

RQG – Episode 99 – Lads and Blokes

Content Warnings

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– X

ALEX

Hi everyone Alex here I'd just like to take a moment to thank some of our patrons, Mark Spark, Brandon Shipell, Florence Azi, Gilligan Mungus, Amelia Hoius, Edward Peter Delomigo, Liam Highgis, Sean and Miranda Goodall, Daniel Armente, Peter Larson, thank you all we really appreciate your support. If you'd like to join them go to www.patron.com/rustyquill and take a look at our rewards.

[Show Theme - Intro]

ALEX

Hello and welcome to episode 99, nine, nine of the Rusty Quill Gaming podcast. I'm your host.

BRYN

Nine, nine a much better introduction I'm happy with that.

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ALEX

I'm your host and GM Alex Newall and with me today, I have

BEN

Ben Meredith

BRYN

Bryn Monroe

LYDIA

Lydia Nicholas

HELEN

And Helen Gould

ALEX

And who have some oof you been playing for ninety nine episodes?

BEN

I haven't been.

BRYN

No.

(Group laughter)

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ALEX

I said some of you.

LYDIA

Yeah well I've been playing Sasha.

BEN

Well shall we start, let's start with.

LYDIA

I haven't no because that's the thing I went away on holiday so it's only, it's only.

BRYN

No because Hamid wasn't in the side quest.

LYDIA

Wasn't in the side quest.

BRYN

But the side quest also isn't counted in the ninety nine.

LYDIA

Oh.

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BEN

Oh so what that actually means is on the stream we're well over a hundred so.

BRYN

Oh yeah and if you count all the specials too.

BEN

And the metacasts yeah.

ALEX

Shall we try again?

LYDIA

Right no I think this is.

BEN

Grizzop drik acht Amsterdam.

BRYN

Hamid Saleh Haroun al-Tahan.

LYDIA

Sasha Rackett who is asking?

HELEN

And Azu.

ALEX

Great so as it stands.

BRYN

Do you think he's going to kill one of us off in the hundredth episode for dramatics, we already had a death, he probably won't do it again, it'll be fine.

ALEX

You know what's better than a death?

BEN

Two deaths?

ALEX

Yeah Ben knows, Ben knows. So as it would stand you have Azu carrying an incredibly, incredibly valuable and powerful magical artefact and the rest of you are surrounding.

LYDIA

Sasha's carrying all the diamonds which matters just as much.

(Group laughter)

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BEN

And a backpack full of treasure right?

LYDIA

And a backpack full of treasure.

ALEX

And you're all on an armoured carriage with a small amount of guards sprinkled in and surrounded by I think it's best described as evil, evil, evil doers everywhere.

LYDIA

That's what I detected.

ALEX

So much evil.

BRYN

I already killed four of them and hurt another, did I work out how many actually got caught in the second fireball?

ALEX

No.

BRYN

Fair enough.

ALEX

So.

LYDIA

I assume Alex made a note?

ALEX

Yeah he did, Alex always does. So we are going to start for the first time in what feels like ages.

LYDIA

Proper battle.

ALEX

In initiative order.

BEN

Woo.

ALEX

Hamid you are up.

BRYN

I do not cast a fireball, I'm going to wait for them to cluster closer together. Instead there's quite a lot of them aren't there, I am going to cast mage armour.

ALEX

Nothing is threatening you currently.

BRYN

I choose not to use a will save.

(Group laughter)

BRYN

[Unclear 0:03:42] upon myself.

ALEX

I was sat there going wait why don't we, oh I see, I see what you did there. Ok Hamid you mage armour yourself, surrounding yourself in.

BRYN

It's a sort of pale blue, slightly purple tinged energy it's like a layer of glowing scales across my skin but it's quite subtle like I'm making it sound really impressive but it's actually quite a small effect.

ALEX

Yep on the other side of the poor guard, Sasha you're up.

LYDIA

Reluctantly takes her backpack off.

BRYN

Oh yeah you have a backpack.

BEN

Put inside the.

LYDIA

Good point. Puts the, I assume that takes a whole move action because she's very careful about stowing the treasure.

ALEX

This is how I know right it has been too long since combat you're all like I should do this thing, I agree, I will also do this thing, I agree, there's no fear.

BEN

They're not that close to us and we're preparing.

ALEX

I might triple the number of them or something.

BRYN

I cast a fireball at Alex.

(Group laughter)

ALEX

You dump your backpack.

LYDIA

Yeah in the inside.

ALEX

Yeah there's a hatch, Grizzop you're still in the carriage right?

BRYN

Ah yes.

ALEX

A massive backpack enters into the.

LYDIA

Does it drop on his head? No she's taking a move action to do it carefully.

ALEX

Ok a massive backpack enters the carriage carefully.

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BEN

Ooh I'm so glad that was put down carefully.

(Group laughter)

ALEX

Boo.

LYDIA

That was very heavy it could have done serious damage.

ALEX

You all need to learn to fear.

LYDIA

Oh dear.

BRYN

I get plus 2 versus fear.

BEN

Mechanical burn.

ALEX

Grizzop you are up.

BEN

Ok I am, so the goobers, the evil goobers, well actually from my move action because I'm inside the carriage I'm like by a window and stuff.

ALEX

Yes.

BEN

I will activate detect able.

ALEX

Ok.

BEN

At a bunch of the evilers.

ALEX

Ok.

BEN

I mean there's evil around right?

ALEX

There's loads.

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BEN

Cool.

LYDIA

Tons of it.

HELEN

I've already detected so much evil.

BRYN

A bunch.

ALEX

The city clearly has a massive problem with evil but they are just not investing to solve the problem.

BEN

Oh Azu have you seen much evil is around?

(Group laughter)

HELEN

Yes I was about to tell you.

BEN

Oh thanks.

BRYN

It really affects the property prices.

(Group laughter)

ALEX

Oh God I'm going to kill you all.

