

RQG – Episode 118 – Pop

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, Zak Jenkins, Dunston Thorne, David Simmons, Kayla B, Roman Sevchenko, Mecha Moria, Andrew Wadsworth, E Ulenak, Brie Hutchion, Zara Homan, thank you all we really appreciate your support. If you'd like to join them go to www.patrion.com/rustyquill and take a look at our rewards.

[Show Theme - Intro]

ALEX

Hello and welcome to episode 118 of the Rusty Quill Gaming podcast. I'm your host and GM Alex Newall and with me today, I have

BEN

It's me Ben one hundred twice nine.

LYDIA

Lydia Nicholas for who knows how long.

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HELEN

And Helen Gould

ALEX

And who are you playing?

BEN

Grizzop drik acht Amsterdam.

BRYN

Hamid Saleh Haroun al-Tahan

LYDIA

Sasha like what would her epitaph be Racket?

BRYN

Is it worth introducing your whole character at this point?

ALEX

We hardly knew ye she preferred it that way.

(Group laughter)

LYDIA

Yes, gone!

(Group laughter)

LYDIA

Never there.

ALEX

No your epitaph is just a question mark after your name so it would be Sasha?

(Group laughter)

ALEX

And?

HELEN

And Azu.

ALEX

So things are going really well you know there was a brief period where I thought the natural one might ruin the encounter, it didn't, it's ok guys I rolled really high on damage. So.

BEN

I'm talking to sexy buff orcs.

ALEX

Yes you are so.

BEN

I need to know their likes and dislikes.

ALEX

Let's start with Grizzop first.

(Group laughter)

BRYN

Of course you were going to do that, I shouldn't be surprised.

ALEX

So Grizzop.

LYDIA

So do you come here often?

ALEX

So Grizzop is hiking down towards Damascus surrounded by big burly orcs in the morning because obviously you camped out and you've been doing, no you're not it would be mid-afternoon so it would be quite hot I suppose, quite sweaty.

LYDIA

I mean they, yeah we know they are quite hot Alex you've given us those details.

ALEX

Oh right yeah.

HELEN

And now we're getting sweaty.

ALEX

Ah good to know. That sounded like a human response. So you're heading down the mountainside and meanwhile in Rome we have the party kind of still under attack.

BRYN

We're doing as the Romans do and dying.

(Group laughter)

ALEX

[Unclear 0:03:29].

BRYN

[Unclear 0:03:30] to make doing as the Roman's do jokes.

ALEX

As it stands Sasha is in a bad way on a rooftop from a single, well no two hits I suppose.

LYDIA

Oh but she was already down to 30.

ALEX

Yeah, yeah meanwhile everyone else is doing the darndest to put Azu's clothes on for her. That's an accurate description of events.

LYDIA

If you could hurry it up she shouts.

HELEN

I'm tying as fast as I can there's just too many straps.

LYDIA

Literally Sasha is going to die to a wardrobe malfunction.

(Group laughter)

ALEX

So I'm going to, I'm going to start with Grizzop.

BRYN

Of course you are, of course you are.

ALEX

Ben's face! So you're heading down.

(Group laughter)

LYDIA

I don't know if I respect your craft anymore!

ALEX

It's horrific. So heading down the mountainside, they are all quite chatty, I'm not going to RP the like four hours of hiking it will take to get to the bottom.

BEN

Yeah after, well after the initial enthusiasm Grizzop becomes progressively less chatty as you know the general situation now that he has solved the immediate problem starts to weigh on him again.

BRYN

Yeah just think someone might be dying and you're not there to help.

HELEN

Yeah Grizzop.

BEN

Well they shouldn't have gone in the first place because that's precisely what they would have wanted them to do.

ALEX

So the day wears on, there's a brief period where to pass the time there was some orcish like marching songs and stuff like that but the leader Bronc is pretty clear about let's not enter Damascus singing a marching song, that would be a bad call let's not do that thing. Heading into Damascus they are still picking up the pieces from the dance off however that is all quite tempered by the fact that everyone is talking about how a meritocrat came and blew up the city. It wasn't a city though was it, it was a mountain. No, no, no but I heard that the river started. No the river hasn't started it was a meritocrat. No, no, no but there was the landslide. Yeah that was the meritocrat. What in the city? No one has any idea what is going on. Mostly people are just kind of trying to clean up whilst looking kind of worriedly up at the sky a lot. So the orcs are able to sort of head through and no one seems to stop them, there's a lot of like people immediately closing shutters ready for another dance off God forbid but for the most part its ok. Are you stopping in at the Artemis Temple at all or are you just heading straight to the meritocrats?

BEN

Not at the moment.

ALEX

That's fine. Heading straight on towards the meritocrats, yeah no interference or anything like that. Bronc turns to the rest of them and 'huddle' kind of gestures for you and rather forcefully gestures for you to enter the huddle as well. Right so I'm going to be going in and everyone else just look nonchalant right.

