

RQG – 56 – Trench Coat Capers

Content Warnings **leave as shown unless dictated otherwise**

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BEN

Hi, everybody, Ben here. I'd just like to take a moment to thank some of our patrons. Paul Simms, Janelle Govin, Rachel Lewis, Josh Circer, Luke Adams, Bob ??, Mya Barrow, Robert Checkout My Freaky Table Runason??, Ashley McConkey, David Prigmore, Rosh Barlow, Simon Dodarer?, Heather McKenzie, Calum Thomas, Amy Barber, Scott Morrison, Rayne, Elliot W James, Charles Alan Marabell??, Kirsty Conrad. Thank you all. We really appreciate your support. If you'd like to join them go to www.patreon.com/rustyquill and take a look at our awards.

[Show Theme - Intro]

ALEX

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

BEN

Ben Meredith

LYDIA

Lydia Nicholas

BRYN

Bryn Monroe

JAMES

James Ross

HELEN

And Helen Gould

ALEX

And who are you playing?

BEN

Zolf Smith

LYDIA

Sasha Rackett

BRYN

Hamid Saleh Haroun al-Tahan

JAMES

Bertrand MacGuffingham

ALEX

And also we've got Oscar Wilde kicking around. So, yeah, as things have been starting we're into season 2 on the most downer intro I could have possibility conceived. So, you know, congratulations on that one.

LYDIA

(singing) "The house is burning, everyone knows a song".

BRYN

Everyone's sad.

ALEX

It's not even like big and exciting, and mostly just (singing) "Everyone's quiet because they're quite really tired".

BRYN

Yay.

LYDIA

Post-Brexit.

(everyone laughs)

ALEX

So, as it stands, you were having defeated Mr Ceiling and turned off... lets just say the internet from now on, having turned off the internet, and with the obviously...

BRYN

The world wasn't ready for it, it was too soon, it was too soon.

LYDIA

It wasn't The squishy flappy brain net made of flippy squashy dead brain.
"How do we know that Google's not run on brains, guys?"

ALEX

What do you mean how do we know it's not? I'm mean, come on, I assumed it was a given.

BRYN

Wake up sheeple.

LYDIA

That's a lot of my work in the mucus pit.

ALEX

So, as it stands, you were waiting in the hotel for a while and then eventually have been called upon by Oscar Wilde to go out of Paris and move on towards Prague.

BRYN

And he told us nothing because he's a word I can't say.

ALEX

In fairness, in fairness...

LYDIA

We were in a rush and there may have been people listening in. Hamid just doesn't think of these things. 02:23??.

BEN

You'd be very bad in a movie where some like came and time ported away. "Quick there's no time to explain". You're like, "No, please, explain it to me now."

JAMES

"I'm coming with you."

BRYN

The thing is, saying there's no time to explain is literally the time you should have used to explain. If you can't sum it up in one sentence you're not worthy of having this opportunity to come back in time and change things.

JAMES

Or if you're in a time travel film then should it by definition you can just arrive a little bit earlier?

(everyone laughs)

BYRN

That's a really good point.

BEN

Not if time's rolling up behind you.

LYDIA

What if you don't have that much control about when the portal opens? You know, you have to aim for within a certain hour.

ALEX

I can categorically say now, time travel will not be happening here. I have yet to find a way to make it work in a way that doesn't result in the universe ending.

LYDIA

We've just had our memories like...

ALEX

Hey, that's completely different. That's completely.

LYDIA

Okay.

ALEX

So, as it stands, you are heading down the street and having a bit of a confrontation and then you ended up with a couple of mysterious figures stepping in on either end of the street, which Wilde noticed. So, we will pick up exactly where we left off, which is you have all just noticed the figures as has Wilde.

BRYN

They look threatening, don't they?

ALEX

All of you give me a perception check so you see a bit more about them.

JAMES

5.

ALEX

So, Bertie knows he's in Paris. This is personal growth, that's good.

LYDIA

11.

ALEX

11.

BEN

12.

ALEX

12.

BRYN

24.

ALEX

24. Okay. So...

BRYN

Hamid's a bit on edge.

ALEX

Everyone apart from Bertie, two distinctly sinister looking figures have come in at either end of the street. Bertie, you see to people, that's the sum total there are two people in the street as well as us.

JAMES

Which two hasn't noticed? Hamid and Sasha?

ALEX

Do you know what, I think we can randomly determine...oh, Bertie doesn't know he's there.

JAMES

"Like if anything the most noticeable."

(everyone laughs)

JAMES

"I think therefor I am. Aaaah, I've denied my own exist." Carry on.

ALEX

So, the figures are wearing big full length coats, not leather or anything, mostly just tatty kind of overcoat, maybe a grey coat, maybe a trench coat or something similar. They're both wearing wide rimmed hats. One of the things that... Hamid, you notice and the others haven't really had a chance to yet, is as you are hold person and the person walks directly into you line of sight

before you being released, what you do see is that they seem slightly mis proportioned. Can't quite put your finger on it. Maybe their head is too large or their hands are too large or their feet are too small.

BRYN

There's three toddlers in a trench coats.

ALEX

Yeah, sure. The stats for toddlers, they're very very weak. I mean, at this level I think you're above them in CR levels.

BRYN

Open their trench coats thousands of rats appear.

LYDIA

It looks like very tall spider that's using six of their legs to do magic tricks.

(laughter)

BRYN

Well, it's a spider that's like quite shy and so needs of a coping mechanism advantage.

LYDIA

Yeah.

BRYN

It's pretty scary.

ALEX

The figure at the far end of the street, which is the direction Hamid was trying to walk back into Paris for, steps out from behind an overturned mechanical carriage. “Ladies gentleman”, this is of course in gutter French, “Ladies and gentlemen, I'm very sorry to inconvenience you. I was wondering if I could have a quiet word with Mr Wilde”.

BRYN

I look at him. “Parlez-vous Anglais?”

ALEX

He cocks his head and doesn't reply to Zolgin anyway.

BRYN

Right.

LYDIA

He said, hi, he wants to chat to Wilde.

BRYN

Right.

ALEX

Wilde sort is very still and you can see to Sasha, to your practice dive, this is the stance whose sort of slowly shifting their weight just to be ready for something and he just sort of mutters under his breath, “We really need to leave here right now. That would be a really good idea if we leaved here right now.”

BEN

“Who are these people?”

BRYN

“These are from the Lagormand lot 06:14”.

BEN

"Then let's start with them".

BRYN

I cast magic missile.

JAMES

Bertie simultaneously draws his sword and thinks about charging.

ALEX

Okay. Everyone give me an initiative roll.

BEN

Will I get an action in a surprise round?

ALEX

Yes you will?

BEN

Yeah.

ALEX

But we do initiative first cause we ain't doing our 06:32??. Okay. So, what have you got?

BEN

I've got 10.

LYDIA

22.

BRYN

21.

JAMES

20.

ALEX

Okay.

BRYN

Good rolling, people.

LYDIA

Yay.

BRYN

I mean, apart from Zolf.

LYDIA

Yeah, well.

BEN

It beats the usual like 3 I get.

LYDIA

He's got sea legs. He's still... he's old man, he must be wobbly.

ALEX

So, you get to 06:52?? first, Hamid because you initiated. Basically, you went, "Hello..." ..Bang!

BRYN

“He said they were from La Gourmande. I don’t like La Gourmande”. Two missiles streak out from Hamid’s fingertips looping in opposite directions. One hits both of the two assailants at the end of the alley. I do 5 damage to the one at the far end who is nowhere near me and 2 damage to the one who’s only about .30 foot from me and is probably going to get in my face pretty soon.

