

RQG – 43 – Hunted

Content Warnings

- X
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[Show Theme - Intro]

ALEX

Hello and welcome to episode 43 of the Rusty Quill Gaming podcast. I'm your host and GM Alex Newall and with me today, I have

LYDIA

Lydia Nicholas

BRYN

Bryn Monroe

BEN

Ben Meredith

ALEX

And who are you playing?

BRYN

The distressed and broken dirty Hamid

LYDIA

The ughh... I guess I'll have to sort it out again then Sasha

BEN

Zolf legless Smith

ALEX

So, it's all a bit perilous. We're underground, we're...

BEN

If we were a DVD we would have the disclaimer, contains mild perils

ALEX

I'd say we've escalated to moderate... moderate perils...

BEN

Damn...

ALEX

Yeah...

BRYN

And between me and Zolf we have now five functional limbs

[laughter].

ALEX

You're rapidly approaching the point where between the two of you, you equal one medium sized human.

[laughter]

ALEX

We are in the bowels of the catacombs beneath Paris, in the search of answers for all of the links for all of those names that we have been slowly discovering over time.

BEN

Yeah, I feel like we're really close to working out anything about what was going on.

LYDIA

Yeah...

ALEX

However you did...

LYDIA

It's as clear as mud...

ALL

Ohh...

LYDIA

Tons of mud falling on our heads from a great height.

BEN

That is definitely how I feel about the situation.

ALEX

But, yeah you're all...

LYDIA

Both literal and metaphorical...

ALEX

It's funny how your priorities shift from... how do we uncover this mystery to...

LYDIA

How do I breath... how do I breath...

ALEX

How do I breath... how do I uncover myself....

LYDIA

And breath...

ALEX

I've got air - wicked! The rest will sort itself out.

EVERYONE

Yeah.

ALEX

So...

LYDIA

Answers smansers...

ALEX

Picking up where we...

BEN

Breathing...

ALEX

Yeah, I've really shifted that pyramid for you, recently. We're now in the situation where Sasha is heading off on her own, investigating only a slightly completely horrifying sound...

BEN

Oh my god, there's all these horrible noises aren't there. And there was a roar... OH WHAT, IT'S SO BAD...

LYDIA

It's OK.

BRYN

We're hoping it was just a dream, and it just sounds awful.

[laughter]

ALEX

Really bad.

BEN

That would actually be incredible.

LYDIA

Bertie is drunk, and he's coming down to save us... Right and you passed...

ALEX

So you are currently hidden from undead.

LYDIA

Yep.

ALEX

Actually, all three of you are for half an hour.

BRYN?

There's no way its going to be an undead is it?

BEN

It might be, you never know.

ALEX

I will start with, Hamid and Zolf. Just...

BEN

Good.

ALEX

Just for a little bit of a character moment.

BRYN

Hamid is shaking and still covered in dirt, and has not changed his outfit. Which is a pretty bad sign.

BEN

Hamid, why don't you... umm... why don't you clean yourself up.

BRYN

Oh... oh... umm... yeah... that is... I should do that... umm... umm... I normally... this hand... umm... oh...

BEN

We'll treat it as a learning experience, you get to cast spells with your off hand now.

BRYN

But I use both...

BEN

Ah well... there must be some...

BRYN

Maybe it will still... maybe it will still work...

BEN

Give it a go...

BRYN

Umm...how did it go... err... oh... something a bit like this maybe? I succeed in cast Prestidigitation.

ALEX

There you go.

BEN

I've done my normal little ritual and summoned a hanky, and just kind of staring at it.

ALEX

In the pitch black.

BEN

Yep

[laughter]

BEN

You need to...

BRYN

I sort of dab ineffectually at my face.

BEN

Come on Hamid, buck up. It could be worse.

ALEX

Cut to Sasha.

LYDIA

Sneaking along...

[laughter]

LYDIA

I sneak along the corridor.

ALEX

OK. Presumably you are trying to be stealthy, given the situation.

LYDIA

Yes.

ALEX

Please give me a stealth roll.

LYDIA

Oh gosh, a 2... err...

BEN?

These are the cursed dice from last session aren't they?

LYDIA

Plus 8 though, so 10.

ALEX

10. OK, that's fine. So as you proceed, the smell gets steadily worse. To the point where, yes there is the roar, but it's a physical presence, it's that foul the smell. It is pushing you away from where you are aiming for, because it's just repulsion. You are this close... holding up as he says... holding up a bit of visual.

LYDIA

A small amount close....

ALEX

You are a small amount close to being sickened... the actual condition, if you remember from all of the like... rocking monkeys...

BEN

We remember that condition.

ALEX

Yep. Basically that. Just from this smell. It's vile. It's the worse you've had in a long time. You can still continue, you're not suffering the mechanical penalties... but it's bad...

LYDIA

Yep. I mean, you say I'm trying to be sneaky, but I am lighting my path with a loud windup hand...

ALEX

Well the problem is... like every minute [sound effects].

LYDIA

Yep, so what I'll do is... I go forwards, see there's nothing that bad and then walk 5 paces back. Rewind the thing...

ALEX

Sure...

LYDIA

And then...

