

RQG – 58 – Tanks But No Tanks!

Content Warnings

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BEN

Hi everyone, Ben here. I'd just like to take a moment to thank some of patrons. Rachel Reeves, Dakota Jan, Izzy Pertmills, Patrick O'Duffy, Stefan Sipika, Geek, Jen Lucy, Lex Hunter, MJ Lacey, Liz Lou, Jolie Fanarey, Sinriti Prabat, Daniel Eye, Matthew Sidle, Laura, Kathleen Burley, Caroline, Brendan Riley, Chris Foritero, Ramius. 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 rewards.

[Show Theme - Intro]

ALEX

Hello and welcome to episode 58 of the Rusty Quill Gaming podcast. I'm your host and GM Alex Newall and with me today, I have

BEN

Ben Meredith

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LYDIA

Lydia Nicholas

BRYN

Bryn Monroe

JAMES

James Ross

ALEX

And who are you playing?

BEN

Zolf Smith

LYDIA

Sasha Rackett

BRYN

Hamid Saleh Haroun al-Tahan

JAMES

Sir Bertrand Macguffingham

ALEX

And as we pick up where we left off, the party are trapped in an abandoned...well I say abandoned, currently empty locksmith's shop with a couple of dead gnomes having Zolf executed a couple of prisoners.

LYDIA

Covered in blood.

ALEX

Oh yeah

LYDIA

I mean he went through the neck.

ALEX

Oh yeah, oh yeah.

LYDIA

We are all covered in blood.

ALEX

Oscar Wilde is stirring but still not awake.

BRYN

Hamid's not. I don't know what you mean.

BEN

It is a rapier so it was just a puncture wound.

ALEX

Bryn, I want you to know. Let's look at this. What's creepier, a room covered in blood and everyone covered in blood or a room with everyone covered in blood and Hamid spotlessly cleaned in the middle of it.

BEN

You Christian Bale-d it...

ALEX

Yeah, it's weird.

BEN

You put the tarp on and just...

ALEX

So the party are currently surrounded by what we can only presume is an enormous amount of La Gourmande's men with a very, very polite person with a briefcase outside waiting. There is the bolthole underneath the shop which can fit a humanoid, maybe a human plus Hamid at a stretch but that's a real squeeze and it's all looking a bit much.

BEN

It's all gone a bit wrong.

BRYN

Is there any chance we can get into the sewers? What if we use the bombs and hack through under the toilet or something in the piping.

LYDIA

You're talking about an explosion big enough to get us through the ground into...no.

BEN

Also they're going to be used to using the sewers right. They're the criminal gang here so that's going to be the main way around.

LYDIA

You can't just blow through the ground.

BEN

I don't know...I think maybe stick Wilde in the bolt hole. Right and then you try and tell them that we lost him or something like that. We don't have any witnesses now. They have no reason.

JAMES

He teleported away. That's a spell. That's a magical spell. That Wilde would definitely do.

BRYN

We'll try that then I guess.

BEN

I don't think we have any other option

LYDIA

Quickly then because we'll have to be sort of telling him...and we'll say when he said do you know someone arrogant and annoying, we'll say Bertie.

JAMES

We assumed they were talking about me.

ALEX

From outside. This is your two minute warning guys.

LYDIA

Alright she's going to quickly get Wilde, put him into the bolthole, shut the door because that was a trapdoor. Move the safe back on top of it, tidy everything away and then just be like...

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BRYN

Clean up any trails of blood.

LYDIA

And clean up any trails of blood, yes.

ALEX

Ok so give me, in that case, a stealth check for one of you. Others aid. I'm assuming Sasha will lead on the stealth.

LYDIA

Yeah my stealth dex is 11.

ALEX

Is anyone going to aid?

BRYN

I can aid.

BEN

Yeah my stealth is 1.

JAMES

Bertie's is -8 so it's best he just leaves well alone I think.

LYDIA

Ok 25.

BRYN

13. I only rolled a 6.

ALEX

So you don't successfully aid. Ok so Wilde is in the bolthole. The bolthole's been covered. That locker that was holding the keys is back where it was.

LYDIA

On top of it.

ALEX

You've done a little bit of tweaking of things to make it look a little bit. Prestidigitated away any blood that was leading to it so at least you've managed to get that.

LYDIA

Alright guys. The story is we thought these guys told the others with telepathy some...

ALEX

There's a knock on the door. I'm really sorry guys you're going to have to open the door or we are going to have to come up.

BRYN

I will clean up the blood while we're doing this. I'll clean up the blood off of us.

ALEX

That's fine.

BRYN

I'm going to act sleepy and I'm going to open the door.

ALEX

Oh hi

BRYN

[Yawning]. Good morning. Is it...it's not morning yet. What are you doing here at this hour?

ALEX

Oh I'm really, really sorry. Listen I understand that you're also one of the people that was helping Oscar Wilde is that correct?

BRYN

Yeah we were. He was trying to lead us somewhere and then he disappeared. He saw some people coming after him, he just clicked his fingers and vanished while we had to deal with them.

ALEX

Do you know what, he'll do that. Do you mind if I come in and talk. I understand that you've also got a couple of our men in there.

BRYN

Oh is that a croissant!

ALEX

Yeah, yeah please help yourself and he just hands it to Hamid.

BRYN

Thank you so much!