LYDIA

We all pose.

BEN

I will also be going in.

ALEX

Yeah alright, turns around and starts heading towards, the orcs kind of space themselves out so that they don't look like there's loads of orcs gathered outside the like meritocrat offices.

LYDIA

It's almost like they have quite a lot of experience of prejudice.

ALEX

It's almost like, it's almost like yeah so some of them set up like reading books and stuff like that, like anything they can.

HELEN

So non-threatening.

LYDIA

Posed.

ALEX

But they are spreading themselves out and.

LYDIA

Swimwear magazine pose.

ALEX

And making it clear that there is not a.

LYDIA

Snogging under a tree.

ALEX

Yeah six of them do that, it's a very complicated snog.

LYDIA

[Unclear 0:06:50] after dark.

ALEX

Bronc goes up to the front doors move the knocker then just goes [sound effect] opens it and walks in. It is full of activity unlike when Hamid and Azu were there you know offices are full, lots of people walking around. Occasionally someone just goes oi move and kind of pushes past, no one is paying attention to the fact that you two have walked in.

BEN

Hey you where's Wilde's office?

ALEX

One sec. [Unclear 0:07:14]. Heads off. Comes back yeah alright it's over there, 47b have fun.

BEN

Thanks, come on.

ALEX

Bronc is looking a little bit out of sorts, there's a lot of paper here and there's lots of people who seem to be doing things but no one really seems to be doing anything.

BRYN

No one is hammering anything.

ALEX

It's very, very clear that he doesn't like this he's just kind of like [sound effect], he's not scared it's more it's a little bit gross that's a lot of people being busy for things that don't matter.

BEN

I know right admin it's terrible.

ALEX

He starts just being like [sound effect] head to 47b.

BEN

Open the door yeah. Wilde are you in here?

ALEX

Yes he is, face down covered in papers with a small amount of blood around his head. I'm going to jump to the party in Rome.

(Group laughter)

LYDIA

Oh my God!

ALEX

Everything is going so well.

LYDIA

No!

ALEX

It's all so good. Everything is going so well.

LYDIA

I can't [unclear 0:08:17].

BRYN

It's fine, it's fine I'm going to murder Alex.

ALEX

Not if I murder you first. Ok, ok so in Rome not going great. Hamid you are up.

BRYN

I scramble out of the exit of the cellar and look up.

ALEX

I'm going to take a, give me a perception check but I'm not counting this as active perception so.

BRYN

30.

ALEX

30. Sasha is not visible, you can see what appears to be maybe the remnants of an explosion on the edge of the building.

BRYN

I will move in that direction and just shout Sasha where are you?

ALEX

I'll allow you a response but it has to be short because you've already given a yell on your turn.

LYDIA

It's invisible.

ALEX

Stop ok.

BRYN

Is it the bad'uns turn?

HELEN

Yeah.

ALEX

It really is.

LYDIA

Oh no, oh no.

ALEX

Question do I go for hard brutal fatality or dramatic and run the risk of not killing Sasha?

HELEN

What do you think? I'm going to step out of this one.

ALEX

Ok I'm going to go for hard brutal fatality.

LYDIA

Oh no!

ALEX

I love that.

LYDIA

I hate this.

ALEX

What's your AC?

LYDIA

20. It's the fact that she'd die with no one seeing it feels sort of really.

BEN

Yeah just gone.

LYDIA

Yeah. Particularly if you never find the body.

ALEX

The last thing that Sasha feels is agonising pain in the back of her head.

LYDIA

Oh damn.

ALEX

As you take 11 damage.

LYDIA

Ok.

BEN

Not dead dead.

LYDIA

She's on minus 7. So thinking about how this roof is shaped would she immediately then tumble off?

ALEX

You fall.

BEN

It might be better if you do.

ALEX

You fall down into the alley. Because of the nature of the ruins and so on you aren't taking fall damage for that either because it's kind of more of a scrambly slope like I did establish it was ruinous. The thing continues its turn.

LYDIA

Oh right.

HELEN

Oh no Hamid.

LYDIA

I'm not alright without Hamid.

ALEX

Can you give me a perception check?

BRYN

Soon it will be just Ben. 16.

HELEN

Or worse just Grizzop in Damascus and just Azu in Rome.

BEN

That's true.

ALEX

Einstein continues helping Azu with Azu's armour and starts saying oh no, oh no, oh no, oh no. Azu you're up.

HELEN

How much of my armour do I have on? Is it like an on off thing or is it something that happens in increments?

LYDIA

Bleeding out here, bleeding out.

ALEX

You have your greaves and you have your gauntlets.

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BEN

Belt and braces.

BRYN

You will count as unarmoured but.

HELEN

I'm just going to, I'm going to go.

BRYN

It's too late.

ALEX

Ok.