ALEX

So, to describe the set up for everyone who’s listening, we have you in the middle of a street. There is basically a crossroads at either end of the street, you’re in the middle of one. Some of the buildings have been already looted, some of them have metal gratings on them so you couldn’t have gotten into anyway, and the street is populated by a lot of vehicles, metal and so on which...

BRYN

Most of which are overturned and/or malfunctioning?

ALEX

Most of which are overturned, malfunctioning and for the most part in the way.

BRYN

Also there’s fire?

ALEX

Well, there's a barrel. There's a barrel fire but it's not the end of the world. So, with that in mind, you have fired your two missiles, one of them hits each person at each end of the street.

BRYN

Yep.

ALEX

They basically give a growl but don't have time to act before Sasha you're up.

LYDIA

"Which way, Wilde", she shouts and then... okay, so she's going to run at the guy has hit for 5 and then tumble through his square because she has now...

ALEX

And you've got your new shiny feet, haven't you?

LYDIA

Yes, from when she died and then was resurrected she has slightly faster speed and then that meant that it made sense to take the lethal acrobatics. Because it turns out when she is acrobatics it gets through an enemy square. That enemy is suck with it so she gets to sneak attack here.

ALEX

Or it.

LYDIA

Or it or they.

JAMES

I mean, point of information here, it's a rotund not a feet but I'll take off my pajura.

ALEX

Well, they're kind of like given some of the 08:41??.

LYDIA

Getting it right and all.

ALEX

Some of the rotuns 08:42?? have a feet.

LYDIA

Yeah.

ALEX

But this is fairly nuanced.

LYDIA

Yeah. So...

ALEX

So, you do that. Give me an acrobatics roll.

LYDIA

Yep, yep, yep. Ooh, 19 plus 11.

JAMES

Perfect landing. Judges go wild.

LYDIA

Hands in the air and then stabs in the head.

ALEX

09:01?? there's 9s in her hand, you're not sure how they got there but she did take a landing.

LYDIA

She's got the 9s in her hand because she's got like the spring loaded wrist sheaths.

ALEX

So, you charge straight line, straight over, very very easy, very elegantly, land on top of an overturned building.

LYDIA

And they judge you for 9, 9.5, 8 and a 7 because somebody felt that she could done something slightly hard, obviously.

ALEX

She didn't have rapiers in her hands, it was just daggers and a regular.

LYDIA

Just daggers and a regular.

ALEX

So, anyway, you can also take attack if you want?

LYDIA

Yes...

ALEX

I'm assuming you would like to?

LYDIA

I will with my daggers.

ALEX

You only get the one attack because you have moved first.

LYDIA

09:37?? sneak attack is 2B6 plus 1.

BRYN

Correct.

ALEX

For the damage.

BRYN

You had rolled D20 to hit.

LYDIA

Ooooh.

ALEX

What is it?

LYDIA

4. So, only 12.

ALEX

Only 12? That is not a hit.

LYDIA

Oh, so as she does that tumbles over and then like wang, the dagger hits the car.

ALEX

Honestly, it's more that a case of you charge, you flip over, you have the daggers in your hand and then you stab out of them.

LYDIA

Mmm.

ALEX

And they move in the weirdest way. You stab out and then...

JAMES

I don't think they're entirely human.

ALEX

They're bending in a way that you couldn't have predicted. So, you're attack was perfectly fine but you find yourself hitting coat where you're fairly certain liver should have been.

LYDIA

Yeah.

ALEX

So...

LYDIA

Oh, I like the smell of liver in the morning.

BRYN

It smells like breakfast.

ALEX

The surprise round, obviously you had your action and now you're into the main round and you will roll initiative again because you've clearly got something going on. Go for it. What do you do?

BRYN

I cast my exciting new level two spell, Scorching ray.

ALEX

Describe scorching ray for us. First how it looks mechanically and then how it looks.

LYDIA

Sorry, the way he said “Scorching ray”. 10:49??. “Hi, I’m Ray”.

(everyone laughs)

LYDIA

“I’ve got some zingers in here”.

(everybody laughs)

BEN

“Ever noticed how ogres dry?”

BRYN

So, Hamid is angry, he’s a got a lot misplaced anger and he just flings a pointed finger straight out in front of him at the approaching slightly scary looking dude. And, basically, screams with rage and the fire sort of erupts simultaneously from both the end of finger and very slightly from his mouth.

ALEX

Oh, that’s probably fine. Everything is probably fine.

JAMES

Probably fine.

BRYN

Ranged touched attack...

ALEX

Ranged touch attack.

BRYN

But he is flatfooted against this attack so his touch flatfooted AC is probably only 10, maybe 11. And I rolled a 13.

ALEX

13. You do not hit.

BRYN

Seriously?

ALEX

The flatfooted AC for these particular characters are particularly high 11:44??.

BRYN

On a touch attack?

ALEX

On a touch, yeah. Flatfooted AC, yeah.

BEN

That is ridiculous.

ALEX

So, you put your finger and basically, yeah, that beam of fire that's a little bit from the mouth just fires out in a perfectly straight, almost laser straight line and goes slightly wide. Again, it wasn't actually your fault, they've moved in a really unpredictable weird way that's thrown you off.

BRYN

Clearly wasn't my fault.

ALEX

Bertie you're up

JAMES

Right. So, Bertie his sword his drawn. He charges at the chap that Hamid was just firing at.

ALEX

You are not able to charge because there is not a direct line from you to them.

JAMES

Oh, right.

ALEX

You could move and attack but you could not charge.

JAMES

Oh, then I move and attack.

ALEX

Okey doke.

LYDIA

You just walk fast.

ALEX

In fairness, the only real difference is that you don't get a slightly extra bonus...

JAMES

Okay.

BEN

You don't get plus 2 to your attack roll.

JAMES

Alright.

ALEX

Okay.

JAMES

That's what Bertie does.

ALEX

"Cleft, cleft in twain 12:35??".

JAMES

So, the chap that he's attacking is just one side of the car, so Bertie is going to attack from left to right rather than right to left and attempt to slam him against the side of the car with his sworn.

ALEX

Presumably you're shield with is your arm as it always is and we never mention.

JAMES

Yes, yes.

ALEX

Of course, carry on.

JAMES

Yeah.

ALEX

Give me attack.

JAMES

Yes. I am doing the power attack? I'm probably not doing the power attack because these people have been pretty good at dodgy so I'm just going to do a regular attack.

ALEX

They're quite dodgy for...

JAMES

17.

ALEX

17. Not a hit.

JAMES/LYDIA

What????

ALEX

Again you splice through with your sword and then the top half of what you are rapidly deciding is not a person literally folds 90 degrees back so that instead of you clattering in twain it whistles over the torso and then rewrites itself as if nothing had happened at all.

BRYN

“Okay, that’s freaky, guys”.

JAMES

“That’s just cheating, isn’t?”

BEN

I’m placing my bets a coat full of rats.

ALEX

At which it is the action of the person that Bertie just took a hit at. We will call this one...

BRYN

Number 1.

ALEX

Number 1.

BRYN

Okay.

ALEX

Number 1 separates in the middles.

LYDIA

It was rats all along.

ALEX

A coat is thrown off...

BRYN

Two toddlers.

ALEX

Two gnomes standing on top of one another.

BRYN

Gnomes???

JAMES

“Gnomes???”

LYDIA

Are you serious?

ALEX

I am genuinely serious.

LYDIA

Okay

ALEX

The top one flips and is now beside. The one who did the speaking just goes, “Oh, you’re in so much trouble today, sunshine”.

BRYN

Are they just 14:07?? ?.

ALEX

They are not. They are dressed in full combat gear. They are wearing obviously armour, they are bristling with weapons.

BRYN

My god, we can loot the bodies. We’ve done very little looting of bodies, guys.

ALEX

They clearly have utility belts and things like that. These guys are tripped out.

BRYN

We've been attacked by the circus.

