

RQG – 116 – Hounded

Content Warnings

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ALEX

Hi everyone, Alex here. I'd just like to take a moment to thank some of our patrons. M Waters, A Dog With Human Hands, Calvin Zeek, Full Stop, Andrew Leman, Scott La Tour, Maline Matig, Fizzer, Teresa Wahlstrom, Daria Cozbenkor. Thank you all. We really appreciate your support. If you'd like to join them go to www.patreon.com/rustyquill and take a look at our rewards.

[Show Theme - Intro]

ALEX

Hello and welcome to episode 116 of the Rusty Quill Gaming podcast. I'm your host and your GM Alex Newall

BEN

Soon to be dead

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ALEX

and with me...with me on this adventure, with me, joining me...

BEN

It's Ben Meredith

ALEX

It's Ben Meredith

BRYN

Bryn Monroe

LYDIA

Lydia Nicholas

HELEN

And Helen Gould

ALEX

And then who...

HELEN

Get on with it!

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BEN

Grizzop drik acht Amsterdam

BRYN

Hamid Saleh Haroun al-Tahan

LYDIA

Sasha, who exactly is asking?

HELEN

Azu. Let's go.

ALEX

So I really think that...

BRYN

Roll for initiative?

ALEX

...we need to recap how we got here

HELEN

Roll for initiative!

ALEX

And focus on the steps that we take and the decisions that we make in order to reach points like this, you know...

BRYN

I'm cancelling my patreon pledge

ALEX

Life is a series of crossroads and sometimes it...

BRYN

If I can't hurt you emotionally, I'll hurt you financially.

ALEX

...it's important to take stock

LYDIA

We're halfway through a battle Alex

ALEX

Look back and really dwell on that. So I mean as a quick, a very, very quick brief summary. A micro summary if you will

LYDIA

Part of his back is missing

BEN

Ok I've been a backseat GM for a long time now. Front seat GM so you are...

(laughing)

Give me that laptop.

ALEX

So Grizzop is currently camped out where the river has been stolen waiting for it not to be stolen anymore

BEN

Blooming river nickers

ALEX

It's a weird sentence but it holds up. Meanwhile the rest of you are currently on a rescue mission in the middle of Rome, the blasted remnants of what was once an empire

LYDIA

And a dog man just ate some of Einstein's spine

ALEX

And a dog-ish thing attacked. Apparently teleporting in or doing something similar and immediately savaged your way out. With that in mind could everyone...what could everyone do?

BEN

Hey guys, roll for initiative

BRYN

19 initiative

HELEN

16

LYDIA

26

HELEN

Oh 15 because I have to minus 1

ALEX

The thing immediately proceeds to start attacking Einstein some more. You ready?

BRYN

No!

HELEN

He's the only likeable NPC!

LYDIA

Yeah

BEN

Oh that's alright, I'm going to go to Damascus and I'm just going to shoot Wilde in the eyes. So if we get rid of the likeable NPC, I'll get rid of an unlikeable one

(laughing)

HELEN

Oh ok

BEN

We need to punish Alex here

BRYN

Alex worked out that Einstein is the only one we like so now he's the one who's gonna die

ALEX

I need you to know guys, I just four attacks, right. Only one of them hit.
What's with that?

HELEN

That's still pretty bad

ALEX

That's crazy

LYDIA

Also I think I should point out that Wilde has definitely grown on me and Sasha recently. He's been quite nice and stressed

BEN

He's a big racist so sod him

HELEN

Is he?

LYDIA

When was he racist?

BEN

He referred to me as "it"

HELEN

Oh yeah

BEN

Well species-ist I guess

HELEN

Fantasy racism

BEN

Fantasy racism

ALEX

Ok. Einstein is sort of struggling. The guy's got some fight in him, I'll give you that. He didn't just roll over and take it. However this thing is the size of him. It is a huge, vaguely ghostly looking, again, go with dog. Go with ghost dog. It's not accurate but go with that. It proceeds to basically just try going at him with its claws. It's moving incredibly quickly. It looks like it should be lumbering and slow, you know like a bear, let's say. It's moving like someone gave it speed or something. It is just really quick. It's just clawing at him. He dodges three of them. One of them again tears into his chest this time.

LYDIA

Teleport somewhere safe

ALEX

It doesn't tear his flesh. The flesh is just missing once it finishes tearing

BRYN

If he teleports he'll just get an attack of opportunity

LYDIA

But like teleport himself to a hospital

ALEX

Sasha you are up

LYDIA

Well then she pushes Einstein out of the way. Dive between the creature and Einstein.

ALEX

Hmm

BEN

Please don't say the word grapple. Please don't say the word grapple

ALEX

No it wouldn't be grapple

BEN

Thank goodness

ALEX

Can you give me a combat manoeuvre check. This will technically be a type of bull rush

LYDIA

That is...

ALEX

You will not be good at this because you haven't been built for it

LYDIA

12. The CMD I've got an 18 in. The CMD...

ALEX

Ooh I may have just rolled bad enough and by bad enough I mean...nope. Nope, nope, nope, nope. Sorry, it's very good. I'm going to play this out in a description of, at first you're trying to reach for Einstein. The thing's in the way, eventually you're like screw it. You try and shove it, tackle it out of the way. Its flesh feels slightly weird, slightly pliable. Like not spongy. I mean like sometimes it's there, sometimes it's not and it literally just shoves you back and throws you back to where you are. You're not prone but it could just shake it off. Again this thing is built heavy

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LYDIA

Basically a trampoline dog

ALEX

Sure, sure. Trampoline dog

LYDIA

Sasha bounces off

ALEX

Trampoline dog does that. Hamid you're up

BRYN

I cast hold person

ALEX

Presumably on the hound

BRYN

Yeah

ALEX

Give me the roll

BRYN

I don't roll, you do. Will save. DC 18

ALEX

Ah yes, let me do the first roll first.