ALEX

I know it's been one of those days ah. Hamid, you recognise someone with a very compatible set of skills and as he's talking to you it's very aware that he knows what you're doing and you know that he knows. Like all of this is playing out. As this prattle is going on, this kind of small talk, he's very carefully going yeah, yeah, yeah, whilst making it very clear that he's in the door at this point so that the conversation is slowly happening over the threshold.

BRYN

I'm going to grab a croissant and start eating it.

ALEX

Cool. So he comes in, he looks around for a chair. There isn't one so he just stands there. I saw the woman, I'm assuming she's here as well.

BRYN

Yeah they're...

JAMES

You'll never take Sir Bertrand Macguffingham alive. Bertie bursts through the door.

LYDIA

Bertie there's hundreds of them. They're going to take you. It's best for you if you go quietly.

JAMES

No! The house of Macguffingham will not go quietly into the night. This is the final Saigon. We'll burn through the ages. Yes! I will take you down with me. Yes. I will! I will fight a 1,000 men before I am...

BRYN

Bertie! Bertie!

JAMES

You first sir. That is a nice jacket!

BRYN

Have a croissant.

JAMES

Oh! Food!

BRYN

He can a bit...

LYDIA

Well like you said...

BRYN

Hangry!

JAMES

Hangry! In perfect unison

(laughing)

LYDIA

Like you said he's obnoxious, annoying and all those things but I don't know why you want him.

JAMES

The sound of munching croissant.

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ALEX

Ok.

BRYN

I'm sorry I didn't catch your name. I am Hamid.

ALEX

Dorian.

BRYN

Dorian. It's a pleasure to meet you.

ALEX

And yourself. What was the name sorry, it was...

BRYN

Hamid.

ALEX

Hamid. And the rest?

BRYN

This is Sasha and Zolf and Sir Bertrand as you heard already.

JAMES

Sir Bertrand Macguffingham. Yes. He's still eating the croissant.

ALEX

Pleasure. Is there anywhere to sit at all? I just feel like we should probably...

BRYN

There's a couple of chairs around. They're not very nice I'm afraid. We just had to take shelter. It's crazy out there.

ALEX

Oh I know. I know. He puts his briefcase down. He pulls out a hanky and kind of swipes himself off. He doesn't seem foppish or anything. He just...

LYDIA

Very young, very young. Clean.

ALEX

You know what? He is actually. He looks like he's in his mid-twenties and behaves like he's much older.

JAMES

Bertie sees if he knows him at all. Knowledgeability.

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ALEX

Give me knowledgeability.

JAMES

No. $3 + 7$ is 10

LYDIA

He looks a bit posh.

ALEX

He's probably minor. Not worth your time.

JAMES

Yeah fair enough ok. Looks a bit new money to me.

ALEX

So let's cut to the chase here, I do understand that you do have two of our men. We'd really like them back.

BEN

Oh sorry.

BRYN

Sir Bertrand has a bit of a thing about gnomes.

JAMES

What? Where?

(laughing)

BRYN

Hamid looks genuinely ill.

BEN

Wait, I'll go get them.

LYDIA

Sasha's pretty horrified.

BEN

I'll get the corpses and bring them down.

ALEX

He's sees them coming in and he's like that's a shame. That is a shame. I'm assuming they're both dead. Ah well these things happens. Oh well. I'm assuming that you've gone through their personal effects, things like that.

JAMES

They did try and kill us. It seemed only fair.

ALEX

I'm not disagreeing.

LYDIA

Sticky bags and stuff that was all we found.

ALEX

Now we know that for a fact that you did pick up the money...

BRYN

Money? Where was the money?

ALEX

Do you want to do a bluff check?

BRYN

22

ALEX

He looks at Hamid trying to work it out. So then immediately turns his attention to the rest of the group. Everyone give me a bluff check.

LYDIA

Oh dear god!

BEN

Urgh! So I'm just trying to stonewall because I can't bluff unfortunately. It's
11. But I'm trying to give nothing away.

ALEX

11

LYDIA

15

ALEX

Ok

BRYN

Bertie rolled a 1.

JAMES

Bertie switched to intimidate check and Bertie rolled a critical fail. Is that ok?

BEN

It's a big fail!

LYDIA

Trip on your own...

BRYN

You will probably end up complimenting him and attempting to seduce him!

(laughing)

LYDIA

That sounds...

JAMES

Tips in seduction by Sir Bertrand Macguffingham is a compliment.

ALEX

Let it happen! Come on.

JAMES

Now one is pursued by gnomes, one often thinks about what compensations might go in an opposite direction. If one happens to find enormous quantities of money just lying...

ALEX

Sorry. I'm really sorry there's quite a lot of people who are ready to kill you. I'm just going to have to speed this along just a little bit. I do appreciate your candour in this but you know, time etc. So cutting to the chase, I don't really care about the gnomes, that's fine. These things happen. That's fine. Regarding the money, now the original intent with that was for twofold. Number one, we were hoping that potentially Mr Wilde might accept it as an

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incentive to just come for basically a visit. Obviously that didn't really pan out, thanks to, I believe it was...he kind of turns to Hamid. I believe it was your good self. Again that's fine. I understand. Crazy times. So as it stands the alternative was of course for that money to effectively pay you to just let us go about our thing. Now as it stands no harm, no foul. We do know that you have the money. I am just trying to be a bit candouress here.