ALEX

It's very, very slow progress...

LYDIA

It's terribly un-sneaky.

ALEX

So, you proceed in that manner, we'll say for about an hour. It's hard to judge time...

LYDIA

Uh hm...

ALEX

You don't have a watch, or anything like that... so it is just... in your head. I mean again, the whole other London thing means you are better at estimating than most. But eventually, towards the end of that time, you notice that the working of the stone has become more and more primitive...

LYDIA

Umm...

ALEX

So whilst it has been flagstones, in poor condition, it is not unworked stone, but it is nearing that way. It's... like the workmanship is worse. And, its begun angling down slightly further. What used to be arches, have become just squared off buttresses and things like that. And then you hear the clear sound of sloppy water ahead. It's hard to describe what it is...

LYDIA

Sloppy sounds...

ALEX

Yeah, it's too viscous a sound to be water, but it is the clear sound of that directly ahead. And... your torch. It appears that you've finally reached an opening.

LYDIA

Uh hm...

ALEX

Your torch basically goes across it, and it's just... darkness, implying that there's a large space on the other side, but the torch beam isn't powerful enough to really penetrate.

LYDIA

What so... a huge cavern?

ALEX

You are at the entrance to what you presume is a huge cavern, with that sound ahead.

LYDIA

She skirts around the edge of the wall. Back to the wall, but still trying to kind of throw the light...

ALEX

So you enter the cavern...

LYDIA

Yeah, I enter the cavern, and I go... I think to let's say the right... just hug the wall.

ALEX

OK. The thing that you find, there's about a 5 foot ledge.

LYDIA

Uh hmm...

ALEX

And then it's almost... at first glance, it looks like a chasm... It just... it has a... a 10 foot drop and you think, ah.. woo... like... it's like a huge bottomless chasm, and then you realise that you're not actually looking at darkness, what you're looking at is almost black liquid. It is rancid. Shining a torch on it, it's occasionally rippling but there's not really much to it.

LYDIA

Umm...

ALEX

And suddenly you see...

BEN

Is it like the ectoplasm from Ghost Busters 2 but re-coloured?

ALEX

Imagine that, but midnight black.

BEN

Like oil.

ALEX

And then, just occasionally, you start seeing little bumps that will poke up and then disappear down. But first it looks like they're alive, but then you realise it's not. It's just the detritus and things like that. Eventually, a bone pokes its way out of that sort of viscous liquid and drops down. Again, it is a rank, rank smell. You've been edging your way round, and you see that it actually appears to be a man-made cavern, as opposed to an artificial one. There is some elements of reinforcement in the ceilings...

LYDIA

Uh hm...

ALEX

But...

LYDIA

It's just like home...

[laughter]

ALEX

But, what clearly used to have been the floor, has just imploded in and taken most of the floor with it. Whether it was an intentional demolition or something, there's no way of knowing...

LYDIA

Uh hmm...

ALEX

But, it is... full to about 10 feet below your ledge, of just this... this vile liquid. And as you're going around, you start to see there's a few more pipes, that are filling things in. One of them, you recognise is human sewage, is pouring into that. another one has...

LYDIA

Familiar substance, to the underground living?

ALEX

Yeah, keeping going... beneath that pipe, which is overhanging, so you're not actually getting covered in stuff, but it is...you know... pouring over you...

LYDIA

Stinky...

ALEX

Yeah... keeping going, you then encounter like really sharp vinegary smell, coming from another one, where like a bright purple fluid is pouring in, and... yeah... you're making your way round, it is clear that there are a number of these pipes, that are pouring in, just vileness, into a huge, for lack of better word, cesspit, something like that. You don't know what it is.

LYDIA

Umm...

ALEX

Give me a perception check.

LYDIA

5+7...

ALEX

Echoing around the cavern... again you hear that call [sound effects]. It... it could be at any distance. It's certainly not close, because it's just not loud enough...

LYDIA

OK. So I'm going to point the torch straight up to try and see and try and look at these pipes, hoping that maybe there's a sign that some of these pipes might lead up somewhere.

ALEX

Uh hm...

LYDIA

I assume this is a very long thing that I'm...

ALEX

It's actually quite circular... it's just...

LYDIA

Oh right...

ALEX

... massive.

LYDIA

OK. So that makes...

ALEX

And there's no way of telling, how deep the liquid is, in the sense that... 'cause it's relatively flat, it's not flowing...

LYDIA

Yep. OK.

ALEX

Who knows how deep it is, and where it's running to.

LYDIA

In which case, yep, looking up with the torch, trying to work out if there's anyway that... any that look like they may be... traversable?

ALEX

There are some... there are some that actually look eventually traversable.

LYDIA

Umm...

ALEX

So, the ones that you passed first, were quite small. Eventually you pass one that's massive.

LYDIA

Umm...

ALEX

Easily like 20 foot across.

LYDIA

Umm...

ALEX

And it's almost oblong. Like the mouth is almost oblong, in such a way that it's... it's probably maybe a Parisian sewer, pouring in or something. Eventually you find one. They're just poking out of a wall, randomly...

LYDIA

Umm...