BEN

Oh yeah the magical oopsy roll

ALEX

Ooh ok and what was the DC sorry?

BRYN

18. Assuming there's no bonus weird affects

ALEX

The creature, there's a purple haze envelopes Hamid and then swells so it kind of like has a weird swelling aura and the creature rears back to attack Einstein and then freezes in place and it begins vibrating and shimmering outlined in purple and it's just frozen. Completely frozen still. Hamid you know, that you know how like endure elements had been augmented, this is about as augmented as you could really handle. Like mechanically you're probably casting at higher caster levels than what you have, that kind of thing

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BRYN

Which would technically up the DC

ALEX

Exactly, yeah. So yeah

BRYN

Oh my god. Just be ok

ALEX

You can still move if you choose but you're basically all together

BRYN

My concentrations on...

ALEX

Azu you're up. There's currently a weird hound frozen like jaw open wide, unnaturally so, claws extended unnaturally so, perched over Einstein ready to savage him

HELEN

Oh god. So you said bits of Einstein disappeared him. Can I see through him?

ALEX

No. He hasn't been cut, it's just that chunks have been removed. He's now bleeding but what I'm talking about is this isn't a thing whereby it grabs him...

LYDIA

Kind of like an ice cream scoop

ALEX

Yeah like the best description I could give you is that imagine all of its claws and teeth were scalpels. They're perfectly clear. Perfectly, perfectly clear. It's more like someone was doing surgery. It's very strange. You've never seen anything like it

HELEN

I would like to lay on hands on Einstein then because he's bleeding

ALEX

Ok

HELEN

I just do that don't I?

BEN

Yeah just roll 2 D6 and he heals that much and what's your mercy? With your lay on hands you should have an extra thing that happens

HELEN

I do. One's deceived and one's enfeebled.

BEN

That will still happen to him if it's relevant. It would be environmental affects or whatever.

ALEX

Yeah there's a lot of different things you can attach to lay on hands so some can like stop you being...I think one of them's stop you being confused which is very specifically useful

BEN

One that stops paralysis

ALEX

Yeah exactly

BEN

I'm stopping fatigue, that may actually undo the environmental affects. I don't know.

ALEX

Exactly. Things can be like that

HELEN

I see

ALEX

So for instance if he's catching a disease and I haven't mentioned anything, this would deal with that. As an example

HELEN

Got it

BEN

My VD has cleared up

(laughing)

LYDIA

I was having a lot of fun on that beach

ALEX

Ok so that's a 1 and a 6

ALEX

So you do this on instinct and the first thing that happens is, as you start doing it, it's really difficult and you realise oh yeah there's no one there. You reach

out for this power that isn't there. There's nothing. And then you really just lean into it and you're basically, internally you are begging. You are screaming please, please give me something. I need it. Please. Anything. The tiniest, tiniest trickle comes out of power from you divine deity. It's basically like it's been bouncing off a bunch of stuff before it gets to you. It's effectively almost nothing. He heals for...what did you roll?

HELEN

I rolled a 6 and a 1

ALEX

Yeah he heals 3. I mean...

BEN

It's something

ALEX

It's something, better than nothing

BRYN

Well it proves he's not dead

ALEX

Yes a good point

BEN

And that Aphrodite isn't specifically angry with you

ALEX

Yep

HELEN

Well I knew that. I'm doing exactly what she would want me to do.

ALEX

But yeah to be clear, normally you'd have a good feeling where like, you know it's basically the equivalent of an Aphrodite yeah you got this every time you cast. No you don't. There's no one there

LYDIA

Someone shouting from a long, long way away.

ALEX

You'll probably be fine...fine...fine... You can still move if you choose but I'm assuming you're not gonna wanna run away or anything

BRYN

Get Einstein's sleeve

HELEN

Can I pull him away. Is that a move action or is that an action action?

ALEX

Because he's engaged in combat it would be an action action to remove him from that fight

HELEN

Ok

BRYN

Kill it. I don't know how long it's gonna hold

ALEX

Yeah Hamid is sustaining this.

HELEN

Can I attack?

BRYN

No you've done your actions

HELEN

I can't then...

LYDIA

Sorry can I attack him?

ALEX

It's not your turn. We've got initiative. With that in mind, Grizzop, we're going to spend some time with you.

LYDIA

Yep thought so. Thought exactly that, that's what he was going to do

BEN

Very quickly because Azu is now engaged, you do get flanking

ALEX

Oh yeah absolutely you get all of the sneak attack damage

BRYN

It's literally paralysed. It's flat footed

BEN

Yeah that's true

BRYN

And loses most bonus...any dex bonus of AC

ALEX

I mean if you chose you could look it in the eye and keep stabbing it, what's it gonna do. Meanwhile Grizzop

BEN

Yes

ALEX

The night rolls on. Tell you what give me a survival check actually. Not to survive the night, for other stuff

BEN

Yeah. 14

ALEX

14. Sure. In terms of, like you don't sense any, the water backing up or something. There's no real sign of it coming and filling up or any time soon. What you do notice is it's very, very quiet up here to the point where all of the animals and stuff have probably migrated away because it's been empty that long and you have an uneventful but probably not restful night

BEN

Yeah

ALEX

I'm gonna assume you're not sleeping unless you tell me otherwise. I'm not gonna enforce it if you reckon Grizzop could. Ok. But...