BRYN

But you can't blame us for trying! I mean these are tough times...

LYDIA

They were nice jewels! And she describes the exact...

BRYN

Sasha, let's just give them back the jewels. It's the best thing to do.

LYDIA

The rubies in the swiss style with the engraving that I thought had a bit of...a bit of a South African tone to it

ALEX

Remind me to put you in touch with someone I know. You'd get on very well. As it stands though you did interfere...

BRYN

We were attacked! We did not interfere. We were interfered with. Let's please be accurate about what happened!

JAMES

Victim blaming of the worst kind!

ALEX

I'm really, really sorry. Hamid was it? Put your finger away before I have it cut off. Deadpan. Right, now I do understand and this is absolutely fine, these things happen. Now keep the money, it's fine. There's more where that came from but we know that you left with Wilde and we've seen him entering this building.

LYDIA

Yeah and then he vanished.

ALEX

The only problem is I'm around 90% certain that he can't actually do that. It's not a thing that possesses. We've been watching him for quite a while. So I know he's here and there's a few options here. I can't really kill him so I can't just burn the place down with you inside obviously. So as it stands we're in a bit of a pickle here. The options are either you just give us Wilde or you all just come with us until we know where he is. I'm really sorry about that. I know it's inconvenient and honestly, for what it's worth, again that money is yours. It's right there. It's fine. We'd kind of written it off anyway. I mean, ultimately

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again I don't really like having to do this but if one of you was willing to give up Wilde for the sake of the money that would be fine. Obviously we'd make sure that you left and then the left obviously would probably have to be killed. But that's fine too. Honestly we don't really mind. It's a sort of first come, first serve basis. So...

BEN

So the offer that you're making is that one of us lives and you kill the rest?!

ALEX

Well three options. Number one, is you just hand over Wilde, you keep the money, everyone's happy.

BEN

We're not going to just hand him over.

ALEX

Ok I understand, fair enough. Other option of course is that we just take you all by force and get the information out of you that way and then the third option being that one of you is just willing to tell us where he is and then, yeah, we kill the rest and give that person the money and then they can leave.

BEN

What do you want with Wilde? Why are you so interested? I thought you lot are just taking over Paris, you've got what you've wanted. It's all gone nice but the thing is, right, you say you just want to have a chat with him

ALEX

No, well, I admit I'm oversimplifying, they're probably going to torture him for various pieces of important information. I mean, you know how these things go.

BEN

Well that's basically not going to happen because I can't really let it happen.

ALEX

Fair enough I understand.

BEN

There's this whole world government thing that's going on.

ALEX

He pulls his hand back through slicked hair. Well then, I mean if that's the case let's play this out. I'm ok with this. This is fine. Either way these things are going to happen. Number one, are you going to come just with us and we just roll with this or do we go outside, maybe burn the building down a bit, kill one of you as a warning.

BRYN

Why don't we start the burning? I cast scorching rain.

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ALEX

Ok go for it.

BEN

Classic dice!

BRYN

Thanks dice!

JAMES

We were moments away from Bertie trying to neatly dissect him.

BEN

I mean I was going to say the word murder party.

BRYN

I think we were all at the same point!

ALEX

I'm assuming that's a bad roll.

BRYN

That's 10 on a flatfooted touch AC.

ALEX

It hits.

LYDIA

[gasps]

BRYN

It's not going to work is it. He's going to regenerate it.

BEN

Or it might just kill him. He's just a talky man, maybe he's not a killy man.

BRYN

20 damage. 20 fire damage.

ALEX

He bursts into flames. Drops prone, gives a cry and then is silent as the flames continue to lick around his clothing.

JAMES

Best to be safe ah and Bertie takes his swords and just cuts his head off.

ALEX

There is no resistance from the man. He seems quite dead already it turns out.

LYDIA

Like guys the others are going to come in. Who's got the invisibility potion.

BRYN

I toss you one.

ALEX

Everyone give me initiative rolls.

LYDIA

Oh dear.

BEN

Oh no!

BRYN

I really wish I'd rolled that in the other order because I wouldn't mind having a bad initiative but that's a natural 20. I could've critted and doubled the damage.

BEN

You killed him! You did as much kill as you're going to do! Mission accomplished!

BRYN

It's important to know...

ALEX

I wish I could've killed him more!

BRYN

I've done the maximum amount of possible damage with a spell, you know, I would like to record it in the annuals of the campaign.

BEN

Ah but consider it this way, with that roll you get the chance to do it again.

BRYN

I do not! I've run out of level 2 spells for the day. I can cast exactly one magic missile.

BEN

Jeez!

JAMES

Things aren't looking good for our intrepid heroes!

ALEX

So what are people's initiative scores?

BEN

3

ALEX

Big 3 for Zolf.

LYDIA

6

ALEX

Big 6 for Sasha.

BRYN

23

ALEX

23 for Hamid! It's going to be one of those time stop situations where it's like come on, let's go guys. Come on, let's go. Any time now.

JAMES

14 for Bertie.

ALEX

Ok with that in mind. Hamid you are first in initiative order.

BRYN

What a shock! I pull out the invisibility potion I stashed away earlier, hand it to Sasha and then move to Zolf and cast mage armour on him.