HELEN

Yeah. Because now you're outside and I heard.

LYDIA

And the crumpled body of Sasha is laying.

HELEN

You knocked over the little model.

ALEX

Azu may not be able to see that. So Azu where are you running to?

HELEN

I'm running to join Hamid.

ALEX

Ok.

BRYN

I will point.

ALEX

Ok that's fine.

BEN

Sasha, get to Sasha.

ALEX

Ok that's fine.

HELEN

Ok.

ALEX

You can go the whole way he can point it on the fly yeah.

HELEN

Ok I run to Sasha.

ALEX

Ok. You've used your single move action to get to Sasha.

LYDIA

She's laying there completely out of it.

ALEX

However just for flavour this is Azu bombing it unarmoured across the street and basically diving to get there but yes you have gotten to Sasha.

HELEN

Ok how.

BRYN

Pray harder than you've ever prayed before.

LYDIA

Pray so hard.

HELEN

I need, yeah I want to.

BRYN

You can just do a heal check to stabilise actually you don't need magic to do that.

ALEX

Yes you can do a non-magic stabilise.

HELEN

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

BEN

To stop her bleeding out.

BRYN

What's dramatically better in your hour of need calling on Aphrodite to save one of your friends?

HELEN

No I cannot, I cannot, I cannot risk.

BEN

That's fair.

HELEN

Then accidentally properly killing her when it's like mostly my fault we're here.

BEN

That's true.

HELEN

Have you not factored in the guilt?

LYDIA

I mean like I've now got a chance to die in people's arms which is fine it was the dying, dying and never finding the body would have been kind of cool.

ALEX

There's still time.

LYDIA

Yeah.

ALEX

Maybe none of them make it out.

(Group laughter)

BEN

We all fall down a hole, we're like see ya.

HELEN

I'm rolling heal to stabilise so that you don't immediately like just die in my arms tonight. That's a.

BRYN

It was something you said which was persuading them to go to Rome.

ALEX

What did you get?

HELEN

That's a 19.

ALEX

A 19. 19 you say?

LYDIA

Crumpled body in your arms, weak thumbs up.

ALEX

So Sasha stabilises, what that means is Sasha isn't now bleeding out so there is a thing in Pathfinder when dying comes up properly which is if the character reaches their constitution score in negative points they are just dead, there's

also like a massive damage rule but the amount of damage required is just enormous. What that means though is that when a character is knocked unconscious they begin losing one point I think it is around and but they get rolls to stop it.

LYDIA

Oh so I was fine, I had like three whole rounds.

ALEX

So what you have done is you have stopped Sasha from bleeding out. Sasha is still unconscious and on negative.

LYDIA

7.

ALEX

Negative 7 out of a total of negative 12 that she could take before just being dead. She is not healed, she is not conscious, she is just not dying more currently.

HELEN

That's the best I can hope for.

ALEX

Good job.

HELEN

[Unclear 0:13:36] panics.

ALEX

No, no, no, no, good job.

LYDIA

I mean you know.

ALEX

That was tactically optimal.

HELEN

That's the highest of praise from Alex.

LYDIA

If the invisible person comes and like throws a, it doesn't even need to be a bomb like a small pebble off the roof.

(Group laughter)

LYDIA

And hits her in the head.

ALEX

Sasha is unfortunately very close to death so Hamid you are up.

BRYN

I close my eyes. I listen for it. I can't see it anyway. My eyes are only going to confuse me. Halflings have keen senses, dragons canonically at a high enough level and a dragon born sorcerer at a high enough level gets blind sight.

ALEX

At a high enough level.

BRYN

Yeah I don't have it.

ALEX

Give me a perception check. This is to isolate the square that you think it is in.

BRYN

I'm listening, I'm listening.

BEN

And foreshadowing his bloodline.

BRYN

Yeah it's cool, it's cool man.

BEN

Fancy boy.

BRYN

It's not going to work, it's just cool. 21.

BEN

Pretty good.

BRYN

Yes.

(Group shrieking)

HELEN

Yes the frustration face.

BEN

So just to describe it, Alex is making a face like he has just pooped himself.

(Group laughter)

LYDIA

But gone purple while doing it. It was a really hard one to get out.

ALEX

So that's another natural 1 on the approach stealth check.

EVERYONE

[Cheering].

ALEX

For the permanently invisible creature, [sound effect].

BRYN

It's used to being invisible so it just clatters about the whole time.

BEN

I wasn't looking.

ALEX

It's immediately above you. You hear the distinct movements of wind and so on and you're like yeah I think it's like, I think it's like on top of you, on top of you.

LYDIA

Is it an invisible dragon?

BEN

And close overhead?

ALEX

Sorry, sorry that was Alex giving a silent approving nod.

LYDIA

Can you just do a flame?

BRYN

I cast fireball on myself.

LYDIA

No!

