

RQG – Episode 59 – Run Awaaaaaay!

Hi Everyone, Ben here. I'd just like to take a moment to thank some of our patrons:

Angelina **Orlakey**; Sigurd Hrothvitnir; Surly Beast; George **Sillea**; Margo Axon; Julianne Bowman; Alexander Mulhern; Samantha Paul; Jay Casey; Emily Jane; Will Collada; Laura Eberly; John Betten; Alicia Oxner; Brad Bone; Alan Sharp; Vivienne Anne, Lauren Davis, Shelley Darrington, Macy Grant. Thank you all. We really appreciate your support. If you'd like to join them go to www.patrimon.com/rustyquill and take a look at our awards.

[Show Theme - Intro]

ALEX

Hello and welcome to episode 59 of the Rusty Quill Gaming podcast. I'm your host and GM Alex Newall and with me today, I have:

JAMES

James Ross.

BRYN

Bryn Monroe.

LYDIA

Lydia Nicholas.

BEN

Ben Meredith.

Rusty Quill Gaming – Episode 59 – Run Awaaaaaay!

ALEX

And who are you playing?

JAMES

Sir Bertrand MacGuffingham.

BRYN

Hamid Saleh Haroun al-Tahan.

LYDIA

Sasha Rackett.

BEN

Zolf Smith.

ALEX

And everything's still technically fine...

LYDIA

In real life.

ALEX

...insofar as you're alive. So...

BEN ?

Which is great.

LYDIA

We think.

(Group laughter)

LYDIA

I mean you've done some healing spells and no one's taken damage from that.
So, technically...

BEN ?

True.

(laughter)

ALEX

So where we left off, let's take a moment to recap. After basically turning off – let's just call it the internet for the sake of ease – you all had a bit of a rest and recuperation, and then and Wilde ended up turning up and basically saying, "We need to go right now." It was all a little bit tense.

JAMES

It's all a little bit...

Rusty Quill Gaming – Episode 59 – Run Awaaaaaay!

ALEX

While he was being a **destructive** annoying person.

BRYN ?

So Oscar Wilde.

(laughter)

LYDIA

And so 'rest and recuperation' read going out into the city as Batman, and saving people?

ALEX

That's what I said. Rest and, rest and recuperation. Like what, what do you do when you're down time?

BRYN ?

Well I was sulking, so....

(laughter)

LYDIA

It's my weekend.

ALEX

And of course, by rest and recuperation I also mean growing a pair of water legs, let's not forget that.

BRYN ?

Oh yeah, that happened I guess.

(laughter)

LYDIA

And meeting a [unclear 2:08], yeah.

ALEX

Multiple times in fact.

LYDIA

It was a really busy weekend, okay.

(laughter)

ALEX

It was a very busy rest and relaxation. So, you all headed out and then got jumped by what turned out to be a bunch of gnomes in overcoats. And they managed to incapacitate Wilde but you all managed to effectively beat them up. And you took a couple hostage.

LYDIA ?

Rolled the car, rolled the car.

ALEX

You did roll the car, you rolled the car. And then heading off into a different part of Paris hopefully trying to get out, you took shelter in a locksmith's shop and interrogated some gnomes only for what seemed to be a representative of **Lagwor Marn** to turn up with an enormous amount of force behind him. That didn't go particularly well. He's dead now isn't he, Hamid?

BRYN

M-a-y-b-e?

LYDIA

Let's negotiate, let's negotiate, Hamid. Let's negotiate.

ALEX

And your answer was?

BRYN

Burn.

ALEX

Yeah.

BRYN

Burn his face.

Rusty Quill Gaming – Episode 59 – Run Awaaaaaay!

ALEX

So, so he's gone now. And that kind of prompted everyone to do a little bit of you know, attacking, just in general and...

BRYN

Just some light murder.

ALEX

Just some light murder. Bertie did manage to get about what, it was like 15 arrows to the face, something like that?

JAMES ?

[unclear 3:08] that.

ALEX

Open the door, what's behind this door? Death, death !

LYDIA

Lots of death.

ALEX

Oh close that door.

LYDIA

So much death.

Rusty Quill Gaming – Episode 59 – Run Awaaaaay!

ALEX

That's a bad door.

LYDIA

Bye, door.

(laughter)

LYDIA

So they came through the walls?

ALEX

Yes.

BRYN ?

The secret is to change your choice, after they've revealed the door where the death is.

(Group laughter)

BRYN ?

Aah, haaaa.

ALEX

Just turn back to page 57. You do mean that one?

Rusty Quill Gaming – Episode 59 – Run Awaaaaay!

BRYN ?

Yeah, yes.

ALEX

And you all made it basically to the back of the locksmith's; stepped out and then used the distraction of 'a tank', an actual tank turning up, covered in falcons and gold – it was very shiny – except it, except it wasn't.

BRYN ?

But it looked like something that **Lizard** would design.

ALEX

Ah absolutely, absolutely.

BRYN ?

And Bertie's suit of armour was like "Mummy".

(Group laughter)

ALEX

Except then they kind of turn out not to be real, but it bought you enough time to get out back. And so you are, you are all currently out back of the alleyway.

LYDIA

Hidden behind an upturned...

ALEX

Hidden behind an overturned vehicle.

BEN ?

Are we still under fire?

ALEX

There are still archers.

BEN ?

They were sort of running away weren't they?

ALEX

But there is a lot of distraction and scattering due to the tank. So there are a couple of archers who still have a line on you but not whilst you are behind the car. There is an enormous amount of disturbance happening on the far side of the locksmith's. It sounds like some interior walls may have collapsed in the locksmith's, meaning you're probably safe from people coming out the door that you just ran out of.

BRYN ?

I hope they had good insurance.

(laughter)

LYDIA

Yeah.

BRYN ?

I did that, when we, when we were at the locksmiths. We were like, okay we just want to stay here the night, we don't want to do too much damage, we don't want to steal anything.

LYDIA

Yeah, you were like, don't take that chain.

BRYN

Yeah.

(Group laughter)

LYDIA

Really Sasha, put that down.

(laughter)

LYDIA

Why didn't you take miles to work lock stools? You're glad that I did now aren't you?

BRYN ?

Oh yeah.

Rusty Quill Gaming – Episode 59 – Run Awaaaaay!

LYDIA

Yeah, yeah. Managed to get us out the back.

JAMES

Alright Sasha.

LYDIA

Right, yeah.

ALEX

So we will pick up where we left off. I am going to take initiative fresh...

BRYN ?

Okay.

ALEX

...for the simple reason that a lot has happened and there's been a lot of confusion. And then we will use that to determine what happens next. So, with that in mind, Bertie what's your initiative?

JAMES

Nine.

ALEX

Nine, and Hamid?

BRYN

Six.

ALEX

Six, and Sasha?

LYDIA

Eight.

ALEX

Eight, and Zolf?

BEN

Ooh, 18.

ALEX

W-o-w – zers ! Okay.

BEN

I've got an all good eventually initiative, statistics I think....

ALEX

And so, literally twice as fast as everyone else, Zolf you're first.

BEN

I'm going to, actually just cast guidance on Bertie...

Rusty Quill Gaming – Episode 59 – Run Awaaaaay!

ALEX

Okay.

BEN

...and then have a look around. So you get plus one on a single attack role, saving for a little skill check.

ALEX

Is this through the customary butt point?

BEN

Yes.

ALEX

Okay.

BEN

I'm just going to...

(laughter)

LYDIA

Wait....

BRYN ?

He can reach above the butt now.

Rusty Quill Gaming – Episode 59 – Run Awaaaaaay!

BEN ?