ALEX

Ok.

BRYN

Would you like to make a will save to resist?

BEN

No.

ALEX

Everyone give me a perception roll.

JAMES

5

BRYN

27

BEN

17

LYDIA

13

ALEX

Everyone apart from Bertie, you hear the distinct sounds of non-human roars on at least three sides however you're not all sure which sides they are. You don't have time to discuss but it's clear. One of you looks to the left, one of you looks to the right, Bertie you hear the sound of yobs and oiks.

JAMES

They're basically animals to him anyway.

ALEX

So with that in mind, Bertie you're up.

JAMES

Can Bertie stand by the door and ready an action so he can just take a swing at the first thing to come through the door.

ALEX

The door is currently slightly ajar. He left it open when he came in.

JAMES

He's going to leave it slightly ajar because he doesn't want to tip people off that there's somebody hiding behind the door. So he's just there, ready to swing.

ALEX

Sasha you're up.

LYDIA

Pushes to long box over and pulls Wilde out of the safe.

ALEX

That'll take a full round. He is now awake. Just. He's very kind of groggy, out of it. What's going on.

LYDIA

Well they are...we...they...La Gourmande came for you. You've been unconscious. We're surrounded by monsters. Have you got any way to get us help? They're roaring at us.

ALEX

Yes give me a second. Zolf. You're up.

BEN

Right I am going to go over and prod Bertie and give him my second use of bull's strength. You now have +4 to your strength score which is an effective +2 to hit and to damage. Temporarily. I think it's going to last for three minutes or should be for combat unless something goes really weird.

ALEX

At which point then Hamid, you're up. So far nothing's happened.

BRYN

Hamid walks into the back room taking a defensive position so he can just peak around the door to the back room.

JAMES

Have you got a crossbow?

BRYN

Gets out his crossbow and loads it. He hasn't used it in 30 episodes but he's run out of spells!

ALEX

There is another roar at which point something comes barrelling through the front door immediately triggering your readied action. So remind me what your readied action was.

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JAMES

Hit it.

ALEX

Ok then give me the attack roll.

JAMES

18 plus my normal attack bonus which is 9 plus 2 extra for the strength bonus is 29.

ALEX

29. You hit very, very soundly.

BRYN

Plus 10 + 8. Oh 8 sorry

JAMES

+ 8. So it's 15 damage

ALEX

15 damage.

BRYN

Good work sir.

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ALEX

Also an attack of opportunity is triggered for Zolf.

BEN

Yep

LYDIA

We haven't seen what it is yet.

BEN

It's dead hopefully! Not with a roll like that. That is a 9.

ALEX

A 9. That does not hit.

BEN

Surprisingly!

JAMES

Do we know what it is yet?

ALEX

Standing in the doorway, now very angry is a full orc. Not a half orc. A full orc. This is unusual. Full orcs are very rare in cosmopolitan areas. They are not a warlike race as a lot of fantasy stereotypes are but they are very reclusive.

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They don't enjoy the company of other races and they are very good at fighting, they just don't a lot of the time.

BRYN

They're too civilised for fighting.

BEN

And obviously, Bertie's away, you've met one because Chelbar's an orc

ALEX

Oh yes, yes, Chelbar was an orc. I apologise. So yeah, this is an orc. This however is not a polite archaeological orc. This is a not nice orc who carries a great axe.

BRYN

Ah that's a great axe!

LYDIA

What an excellent axe!

JAMES

A barely adequate axe.

BEN

It's not very big, it's just really good.

ALEX

Having been hit he just turns to you and roars again in what looks like just a blind rage. It doesn't seem tactical. It's just a [roar]

JAMES

Bertie bellows back in his face [roaring] breath mint

(laughing)

ALEX

I think we will take a break there and be back in a couple of minutes.

LYDIA

Hey, hey, you with the face, yeah I know I shouldn't be here but got in like a wet ferret slipping through the hands of a moisturiser salesman. You know me. I just needed to let you know about this deal, right? You head over to rustyquill.com and follow the links to the store, or go on redbubble.com and search for us. I've been appraising the stuff and it is good. There's all sorts of stuff in there! You want Brutor's face on a mug? You got it. You want Hamid's face on the wall? It's there. You want Bertie's face? Why? Yeah, well, I gotta go now, but you just remember right, head over to rustyquill.com, follow the links. Tell them I sent you. Just, um... well—I just wondered, though, uh... are you gonna eat all that eel quiche?

ALEX

And welcome back. Now still in the enemy actions, Zolf give me a reflex save?

BEN

Oh dear, I'll try.

JAMES

Mints his breath.

BEN

8

ALEX

8. There is a huge bang from the wall beside the orc who just came in the door. Not at the window. The actual wall. A chunk of it caves in and knocks you until you land flat your back. It doesn't damage you, it's just a fist and a chunk of weapon has come through the actual like wall and has just brute forced its way in and you've just lost your footing. Meanwhile the same happens on the other side of the doorway. Again this appears to be some kind of hammer. Some kind of sledgehammer. It's gone clean through the wall and you see another orc on the other side of it giving a roar. They are not very friendly looking basically.

LYDIA

Three orcs

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BEN

Walk into a shop

JAMES

It's an *orchestra*

(laughing)

ALEX

Bertie, you're now up.