(everyone laughs)

LYDIA

The angry circus.

BRYN

Yeah, the fighting circus.

ALEX

Meanwhile, immediately behind Oscar Wilde two more appear.

LYDAI

Appear?

ALEX

Appear, as if from nowhere they suddenly appear, one of them jumps on the back of the other and drops something over Oscar Wilde's head. It's a not a hood, it's smaller than that. Give me a perception check all of you apart from Bertie because he's facing the wrong way.

BEN

That is 23.

ALEX

23.

BRYN

24.

ALEX

24.

BRYN

And I'm standing like next to Wilde?

ALEX

Yeah, yeah.

LYDIA

15.

ALEX

15.

LYDIA

To be fair, I'm at the other end of the group.

ALEX

I'll start with Sasha and then I'll work towards the people who saw it a bit better. So, Sasha, from your perspective, from nowhere and you're certain that these people were probably invisible because you were keeping an eye on the situation, instantly appear, jump up and they seem to throw something around Oscar Wilde's head, you can't see what. Zolf and Hamid, you see them, one of them jumps off the back off the back of the other to launch themselves and drops what looks like a gag, snaps it over the head of Wilde and then you hear the click of something metallic at the back. Hamid, you have the highest perception, you see that not only does it appear to be a gag, it appears to have some barbs and you see a little bit of blood at the side of Wilde now.

BRYN

They are stubbing and spell casting 14:45??.

ALEX

By the way, it was very acrobatically done. These are very very skilled people. You're up Zolf.

BEN

Cool. Alright. Can't really do anything. I've to inflict moderate wounds so will walk up to one...

LYDIA

Try to 16:03??.

BEN

Sod off.

(everyone laughs)

ALEX

Poke him.

JAMES

Wow. Poke gnome. Go.

ALEX

So, this is the first this attack, walk us through it.

BEN

It's a touch attack because I'm touching them, it does 2D8 damage plus my level in negative energy and I'm assuming these ones are non-dead.

ALEX

They do not appear particularly undead, they just appear tricky.

BEN

So, I'll just do a touch attack.

ALEX

Go for it.

BEN

Which is just my base tech bonus.

ALEX

Mm mm.

BEN

That's a critical fail.

ALEX

That's a critical fail.

LYDIA

16:32 ??

JAMES

Oh no, this is family fun, guys.

ALEX

Give me a second. Yeah, you reach out and they just look at you, give a kind of withering looking and just very easily just lean slightly of the way whilst just looking you like you're nothing.

BEN

I'll just stare at him deadpan.

BRYN

Why are all of our enemies so sarcastic?

(everyone laughs)

BRYN

All of them, none of them are just like, "Ooh, that was..." They're like all most...

JAMES

"Oh, bless".

BRYN

It's almost like run were the same slightly irritating little nerds.

(everyone laughs)

ALEX

Takes one, can I say?

(everyone laughs)

BRYN

Wow. Wow.

LYDIA

Bryn only says that because he knows that he's a big nerd.

BEN

And he only says that because he missed with the scoring ray and he 17:13??.

BRYN

I really 17:14 ?? said that.

(everyone laughs)

JAMES

The thing is about big nerds, you take swing at them, they 17:20??.

BRYN

Awful.

LYDIA

The thing is we're all medium nerds as humans.

JAMES

Yeah.

ALEX

So, number two turns into two gnomes and a coat.

BRYN

So, now we've got 2.2 and 2.1.

ALEX

Indeed. One of them, using a leg up from the other one, "Up, up, woah, up", flips, tumbles to land behind Sasha. I will see if they proceed.

LYDIA

They've got the fricking trick as me, don't they?

ALEX

One second.

BEN

17:43?? you're flanked there.

ALEX

They succeed.

LYDIA

I don't get flanked, that's not right.

ALEX

They then take an attack. As they tumble...

LYDIA

Yeah.

BRYN

The one that's still on the ground will get a minus 1 for being on lower ground, Sasha.

ALEX

Correct. Correct.

LYDIA

Much lower ground.

ALEX

The one that is higher up however takes an attack and...

LYDIA

They lose it.

ALEX

So, the one who is just tumbled over, draws the rapier and takes a swing. And then no matter how slick they looked, completely botches it and...

JAMES

Yay.

ALEX

...lose their rapier.

(everyone) Yay.

ALEX

They swing it round, it hits the wingmirror of the vehicle they're on and wedges. It just goes, "Oink", and he finishes his swing with his hand empty. Looks down at his hand, looks up, looks a little bit concerned.

LYDIA

They've moved through my square. Do I get an attack of opportunity?

BRYN

They tumbled. They did what you were going to do.

ALEX

They tumbled so you do not.

LYDIA

Right.

ALEX

They did exactly the same thing you did but didn't do that attack on the fly so they wouldn't have got sneak attack damage.

BEN

Also, that will teach that gnome for trying to slash with a piercing weapon. "I'll just swing a rapier".

BRYN

Good point, good point well made.

JAMES

"You idiot gnome".

ALEX

The lower gnome...

BEN

Rolls higher.

ALEX

Rolls also really badly.

BEN

Yay.

ALEX

Turns out that they are really really really flashy but they may not actually be so good at the hitting.

LYDIA

Oh good. Good.

BRYN

Ah so, we can't hit them and they can't hit us. This will lead to a short and intense exciting fight.

LYDIA

Yay.

ALEX

Sasha, you're up. You are currently flanked.

LYDIA

Yes, yes.

ALEX

I would advise you not just walking away, that would end badly for you.

LYDIA

Yeah, I think she's going to have to tumble again. It's really a tumbling...

ALEX

This is turning into a rather spiderman fight at that end of the street.

LYDIA

Yeah, I'm going to think jump straight over this one so I'm still high up.

ALEX

Yep. Give another tumble check.

LYDIA

Yeah, I'm 21.

ALEX

Yeah, you're fine.

LYDIA

My acrobatics plus is 11 so it's going to be really hard to fail.

ALEX

Welcome to why... when we were discussing this I was going, "That is slightly OP I'll be it", and she's going, "It's not that OP." You're acrobatics is plus 11.

LYDIA

Yeah, it is. It is.

ALEX

(laughs)

LYDIA

It is.

ALEX

Give your attack roll and you will be getting sneak attack on the damage. This is on the one that is up on the vehicle with you.

LYDIA

Yeah. Okay, so I rolled a 4 which...

ALEX

You will not hit, I have to say now.

LYDIA

I won't no. This is going to be great fun.

ALEX

They are tricky. They are tricky.

LYDIA

So, they are just like bending and warping over each other. It's like the fucking matrix.

BRYN

With trench coats and everything.

LYDIA

Yeah.

(everyone) Oooh.

ALEX

Wilde, who got a penalty to his action because of what was going on, takes a fort save and fails.

LYDIA

Oh, no.

BRYN

Or save with a poison, maybe.

JAMES

“Horrible gag poison”.

ALEX

He immediately drops prone.

BRYN

“Oh, dear. Thanks, Wilde you’ve been ever so helpful”.

(everyone laughs)

ALEX

In fairness, targeted hit squat do tend to be quite good at dealing with the person there, hit 20:38??.

BRYN

Probably get a lot of experience. Because it’s the name everyone gives to their mistakes. “Boo”.

ALEX

Hamid, you're up. You just missed with a scorching ray. You've never done that before.

BRYN

I haven't never cast a scorching ray.

ALEX

Missing, you've done that before.

BRYN

No, I haven't. The only offensive spell I've ever cast in the past has been...

ALEX

It was an Acid Splash you missed once.

BRYN

Oh, you might be right.

BRYN

Being a classic sorcerer I would back off. I'm going to hide behind the corner of this overturned vehicle.

ALEX

You're wise beyond you're years.