He, he's, he's no longer sitting in a wheelchair.

LYDIA

He has a habit of casting...

ALEX

All helpful spells, by poking Bertie in the butt. It's, it's an established precedent.

BEN

That's, and that's what I'm going to do.

(Group laughter)

BEN

That's what I'm going to do.

LYDIA

The established butt connection point.

BEN

Yeah.

JAMES

Poseidon is also the patron saint of suppositories.

Rusty Quill Gaming – Episode 59 – Run Awaaaaay!

(Group laughter)

BRYN

Well at least patron saint is getting really weird. Yeah, one minute or until used, so it all lasts probably...

JAMES

So, so it's a plus one. Do I get to apply it after the roll has been played? What's the...

BEN ?

No, you get...

BRYN

It's your first roll.

BEN ?

...to the first roll you do.

ALEX

Oh, so no matter what you roll, you will have a plus one to it, but only the first time and you don't get to choose what it applies to.

JAMES

Okay.

Rusty Quill Gaming – Episode 59 – Run Awaaaaay!

ALEX

It just does, the first time.

BRYN

The attack role, saving robot skill check.

ALEX

Yeah.

JAMES ?

Okay.

BRYN

And then I will make a perception check, like poking my head up, having a quick look around seeing if there are any archers.

ALEX

Okay, give me a perception roll.

(rolling dice)

BRYN

That is, I'm rolling well, a 24.

ALEX

Okay, give me a reflex roll.

Rusty Quill Gaming – Episode 59 – Run Awaaaaay!

BRYN

Okay.

(Group laughter)

LYDIA

Poke your head up above – yeah, great idea !

BEN ?

Sure thing.

(rolling dice)

BRYN

Well, you know, it's only, I hopefully get a lot of cover. That is 13.

ALEX

13, Okay, one second. I have good news and I've got bad news.

BRYN

Okay, what's the bad news?

ALEX

The bad news is you did get an arrow to the face.

BRYN

And what's the good news?

ALEX

You know that there is an archer and you know where they are.

(Group laughter)

ALEX

Let's find out how much damage that did.

LYDIA

In your face, aw !

BRYN

Yeah that's, it's not a good place for an arrow to go.

ALEX

Eight.

BRYN

Ow.

ALEX

So it's a...

LYDIA

Does it basically rip off an ear?

ALEX

It, it caught you pretty hard at the time...

BRYN

Let's stop talking...

(laughter)

ALEX

It caught you pretty hard at the side of the head. It hasn't hit you in the eye or anything like that.

BRYN

Sure.

ALEX

There are at least two archers on the building on the far side of the street, one of whom took the shot on you, you think you saw another one ready to do the same. You poked your head and went Mmm, poker down, turned to them with an arrow in your head and just went, "Yup".

LYDIA

Now...

BRYN

Pretty sure I didn't get an arrow in my head because that's going to be in my brain. He he he.

Rusty Quill Gaming – Episode 59 – Run Awaaaaay!

LYDIA

There's an archer in that direction.

ALEX

Turn around and point.

BRYN

Basically, "Aahhhh, alright there's two archers out there, be careful."

(laughter)

BRYN

Ow.

(Group laughter)

BRYN

And that's my turn.

ALEX

In which case then, Bertie you are up.

JAMES

Okay, how far away is the building on the other side of the street?

ALEX

So, the building that the archers are upon?

Rusty Quill Gaming – Episode 59 – Run Awaaaaaay!

JAMES

Yeah.

ALEX

It is about 20 feet away.

JAMES

Okay, and how is it accessed? Is there a front door?

ALEX

Yes there is, however it looks like it has been barred up, as in it looks like it is, has a shutter pulled down, like most of the shops.

JAMES

Metal or wood?

ALEX

Metal. It sells antiques specifically.

JAMES

Oh that's great, I'll just, I'll talk because of course I command the loyalty of antiques, so...

(Group laughter)

JAMES

...I can just get one of the clocks on the inside to let me in.

ALEX

What incredible power. Any day would be like Beauty and the Beast.

JAMES

I haven't, haven't revealed it at all. I'll leave it until now and if it gets activated.

ALEX

A secret back store, if there an antique whisperer in the....

JAMES

Yeah.

LYDIA

He's such a brave ...

ALEX

If there is one power that Bertie does not have it's commanding the loyalty of inanimate objects.

JAMES

Yeah.

ALEX

You've burnt that bridge.

Rusty Quill Gaming – Episode 59 – Run Awaaaaay!

JAMES

Yeah.

BRYN ?

Yeeaaahhhh.

ALEX

For heaven's sake.

LYDIA

He controls them through fear rather than...

(laughter)

LYDIA

...through love.

ALEX

What do you do Bertie?

JAMES

So is there any way of accessing the building from the front or side emergency?

ALEX

Brute force? That's about it.

JAMES

Okay.

LYDIA

You've seen people do that.

JAMES

I have seen people go through the walls.

ALEX

You could probably run up to the shutter and using brute force try and tear it off rather than pull, pull it up. I mean, you've probably broken into a shop before now, for the humour of it, I don't know?

JAMES

The famous induction into the...

(Group laughter)

JAMES

...Bullington Club. There we go, yeah.

(laughter)

JAMES

From a sawing point of view Bertie would like to basically just shoulder charge the front doors right away.

ALEX

Okay, in which case...

JAMES

But, he obviously wants to do mechanically what is most likely to get him into the door, so...

ALEX

That's fine. So, in which case you will want to do a charge, but it probably ending up to be a bullrush attempt, okay?

JAMES

Okay.

ALEX

Which is a combat manoeuvre, so if you can give me a combat manoeuvre check, which is a D20 plus your combat manoeuvre bonus?

JAMES

18 plus 7 is 25.

ALEX

25.

JAMES

Yeah.

ALEX

Okay. So, you poke out your head from the side of the car, and just ‘Raaaaa’ charge. You do not get the chance to get make any kind of reflex save. However, given you’re moving they do have to make the attack roll. So let’s see if they get a shot up on you.

(rolling dice)

ALEX

Nooooooooooooooooo !

JAMES

He he he.

ALEX

You get the distinct sound of someone fluffing a shot and possibly shooting themselves.

JAMES

The steel... and a single toe, just [unclear 9:43]...

(Group laughter)

JAMES

...down into the street.

ALEX

You slam into the main doorway which has a shutter. You do not manage to break through but there is a distinct Bertie-shaped indent into it, and it looks like if you were to rinse and repeat what you just did you would tackle it. But, you have not made it through this time. Crumple zones, kah !

JAMES

Yeah.

ALEX

Just bane of your life, honestly. So, with that in mind. Some things happen which you are not aware of.

LYDIA ?

Yaaaaaay !

JAMES ?

Great.

ALEX

There are still the sound of...

LYDIA

They're great.

(laughter)

ALEX

Someone has a birthday somewhere?

JAMES ?

He he he he.

LYDIA

In other place kittens are born.

BRYN ?

Aaahhhhhhhhhh.

BEN ?

Most of them survived.

LYDIA

Yeah most of them survived. A toddler takes their first steps.

ALEX

All of this happens.

JAMES

A little girl is helped on her first bicycle ride by a loving father.

LYDIA

Aaaaah ! I like that....

ALEX

However the, the bicycle's no longer driving because it had an automated pedal system and it's just resting there, in the weeds.

JAMES

Somebody's ruined everything.

(laughter)

ALEX

Sasha, you're up.

LYDIA

What, which direction, where do we go?

ALEX

He looks you slightly like blurry eyed – looks left, looks right – much of a muchness, it doesn't matter.

LYDIA

Okay.

ALEX

We just, we need to be moving now!