JAMES

How is the one I just hefted and slashed at, how does he look?

ALEX

He is bleeding freely screaming and already winding his axe back to attack you.

JAMES

Bertie attacks him again. $15 + 11$ is 26.

ALEX

It's a hit.

JAMES

That is 13.

BRYN

13 damage.

ALEX

The orc drops.

JAMES

Dead or...?

ALEX

You don't know.

BRYN

28 damage total.

ALEX

Give me a perception check

JAMES

10

ALEX

10 ok. So describe what happens?

JAMES

So the orc bellows in his face. Bertie shouts back at him. Bertie then takes the sword and runs it straight through his shoulder, withdraws it. The orc slumps to the floor.

ALEX

The second the orc slumps to the floor, you see the mobilisation of forces outside of this building. There are large numbers of archers on the roof and there are, what look to be, maybe 20 more of these things on the streets. A readied action goes off. All of the archers who are on the roof loose a volley into the open doorway which you are framing.

BEN

I'm down, I got knocked back the sledgehammers.

ALEX

Bertie what's your AC?

JAMES

20

ALEX

You have been hit. 1, 2, 3, 4, 5 times.

LYDIA

Like a pin cushion. Like a golden pin cushion.

ALEX

Ok you take 28 damage from the volley of arrows.

BRYN

You've taken as much as you dished out.

ALEX

It is six of them. Six individual shots, every single one of them appears to be a masterful shot but perfectly hit. Gap between breast plate and shoulder pad, gap between breastplate and lower bray and just [twanging noise] and hit all of the bits that you do not want to be hit in simultaneously. Apart from one which slightly glanced because it was aiming for the slit in your helmet. Bit overambitious and it just glanced off the side. Wilde begins to cast some kind of spell. He is muttering to himself in some kind of lilt that breaks into almost like a song. He's got a very good singing voice.

BRYN

Course he does! My god he's a bard!

ALEX

And as he is casting however it is clear that he's still a little bit groggy and in fact he drops to one knee mid cast and the spell fails. Sasha, you're up.

BEN

The objective counter ticks down 1.

LYDIA

Oh dear. Oh dear. Well let's try out the back and she tries to grab both Wilde and Zolf.

BEN

Get off me. I can...

LYDIA

You can what? You're just going to die here! And then just lets him go. Not going to fight too hard and like try and drag Wilde back into the back room where Hamid is.

ALEX

He's easy to pull along. He's not incapacitated. He's just...he hasn't really got...using magic's difficult and complex and hard so he's still hopping around.

LYDIA

I'm going to set him back up so the three of us are in the back room.

ALEX

So in the back room there is a back door which is currently still locked because you'd have left it locked obviously. It was barred from the inside. Zolf you're up.

BEN

I get up. I cast shoe of faith on Bertie. No I don't because he's taken a lot of damage. I convert a spell into a healing spell. Right so I can only do a cure light wounds because I've run out of level 2 spells to convert. So that is 7. Which is something.

ALEX

Ok so...

BRYN

Bertie would like to make a will save to resist!

(laughing)

ALEX

I don't need your help! No! Hamid...

JAMES

The inside of his armour just gets all clammy.

BRYN

Hamid peeks around the edge of the doorway and attempts to fire at one of the orcs who's just broken through the wall who's probably an 80% cover and therefore taking +6 to his AC.

ALEX

This is correct, yes.

BRYN

But who...I don't think he can do anything better. 19.

ALEX

Ooh. Let's have a look shall we? They are not very dodgy. It is not enough because of the cover.

BRYN

Bolt smacks into the wall because it is a small hole.

LYDIA

At least it didn't hit Bertie in the back.

ALEX

I will also assume that you will be attempting to reload.

BRYN

Yeah I take my move action to reload.

ALEX

That's fine. The Berserkers – the one in the middle is down. The ones on either side making heffing great attacks at the actual physical wall.

JAMES

Ignoring the door.

ALEX

Oh yeah, they're going for the wall.

JAMES

They're pretty cross.

BRYN

It's great, next time I fire at him I'll only have +2 to his AC. You fool, you're making it easier for me!

ALEX

Both of them hack at it and now both of them are wielding large sledgehammers. They deal more damage to the wall reducing their concealment but have not managed to break through. Bertie you're up.

JAMES

Bertie closes the door

(laughing)

BRYN

Yes!

ALEX

I wasn't going to say it...

JAMES

Bertie is calm under pressure. He's just been shot in the chest by five arrows. He is going to quietly close the door because the walls are being caved in with hammers either side of him. He's going to take one five foot step so he's in between Zolf and the wall and he's going to ready an action with his sword to attack the next person that comes into the building.

ALEX

Ok Wilde turns to Sasha, if you're able to work on the door I think I have a plan. Just try and get this back door open. He then pushes past Hamid and attempts to cast a spell again.

BRYN

Please succeed, please succeed. Got to roll better for the NPC than the enemies.

LYDIA

You should've seen Alex's little smile on his face.

ALEX

On his concentration check to make it through the grogginess he gets a natural
1.

LYDIA

Oh no!

ALEX

I think you have enough to deal with other than spell failure so we'll just say
that that didn't work and we'll go on from there. Ok.

LYDIA

He doesn't like lose a leg or anything?

ALEX

No. Although some of spell failure charts are fantastic! I'm a particular fan of
D100 corgis appear. Very rare one that one but it can happen!

