

## RQG – 105 – Surprise!

### Content Warnings

- X
- X

#### ALEX

Hi everyone, Alex here. I'd just like to take a moment to thank some of our patrons. Mia Boberg Winliff, Rowen, Ben Vatcha, Delta Tango, Catherine Weinberg, Victoria S., Elizabeth Brown, Jujune, C Belly, Rebecca Gelinter. Thank you all. We really appreciate your support. If you'd like to join them go to [www.patreon.com/rustyquill](http://www.patreon.com/rustyquill) and take a look at our rewards.

#### [Show Theme - Intro]

#### ALEX

Hello and welcome to episode 105 of the Rusty Quill Gaming podcast. I'm your host and GM Alex Newall and with me today, I have

#### BRYN

Bryn Monroe

#### LYDIA

Lydia Nicholas

Rusty Quill Gaming – 105 – Surprise!

**BEN**

Ben Meredith

**HELEN**

And Helen Gould

**ALEX**

And who are you playing?

**LYDIA**

Er Sasha Racket

**BEN**

Grizzop drik acht Amsterdam

**BRYN**

Hamid Saleh Haroun al-Tahan

**HELEN**

And Azu

**ALEX**

You know what...you know what...

Rusty Quill Gaming – 105 – Surprise!

**LYDIA**

Ah skills

**ALEX**

You know what , you guys are getting well good at this.

Anyone who's actually just joining this episode, first of all why, we're 104 episodes in

**ALEX**

Stop being mean to new listeners

**BEN**

But also that's going to be a really confusing intro

**ALEX**

I might return to normal after that. That was your graduation test

**(laughing)**

You all passed. You're allowed to play your characters. We don't have to can the entire season.

**LYDIA**

Woo

Rusty Quill Gaming – 105 – Surprise!

**ALEX**

So you are all investigating the Simulacrum. You're actively investigating the Simulacrum

**LYDIA**

Forensic accountancy...

**ALEX**

You're not just tangentially doing so. You are in Damascus in a super suspicious...super suspicious...

**BRYN**

It could not have been more suspicious if they tried

**ALEX**

...industrial complex manned by competent guards

**LYDIA**

And with meat everywhere

**BRYN**

If there were neon signs all over saying "please don't look here. Nothing to see". That would be about as suspicious as this place.

Rusty Quill Gaming – 105 – Surprise!

**ALEX**

Deliver a large amount of meat to a large amount of warehouses, all with minimal staff

**LYDIA**

Oh god

**BRYN**

Any big company that has a lot of “meatings”

**HELEN**

No, no, no we’re not doing this. I’m not having that

**(laughing)**

**BEN**

Sorry

**LYDIA**

I mean if they stitch it all together to make cyborgs is that a “meat up”

**(laughing)**

**BRYN**

I think Helen’s got beef with us!

**HELEN**

No!

**BEN**

If you carry on we'll have to go on the lamb

**LYDIA**

If you carry on

**(laughing)**

**ALEX**

Oh wow! Nice

**LYDIA**

The "steaks" are high

**(laughing)**

**BEN**

They're really seeing how we make the sausage.

**ALEX**

That one didn't get the laughs but everything else...

Rusty Quill Gaming – 105 – Surprise!

**BEN**

It's fine. I'm happy

**ALEX**

Are we good?

**BRYN**

Right let's blow this joint

**(laughing)**

**LYDIA**

Don't mince your words!

**(laughing)**

**ALEX**

This is my new thing, we're gonna get all of them out in one big blast.

**BEN**

I think we're done

**LYDIA**

That's it. Well done.

Rusty Quill Gaming – 105 – Surprise!

**(laughing)**

**ALEX**

Grrr. It's rare that I hate you this much

Right, so you are all in the administration building having knocked out an administrator

**LYDIA**

That's great folly for when something terrible happens to us.

**HELEN**

Just me in that section and the whole party...

**ALEX**

I feel like the teacher that gets the sex ed class and you're like, uh the first lesson's always a nightmare.

**BEN**

I mean, like, come on Alex you asked us to stay on track so can we get on with it?

**ALEX**

Oof. Oof.

Rusty Quill Gaming – 105 – Surprise!

**LYDIA**

Hop, hop, hop, hop

**ALEX**

So you have managed to take out the only administrator in the enormous administration building. What do you do next? Oh and Hamid...

**BRYN**

Sleep work...

**ALEX**

All of you are now visible because a lot of time has passed. You've searched the entire building from top to bottom

**LYDIA**

We've stuffed a lot of cyphered evidence in bags

**BRYN**

Yeah we couldn't read it. Was it shipping records? It was records but...

**ALEX**

HR

**BRYN**

Oh it's HR records

**ALEX**

So the cyphered ones you got nothing from. The only records you could access were from the administration which was HR records, they laid off effectively their entire goblin workforce and anyone that wasn't laid off from the goblin workforce was redirected to a different branch

**BRYN**

What were the...could we even tell what the cyphered records were records of? Like what type of records?

**ALEX**

No, nothing. You got nothing

**BRYN**

Weird

**ALEX**

It is weird. Like that's an unusual and unnecessary amount of security.

**BRYN**

Yeah

Rusty Quill Gaming – 105 – Surprise!

**LYDIA**

Alright, before the sun comes up, let's check what's in these horrible warehouses.

**ALEX**

I should point out because time compressed a little bit with the heist mechanics and so on, you've actually still got pretty much the whole night. It's only been like an hour

**LYDIA**

Oh ok

**BRYN**

Yeah it can't be long after midnight

**ALEX**

Searching the admin building was dead easy because it was empty desk, empty desk, empty desk, no secret rooms. The only desk that has stuff in it is here or the records at the bottom. All the records are cyphered. You blasted through it really quickly.

**LYDIA**

Ok let's check out these warehouses

Rusty Quill Gaming – 105 – Surprise!

**BEN**

Alright

**HELEN**

Are we going invisible again?

**BRYN**

I think we can try and make it to the nearest warehouse without being invisible.

**BEN**

Wait I'm gonna look at the window of the office to see where the guards are.

**HELEN**

Good plan

**ALEX**

So you see the guard just heading into one of the warehouses. Unfortunately because of the placement of the admin building central it isn't like there is a very close warehouse. They are sort of equidistant from the office so you can just pick a random direction. Presumably not the one where the guard has just entered into the warehouse.

**BEN**

And how many can I see outside?

**ALEX**

The distances involved, because the warehouses get in the way, you can't see the perimeter from here.

**BEN**

Ok so I only saw one guard and they were going into that warehouse.

**ALEX**

I mean actually from here...

**BRYN**

We can see the front gate from here.

**ALEX**

Yeah I was gonna say, from here you can see the straight track to the front gate which is still fully manned.

**BEN**

So that's four people?

**ALEX**

That's four people.

Rusty Quill Gaming – 105 – Surprise!

**BEN**

Ok

**BRYN**

And they're all standing close enough together for a fireball

**(laughing)**

**ALEX**

And you see one guard...