BRYN

Ok this is the wrong episode to antagonise him.

LYDIA

Yeah.

BRYN

Nah it will be fine.

BEN

So the goobers can I see any, how are they arrayed are they like in a spooky circle have they?

ALEX

They seem to be in a vaguely spooky circle in that they are not maintaining.

BEN

As in the circle is vague or the spook is vague?

ALEX

The circle is vague.

BEN

Ok but the spook is real.

ALEX

The spook is real but the circle is vague.

LYDIA

The spook is objectively real but it is more of an oval.

ALEX

It is objectively both real and evil but yeah the shape is up for grabs.

BEN

An evil oval.

ALEX

I mean some of it is on rooftops, some of it is on the street.

LYDIA

How many of them are there?

BEN

Oh wait is it an overly evil oval attacking the officers of the Apophis office?

(Group laughter)

ALEX

Yes, yes it is.

BEN

And I'm going to attempt to say that sentence on every action.

(Group laughter)

ALEX

What do you do Grizzop?

BEN

Well since the.

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ALEX

You have used your move action.

BEN

Since the oval is overly evil.

ALEX

Well you've used your action to cast detect evil.

LYDIA

It's overtly evil.

BRYN

Overtly yeah.

BEN

And I am technically an officer but not of the Apophis office.

ALEX

Yes.

BEN

I will maybe well activate divine bond.

ALEX

Yeah good, great, so.

BEN

So yeah I concentrate and my bow starts glowing with a golden light and is on fire.

ALEX

How gauche.

LYDIA

I mean compared to the neon pink.

BEN

How dare you.

BRYN

Neon pink is super tasteful.

BEN

But anyway that's my go.

ALEX

Black has always been cool and evil. Ok all of the what was it, goobers I believe was the.

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BEN

Yeah goobers.

ALEX

Yes goobers right.

BEN

Goobers and the overtly evil oval.

ALEX

All the goobers swarm towards the carriage.

BEN

Overtly evil overtly no that's the wrong order.

ALEX

The overtly overly evil goobers yes.

BEN

Oval yes.

ALEX

The overtly evil oval contracts.

HELEN

Oh no.

ALEX

So what happens is basically you're surrounded by a multitude of robed figures and they all.

LYDIA

How many of them is a multitude?

ALEX

It will take you an action to do the active perception check to count how many there are.

LYDIA

Counting ok.

ALEX

There's loads, they all swarm towards the carriage, the ones that are on rooftops disappear from view, they don't just leap off the rooves or anything none of them are flying apparently or anything like that.

LYDIA

That's a good thing.

ALEX

But nonetheless they swarm towards the carriage and all of them because of the distances involved basically can make it to the carriage and surround the carriage but they are not able to take any further actions at this stage.

LYDIA

Weren't they like 60ft away before?

BRYN

They were further, they were hundreds of feet away.

LYDIA

So they moved.

BRYN

Well maybe they were a bit closer than I realised, they weren't in thrown range before now basically.

ALEX

They have spent their entire action charging forward at maximum speed they possibly can and doing nothing else. The guards meanwhile basically each of them pulls a lever on the side of the carriage and a rotating platform basically rotates out from underneath the carriage so they each have a platform to stand on and they each brace their halberds outwards on the four corners of the carriage.

BRYN

I'm next to the driver and I'm just going to say keep going we've got to get to the hospital.

ALEX

At which point Azu you are up.

HELEN

Yes.

ALEX

A huge multitude of robed black figures have swarmed towards you.

HELEN

Are they within 30ft?

ALEX

Oh yes very much so at this point.

HELEN

Right so I've got this thing called channel positive energy that can do 3 D6 damage.

BRYN

Unless they are undead it won't hurt them.

HELEN

Oh of course.

BRYN

It will heal them.

HELEN

Oh no.

LYDIA

And it might hurt Sasha.

ALEX

Shut up man God.

HELEN

No this is teamwork.

(Group laughter)

HELEN

Against the vile enemies.

ALEX

Channel positive energy, kill Sasha, heal all the enemies, do it.

HELEN

No.

ALEX

Boo.

HELEN

In that case smite evil.

ALEX

Boo.

BRYN

So I think you can only do that through a [unclear 0:09:49] attack and I don't think they are close enough to do that.

BEN

No well you pick a target and you can do, you can activate the ability and choose your target now.

BRYN

Ok.

HELEN

And a target has to be one person or thing?

BEN

Yeah.

ALEX

You can't smite like twenty people at once.

HELEN

Oh what's the point of calling it smite then?

LYDIA

You have cleave right so you can get on one and keep going?

BEN

But you only.

ALEX

You can only smite one person.

BEN

Target one for the smite.

LYDIA

But still.

BRYN

So we really don't want Azu to get off the carriage, she's the most important one.

ALEX

So currently if you could make it to the edge of the carriage what you could do is then cleave the heck out of people.

HELEN

Ooh so as it's travelling I could be on like a platform just swinging my axe around.

ALEX

Yes.

HELEN

I'm going to do that, that sounds cool.

ALEX

Yes you could.

HELEN

Can I do that thing like with the spikes on the carriage wheels but with [unclear 0:10:38].

ALEX

So you go to the edge of the carriage and begin a big old axe swinging.

BRYN

Perhaps stand on the platform next to one of the guards?

ALEX

Any way you want to do that basically.

HELEN

If the evil cowled things are all evenly spaced but it doesn't matter.

ALEX

Yeah you jump onto let's say the back left, front left?

HELEN

Sure back left.

BEN

Front left.

ALEX

Front left, you jump onto the front.

BEN

I don't know I just.

ALEX

Stop let her make a decision. Helen I need to know what you're doing.

HELEN

I'm going to defend from the rear.

ALEX

Ok back left?

HELEN

Yes.