LYDIA

Shout, “Bertie, follow us” then throws a smoke stack – smoke stick?...

ALEX

Yeah.

LYDIA

...over the car.

ALEX

Ah ha.

LYDIA

And then drags, like pulls at Oscar Wilde, and at Zolf to run down the street to the ‘flip a coin’ left.

ALEX

Okay, left it is. The smoke stick is an alchemically treated wooden stick that creates a thick opaque smoke when burned. So, the smoke fills a 10 foot cube and it basically the fog cloud spell, if anyone’s aware of that. If there’s any strong wind it dissipates quicker, however you don’t need to – I’m going to rule that the version that you have – you don’t need to literally however you can just throw it and it will go off. So the street that you are all on becomes awash with thick cloying black smoke. You are not going to need to make check to breathe or anything, it is thoroughly unpleasant and acrid smelling and it completely obscures you from the rooftops and almost from each other.
Hamid, you’re up!

Rusty Quill Gaming – Episode 59 – Run Awaaaaaay!

BRYN

I cast dancing lights.

ALEX

Okay.

BRYN

I move the dancing lights in one direction, and follow Sasha in the other direction.

ALEX

W-i-s-e, clever ? Look at this.

BRYN

Mmmm.

LYDIA

Ooooh.

ALEX

Look at you all, knowing what you're doing.

LYDIA

That's why Bertie...

(Group laughter)

LYDIA

...literally Bertie's going off in the other direction, clever.

ALEX

Wilde takes a moment – looks left, looks right – and follows Sasha to the left.

LYDIA

He's been dragged...

ALEX

Yeah, he's moving with that. In which case, Zolf you are up again.

BEN

Cool. I'm going to move 20 feet. That means that I'm through the smoke, right?

ALEX

The smoke is 20 foot wide, so you are right at the edge of it.

LYDIA

I thought it was a 10 foot [unclear 12:14].

ALEX

So, the cloud expands out from Zolf and with that in mind, Bertie you are up. You are now surrounded in enormous amounts of smoke.

Rusty Quill Gaming – Episode 59 – Run Awaaaaaay!

JAMES

Bertie para attacks the door making a noise that sounds a lot like your wi-fi password.

(Group laughter)

BEN ?

Would you like to try to pronounce that for us?

ALEX

Give me attack role whilst loudly declaring my wi-fi password.

JAMES

Hhhmm – 7 – tchukumse brmmms...

(laughter)

BEN ?

So, that is 15.

ALEX

15. You successfully manage to break down the door just. It's still like – you're having to push your way past it if you do enter – but you take the attack ...
hhrrrrr – you manage to break the door, you now have a move action still to use.

Rusty Quill Gaming – Episode 59 – Run Awaaaaay!

JAMES

Bertie is looking round inside the room that he has just entered. Is there a staircase or anything that would be used as a...

ALEX

There is a staircase at the far side of the shop, which is full of – it looks like it's an antique shop that specialises in crockery – so there's lots of very narrow plinths and chintzy tables and china...

JAMES

Do I still have full strength cast on me?

(Group laughter)

ALEX

You do not, no, but I'm sorry about that.

JAMES

Yeah.

ALEX

But you can see a clear path to a staircase leading up.

JAMES

Bertie charges as fast as he can up the staircase.

ALEX

Okay, I'm going to go ahead and say that you can charge, however you will destroy everything in your path. But I'm assuming that's...

BEN ?

Wait, wait, wait. I'll roll for it.

ALEX ?

If anything...

LYDIA

Feature...

(laughter)

ALEX

How many priceless antiques...?

BEN ?

Well I was going to go for total value. I'm rolling two D100's and a D10.

ALEX

Go for it.

BEN ?

You destroy 20,030 gold [unclear 13:40].

Rusty Quill Gaming – Episode 59 – Run Awaaaaaay!

(laughter)

ALEX

Tell us how you ran through millions of them.

(Group laughter)

JAMES

Ming is just Northern the Horrible.

(Group laughter)

ALEX

You charge up the stairs, okay. Then you hear the distinct sound of movement in the rooftop. So you make it up to the second floor before you get a chance to take note of what's happening, you hear the distinct sound of movement on the rooftop above you. You won't get mor than that. Sasha, you're up.

LYDIA

I've no idea that both of you have been following me.

BEN ?

No, not at all.

LYDIA

Just keep, keep running.

Rusty Quill Gaming – Episode 59 – Run Awaaaaay!

ALEX

So assuming that you use both of your move actions...

LYDIA

Yeah, well as much, I'm keeping Wilde with me. So would slow down for him.

ALEX

Wilde is under his own speed, like he can run as long as...

LYDIA

Yeah, but I'm keeping a hand on him.

ALEX

Okay. In which case I would say if you want to literally drag him along, you will probably need to hold your action to be simultaneous with him.

LYDIA

Yeah.

ALEX

Which is fine. Okay, Hamid you're up.

BRYN

I cast message targeting Bertie.

ALEX

Mm hmm.

BRYN

And whisper in his ear, “Bertie, they’ve got reinforcements coming, you don’t have time , we’re running away!”

BEN ?

Does that need minus sight?

ALEX

Yes.

(Group laughter)

BEN ?

Which I totally have.

LYDIA

Dammit!

BEN ?

For dramatic purposes.

LYDIA

Noooooooooooo.

BEN ?

I catch a fleeting glimpse of him.

BRYN ?

Fair enough.

[overspeaking]

LYDIA

Aaaahhhhhhh.

JAMES

Bertie just gets like this over a magical sound of like a voicemail.

(Group laughter)

BRYN ?

Don't, tunnel, dammit...

(Group laughter)

ALEX

What do you do Hamid?

BRYN

If I can't see Bertie I don't know that he's run into the shop.

ALEX

Correct.

BRYN

In that case I would maintain concentration on the dancing lights, I'd send them out of the smoke in the other direction so they will now be visible.

ALEX

Ah ha.

BRYN

And I move, behind – I follow Sasha.

ALEX

Okay. In which case then Wilde – obviously Sasha's held her action – now Sasha and Wilde are moving as one. So the two of you, yeah run to the edge of the cloud. You overtake Zolf at the edge of the cloud...

LYDIA

Ha ha ha.

ALEX

...and then enter his cloud.

LYDIA

Aaaw.

ALEX

And make it to the edge of that cloud. Give me a perception check, both of you and...

LYDIA

21.

ALEX

21?

LYDIA

Hmm mm.

ALEX

Okay. So, you see that there are still – at the end of this street – distance, a good 100 feet away, there are some forces who are trying to mobilise. They do not know you are there.

LYDIA

Hmm mm.

ALEX

And it's clear that they are trying to coordinate against the tank still. Like they are all running left to right, they're not coming down this street.

LYDIA

...side street.

ALEX

There is an alleyway between you and them which is half of the distance along and on the right hand side.

LYDIA

So going – leading back to...

ALEX

No. It will be leading away from where you were.

LYDIA

We duck down the alleyway.

ALEX

You will not be able to make it through that, but it's fine.

LYDIA

Okay.

ALEX

So, with that in mind, Zolf you are up.

BEN

Cool. This is a double move action. I catch up with that lot.

Rusty Quill Gaming – Episode 59 – Run Awaaaaaay!

ALEX

Okay, in which case, give me a second.

(rolling dice)

ALEX

What is your A C?

BEN

Mine?

ALEX

Yep.

BEN

My A C is 11.

ALEX

11? Okay – that is – that is a helpful number for me.

BEN

Yeah.

ALEX

Because they roll higher than that without any modifiers. Okay.

(rolling dice)

BEN

It's what happens when you wear no armour and on a [unclear 16:37]

ALEX

You're just in a shirt.