ALEX

And they're all rusted at the end, like its not workmanship, it's... someone put a pipe in there like... you know that will do... left it...

LYDIA

Umm...

ALEX

For hundreds of years. Finally, you encounter one which is... roughly about as tall as Hamid. So you could fit in, if you were sort of crouched over, and there's no liquid coming out of it.

LYDIA

Does it seem to be going up?

ALEX

There's a slime in it, which is very, very slick. It's green, it smells like plant waste or something. And, shining the light down, it goes flat, and then it starts to curve upwards slightly.

LYDIA

It still doesn't sound like something that Zolf could traverse... You know Sasha is thinking to herself maybe I could tie him to the trident, and carry that. I need a little floating platform and he could sit on that and...

ALEX

Cut back to Hamid and Zolf.

BRYN

I've asked Zolf to teach me a cheery song. To keep my spirits up.

BEN

I hate you Bryn.

[laughter]

BRYN

Maybe a sea shanty. A happy one.

BEN

Singing around, the south sea...

[group laughter].

ALEX

Tell me a cheery song. What shall we do with the drunken sailor, put him in the... oh no, that's horrible...

BEN

I mean, most sea shanties' are about death.

[laughter]

BRYN

Well, let me start singing one of those then.

ALEX

This is where the charisma comes in where it's like comfort me. You could be dead.

[laughter]

ALEX

You're not.

BEN

Yeah, not much of a singer, really.

BRYN

That's OK.

BEN

How about you teaching me one of your old university songs?

BRYN

Oh I don't remember any. I know some opera... that's mostly about death too...

BEN

OK, just very very slow...

BRYN

Yeah...

BEN

Err... Play eye spy...

ALEX

Cut back to Sasha...

[laughter]

LYDIA

Umm...

ALEX

So, decision time...

LYDIA

I'm going to...

BEN?

I can't see anything?

LYDIA

Put your head up a little way and shine the torch up.

ALEX

Again, it... it looks like it will be hard work but manageable. It's going to be slow. I mean there's Zolf, who's propping himself up on a... trident currently.

LYDIA

He couldn't even float on his little disc...

ALEX

It looks like... it would be easier to crawl up on all fours...

LYDIA

Umm... umm...

ALEX

But possible.

LYDIA

Umm... alright, kind of make a decision then... I'm going to head back to these guys.

ALEX

OK. Heading back, you start heading back across the route that you first took...

LYDIA

Edging around... I need to stop. I'm really sorry, this isn't a recurring joke, this is just a problem in my brain...

[laughter]

LYDIA

OK. OK.

ALEX

Adding to your problems...

LYDIA

Heading around the opening...

[laughter]

LYDIA

What've I done?

[laughter]

ALEX

There is a...

LYDIA

Silent...

ALEX

A very, very wet stain...

LYDIA

Umm...

ALEX

It appears that almost as if the liquid has been splashed all up against the wall, and across the path that you walked on....

LYDIA

Umm...

ALEX

So the liquid is still gently rolling and occasionally little ripples from where the liquids are pouring in...

LYDIA

Uh hm...

ALEX

But it's very clear that there is a splatter of it, across the walkway that you did, up the wall and disappearing up towards the ceiling.

LYDIA

I do not reach out to the light,

ALEX

Uh hm...

LYDIA

And I'm going to keep edging back around to... because now I just have my back against the wall...

ALEX

Uh hm...

LYDIA

And I am silent as...

ALEX

Give me a stealth check?

LYDIA

Umm... 16+8 so 24.

ALEX

24. Give me a perception check?

LYDIA

10.

BEN

You haven't rolled above a 4 for perception in 3 episodes.

LYDIA

Err... Sasha's stressed...

BEN

Yeah...

ALEX

OK.

LYDIA

Maybe there's a bit of mud still in her ears.

[laughter].

ALEX

You cross across that stain. You're making your way back. You hear behind you... really close, an inch from the back of your head... maybe that... A very alien sound, and it is... as close to you as it could possibly be, without touching you.

LYDIA

Err... I stab backwards...

[laughter].

ALEX

Technically counts as surprise round.

LYDIA

Just blindly, just... err... got a spring loaded...

ALEX

Oh, you've got your spring loaded. That solves that problem. Do it. Give me an attack roll.

LYDIA

OK, so that's 20 and then +2 flanking... does that count as...

ALEX

No...

LYDIA

Are they flat footed? Is the thing... as they're not expecting me?

BEN

Yes, so you'll get sneak attack damage.

LYDIA

Right OK.

ALEX

OK. You successfully hit. **Rolling** damage.

BEN

So, if she's fighting in complete darkness, there's this whole concealment chance, but since she's just doing it, straight behind her anyway, maybe that's...

ALEX

Concealment starts to kind of stop applying when her reach...

BEN

Yeah, fair enough...

ALEX

And the thing that she's fighting is so large... that concealment doesn't really apply.

BEN

Yeah... fair enough.

ALEX

Yeah, you're fine.

LYDIA

3, 4, 5.

ALEX

There is a deafening roar from behind you.

LYDIA

Ah...

[sound effects].

ALEX

Really bizarre vocalisations that are... utterly unnatural.

LYDIA

Umm...