ALEX

So you jump down onto the back left platform, you are surrounded by so many people ok give me an attack roll. I'm assuming you're using cleave, cleave, cleave, cleave, cleave, cleave, cleave, cleave?

HELEN

I have cleave and great cleave.

BEN

Yeah so every time you hit one successfully you can attack the next one.

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HELEN

Fantastic.

BEN

As long as they are still in range.

HELEN

Every single time.

BEN

There is a bonus there.

HELEN

There is, so that's 20 if I rolled a 10 and then I add that?

BEN

Yep.

ALEX

Yeah, yeah.

HELEN

20 then.

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ALEX

20 hit, roll damage.

HELEN

8.

ALEX

8 ok.

BEN

Hit the next one, hit the next one.

ALEX

You can do so, attack.

HELEN

Ok. 13.

BEN

No that's 23. This is a cleave attack so you use the same bonus every time.

ALEX

Just again and again and again it doesn't go down.

BEN

Until Alex tells you there's no more enemies in range.

ALEX

Correct or you miss an attack.

BEN

14.

HELEN

Yes and then 15.

ALEX

15?

HELEN

Yeah.

ALEX

That's a hit.

HELEN

Ok.

ALEX

Keep going.

HELEN

Oh my God I need to roll the damage.

LYDIA

[Unclear 0:12:20] one of two things.

BRYN

17.

ALEX

The third one that you attack you literally just sweep fully, I will describe this in a bit more detail but that one goes down, keep going.

BEN

There are a lot of them.

HELEN

Are these knocking going down? Ooh that's 26.

ALEX

26 go again. This is everything that Bertie wanted and could never have.

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BEN

18 damage to that one.

ALEX

It goes down.

LYDIA

Oh I feel so bad for James.

ALEX

Go again.

HELEN

Ooooh that's 13.

ALEX

No.

BEN

You fool, you've only managed to hit five of them, what a rubbish turn.

(Group laughter)

ALEX

So.

BRYN

Yeah I got 8 guys on my turn.

ALEX

Describe how you intend to attack so many people and then I will make the rest happen.

HELEN

You know in Lord of Rings where Gimli sort of just stands and just swings his axe, mind my axe, that is essentially this is called the and my axe attack.

(Group laughter)

ALEX

[Sound effects] so what happens is they charge at you, you basically smack one of them, flies backwards, smack another one, flies backwards and lies on the ground and is only just getting up. You hit the next one and you literally, your axe bites it and you hear a scream.

HELEN

Good they can scream.

BEN

I don't know does Azu not have a, you can't be sweetness and like all the way down.

ALEX

However the scream is not necessarily what you were expecting in so far as it isn't a sort of big Eldritch rah it's just someone going [sound effect].

BEN

Oh he's sent blokes after us.

(Group laughter)

ALEX

You hit another one.

LYDIA

Blokes, just your average bloke.

ALEX

Some of them are down.

HELEN

Ok.

ALEX

The third, the second one you attacked is clearly on its last legs.

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HELEN

Ok.

LYDIA

20 hit points each, blokes.

ALEX

Hamid you are up.

BRYN

How many are standing close enough together for a fireball?

ALEX

A lot, like a lot, you could basically pick a direction, you're surrounded by they are like at least three deep with more coming.

LYDIA

Woah.

BRYN

Wow cool.

ALEX

They are swarming inwards in a constant stream.

BRYN

I feel like we're being tricked into attacking mind controlled civilians so fireball.

BEN

They were wearing robes alright.

HELEN

And they were evil, we detected evil, we are never wrong.

LYDIA

Maybe, can cloaks be evil?

(Group laughter)

BEN

Yes.

LYDIA

Serious question.

ALEX

Oh my God thank you. Oh I'm using that against you.

BEN

Is that if we have to sneak like with Shaun of the Dead where they are pretending to be zombies and we put cloaks on and we're like [sound effect].

(Group laughter)

ALEX

I hate unicorns grrrr.

BRYN

So I'm going to think in front of us so I'm trying to clear a path for the carriage to go so in front of us and whichever side looks.

ALEX

Yeah, yeah and making sure that you aren't within range of your own fireball.

BRYN

Yeah exactly and so I can target it behind them so that the explosion comes back.

ALEX

Yeah I know exactly what you're talking about.

BRYN

Yeah and they take 29 fire damage.

ALEX

I am going to put this to the party. I'm going to open and revisit a precedent because it matters more now. I could roll a separate reflex save for every

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single squad or one for all of them bearing in mind though that of course that does mean that for area and effects it could mean everyone is one or everyone is.

BEN

One for all them it's just so much easier.

HELEN

We can just keep fighting.

ALEX

Good, good that's fine.

BRYN

I mean well Hamid can't he runs out of spells.

ALEX

What's the DC that they have to hit on the reflex?

BRYN

18.

ALEX

They hit with a 19.

LYDIA

What!

BRYN

I immediately regret my decision. They still take 15 damage like it's not nothing.

HELEN

Ok that's true.

BRYN

I mean that's still more damage than you did to two of them.

HELEN

Oooh!

(Group laughter)

BRYN

Just saying though, Helen can do that every turn for forever.

LYDIA

See now it's coming out, now it's like oh I've been waiting for this fireball now Hamid is going to be [swearing].

BRYN

Hey this was Bryn being a [swearing] Hamid is still delightful.

BEN

I mean you're probably fine in America to be honest. Remember Happy Days had a character called Mr [swearing].

ALEX

True, very true.

BRYN

Yes and all the English school kids who watched it were like you'll never guess what they put on TV. I know because that's what my dad did.

ALEX

So Sasha you are up, he has just gone boom immediately in front of the carriage.

LYDIA

You're going to throw a bomb [unclear 0:16:40].

ALEX

The carriage is still moving by the way but extremely, not very quickly thanks to sand swathes of folk in front and now there's bodies in the way it's you know rattling all over them.

LYDIA

She's not going to start shovelling bodies out of the way.