BEN

Hero Hamid, hero Hamid.

LYDIA

Oh my gosh. Oh my gosh.

HELEN

You're going to leave me and Einstein in a jar.

ALEX

I don't need you to do an attack roll for this.

LYDIA

Oh my gosh.

HELEN

Oh my gosh you're too squishy.

BRYN

Just to recap Hamid closes his eyes, goes really still, just raises his hands gradually. His head snaps upwards without his eyes opening and he bursts into flames.

LYDIA

Nooooooooooooooooo!

HELEN

Aaaggghhhh!

ALEX

I need to know one thing, what's the radius of fireball?

BRYN

20ft.

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LYDIA

Oh God, oh God I can't take this.

ALEX

That's a lot of dice.

HELEN

That's so many dice.

ALEX

Are you forgetting something before you roll?

BRYN

What?

ALEX

You're in Rome baby.

BRYN

Come on.

ALEX

Gotta do it.

BRYN

The thing is if it goes wrong I just explode anyway right so it has the same exact mechanical outcome.

ALEX

Maybe.

LYDIA

No!

BEN

Yeah but it might be maximised.

BRYN

Oh God.

BEN

Roll it.

LYDIA

Ohhh I can't look at anyone.

BRYN

Oh it's a natural 1.

ALEX

That's three natural 1s in a row. So the spell fails.

LYDIA

(Gasping)

ALEX

It fails immediately on you so good news.

LYDIA

That's kind of what you were aiming for yeah.

BRYN

That's what I wanted to happen.

BEN

Success let's all go home guys.

ALEX

The bad news is its maximised on you.

BEN

But, but, but its maximised on [unclear 0:16:51] as well.

ALEX

You do still get your reflex saves as normal.

BRYN

Yeah.

ALEX

What's the damage you're reflexing against?

LYDIA

Oh God.

BEN

Spit it out Bryn.

ALEX

Because I fear it's a fatal amount.

LYDIA

Oh Bryn. Oh yeah it's like immediate failure.

HELEN

I'm not even looking your way, I'm going to turn around and you're going to be dead.

BRYN

What is it?

ALEX

63 damage.

BEN

You can't halve that, you can't take that halved.

ALEX

Even halved you're still going down.

BRYN

I have fire resistance 10.

BEN

Hey there you go.

ALEX

Would you like me to roll first or would you like to roll first on the reflex?

BEN

Roll at the same time.

BRYN

Yeah alright.

LYDIA

With the incredibly increasing pitch you wouldn't be able to cut between tapes.

ALEX

On three Bryn. On three. One.

BRYN

Guys I'm honestly not sure I can look.

BEN

Well.

BRYN

This literally kills me instantly if I fail this reflex save.

LYDIA

No.

ALEX

We need to know the DC from your spell. It doesn't affect the DC the maximising it's just the damage.

LYDIA

No, no take me it's much better if Sasha dies, everyone wants to see him turn into a dragon.

ALEX

I know.

BRYN

But what if he just popped.

(Group laughter)

LYDIA

But what if.

BRYN

What if there was too much dragon inside him.

ALEX

This is so bad.

LYDIA

The ghost of an ashy dragon that never was.

BEN

Right I'll see if the save is 18. I'll count you guys in so you can concentrate on your rolling hand.

BRYN

One second, one second. I'm genuinely shaking right now.

LYDIA

I can't handle, I cannot handle, I can't, I literally can't even.

HELEN

I am going to faint.

BEN

Right are you ready guys?

ALEX

No one sec.

BRYN

My reflex bonus is 8, this is a fifty fifty chance.

ALEX

18.

BRYN

Yeah.

BEN

One, two, three.

BRYN

Yes.

(Group laughter)

HELEN

You both got 10!

BEN

You both rolled 10! But what we need to know is what was the modifier on Alex's lot because they may have failed.

LYDIA

[Unclear 0:19:04].

BRYN

Please fail, please fail, please fail.

HELEN

Please fail.

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ALEX

The creature makes its reflex.

BRYN

No why! You're the worst.

ALEX

Sorry.

HELEN

I can't believe they both rolled 10!

ALEX

So.

(Group laughter)

LYDIA

This is more emotion than I usually have.

BEN

Yes it's got a touch of the vapours.

BRYN

The important bit I survived. Ok so 63 damage halved, is 31 damage, I have fire resistance 10, I take 21.

LYDIA

Oh mate sweet on 10 he's healthy as, he's fine.

BRYN

I'm fine.

BEN

For a very specific [unclear 0:19:41].

BRYN

I'm only about fifty percent of my maximum hit points.

HELEN

Azu is going to kill you.

ALEX

So.

BRYN

You don't know how close I just came to death.

ALEX

So there is an enormous, let's do this from Azu's standpoint. Hamid takes his little step, he closes his eyes, goes quiet for a moment. [Sound effect] massive explosion like blowing the fronts off buildings explosion, like really potent explosion.