BEN

Yeah he will fall asleep. He's exhausted

ALEX

Sure, sure. In which case you awake the next morning, presumably the first thing you do is check on how the river's going and so on

BEN

Yeah

ALEX

It appears as if it still isn't really doing what you'd hoped. The water still is just heading down this...

BEN

Ok so I'm seeing...

ALEX

What I'm gonna do is say that you stick your head past the illusion, you know sensible stuff rather than climb down. Yeah you poke your head through and it's like, yeah it's still just pouring away apparently. You do, again, having a

look at this and to be clear for listeners, I have explained it to players in more detail, the sort of conical bit is at the very, very bottom and there is a clear bit where the river would've continued slightly underground a bit before it comes out above ground further on. It's clear it's just undercutting. From your survival check there's a solid chance that the water's found a different out. Like you may have just redirected the river as long as this flask is there and you have no idea where it could be coming out. For all you know you could've created water spouts at the warehouse, who knows.

BEN

In which case I am gonna go back down and check on the factory or make my way toward the factory until I find out where the river's going.

ALEX

Ok I'm gonna jump back to combat and we will return to Grizzop in a sec. So jumping back to combat. The wolf...

BRYN

Gets to save

ALEX

What's the DC? Sorry what's the normal DC?

BRYN

ALEX

This is a will save right?

BRYN

Yep

ALEX

Yeah, yeah. I don't think he's gonna make it

BRYN

It's one of the reasons that I used it because it should be good against mindless creatures.

ALEX

18?

BRYN

Yeah

HELEN

Oh no!

ALEX

It does. So the creature...

BRYN

It's a full round action to make the will save so it won't get to do anything else in this round

ALEX

Yep, yep. So there is a clear aura enveloping Hamid and the creature and by the way Hamid is full dragon mode, sweating buckets. It looks like it must be exhausting whatever the heck's going on. The creature begins vibrating more and more and more and more and then it...you see it start to begin to move at the end of its turn. I won't go into more specifics. Just that. In which case then Sasha you're up

LYDIA

Stabbing it

ALEX

It is now threatened by Azu so yeah, go nuts

LYDIA

So two stabs.

ALEX

Yep, yep

LYDIA

That was...

ALEX

It does matter what...

LYDIA

Whether it's fire or ice

ALEX

Whether it's fire, ice and magic. I'm assuming

LYDIA

Well I'm using the fire and ice daggers so that is...

ALEX

To hit a...?

LYDIA

24

ALEX

That's a hit

LYDIA

And a 21

ALEX

Both hit

LYDIA

Ok cool.

BRYN

Sneak attack damage

LYDIA

So this one...

ALEX

You've actually got more sneak attack damage in the last couple of episodes than you have in like years

LYDIA

Yep. Well...oh yes

ALEX

The dagger does technically do damage don't forget

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LYDIA

Ok so that's...

ALEX

So this is fire?

LYDIA

4, 10, 15, 15...1 fire damage and then...so 18 normal damage and 1 fire damage

ALEX

Ok great

LYDIA

So I assume that's just 1 damage

ALEX

And give me the...

BRYN

It's probably not immune to other damage, it might just be taking reduced amounts

LYDIA

Has to be the ice. 8, 9, 10, 14 plus 3. 17 normal damage and 3 ice damage

ALEX

Ok. You did a lot of damage to this thing. So you plunge your daggers into it and in the same way that you were pushing it with your actual skin it had a weird trampoline-y feel to it, these things, no they dig in. They plunge into it like it was not weird and magical in any way. And you know how when it attacks it kind of removes things, rather than attacking, no you're tearing. You're really, really hurting this thing. It immediately begins that howl again but the tone has a more pain to it. It's more of a scream than just a I'm gonna get you kind of thing

LYDIA

More things are coming

ALEX

At which point Hamid, you are up

LYDIA

There were three of them

BRYN

I cast scorching range. What is its range touch AC?

ALEX

The spell appears to misfire. You aim it, you feel the power go through you and then a wall about 30 feet away just bursts into flame

BRYN

I'm now at a level where when I cast scorching ray it creates two rays by the way

ALEX

Ooh. They both hit the wall

BRYN

Yeah I assume so.

ALEX

Yeah I'm sat there going can I mechanic. No, that's a bad precedent. No. Yeah they both basically ping off in a random direction hitting a wall.

BRYN

I rolled really well on these two attack rolls as well. I would've done so much damage to it.

ALEX

Rome's the worst. Rome is objectively the worst. Also it won't have mattered so far but don't forget you're taking a -1 on your attack rolls. You're fine, you have beaten it by enough. I factored it in myself but just as an FYI. In which case then, Azu you're up

HELEN

I pull Wilde out of the way then

LYDIA

You mean Einstein

BRYN

Now that it's free to move that may create an attack of opportunity, you may be better off attacking it

ALEX

It will create an attack of opportunity if you try and grab him

BRYN

You've got to attack it

ALEX

For what it's worth it isn't grappling him so you could grab and yank but it will attack you. No doubt about it. It will attack you.

BRYN

Attack it. Make it focus on you.

HELEN

Ok. Done

(laughing)

Ok.

BRYN

Natural 20

ALEX

Bryn's on board now!

(laughing)

I love it when Hamid's on the line he's like ooh I hope he doesn't die. When Einstein, an NPC that he likes, he's like no! No!

BRYN

Roll to confirm the crit

ALEX

So roll an attack roll again. Unfortunately this is Pathfinder...