LYDIA

That would be amazing!

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JAMES

No I won't kiss you Mr Wilde!

BEN

D100 corgis appear, Bertie's just like well, I've died and gone to heaven!

(laughing)

ALEX

Everyone surrenders, he gets a corgi.

JAMES

This is so much better than Oscar Wilde! Why would anyone change this back.

ALEX

Sasha. You are up.

LYDIA

She works on the door.

ALEX

Ok, give me a disable device check.

LYDIA

Critical fail.

ALEX

Critical fail. You break off one of your lockpicks in the lock making it harder to disable.

LYDIA

Really fortunate that I picked up another one of them!

(laughing)

BRYN

Well played!

ALEX

I mean thank goodness that this is all just random coincidence and not designed because that would be awful.

LYDIA

1 x 1

BEN

We're on three times enemy action.

ALEX

So Zolf you're up.

BEN

Yeah I'm going to convert another first level spell into...

ALEX

Cure light wounds.

BEN

Cure light wounds.

ALEX

Healing?

BEN

8 this time

ALEX

You know what, I'm going to assume he doesn't make the will save.

JAMES

That's fine. Bertie's suit is slightly moist all over. He's just got in out of a like squall. It's the kind of moisture that if he were a heroine in a Jane Austen novel there'd be a serious risk of pneumonia.

ALEX

Hamid, you're up.

BRYN

So exactly the same move as before. Peak around the doorway, attempt to shoot the orc that is not next to Bertie.

ALEX

If you play the waiting game eventually they'll destroy their own concealment.

BRYN

24

ALEX

That is a hit.

BRYN

3 damage. It's not nothing.

LYDIA

The arrow zings into their little finger, just as the...

BRYN

Argh!

ALEX

The hammer happens to have come through at that moment. the arrow goes straight into the hand holding that hammer. There is a moment's pause and then [roaring noise] yet more angry yelling. Ok.

BRYN

Move action. Reload the crossbow.

ALEX

This has a very Last Stand vibe in a very upsetting way.

BRYN

I'm so upset I'm out of spells. Like I just want to sling spells. I'm playing a sorcerer for a reason and he's taken it away! I asked for enough sleep. That's all I asked for Alex. I thought you'd know the pain of not enough sleep.

JAMES

Moral of the story is early bedtimes for all.

ALEX

The orc facing Bertie hits through the wall a bit more destroying yet more cover. The one on the far side of the room breaks through the wall.

LYDIA

Oh dear.

ALEX

They are now in the building. It has been a full round action for them to destroy the wall. There is now a gaping hole in that wall. Ok.

JAMES

And Bertie's readied an action.

ALEX

Bertie your readied action now triggers so you will move. I'll allow you to do a five foot step and attack. Give the attack roll.

JAMES

20

ALEX

Yeah that's a hit.

JAMES

11 damage

ALEX

11 damage

JAMES

And how does he look and then I'll RP it

ALEX

The problem with the orcs is it seems like the more you hit them, the less you seem to notice.

BEN

Are they just really alive until they're dead?

ALEX

Pretty much

BRYN

They're a Berserker so they've probably got a rage ability.

JAMES

Ok as soon as the Berserker like hammers his way through, he kind of slightly oversteps, overbalances and Bertie just stabs him and nicks him just to the side of the chest, there's a certain spurt of blood and Bertie pulls the sword back.

ALEX

It looks down, sees it, ignores it and pulls its hammer up. It's not actually attacking but it's very clear what its intent is. Wilde who has so far failed all concentration checks.

BEN

He's rubbish.

BRYN

He is rubbish.

ALEX

Makes another attempt.

JAMES

I can resist anything other than somebody jingling their keys about a mile away.

ALEX

And makes his concentration check.

LYDIA

Yay!

ALEX

Ok.

JAMES

He's just going to write a children's book.

(laughing)

Complete waste of time!

ALEX

He starts muttering under his breath and then it starts turning into a lilting tune. He's moving his hands in weird, peculiar fashion at which point he finishes on a whisper. At which point you hear in the distance the distinct sound of some kind of vehicle horn, like a foghorn or something.

LYDIA

He made a honking sound?

JAMES

He summoned a goose!

BRYN

Has he summoned the League of Extraordinary Gentleman.

JAMES

The League of Extraordinary Geese is even better!

BEN

I think we're getting the meritocrat mobile.

ALEX

Ok. Sasha you are up.

LYDIA

Disable the door.

ALEX

Go for it. The DC has increased.

LYDIA

26

ALEX

26. You spend a little time digging out the remnants of the last thieves tools that you had in there but you make it and manage to unlock...

LYDIA

With my second kit! Gosh thank goodness I didn't have compunctions about picking that up! Things that might be useful! Golly!

ALEX

You have used your standard action to disable a lock. You still have a move action if you want to use it.

LYDIA

Unbar the door.

ALEX

Ok you unbar the door.

LYDIA

Door's open, she shouts.

ALEX

Zolf, you're up.

BEN

I'm going to take a five foot step to the right so I'm now behind Bertie but also...

ALEX

Bertie's directly behind the door which is closed, you are directly behind Bertie.

BEN

Yes and I am also threatening the orc. But what I will in fact do is heal Bertie again.