BEN

I'm just a man !

(Group laughter)

BEN

I have a stolen rapier, but I'm just a man, well I'm just a dwarf.

(laughter)

LYDIA

Just a dwarf, standing on the side of a road.

BEN

I mean I'm, actually I'm a magic dwarf.

BRYN

So there's that, right.

Rusty Quill Gaming – Episode 59 – Run Awaaaaay!

BEN ?

Is it raining arrows?

BRYN ?

I hadn't noticed.

(laughter)

ALEX

Okay, so everyone sees this, an arrow arcs out from above the cloud because they have line of sight once you make it out the cloud. And it looks like it's going to slam Zolf in the back of the head. Like a lethal blow.

LYDIA

Mm hmm.

ALEX

At the last second, just before it hits his head it explodes into what looks like some kind of white light. And you take immediately, three non-lethal damage, also give me a will save.

BEN

Are we fighting the fantasy SAS?

ALEX

He he he.

Rusty Quill Gaming – Episode 59 – Run Awaaaaay!

BEN

Will saves – Oh my God.

(rolling dice)

BEN

13.

BRYN

Your will save's really good isn't it?

BEN

13. I added 10 to 3.

BRYN

Yeah.

ALEX

You feel momentarily groggy but manage to shake it off.

BEN

Okay.

ALEX

But it is clear that they are firing something unusual and magical at you, via these arrows.

BEN

Yes.

ALEX

Who knows what?

(laughter)

ALEX

So, Bertie, you are currently on the second floor of this antique shop. The stairs – if you're at the top of them and look back, obviously there is a narrow corridor that leads to the front of the shop on the second floor – there is a door there. There is also a narrow corridor leading to the left and to the right. Both of those also have doors. One of them opens exposing an extremely elderly woman poking her head out looking frankly shocked at you. And the other door is wide open in the opposite direction. So you're currently facing a scared elderly woman, but with an open door in the opposite direction to that scared elderly woman.

JAMES

Does the open door look out into something, as obviously the roof?

ALEX

No, it just – you can't see from this angle, it's just an open door. The elderly woman goes, "eeeeerrrrrrrr".

(Group laughter)

LYDIA

But you understand that because you can now speak like 12 languages.

JAMES

Yes! Six, but yes.

LYDIA

A panicked elderly one of them.

(laughter)

JAMES

Bertie takes a moment and goes, “Madam, I am Sir Bertrand MacGuffingham. I seek ruffians. Which way, if you please?”

(laughter)

ALEX

This is all in six seconds obviously.

JAMES

Yeah.

ALEX

She closes the door, and then pokes her head out, she’s holding a bat.

Rusty Quill Gaming – Episode 59 – Run Awaaaaay!

LYDIA

It flaps.

(Group laughter)

LYDIA

It squeaks very angrily at you.

ALEX

She, she looks, she looks like she's, she thinks she can take you.

JAMES

Can I – is it not possible for Bertie to attempt some sort of charm roll on the last one in terms of – because he was trying to be polite there?

ALEX

No!

JAMES

No?

ALEX

No. Roll again.

JAMES

Fine. Reaches the door that is nearest to Bertie in terms of the ones that potentially exit out but it might pause the exit out onto the road?

ALEX

There is either the door that she's just poked her head out of, or an equidistant door in the opposite direction which is the one that was open, completely open.

JAMES

Bertie goes out the door that's already open.

ALEX

Okay. Heading out the door that already open you head into what turns out to be a narrow cupboard with stair – like a ladder access – to the roof.

JAMES

Bertie follows that ladder access up.

ALEX

Okay. In which case you poke your head up...

JAMES

Yeah.

ALEX

...and a trap does actually go off.

JAMES

Yeah.

ALEX

However, it goes off without harming you. There's the distinct sound of a "tooch-tt-bpp" and you see an arrow embed itself into what looks to be a parapet or something on the roof, next to your head as you poke your head above the roof level. It didn't hit you and what's more it looks like no one on the roof is aware that you are there. We will get further with that in a...

JAMES

But he is very stealthy.

(Group laughter)

ALEX

And we'll take a break there.

JAMES

Shhhhhhhhhhhhhhh, tell no one.

(laughter)

ALEX

We'll take a break there and be back in a couple of minutes.

[Show Theme - Outro]

Rusty Quill Gaming – Episode 59 – Run Awaaaaay!

ALEX

Alex here, just taking a moment to make a quick announcement. Rusty Quill Gaming will be appearing at the Nine Worlds Convention 2017 in London, England from 4 to 6 August. We'll be featured in the gaming section for the entire convention in addition to participating in various other events and panels. So, if you'd like to come and play some games with myself and the rest of the Rusty Quill team, come along! More information and tickets are available online at nineworlds.co.uk. Thanks, and enjoy the rest of today's episode.

[Show Theme - Intro]

ALEX

And welcome back. So, Sasha, you're up.

LYDIA

Run and haul everyone down the alleyway.

ALEX

Okay. In which case, what is you're A C?

LYDIA

18.

(rolling dice)

Rusty Quill Gaming – Episode 59 – Run Awaaaaay!

ALEX

Okay, one second.

LYDIA

Aaaaaaaaawwwww.

ALEX

One second can sometimes be good.

LYDIA

It's not.

(laughter)

LYDIA

It's not, it's not.

JAMES

It's a very bad second.

LYDIA

There's a little grin that you get.

JAMES

It's totally not good.

Rusty Quill Gaming – Episode 59 – Run Awaaaaay!

LYDIA

Yeah.

ALEX

Okay.

BRYN ?

A present falls from the sky. It's a teddy bear.

(laughter)

BRYN ?

The teddy bear explodes.

(Group laughter)

BEN ?

I want to know what bill it is they have that's allowing them to fire this many arrows, is all I'm saying.

LYDIA

There might be lots of them.

ALEX

Two arrows streak out from the rooftops straight towards Sasha. Dealing.

(rolling dice)

ALEX

Seven non-lethal damage. However, they are the same type of arrows whatever was fired at Zolf.

LYDIA

Yep.

ALEX

Give me two well saves.

LYDIA

Is that a D20?

JAMES

Two D20's.

LYDIA

Two? Well I might as well yeah. Do it, do it up, do it all at once. Weeeee!

(rolling dice)

LYDIA

So, 14 and 9.

ALEX

Okay. So, the first arrow explodes hitting the back of the head. You turn, slightly groggy as Zolf was. The second one explodes in your face....

BRYN ?

That's not ideal.

ALEX

Sasha collapses to the ground. She is unconscious. No one can determine more until people make heal checks and the like. You just keel over instantly. Okay?

LYDIA

That's not very nice.

ALEX

Hamid, you have seen...

BRYN

Yeah.

ALEX

...very near you Sasha take a exploding arrow to the face and just drop.

BRYN

Yep.

Rusty Quill Gaming – Episode 59 – Run Awaaaaay!

ALEX

She doesn't appear to be particularly damaged in any way. Just – she just hit the deck.

BRYN

Yeah.

LYDIA

I mean, she's covered in scars, and emotionally...

BRYN

Yeah.

ALEX

Sorry, she...

LYDIA

...really quite raw.

ALEX

She doesn't seem m-o-r-e damaged.

LYDIA

Ha ha.

BRYN

Zolf's like directly behind me...

ALEX

Mm hmm.

BEN

Yeah.

BRYN

...and he'll be much better at helping.

ALEX

Yeah. Snap decisions.

BRYN

I'm going to hide.

ALEX

Okay. Give me a stealth check.

BRYN

So, what I'm going to do is I'm going to take a double move towards the alley entrance...