ALEX

It almost is damaging you, it's that loud.

LYDIA

Uh hm...

ALEX

Cut to... Zolf and Hamid...

BEN

Oh... Eye spy with my little eye, something beginning with...

[sound effects].

ALEX

Echoing across the tunnel...

LYDIA

Evil...

ALEX

Sasha... that raw has just happened.

LYDIA

Yep.

ALEX

What do you do?

LYDIA

I run... I leg it...

ALEX

Yep. You legit.

LYDIA

It sounds like... yes that was the right thing. The right thing. Well done...

ALEX

That's correct.

LYDIA

You've chosen well..

BEN

I'm so scared.

ALEX

Presumably you charge back exactly...

LYDIA

Yeah... I'm trying to... I'm going to...

ALEX

That's fine. So you begin that run..

LYDIA

Yep.

ALEX

Give me a perception check.

LYDIA

Yep but... like I'm used to running in darkness...

BEN

Yeah... yeah... I know...

ALEX

She stuck to the side, she's used to it... I'm going to allow it.

LYDIA

5 + 7.

ALEX

OK. So, you run, you find the entrance, you dart down it, you start running.

LYDIA

OK.

ALEX

Nothing happens.

LYDIA

That's cool. I'm going to keep legging it.

ALEX

Ahead of you... from two tunnels that you thought were just little alcoves, something shifts. You hear it. You can't see it, you haven't got your torch lit, but you definitely hear... and it's gone.

LYDIA

Oh right.

ALEX

Give me another perception roll.

LYDIA

Oh... this is finally a decent one. So 15+7.

ALEX

OK. You hear nothing...

LYDIA

Uh hm...

ALEX

But you do start approaching where you left the others. Because obviously you were moving so slowly with that torch...

LYDIA

Yep.

ALEX

Bombing it back now, you're alright.

LYDIA

So... now I'm going to... begin to walk quietly...

ALEX

Uh hm...

LYDIA

Because now, maybe I don't want whatever's pursuing me, to know exactly where I'm going.

ALEX

Uh hm... Zolf.

BEN

Hello.

ALEX

Cutting to you, you see Sasha at the very edge of your dark vision, re-entering that vaulted room where there were multiple channels.

LYDIA

Behind her...

ALEX

She's moving, really stealthily. Like you can't hear anything. Hamid's not even aware that she's there. But you, obviously with your dark vision, you can see it. She's moving absolutely silently. Hovering over her are two tentacles. They are currently from outside the corridor and they're just draping and playing around her head completely silently...

BEN

Oh dear... SASHA RUN, IT'S ABOVE YOU.

LYDIA

I legit. I run, give you the light.

BEN

OK.

LYDIA

And then like... like take a 5 foot step in front of them so of all of the people to stand and take the damage [laughter]... she's not really built for that, but I guess... compared to these two...

ALEX

Well, you charge towards him, you throw Zolf the light.

LYDIA

Yep.

ALEX

You can see...

BEN

I will catch the light and hand it to Hamid.

ALEX

Sure

LYDIA

He can't wind it. He's only got one arm.

BEN

Oh dear...

[laughter]

LYDIA

That's why I throw it to you...

ALEX

So you try and go... oh no...

ALEX

You ching... ching... spin around...

LYDIA

Yeah...

ALEX

In the time that it took for that to happen, you saw the tentacles retreat away.

LYDIA

So now there's light...

BEN?

What was it Zolf?

LYDIA

Now there's light. Now...

BEN?

What was that?

BRYN

Shhh... shh.... shhh... It's gone. I think.

LYDIA

So what was it? What was it? I just looked... it was behind me, and I stabbed it and I then I legged it.

BRYN

There was some tentacles above you, like...

LYDIA

What?

BRYN

Yeah... just... just... brushing over your head.

LYDIA

How did that... like I didn't hear anything behind me. Nothing sneaks up on me Zolf. Nothing. Are you sure you didn't imagine it? Nothing sneaks up on me.

BRYN

It's pitch black down here. It will be designed to hunt in complete darkness. The only sense of sounds, that's why. Right. So...

LYDIA

It's hunting us... it's hunting us... it's hunting us in the dark, it's hunting us in the dark. It's fine. Maybe I can set it on fire.

ALEX

There's another echoing cry. It could be from any distance, the same one.

[sound effects]

LYDIA

OK. I'm going to get the fire bomb.

BRYN

Did you find anything?

LYDIA

I went down for about an hour, because I was trying to be sneaky. I found a big cesspit. All sorts of weird chemicals flowing out of I guess Paris, down there, I went around...

ALEX

Zolf, as she speaks, you see a tentacle poke out, from one of the side tunnels. Not the one that you saw last time, a different one. It has an eye on the end of it. It turns. It's glassy, so it's almost like it's got cataracts or something. But it can clearly see.

BRYN

I'll shine the light in its eye.

ALEX

It snatches it's eye back. There's no scream of pain, nothing like that.

BRYN

It's still there.

LYDIA

Right, so it's big enough to be out of two tunnels? I guess there's several of them. Alright. OK, so the plan of running back in there and setting it on fire. It basically is a big cesspit. I've found a tunnel that I thought we could climb up.