BRYN

But I still want to help out my good friend Zolf so I'm going to cast another magic missile because I can't miss with a magic missile.

ALEX

Try as you might.

BRYN

I'm going to target with both the missiles the one that Zolf just missed with his cause inflict moderate wounds.

BEN

Yeah.

ALEX

Okay, go for it..

BRYN

I assume, I assume...

ALEX

Just tell much pain they take because that's magicness, I want to know how it works.

BRYN

I assume that Zolf succeeded and therefore this will be excellent. He takes 8 damage total.

ALEX

8 damage okay. Yep, you hit them, they take that and they look very annoyed at you.

BRYN

Oh good.

ALEX

Yeah, it will be fine. Bertie, you're up. On the bright side, you sort of successfully dissected someone.

LYDIA

Oh, wait do you have 21:51??.

BRYN

Yeah.

ALEX

They turned into two people.

BRYN

They do not yet have the , “Naaaar”.

LYDIA

But, is that where you could stick them together? 22:00 ?? both.

BRYN

Yeah, cleave 22:02 ?? means you can hit one then the other.

LYDIA

Aaaah.

ALEX

And then there’s basically the best cheat which is as long as they’re enemies you can hit them.

JAMES

Okay. So, Bertie, again he swings his magic sword.

ALEX

Which one?

JAMES

At the one closest to the car.

ALEX

Okay.

JAMES

However, they're both next to a car.

LYDIA

There are two cars.

JAMES

The one that's immediately in front of them and this time he has learnt from his previous mistakes so he's just going to go straight down and attempt to go through. 8, 17.

ALEX

Does not.

JAMES

Just shimmies out the way...

ALEX

Again, they're just quick. They're amazingly quick. They are as quick as Sasha is after she has been modified it seems to your eyes.

BEN

Oh, cause the Gorman was getting brains so probably had some involvement and maybe got upgraded to foot soldier.

LYDIA

They upgraded them.

ALEX

The two who are by Wilde immediately wheel and turn on Zolf.

BRYN

Hello. Fun times for Zolf.

ALEX

Fun times for Zolf.

BEN

I am wearing armour. No, I'm not. Oh no, I just don't have anything. Oh dear.

ALEX

One of them tumbles to directly behind Zolf. Let see if they succeed. They do not.

BEN

Attack opportunity?

ALEX

Yes.

BEN

Yes, I will punch him in the nose.

(everyone laughs)

ALEX

Do it, do it like a 23:21 ?? Ben.

BEN

No, there's no way I'll fight this hitting.

ALEX

So, here's what happens. They both wheel around on you, murder in their eyes. The one you on the right from your perspective, literally starts doing a full backflip. You do a wild swing with your fist. It seems you, massively overestimates your ability as a combatant, twists in the air and lands flat on his back, not even behind you, beside you. That's what happens on your 1 on a tumble check, you didn't get the hit of them but they overestimated you and it played into your hands amazingly.

BEN

Fair enough.

LYDIA

24:02 ?? yet.

BEN

I meant to do all of that.

ALEX

The one who didn't tumble takes a swing and what is your AC currently, Zolf?

BEN

11.

ALEX

11. Hits.

BRYN

Ooh, Ben.

ALEX

Hits.

BEN

10 plus my decks because I'm wearing, clothes.

ALEX

Dealing 5 damage.

LYDIA

Just a man with watery legs.

(everyone laughs)

BRYN

You're just a dwarf.

ALEX

So, deals 5 damage. It is from a rapier and it just jabs at you, basically.

BEN

Cool.

ALEX

Bong. Zolf, you're up.

BEN

Cool. I'm going to grab...

ALEX

Actually, you're doing really well.

BEN

I'm going to grab the rapier from that idiot what fell over.

ALEX

Okay, this will be a disarm check which is a combat manoeuvre.

BRYN

Roll well, roll well, roll well.

BEN

I did.

(everyone) Yay!!!

BEN

21.

ALEX

You successfully disarm the opponent who's on the floor. So, having tumbled going, "Oh, I'll have you", landing immediately prone after you failed to hit them, you just sort of reach down and while they're still dealing with the situation just take their sword.

LYDIA

With the power of humiliation.

ALEX

Shame is a very powerful ally.

ALEX

“I take it you’re the clown of the posse?”

(everyone laughs)

BRYN

25:16 ?? been the same.

(everyone laughs)

BEN

First, I’m going to start by stabbing him in the Juggalo.

JAMES

Rainbows.

ALEX

You successfully disarm them...

LYDIA

Stuff them all into of the cars.

(everyone laughs)

ALEX

You do still have a move action but you do not have a standard action cause you used it at the start.

BEN

Yeah, that's fine. Getting his sword his Fine. Yeah, I will... no, I will just be defensive, which is the only thing I can do mechanically because I used 25:52 ?? I'm going to... I'm really defensive.

ALEX

You're so ready. You're so ready.

BEN

I hold my rapier like, "Errrr".

BRYN

If he rises from prone you can get the attack of rocks.

BEN

That's true, actually. I'll just threaten them, that's basically.

JAMES

I love it. He falls over, you steel his sword, he gets back up, you stab him with it. Come on!

LYDIA

That's kind of awesome

ALEX

If only there was a way for you to kind of like poison at the same time and then give it back to him or something, just keep layering it up.

BRYN

Spit on it or something.

ALEX

So, the two who are facing off against Sasha...

LYDIA

Oh dear.

ALEX

Although it hasn't been going particularly well, the one you are currently faced off on the same level as the vehicle, tries to tumble over you to behind you.

LYDIA

Of course, I shouldn't have let you know that that rogue talent existed.

ALEX

They do not succeed.

LYDIA

Oooh. Are they prone?

ALEX

They are not prone, they just failed to tumbled. You do however...

BRYN

They'll move to where they want, you'll get an attack of opportunity.

JAMES

Yes.

BRYN

Stab, stab, stab.

ALEX

But you only get the multiple attacks when you haven't moved.

LYDIA

17.

ALEX

It is a miss. You shank out again but they are being way more cautious of you because they've realised that in their eyes you get the impression that they think on you as the threat.

LYDIA

Oh, this is 27:07 ??.

(everyone laughs)

LYDIA

Yeah, shame is a powerful weapon but so is pride.

(everyone laughs)

ALEX

The lower one, the one who is currently not on the vehicle attempting to come up onto the vehicle succeeds, takes an attack and its flanking so gets the bonus . What is your AC?

LYDIA

18.

ALEX

Does not hit.

LYDIA

Yay.

BRYN

Yay.

ALEX

So, all of them are wheedling rapiers and you all see now that they all have bows on their backs. When I say they're kitted out they're kitted out for long range, short range, these are professionals who know what they're doing.

BRYN

Apart from when he fell over.

ALEX

Clearly, there's one new recruit who's not pulling their weight but they are all attacking with rapiers apart from the one who is currently disarmed and lying on the ground.

LYDIA

Sasha appraising the gear. Appraise. Appraise.

ALEX

Sasha, you are up, you are currently flanked.

LYDIA

Right, so, I think there's going to be more tumbling. This is just getting a bit ridiculous over here.

BRYN

You're faster than them, you should be tumble out of their range and throw a bomb.

JAMES

More particularly if they are both on the car or if there is still fuel in the car.

LYDIA

And there's fire in the barrel. Again, Sasha is going to bounce off the car and throw a bomb at them.

ALEX

Give me a tumble check.

LYDIA

Yep.

ALEX

This is high risk, I like this.

LYDIA

So, 11 plus 11.

ALEX

So, you successfully tumble away, they both take an opportunistic swing at you but neither of them get at your... you're better than them and you know it.

LYDIA

But there are two of them and I'm not much better.

ALEX

You are still able to throw a bomb if you choose.