ALEX

Ok

BRYN

That will trigger an attack of opportunity unless you make a concentration.

BEN

Hang on a minute I'm going to heal Bertie from here and then I will move.

BRYN

Then you will take the five foot step. Much better.

BEN

Oh that is a 12. And then I will take the five foot step.

ALEX

So I mean you'll run out of resources but you could all just stand in single file with all of the archers and just keep healing Bertie.

BEN

That's my plan!

JAMES

Bertie, by the way, is basically fine. All he's got is a slight graze over his cheek.

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ALEX

From the one that didn't quite hit you.

JAMES

If anything he looks more masculine.

ALEX

Like a pin cushion mind you but a masculine pin cushion.

JAMES

Like a pin cushion that's really good at putting up shelves.

(laughing)

ALEX

Ok Hamid you're up.

BRYN

Hamid will ready an action and fire his crossbow at the first enemy who moves away from his friends.

ALEX

Ok that's fine. The Berserkers – the one who is to the left, who is still trying to break through the wall, fails to do so. There is now only minimal cover. It's clear that it's been taking a sledgehammer to that wall and it hasn't realised it

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has been taking a sledgehammer to a wall which has metal shelving, is holding up lots of chains and keeps going, crang, this is so hard. Why isn't this working! Not particularly effectively dealing with the situation. The other one takes an immediate attack at Bertie. The hammer comes down. However he overcommits. He is not yielding it correctly. Misses and buries it into the floor at your feet.

BRYN

He failed because he didn't say, stop! Hammer Time!

ALEX

You know what he did. Instead he went [roaring noise]

BRYN

Rookie mistake. Rookie mistake.

JAMES

Is he now without his hammer?

ALEX

No. It's fine. He overcommitted. He didn't fumble. Bertie you're up.

JAMES

In that case Bertie attacks the orc with the floor buried hammer. Ooh! Natural 20.

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BRYN

Roll to confirm. Roll to confirm.

JAMES

15

BRYN

Well plus your normal attack bonus so 26.

ALEX

That's a hit. Confirmed critical.

BRYN

You roll 2 D10 and instead of having 8 you add 16.

JAMES

That is $9 + 1 + 16$ is 26. 26 damage.

ALEX

Extremely dead. As in that would've been enough to KO him from a standing start. He was already weakened.

BRYN

This is bisection if you will so he's dead, dead.

ALEX

He's in pieces.

LYDIA

There are now two half orcs.

(laughing)

BRYN

That's where half orcs come from everybody!

JAMES

Ok so with the orc having embedded the hammer into the floor, he struggles to dislodge it for just half a second. With a grunt Bertie raises his sword arm, swings it down, it neatly cleans...it's a perfect line straight across the neck of the orc. The head flies off in a perfect arc. It goes bouncing against one back wall, bouncing against another before landing in a wastebasket at the back of the office. It circles the rim and just plops down. It looks like it might bounce out again but no, no, no, it's back in and the blood just seeps through the wicker.

BRYN

Hamid's ineffectively cat like reflexes kick in and he attempts to shoot the head but misses.

ALEX

Is this your readied action paying off.

BRYN

Yeah exactly. That's how a readied action works.

ALEX

Ok

JAMES

A beheaded action!

EVERYONE

[groaning]

ALEX

There is the repeated horn sound again. You then suddenly see the orc that is breaking through the wall peel away. You don't know. There is the sound of heavy vehicles drawing near and there is the definite sound of panic outside.

LYDIA

Out the back guys!

ALEX

Sasha, it is now you.

LYDIA

Wilde you said you had a plan. Where are we going?

ALEX

This is the plan! Go out the back.

LYDIA

Alright it's open. Come on.

ALEX

What do you do?

LYDIA

Peaks out of the back to check for archers. Wait, stick something out of the door.

ALEX

Give me a reflex save.

LYDIA

13

ALEX

Ok.

BEN

Wait that's not 2 20s in a row is it?

ALEX

That is!

BEN

We're not stacking criticals?

ALEX

We're not doing stacking criticals but that was a natural 20 and your reflex save was not high enough. You stick your hand out and an arrow pins your hand to the wall outside the wall. Let's find out how much damage. Hopefully it won't be too bad. It was just...it was an amazing, one in a million shot.

BRYN

1 in 400.

LYDIA

So Sasha would usually scream so she does.

ALEX

You get lucky but not lucky enough. It dealt you 8 damage and pins your hand to the wall. You will need to take a standard action to remove the arrow to get

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your hand off from there. There wasn't a volley though. There was just one.
Zolf, you're up

BEN

Cool. Alright. Come on Bertie and then I will turn around and walk down the hall. I'll go 20 foot. You can pass your allies right?

BRYN

Yes

ALEX

Wilde says no and kicks you back out into fire! Ok Hamid, you're up.

BRYN

See Sasha and go, oh no! I run to the other end of the back room, stand next to Sasha and look through the doorway scanning for enemies.

LYDIA

[screaming]

ALEX

Give me a perception check.

BRYN

Oh my god Sasha!

LYDIA

Wait I know there's an archer out there. There's an archer out there.

BRYN

I rolled a natural 1.

ALEX

There's archers out there. Quiet! Pulls the door open, sticks his head out. Are there archers out here?

BRYN

Hello? Archers? Hello.