BRYN

OK.

LYDIA

But then as I came back, there was something behind me, and I just stabbed at it wildly, and legged it. I thought I'd got away, but obviously it's followed me. I'm really... I'm sorry I brought it back here.

BRYN

No, it's ok. It's fine. Umm...

LYDIA

There's one more tunnel. No tentacles have come out of that. We could just... dash down that.

BRYN

I think...

BEN?

Err... I don't think Zolf can dash anywhere right now.

BRYN

I can't walk.

LYDIA

Can you make your hovery thing? Can you sit on that?

BRYN

It won't move very fast.

LYDIA

I can pull it, push the disc? You make your little disc, and I'll push it, it will be like a stretcher.

BEN

You wouldn't move very fast, but faster than hobbling along?

BRYN

OK. Alright.

ALEX

At the very edge, the very, very edge of your dark vision, you can just merely make out movement. I should point out, by the way, that dark vision is normally like a light snow colour to it, that's the way it works. But the very, very edge, so it's in the darkness, you just see... you know like a chicken's leg, that shape to it...

BEN/LYNDIA

Umm...

ALEX

Imagine that but large. And by that I mean mechanically appropriate but a large creature. That, with a tentacle wrapped round it, sort of moves just in and out of your vision. You see the eye poke in and then... pull back and it's just lingering, at the exact edge of your vision.

LYDIA

I'm going to prep a bomb.

ALEX

You cannot make out a form to it, occasionally there's a tentacle, occasionally there's a stinger. For a moment, you see what might be a mouth... certainly teeth...

[sound effect]

LYDIA

Right, you cast your disc. I'm going to prep... I'm going to blow this thing up, and then we're going to run down the tunnel. I don't know what it leads to, but I don't know how it can be worse than tentacle, or cesspit and tentacles.

BEN

Right, yeah... yeah... yeah... OK. OK. Sure I will cast that...

ALEX

The second that you begin casting something, it's gone from your vision again.

BEN

Then I'll get on the disc. Its around, this will last about three minutes, in order to do it again.

LYDIA

Right.

BEN

Totally, I've got about three minutes.

LYDIA

OK. I'm going to run to the tunnel that all the tentacles have come out of and thrown a bomb down it blindly, and then run back.

ALEX

Roll it on the off chance of a fun ball.

LYDIA

Yep.

BEN

Or a crip.

LYDIA

5 and even.

ALEX

5. You just lob it down.

LYDIA

Yep.

ALEX

There is a [sound effect] certain bits of dust fall down. In fact, listening you hear off in the distance somewhere the distinct sound of [sound effect] as a bunch more earth and stone fall, it's hard to tell the direction. Certainly not in your current situation.

BEN

Do you...

ALEX

It's closer to a concussive grenade blast than anything with a flash to it. It's not a flashback.

BEN

While Zolf is casting floaty disc, I'm going to attempt to cast mag armer. And I roll on that for 20, so I succeed.

ALEX

You succeed, wicked.

LYDIA

He is particularly good.

ALEX

You know what, we've never seen this before. Describe it, because Zolf can see it at least. In fact Sasha... there is a light, there's enough light now, you've got the torch going. How's it look? What's it sound like? What's it... describe it to me, how does it smell?

[laughter]

BRYN?

So I surround myself, conjuring it from one moving hand, I surround myself with a very faint, unearthly dull yellow glow, and you can see the pattern of... very faintly you can see a pattern of scales within it. And essentially it creates a little bubble around me, that just flickers very slightly. It doesn't provide any light, but it strengthens when I'm attached essentially.

ALEX

When it happens, Zolf, you see, and only you see, as it's happening, there is definitely, almost the appearance of scales, moving across, almost all of his skin. Nothing huge, it's not a big elaborate thing, and obviously you've got no colouring, but... it's almost like watching... seeing his skin has dried out. And you know those patterns you can get on dried skin. Scaly almost.

BEN

Magic.

ALEX

Yeah.

LYDIA

Don't know how these... you know... wizards... because you still.

Yeah, you still think that he's a wizard... right?

BEN

Probably nothing.

BRYN

We all think he's a wizard.

ALEX

Probably nothing.

LYDIA

It's all really strange.

ALEX

So are we ready to enter initiative order then?

BEN?

Yep. So I'm going to sit on the thing. I'm going to have the trident, kind of... sit in the crook of an arm.

ALEX

You're jousting...

BEN

Yes...

ALEX

Yes.

BEN

And I'm going to be winding the other... using the other hand to wind it, because I'll get it in between my thighs, so that we've got a light, constantly.

ALEX

I Love this.

[Laughter]

ALEX

Who's pushing you?

LYDIA

Fan...

BEN

Sasha has a bigger movement speed than me, so I'm assuming this will slow her down to my speed.

LYDIA

I'm running... you know... so I've thrown the bomb, something has collapsed. Hopefully enough the tunnel.. and coming back and pushing you down the third tunnel.

ALEX

OK. So, can I get imitative rolls from everyone?

LYDIA

19.

BEN?

21.

BRYN?

10.

LYDIA

Slightly worse, because you were worse... person.