**LYDIA**

Save that for the way out.

**ALEX**

You see the one guard who's patrolling the interior heading into one of the warehouses...

**BRYN**

Flame grilled

**ALEX**

...but you do not see anyone on the perimeter

Rusty Quill Gaming – 105 – Surprise!

**BEN**

Ok

**ALEX**

And there's no one else around

**BEN**

Looks like the coast is clear for now but we might find some in the warehouses

**LYDIA**

Yeah let's head out the back door furthest away from the front desk, door, gate barrier thing and out. Maybe invisible on...wait, I'll give my cloak to Azu if I didn't already

**ALEX**

Good call

**HELEN**

Thank you

**LYDIA**

And let's try and do it without invisibility

**BRYN**

It would be nice to save them if we can

**BEN**

Let's go

**ALEX**

So you're heading to the one that's furthest from the entrance. That makes sense. It is still from the one who's investigating that you can see. I will need one stealth check that you don't botch just to get there because you're covering quite large distance.

**BEN**

So Helen you've got a +5 now to whatever.

**HELEN**

Oh wow. I got a 17 anyway

**BEN**

That'll do it. 19

**HELEN**

So that's a 22

**ALEX**

Anyone roll less than a 10?

Rusty Quill Gaming – 105 – Surprise!

**BRYN**

Well no, you still have you normal -4

**ALEX**

Anyone roll less than a 10 for a start?

**BRYN**

No. 19 total

**LYDIA**

No

**ALEX**

You're all fine. You are timing things well. You are watching out for guards. If you're doing all of the legwork then you don't need to hit the high DCs

**LYDIA**

Whoop, whoop. So you manage to make it to the far end warehouse, let's call it warehouse 9

**BEN**

Good, not 13. Excellent.

**ALEX**

No 13's in the corner.

**BEN**

The spooky corner

**ALEX**

The spooky corner

**LYDIA**

Spookier

**ALEX**

Warehouse 9. So I'm going to describe the warehouses because we've kind of skimmed around them a bit and I think you could do with a bit more detail. So they are quite large. The closest comparison is aircraft hangars. They are very, very big. They have one at the front, huge door which has a little mini door built into it. There is also, around the side, an entrance and a set of stairs leading up to, sort of first floor entrance, similar to the foreman's office you saw in the original one.

**LYDIA**

Where have we...which doors have we seen guards go into?

**ALEX**

They have all been going in the side entrances underneath the stairs, not the big entrance and not the first floor entrance. I say first...it's like one and a half. You know warehouses, it doesn't matter.

**BRYN**

Yeah and even if we've seen guards using them I still think that's the most sensible one for us to use.

**LYDIA**

Yeah it's just if they all went in on the first floor then maybe something horrible is being kept on the ground floor

**HELEN**

Very wise thinking

**LYDIA**

Horrible things

**BEN**

So I think we head to the upper door...the upper side door

**BRYN**

Upper?

**BEN**

I thought...

Rusty Quill Gaming – 105 – Surprise!

**LYDIA**

No lower

**ALEX**

Ground floor...

**BEN**

Oh ok

**ALEX**

...underneath the stairs

**BRYN**

Yeah let's go for that. That's most...that's hardest to see from anywhere else.

**BEN**

That's very true

**ALEX**

Ok so you go there. Door's locked.

**BRYN**

No it's not.

Rusty Quill Gaming – 105 – Surprise!

**LYDIA**

Not anymore!

**ALEX**

My mistake.

**LYDIA**

29

**ALEX**

You're fine. Bang. Door's open.

**BRYN**

That's why I said, no it's not.

**ALEX**

What I would say though is this lock's very good. You have beaten the DC of it. It is a very good lock. It is an unnecessarily good lock for a warehouse. So you've unlocked it. It was a very good lock. Do you head inside or are you currently like unlocked and now discussing?

**LYDIA**

I think we would stay outside and discuss. Also it was me that spoke over Alex, not you. Sorry.

Rusty Quill Gaming – 105 – Surprise!

**BRYN**

Did you call it a Beware House?

**HELEN**

No

**LYDIA**

That's amazing!

**HELEN**

I was making a Marks and Spencer joke

**BRYN**

Oh I misheard.

**ALEX**

That's an episode title right there.

**BRYN**

I made the joke. Beware House!

**(laughing)**

**BEN**

Bryn Monroe 2018. Copyright, copyright, copyright. Don't steal.

Rusty Quill Gaming – 105 – Surprise!

**LYDIA**

Alright shall we see what meaty monstrosity is...

**BRYN**

Yeah. Stay careful everyone.

**LYDIA**

Opens the door and goes in.

**ALEX**

Ok. The trap goes off.

**LYDIA**

Argh

**HELEN**

No. Really?

**ALEX**

You disabled the lock not the trap.

**HELEN**

Really? I thought you were joking

Rusty Quill Gaming – 105 – Surprise!

**LYDIA**

It has genuinely been, I think, two years since there was last a trap

**ALEX**

Uh huh

**BRYN**

And we have checked for them a bunch of times

**LYDIA**

Yeah, yeah. Oh gosh. I'm a fool. Oh dear. It's probably a thunderstone.

**BRYN**

And we've seen guards going in and out.

**LYDIA**

Oh I'm such an idiot!

**HELEN**

No you're not.

**LYDIA**

I am though

Rusty Quill Gaming – 105 – Surprise!

**HELEN**

No. Alex is cruel.

**(laughing)**

**ALEX**

She's not wrong

**(laughing)**

A large number of bells inside the warehouse begin ringing. They appear to be toned the way that you sort of spotted previously and yeah it's coming from inside the warehouse, not outside but it is a clear bling, bling, bling, bling.

**LYDIA**

Alright sorry guys. Invisible. Make us run

**HELEN**

Yes let's go.

**LYDIA**

I point to a warehouse that's opposite and we run

**BRYN**

In the cloak. I cast invisibility on the three of us.

Rusty Quill Gaming – 105 – Surprise!

**HELEN**

And I give you your cloak back.

**ALEX**

I am not gonna go into initiative unless you manage to run like straight into people. What I would say is...so you're heading to the warehouse that's the...

**LYDIA**

Opposite.

**ALEX**

...so closest to the guards at the entrance

**LYDIA**

No, no, no. I was just assuming so we have the admin building in the centre and then we have behind it and then one at the front and we were at the one behind the admin building. Ok so it's like a clock

**ALEX**

Yeah. Yeah

**LYDIA**

So...

Rusty Quill Gaming – 105 – Surprise!

**ALEX**

Describe it in clock terms and then I can give it...

**LYDIA**

So if the entrance is 6 and the one we were at is 12, I would suggest that we go to 3.

**ALEX**

Ok great. No that's absolutely fine.

**LYDIA**

Does that make sense?