LYDIA

Yep, I will throw that bomb. 18.

ALEX

18. It is sufficient.

LYDIA

Yay!!!

ALEX

You plant the bomb between the two of them, roll your damage.

LYDIA

That's 2D6 plus 2 plus the both each.

BRYN

It's just a range so just a hit.

ALEX

Just roll it one and we tally it for all of them.

LYDIA

Okay. So, its 9, 10.

BRYN

Yeah. So, it's 8 damage with the bomb and then 2 smashed out. So, presumably one of them takes 8 and the other one takes 2?

ALEX

But, I will also, because I'm a nice guy, give the damage to the one who is already damaged.

BEN

Yeah, the one who I got the missile with it.

LYDIA

Yeah the missile.

ALEX

Lydia, highs or lows?

LYDIA

Highs.

ALEX

This is on you. The vehicle takes an enormous amount of damage from that bomb, some would say an extremely large amount of damage that might you know compromise certain... it explodes.

(everyone cheers)

LYDIA

I'm quite close to that though so mixed feelings.

ALEX

Are you within 20 feet?

BRYN

Yes. Very deliberately.

LYDIA

I'm 15... yeah, deliberately.

ALEX

I have good news, I have bad news.

LYDIA

I've got that...

BRYN

Reflex save for half damage at that range.

ALEX

Reflects at half damage.

LYDIA

Okay, yes. So, 23.

ALEX

You take half damage.

LYDIA

Yay.

BRYN

She's got evasion, she takes no damage.

LYDIA

Yeah, I do have evasion.

BRYN

You duck the fireball. High five.

ALEX

And you were all like, "Evasion, rubbish". You just dodged a full explosion by going, "Oh, looking a bit much", and then just kind of didn't get hit.

BEN

"I'll hide behind this piece of string I have".

(everyone laughs)

LYDIA

Okay.

ALEX

It blows both of the gnomes straight off the top, one of them lands on the far side of the vehicle, the other one lands at Sasha's feet. Both of them are prone. The one at the far side took by far the most damage of the two.

LYDIA

Okay.

ALEX

They both took a piece of damage and the one who is at your feet is prone and looks in a bad way, maybe stunned, maybe dazed, you don't know yet. At that, I think we'll take a break and be back in a couple minutes.

Break – music plays

ALEX

Welcome back. So, you have successfully exploded people. They're properly exploded.

LYDIA

What happened to the fire barrel that was right next to me?

ALEX

The fire barrel was just full of some small pieces of wood, it tipped over.

LYDIA

Okay. That 31:45 ??.

BRYN

I want it to just be like comically untouched, like this huge explosion next to it and you just catch the thing it's like peacefully crackling away, festive almost.

ALEX

So, Wilde's turn. He kind of goes, "Mm mm".

JAMES

He's lying in the gutter, he takes his turn to stare at the stars.

BRYN

Aaaah.

ALEX

Yeah, alright.

BRYN

What time of day is it?

ALEX

It's early evening.

JAMES

There you are, right, fine.

ALEX

Hamid...

LYDIA

Some of us are looking at the stars.

BRYN

I'm still worried about Zolf because he's not wearing armour.

BEN

Hello.

BRYN

So, I shoot the same one I shot before with another two magic missiles.

ALEX

That is the one he is squaring off at, yep.

BRYN

And this time I do 6 damage.

ALEX

He's looking a bit beaten up. He over his shoulder turns to you...

BRYN

“Hi”.

ALEX

Gives a very calculating look. Bertie, you’re up.

JAMES

Bertie, once again, he’s just going to roll hit with the same chap he was trying to hit before.

ALEX

Yep.

BRYN

Roll more than an eight.

JAMES

Yeah, I know. Ah, 6... plus 9 is 15.

ALEX

It does not hit.

JAMES

Yeah.

ALEX

Again, dink.

BRYN

So, I 32:48 ?? that I am very angry.

BEN

Just swap the dice out again just obviously that one's broken.

JAMES

Bertie, having gone from top left to bottom right and from top to bottom, makes a direct jab straight through, "Chack chack chack". Yep.

ALEX

It fails to hit again but very easily side step gives a concerned look as what a sword that is bigger than himself sort of glances by and then...

BRYN

Swear at him in gnomish. He'll be surprised you speak gnomish.

JAMES

Oh, yes. Bertie swears very loudly and it's a combination swear that only exists... he doesn't realise he's saying it like this. It's a combination swear that is the name for a secondary sexual characteristic being inserted into a parent and it's also a racial slur.

ALEX

Oh, my god.

JAMES

It's those three things in mind. Bertie doesn't realise he's saying, he's just cross.

BRYN

It's the **earth 33:43 ??** swear.

JAMES

Yeah.

ALEX

The one that you've just attempted to stab looks at you and the both of them stop. They just stop, look at you and just kind of cock their head like they have no idea what to make it of this to the point where...

LYDIA

He's going to register them as mechanically stunned.

ALEX

(everybody laughs)

ALEX

The one that's facing off against you takes a five foot step back...

JAMES

In shock. "How dare you? I must write a strongly letter that is..."

ALEX

As does the other character, both of them drop their rapiers, they don't sheath them and pull off from their backs what look to be quick release things, composite bows, and both of them draw.

LYDIA

Your filthy mouth.

ALEX

The one who is beside Zolf...

BEN

On the floor or...?

ALEX

On the floor, rolls away for five feet.

BEN

Oh, he takes a five feet roll.

BRYN

Nerd. Massive 34:48 ??.

ALEX

However, because Pathfinder is Pathfinder he can't stand up because that's a full round action.

BEN

I'm just going to follow around the back.

(everyone laughs)

BRYN

Just kick him in, lightly. Just...

BEN

"Where you go? What you doing? What you doing?"

ALEX

The one who is squaring off against Zolf takes another stab because if it ain't broken don't fix it although it's rapidly turning out to be broken. Just, just hits. It's a glancing blow to the arm.

LYDIA

Is that the first damage we've taken?

BEN

No, I already took 5.

BRYN

He doesn't have any arms.

BEN

Yeah, this pathetic. I need to get... yeah, I need to get...

JAMES

Have you got Armour of Faith or something? Isn't there a spell like that?

BEN

Yes, I've got Shield of Faith.

LYDIA

35:20 ??.

ALEX

You take 2 damage...

BRYN

You're still triggering the 35:31 ??.

BEN

Yeah.

ALEX

You take 2 damage. Again, it's a super glancing blow and the person you are squaring off against looks like he's calculating. Not of them, by the way, has said anything to coordinate with one another or uttered a word since that initial hello, basically.

LYDIA

They clearly got the message, they're just embarrassed.

ALEX

Zolf, you're up.

LYDIA

They're just embarrassed at all having fallen over so none of them are speaking to one another.

BRYN

Yeah five foot steps you're still threatening the dude on the floor?

BEN

Yeah, so I'm going to try a five foot step diagonally backwards.

ALEX

Ah so, you've created a gap between you and the person who's going off while simultaneously still threatening the one who's...

BRYN

You've just stabbed the one of the floor.

BEN

I'm going to look at the one who just stabbed me, hold eye contact and just icicle him.

(everyone laughs)

BEN

Because I have a supernatural ability which I forgot about.

ALEX

Isn't that always the way?

BEN

It's great. Yeah, it's a standard range touch.

ALEX

Roll well.

BEN

No, dice refuse.

BRYN

“You can’t tell me what to do, you’re not my real mum. I can roll as poorly as I like”.

ALEX

Some people that you just want to help.

BRYN

“I’m going to have ice cream for dinner. I’m not going to look both ways when I cross this road”.

LYDIA

Critical fail eating the ice cream, ice cream is everywhere”.

ALEX

And that’s where this icicle attack is. Failure of eating ice cream.