ALEX

I just meant you're not rattling along.

BEN

Maybe the horses need some help from a certain divine camel?

ALEX

Sasha what are you doing?

LYDIA

While you do that Sasha is going to throw a bomb at the exact same people.

BEN

Just throwing it out there.

ALEX

Yeah great.

LYDIA

That are already damaged by.

ALEX

Great go for it.

LYDIA

Yeah so.

HELEN

She's a very fine and mighty camel but I don't think she could carry an entire armoured carriage.

LYDIA

26.

ALEX

Oh yeah that's potent I forget it has been a while, do they get reflex saves to half?

BRYN

No.

ALEX

I don't think they do I think a bomb is just a single attack damage.

BRYN

So you aim it at one person and then it does splash damage to everyone else.

LYDIA

I basically pick one square.

ALEX

Yeah that's fine.

LYDIA

And then it's only plus 3 splash.

ALEX

You're fine.

LYDIA

So that's 11 damage.

BRYN

11 to the ones it hit and then 3 to everyone else in range. What is the splash range is it 5ft or 10ft?

LYDIA

I have no idea I'm afraid. We could look it up?

BRYN

I think it might only be 5ft the splash damage on a bomb.

LYDIA

It may well be yeah. They are not super powerful because she can't level them up.

ALEX

Yeah so you do, thanks to the combination of his fireball and your bomb, yeah one of them just [sound effect] and bits fly, human bits.

BEN

Goober bits.

ALEX

Goober bits so it's fine I guess.

BEN

Goo bits.

ALEX

Meanwhile they are surrounded.

BRYN

We're literally protecting the most important item in the world right now because every other important item is safely held in a vault somewhere.

ALEX

So the, all of the goobers, I can't believe I'm calling this now but.

BEN

Yes.

ALEX

I was going to say cultists that sounds great no goobers.

BEN

Goobers think it's all over again.

ALEX

All of the goobers at the front are basically you're managing to break their ranks quite effectively, if you can keep this up you can probably just keep going I guess.

BEN

They are just like let's get him, on no we're only 20 hit point blokes and they've all got player levels run away.

(Group laughter)

LYDIA

We're just blokes.

ALEX

They are running past the ones at the back going don't bother mate.

BEN

Are you a bloke because I wouldn't go in there if you're a bloke.

BRYN

I'm loving these South London accents in Cairo as well guys just.

BEN

Barret shipped them in!

LYDIA

Yeah.

ALEX

So you know what things are going bad, you know what I should do, every single person give me a will save.

HELEN

Ok that's a 20.

LYDIA

Mine's a 20.

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ALEX

Ok Grizzop?

BEN

14.

ALEX

Ok Hamid?

BRYN

17.

ALEX

Ok Sasha?

LYDIA

15.

ALEX

Ok and Azu?

HELEN

If I add that then it's 26.

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BEN

That sounds about right.

HELEN

Well you sounded quite low so I was like do I still add.

BEN

That's because I rolled badly.

ALEX

Like really almost was it objectively the worst you could roll or almost?

BEN

No it was a 7.

BRYN

Well a will save isn't that high.

ALEX

I forget paladins you're all, you're part of the problem.

BEN

We are absolutely the solution.

HELEN

Ah no excuse you.

LYDIA

That in itself, that black and white thinking that's the problem.

BEN

Look I could point to the God alright. Yes it's black and white.

LYDIA

Yeah but the Gods don't agree.

BRYN

I love it when good lawful characters just edge over that line into straight blown fascism. Classic paladin goes too far. Yeah I know pretty much.

ALEX

So I'm just having to check one more thing because this is quite complex what is happening at the moment, bear with me.

LYDIA

Suddenly we're all blokes.

BEN

Oh no I've only got 20 hit points.

LYDIA

Those of us that rolled under 20 suddenly feel the compulsion to put on like weird [unclear 0:20:27].

BEN

And suddenly I'm not from Amsterdam anymore.

HELEN

That would mean if the three of you got [unclear 0:20:34] I'd be the only person.

LYDIA

Yeah.

BEN

Yeah.

BRYN

Yeah.

LYDIA

Yeah that's literally.

BEN

You're out with the blokes, blokes, blokes, blokes, blokes.

BRYN

I mean the DC is more likely to be 14 or 15.

ALEX

Azu.

HELEN

Yes.

BRYN

But we'll see.

ALEX

I'm going to do this from your perspective.

BEN

Oh no. That means she's the only player character left.

LYDIA

Agh.

ALEX

Every single person on the carriage with the exception of the guard that you are stood next to suddenly just stand there, arms by their sides, face forwards, just stand there and don't seem to be doing anything.

BEN

I thought 17 was quite a good roll.

BRYN

What a nasty effect.

ALEX

Yeah the guard next to you seems fine and is way too busy fending off everyone beside you to notice, you notice everyone in the carriage has gone.

BEN

Do the horses do that or are they still trying to trundle along?

ALEX

The horses are still trying to trundle along.

BEN

Ok.

ALEX

Ok with that in mind Grizzop.

BEN

[Sound effect].

ALEX

I'm afraid stands there doing nothing.

BEN

In his head oh it's amazing there's flips.

ALEX

The cultists immediately swarm the vehicle, a bunch of them open the doors and start climbing inside on.

BEN

Wait hang on a minute, just a genuine question, this armoured thing doesn't lock?

ALEX

A bunch of them open the doors.

BEN

Fair enough.

ALEX

And climb in from the sides.

HELEN

Did you lock the door?

BEN

Well I don't know you'd assume it would have like some sort of latch thing.

LYDIA

You breathe in, you breathe out.

ALEX

A few of them are climbing over sort of like the basically the carriage is slowing effectively to a halt, just ground to a halt by loads of blokes, just all the blokes, just all the blokes including the women who are also blokes.

BRYN

Guys, guys.

BEN

No the blokes are class.