HELEN

I thought we didn't do that in Pathfinder

ALEX

We do in Pathfinder.

BEN

Because it's rubbish

HELEN

That is rubbish

BEN

They got rid of it in Fifth because it was the right call. Yeah because that happens

ALEX

What did you get?

HELEN

5

BRYN

What's your attack bonus?

ALEX

It won't...like it just won't.

HELEN

Oh so I don't get a critical after all? That's rubbish.

BEN

This is why it's a bad rule

ALEX

There are some things that are better with Pathfinder and there are some things that are worse

BEN

You can out rule it, you're the GM. You can do anything you want

ALEX

Nope. I've already set the precedent for years

BEN

Do it for the content! Do it for the content.

ALEX

I won't! I don't care about the content, I care about your misery!

BEN

So if you object send your hate mail to Alex's Twitter.

ALEX

No you know what, that's fair. If enough people want to change it, I will change that

HELEN

You heard him!

BRYN

I would rather enemies have to confirm crits against us

LYDIA

Yeah

ALEX

This is the thing, this is something you should be very, very aware of which is why I've had it up to this point because the critical affects from the other creatures are far worse than yours. Give me the damage please. Just roll normal damage

HELEN

Ok so that's D12 plus...

ALEX

Ooh good roll

HELEN

So that's a 10. Is that 16?

ALEX

Oh you guys have gotten brutal at some point.

HELEN

With vital strike it doubles my damage on first attack

ALEX

Yeah it does

BRYN

Oh yeah

BEN

That would've killed the assassin real quick actually but...

HELEN

Because I forgot about it

BEN

...hey they died.

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HELEN

Ok so I roll this again?

BEN

Yeah

HELEN

Ok. Oh.

BRYN

An extra 2 damage

ALEX

So for a total of?

BRYN AND HELEN

18

ALEX

You guys are brutalising this by the way

BRYN

You get a second attack as well. You're high enough level now that you just naturally get a second attack

ALEX

You're stood next to it so all of that was your first attack

BRYN

It's a lower bonus

ALEX

You all hit...you all hit like 6 and 7 which is where stuff starts to happen and it's where creatures often can just get blitzed

HELEN

Ok so I roll to hit again?

BEN

Yes but with a +5 bonus instead of a +10.

ALEX

There's a reason that you're starting to encounter people taking surprise attacks on you because it's sometimes the only way that you can get the damage in on the party

HELEN

So that's a 17

ALEX

That doesn't hit. So it's a big...

BRYN

That's quite common. Your second attack is not as good as your first attack so it's quite common it doesn't work at all.

ALEX

Yeah it's a big swing, big miss on this one. Doesn't happen. However again your first one. Crunch. It makes a good solid connection the first one.

HELEN

Ah I wanna decapitate it

ALEX

It is the creature's go. I'm gonna check something in its rules, give me one second

LYDIA

Oh no

HELEN

What's really annoying is that if this is an evil thing, I have got so many abilities, magical...

BRYN

It's definitely an evil thing. There's no way it's not

BEN

Neither of us have smoked any evil

HELEN

No! I can even do channel positive energy which is 3 D6 healing.

BRYN

Well remember you probably can't access your magic very easily

HELEN

Exactly! Topaz

(laughing)

BEN

No that's fine. That means Topaz is gambling about the celestial plane instead of in this misery hole

HELEN

That's true. All the better for her

ALEX

The creature takes the withdraw action

BRYN

Ah

ALEX

So because you have a better memory for the wording of it please describe the withdraw action because I always mess it up

BRYN

It means you lose your standard action. You get a normal action and you don't, as long as you're moving away from enemies, you don't provoke attacks of opportunity

ALEX

So the creature legs it apparently. It flees. I'm going to take you all out of initiative order unless you want to chase it down and kill it but it's fleeing. It's fleeing the way that a wild animal goes, I'm gonna get you. Oh you're really strong, running away. This is suboptimal decision making from a evolutionary standpoint.

BEN

Turns out I wasn't the predator

BRYN

Let's move in case it comes back.

ALEX

It is fleeing. Einstein though is in a really bad way. He is conscious and he is not able to walk apparently and currently what he's mostly doing is not screaming as loudly as he can.

LYDIA

Pouring a cure light wounds down his throat.

ALEX

Yep. Very, very good call. Very good call.

HELEN

Thank god we've got potions

LYDIA

I've only got like 2

BRYN

I've also got 2

ALEX

So cure light would one D...

BRYN

D8 + 1

ALEX

Yes

LYDIA

3 + whatever it was plus

ALEX

So it's a 4

LYDIA

Ok

BEN

I think Alex might need those.

HELEN

Maybe I should give him the cursed dice

BEN

Yes just give him your whole poly set. Off you go Alex, use those

ALEX

So Einstein is still bleeding heavily and is still in a bad way but he does start to stagger himself up onto his feet

LYDIA

Teleport yourself to some healers and we'll get ourselves out of this. This isn't your fight.

ALEX

I mean I feel like you might all die. I'm pretty certain you might all die

LYDIA

Yeah we might.

HELEN

But you will definitely die

ALEX

You...you know right that – actually does anyone have heal? Like the skill.

LYDIA

Nope

ALEX

It allows you to determine how badly someone's injured

HELEN

Yes!

ALEX

Roll that. Roll a heal check for me

HELEN

Ok so that's a 20

ALEX

Yep D20

HELEN

I've never done it before

ALEX

You should be good at this

HELEN

I hope so. That's 22

ALEX

Cool. So things that you know, you give him a quick look over. It takes seconds. You...