HELEN

Oh that's going to bring everyone down that is.

ALEX

There is then a cry from above Hamid. [Sound effect] you've no idea what it is, you can't even see what was there even if it was revealed because of all the dust and stuff that's thrown up. At the end of it Hamid is still stood there in a small crater surrounded by scorch marks and stuff. His little clothes in tatters.

BRYN

Oh dear.

ALEX

I'll take a break there.

[BREAK]

ALEX

And welcome back. Jumping to Grizzop.

BEN

Everything is fine [unclear 0:22:41]. I was going to try and make a joke but I've just remembered I've seen apparently Wilde's murdered corpse.

HELEN

Yes you have.

LYDIA

We were all so stressed about the fireball that we forgot the murder!

ALEX

It's all going so well.

BEN

Oh dear.

(Group laughter)

BRYN

Well played, well played.

ALEX

Bronc hesitates and then immediately yells out into the corridor help, we need some help.

BEN

I'm the best person to deal with this anyway, run up to him and do a heal check. Is he alive, is he dead?

ALEX

Give me a heal check.

BEN

Is he just very sleepy and bumped his noggin, who knows?

ALEX

Natural 1, all of the above.

BEN

4 great oh I can't hit ok. I'm not the best person to deal with this. 7.

ALEX

7 he's alive.

HELEN

Ok good.

BEN

I just do that, that's great. 2 D6 plus cure fatigue.

ALEX

Cure fatigue?

BEN

Yeah.

ALEX

It just turns out he's a bit sleepy.

LYDIA

I could do with that.

BEN

6.

ALEX

6.

BEN

And he is not fatigued if he was.

ALEX

He mumbles something, its unintelligible. His eyes kind of drunkenly shift and then he just is unconscious again.

BEN

Oh he just didn't look after himself, the absolute fool.

BRYN

Do it again. It's another 3.

LYDIA

Isn't it nice to be in a place where spells just work.

BEN

Yes with God's look. It's another 3.

ALEX

Another 3. Still not conscious.

BEN

Fine. Slap him. Not lethally.

ALEX

Nope.

BEN

Great. Ok Wilde's out, apparently overworked I don't know.

BRYN

Lift his head up because there's blood coming out from somewhere.

ALEX

Ears and nose.

LYDIA

Ooohhh.

BEN

Ooh his brain might have popped.

(Group laughter)

ALEX

Bronc leads in like I want you to imagine a camera shot right of Grizzop holding Wilde's face so they are face to face and it's a full like profile shot and then just inching in front of Grizzop's is Bronc going can that actually happen.

BEN

I can cast a no idea probably it might turn into tentacles or something. Weird anyway right so he's not dead, great, he might be brain dead not so great so let's go and tell someone.

ALEX

I was just.

BEN

No I know. But that didn't work.

ALEX

Help me, he starts yelling into the corridors. There's a moment of like what I mean they are all admin people like there's not much in the way of like experts.

BEN

Do we have a designated first aider?

HELEN

There has to be a first aider on every floor.

ALEX

It's true. It gets better, there has to be a cleric on every floor. That's not true there has to be a cleric in the building.

BEN

I'm here.

ALEX

A cleric.

LYDIA

That meant that the other cleric disappeared.

HELEN

He was just like oh shifts over that was early.

ALEX

So a cleric turns up, give me a knowledge religion, you're going to know which religion they are but this is you know for more than just that.

BEN

Hades oh no.

BRYN

Knowledge religion that was a 9 until I knocked it over, that's 14.

ALEX

14 ok cleric of Dionysus and looking by the regalia fairly high up but it makes sense it's the meritocratic officers.

BRYN

Male or female?

ALEX

Male. Big purple robes flowing. There's quite an element of sort of like earthly ostentation so like gold bangles, gold rings that kind of thing.

BEN

Alright party boy he's done too much, he's bleeding out of the eyes and nose, I've cured rot wounds on him and he seems not well he's not fatigued anymore.

ALEX

Comes over, sort of shakes him a bit.

BEN

No I tried that.

ALEX

Not too much what?

BEN

Too much work, look around here, he was exhausted last time we saw him so I don't know what's wrong with him he's not dying and he's not dead. I don't know if his brain popped.

ALEX

Right ok give me a second, starts doing a heal check. A lot better than you.
Yeah he's just really tired.

BEN

Ok why is he bleeding out of the nose and ears then?

ALEX

Just seems really tired to me.

BEN

Cool well next time I sleep and bleed from the ears and nose I'll be with you.

ALEX

Fine, fine, step back, step back.

BEN

Are you unstoppable.

ALEX

Artemis light a fire, camp fires [unclear 0:26:44].

BEN

Ooh go to an opening night.

(Group laughter)

LYDIA

That's how they worship, they just have to be at the things before anyone else is.