ALEX

Now we're into the slight limitations of the system, which is, you are all sort of acting simultaneously, and this whole, weird sudo charette thing you've got going on...

[laughter]

ALEX

Does really stretch the bounds of it a little bit. So you're going to have to bear with this, and there's going to be a little bit of... fluffing the details I think. So Sasha, you're first on initiative order.

LYDIA

Yep.

ALEX

What do you do? Presumably you...

LYDIA

I push Zolf down the third tunnel and...

ALEX

OK.

LYDIA

And particularly, now he's got his trident set out in front you know... It's just running blindly with a stabby thing.

BEN?

As fast as you can.

BRYN?

Got the light... got the light in front of us.

BEN?

We've got the light in front of us.

BEN?

What we don't have any idea, is what's behind us.

LYDIA

If anyone wants to make a...

[laughter]

LYDIA

You know... with a... a dwarf on... a hovering disc...

ALEX

It's just a black square that doesn't refresh, and it's because they just picked a different angle.

[laughter]

ALEX

Hamid...

BRYN

I'm running along beside them.

ALEX

OK...

BRYN

Trying desperately not to...

ALEX

Zolf...

BRYN

... Worry about what's behind us.

ALEX

Zolf, you are currently moving on Sasha's action. Are you doing anything extra, apart from just keeping the light lit and...

BEN

... counting.

ALEX

OK.

BEN

We've got three minutes.

ALEX

OK.

BEN

I'll let this fall, then I have to get back on it again, so my plan is to cast a floating disc underneath it...

[laughter]

ALEX

So.

BRYN

I'll just have a bump!!

ALEX

So, you're charging...

BEN

Under cutlery and hits the tablecloth.

ALEX

You're charging down...

[laughter]

ALEX

With the light on. You see that it was a miracle that you didn't trip on the way. There's loose bits of stone, and kind of thing, on the floor. You got lucky... you got lucky... just making the whole sprint in the dark...

LYDIA

Yeah...

ALEX

You got lucky not tripping over a flagstone. Again, with the light, it's fairly easy, it's not like the whole thing is a chasm, but three minutes passed, and you run into a dead end. It's caved in, it's just blocked off.

LYDIA

Right guys, what magics do you have that might be good for a tentacle monster that is so large that it spans two tunnels, it seems like... I haven't seen anything yet...

ALEX

You haven't seen a single part of this creature. Neither of you have. The only one that has seen anything is... Zolf.

BEN

Right, here's how it's working. I have another fifteen minutes of this. After that, I can't move. At that point you leave me and you go.

BRYN?

We can't you leave here Zolf.

BEN

OK. At that point we both die. Right. we're going down the first tunnel. So we go back at this speed, we go down the first tunnel, get on with it.

As you say that, in the very distance edge of your vision, from above that eye comes, has a look, and then pulls away again.

BEN

We need to go now. Just go... go...

LYDIA

Alright, so I push Zolf back and go up the unknown tunnel.

ALEX

Because you are still at the cave in from the corridor that you picked first time. You are going to be charging directly towards where you just saw the creature.

LYDIA

Yep.

ALEX

OK. That's fine.

BRYN?

Are we going to be shining a light at it?

ALEX

No, that's fine. As you charge towards it, Zolf, you see there was a small crack in the ceiling, where it pokes an eye hole through. It powers on, you glance over your shoulder. There is nothing there. Eventually, charging, the same amount of time passes. You find yourself back in that crossroads...

LYDIA

Yep...

ALEX

And presumably you go dead on to the other side.

LYDIA

Straight forward yep... charging along... I'm charging... I'm pushing a disc...

ALEX

Sure...

LYDIA

I've got like a... yep...

ALEX

So you all now are getting really tired. You have been sprinting back and forth, back and forth.

BRYN?

Well in a sense...

ALEX

Sasha, Hamid and Zolf, charging ahead. Suddenly coming into view at the extreme end of the light, you see one of those weird sort of chicken legs at a contorted angle, slightly furred and matted hide and two tentacles which have

sharp barbs at the end of them, whipping back and forth, right at the edge of the light.

BEN?

So down that way?

ALEX

Down the way that you're going.

LYDIA

I stop pushing, and I throw a bomb over your head, right at it...

BRYN?

I cast sleep.

ALEX

OK. Give me an attack roll first?

LYDIA

17+5. So 22 and it does 2 D6+ splash. This is my last bomb.

ALEX

It hits square...

BRYN?

Nice.

BEN?

Still the fire flask?

LYDIA

Yeah, I've still got those. Oh 4 and 5, so 9.

ALEX

OK.

BEN?

+2 splash damage.

ALEX

Hamid?

BRYN

I cast sleep.

ALEX

OK.

BRYN

I successfully cast sleep. If it's got 4 hit dice or less, it has to make a **will** save.

ALEX

OK.

BRYN

The DC is... 15.

ALEX

It does not stop moving. It does give a roar when the bomb hits [special effects] and it disappears down a side tunnel.

BRYN?

Go, go, go....

LYDIA

Yep. I'm running... although I say running, walking fast...

BRYN?

Yeah... fast...

