too many little rooms. We quit and go searching again. This time we find a big room with a fancy letter R on the door. There metal bars, and discs and rods... perhaps equipment for exercise? Take two of the metal rods. Next we find storeroom of socks, many, many dirty socks. Finally we are getting close to the entities Daniel has been sensing for a while with his ESP. The next room we find is a bedroom with a really fancy bed, and a night-stand with a locked drawer. Lock defeats Taynil, but Grizelda breaks open bottom of drawer and finds scroll of smell immunity – some kind of illusion. There are two doors off this room, one ornate, one plain. The ornate door leads to a room full of what looks like a treasure hoard. Of course it is all illusion. We open the other door and find a storeroom. Taynil and I go in and then the door slammed shut behind us. We forget to check that door! Next, we are attacked by a flying creature. It tries to bite us, but we soon take it down. Turns out it is a construct called a homunculus. We deal with the

door and wedge it open, and then we begin looting, finding little of value except some books about Garweeze World.

As we begin to leave, we hear feet approaching. We set up by the door and wait, as the footsteps go forwards and backwards. When Lizette complain of a magical impact, we decide that was enough, and have her open and wedge the door, while Elwyn and I take up defensive positions, Daniel prepares a spell, and Taynil nocks an arrow. Outside are a gang of orcs. The first one rush in and attempts to barge the door, but it held and then we are in melee. Daniel makes the leader fall down unconscious, as the rest of us use our weapons to good advantage. Soon all the orcs are dead save the one Daniel had controlled, and after a brief discussion Elwyn is allowed to finish him off. They have little useful treasure except some nice magical leather armour the leader wore. After it is thoroughly cleaned, Taynil gets to wear it.

We fairly tired, and since Orcs plainly not found pantry, we spend night there. Next morning we prepare to go hunt some orc. Daniel is determined to find the orc mind mage who attacked Lizette. We find them holed up in a room just past a kink in the corridor, which make charging and so on difficult. The door is wide, and on examination we can see that it has been taken off its frame. Orcs no want us to play with door this time. So Grizelda cast ignite flammables at door, which burst into flame just as two of them move it aside – which keep them busy putting fire out. Now Grizelda stand opposite Taynil, and we engage orcs as them come out and cut them done one by one. Elwyn shoot orc mind mage until he fall down. Daniel makes control spell so one orc start to fight the others. Soon it over, but Grizelda grumpy because not kill her orc. So she get to fight controlled one after Daniel let him go. This is good, because he die with honour.

In that room we find nothing useful to loot... some very ordinary weapons, one chest full of rusty armour, and three of dirty socks. Dissatisfied we go one through door at back, and find fancy door with name ERIG on it. We hear noises from inside, and ready weapons, just as the door bursts open... and there is a very big orc... Lizette say is org, which mean orc with ogre blood. Grizelda hit, Taynil hit, and Daniel cast spell... and org fall down. Org's room is much better place for loot. There is a nice shield like the one Grizelda got before, a nice magical broadsword, and a very heavy mace, which Grizelda rather like.

We carry on down the corridor to the west. There is a door at the end of the corridor. We check and Girzelda open. This is really big room. The walls are covered with tiles making pretty mosaics, and in the room are fourteen round pools each ten feet across. The tiles are not magical. So we approach nearest pool. The water in that pool has divination magic. It makes auras visible. Next pool is dry, but the next one is full of a viscous green slime, which proceeds to attack Lizette with a pseudopod, but misses. Next is grey syrupy stuff that taste sweet, but give stomach cramps. Then there is a pool of stinky bubbling stuff that gives nasty burn, and have platinum key at bottom. The next pool has a pink liquid that smells of strawberry and heals. Then there is a pool of ale, good ale so Grizelda wants to drink it. Next is boiling salty water, and then a pool of swirling greenish liquid, like stagnant pond, but not alive. It makes people go to sleep. The next pool has clear water with what looks like treasure at the bottom, but it more illusion magic. Then there is nearly empty pool with magical liquid that makes silence. Next has fuming ice, and the last pool is full of tiny fish... with two orc bodies beside it. "It's either that, or they got drunk and had a fish-swallowing contest." – Taynil.

We kill the nasty slime with acid and fire. But even throwing fourteen orc bodies into the acid pool does not fix it, although it does get rid of the bodies nicely. But the ale is very good! We rest for the night.

In the morning, we try the other way down the corridor. It spirals round to a door, which opens onto a corridor of doors. Taynil finds secret door at end of corridor, which opens onto nice bedroom with paintings. We strip the room, rolling up the paintings for transport. Then Taynil finds another secret door on the south wall, which opens into big room with pillars. Daniel does ESP and finds two big snakes curled around pillars. He controls one, and the other is impaled by one big crossbow bolt and two arrows. We collect the snake skins, and two silvered crafted long swords, and then check the doors along the corridor. One door opens into trophy room. Jaw drops as we see a whole dragon hide mounted on the wall – which cannot be used for armour because is old and dry. Two crossed swords are cursed. We go back looking for a sleepy creature Daniel senses. We find it in a very messy room. It is a trash ogre. We kill it quickly and in the mess we find a sword, five hundred in

silver, a buckler, four tiger eye gems worth twenty-five silver each, a vial of holy water, and a ten point healing potion. After that, we head down another corridor, and find the way back to the foyer. At last.

We had had enough of dungeon-bashing for one adventure, and we were running out of time, so next day we set out to go back home. It was a good journey, no problems as we rode back to the portal, where I turned back into a giant, and said goodbye to trusty pony Toby. Grizelda now know how to ride and that useful. Maybe if pray to Odin learn to get small when need to. Anyhow we head back across Paleolithica, avoiding the creatures there, and then through the portal back to Alusia. We then meet ship and sail back to Seagate, arriving just three weeks before the Guild Meeting, and get paid. This good.