BEN

Going to play a paladin of Dionysus soon.

ALEX

He kind of, he places his hands over and closes his eyes and there's a little bit of a glow going on. You can tell this is basically you know cleric diagnosis 101, this is basic stuff. [Sound effect]. That's strange. Not just tired.

BEN

Oh really.

ALEX

Looks in the ears, brain might have popped.

(Group laughter)

ALEX

I'm going to cut back to Rome. Total whiplash. Total whiplash. Don't mind me, done a bunch of rolls for a creature that you can't see.

LYDIA

Isn't it like flapping around on the ground so we can see.

BEN

Is it on fire a bit?

LYDIA

Yeah in the sky maybe?

ALEX

Currently all you can mostly see is the dust cloud generated by the fire ball.

BEN

That's fair.

LYDIA

But then surely we'd be able to see the invisible thing.

BEN

That's how you spot invisible things, you throw a pile of dust in the air.

LYDIA

Yes.

HELEN

That's how paranormal activity does it.

ALEX

You've got to wait for the dust to settle. You've got to let the dust settle first.

BEN

Otherwise it sorts of obscures that.

ALEX

I tell you what if I could see more than my hand in front of my face I could see this thing.

BEN

Helen is not convinced or impressed.

HELEN

What we need is some flour.

BEN

Also flour is flammable so.

LYDIA

Yeah.

BEN

That can only end well.

ALEX

Azu you know I was going to ask what your AC is, it doesn't matter let's have a look at that.

BEN

That's a, that's a 2 Alex.

ALEX

How am I doing this, this is the lowest.

BRYN

It's so bad you're not going to kill everyone.

LYDIA

Frankly Alex.

BEN

By the way is that a flat footed AC because Azu doesn't know where it is?

ALEX

It is but unless Azu what's your AC without your armour?

HELEN

I have got no clue.

ALEX

I strongly suspect.

BRYN

I think it might be 9.

BEN

What's your dex?

BRYN

Yeah her AC is only 9 right now.

ALEX

Ooh in which case then I've got good news for you, by which I mean I've got terrible news for you.

HELEN

I don't like it, I don't like this.

BEN

He's making bad faces.

HELEN

I'm not looking at his face.

BEN

That's why I'm telling you what his face is doing.

HELEN

Don't tell me what his face is doing.

BEN

He's grimacing.

HELEN

No.

BEN

He's now looking at the laptop.

ALEX

How many, how many D6 did I just roll?

BEN

Three.

ALEX

3 that was 3, that was 3.

BEN

Oh that's a super grimace with more calculation. Laptop again.

HELEN

Stop it.

ALEX

Azu something slams into the base of your spine and follows it up with a huge blow to the back of the head.

HELEN

This is sneaky.

BEN

It's a cloud of hammers.

ALEX

31 damage, that's across both the hits not one.

BEN

This is brutal.

HELEN

Right.

BRYN

It just rolled a 2 and did 30 damage in a single attack.

BEN

Because it hit.

ALEX

So that happens, it hurts a lot. It doesn't even feel like claws or something just a huge brutal amount of force has ploughed into you.

HELEN

What is it?

ALEX

A bunch of like weird jingly bells and claxons and stuff starts going off at the entrance to the taverna. Einstein steps out.

HELEN

What?

ALEX

And starts jumping around going over here.

LYDIA

No!

ALEX

Come and get me, ooh look at me I've got good knees. He does a little jig and moves into the middle of the street.

LYDIA

What a hero.

ALEX

Away from Azu.

HELEN

No.

ALEX

Further away, further away, do me a favour can you move me 20ft away from the entrance of the taverna and he's just there going ooh look at me, ooh.

LYDIA

Is this a kind of one man band type thing [sound effect].

ALEX

[Sound effect].

BEN

What an absolute lad.

LYDIA

Dick van Dyke [sound effect].

ALEX

Azu you're up.

HELEN

This thing hit me from behind right?

ALEX

Yep and you know what square it is in, immediately behind you.

HELEN

Yes I'm hitting it with my great axe if Sasha is not in the way.

BEN

Sasha is not in the way.

ALEX

Ben's face activates.

BEN

Cast smart evil on it.

HELEN

I can't because magic doesn't work.

BEN

Er think really hard about it. Just hit it with your axe.

HELEN

I've got to hit it with my axe otherwise if I cast smart evil it might make it eviler or something.

LYDIA

Yeah.

ALEX

In that case then I have to roll your missed chance first because it is still invisible. Hit. Sorry you can hit.

BEN

Critical, critical, critical.

HELEN

It's going to be terrible and I'm just going to, it's just going to be horrible.
Someone tell me what that says.

BEN

However no don't hide behind me Pathfinder is horrible to confirm it.

LYDIA

But it's the fact that it definitely hits.

BEN

It has definitely hit, definitely hit.

LYDIA

That's all we need.