**BRYN**

And we can all follow you because you're still visible

**ALEX**

And the guard that you saw going into a warehouse was going into number 9. So that all works out perfectly. I will require a stealth check from everyone however with the invisibility...

**BEN**

Yeah fine

Rusty Quill Gaming – 105 – Surprise!

**HELEN**

The invisibility is +20 isn't it. That's 23

**ALEX**

Yeah, it's night, a big space.

**LYDIA**

Even though you're invisible I still have a higher...

**(laughing)**

I got 29!

**HELEN**

Look we got different skills

**LYDIA**

We do

**BRYN**

I final rolled well. So I'm very invisible

**BEN**

That's cool. My bonus is 29.

**ALEX**

So that said, it isn't arbitrary. You do see, the guard who was in the warehouse is immediately out and bombing it to the warehouse that you were at. They actually...he actually runs comparatively close to you but you're all invisible, you just drop. Get up. He's focused on that. You manage to dodge it. One of the ones from the entrance you basically see everyone apart from a remaining two people with four dogs at the entrance have all gone to that warehouse and been sucked into that space

**BRYN**

Good distraction everybody!

**ALEX**

However then you see one of the people who were at the main entrance starts legging it down the street towards Damascus but on foot. They're not riding a horse or anything.

**BEN**

There were no stations or outposts or communications points when we came in.

**ALEX**

None that...if there are they are a distance away. Like you did a full recce.

**BEN**

Weird

**HELEN**

That means they're scared.

**BEN**

Maybe. But also that's weird.

**LYDIA**

That is weird

**HELEN**

We know there's something in these warehouses.

**BEN**

Can I see a shiny bald head?

**ALEX**

Yes you can.

**BEN**

Nope, he was scared

**(laughing)**

Rusty Quill Gaming – 105 – Surprise!

That means maybe they're scared about what might come out of the warehouses so let's be careful.

**ALEX**

I wasn't gonna give you that unless you specifically asked but yeah.

**(laughing)**

**BEN**

I was gonna say it must be really freaky for these guys because they haven't seen anything and yet...

**ALEX**

Alarms keep going off and it's a creepy place anyway. Yeah he's...

**BEN**

They're more scared of us than we are of them

**(laughing)**

**ALEX**

Correctly deduced one of them is legging it.

**LYDIA**

Yeah we've been very good and not slaughtered any of them.

Rusty Quill Gaming – 105 – Surprise!

**BRYN**

We're all in the shade of warehouse number...?

**ALEX**

So you all make it warehouse number...I'm gonna call it warehouse 3.

**BEN**

That makes it really easy

**ALEX**

I have to do it that way....

**BEN**

Wait if it's the hours of a clock, where's warehouse 13?

**HELEN**

Dum, dum, dum

**ALEX**

It's gone. Warehouse 13 has been dead for seven years...

**(laughing)**

**BEN**

I was warehouse 13 all along.

**BRYN**

They're labelled warehouse 2 to warehouse 13 because the administration building is number 1

**ALEX**

Ah there you go. That's really clever.

**BEN**

But we're going to 4...

**ALEX**

No stop. You're going to warehouse 3 and warehouse 3 is on number 3 on the clock

**LYDIA**

Number 13 was inside us all

**ALEX**

You're in the shadow of warehouse 3

**LYDIA**

Ok, alright

Rusty Quill Gaming – 105 – Surprise!

**BRYN**

They're all standing close enough together for a fireball guys but we should probably stay stealthy for now

**BEN**

You're pretty keen for murder!

**ALEX**

They're not by the way. They are spreading out, have formed a perimeter around the warehouse.

**BRYN**

I didn't say that then

**ALEX**

They're being really canny

**LYDIA**

Let's work out what's going on in these warehouses and then we're going to have to fight our way out anyway.

**BEN**

We need to work out whether murder is...well no killing is justified, it depends what they're doing in the warehouses.

**LYDIA**

Sure, that's exactly what I meant. Not just...find things out because people are harder to find...

**BRYN**

Surely whatever's going on here is both criminal and immoral. Is there any way it can't be at this point?

**BEN**

Yeah but the guards might not...

**ALEX**

The alarms are still going off. A pair of guards are now heading in.

**BEN**

We should get on with it

**ALEX**

And a pair are outside...

**LYDIA**

Ok so she's gonna disable device and then look for traps because she's learnt her lesson! And then you'll next have a trap in another two years and by that time we'll probably all be married...

Rusty Quill Gaming – 105 – Surprise!

**ALEX**

In fairness, it's so foolish of me to drop a trap on you when you're sneakily infiltrating a thing that is being protected by security.

**BRYN**

We literally checked for traps last episode and there weren't any, remember.

**LYDIA**

Yeah I'm just a fool. Ok unfortunately for this disable device I only got 21

**ALEX**

That is, you just manage to get the lock. Again the locks are really good.

**LYDIA**

And then I check for traps looking...

**ALEX**

What I will say is you are getting a modifier now because you've seen what kind of trap you can expect.

**BRYN**

I think we know there's a trap there. I think we should just skip to the disable the trap roll

Rusty Quill Gaming – 105 – Surprise!

**ALEX**

You can skip to disable the trap

**LYDIA**

Ok so that again...that's 25

**ALEX**

I'll tell you what...

**BEN**

Oh wow, really?

**ALEX**

Yeah! They've...it's almost like they've invested a lot in security.

**BEN**

No but we've just managed to hit the increasing DCs?

**ALEX**

Yeah, so you manage to disable the trap. It isn't a complex trap but it is incredibly well made. Incredibly well made

**BRYN**

Very sensitive as well

**ALEX**

Very sensitive. What it is, is a mechanical pressure trap where the second that the door is opened or that there is too much pressure in front of the door, so like if someone is putting their weight one foot to step in, it will go off and it is strictly mechanical, no electrics, no complex systems. It's just incredibly well made.

**BEN**

Does...so from that does Sasha discern how to avoid setting off the trap. Like the guards have been doing that without having to turn it off because then you can...

**ALEX**

Yeah, yeah. You can now not have to disable every single trap, every single warehouse you go into.

**LYDIA**

Points at exactly where you have to step.

**ALEX**

Yeah it is just a case of that. It is just step here. When you're opening the door you have to put your hand on the inside to...

**LYDIA**

Alright so I think...we are all inside the warehouse

Rusty Quill Gaming – 105 – Surprise!

**ALEX**

So stepping in, the first thing that you find is that you are in a metal cage.

**LYDIA**

Oh

**ALEX**

It is metal grillwork and there is a grill door on the other side which is also locked. The cage is only big enough for one person. The warehouse on the other side is dark and you also see in the cage that there is clearly a shutter system with a trough full of meat beside the one person cage.

**LYDIA**

Someone with dark vision needs to come in.

**BEN**

Hello

**HELEN**

Yes. I think me and Grizzop are both gonna...

**LYDIA**

If it's big enough for one person what, in this case, are you saying is a person? Because if it's big enough for Azu then it's big enough for me and Grizzop.