LYDIA

Ice cream is on the floor. That’s what happens when you fail.

BEN

The real tragedy.. Yeah, the icicle zips past his head, I assume, or their head.

ALEX

The one who is on the floor facing Sasha, looks up, has clearly made a decision, puts his fingers in his mouth and... I'm going to do it because of the mic, does a shrill whistle.

LYDIA

Yeah.

ALEX

Then proceeds to...

LYDIA

37:12 ??.

ALEX

Take the full round action to just stand up and accept the fact he's going to get stabbed in the face.

LYDIA

Yep, So, I just roll to hit?

BRYN

Yeah.

LYDIA

21.

ALEX

21 to hit. That's a hit.

LYDIA

But all it is is a deforce.

ALEX

You say all it is, you've dealt an enormous amount of damage in a very quick space of time.

LYDIA

No, no, I mean in this particular challenge is just like the steppy stuff. It's one before... just a little nick on his shoulder. Almost a friendly.

JAMES

"Something to remember me by. We're blood brothers now".

ALEX

And again and again and again, and a stab and a stab and a stab. Okay.

LYDIA

So, leaking from papercuts all of themselves.

ALEX

Wilde rolls over and is now not looking at the stars.

LYDIA

Aw, some of us are in the stars and...

ALEX

Hamid, you are up.

BRYN

Oh dear, The one who just gave me an evil look is suddenly not in **mellay**
38:02 ?? combat with anyone. Hamid...

ALEX

I love how like just very carefully you are just like, "Time to kill. Today is the day".

BRYN

Hamid casts scoring ray.

ALEX

Go for it.

BRYN

With another burst of fiery range... 12, that's an 18 on a range touch attack.

ALEX

It is hit.

BRYN

Oh boy.

(everyone laughs)

ALEX

How much damage are we dealing?

LYDIA

Oh, my gosh.

BRYN

Yeah.

LYDIA

Oh, my word.

BRYN

23 damage.

(everyone cheers)

BRYN

That's quite a lot.

ALEX

Okay...

BRYN

"Hello, boys, the sorcerer has arrived".

ALEX

That's from zero to KO but no dead but you know ...

BRYN

38:43 ?? hit with magic missile already?

ALEX

That's what I mean. Like he's... he's well on the way. He is not insta-dead but he's as close makes no difference. Describe it to me. In fact, describe it from Zolf's perspective, the person who he has just made eye contact and an icicle has just whistled over his shoulder.

BEN

Just slam cuts me in the diary room.

(everyone laughs)

BRYN

From the other side, Zolf can see Hamid out the corner of his eye and he this sort of rage and this fire burst forth from Hamid's fingertips and his face looks for a very brief second just slightly more pointed than it used to. And this beam of bright fire lances out and it crashes against this person. It's like...it's like a flamethrower. It's you know in a tight beam but when it hits something it explodes in a classic sort of flamethrower burst of fire and this guy is for just a split second engulfed. This is surprising powerful. I mean, it was a good roll.

ALEX

Yeah, but you haven't seen anything like this from Hamid before?

BRYN

Yeah. And you probably haven't seen magic of that level before either.

BEN

Slam cut to diary room and looking back on it now that was when I decided that Hamid had to die.

(everyone laughs)

LYDIA

Are you serious?

ALEX

If there was just a one per cent chance. Anyway, excellent. Bertie, you're up.

JAMES

That's nearly as well as I can roll on damage.

ALEX

You hear the distinct sound of another explosion and screams behind you. it's probably fine.

JAMES

"I find this very comforting". So, having had the two gnomes taken a couple of paces back, Bertie takes one single step towards them...

ALEX

Clang.

JAMES

To exactly the same distance. His face full of fury he stands between the two of them and swings at one of them that is now backed up against the side of the car there. 15.

BRYN

You see, Ben, you can't argue with results. You switch the dice and you finally roll better.

JAMES

15 plus 9 is 24.

BEN

But, is there anything about the situation?

JAMES

14 damage.

ALEX

Woo. 40:48??.

JAMES

What are you looking at?

ALEX

He is still standing. He twists and angles his body so that he's not taking a weapon bigger than himself to the torso but you still manage to slice from shoulder to shoulder across the back.

JAMES

Fair enough. Right, cool.

ALEX

The one you didn't attack tumbles out from that square to get a bit more distance, succeeds. So, he tumbles to on top of the vehicle and then aims and takes a shot at Hamid in the back from up high.

BRYN

Oh, he gonna burn.

BEN

I'm going to call line of sight shenanigans on that. He's backed against the car.

BRYN

I've probably had partial cover.

BEN

Yeah, definitely getting cover.

LYDIA

Because he's so tiny.

BRYN

Which is what plus 1 plus 2AC?

ALEX

I will do two things. One, I will just not engage with this, and two, I will roll a two so the question's immaterial.

BRYN

You go ahead and do that.

ALEX

The one that Bertie fought, flips up onto the vehicle besides Bertie.

BRYN

Winces.

ALEX

Fails to do so provoking an attack of opportunity.

BRYN

Ooh, yeah.

JAMES

He jumps up against the side of the car, hits the side of the car, falls back down.

ALEX

Roll a normal attack.

JAMES

11 plus 9 is 20.

ALEX

That's a hit.

BRYN

Uh oh.

LYDIA

Oh dear, what have you done?

JAMES

And damage is 14 damage.

ALEX

He's down.

JAMES

Okay. His he dead or...?

ALEX

You can't tell. He does a flip and then you just go, "No".

JAMES

The gnome attempts to leap on top of the car, hits the side of the car, falls back down on his feet but Bertie takes the sword and whacks him so hard that he is carried up into the air against the side of the car crushing and denting into the press 42:24 ?? plate. The gnome then falls down against the side of the car, wheezes and passes out.

ALEX

It was a big hit.

JAMES

Bertie then leans down, repeats the previous swear word. Twice.

ALEX

As a free action, the one who tumbled away from away you and didn't get annihilated, fingers to lips blows again for a whistle. Okay, the one who is beside Zolf on the ground, whilst lying down...

JAMES

Staring into the smouldering body of his friend.

JAMES

Reaches into his jacket, pulls out a bottle and necks it.

JAMES

Triggers an attack of opportunity.

JAMES

He does trigger an attack of opportunity.

JAMES

No.

ALEX

It doesn't hit. He turns invisible.

BRYN

Brute.

ALEX

The one is extremely not moving. Interpret that as you will. Zolf, you are up.
You just saw someone at your feet turn invisible.

BEN

Cool. I am going to stab the mass where he was...

ALEX

Oh, absolutely, absolutely.

BEN

...because it only happened like a moment ago. That's 18.

ALEX

That would normally be a hit however time to examine invisibility rules in Pathfinder because it is something that is going to come up. So part of the thing with invisibility is you know that the person is in that square, you know that they are there but you don't know how they're moving their body and so on so the way this plays out is they get a 50% blanket miss chance on top of the chance to hit. So, I'm going to basically do the equivalent of flipping a coin to see whether you even get where they are before you attack roll applies.

BEN

So, evens hit, odds miss?

ALEX

Evens hit, odds miss. It's an even.

BEN

Yay.

ALEX

So, you stab an invisible patch of ground. There is a very satisfying resistance even though the blade is still above the ground.

BEN

Cool. So, as flavour, when I find resistance, I'm just going to lean into it and try and just skewer this gnome so that if you know they try to move my rapier will wriggle around with them. I mean, their rapier will wriggle around with them. It's a D6, yeah?

BRYN

D6 is a rapier.

BEN

Oh.

BRYN

Plus a strength from the strength.

BEN

So, 2.

ALEX

2?

BEN

2 whole damage.

ALEX

Don't knock it till you try it.

BEN

44:38??, Bertie.