HELEN

How much do I get, how much do I have?

BEN

You have to hit it. 6 plus your attack bonus.

HELEN

Which is?

BRYN

16.

BEN

16 so 16 hit.

ALEX

Oooh no.

BEN

Ok. That's 2 D12 plus 6 for this first attack.

LYDIA

Knowing us we'll get two ones.

HELEN

Yeah.

BEN

Yeah.

LYDIA

Yeah basically.

BEN

We're rubbish.

HELEN

So that's 12.

ALEX

12.

BEN

You get another attack, roll the second attack.

ALEX

I have to roll the [unclear 0:31:47].

BEN

That was a natural 1.

ALEX

Ah. So you bury your axe into something and then there's a gout of that sort of petroleum oil colour that spurts out across the blade and onto the ground where it gives a little bit of a [sound effect] and your blade is seemingly wedged, you finally manage to draw it out to get another hit and just over estimate the drawback and you end up sort of smacking into the stone behind you. You've not fumbled the blade or anything but then that scar in the air

sort of disappears again but you hear a cry, a very big sounding cry, very, very close in front of you.

HELEN

That was a hit in the balls.

(Group laughter)

ALEX

One can only.

BEN

Absolutely.

ALEX

I am going to jump back to Hamid.

BRYN

I adopt a defensive posture.

ALEX

Wise.

BRYN

Which means I can't move this turn and I'm going to ready my attack action.

ALEX

You have seen the attack like enough dust has settled because it's a new round but you have seen an attack on Azu from behind so you already know the square that the creature is occupying.

BRYN

Oh then I don't do that, I cast scorching ray.

ALEX

I think that's a good idea.

BRYN

[Unclear 0:32:53] do this then this is two ranged touch attacks so they go against a lower AC.

ALEX

Let's find out whether the spell worked first. The spell succeeds with no negative effects. It gets better. You rolled at the other end of things, the spell is maximised but goes off without a problem.

BRYN

Ok so now it just has to hit.

BEN

Don't do what you did to Sasha in what [unclear 0:33:15].

ALEX

Now if it's a ray does it still get its concealment if it's invisible?

LYDIA

It's an aerial attack.

BRYN

Yeah it's still no it's not aerial, it's an attack.

ALEX

Yeah that's a you definitely hit.

BEN

Ooh this could do it.

BRYN

Well there's two.

ALEX

Oh yeah fair point, fair point. Ok you miss on the second one, you get the first one.

LYDIA

But it's maximised right?

ALEX

It's maximised.

BRYN

Yeah it is for the attack roll so that is, that is 14 against range touch AC.

BEN

Ooh that might do it.

ALEX

Ooh I'm going to have to remember range touch it has been a while.

BEN

It's basically you get your dex bonus and nothing else.

HELEN

I'm trying to feel afraid but it's just.

ALEX

Yeah you hit.

BRYN

Ok so that does.

HELEN

It's all going over my head.

ALEX

This is quite involved now, we have got a lot of layers.

BRYN

That's 28 damage.

BEN

That's good.

BRYN

It was maximised.

BEN

That's a big number.

HELEN

Yes.

BRYN

Well if both had hit I would have done 56 damage.

BEN

[Unclear 0:34:11].

ALEX

So I'm going to reverse this for the sake of drama. The first one explodes into the wall beside the thing, there's mottled dusting of stuff that goes across this invisibility and you briefly see this thing is huge, it's really big, like really big and has a very weird shape. The second one square in the back there is a huge cry and then this rippling effect of fire that leaves outwards in an expanding circle from the back of this creature and with it goes the invisibility revealing this bizarre looking shimmered thing, it turns out you weren't hitting blood you were hitting the thing it seems to be this like wobbling ball of like oil in the air and.

LYDIA

So it is a giant cloud of either [unclear 0:35:01].

HELEN

[Unclear 0:35:05].

ALEX

As that fire expands, because it is a bean it's not a punch the oil stuff starts to boil and pop. The back of it suddenly bursts open and as the fire continues to swell around this, it turns out it is not spherical it's just an amorphous weird shape, its innards gush backwards out. It flops down to the ground and as it

does you see the remaining of the invisibility disappear and all that is left is a sort of oily shimmering skin as the innards splay out across the street.

LYDIA

Is it dead?

ALEX

Heal check. It's very dead.

LYDIA

Heal check the puddle.

ALEX

It's very dead.

BEN

Azu is Sasha ok?

HELEN

Unconscious, definitely not ok.

BEN

Let's get back into the basement.

HELEN

Ok.

ALEX

Einstein's still [sound effect].

BEN

Einstein you can stop it.

HELEN

Stop it. Shhhh.

ALEX

He scarpers back into the taverna and back into his pot and we are now out of initiative.

HELEN

I'm going to carry Sasha back inside.

LYDIA

So this is me acting Sasha [sound effect].