Rusty Quill Gaming – 105 – Surprise!

**ALEX**

Azu could squeeze in.

**BEN**

So could I sneak in with Azu?

**ALEX**

No.

**BEN**

Ok

**ALEX**

Only one dark vision per turn

**HELEN**

I feel like I'm taller so maybe I'll be able to see further

**BEN**

Yeah go for it. That makes sense.

**ALEX**

Ok

Rusty Quill Gaming – 105 – Surprise!

**HELEN**

I go and I look

**ALEX**

You have to hunch over a little bit. The warehouse...ok I'm gonna give you a reference that may not land, I'll see if it does. If I start talking about the Terracotta Army, do you know what I'm talking about?

**HELEN**

Yeah

**BEN**

Oh god, that is not a good place to start.

**(laughing)**

**ALEX**

So there is row upon row upon row of these like metal statue but they're built much, much larger than a normal human would be but I mean row after row after row. They disappear. Your dark vision's only what, 60 feet?

**HELEN**

Yes

Rusty Quill Gaming – 105 – Surprise!

**ALEX**

So within that 60...unless you have a special thing going on.

**HELEN**

Oh no, it's just 60 feet

**ALEX**

In every direction of the warehouse from this cage you just see row after row after row of these perfectly formed statues, all just made like one and half times humanoids.

**BRYN**

About 10 foot tall?

**ALEX**

Yeah I'd say about 10 foot tall

**LYDIA**

That's not good

**ALEX**

Quite broad shouldered.

**BEN**

Do they look reminiscent to anything those two have seen before?

Rusty Quill Gaming – 105 – Surprise!

**ALEX**

I mean they're not in the cage so I couldn't tell you.

**BRYN**

And I don't have dark vision

**ALEX**

And you don't have dark vision so I can't tell you

**BRYN**

Are there external windows on the warehouse?

**ALEX**

Nope. It's a lot of metal statues but loads of them. They look really well made

**HELEN**

Ok. I come back out. Lots of statues

**BRYN**

Statues?

**HELEN**

Yeah metal, maybe robots

Rusty Quill Gaming – 105 – Surprise!

**LYDIA**

Ohhhh

**BRYN**

Wait, what?

**HELEN**

Bigger than me

**BRYN**

Shall I have a look inside? If I cast dancing lights in there it's not going to be able to be visible from outside is it?

**HELEN**

There's no windows

**BEN**

No but they put meat in there so whatever eats it might notice

**LYDIA**

Wait, wait, wait. So we've now got metal...

**ALEX**

Can everyone give me a perception check

Rusty Quill Gaming – 105 – Surprise!

**BRYN**

16

**BEN**

16

**LYDIA**

21

**HELEN**

13

**ALEX**

Sasha

**LYDIA**

Oh no

**ALEX**

You can hear something moving around in there. Something organic.  
Something meaty. Not squelchy but more kind of thumpy and scrapy

**BRYN**

Like a garden animal

Rusty Quill Gaming – 105 – Surprise!

**LYDIA**

Ok if Azu can fit in then me and Grizzop can definitely fit

**ALEX**

Yeah both of you can fit, yeah

**LYDIA**

Right, Grizzop, come in and explain to me what you can see.

**BRYN**

Give it some meat, it might keep it quiet

**LYDIA**

There's a lot of meat already in there.

**ALEX**

Whatever the thing is it's *big* as well. So it's not a skittering little thing. We're talking like...

**BEN**

Thump, thump, thump

**HELEN**

Bear big? Or bigger than bear?

Rusty Quill Gaming – 105 – Surprise!

**ALEX**

Bigger than bear

**BEN**

How about awakened elephant big?

**LYDIA**

We're just going in and we're going to look at what it is.

**BEN**

Alright

**ALEX**

So do your descriptions

**BEN**

Yeah so bunch of metal people and they're about 10 foot tall

**LYDIA**

That's not good

**BEN**

They're all just standing there in robes

Rusty Quill Gaming – 105 – Surprise!

**LYDIA**

Do they look like they're made of lots of complicated bits.

**ALEX**

I'm going to have to metagame one thing here because obviously Ben is aware but blah, blah, blah

**BEN**

It looks like a Simulacrum

**(laughing)**

**ALEX**

There is a difference which you can feel free to get to which is that it doesn't seem to have any of the precious metals or stones that were visible. It's appears to be a chassis

**LYDIA**

Sasha will say – how expensive does it look?

**ALEX**

I mean it's adamantine chassis

**BEN**

Yeah expensive because it's all adamantine

Rusty Quill Gaming – 105 – Surprise!

**LYDIA**

Right but all complicated gold...

**BEN**

No

**BRYN**

Did you say there was some meat inside the cage still?

**ALEX**

Yeah there is meat in the trough beside the cage. There's none in the actual cage. It's like, have you ever seen people feeding sharks and there's like slide door, trough...

**BEN**

What I'm gonna do is get a knife out and just tap on the cage really, really quietly.

**ALEX**

Uh huh

**BEN**

Make a noise.

Rusty Quill Gaming – 105 – Surprise!

**ALEX**

The movement stops. And then begins.

**BEN**

You might wanna back up

**ALEX**

And starts pulling towards whatever is in the cage...sorry, whatever's in the cage? Grizzop. Grizzop's what's in the cage. Whatever is outside the cage starts approaching the cage

**LYDIA**

Why would I back out?

**BEN**

Because I can see it and you might get killed in the dark

**LYDIA**

Well we're in a cage

**BEN**

Yeah but maybe it breaks it. All you do is step out, it's risking less than...I can just jump out. We might get stuck in here.

Rusty Quill Gaming – 105 – Surprise!

**LYDIA**

While you're talking I assume it turns up

**ALEX**

No. It's approaching very slowly however it is approaching in what is clear to all you can now start hearing it. It is stalking.

**BEN**

Yep

**ALEX**

It's gone from...and you hear the gentle sound of very large things moving quietly.

**LYDIA**

Ok

**HELEN**

You should get out of there

**BEN**

Yep. I just wanna see...you can't see it.

**LYDIA**

Fine

**BEN**

You literally can't see it.

**LYDIA**

It's not fair

**ALEX**

So start moving and then you see a pair of feline eyes in the darkness.

**LYDIA**

Adorable

**ALEX**

You know with the long narrow slits but then you see a pair of bar eyes, kind of like what a goat has immediately beside it.

**HELEN**

Oh no

**ALEX**

And then you see a pair of...

**BEN**

Oh it's a manticore

Rusty Quill Gaming – 105 – Surprise!

**ALEX**

...glowing orange eyes staring at you in the darkness

**BEN**

Not a manticore. It's a chimera.

**ALEX**

And it starts approaching the cage very slowly...

**LYDIA**

Is that something that will turn you into stone if you look at it?

**BEN**

No

**ALEX**

I will take a break there!

And welcome back. So you are being stalked by a thing. Three things. Who knows.

**BEN**

Can I do a knowledge nature?