BRYN

Did someone bring a milkshake or something?

(Group laughter)

BEN

My milkshake brings all the blokes to the bar.

ALEX

The carriage comes to complete halt as the place is completely swarmed.

(Group laughter)

HELEN

Having a cold one with the blokes.

(Group laughter)

ALEX

We all good?

BEN

This has made this fight a lot more.

BRYN

Nothing like a life or death situation to bring out the humour.

LYDIA

You know what you can also crack open and are generally kept cold, clams.

(Group laughter)

ALEX

Azu?

HELEN

Yes.

ALEX

You're up.

HELEN

Ok.

ALEX

The carriage is halted, completely swarmed, there are people above the carriage, beside the carriage, you are surrounded on all sides.

BEN

So how many are in range?

ALEX

So many, so many.

HELEN

Cleave them all. Right how I'm really tempted to cleave, however.

(Group laughter)

HELEN

I could quite easily get surrounded all by myself and the carriage is stopped.

ALEX

That's a good thing for you.

BEN

More cleaving.

ALEX

Right up until you die.

HELEN

Exactly which I do not want to do and.

ALEX

Don't listen to these guys, they are all like oh this is so funny, they are going to die, they are all going to die Azu and you'll.

HELEN

How far away is the Temple of Aphrodite at this moment?

LYDIA

Just throws us all over and runs for it.

ALEX

It's within sight.

BEN

At the end of the road, a few hundred feet.

ALEX

About that like if you could imagine like hypothetically if there was a battle map in front of you that was about the size of a table right I'd say it's exactly just beyond that.

HELEN

If I were to summon a camel.

BEN

Hypothetically.

(Group laughter)

HELEN

Would she squash the people in front of me and allow me to.

ALEX

I'm afraid that's not how camels work.

HELEN

It's a divine camel.

LYDIA

And I've met camels, quite a few of us have seen camels [unclear 0:24:29].

ALEX

You can only summon the creature into an unoccupied square.

HELEN

Oh.

BEN

You could summon it and jump over the blokes.

ALEX

You can't summon it into the sky either because an unoccupied square has to be on the ground level.

LYDIA

Just summon it in front of the and jump on it.

(Group laughter)

HELEN

I think I'm going to cleave.

EVERYONE

[Cheering].

HELEN

I think I'll cleave and then run.

ALEX

Ok. Alright.

HELEN

That is going to have to be what I do because I've got to get out of the enemies first.

BRYN

The thing is if you do run past all the enemies they all get to attack you as you are running past.

BEN

Not if they're cleaved.

BRYN

Well indeed.

ALEX

Commence cleaving. Can I offer a suggestion to speed things along?

HELEN

Yes.

ALEX

Roll your attack dice and your damage dice at the same time, that way if we know you've hit you can just go straight away and tell me your damage.

BRYN

26.

ALEX

26.

BRYN

16 damage.

ALEX

Yes, hit, cleave, go.

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BRYN

16, 9 damage.

ALEX

Ok.

BRYN

13.

ALEX

Miss.

EVERYONE

Ohhhh.

LYDIA

Bad cleaving.

ALEX

You chose wrong. You chose wrong.

HELEN

I knew it, I will never listen to chanting voice in my head again.

ALEX

Which is ironic because you're surrounded by cultists and they are coming for you.

LYDIA

It's just like that other meaning of cleave which is the opposite of like strap them all together again.

(Group laughter)

ALEX

We're going to take a break here and as the cultists consume the entire party we'll come back in a couple of minutes.

LYDIA

We are so done for.

[Break]

ALEX

And welcome back. Sure we're all finding it funny now.

BEN

Blokes, blokes, blokes.

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ALEX

No stop it that's ruining my joke.

BEN

Lads, lads, lads.

HELEN

I am not finding this funny.

ALEX

Right Hamid does nothing and stands there.

BRYN

Do we not even get like another save?

ALEX

It's brutal.

BEN

If they attack us maybe?

BRYN

What cold person would want to attack you?

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ALEX

Sasha.

LYDIA

You should probably slap us in the face.

ALEX

Sasha does nothing.

HELEN

[Unclear 0:27:17].

BEN

You could cleave slaps.

(Group laughter)

LYDIA

I think mechanically that's plausible.

BEN

It's a merit attack right?

HELEN

With one of those water fountain things that does the grass.

BEN

A sprinkler of slaps.

(Group laughter)

BRYN

We need Bertie and his special shouting down and riot action right not don't we?

LYDIA

Yeah.

BRYN

There's no way he would have passed a will save though.

BEN

No.

HELEN

Does he have low will?

BEN

Yes.

LYDIA

He could resist anything except temptation.

BEN

Our will saves are absurd as well.

HELEN

[Unclear 0:27:55].

BEN

Well he did until they really didn't.

BRYN

I think Oscar Wilde.

BEN

Yeah but then they didn't get on.

ALEX

Hamid give me a will save.

BRYN

24.

LYDIA

Help me.

ALEX

Hamid does nothing.

BRYN

What!

HELEN

It must be 25 because I got 26.

ALEX

Or alternatively there are multiple effects at the same time.

BRYN

I mean that's me rolling a 17 like I physically can't roll much better than that.

BEN

I could, I could.

BRYN

Unless it's a fear effect which I'm assuming it's not.

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ALEX

Grizzop.

BEN

Yeah.

ALEX

Does nothing and doesn't get another save.

BEN

Oh.

ALEX

The swarm grab.

BRYN

Lads, lads, lads.

ALEX

The swarm grab every single member of the party with the exception of Azu and the guard who are just going slap happy and drags them from the carriage. Azu from your perspective.

LYDIA

My diamonds.

ALEX

They are gone, they are just lost in the press of people [sound effects]. The carriage is now completely overrun by people. Azu you're up.

HELEN

I need to.

ALEX

The guard next to you is still hacking away. He is not focusing on anything apart from [sound effect].