BRYN

You can also do mundane healing with that as well.

ALEX

Yep. You are very...

BRYN

Bandage him up properly

ALEX

...you are very, very good at this kind of thing. So you give him a quick sort of triage check. He isn't gonna die

LYDIA

Ever

(laughing)

ALEX

He's...spoilers! He is stable and he's able to move. He's able to keep running. He probably won't even slow you down but you do know that he's gonna need a proper rest at the end of this day. He can't sustain this for a full day

BRYN

Let's just get somewhere that's reasonably safe. We're gonna have to rest for a while

LYDIA

There is nowhere safe here

BRYN

That's why I said reasonably close to being safe

HELEN

He's going to need...

ALEX

I mean I'm good for now but yeah I think we should...

There's another howl from the distance.

We should probably move

LYDIA

We don't even know if we're going in the right direction. You want to piggy back on my back?

HELEN

I'll carry him

ALEX

Ok. Right let's...we should probably aim at quick rather than stealthy. There's another howl which is a lot closer than the last one

BRYN

Give Azu your cloak at this point

LYDIA

Yeah gives Azu the cloak

ALEX

For listeners the cloak is?

LYDIA

It's the cloak of elven kind and gives +5 to sneak so you're now not on -5

BRYN

You're on just 0!

HELEN

Hurray!

LYDIA

And then I think we try and move forward stealthily

ALEX

The party rushes on.

BRYN

Yep

ALEX

And I will take a break there and we'll be back in a couple of minutes.

And welcome back. So with the exciting chase I'm going to jump back to Grizzop. So Grizzop you head...

BRYN

Gone fishing

ALEX

So you head back down?

BEN

Yeah

ALEX

Yeah. So skip trap, skip trap blah, blah, blah.

BEN

Sure so the passage doesn't fill up with water. Good to know. I look down a coffin hole.

ALEX

The river is still apparently following the same direction. It's flowing fine. You head across. Get across the traps. I'm not gonna...why would I bother. You get to the factory entrance. As you get closer you start seeing the signs of water marks on the corridor where obviously for a while this sort of filled up this space for a bit and then as you get to the factory floor the thing that you see is that the place has been mostly totalled. There are high water marks where it looks like it may have actually filled where the water could not flow out quick enough and this thing filled but something has given at some point. You can see that all of the water, although there's standing water and there's a little bit of churn in there because obviously it's like a rapid, it comes in and loops around and the turbulence and so on. So you wouldn't want to walk through it. It seems to be entirely escaping through the mine entrance or the ore entrance.

LYDIA

This would be such a good level in platformer.

ALEX

Yeah

LYDIA

Moving one way, you've got the water bouncing around

ALEX

But it is apparently all...yes there's a lot of turbulence but it's not exiting anywhere apart from the mine entrance where it is all getting drained away and you can also see, because it's going from a big wide turbulent space to a narrow one, the current going down there is brutal, absolutely brutal. There's almost no equipment or anything left in this space because everything has clearly been swept away that physically can. There's a couple of things that are still like bolted down. Anything that isn't welded, bolted and fixed has gone already. Everything.

BEN

Ok I am going to...is there a door to this factory area?

ALEX

There's the door that was the one that you were in and there was the door that led to the overseer's office.

BEN

Ok the door that we come in by, how strong is that?

ALEX

I mean it's a thick steel door.

BEN

Brilliant, ok I...

ALEX

It's sliding, it's not an opener so it's as strong as you can really hope for.

BEN

I am going to...does the door just like close? Is it an auto or a manual?

ALEX

There's no power left or anything but there is...you can reach through and do a crank turn for it and it'll close

BEN

Yeah so I step back out into the maintenance passageway, close the door to block access from the facility to mine and then I'm going to go back and try and break the funnel so that it just fills up from the pit

ALEX

Grizzop starts heading back to the funnel

BEN

People want their water back

ALEX

Jump back to everyone else. So you are all rushing on, rushing on, yes

LYDIA

Running

HELEN

Yep holding Einstein

ALEX

The howls seem to be coming from random locations but every time they seem slightly closer

LYDIA

They can teleport

ALEX

Sometimes they're in front, sometimes they're behind, whatever. Everyone give me a stealth check?

HELEN

Uh

LYDIA

I only get to add 15 now

HELEN

And I only got a 7

BRYN

I rolled a 2 so 11

LYDIA

I only get 26

ALEX

So everyone give me a perception check

LYDIA

Only 30

ALEX

Oh Einstein, you stunner!

HELEN

31

ALEX

Good

BRYN

I rolled a 2 again so 14

ALEX

Good. Sasha you and Einstein both, at the same time, with...he's over Azu's shoulder

HELEN

Yes I was thinking I was carrying him in my arms like a baby

LYDIA

Aw

ALEX

It's all good. It's all good. Do that. But both him and Sasha at the same time spot, a short distance away, what appears to be the remnants of a building that seems to have held up a bit better. There's no second floor. Most of the first floor's gone but what you do see is what appears to be a cellar entrance at the side. Einstein goes – I mean there's...

LYDIA

In there

ALEX

I agree.

At which point another hound tear appear and immediately attacks Hamid

LYDIA

No! Our little dragon man

ALEX

What's your AC Hamid currently?

BRYN

How many hours has it been since we were in the factory?

ALEX

How long does mage armour last?

BRYN

Seven hours

ALEX

It's still active

BRYN

22

ALEX

Ooh you may... you may have managed...