Rusty Quill Gaming – 105 – Surprise!

**ALEX**

Yes

**BEN**

Cool, that is a 22

**ALEX**

Chimera

**LYDIA**

That sounds bad, but what is it?

**BEN**

How horrifying are they?

**ALEX**

So the issue with chimeras...

**LYDIA**

On a scale of 1 to argh...

**ALEX**

...is less that they are horrible. They are really dangerous and also feature a breath weapon that you know about

Rusty Quill Gaming – 105 – Surprise!

**HELEN**

Ooh do they breathe fire?

**ALEX**

They can breathe...they can either breathe lightning or fire. It depends on the chimera. You can't tell because black and white vision in dark vision.

**BEN**

That's fine. Did Sasha get out?

**LYDIA**

Yes. While sulking

**BEN**

I'm going to hop out back and just close the door

**LYDIA**

What was it? What was it?

**BEN**

It was a chimera

**LYDIA**

What's that?

Rusty Quill Gaming – 105 – Surprise!

**BRYN**

What's a chimera?

**BEN**

Something with a breath weapon. We need to leave

**ALEX**

You know that also chimera are inherently evil. It's not like, ah some animals are good, no, no. Chimera are evil monsters that people think might have been deliberately made ages ago by someone who wanted to make evil stuff

**BRYN**

Romans.

**ALEX**

Like bad news.

**LYDIA**

Adorable pets for evil bosses.

**ALEX**

You could slaughter all of them and be like, good, the world is objectively better. They are bad news.

Rusty Quill Gaming – 105 – Surprise!

**LYDIA**

I mean I would watch a cartoon sitcom called “Objectively Evil Monsters”

**(laughing)**

**BEN**

Ah, it’s Objectively Evil Monsters

**LYDIA**

Objectively Evil Pets for Terribly Bad People

**(laughing)**

**ALEX**

That’s a reality TV show

**BRYN**

I mean wasn’t that the plot of Minions?

**ALEX**

That’s a pitch. I’ve got some money for you. Let’s get that going. In the meantime...

Rusty Quill Gaming – 105 – Surprise!

**BEN**

Ok. We should leave. We know there's robots. They're guarding them with chimeras.

**ALEX**

The guard at the far, far warehouse that have been examining where you set the alarms off, the alarms have stopped. The guards are now spreading out in a search pattern away from that warehouse.

**LYDIA**

Right, out the front, straight fireball our way through

**BEN**

I mean either that or we just cut a hole in the fence and just go.

**LYDIA**

Alright, that sounds great too

**ALEX**

They're iron bars remember

**BRYN**

They'll know we...

Rusty Quill Gaming – 105 – Surprise!

**BEN**

Oh they're iron bars?

**ALEX**

Yeah it's not chain link

**BEN**

Are they barbed at the top?

**ALEX**

No. But it's very high

**BEN**

Just climb over

**LYDIA**

How can we get Azu over?

**BRYN**

We can all climb. They already know that someone is here and, you know, we took that guy...we kidnapped that guy in the mainland. They're gonna know there was an infiltration. They won't know it was us. They won't know who it was.

Rusty Quill Gaming – 105 – Surprise!

**LYDIA**

That's true

**BEN**

Sorry, silly me, they're harbouring evil creatures. They're fine. Just give them a kill. It's all good.

**LYDIA**

Or we could sneak out, it's easier

**ALEX**

They are hovering objectively...like no one even wants to collect these. These are killing machines.

**BRYN**

We need to destroy this whole place

**BEN**

Yeah the black and white vision of a paladin...

**BRYN**

But we can't do that right now

**BEN**

Oh yeah no sure. Chimeras are really scary and there's at least 12 of them

Rusty Quill Gaming – 105 – Surprise!

**ALEX**

They're just killing machines

**HELEN**

I think we should leave and discuss later

**BEN**

Yeah

**LYDIA**

Right well let's...out the front. Fireball.

**BEN**

Alright, let's go

**ALEX**

So I need to know...

**LYDIA**

I...

**ALEX**

Any attempt at stealth or is just like argh, pew, pew, pew. Pew, pew, pew

Rusty Quill Gaming – 105 – Surprise!

**LYDIA**

I will stealth up and then...right guys, I'll sneak in and slit as many throats as I can and then you guys pummel in when they wake up

**BEN**

Sounds good

**HELEN**

Ok

**ALEX**

Ok in which case then...

**LYDIA**

I like the idea of them turning up and they're like slit, slit and everyone takes...their invisibility comes off just as they pound their weapons in. Out of darkness. Bang, everything's...

**ALEX**

Your last invisibility has definitely worn out I'm afraid

**BRYN**

And I can't cast it again

Rusty Quill Gaming – 105 – Surprise!

**ALEX**

Can you give me...Sasha first, can you give me a stealth check to approach the entrance guards

**LYDIA**

Ok that's 16 + 19.

**ALEX**

She gets blasé until she fails and then she's like – what, no!

**LYDIA**

Well that's because I feel emotions very strongly Alex. I care about the world

**BRYN**

Just stay 20 foot away until...you'll know when to...

**ALEX**

So you...

**LYDIA**

Right so...well the problem is Alex, now there's so many numbers that I can't add them up

**BEN**

Many. Big.

**ALEX**

Is it possible for them to spot. I do need to know.

**LYDIA**

Ok so that is 35.

**ALEX**

It's extremely unlikely that they will spot.

**LYDIA**

That's a lot of dice

**HELEN**

It's for each...

**BEN**

Each guard

**HELEN**

Because they're all looking

**ALEX**

Ok all the guards in the compound you make it past easily. One of them goes into the administration building and as you're going past you just hear – oh

Rusty Quill Gaming – 105 – Surprise!

god, no. And everyone's just rushing into the administration building which buys you the time to get across. So you're running...

**BRYN**

Wait, wait. They're all converging?

**ALEX**

Into the administration building from different entrances

**BRYN**

Nice!

**(laughing)**

**BEN**

He's trying his hardest possible to give you an inefficient fireball target.

**BRYN**

There's still four on the front gate though

**LYDIA**

They are quite possibly trained to not...in this kind of world your basic guard training would be and don't all be in a square about this wide

Rusty Quill Gaming – 105 – Surprise!

**ALEX**

Everyone else could you all also, sorry, give me a stealth check

**HELEN**

I'm not gonna...I can tell you now...

**BRYN**

You've just got your -4 now. Yeah it's bad.

**HELEN**

This is not gonna go well.

**ALEX**

You're also taking penalties because I'm assuming you're moving at pace rather than really slowly

**BEN**

28

**ALEX**

Yep that's fine

**HELEN**

10

Rusty Quill Gaming – 105 – Surprise!

**ALEX**

Yep

**BRYN**

17

**ALEX**

Ok so how this plays out, all of the guards are heading into the administration building...