BEN

I don't know whatever it was you thought of but that kind of face says do it.

HELEN

No I shouldn't.

BEN

Do you hear me.

HELEN

No it's not what paladin would do.

ALEX

Are you seriously thinking about picking the guard up, throwing him and using him as a bridge to jump over the people.

HELEN

Something like that.

(Group laughter)

BRYN

A paladin will not do that.

BEN

Check your tenets again and.

BRYN

It depends, it depends what kind of [unclear 0:29:30].

ALEX

Oh no do not pick up an MPC and use them as a weapon against other MPCs.

HELEN

It says do not hum more than necessary.

[All talking].

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BRYN

This is to protect the heart of Aphrodite.

LYDIA

Oh yeah.

ALEX

This is how it happens Helen.

LYDIA

Character wise.

BRYN

Sacrificing someone else is an overtly evil action.

ALEX

But you are, you're basically protecting the arc of the, the holy grail.

BRYN

You would lose your paladinhood.

BEN

Unless Aphrodite was like great plan didn't want to lose the heart, good job.

ALEX

Why are you doing this to Helen you are all [unclear 0:30:00].

HELEN

[Unclear 0:30:01].

ALEX

What are you doing?

HELEN

Right how many people are between me and the space where I can run?

ALEX

As in deep?

HELEN

As in how many will I need to cleave, mess up?

ALEX

Four, five depending on how they line themselves up it depends what you're planning.

HELEN

Can I jump, I don't know.

BRYN

No.

HELEN

And my dexterity is still yeah.

BRYN

Oh God you're doing all this with reduced dexterity too.

BEN

Oh my goodness yeah.

ALEX

Because you are slightly higher than everyone you could attempt a frankly massive leap from the carriage over the people because they are pressed very close. You would still have random people like all around you but it wouldn't be that crush if you know what I mean so you could just attempt a huge leap over the crush and then just deal with the randomers, stragglers.

HELEN

Leaving the guard behind?

ALEX

But you would have to leave the guard behind, there is no way you could hold the guard and leap that distance, that's too much even for you.

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BRYN

Just make a decision and.

LYDIA

Right what would Azu decide in three seconds Helen?

HELEN

Ok well I've got to leave the guard so I'm going to try the jumping thing.

ALEX

Ok in which case then.

HELEN

Oh I've got a -1 for dexterity.

ALEX

It will have to be an acrobatics check for this.

HELEN

Yeah. This is not good for me, this is going to go terribly wrong.

BRYN

And what's your armour check penalty as well?

ALEX

It's Agile half plate. Its specific job is to have.

BRYN

Yeah like it still has a penalty it's just a small.

BEN

I don't know I'm wearing an agile breast plate which is much bigger than half plate and it's minus three so it might be an agile one.

HELEN

I've got a bonus of plus [unclear 0:31:41].

ALEX

But not for your agile? If you roll it.

BRYN

Rolled a 16.

ALEX

What's your acrobatics check? Minus one.

HELEN

Yeah 15.

ALEX

It's 15. So you manage to leap the majority of the people, you just give a huge leap and launch yourself over the majority.

LYDIA

Enormous neon pink orcs.

(Group laughter)

LYDIA

Soaring through the sky above a sea of blokes all chanting.

BRYN

That's exactly the way a [unclear 0:32:13] does it.

ALEX

All of the arms reaching up to grab Azu as she sails overhead, grey axe in hand abandoning the guard on the carriage.

BEN

Boo.

LYDIA

Could lose some powers.

BEN

Agile half plate is minus six.

HELEN

What!

LYDIA

And then she leaps over them and then them slams down into the ground.

BRYN

So the minus one acrobatics check is with her normal dexterity so her dexterity is higher.

ALEX

There's a reason she hasn't succeeded.

BEN

It gives you a plus 8 AC so it's a good trade off but you're not very good at jumping.

ALEX

You leap and you plunge, you make it past the halfway point and then just plunge into the mass of people.

BEN

That would probably kill someone though.

(Group laughter)

HELEN

I am hoping.

LYDIA

Even in her hypnotised state Sasha just shakes her head.

(Group laughter)

ALEX

You hate to see it.

BEN

Ah blokes.

(Group laughter)

LYDIA

That's still all she can say.

BEN

Lads, lads, lads.

ALEX

Ok Hamid I want to check something but I'm fairly certain that Hamid still does nothing, yeah this is brutal.

HELEN

[Unclear 0:33:18].

BRYN

Well no so a sorcerer gets a blood line and Hamid's blood line is draconic so part of his sorceris nature is to be slightly dragony.

HELEN

So I was right.

(Group laughter)

BRYN

Yeah.

(Group laughter)

ALEX

Hamid does nothing.

LYDIA

Just a whiff of dragon.

ALEX

Sasha does nothing. Grizzop give me a will save.

BEN

That's garbage 18.

ALEX

18. Ok basically I'm not going to share what is happening right now because you're lost in the mass. Are you ready for all of the, just all of the attacks?

BEN

So canonically only eight people can attack someone in a round because that's the maximum number that can surround you so eight is not that bad right?

ALEX

Correct.

BEN

And they all get a flanking bonus.

ALEX

Correct.

LYDIA

And they are all very small blokes.

ALEX

Although with the flanking bonus plus [unclear 0:34:17] too much I'm going oh no.

BRYN

Flanking bonus is just a plus, a flat plus 2.

ALEX

It is two isn't it not three yeah?

HELEN

If I die I'm going to be extremely upset with you Alex.

ALEX

These things happen. What's your AC?

HELEN

18.

ALEX

Ok.

BEN

She makes up for it with a huge bonus to her damage because she has got a lot of strength whereas we've got a lot of dex which means our damage output isn't as good but we're real hard to hit.

HELEN

Right.

LYDIA

We have been like within a rolls worth of TPK before.

ALEX

You take a flat 10 damage.