ALEX

Okay.

BRYN

...but I'm going to be moving at half speed.

ALEX

Yeah.

BRYN

...because I'm adopting a stealth, stealthy approach, equalling out to be my normal movement.

ALEX

That's fine.

BRYN

Stealth roll.

(rolling dice)

BRYN

26.

ALEX

Okay, cool.

BRYN

That'll do.

ALEX

So yeah. You make it to the alleyway, no further shots happen and no one else seems to notice you.

LYDIA

I mean that does sound a bit – since we're running down an alleyway and they're already shooting at us – a bit like **skyrim** like crouch, I'm not here.

JAMES

Must have been the wind.

(laughter)

BEN

I'm small. It's easy to miss me.

ALEX

Oh Lydia, you're assuming that his stealth check had anything to do with it and not that everyone released their entire volley at you first.

LYDIA

Aaaaw.

ALEX

Ha ha ha ha.

Rusty Quill Gaming – Episode 59 – Run Awaaaaay!

BRYN ?

Could be either.

LYDIA

Yeah. [unclear 23:25] round the corner.

ALEX

We'll never know. We'll never...

LYDIA

Slugly like...

JAMES

It was definitely what I just said.

(laughter)

LYDIA

Smugly hiding there like, yeah can we do that?

ALEX

Okay, Zolf you're up.

BEN

So, yeah run up to Sasha's unconscious form and go, "Time for a bit of role reversal" and try and pick her up onto my back.

Rusty Quill Gaming – Episode 59 – Run Awaaaaaay!

(Group laughter)

ALL

Yaaaaaaayyyyyyyyyy.

ALEX

You, you succeed. I will allow you to make it all the way to the alleyway for the sake of speed.

BEN

Brilliant.

ALEX

So, you make it to the alleyway and again, no one can take any more shots because they literally fired everything at Sasha. Okay, and...

BEN

And because I'm a Ninja.

(Group laughter)

LYDIA

Yeah.

ALEX

Because you're a Ninja.

LYDIA

A cowardly Ninja. Ninja that.

ALEX

You are on a rooftop. Your head has just poked out of what is effectively a skylight really. There are two archers who are wearing drab grey clothing and they are bristling with equipment. Both of them are currently notching new arrows to their bows, and seem to be looking down towards the right. You don't know why, you but audience – obviously they're looking at the present party, for you – you don't know that right now.

BEN ?

So very quickly, at this point Bertie has taken on the form of Ezio Auditore da Firenze?

(laughter)

ALEX

It's astonishing to me but here we go.

BEN ?

Yeah. I don't know what that means.

JAMES ?

Assassin's Creed, okay.

Rusty Quill Gaming – Episode 59 – Run Awaaaaay!

ALEX ?

You're currently – woooow – flying over their heads...

(Group laughter)

LYDIA ?

Au revoir there's a dot above my head, what on earth it's a bad aeroplane.

JAMES ?

Sexy Italian assassin man and very much not a racist British aristocrat.

(laughter)

ALEX

And so, what do you do?

JAMES

How far away are the archers from Bertie?

ALEX

They are about 10 feet away from you.

JAMES

Could Bertie walk up behind them and just shove them both off the roof?

ALEX

He could if he makes a successful stealth check.

JAMES

Stealth check - my mistake, okay.

(laughter)

BEN ?

Now I'm just, aaaah – now I'm just thinking of worms. You just tried to use a prod on them.

(Group laughter)

JAMES ?

That's basically it.

ALEX

Come on, snap decisions, what are you doing?

JAMES

Aaaaah, I feel like I should do that even though the penalties are awful.

BEN ?

Give that a go.

ALEX

Stop playing to win, play for fun.

Rusty Quill Gaming – Episode 59 – Run Awaaaaaay!

BEN ?

Give that a go.

BRYN ?

Come on, roll a 20.

(rolling dice)

JAMES ?

Naaaaaaaaaaaaaaaa.

(Group laughter)

ALEX

Three minus eight is minus five.

LYDIA

Ha ha ha ha.

BEN ?

You are only 17 off.

ALEX

I'm afraid that – I'm going to roll it anyway – just to see how badly you failed.

(rolling dice)

Rusty Quill Gaming – Episode 59 – Run Awaaaaay!

BEN ?

Please get a one. Please get a one.

ALEX

Okay. I'm going to play this one out for you.

JAMES

Alright.

ALEX

So, Bertie, he sees them – he's like – "This is my moment."

LYDIA

Ha ha ha.

ALEX

I can do this.

JAMES

This is MY moment.

(laughter)

ALEX

You reach your hand...

JAMES

If Sasha can do it...

ALEX

...over...

JAMES

...and she's a lady.

ALEX

...and place your hand on the rooftop. (Tink!) Instantly the two people immediately turn round...

JAMES

Oh come on!

ALEX

...and point both of their bows at you because they have succeeded in reloading because it's a new round.

(Group laughter)

ALEX

You are taking A C penalties because you are not in a particularly great situation, although you do have partial cover.

(rolling dice)

JAMES

It's just Bertie's head's coming up in his hand, pushing someone over.

ALEX

Correct, your A C is 20, yes?

JAMES

Yep.

ALEX

Then I've got good news for you.

JAMES

Okay.

ALEX

One of them buries itself into the rooftop because foolishly they aimed at your heart, forgetting that that was below the rooftop, and did a perfect shot. The other one (Pik!) straight between the eyes. It seems to be the same kind of arrow that they were firing aaaaat Sasha, and Zolf. So you take (to to to to)...

(rolling dice)

ALEX

Five, non-lethal damage.

Rusty Quill Gaming – Episode 59 – Run Awaaaaay!

JAMES

Mm hmm.

ALEX

Give me a will save.

BRYN ?

Oh dear. My will save is zero.

JAMES

Nine.

ALEX

Nine?

JAMES

Yeah, nine.

ALEX

Sasha, it's your turn.

LYDIA

Continues to be unconscious but dreams of the fact that Alex has said he's not going to split the party again, and since Bertie's going to wake up in Legawan's dungeon...

(laughter)

LYDIA

...do you think there's very little that the rest of the party attempts to do is likely to turn out well. It's a strange thought.

(Group laughter)

LYDIA

A very strange thought for a little assassin to have, but somehow somewhere she hears the clatter of dice rolls.

BEN ?

Which some expects a sensual **praxis**.

LYDIA

Ha ha !

BEN ?

Good God.

ALEX

Jumping ahead to Hamid.

BRYN

What do you do?

Rusty Quill Gaming – Episode 59 – Run Awaaaaaay!

ALEX

Currently Sasha is being carried. You've made it to the alleyway and Zolf is hot on your heels.

BRYN

How's Wilde doing?

ALEX

Wilde is keeping up, he's now at the alleyway as well with Zolf, but he is still...

BRYN

Yeah, still...

ALEX

...as he was.

BRYN

Yeah.

BEN ?

Where's Bertie?

BRYN

I don't know, I didn't see him. There was the smoke and then we made it here.

BEN ?

(growling) ... sake.

BEN ?

Do we leave him?

BRYN ?

No, we can't. I'll, I'll go back...

BEN ?

But there is no way we're fighting an army.

BRYN ?

I'll just have to use this potion, I guess.

ALEX

That's all the **speech** you've got? What are you doing? Hamid?

BRYN

I am going to take a move action, going back towards the door of the shop.

ALEX

Ah ha.

BRYN

I did see Bertie heading in that direction earlier.

ALEX

Yeah.

BRYN

And whilst moving I'm going to slip the potion of invisibility I have out of my bag into my hand, correct.