**LYDIA**

Helen has learned...she was like and now some plots unfold even though we've all rolled really well and he's like stuff is gonna happen and Helen just cringes to herself and goes oh no

**ALEX**

I don't want it. I want to go back

**LYDIA**

No happening now

**ALEX**

So the guards at the entrance, they are all facing towards the administration building and you head in. And then one of them, it is a fluke, a bird happens to

Rusty Quill Gaming – 105 – Surprise!

land on the guardhouse and they just turn for a second and they catch a tiny glimpse of Sasha out the corner of their eye

**BRYN**

No it's Azu.

**ALEX**

No Sasha set off first

**HELEN**

Something worse is happening

**ALEX**

They catch sight of Sasha. They don't immediately react. They just yell out...at first they just yell out "Oi, what you doing?"

**BRYN**

I cast fireball

**(laughing)**

**ALEX**

Surprise round activates. They recognise there was someone before anyone else got there but the rest of you made it past the admin building without anyone noticing so...

Rusty Quill Gaming – 105 – Surprise!

**BRYN**

Fireball has a range of 640 foot. I could've cast it from...

**ALEX**

Oh I know you're in range. It's been a while so let's walk through how this goes. You cast it, they are easily within range and they are all within the area of affect.

**BRYN**

Yep

**ALEX**

They get a reflex save for half, I believe

**BRYN**

Yep

**ALEX**

I am gonna do what I've always done which is roll for all of them at the same time. What's the DC for the reflex save?

**BRYN**

18

Rusty Quill Gaming – 105 – Surprise!

**BEN**

Ooh that's grim

**ALEX**

They make it

**HELEN**

What?

**BEN**

They're still gonna take...

**ALEX**

They rolled 17 so they take half damage.

**BEN**

That's a bad roll

**BRYN**

27. So half damage is 13

**ALEX**

So it's 13 but it is 13 each as well

Rusty Quill Gaming – 105 – Surprise!

**BEN**

Yeah it's a very efficient attack

**LYDIA**

My word

**ALEX**

Making people get together and go boom is very effective. So it casts and the way that fireball looks as well, is it looks like a little bead of fire flying towards something and then when it reaches where it's going to go it just expands and explodes. So this little bead just [flying noise]. You see one of them go – argh, no. Dives. Dives behind the guardhouse. A couple of the others notice and try and dive as well.

**BRYN**

I duck

**ALEX**

It explodes. Now fireball also specifically says it doesn't light fires. It is like a fiery burst but it doesn't explode inflammable stuff. So the guardhouse etc. is annihilated. They all blow backwards off their feet and they're all prone but none of them down or on fire and they all start getting up. That was a surprise round. Everybody roll initiative please.

**BEN**

Oh darn. 10

Rusty Quill Gaming – 105 – Surprise!

**ALEX**

Grizzop 10

**HELEN**

17

**ALEX**

Azu 17

**LYDIA**

22

**ALEX**

Sasha 22

**BRYN**

15

**ALEX**

Hamid 15. Oopsy daisy. What was it Hamid again?

**BRYN**

15

Rusty Quill Gaming – 105 – Surprise!

**LYDIA**

There's gonna be so much...there's 10. 10 of them

**ALEX**

There is a lot of...

**BRYN**

Yeah probably two different for two different groups

**ALEX**

Yeah exactly. So if you bear with me that'll be...

**BRYN**

I mean the four gate guards are probably still close enough together for a second fireball

**BEN**

Oh god

**LYDIA**

How many times can you cast it?

**BRYN**

Only 3

Rusty Quill Gaming – 105 – Surprise!

**ALEX**

Sasha you are up first.

**LYDIA**

Ok I throw a bomb at them

**(laughing)**

**ALEX**

This is brutal. You throw a bomb

**LYDIA**

Yep. Do I roll to hit?

**ALEX**

That crinkly sound by the way is Bryn inserting icepacks into his clothing. It's a little bit warm

**BEN**

It is so warm in here

**LYDIA**

Things are literally melting around us

Rusty Quill Gaming – 105 – Surprise!

**ALEX**

I had to ice the equipment so it didn't melt

**LYDIA**

We are not valuable enough to get our own icepacks

**ALEX**

That's not an exaggeration. You don't melt!

**BEN**

We don't crash as easily

**HELEN**

You're gonna find out.

**ALEX**

Bodies heal, equipment doesn't. So you throw your bomb

**BRYN**

Roll to hit

**LYDIA**

So that's...so that's 16 + 8

Rusty Quill Gaming – 105 – Surprise!

**ALEX**

It's a hit

**LYDIA**

And so that does 3 D6 + 3 splash damage so that's 3 D6 on one of them and then...

**ALEX**

Splash damage on the rest. That's fine. I can do this on the fly. Just roll the 3 D6

**LYDIA**

Oh

**BRYN**

That's a good roll

**BEN**

That's a dead guard I think

**LYDIA**

So that's 15

**ALEX**

Yeah. Yep. One of them's just...

**BRYN**

28 damage

**ALEX**

They are...I don't get to use this word in conversation very often. They are gibbed.

**HELEN**

Oh what does that mean?

**BRYN**

Deep fried

**BEN**

Gibbed means explosion into many, many little pieces

**HELEN**

I've never heard that before

**ALEX**

And bits of you come off.

**BEN**

I think it's from Doom.

**ALEX**

Yeah it's an old, old kind of slang. And what was the splash damage sorry?

**LYDIA**

3

**ALEX**

3. The rest – argh

**BEN**

They're unhappy

**ALEX**

They're extremely unhappy. The dogs, as well are very unhappy

**LYDIA**

Ah no, poor boys

**BEN**

They were bad boys. They were bad boys

**(laughing)**

Steal your heart to these bad boys

Rusty Quill Gaming – 105 – Surprise!

**ALEX**

Oh sorry, you've thrown a bomb, are you also moving?

**LYDIA**

Just because I assume he'll throw another one, behind something.

**ALEX**

Sure.

**BRYN**

Or get ready for the ones that are going to come back out of the administration building

**ALEX**

Hamid you are up then

**BRYN**

Are you sure?

**ALEX**

Yes.

**BRYN**

Azu got 17. I got 15

Rusty Quill Gaming – 105 – Surprise!

**ALEX**

That was a test!

**(laughing)**

**BRYN**

I did ask! I did give you the opportunity!

**BEN**

Ah Shuafug...

**ALEX**

It's not Shuaguf...it's Sahafug...I write these down. Sorry. Ah. It's your turn

**HELEN**

Yes. Hello. Where am I?

**ALEX**

You are beside Hamid-ish, you're a little bit spaced out for tactical reasons and quite near Grizzop

**BRYN**

We're running across the compound. We're between the admin building and the gate.

Rusty Quill Gaming – 105 – Surprise!

**ALEX**

Yeah you're kind of running down the front driveway

**HELEN**

Ok is there anyone I can hit?

**ALEX**

Not at range

**BRYN**

Basically there's three people just outside the guard post to the entrance and there's seven or eight others in the administration building behind us.