LYDIA

I told you so.

ALEX

As what happens is just, hands just seem to fly out and just start pummelling you, there doesn't appear to be any weapons, there doesn't appear to be any tactics it is just a bunch of people are just slamming you with their hands as hard as they can.

BEN

Blokes, blokes, blokes, blokes.

LYDIA

With their hands?

ALEX

Yep.

HELEN

So does it do like 2 damage if that?

ALEX

They did not do well.

HELEN

Am I pro?

ALEX

No you are still standing, you have not gone pro.

HELEN

I am midway through the floods of people?

ALEX

Yes.

HELEN

Ok.

ALEX

The guard from his standpoint yells just go, go.

LYDIA

Love your attitude mate.

BEN

What a hero.

LYDIA

What a good guy.

ALEX

Attacks the guy.

BEN

I need a hero.

LYDIA

I need a hero that will let me run off without him.

ALEX

Successfully and downs him so he yells go, go then uses his halberd and basically collapses the one who's immediately behind you.

BRYN

That dude is my back up character.

LYDIA

I'm going to cry.

BEN

It doesn't sound like he is any more.

(Group laughter)

LYDIA

Oh no, oh no this is like.

BEN

[Singing] You had a hero.

(Group laughter)

LYDIA

[Singing] You had a hero who let you go without moral shame.

BEN

[Singing] He didn't do well.

LYDIA

[Singing] He made it clear that you wouldn't lose your powers it weren't for abandoning him all alone. You had a hero.

ALEX

For obvious reasons I'm sort of starting to skip people in missions when it comes up.

HELEN

Oh yeah that's fair enough.

ALEX

Azu you're up what are you doing?

HELEN

Now I am going to try and cleave my way out and then if that succeeds I'm going to summon my camel.

ALEX

Cleave like a boss. The maximum number of people you can cleave is eight before you're running out of people to cleave.

HELEN

Ok.

ALEX

Cleave well.

BRYN

21. 15 damage.

ALEX

Great.

BRYN

24. 9 damage.

ALEX

Great.

BRYN

26. 7 damage.

ALEX

Great.

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BRYN

15. 18 damage.

ALEX

Yes.

BEN

That's our limit, that's our limit.

BRYN

21, 7 damage.

ALEX

Yes.

BRYN

How many are we up to now I've lost count?

LYDIA

This is amazing.

ALEX

You've got two more.

BRYN

13 that's a miss.

ALEX

That's a miss.

BRYN

It's always a 13 though.

LYDIA

Yeah.

BRYN

You never miss with anything else.

LYDIA

To be fair there are only four numbers on which she misses.

ALEX

So three of them drop, two of them just kind of fumble, one of them you've clearly killed just [sound effect].

HELEN

In half.

ALEX

Yeah like properly dead. In fact there's bits of like robe starting to stick to the axe which is what slowed you for that final one and why you missed as it is covered in cowl.

HELEN

Cowls the worst to cover an axe.

BEN

Lads on without me.

(Group laughter)

BEN

Blokes I loved you blokes. Do it for blokes. Kiss me lads.

(Group laughter)

ALEX

Just checking something.

HELEN

Ok.

BEN

Bloke [unclear 0:38:18]. To bloke or not to bloke.

(Group laughter)

LYDIA

It's dangerous to be a bloke, take this.

HELEN

It's dangerous to bloke alone.

BEN

I came, I bloked, I ladded.

BRYN

Come with me if you want to bloke.

(Group laughter)

LYDIA

You shall not bloke.

(Group laughter)

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BRYN

And my bloke. Bloke you fools, bloke.

ALEX

Azu.

LYDIA

Live lads and prosper.

BEN

Carry the bloke.

ALEX

Azu give me a will save?

LYDIA

May the lads be with you.

(Group laughter)

HELEN

If I fail this. Ugh 17.

ALEX

Ok. You are attacked by a large number of blokes.

EVERYONE

Blokes, blokes, blokes, blokes, lads, blokes, lads, lads, lads, lads, lads, lads.

LYDIA

He's going to layer all these together to make it sound genuinely spooky.

(Group laughter)

BEN

Blokes.

LYDIA

Lads. Just get [unclear 0:39:44] to call in and give you a couple of like lads, lads, lads over the phone.

ALEX

16 damage from just sheer numbers of bang, bang, bang, bang, everyone just grabbing, yanking, punching, kicking.

BEN

Rude.

HELEN

So rude. I may be from the mountains but I know my manners.

(Group laughter)

ALEX

Azu you're up.

BRYN

Don't have the dignity to hit me with an axe, don't bother.

HELEN

Is there anyone between me and [unclear 0:40:10].

ALEX

Yes there's still people.

HELEN

How many?

ALEX

Another cleaving spree if you manage to get a couple and you can break out the other side.

BRYN

It's cleavable.

HELEN

I've got to do it and it's cleavable, I've got to do it.

BEN

I've set up the cleave zone.

HELEN

Thank you.

ALEX

Cleave zone activated.

BEN

22, 16 damage.

HELEN

Come on.

BRYN

You get very efficient rolls.

BEN

15, 9 damage.

HELEN

What, ohhhhh.

BEN

Another 3.

HELEN

Agh.

ALEX

You take out two.

HELEN

Ok.

ALEX

Bang, bang both dead. One of them you'd hit before and you just finish the job. There is one person stopped like between you who's a little bit like.

BEN

You could do a bull rush some moving right that's a thing?

ALEX

No.

BRYN

No.

BEN

No.

ALEX

There is one person stood between you and them.

HELEN

Can you just push him.

ALEX

The longer it takes you the more are going to turn up again though.

HELEN

Ok I take the condition [unclear 0:41:07].

ALEX

You could however, if you're willing to accept the attack of opportunity from one person you can get past them.

HELEN

Yes.