ALEX

Okay, in which case then, Zolf you're back up. Obviously the conversation's just happened.

BEN

Oh, for goodness.... aaah I can't believe we're going to die for that idiot.

BRYN

Can I see the people on the roof, the archers?

ALEX

No!

BRYN

Okay.

ALEX

The alleyway is extremely narrow and they have a certain sort of parapet thing going on at the top, like cornicing which is overlapping to the point where there's only a very narrow strip of light.

Rusty Quill Gaming – Episode 59 – Run Awaaaaay!

BRYN

That's fine. Right, in which case I'm just going to blind fire an icicle down the street towards...

BEN ?

Prepping for the tanks, so that they're not you know, so just try and harass them.

ALEX

Okay. They aren't aware that you're there yet.

BRYN

Then I won't do that.

(Group laughter)

BRYN

I will, I will stay there and stay quiet.

ALEX

Okay, that's fine. Basically hold action.

BRYN

Yeah.

ALEX

That's fine. Bertie, for the sake of listeners – not for Bertie – because he's unconscious. There was the distinct sound echoing across the rooftops – that sadly the party couldn't hear over the commotion – of someone wearing full plate armour dropping down a ladder and then an elderly woman beginning to bat them.

(Group laughter)

ALEX

(Clang, clang, clang !)

BRYN ?

Are you going to awake to two unconscious assassins, and one old woman with a bat?

(Group laughter)

?

[unclear 29:06]

(laughter)

BRYN

Still with the potion of invisibility in my hand, I am going to stealthfully climb the stairs inside the shop.

ALEX

Okay. Give me a stealth check.

(rolling dice)

BRYN

23.

ALEX

23, you make it up – you see pretty much what I described...

BRYN

Yeah.

ALEX

...which is you make it to the top of the stairs – and there is a woman who is just (bang, bang, bang, bang) going to town on Bertie's torso. There's the distinct sound of snoring but he's completely unharmed. She's an elderly woman wielding a small undersized – it might even be a cricket bat, but like a child's cricket bat. He's fine, but yeah.

BRYN

I think we're all surprised to find the evidence of cricket being played in Paris, but, apart from that...

(Group laughter)

ALEX

A fantasy world, Bryn. Open your horizons.

BRYN

I drink the invisibility potion.

ALEX

Okay. Zolf, you're up.

BEN

Well, I'm actually going to put Sasha down and give her a quick heal check to see what's wrong with her.

ALEX

Okay.

(rolling dice)

BEN

That is 29.

ALEX

29. So, you start doing administrations. You stop to look over her, check pulse and so on. You're like, "Okay, maybe it's time to poison her and I won't be able to poison with that arrow, okay there's probably some kind of magical enchantment..." There's a moment then you go, "Hang on" just slap her in the face. She wakes up.

LYDIA

Aaaaaahhhh, Aaaaaahhhh.

BEN

Shhh, shhhh, shhhhhh. Right, we're in the alleyway. Hamid come back from – where is he – because he's an idiot?

LYDIA ?

Aaaaaahhhh.

BEN

That's what I said.

(laugher)

ALEX

Sasha, you're up.

LYDIA

She shrugs at Zolf and says, "For Hamid not Bertie" and then goes back out the alleyway.

ALEX

Okay.

Rusty Quill Gaming – Episode 59 – Run Awaaaaaay!

LYDIA

And has a sneak to the shop.

ALEX

Give me a stealth check.

(rolling dice)

LYDIA

That's 27.

ALEX

There is a hairy moment where it looks like all of the people running past – one of them stops, turns around – but you've disappeared into the smoke already.

LYDIA

Mmmmm.

ALEX

You make it to the shop front – stealth – ready to go. Hamid back to you, you are now invisible at the top of the stairs witnessing an old woman beating a large aristocrat.

BRYN

I take a coin from my pocket, and roll it noisily towards the other direction from Bertie.

ALEX

Okay.

(rolling dice)

ALEX

The elderly woman with the severe hearing problems does not hear this sound. She continues (bang, bang, bang, bang).

BRYN

I cast darkness and light.

ALEX

How do you cast dark and light? In what way? As in – she’s currently in a cupboard hitting him with her back to the door that you were at.

BRYN

So dancing light summons four torches...

ALEX

Yeah.

BRYN

...that I can move at will.

ALEX

Where are you moving them?

BRYN

So, I'll cast them in front of me...

ALEX

Okay.

BRYN

...and then send them towards her to distract her, get in front of her face. And then I'm going to use them to draw her back the other way.

ALEX

Okay. The second that...

BRYN

Because I can move them completely independently of [unclear 31:39].

ALEX

The second that she sees them, she goes, "Aaaaaahhhh!" Begins swinging wildly with the bat at the lights, which obviously aren't affected, and then charges back into her room screaming, before closing the door.

BRYN

Great.

ALEX

Zolf, back to you.

BEN

Aaaah, yeah I guess she was [unclear 31:55] for Hamid. And then I'm going to stand there not knowing what to do because I know I'm going to be seen by the small army up there. So just, I'm going to dither, going to spend an action dithering.

(laughter)

ALEX

Give me a perception check.

BEN

Yeah, sure.

(rolling dice)

BRYN

Not a, not a dithered check.

BEN

Yeah, that is a 25.

ALEX

You, you have the time and this is for free. Just take a slight peek out of the side of the alley just to see what's happening. You see what looks like seeg equipment moving along that crossroad. Again, not coming down this

Rusty Quill Gaming – Episode 59 – Run Awaaaaaay!

alleyway, but significant amounts of like big equipment moving down the street. It looks like there might be something else going on rather than just chasing you. How the heck did they get this kind of stuff in here? Sasha, you're up.

LYDIA

And goes sneakily up the stairs to wherever I can hear the banging and
“Ahhhhhhhh!”

ALEX

Give me, give me a perception check.

(rolling dice)

LYDIA

20.

ALEX

Okay. Give me a stealth check, Hamid.

BRYN

So I'm currently not moving and I'm invisible.

ALEX

So you have a flat plus 4.

Rusty Quill Gaming – Episode 59 – Run Awaaaaay!

BRYN

Yeah.

LYDIA

It's the woman in here.

BRYN

Yeah.

ALEX

So, you head up...

BRYN

And my stealth check was 16.

ALEX

Yeah, you head up the stairs. Hamid's not there...

LYDIA

Mm Hmm.

ALEX

...you see an unconscious Bertie face down...

LYDIA

Yeah.

Rusty Quill Gaming – Episode 59 – Run Awaaaaay!

ALEX

And...

LYDIA

Mm Hmm.

ALEX

You see what looks like someone wearing what you recognise as urban combat gear...

LYDIA

Mm Hmm.

ALEX

...and they appear to be setting something up at the top of the ladder above Bertie.

LYDIA

Urban combat gear, my fashion choice.

BRYN

As you get to the top of the stairs you hear out of the nothing – beside you –
“Sasha!”

LYDIA

Hamid?

BRYN

Yes.

LYDIA

Just shoot that guy and – I'm out of bombs. And she's going towards Bertie to slap him in the face, since...

ALEX

Okay.

LYDIA

...she knows that works.

ALEX

Hamid, you're up.

BRYN

I load my crossbow and fire it at the guy above Bertie. I was invisible so I catch him flat-footed but it breaks my invisibility.

ALEX

Correct. Give me a tag roll.

(rolling dice)

ALEX

You will receive partial cover because of the angles involved.

BRYN

14.

ALEX

14. So the arrow buries itself into the door jamb of the sort of skylight and the person who is up top in the gear now sees a Halfling wielding a crossbow and looking a little bit perturbed as your invisibility as worn off.