BRYN

I'm quite excited about having an AC of 22

ALEX

I want you to know two things. One, it's really good that you pointed it out. Two, it still hits you. But going forward, that's really good to know. I'm very glad that's the case. It doesn't go for like a full gouge. It's trying to do the same thing, grab, tear, trip. All the kind of stuff you'd expect. It immediately...

LYDIA

I don't know what to expect.

BEN

You know standard teleporting dog thing

LYDIA

Honestly, how many teleporting...

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BRYN

Just a communal garden teleporting hound

LYDIA

As normally happens

ALEX

You are so lucky. You are so lucky. It deals...hold on to your hats everyone. 6 whole damage

BRYN

Ow. Not OW.

BEN

You got a boo boo.

ALEX

It fails to trip you or do anything else but it is immediately sort of ready to go for all of you. I'm going to give people the choice, would you rather the last initiative order or a fresh initiative order?

LYDIA

I'm fine with the last one but then that's because it was good

ALEX

I'm fine with that too. It words out quite nicely. In which case Sasha, you're up

LYDIA

Stab it. I assume that it's flat footed because...

ALEX

Currently no. This thing appeared in to make sure that it is not flanked. You could...

BRYN

I...literally if I turn around and turn my hands into claws I'm threatening it and she can flank it by just moving to a different side of it

ALEX

That's what I'm saying is that you cannot...you're not pre-flanked. You will be doing a move to get there

LYDIA

Sasha wouldn't wait for that. She's going to somersault over it

ALEX

Yeah do it. You could somersault or you could move. Those are your two things

LYDIA

Yeah I'm gonna do my acrobatics-y move.

ALEX

Yep, yep. The thing that makes your character a powerhouse

LYDIA

Yeah so 28

ALEX

28. Dogs not...ah!

LYDIA

Oh does she get grabbed?

ALEX

You fail to tumble over the thing

LYDIA

The first time! The actual first time!

ALEX

All it took was a natural 20 from the hound

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BEN

Oh confirm the critical Alex

ALEX

Yeah...although I have to...

BRYN

Do you end up prone next to it?

LYDIA

I dunno, we've never really checked

BRYN

It's never come up!

LYDIA

I'm actually excited when we built the character...when we built this in we discussed and we were like oh well the risk is high so it's ok and yet it's taken this long for...

BRYN

For it to fail

BEN

This is the part in the story...

BRYN

This is not the time for it to fail!

BEN

...where the storyteller is like – ay they said this day would never come

(laughing)

LYDIA

I literally expected it to be the sort of thing where one in every couple of times she does it, she gets hurt but instead it's turned into a kind of OP, like I just do a flip

ALEX

So you don't go prone. You fail to make it past. It sort of shuts that down immediately and it gets an attack of opportunity

LYDIA

That's fair. Oh no!

ALEX

What's your current AC?

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LYDIA

My current AC, am I taking a -1

ALEX

Yes

LYDIA

19

ALEX

This is a very complex creature, sorry

HELEN

That's your fault.

LYDIA

Yeah

(laughing)

HELEN

You could've just given us some, I dunno...

LYDIA

Like an actual dog

HELEN

Yeah. A wolf if you were feeling ambitious

LYDIA

A dire wolf. Just normal but more

ALEX

It hits

LYDIA

Ok, for how much?

HELEN

Gonna find out

LYDIA

Good

ALEX

13

LYDIA

Ah ok. She is not a strong character

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HELEN

You are not, no. Oh no

ALEX

Hamid you are up

BRYN

I take a five foot step backwards and cast scorching ray

ALEX

Ok. The spell works normally. Give me the attack roll.

BRYN

Oh Jesus

HELEN

Wow

BRYN

So one's a 27

ALEX

That's a hit. That's a hit no matter what I'm using

BRYN

One is a natural 1 which considering it's in melee with Sasha might be very bad

ALEX

Give me a fresh attack roll to hit Sasha

LYDIA

Oh I'm so tense. I'm so tense

BRYN

That is 17 but it's on your touch AC, not your normal AC

ALEX

Probably gonna hit

LYDIA

Ooh my touch AC at the moment is 13

ALEX

Yep. One scorching ray for the dog and one scorching ray for Sasha. Also I want this on the record, despite how the dice rolls have worked out, Hamid knows this is Rome's fault it went wrong this time. This is absolutely Rome's fault. Rome is the worst.

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BRYN

Ok let's roll the dog first shall we

ALEX

Let's do that

BRYN

Oh that's not even a good roll.

LYDIA

Don't save your good rolls!

BRYN

15. 15 damage to the dog. Pure fire

ALEX

That's fine and for Sasha?

BEN

24 for Sasha

HELEN

Just 100 damage for Sasha

EVERYONE

Oh!

LYDIA

Oh my gosh

BRYN

22 fire damage to Sasha

HELEN

Oh my god

LYDIA

Er ok

ALEX

Is Sasha still up?

HELEN

I can't heal you.

LYDIA

She's got 12 hit points

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HELEN

Why would you do this when I can't heal!

LYDIA

I don't get a reflex save for that do I?

BRYN

No that's why it's a touch attack

LYDIA

Owww!

HELEN

What is happening?

BEN

[Dog howling noise]

ALEX

Thank you

HELEN

That's too cute

BEN

[dog noise]

LYDIA

If you guys get her killed she is gonna be so angry with you.

ALEX

Azu you're up. And she's in a place where she could probably come back and kill you. Azu, you're up

HELEN

I hit the...I use my axe to hit the trampoline ghost hound dog.

(laughing)

ALEX

Don't keep track of all the adjectives. It gets to weird territory quickly

BRYN

Just kill it. Just kill it

HELEN

I'm going to try

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BEN

If it's flanked you get a bonus or it gets a penalty to its AC is it?