ALEX

You can just go, basically what you've done is you've taken out everyone apart from one immediately in front of you so you can just sort of go around and as they clonk you on the head you're like oh I'm going to end you.

BEN

Just like er bloke, bloke.

(Group laughter)

HELEN

That's exactly what I'm going to do.

ALEX

Great. Ok they will take their single attack of opportunity. Miss.

BEN

Oh bloke.

(Group laughter)

ALEX

Right so as it stands, just to sort of illustrate to you very quickly.

LYDIA

We're all so cheery about being dead.

ALEX

The carriage is swamped and you find yourself sort of just outside of the swamp of people and there are the odd person here, there, everywhere, just kind of all ploughing in towards you currently, they've not managed to surround you or anything, if you were to choose to leg it you might actually get away before.

LYDIA

Take the condition and legged it.

HELEN

Yeah I'm going to sit on my camel and just freaking gallop towards the temple.

ALEX

You will only be able to summon your camel next time.

HELEN

Then I run.

ALEX

Great. Azu legs it. Everyone give me a perception check.

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LYDIA

Even the sleepy people?

ALEX

Yeah everyone.

BEN

17.

BRYN

Natural 20 so 31.

LYDIA

Unnatural 20, Eldritch 20.

HELEN

Also an Eldritch 20.

ALEX

Ok.

BEN

I like that, that's good.

ALEX

Everyone apart from Grizzop.

BEN

Oh.

(Group laughter)

LYDIA

I'm having a lovely nap.

ALEX

You can see a swam of paladins and clerics have begun charging out of the Temple of Aphrodite.

LYDIA

Aphrodite for the win.

(Group laughter)

ALEX

They are a decent distance away but when I say a swarm I mean every single door and window has some kind of paladin or cleric charging out in just this massive pink swarm towards you all.

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LYDIA

Pink glow, bright neon pink.

ALEX

However without spelling stuff out too much.

BRYN

The party calls for aid and Aphrodite shall answer.

(Group laughter)

BEN

Blokes. Blooooooookkkkes.

BRYN

Oh blokes.

ALEX

Right Azu.

HELEN

Yes.

ALEX

Give me a will save.

HELEN

Oh come on, come on, come on, come on, come on. Please. You've not been very kind. Oh thank God 26.

BRYN

What a champion.

LYDIA

It went really well.

ALEX

Ok.

HELEN

I'm sweating.

BEN

I have to say the bloke swarm I think is our finest creation.

(Group laughter)

BRYN

We might have to just end on episode 100 because we can't like.

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ALEX

Ok are you ready to just take launch of attacks?

HELEN

That's so many.

ALEX

You take only 3 damage.

LYDIA

Most of those rolls he was just doing to mess with you.

ALEX

I wish.

HELEN

I'm so wounded.

ALEX

There was basically two hits in that and all the rest was me going no, no, no,
no.

BEN

I think you were going blokes, blokes, blokes.

ALEX

So yeah long story short a couple of people on the outside just managed to clip you a little bit but you have managed to carve your way through enough, what you do notice is that every single member of this cult seems to be aimed at you. All of the ones on the carriage, all of the ones everywhere else are all facing you and coming for you specifically.

LYDIA

So we've got this image from above of this like bright pink swarm, like the same way that Gandalf glowed white and then all the rest.

HELEN

Arwen was riding Frodo and like the nine rings were, Lord of the Rings is like 70% of my pop culture references.

BEN

Good.

LYDIA

So they are a bright pink swarm from one side coming towards me and then they are like this like wobbly, back crows just crows as far as you can see and trailed from the other side and you're running from one to the other.

ALEX

Azu.

HELEN

Yes.

ALEX

What are you doing?

HELEN

I'm going to keep running.

BEN

Leg it.

HELEN

Leg it.

ALEX

Yep ok you are going to take a couple of attacks of opportunity because even weaving around people there are a couple who you could still get an attack off. You only take 4 more damage as a couple of them take a swing at you and so on.

HELEN

I'm on 9.

BEN

It's alright.

BRYN

Remember you have lay on hands if you really need it.

HELEN

Yeah but I've got a.

BRYN

Not this turn but.

HELEN

Yeah I've got to get a place where I'm not going to.

BEN

Just get to the pink wave.

BRYN

Yeah.

HELEN

Right.

ALEX

Are you ready? This turn is basically deciding what happens here. Specifically a single dice roll.

BEN

Also blokes in the pink wave is an amazing album name.

ALEX

Give me a will save Azu.

HELEN

Aaaagggghhhh.

ALEX

Roll well.

EVERYONE

Ohhhhhhhh.

BEN

It was not good.

HELEN

[Crying].

ALEX

What did you get?

HELEN

I got 14.

ALEX

Let me check something.

HELEN

Oh this is awful.

BEN

You're near the pink wave.

HELEN

Yeah.

BEN

I mean what's your move speed 20? So you moved 80ft in that time and it's a couple of hundred feet away so and they are moving so.

BRYN

You got halfway to the pink wave.

BEN

Yeah they might be close to getting you and you're heavy so.

ALEX

What was your save again?

HELEN

14.

ALEX

14. Azu you find yourself stumbling, feeling weird and then kind of tired and you slump to your knees, slumped face down and we'll end the episode there.

EVERYONE

Noooooooooo.

BEN

Agggh Alex you can't do this to us.

HELEN

Agggh.

BEN

This is the end of the recording we're not, we actually have more of a wait than the listeners, we have two weeks of a cliff hanger.

BRYN

I'm not sure we're recording in two weeks guys.

ALEX

You have a month.

BEN

Oh no.

ALEX

Right we are ending the episode there, we'll all re-join this party and see who is alive, who is not soon enough but until then bye guys.

EVERYONE

Bye!

LYDIA

I don't even know if I respect his craft any more.

(Group laughter)

[Show Theme – Outro]

ALEX

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Rusty Quill Gaming– 99 – Lads and Blokes

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