ALEX

Okay.

LYDIA

Are you going to leave the rapier in? It's just there.

BRYN

Yeah, do it. Do that as a marker.

BEN

I'm just leaning on it. Yeah, I'm leaving it in, or trying to.

ALEX

The question is, are you about... are you letting go of the sword in the hope it stays in?

BEN

No.

ALEX

Okay, there we go.

BEN

No, goodness no. I don't know how far in its gone.

ALEX

So, the one who was off onto the far side of the carriage, the one that you exploded suddenly come round, bolts round the side of that carriage moving at speed. He appears to be paying Sasha no attention no attention whatsoever. The one who is squaring up to Sasha tumbles successfully, does a backflip, triple twist in the air, lands and then runs beeline into what looks to be Oscar Wilde. Sasha, you're up.

LYDIA

Sasha doesn't like this at all so she's going to charge at that little guy and stab him in the back.

ALEX

You've been spending too long around Bertie. Just saying. He's a bad influence.

LYDIA

10.

BRYN

Plus 2 for the charge action.

ALEX

22, it's a fine attack.

LYDIA

2 damage.

ALEX

That's fine. He takes it and gives a grunt whilst having a lovely time. Hamid, you're up.

BRYN

Hamid sort of spotting what might be going on, moves to stand next to Wilde but looks back up on top of the vehicle he's just edged out from at the person who just shot an arrow at him and casts scorching ray. 20.

ALEX

It's a hit.

LYDIA

So many dice, so many...

JAMES

This is the guy that took a bit of damage from your first 46:08 ??.

ALEX

Hamid's becoming problematic.

LYDIA

Yeah, that 4 damage.

BRYN

This is not a good roll with damage though. 13.

BEN

Oh, why are getting plus 46:15?? plus 1 I think.

BRYN

Because it's a fire based spell and I have a special affinity for fire based magic, I get plus 1 to each dice. So, I am better than anyone else at my level would be at casting this specific spell.

ALEX

Okay. Because fire is great, basically.

BRYN

And this is the first time Hamid has discovered this.

LYDIA

I wonder what kind of dragon Hamid might turn into.

BRYN

I don't know.

ALEX

Lightning. Gut instinct.

LYDIA

Yeah, I think poison.

ALEX

Oh poison, yeah. Good shout, good shout.

LYDIA

All black and sticky or dark green.

BRYN

So, that was 13 damage.

ALEX

Yep, he is still moving.

BRYN

A lot less than my previous scorching ray.

ALEX

There is burst of flames and a while chunk of the armour just explodes off and is super-heated and buries itself in a wall. He looks significantly injured.

BRYN

He's going to have a bad time.

ALEX

So, Bertie, you're up. You've successfully annihilated someone, however, the only person is a bit more tricky because they're on a top of carriage.

JAMES

Yeah. So, Bertie now turns around at having whispered the vilest of obscenities into the ear of this fallen foe and he briefly considers just slitting the hamstrings of the fallen gnome, doesn't...

BRYN

Makes me so uncomfortable to cheer for a racist.

JAMES

(laughs)

ALEX

A racist bigot. Two things.

JAMES

Turns around, looks... well, not daggers, 47:38 ?? swords, because he's very angry at the gnome that skipped back on top of the car, and he then charges at the car. This is an upturned vehicle. He is going to attempt to right it on top of the gnome because there is no way that he can get on top of it, he's got a minus 8 acrobatics, he's not going to be doing that.

BRYN

So, this is a combat manoeuvre, which, means you'll get plus to this dice roll.

JAMES

Oh, lovely. 2 plus 7 is 9. So, Bertie just slams into the side of the car, the windows smash open. It tilts very slightly.

ALEX

But, not before you have a massive extra dent in your helmet because you misjudged the door jam in such a way that your hands plunged through the glass of the window and your head just... bang!! You actually did amazingly well in an attempt to turnover a car using only face.

(everyone laughs)

JAMES

Disappointing.

ALEX

Look at your Pathfinder. Bertie?

JAMES

Yeah.

ALEX

The gnome that you just tried to tip the car over, smirks sarcastically, reaches in, pulls something and necks a bottle and disappears before your eyes. So the one that Zolf has been stabbing has an action.

BEN

Hello.

ALEX

Because of the way the game works, let us not dig too deeply...

BEN

I know, I know.

ALEX

You feel them pull away from the rapier, that's what happens.

JAMES

"I'll find her!"

ALEX

Zolf, it's your turn.

BEN

Cool. Well, having been denied an invisible one, I will take the vital step and stab this one in the face. Oh, that's not bad. That's a 19.

ALEX

A 19?

BEN

That's not a 19, it's a 17 plus 2.

BRYN

It's a 19.

(everyone)

Yay!!!

ALEX

I'm glad we went on that rollercoaster journey.

BEN

This is what it's like to be me. 4.

ALEX

Stop giving me numbers with question marks. This is not an okay way of functioning.

BEN

So, I walk in front of him, obviously a bit shocked that.. "Oh, I've been standing at the back. Oh, now there's a dwarf there". And just pop rest of the tip of the rapier on his collar bone and push forwards.

LYDIA

What as he runs, he runs himself onto the rapier?

BEN

Pretty much, yes, just like (*squash sound*).

ALEX

You manage to quite easily do so. It looks very painful, very painful.

LYDIA

We're doing a lot of skewering. Good skewering.

BEN

With the rapier, yeah.

LYDIA

Yeah.

BEN

Well, I'm not like that idiot who is like, "Well, I'm going to swing and bonk you with the side of this rapier".

ALEX

With that mind, the idiot who was swinging and bonking with the side of his rapier, drinks a potion and goes invisible. The one who is facing off against Zolf has a bit of a dilemma. There's a lot of people who want him dead in a very small space. With that in mind, tumble up onto a vehicle praying that the tumble check does not fail, which it does, spectacularly.

LYDIA

So, does he get there or does he not?

ALEX

Both Sasha and Zolf get an attack of opportunity.

BEN

Yeah, the moves succeeds.

ALEX

Just a free attack.

BRYN

You'll still have the flanking 50:51 ??.

BEN

Yes.

ALEX

So, that's a plus 2 on the attack.

BEN

That's 16 for me.

ALEX

16 is a me.

LYDIA

I have 17.

ALEX

17 is also a miss I'm afraid.. So, it was a very solid attempt from both you and the gnome gets away by the skin of its teeth, like really barely gets away. Does the tumble reaches in, glug, glug, glug, disappears.

LYDIA

51:14 ??.

ALEX

Sasha, you're up.

LYDIA

She's going to wave her hand a little bit frustratedly and then run over to Wilde kicking the one that's prone in the process.

ALEX

Just a little oomph.

LYDIA

Yeah.

BRYN

Tenderise the meat.

LYDIA

“They’re coming for him and he’s the only one that knows what we’re doing next”.

BEN

“Unlock his gag”.

LYDIA

So, she pulls his head up to try and find his gag.

ALEX

You see it’s quite a viscous piece of equipment. The gag is in his mouth and also has small barbs in it so the size of his mouth has been cut. It’s not like slicing his head off or anything but it’s clear that it’s probably administering the poison. It wraps around to the back of the head and you see a mechanical lock at the back of the head. What you see is a quick lock, which is quick to lock, slow to unlock.

LYDIA

Yeah.

ALEX

So, you could do a disable device check but that would be a standard action to do so.

BRYN

She hasn't taken a standard action yet in this round.

ALEX

Correct.

LYDIA

So, standard action to try and disable that device.

ALEX

Uh uh.

LYDIA

Unlock picking at speed. Oh gosh, she only rolls a 4 but she does get an 11 bonus. So, that's a 15.

ALEX

15?

LYDIA

Yeah.

ALEX

Just.