ALEX

Charging ahead... you pass the tunnel obviously that the thing disappeared down...

LYDIA

Yep.

ALEX

It's small. It looks like, for such a large creature, it's probably contorted itself in some weird ways to get down there.

BEN?

Made of tentacles....

LYDIA

I throw a fire bomb in there, as we pass it...

ALEX

On the pass?

LYDIA

Yep.

ALEX

Give me a tack roll not to bodge it...

LYDIA

6

BEN?

6 and the roll, you get +5, so it's 11.

ALEX

OK, so with 11, you throw it down [sound effect] as we spirt a flame, there's no scream of anger or anything.

LYDIA

Oh...

ALEX

Continuing for another... about five minutes...

BRYN?

You cast a couple of times I guess.... I've got three left.

ALEX

You find yourself at the opening to a large cavern again. This time, as you've been running, that kind of... rough rudimentary working is gone. You are entering an actually natural cave formation, at this point. It's unworked stone. The ground gets very bumpy and wobbly and starts taking some weird angles, gets jagged, to the point where you can't really keep sprinting in this way. Because it's such jagged angles. You know, suddenly you're having to duck quite low, and other time you are having to almost push him up over... finally you make it through to this natural cave formation.

LYDIA

Umm...

ALEX

There is a worked stone bridge, across a large extremely long, maybe 40 foot... what looks like a natural ravine, almost. The worked stone is rudimentary in the ways that were before. Clearly someone tried to cross this, a very long time ago, and that's what left. It looks in very bad condition. The ravine disappears off, you hear the sound of running water at the very, very bottom of it, and it's clear that whilst the walls of this cavern mean that you're only exposed to maybe a sort of a 50 foot length wise, as it were, it's clear that it continues underneath the walls, in further directions.

BRYN

Are we going to cross?

BEN

We can't go back.

BRYN

We shouldn't all go on at once. I'll take a piece of rope across the other side and I'll pull...

BEN

We need to get on with this. I've got about 10 minutes of being able to move.

BRYN

OK. I go. I'm going to cross first.

ALEX

OK.

BRYN

Because I'm the lightest, I'm very light. I'm very light.

LYDIA

Cool. I'm going to tie a knot around, under your arms and hold the other end of the rope.

ALEX

OK.

BRYN

Yeah... I've grabbed one... I've grabbed a piece of rope and just...

ALEX

So, heading across, are you going quickly or are you going slowly?

BRYN

I'm going fast, but... yeah, I've grabbed one end of a rope and just...

ALEX

As you go across...

BRYN

I have circled myself.

ALEX

... bit's of it fall off. You see them...

BRYN

I start to slow down....

ALEX

Dropping away...

BRYN

... to be more careful.

ALEX

You, none the less, can make it to the far side, with the rope. There's one brief period where a good like 5 foot square of stone just [sound effect] drops, and you have the really, really disturbing thing, where it falls, and it's falling for so long that you barely hear the splash. You just have a... [sound effect]... and then silence as it falls....

LYDIA

And jump on...

ALEX

But you make it to the far side...

LYDIA

I just on the disc with Zolf and pull along...

BEN

Yeah... and pull the rope.

LYDIA

So our weight isn't directly on the...

BEN

The weight isn't actually on it at all.

LYDIA

Yep...

BEN

... because it's floating. It can float 3 feet above solid ground so...

ALEX

OK. Zolf, give me a perception check?

BEN

Err... no.

[group laughter]

BEN

6.

LYDIA

You see that you're in a cavern.

ALEX

What is your AC?

BEN

It is 16, because I don't have my shield up.

ALEX

OK. Sasha...

LYDIA

Yep.

ALEX

Give me a perception check?

LYDIA

23.

ALEX

OK. The second that you are pulled out, over the bridge, there is a flash of colour, a deep, deep purple. And what looks to be one of those barb tentacles, snaps out from beneath the bridge, so it was backed up against the cliff wall.

LYDIA

Oh..

ALEX

Sneaks out, there was no way Hamid could have seen it, and it was only... the only reason you are seeing anything at all, is the light between Zolf's legs briefly catches a colour. It wraps itself around Zolf's bad leg.

BEN

OK....

ALEX

And sinks in. The barb jabs straight in.

BRYN?

Anyone seen 127 hours?

[group laughter].

BRYN

Two peg legs...

BEN

Well I've already got one useless leg,

[laughter]

BEN

Because I might... you know... die of poison.

ALEX

It sinks the barb in. Yanks you... give me what your combat manoeuvre defence is?

BEN

Err... CMD... it's 13.

ALEX

OK. Meanwhile, what's your AC Sasha?

LYDIA

17.

ALEX

OK.

LYDIA

I need all my limbs. I need them to climb.

ALEX

OK.

LYDIA

Are you determined to murder us Alex?

ALEX

This is an audio podcast, so people can't see the faces I'm pulling.

LYDIA

Ahh...

BEN?

gleeful.

LYDIA

Would you like us to describe our faces?

ALEX

And what's your combat manoeuvre defence?

LYDIA

It is... 14.

ALEX

OK. These things happen simultaneously. So, Zolf, [sound effect] it snaps out, jabs it barb into your good leg, yanks...