BRYN

You get +2 to hit. I mean she rolled a 19 so...

ALEX

You have your double damage on the first attack this round as well

HELEN

I do

BRYN

Do you want to roll 2 D12 simultaneously

HELEN

Yes

ALEX

It feels good. Do it.

HELEN

It does. Oh

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BRYN

11 + 6. 17

BRYN

And now you have your second attack

HELEN

Yes

LYDIA

Natural 20!

HELEN

Nat 20

ALEX

Roll to confirm

BEN

Roll to confirm. You're getting a +7 to this. That's a natural 1

(laughing)

ALEX

You can't fumble a crit confirm. You just don't get it. So just a normal attack hit

BEN

It's not that bad. Like you hit yourself in the face

HELEN

Ok normal damage. That's only a 3.

BRYN

Well plus the 6 so it's still 9 damage

HELEN

Ok that's 9

BEN

A mere 9

HELEN

A mere 9 damage

ALEX

A trivial 9 damage

LYDIA

A lot less damage than just got done to Sasha.

HELEN

Yeah

BRYN

I'm sorry Sasha!

HELEN

You can add that up. I gave you all the numbers.

LYDIA

If you end up killing her...

BRYN

That was the worst...I can't believe how I rolled on that bloody damage

BEN

Also it's a lot less damage than the potential 42 damage you could've done a critical.

LYDIA

Let's just dwell on that.

BEN

I just thought I'd mention it.

HELEN

Just take a moment

ALEX

The creature takes the withdraw action. Vertically upwards

(laughing)

LYDIA

Sasha gets a bit of a crush

(laughing)

ALEX

It doesn't tumble. It just appears to run on the air and runs vertically upwards

LYDIA

That is pretty cool

HELEN

So that was just hilarious to me because I just imagine it was going woo...

ALEX

My planet needs me. Whoomph. That's exactly what it does. It withdraws vertically upwards out of range of anyone who isn't using a ranged attack.

BEN

In the abstract it's definitely hilarious and it will be horrifying...

BRYN

Oh god Sasha. Oh god Sasha

LYDIA

Sasha is just burned all over.

ALEX

Are people wanting to take any pop shots at the creature

BRYN

No

ALEX

Ok I'm going to take you out of initiative order again. Like I'm going to use this if other stuff turns up because it's quicker than me rolling every, single time and also the second it's out of range the thing tears its way through the world and disappears again

BRYN

Let's get down into that basement. Sasha...

ALEX

It is worth mentioning as well when it tears its way through the world it leaves a little bit of a weird...let's call it a rift behind that closes up slowly. Something I need to point out

HELEN

Interesting

LYDIA

Maybe we should dive after it

ALEX

Jumping to Grizzop

BEN

Hello

ALEX

You are back at the large conical room. You have...you've done a lot of running today already.

BEN

Yes I have

ALEX

What's the plan?

BEN

So the plan is to try and mess up the funnel enough that it stops funnelling and instead just fills this room up with water.

ALEX

How do you plan on doing this?

BEN

That's a very good question

ALEX

There are no moving parts here I would say that now

LYDIA

Remember your bag of holding's full of adamantine

BEN

Do I have any adamantine left? Actually I've got the thing I used to cut the bolt. I've got the arrows

ALEX

Yes of course. You can cut stuff yeah

BEN

Oh cool, ok. So what I'm going to do...I know it's going to take me a long time but I'm going to try and crush the base of the funnel. I'm not super clear on exactly how it's constructed but I'd like to basically stop up the funnel and then take it away from what is keeping it over the hole so that it then falls in and plugs the hole.

ALEX

Bear in mind this thing's like 30 foot across

BEN

I know it'll take a while

ALEX

Ok

HELEN

Oh my gosh

ALEX

I am going to leave it as a you are trying to do this. I'm gonna do a weird one which is can you give me a disable device check just to determine how efficiently you're going about this. You have no time constraints.

BEN

I take 20

ALEX

Actually you know what that's a fair point. You do have the time to do that. Do it.

BEN

I take 20 which means that...

ALEX

Technically you can't do it with knowledge stuff but I think with this applicable you have a very basic problem here

LYDIA

You could take 20 hours frankly

ALEX

Yeah

BEN

It's knowledge stuff? I thought you said it was disable device

ALEX

Disable device, technically it gets a bit weird when it comes to taking 20 and so on

BEN

Fair enough

ALEX

I'm going to jump back to the rest of the party then

LYDIA

Sasha stares down Hamid and chugs a cure moderate wounds

ALEX

Ok that'll be 2 D8 + 3

BRYN

I get out two potions of cure light wounds and shove them both in your hands

LYDIA

That's 7.

ALEX

Ok if we can find somewhere to hold up I can probably ward against teleporting but then I can't get us out

LYDIA

18 so...

BRYN

Get into that basement

LYDIA

So she is back at 30 hit points which is nice. Ok. Unless the magic goes wrong

ALEX

Seems fine

BRYN

You've got...I've given you two more potions of cure light wounds

LYDIA

She doesn't take them now

BRYN

I'm going to take a potion of cure light wounds as well which is my last one.