LYDIA

What kind of a lock can withstand **this spell 52:26 ??**.

ALEX

What you've realised is that it's been designed specifically to be really slow so that you have to override the mechanism that's in there. It's not just simulating a key, it's literally making it override in such a way that you can open it quicker than it should otherwise open. You do so, it pops out and falls out from Wilde's mouth and he does not respond.

LYDIA

Oh dear.

ALEX

Okay.

LYDIA

But, she keeps holding onto him and then has her dagger out. He's looped now.

ALEX

Hamid?

BRYN

Hamid casts mage armour.

ALEX

Why?

BRYN

Targeting Wild. It takes...

ALEX

Extremely wise, yes.

BEN

Perfect.

ALEX

So, what does that, obviously, we've described it before. You have that sort of energy you field around.

BRYN

Yeah. Very faint blue scaley energy field. Gives a plus 4 to AC.

ALEX

Bertie?

LYDIA

Unconscious on the ground. Has a hissy. Probably only 4.

ALEX

Although he's rapidly powering above Zolf's. Bertie, you're up.

JAMES

Okay. So, there are no visible gnomes.

ALEX

So, no visible gnomes so presumably everything's fine.

JAMES

Bertie has seen them disappear, like he's not that much of an idiot. What Bertie is going to do is walk over to the prone but not dead gnome over here by the car. He's going to pick that gnome up by the throat, holds the **53:38 ??** by ear, slices it off and announces to as many invisible gnomes as might be

able to hear him, he is loud, “Come out, come out, wherever you are or this is going somewhere else”. And he holds it at the base of the gnome.

ALEX

That’s a sentence I don’t hear very often. Okay. Zolf, you’re up, nothing has happened.

BEN

Cool. I will walk over to Wilde as well and...

ALEX

You’re so casual. For the whole thing it’s been like, “I’m doing amazingly well. ha ha. Take that, I’ll catch you”.

LYDIA

54:12 ??.

BEN

Grab the prone gnome by the foot and drag him over so he can’t be invisible and taken away by his chums.

ALEX

Sasha, what do you?

LYDIA

Sasha is going to tip Wilde's head back and pour a cure like wounds down his throat.

ALEX

Force feed healthiness.

LYDIA

Yep.

ALEX

Go for it.

LYDIA

Like kale.

(everyone laughs)

LYDIA

Kale smoothie in a tube up the nostril.

ALEX

When I've cook kale it's just raw. Go for it. So, roll a D8 plus 1. 4, yep you see the wounds on Wilde's face heal. This is the sum total of actions that happen to Wilde.

LYDIA

Does he look asleep?

ALEX

He just looks unconscious.

JAMES

54:48 ??.

ALEX

Like I can't give you more than that. You can do a heal check to try and get some more info.

JAMES

Might as well let Zolf do it.

ALEX

Hamid?

BRYN

I cast mage armour on Zolf. "Zolf, would you like to make a will save to resist?"

BEN

"No".

ALEX

One day someone's going to go, "Yes, later my friend". Bertie, you're up.

JAMES

So, everyone has now shut up, presumably. Bertie is still holding the gnome and is listening very intently.

ALEX

Give me a perception check.

JAMES

3.

ALEX

For the sake of expediency, I am going to roll one stealth check for all of them. High risk, high reward. They are getting I believe a plus 40. So, let's see how this goes.

LYDIA

Basically 55:26 ?? only a critical fail.

ALEX

There were no natural 1. You hear nothing. You see nothing. You're definitely alone.

JAMES

Bertie in rage slams the gnome head first through the window of the car he's next to.

ALEX

It's messy.

JAMES

Yeah.

ALEX

Nothing happens.

LYDIA

"Put him down. Stop chopping bits off him. What are you doing?"

ALEX

Zolf, you're up.

BEN

Right, I'm going to do a heal check to find out how this poison's going, what the crack is.

ALEX

Go for it.

BEN

Balls.

ALEX

That's not what it is. That is a misdiagnosis.

BEN

Still a 14.

ALEX

It turns out he does not have a serious case of the disease known as balls. You are going to have to figure out what it is but you're just not sure.

BEN

He's probably been poisoned.

ALEX

At which point, four readied actions go off. Four really good attack rolls go off.

BRYN

56:17 ??.

ALEX

What is everybody's flat footed AC?

JAMES

14.

LYDIA

14.

BEN

13.

BRYN

20.

BEN

Oh god, yeah.

JAMES

All his AC comes from armour.

BRYN

I'm a tank. That was tank that holds a man.

ALEX

I have good news or bad news.

BRYN

They were all attacked at Bertie and they all missed.

ALEX

The good news is Bertie, you're AC is...

JAMES

Bertie gets a solo spin off. Bertie does Frasier.

ALEX

The good news is, Bertie, your AC is very high. The bad news is everyone, because by fluke, they got a natural 20 on the attack on Bertie...

JAMES

They confirm the crypt.

ALEX

They cannot confirm the crypt with this attack.

JAMES

Okay.

ALEX

All gnomes spontaneously appear holding something in each of their hand.
They throw what looks a weird gloopy sack at each of you.

LYDIA

Is that a Tanglefoot Bag?

ALEX

Every single one of you is hit with a Tanglefoot Bag.

BRYN

It's such a shame that somebody had Freedom of Movement.

JAMES

Oooh.

ALEX

So, with that in mind, unless anyone...

BRYN

Such a shame that an inadequate bag prevented me from casting a scorching ray.

ALEX

If anyone has anything they can bring to bear on this do let me know, otherwise everyone give me a reflex save.

BEN

8.

LYDIA

17.

JAMES

15.

BRYN

15.

ALEX

I'll tell you what, you've all been doing quite well. So, Zolf, unless you have anything to bring to bear on this I'm afraid you are stuck to the floor.

BEN

I've got water legs, which are all weird.

JAMES

Well, you've got the Tanglefoot Bag if anything. You're just going to like water the roots.

BEN

Yeah. "You've provided me with some rigging".

ALEX

So, as it stands, yes, Zolf you get Freedom...

LYDIA

As he stands on water legs.

ALEX

You get Freedom of Movement three times a day. I'm assuming that that...

BEN

I will choose to use that, thank you very much.

ALEX

Do you know what, that would be a really good idea.

BEN

Yeah.

ALEX

Excellent idea. So, yeah, it literally as you were describing, it just splashes through the legs as if they weren't and then the legs just reassert themselves as a shape. Meanwhile, the rest of you do not get glued to the floor, which by the way, good job on your reflex saves, guys, however...

LYDIA

Sasha, didn't rule out how high her reflex is.

ALEX

...all of you...

LYDIA

Just is, she is just reflex.

ALEX

All of you are now in entangled. What means you're taking minus 2 penalty on attack rolls and minus 4 to decks and you can all only move at half speed.

JAMES

Oh dear.

ALEX

Even though you weren't stuck to the floor.

BRYN

Sasha's down to a mere 20 foot.

ALEX

So, Zolf, Freedom of Movement, it allows you to attack normally for the duration of spell, even on the influence of magic that usually impedes movement such as paralysis, solid 58:42 ??, slow web. Combat manoeuvre checks for grapples automatically fail. You succeed in any combat manoeuvre checks and escape artist check to escape and it allows you to move and attack normally while under water even if you would not otherwise be able to. So, basically...

BRYN

They're good.

ALEX

It's good.

BRYN

That's really good.

ALEX

That's super good. So, as it stands, yeah, all of you are covered in sticky glue, finding movement incredibly difficult, Zolf you're doing alright.

JAMES

Gliding like a wet wipe off a baby.

BEN

I've always wanted to be described like that.

ALEX

And on that note with gnomes moving in for a sweeping manoeuvre, we'll have to end it there and come back next week.

[Show Theme - Outro]

ALEX

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