BRYN

I am of course dressed like a Ninja.

ALEX

Of course you're dressed like a Ninja.

BRYN

When I, when I, when I changed invisible I was wearing my normal fancy suit. And yet somehow when the invisibility wears off I'm wearing a completely different outfit!

(laughter)

ALEX

Of course if you're going to do this you've got to do it with class.

JAMES

I'm so glad that he's using his magical art here responsibly.

(Group laughter)

ALEX

Zolf, you're up.

BEN

Continue to dither. Actually just continue to keep watch, just to make sure nothing else like hideous happens.

ALEX

Okay. Give me a perception check.

(rolling dice)

BEN

That is a 21.

ALEX

Okay. You see they haven't seen you. At the very, very far end of the alleyway that you are in, someone appears to be poking around at the far end. You can't see who they are, the distance is too great. There's a lot of detritus in the way and...

BEN

The alleyway that I'm in?

ALEX

The alleyway that you are in.

BEN

Okay.

ALEX

Not the street that you have come from, but the very end.

BEN

Height. Height – press myself against, like just hide behind a box or a...

ALEX

Give me a stealth check.

BEN

...dumpster or something. I hope I get you know, bonuses to this.

(rolling dice)

BEN

Eight.

ALEX

Okay. Sasha and Hamid, you see the person who is at the top of the sort of skylight see Hamid and drop what they are doing, faff around and then they are picked up and drawn a composite bow. They're not able to take the shot

Rusty Quill Gaming – Episode 59 – Run Awaaaaaay!

because whatever they were doing took a little bit of faff before they could do it. But there is an arrow aimed straight at Sasha as the nearer of the two.

Sasha, you're up.

LYDIA

How hard is it to do some kind of acrobatics, jumps? Can I do leaping acrobatics?

ALEX

I would allow you to do acrobatics in the cupboard, up the ladder...

LYDIA

Yeah.

ALEX

...and to be on the same floor as them. You will however be taking penalties because that is a complex manoeuvre to be attempting.

LYDIA

I mean but that's, that would...

BEN ?

We've all seen American Ninja Warrior. It can definitely be done.

LYDIA

Yeah.

ALEX

I never said it was impossible.

BEN ?

He he he.

ALEX

I just said that you might need to be an American Ninja finalist.

BEN ?

He he he he.

LYDIA

I mean, I think...

BEN ?

Go for it.

LYDIA

...going and...

ALEX

Go for it.

LYDIA

...doing some kind of like Ninja nonsense is exactly what Sasha would be wanting to do right now.

ALEX

Did I say you were wrong?

LYDIA

Yeah let's, let's, let's try – you know like wall jumps?

ALL

Yes, yes!

LYDIA

Platform games.

ALEX

This is the correct manoeuvre, I agree.

LYDIA

Like, so she is jumping up and she is going to do wall jumps up the corridor and then like try and flip over the guy and stab him in the back.

ALEX

Because I'm incredibly generous, I'm going to have said that during...

LYDIA ?

Because it's awesome!

ALEX

I'm going to say that also during some point in the combat – even though this didn't happen – you have managed to reset your wrist **sheeds** and they are ready to go for a new jump up.

LYDIA

I mean it's something that she would do reflectively, but yes. Yes, as is always assumed that if she has a moment to spare.

(laughter)

ALEX

Give me the roll.

LYDIA

Okay, this had better be good. Spell, please be good.

(rolling dice)

LYDIA

Oh, 19.

ALEX

Yeah, so you managed to do your (hup hup hup) up the sides like wall jumping basically.

LYDIA

Boing, boing, boing, boing.

ALEX

You do a full...

LYDIA

Diddle dee do.

ALEX

You do a full flip and then land facing the archer who has not had enough time to shift their aim from where you were to where you are. I'll also allow you to have chin-chingt with your rasheeds if you want.

LYDIA

Yeah, that will look cool from a [unclear 36:57], yeah.

BRYN ?

Stabby, stabby, stabby.

ALEX

You are now however on the far side of the skylight, so it's down skylight you, you're not behind them or anything like that.

LYDIA

So, but I can stab them across the skylight?

Rusty Quill Gaming – Episode 59 – Run Awaaaaay!

ALEX

Yes you can because it's a narrow skylight.

LYDIA

I will stab them across the skylight.

ALEX

Go for it. You take a single attack.

(rolling dice)

LYDIA

26.

ALEX

26.

LYDIA

Mmm hmm.

BRYN ?

Good hit.

ALEX

Yeah, you managed to get a hit on them, they're not flat-footed because you have that new shiny feet but you're not – you didn't go through their **scray**, you ended up opposite them. Like I say...

LYDIA

Sad, prey.

ALEX

But you do manage to stab them over the skylight and, I'll let you pick where you hit.

LYDIA

I mean, I want to get him in the neck.

BEN ?

He he, makes sense.

LYDIA

But...

ALEX

Okay, then give me a damage roll.

(rolling dice)

LYDIA

That's just one damage.

ALEX

Okay, you get them in the neck.

BRYN ?

Gently.

ALEX

That, that has a really, “Oh, that’ll hurt”.

BEN ?

He he.

ALEX

Oooooooooohhhhhhhh but yeah, there...

LYDIA

It feels like quite a bit of a (da da da da da, da da da da da da) eeeooowww.

BEN ?

He he he he.

ALEX

Give me a perception check.

LYDIA

Yeah she, she’s very aware that she looks like a div.

(laughter)

(rolling dice)

LYDIA

13.

ALEX

13.

LYDIA

Mostly aware of how embarrassing that was.

ALEX

13, they were definitely setting up a new kind of trap at the top of the skylight.

LYDIA

Hmm.

ALEX

You don't have the time to see what they were setting up but that's what they abandoned to then pull the bow back out.

LYDIA

Hmm. How interesting.

ALEX

Hamid, you're up.

Rusty Quill Gaming – Episode 59 – Run Awaaaaay!

BRYN

I don't know that slapping Bertie in the face is going to wake him up.

ALEX

Correct.

BRYN

So I run to him, grab him by the feet and drag him along the floor, because that's the best I can manage. I certainly can't lift him.

ALEX

So what's your dragging capacity? Because that's tied to your carrying capacity.

BRYN

Yeah I'm, I'm going to be moving absolute minimum speed. It's going to be really hard for me to drag Bertie...

ALEX

I believe...

BRYN

...with his weight.

ALEX

I believe...

Rusty Quill Gaming – Episode 59 – Run Awaaaaay!

BRYN

I believe it's possible – but just.

ALEX

I believe it's possible, but you are like cccrrrrrgggg (pant pant).

BRYN

Yeah.

ALEX

(pant pant pant) cccrrrrrgggg (pant pant)

BRYN

It's probably five, it's probably five foot away...

ALEX

Yeah.

BRYN

...at the most.

ALEX

You managed to pull him out of the cupboard.

BRYN

Yes.

ALEX

That's it?

BRYN

Yeah.

ALEX

Okay. Zolf, you're up. You have currently hidden.

BEN

Cool. Well, thinking about the things that could possibly happen to me, I'm going to burn a second level spell and do cure moderate rewards on myself.

ALEX

Okay.

(rolling dice)

BEN

Wellup Loowee ha ! Look at that, four. Four, okay cool. So I heal myself for two D8 crossbow damage which makes maths, 11.