BEN

Can't hold on.

LYDIA

Err... yeah, and he doesn't have a good leg so...

BEN

Yeah...

LYDIA...

That's doesn't describe anything.

BEN

Do I get like a...

LYDIA

Yeh...

ALEX

You get a reflex save. 11, yanks you clear of the disc, flings you out into the ravine. You plummet.

BEN

OK.

ALEX

Simultaneously, Sasha... oh sorry I forgot the important thing. You also take an 8 damage.

BEN

That's fine.

[laughter].

BRYN?

Yeah, that's really not the important bit.

ALEX

Oh sorry... sorry am I...

BRYN?

Being flung into a ravine...

ALEX

Am I underselling this... it's going to get worse. Sasha...

LYDIA

Yep.

ALEX

Without realising it, because the light wasn't shining there, round your left leg, from the other side of the bridge, jabs its barb in, you also... I did roll these... take 8 damage. Give me a reflex save?

LYDIA

23.

ALEX

23?

LYDIA

Yep.

ALEX

It yanks you.

LYDIA

HOW HI DO YOU HAVE TO ROLL TO DUDGE THIS TENTACLE!!

ALEX

Can I finish my sentences...?

LYDIA

Tentacles tentacle...

ALEX

Let me finish my sentences, or I'll just kill ya.

LYDIA

Oh....

[group laughter].

ALEX

That's how jamming works. It yanks you...

LYDIA

Yep.

ALEX

You writhe violently... it loses its grip on you...

LYDIA

Yeah...

ALEX

But pulls you until you are hanging...

LYDIA

Oh...

ALEX

... over the bridge.

LYDIA

Is this an acrobatics check?

ALEX

As...

BEN

Well, I mean if I get to react to like falling, I would like to try and basically just throw my trident at where it is...

ALEX

Give me, give me...

BEN

Cool.

ALEX

I've got you covered. You've got to let me actually GM...

LYDIA

No, we don't want to because.... You're mean...

[group laughter]

ALEX

As Zolf...

BEN

True story...

ALEX

As Zolf plumets...

LYDIA

Yep.

ALEX

The torch light sweeps across the cliff face... and for one horrifying moment, it is outlined in front of you. You are about a foot away from it. It is the most hideous amalgamation of limbs. There are tentacles with eyes, there are legs on the end of tentacles, there are barbs everywhere. There is no part of its misshapen torso that doesn't have a limb coming out of it, apart from a circular mouth, and that mouth has teeth within teeth within teeth. And it is... it has a long snaking tongue that is basically powering out towards you. It gives that raw [sound effect].

LYDIA

Does that mouth sort of move away from me?

ALEX

Yes. Bear with me. Zolf, take your reaction.

BEN

I've chucked my trident because I can't do anything else. That's just dead space isn't it.

ALEX

Yep.

BEN

4.

ALEX

4. [sound effects]. Glances off to the cliff.

LYDIA

It's like you don't like the trident.

BEN

It's my last resort.

LYDIA

Yeah, fair.

ALEX

Sasha, what do you do?

LYDIA

I throw my last five...

ALEX

Give me an attack roll?

LYDIA

Into its mouth. 6+5 so 11. Is that a foot away, right?

ALEX

You throw it. What you thought was part of its bodily mass, just rives away. It shatters onto the cliff [sound effects]. It does seem to pull away from where the flame is upon the cliff, and then it lunges towards. Cut to Hamid at the far end of the bridge. You saw Zolf, plucked off the bridge. You saw Sasha, plucked off. She's hanging on by one arm, having failed to taking it off, and you're seeing Zolf plummet. You don't even hear him scream as he disappears...

BEN

Noooo....

BRYN

[unclear: 38:06]

[group laughter].

ALEX

And we'll close the episode there.

JAMES

I was here for all this one as well by the way guys, just so everyone knows...

ALEX

You knew, I warned you...

JAMES

No, no... it's fine, I've been sat here, in silence for two whole sessions.

ALEX

I warned you...

LYDIA

I didn't even know you could be so... I'm really impressed...

JAMES

Yeah, it's an acquired skill.

LYDIA

All of the miming was quite distracting.

BRYN?

I'm going to assume that the light from the fire flask has at least given me enough sense of where it is to start casting magic missiles...

BEN

I don't get to use both hands anymore.

ALEX

Oh yeah, I took one of those away.

BEN?

It's PP Pew from one hand..

ALEX

No its pew...

BEN?

No it's P Pew

ALEX

Anyway, so having put you in a fairly bad position....

LYDIA

Yeah, fairly... I mean, he's plummeting still.

BRYN

You haven't hit the bottom yet. Are you still alive?

BEN

I'm not sure...

ALEX

I'd love to say that you level up to the point where you can cast fly on the way down you don't...

LYDIA

No.

ALEX

But we will wrap up the episode there.

LYDIA

Bye...

ALEX

Be sure to tune in next week, and we might...

BEN?

Next week, when we're introducing our characters, it will be Ben playing... Well I don't know...

BRYN

Well my sign off is... Byeeeeeee

[group laughter]

ALEX

Bye guys...

EVERYONE

Bye...