Ooh I get 9 back

ALEX

Some people have all the luck. They get to shoot their party members really effectively and heal really well. So are you all heading towards that I'm assuming

LYDIA

Yeah let's go to the nice, nice welcoming looking...checks it for traps

ALEX

It's close enough for you to just bomb it. Are you going to try and do anything stealthy or are you just trying to get there as quick as you can. These are either or

LYDIA

Stealth

BRYN

Yeah

ALEX

Ok everyone give me a stealth check. Einstein will not be giving one because he is currently in your arms where he belongs

BRYN

18

HELEN

7. That's what I had last time

LYDIA

18

ALEX

Ok. You all make it to the basement or cellar, whatever it is unharmed, unattacked. I'm assuming you just get in as quick as you can

LYDIA

Yep

ALEX

So heading in the first thing that you see it's survived comparatively ok. You see that it is lined on all sides with amphorae, big clay pots for the storing of wine and fluids, things like that

LYDIA

Check if they're filled with anything

ALEX

A few of them have smashed and whatever was in there is long gone. A few of them are still stoppered and you can see that the entrance that you came in was probably some kind of delivery chute or something similar. There's the rotted remains, but they're more like desiccated actually, is what I mean. I mean the kind of dried out and weakened....

HELEN

Like a mummy

ALEX

Yeah. Leading to the upstairs. In terms of space it's maybe...it's quite large. It's maybe 30 by 20. 30 foot by 20 feet. Whatever this must've been, must've been one heck of a place and you actually see that there are, Bacchanalian sort of designs on the walls

HELEN

Saucy

ALEX

What I would say is they're worse for wear. This place has been semi open to the elements for a while.

LYDIA

But they're still kind of erotic

ALEX

But they're still saucy enough to go huh, I didn't know you could do that.

(laughing)

And that's where you find yourselves. Einstein's immediately like staggering out of your arms saying – I should ward...I should ward against teleport otherwise they're going to be here any second

LYDIA

Yeah right

ALEX

Ok everyone back of the room, if this goes wrong it's going wrong in a big way, you know.

LYDIA

Did it go wrong in a big way?

BEN

It may have gone wrong in a big way

ALEX

So Einstein's like be careful, be careful. NPCs don't get fudged. These things don't get fudged. So Einstein's there, he's like [breathing sound]. He starts glowing in purple and then you just hear a – oh no, oh no. an then all of you

hear a large, nearby explosion. Not from this building, just a [exploding noise], the sound of falling masonry and then he just turns to you looking quick askance going – I'm sorry I'm out, that's all I've got. Let's hope they don't find us.

LYDIA

Sasha gets to her feet and stands with her back to the door so if anything came in she'd get a surprise...an attack of surprise and be like – I'll take first watch

HELEN

Maybe we should...

BRYN

Put our backs to the wall

ALEX

Einstein goes over

BRYN

Einstein get some sleep

ALEX

Crawls inside on the larger semi shattered amphorae, pokes his head out a second – I'm really sorry

LYDIA

It's not your fault

ALEX

Rome's the worst

HELEN

Thank you

ALEX

Rome's totally the worse.

HELEN

Should we barricade the doors?

BRYN

They can teleport, it doesn't help. It just stops us getting out quickly

HELEN

Ok

ALEX

I'm going to jump to Grizzop. So Grizzop, you are doing the best you can.

BEN

I have, because I'm doing heavy work and stuff, I've gone back up to my tent, stripped off to my underpants and am now working away

ALEX

Ok

LYDIA

Is this for the fan artists among you

BEN

No! It's also literally because I get a -3 to dex stuff.

ALEX

It literally makes him worse because armour's not...

BEN

But also yes.

(laughing)

ALEX

Give me a perception check

BEN

Ah taking my armour off didn't help with that. 11

ALEX

Ok that's fine.

BRYN

Making a diet coke ad

(laughing)

BEN

I'm going to clean some windows.

ALEX

So you start working at, hacking as best you can with the adamantite and two things become readily apparent. This is going to take a long, long, long time. It's not a task for one person and the other one is it's really unforgiving because what you have to do is it's not enough to just stopper this, you need to make sure that the water's not going to find its way around because they have dug a hole deeper than where the water should be going. So it's potentially going to be a major effort.

BEN

That is why I wanted to shear it from its fastening so it falls into the hole

ALEX

Yeah the issue is it won't plug it if it just shear drops down because it's not...it's not watertight. It won't work like that. It might sort of help but allow me to continue and it's kind of going to become a moot point. So you're going through with it nonetheless, it's better than nothing. So you're shearing this away and then eventually you hear from way, way up top – hello? You in the pants

(laughing)

BEN

I grab my bow and turn around and draw – what?

ALEX

You look up and you see about 100 orcs all leaning their heads over, like poking their heads through where that illusion is. Like all of them are poking their heads around and they are ringed around the outside going – what are you doing and why are you in your pants?

BEN

Getting the river back so that Damascus doesn't dehydrate and also because I'm working and I didn't think I was going to be disturbed thanks. Now are you gonna help me or try and hurt me because I've got two moods today.

ALEX

One of the smaller, younger ones – what are the moods?

BEN

One of them involves killing, now answer my question

ALEX

What's the other one?

BEN

Accepting help!

(laughing)

ALEX

And I'm ending it there! I am ending it there.

LYDIA

It hurt, it hurt to admit that.

ALEX

Yeah we're wrapping up there! You guys are having very different adventures right now. Very, very different adventures. Well that's it for us. We will return next week but for you guys it's gonna be ages. It's gonna be ages and ages

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BRYN

Oh god, it's gonna be so hard

HELEN

Genuinely...

BRYN

Why would you do this to us Alex?!

HELEN

This is the last recording of the year for us

ALEX

They're going to be spending months in a hole

BEN

Could we do an off week recording. There must be a way

ALEX

Bye guys!

EVERYONE

Bye!

[Show Theme - Outro]

ALEX

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