ALEX

Give me a reflex save

BRYN

I love the Archers!

(laughing)

ALEX

14. An arrow whistles through to where your head is, buries itself so close it cuts your face but not enough to deal significant damage. It was as close as it could be before it had got you straight in the eye. How do you respond?

BRYN

I think I can see an arrow!

(laughing)

ALEX

Ok, ok Bertie you're up.

JAMES

Right so the Berserker that was trying to get through the wall, one remaining Berserker has that gone quiet?

ALEX

He appears to be gone. The sound of a vehicle is roaring very closer.

JAMES

Bertie is going to take a five foot step and peer out of the hole that...

ALEX

Give me a perception check.

LYDIA

It's Paris. It's still Paris!

JAMES

3 – 1 is 2. I found a hole!

ALEX

Even with that it's how this plays out. You look out and you see something that draws the attention so much that you don't really notice much in the way of detail. There appears to be a tank. An actual literal tank outside drawing towards your position.

LYDIA

Mummy! Bertie yells

(laughing)

ALEX

It is huge! Golden looking, not made of gold. It has gilding upon it and what looks to be some kind of turret that looks like it's trying to get a shot off on the opposite building. You can see this huge thing, you just look out...

BRYN

Bertie's eyes turn into hearts and bulge out of his head!

ALEX

The reason for your 2 is that you look out and all you see is the word “tank” across your eyes again and again and again.

JAMES

I want to go to there

(laughing)

BRYN

There’s an archer out the back. Which way are we going?

ALEX

Wilde steps back to the other side of Sasha, so mimicking Hamid on the other side. Talking across Sasha who’s still pinned to the door to Hamid. That thing out the front, it’s not real, it’s an illusion. It’s buying us a small amount of time. It’s out the back or nothing.

BRYN

Fine

ALEX

Sasha you’re up.

LYDIA

She will pull the arrow out of her hand and I assume that takes...

ALEX

That's a standard action. You still have a move action.

LYDIA

That's a standard action...

BRYN

Dash out into the alley and hide by the lamppost.

LYDIA

Pretty much yeah. That's the...that is what I think would be the best thing to do.

ALEX

Ok give me a perception check.

LYDIA

13

ALEX

Give me a reflex save

LYDIA

20

BRYN

Natural?

LYDIA

Natural 20.

ALEX

Very nice so...

BRYN

So that's a total of 28 something like that.

ALEX

So you open the door, immediately close the door. There is the sound of a bunch of arrows burying themselves in the door. A few of them poke out. You then open the door again, dash out. You do a quick cast around. You can't see where the enemies are. You do see a carriage also upturned that will probably provide cover for the far side. You dash over to it and take cover behind it. You successfully get there having not taken a shot and every single archer just leaves their arrows at a door basically. Zolf, you're up.

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BEN

One, two, three, four. I'm at the doorway now let's go.

ALEX

The doorway's open.

BRYN

Double move?

BEN

Oh yes.

ALEX

They can't take their arrows.

BEN

One, two. Yeah I'm behind the...

ALEX

Sasha took every attack that could've come that way. You're fine. Ok. Hamid you're up.

BRYN

I also dash to behind Zolf and Sasha and reload my crossbow

ALEX

Ok Bertie?

JAMES

He's so drawn by the tank that everybody else behind him has gone out of the back so he's going to follow them. Kind of backs out slowly. I saw the tank. I'll be back for you my love.

(laughing)

ALEX

So then Wilde steps out behind that carriage as well. Attempts to cast. Fails. He can't make the concentration check. And Sasha, give me a perception check.

LYDIA

23

ALEX

23. Ok you immediately scan the situation. Basically you see all of the forces seem to be fleeing but not in a blind panic, in a coordinated move to keep you encircled but not stay in line of what they presume is an actual tank that's going to kill them all.

LYDIA

Which way Wilde?

ALEX

Doesn't matter. Just out.

LYDIA

Ok. This way and points.

ALEX

We will say that you ready an action to flee with everyone in the way that you have suggested is the best way.

BRYN

You'll be the best person to guide us because you know the streets of Paris best in theory.

ALEX

I can skip ahead now because there are now active attackers upon you. Does everyone else, I presume, do the same.

BRYN

Yeah

ALEX

In which case you flee.

LYDIA

Yay! Running! I can't we believe we survived that!

BEN

We got out of it.

ALEX

So yes, I think we will wrap up there. You managed to make it out of a very, very sticky situation there. That was death on legs.

JAMES

We used teamwork.

BEN

We did

ALEX

And a massive tank.

JAMES

And the illusion of a massive tank.

BEN

Yeah once Wilde had got his act together!

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ALEX

Poor guy!

BRYN

He was rubbish!

ALEX

And I think at that we will wrap up there and we will see everyone next week hopefully for some maybe less certain death situations.

LYDIA

I like that, my voice is still high!

ALEX

I just want you out of Paris. Get you out of Paris, it'll all be fine.

BRYN

I think we can go and see La Gourmande and kill him now.

ALEX

You've got very stab happy these days.

BEN

Basically also good luck. Good luck. There are other forces around the city!

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BRYN

Let's blow up the Eiffel Tower!

BEN

With what? What bombs?

ALEX

On that we'll see you next week guys!

EVERYONE

Bye!

[Show Theme - Outro]

ALEX

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