**ALEX**

All of whom haven't had chance to act.

**LYDIA**

So is anyone within charging distance?

**ALEX**

No.

**LYDIA**

Oh

**ALEX**

It's big distances involved. There's a reason there's not a battle map

**BEN**

You can always ready an action to be like if the admin guards run out I intercept them

**ALEX**

Yes x then y. You can do that

**HELEN**

Ok so I'm running and if someone comes at me I have my axe ready to chop them

**ALEX**

Sure. I'm not going to do the cruel thing because you've not known this before. Be warned with readied actions if I'm feeling cruel if someone comes near, if I'm cruel, it would be ok, Sasha comes near, you attack them. I'm not going to be doing that but watch out for readied actions because I will seize on proper ambiguity if I can

**HELEN**

Right

Rusty Quill Gaming – 105 – Surprise!

**BEN**

It's like coding

**ALEX**

Yeah exactly. It's kind of GM gift, a readied action. Because it often allows you to break action economy but it also...it gives...it opens a door, you know

**HELEN**

If an enemy runs at me

**ALEX**

Ah rubbish! Hamid, you are up

**BRYN**

I cast fireball on the three remaining guards

**ALEX**

What?! Ok. Yeah

**BRYN**

DC 18

**ALEX**

Nope. They're taking full damage on this one

Rusty Quill Gaming – 105 – Surprise!

**BEN**

Well then. They're toast.

**ALEX**

Almost certainly they are all...

**BEN**

Oh that wasn't a great roll. Not a bad roll though

**LYDIA**

It's a lot of...

**BEN**

It's still a lot of dice

**LYDIA**

It's a lot of bad rolls.

**BRYN**

25 damage

**ALEX**

Nope. [Exploding noise]. They all just explode outwards

Rusty Quill Gaming – 105 – Surprise!

**LYDIA**

Bits. There's bits.

**ALEX**

Your hear the distinct cries of – oh god – coming from the administration building

**LYDIA**

Jeffrey! Noooo!

**ALEX**

He was one day from retirement!

**BEN**

My love!

**BRYN**

Wait, the incompetent bald guy already ran off, right. So there's probably one nine guards

**BEN**

That's true actually

**BRYN**

And one administrator.

**BEN**

Who is tied up and probably not very useful. But there's also 12 manticores.

**ALEX**

I'll cross off the front people from the list. And in that case, so we've had Sasha, we've had Azu, we've had Hamid, the front people don't get their turn

**(laughing)**

**BEN**

I hate to call your thing into question, I think...

**ALEX**

That's ho for house

**BEN**

Yeah I think they're swapped because I'm under 10 and they look like they're on 8

**ALEX**

That was a test!

**(laughing)**

Rusty Quill Gaming – 105 – Surprise!

**LYDIA**

My maths is bad but Alex can't even count

**ALEX**

While you take your turn I'm going to rewrite the initiative order correctly!

**BRYN**

And with one set of guards missing

**ALEX**

Grizzop. You are up

**BEN**

Is anyone coming out of the administration building yet?

**ALEX**

They haven't had a chance to act

**BEN**

Cool, in which case...

**ALEX**

They rolled so poorly they heard boom, what was that? Boom, what *was* that?

**(laughing)**

Rusty Quill Gaming – 105 – Surprise!

**BEN**

Right, let's go. And go for it. Run for it. Unless...

**BRYN**

I thought we were gonna kill them?

**ALEX**

Decision time

**BEN**

Good shout. I ready an action. The first individual who leaves the admin building gets shot twice.

**ALEX**

Ok that's a very doable action. So it's the turn of the people in the house

**LYDIA**

Oh dear

**ALEX**

Someone opens the front door and steps out. Grizzop's readied action goes off.

Rusty Quill Gaming – 105 – Surprise!

**BEN**

Yep. 110 foot range. Is that ok?

**ALEX**

Ok. That is...you are at the limits of it. It's about 100 foot but yeah

**BEN**

Ok cool, I'm within. First one's a critical.

**ALEX**

So roll to confirm the critical. And what was the other one?

**BEN**

The other one was a...I shouldn't have rolled them at the same time. Let's say it's a 13

**ALEX**

A 13. The 13 is a miss

**BEN**

I could've swapped them and been like...

**ALEX**

The 13 is a miss but roll to confirm the critical.

Rusty Quill Gaming – 105 – Surprise!

**BEN**

That's a 25

**ALEX**

You confirm a critical. We don't do exploding criticals here.

**BEN**

X3 critical on a bow?

**BRYN**

Yep. So that's 3 D6 add 3

**LYDIA**

His knees are toast!

**HELEN**

Yeah!

**BRYN**

He did not roll well

**ALEX**

Oh

Rusty Quill Gaming – 105 – Surprise!

**BEN**

I did not roll well. So that is 6, 7, 8, 9

**ALEX**

Oh. That was an unfortunate roll on damage. They take an arrow. They kind of drop to a knee a bit and then run back into the house. At which point, there's a moment and then six dogs start running out the front of the house. Unfortunately a dog's move speed is not 100 feet. All of the dogs charge towards the three of you. Sasha is furthest because you were closest to the main entrance. Six dogs are charging towards the party from the administration building

**LYDIA**

Can you do sleep on running dogs

**BRYN**

Yeah

**LYDIA**

Yeah

**ALEX**

The dogs are bunched together.

Rusty Quill Gaming – 105 – Surprise!

**LYDIA**

Oh no!

**ALEX**

Dogs don't have tactics!

**BEN**

Bad boys!

**HELEN**

No they're like police dogs. They don't know.

**BEN**

But also if they do it, then Hamid can be like I'm gonna put you in the dog house

**(laughing)**

**HELEN**

But I'm still sad

**ALEX**

So the front guards are extremely dead with their dogs. The remaining dogs are now charging back towards the way you have come.

Rusty Quill Gaming – 105 – Surprise!

**LYDIA**

So Sasha's going to throw some tanglefoot bags in front of them

**ALEX**

You can only throw one a turn I'm afraid but you could get lucky and hit more than one

**LYDIA**

Ok. She's going to throw a tanglefoot bag

**ALEX**

However...no actually with your move you can do this. You use your move action to move up with the rest of the group and you can still throw so that they'll run into effectively.

**LYDIA**

There's really not much that she could do that would do damage. She's a one hit sneak person. It's not just...

**BRYN**

It could be a bomb or a tanglefoot bag, are basically your only options.

**LYDIA**

Yeah

Rusty Quill Gaming – 105 – Surprise!

**ALEX**

Roll tanglefoot bag then. Roll the attack I should say

**LYDIA**

So that's...

**ALEX**

What did you roll?

**LYDIA**

I rolled a 14

**ALEX**

I...

**BRYN**

Bonus of 8, so 22

**ALEX**

Yeah that's a hit. You hit one of them and you may clip another depending on how badly they did do. It's been a while since we did a tanglefoot bag. It kills movement speed and they need to do a strength check to get out.