ALEX

The person at the end of the alleyway sees a little bit of light from – they're not sure what they've seen. They start working their way down. You then see Wilde, who has been backed up against a thing – kind of, he seems to be prepping himself – stands out, points his hand out, mutters something sing-

Rusty Quill Gaming – Episode 59 – Run Awaaaaay!

song under his breath and then again (click) clicks his fingers. There is a brief flow of light from his fingers leading to the person. He then turns to look at Wilde, looks slightly confused, shakes his head and then yells, “They’re here you idiot.” I thought it would work. Aaaaahhhh. Okay. Huh, huh, huh. Are you supposed to be someone powerful and galian, you’re just rubbish.

(laughter)

ALEX

Sasha, you’re up.

LYDIA

She tries to do a slip over the guy to actually... for acrobatics.

ALEX

Give me another acrobatics roll.

(rolling dice)

LYDIA

Right, one damaged, not going to live that down, 25.

ALEX

Yes, you successfully took off through that square, therefore rendering them flat-footed.

Rusty Quill Gaming – Episode 59 – Run Awaaaaaay!

LYDIA

And also stab them in the back proper this time.

ALEX

Correct.

(rolling dice)

LYDIA

My attack roll is 24.

ALEX

24, that's a hit.

LYDIA

Yaaaay.

ALEX

That's a good hit.

JAMES ?

Two D6 plus D4 damage.

(rolling dice)

LYDIA

So seven, I do seven damage.

ALEX

You seven damage? Okay. This time you're like, "Hmm, that's definitely where their neck is" and bury a dagger in it.

(Group laughter)

ALEX

Sadly it's a little bit lower than you'd have liked so you've mostly just rendered maybe one arm incapacitated, you haven't really managed to sink it in into their jugular.

LYDIA

Just need to stab the anatomy Sasha, for goodness sake.

ALEX

But nonetheless you, you get a really solid hit and are now behind that person.

LYDIA

Mmm.

ALEX

Okay. Hamid, you're up.

BRYN

I drag Bertie another five foot.

Rusty Quill Gaming – Episode 59 – Run Awaaaaay!

ALEX

Okay.

JAMES

Does Bertie wake up to being dragged across the floor?

ALEX

I'm afraid not. There is a very specific way to wake you up, which Hamid is not aware of.

BRYN

I don't know it, I'm afraid.

JAMES

Right.

ALEX

You...

BRYN

I'm going to start dragging you down the stairs in a minute. That'll give his head a good [unclear 41:02].

(Group laughter)

BRYN

Then you'll wake up, yeah.

ALEX

Give me a reflex save.

JAMES ?

Me?

ALEX

Yes.

BRYN ?

Naaaaarrrr.

(rolling dice)

JAMES ?

16.

ALEX

You're pulling him to the tip of the stairs, you lose your footing. It looks like you're about to drop him down the stairs, which **mattagain** would have woken him up. And the last second you manage to catch him.

(laughter)

ALEX

Oooh, it's okay. But he stays unconscious.

JAMES

I hate you.

(laughter)

ALEX

Zolf, you're up.

BEN

I'm going to kick Wilde – not to damage – but just because he's an idiot...

BRYN ?

He he.

ALEX

Yeah.

BEN

...and fire an icicle at the man who knows...

ALEX

Fire the icicle.

BEN

So, it's a range touch tag, I think.

Rusty Quill Gaming – Episode 59 – Run Awaaaaay!

ALEX ?

Katcheeew!

(rolling dice)

BEN

Yeah, range touch.

ALEX

Yeah?

(rolling dice)

BEN

Get seven of these a day. I hit a 14.

ALEX

A 14? So, it hits – juuussssstttt. Just.

(rolling dice)

BEN

Six damage, is cold.

ALEX

Six damage, cold. So, he gets as far as – the hit, when an icicle hits him in the mouth and he staggers backwards.

JAMES

Fair enough.

LYDIA

Mmmm, tasty.

ALEX

Okay. Sasha...

BEN ?

Refreshing.

ALEX

He he he. Sasha, you are...

JAMES ?

Sterick Galippo.

(Group laughter)

JAMES

An angry **Galippo.**

(Group laughter)

Rusty Quill Gaming – Episode 59 – Run Awaaaaaay!

ALEX

Sasha, you hear the distinct sound of an arrow loosing behind you. You have sufficient time to turn around, see exactly the same kind of arrow that hit you last time and go, “No, no, no, no. Not this time.” You duck.

LYDIA

Yeah.

ALEX

Whiiiiiiwwww – it goes over your head, it does not hit the person...

?

Doowww !

ALEX

...it nearly did but not quite. Hamid, you're up.

BRYN

Continue dragging Bertie.

ALEX

Give me a reflex save.

(rolling dice)

BRYN

(laughs) 24.

ALEX

Why! Why do you make the saves now? You successfully really carefully drag Bertie, and you are allowed to have made it to the bottom of the stairs because you know, he...

LYDIA

He falls down.

ALEX

Yeah, you're getting a bit of speed, but you get him to the bottom of the stairs, really gently, really nicely, like no bumps, no scrapes. Nothing to wake Bertie or bring him into this fight in any way whatsoever.

JAMES

Are you being that careful?

BRYN

I, I...

JAMES

Hopefully you should be as quick as possible, or careful.

BRYN

I'm yeah, I'm probably prioritising speed. I'm physically incapable of doing anything other than drag him.

Rusty Quill Gaming – Episode 59 – Run Awaaaaaay!

LYDIA

But you, you've rolled a 24.

BRYN

Yeah.

ALEX

Zolf, you're up.

BEN

So, I am going to – now that he's been distracted by the icicle in the mouth – run forward and...

ALEX

Okay.

BEN

...rugby tackle him and try and gag him and stop him from giving up our position.

ALEX

Okay. Give me a bullrush attempt it would be for tackling.

BEN

Cool.

(rolling dice)

BEN

Ha, that's [unclear 43:17].

BRYN ?

He ha ha, you rolled a one.

BEN

I rolled a one.

ALEX

So, you charge, you charge, you are aiming straight for him. You are set. At which point a sewer grate in front of you lifts up revealing an enemy combatant. You kick them in the face, wonder whether they are there, completely flip over and land face first prone in front of the person you were trying to tackle.

BEN ?

What a day!

(Group laughter)

ALEX

And I think we'll close the episode there.

(Group laughter)

ALEX

It's not going great.

BRYN ?

No.

LYDIA

Not, not our best day. Well you say that – I did quite a lot of tumble turns.

BEN ?

I think the worst day was when we like all pretty much died.

LYDIA ?

Yeah, it's that [unclear 43:58]

ALEX ?

It's not as bad as that though.

LYDIA

No.

BRYN

I successfully manoeuvred Bertie down the stairs without causing him any damage at all.

LYDIA

Which frankly...

BEN ?

I mean, gee that's, that's a...

JAMES

And he really appreciates that.

BEN ?

...pretty good achievement. And I think we should all be impressed by Hamid's ability to pull that off.

[overspeaking]

JAMES

It's like getting a new born baby into the back of a Nissan without waking it.

(Group laughter)

JAMES

It's quite, it's quite impressive.

(laughter)

ALEX

So, we'll close there and we hope you all tune in next time and hopefully maybe like James will be conscious. That would be, that would be good, that would be a bonus for an episode, we'll see. But until then, see you guys.

Rusty Quill Gaming – Episode 59 – Run Awaaaaay!

ALL

Bye!

[Show Theme - Outro]

ALEX

Rusty Quill Gaming is a podcast distributed by rustyquill.com and licensed under a creative commons attribution, non-commercial international license. Today's episode was recorded and produced by Alexander J Newall. To comment on episodes, make donations and view links, images, videos and show notes visit rustyquill.com. Rate and review us iTunes. Visit us on Facebook, tweet us on Twitter [@therustyquill](https://twitter.com/therustyquill) or email us at mail@rustyquill.com. Thanks for listening.