**BRYN**

I think so

**ALEX**

You know what, because you're doing very well but also because there's a lot of enemies, I'm going to say you catch two. I'm stretching the rules a bit there. One of them gets caught, the other one ploughs into them. They are entangled and will have to make all kinds of checks to get out of that

**LYDIA**

Aw fluffy

**ALEX**

That is your turn. You are now with the rest of the group in like really efficient distanced but grouped. It's all very impressive

**LYDIA**

Near the entrance

**BEN**

There are two glue hounds

**BRYN**

We're sort of halfway between the administration building and the entrance  
There's another four.

Rusty Quill Gaming – 105 – Surprise!

**ALEX**

So our initiative order is now Sahagr...no I apologise because Grizzop's been shifted to the front so it's now Grsaha...so A, you're up

**HELEN**

No we should just keep running. Don't waste time if...

**BEN**

They might release the manticores

**HELEN**

That's why we should keep running!

**BEN**

No if we murder them they can't release the manticores.

**ALEX**

Out of time. What do you do?

**HELEN**

Azu's just gonna...Azu's gonna keep running. I kind of want to grab you.

**BEN**

I'll try to not be grabbed but you are welcome to try.

Rusty Quill Gaming – 105 – Surprise!

**ALEX**

It's up to you. You can either...if those are your options, you can either run towards the main entrance or you can try and grab Grizzop. Moving someone who is grabbed is *really* difficult. You can't just hoist them over your shoulder.

**BEN**

I am happy to be, like, ignore the rules section to speed this up.

**ALEX**

Yeah combat manoeuvre stuff takes a long time.

**HELEN**

Ok I'm just gonna run

**ALEX**

Ok so you run towards the main entrance, that's fine

**HELEN**

Yeah if anything happens then I will obviously come back but I'm not up for...

**ALEX**

Yeah that's fine. Hamid you are up

**BRYN**

I cast sleep on the untangled dogs

**ALEX**

Ok.

**BRYN**

So it can affect up to four hit dice of creatures

**ALEX**

What's the range of sleep?

**BRYN**

That's a good question. 160 foot.

**ALEX**

Yeah

**BRYN**

So if the dogs have one hit dice each it can affect four of them. If they have two hit dice each it can affect two of them

**ALEX**

What's the save on this?

**BRYN**

**ALEX**

Obviously I'd roll all at once because it's a group affect and we've established this precedent. They fail. Two of them drop.

**LYDIA**

So there are only two left

**ALEX**

So there are now only two left unless the ones who were entangled break free. They almost certainly won't. So yeah there are two dogs still running towards you all. Are you taking a movement as well?

**BRYN**

No, I'm comfortable here. I'm a ranged caster.

**ALEX**

So the two dogs who were charging towards you are able to cover the distance and get an attack off. I will let you all choose who is closest. They will just go for whoever is closest to the administration building, it can't be...

**BEN**

It's probably me because...what's the range on a tanglefoot bag? How far can you throw it?

Rusty Quill Gaming – 105 – Surprise!

**LYDIA**

20 foot

**ALEX**

Realistically it's between Sasha, Bryn and Grizzop...sorry Sasha, Hamid and Grizzop

**BEN**

So it's probably you then

**LYDIA**

Yeah

**ALEX**

Ok. They both go for Sasha. What's your AC Sasha?

**LYDIA**

20

**ALEX**

One of them hits. Dealing 3 damage

**LYDIA**

Ok, I might cope

Rusty Quill Gaming – 105 – Surprise!

**(laughing)**

**ALEX**

It hasn't managed to grapple you. It just has a bite and then jumps back a bit. You hear the sounds of activity within the house, then alarms throughout the entire place start ringing.

**LYDIA**

Can we destroy the house?

**ALEX**

Grizzop you are up

**BEN**

I take on shot at one dog each that are still awake. So they're both a +10 because I've learnt how to play my character. It's been a while. Ah ok, so that is a 24 and a 12

**ALEX**

That is a hit and a miss

**BEN**

Cool and I got 2 damage.

Rusty Quill Gaming – 105 – Surprise!

**ALEX**

Yep perfect. Cool. In that case then Sasha you are up. You're having a bit of a dogging at the moment.

**LYDIA**

Ooh

**(laughing)**

**HELEN**

Bad phrasing!

**LYDIA**

Unfortunately she stabs the dog that is biting her.

**ALEX**

I mean I think it's a justifiable action

**LYDIA**

This is defence

**ALEX**

I mean, you never know, he could be an evil dog.

**LYDIA**

It probably is in this place. It could be a chimera half cyborg dog.

**ALEX**

Maybe it's a half chimera, half chimera and it's just the dog parts of both. That would work right

**BEN**

It's also a dog supremacists which is...

**LYDIA**

She got a natural 1

**BRYN**

She couldn't bring herself to stab the dog!

**LYDIA**

She likes the dog

**ALEX**

You couldn't bring yourself to stab the dog

**LYDIA**

How did she fail? In what kind of interesting way?

Rusty Quill Gaming – 105 – Surprise!

**ALEX**

So you...

**LYDIA**

Stabs herself?

**ALEX**

Honestly you pull back, you hold the dagger high ready to swing down and you see a Brutor looking back at you

**LYDIA**

She hates Brutor!

**(laughing)**

**ALEX**

And then in your anger you miss.

**(laughing)**

And I think I am going to end the session there. We're halfway through initiative order but it's a good place to end so yes, full of metal statues and the odd chimera here, there and everywhere. But...

**LYDIA**

We managed to destroy about ten humans and then get whooped by three dogs.

**ALEX**

Dogs, man. They rule this world. Dogs are mad. But yes we will return...

**BRYN**

I'm just gonna cast sleep on the other two, it's gonna be fine.

**ALEX**

Well we will return next week and see if you all die. I doubt you will

**BEN**

Hopefully not.

**ALEX**

You're doing quite well.

**HELEN**

It would be silly if we did

**BEN**

I haven't activated my divine weapon yet!

Rusty Quill Gaming – 105 – Surprise!

**LYDIA**

Explode the house and it collapses on top of it but we knew the solution to the mystery!

**(laughing)**

We shout, as the burning things fall on us!

**ALEX**

Bye guys!

**EVERYONE**

Bye!

**[Show Theme - Outro]**

**ALEX**

Rusty Quill Gaming is a podcast distributed by Rusty Quill and licensed under a creative commons attribution, non-commercial share alike 4.0 international license. Today's episode was directed by Alexander J Newall and produced by Hannah Preisinger. To subscribe, buy merchandise, or join our Patron, visit [rustyquill.com](http://rustyquill.com). Rate and review us online. Tweet us @therustyquill, visit us on Facebook, or email us at [mail@rustyquill.com](mailto:mail@rustyquill.com). Join our community on Discord, or via Reddit at [r/rustyquill](https://www.reddit.com/r/rustyquill). Thanks for listening.