BRYN

I think we shelter and lick our wounds and abandon the idea of a watch because clearly it didn't work.

ALEX

I'm going to jump to Grizzop. So Grizzop, Dionysus guy is going so there's, there's quite a lot going on here, someone has definitely been doing some kind of like stuff.

BEN

Yeah and I didn't need to pitch your tent or whatever to tell you that.

ALEX

The guy just gives you a look.

BEN

I realise pitching a tent means something very different to you.

(Group laughter)

ALEX

So I mean what has this guy been doing, has he been eating weird things?

BEN

No he's an illusionist and he was doing a lot of magic and not getting enough sleep.

ALEX

He looks around I mean the sleep bit makes sense but no there's more going on there. Couldn't tell you what. Magic though, definitely magic.

BEN

Is there a meritocratic magician in this building who can maybe tell us?

ALEX

Oh you don't want a magician you want a cleric mate.

BEN

Aren't you one of those?

ALEX

Gives you a look. Starts trying to heal Wilde.

BEN

I could have done this.

BRYN

Take him to one of the temples for a better diagnosis.

HELEN

Yeah let's take him back to the Artemis temple.

ALEX

The cleric plants his hand over him and mutters some stuff, you see he's trying a bunch of things, he's clearly burning through all of his spells because why not. This is his.

BEN

It's not like he has to do anything.

ALEX

This is his job to just use them all in one go. Eventually Wilde sort of comes around looking conscious but still grey and pallid.

BEN

It's not fatigue though.

ALEX

Not fatigue, extremely not fatigue. Spry as the day he was I was going to say born you're not very spry when you're born.

LYDIA

What was that thing that happened to Bertie his con was drained?

BEN

Yeah, yeah.

Rusty Quill Gaming – 118 – Pop

ALEX

He comes to and he's just grey.

BEN

What have you been up to?

ALEX

I have no idea.

BEN

Right.

ALEX

Starts rubbing his face, rubbing his eyes.

BEN

You didn't take our advice did you?

ALEX

What advice?

BEN

Sleep. You were face down on your desk bleeding from the ears and nose.

ALEX

Tries to stand up and then sits down again.

BEN

That is a puddle of you.

BRYN

Eugh.

ALEX

Ok I'm.

BEN

You need to go to a temple and get yourself sorted out.

ALEX

Tried that, didn't work.

BEN

Go to a better temple and do that.

ALEX

Tried that, didn't work.

BEN

Ok Wilde well.

BRYN

Does he have some sort of horrible disease, do we need the heart of Aphrodite again?

HELEN

Oh no it's not like some kind of wasting thingy?

ALEX

Look I'm not [unclear 0:38:34].

BEN

Ok well look not relevant now given your current state but the river has been potentially redirected with the help of Bronc and his lot, pointing at the orc.

ALEX

Hello.

BEN

Looks like their settlement was flooded as well probably a side effect of the river re-direction however there is a massive illusion making it look like the river has just dried up when it hasn't it has been re-directed into a big hole. I don't know how much you've been told anyway that's all sorted, the factory

full of the things that we care about that has gone, incredibly destroyed. Oh also Bronc and you pointing at the Dionysus cleric, do you mind giving us a moment?

ALEX

Hello. The Dionysus guy sort of turns to you and Bronc, gives a saucy wink, Bronc just goes no and picks him up and just walks out and closes the door.

BEN

Thanks Bronc. Look the cult they've kidnapped, they've taken a hostage for each of us, the other three have gone to Rome to get them.

ALEX

Rome?

BEN

I, no they made their decision, they.

ALEX

Rome?

BEN

Yes Einstein took them, yes Einstein again.

ALEX

Yeah ok that's fine.

BEN

I don't know it has been about a day, obviously I haven't heard anything from them but it is going to be better I stay behind to sort out the factory. So the factory is destroyed, it has gone. I filled it with a river and the river has been re-directed but now that's done I need to go and help and I don't know how to do that. What's next and what's happening to you, this isn't, is someone poisoning you?

ALEX

If they were that would make things a lot easier, I don't know what's happening. I haven't slept in a long time.

BEN

Right.

ALEX

That's not by choice.

BRYN

Get someone to cast sleep on you?

ALEX

I'm really reticent to get anyone to cast things on me these days because things are, things are more complicated than when we started out aren't they?

BEN

Yes, yes they are.

ALEX

He's by the way he's really struggling.

BEN

Let's go.

ALEX

He's held together at this point by spit and magic.

BEN

Alright look let's go to the temple of Artemis, if we can trust anyone we can trust them they'll be able to cast sleep on you and maybe I don't know, I don't know if I hadn't found you, you might have just bled out on your desk and no one wants to die at work.

ALEX

He stands up unsteadily, lead the way.

BEN

Oh and we need help rebuilding, I need to take Bronc to who's in charge is it the Mayor, do they have a Mayor here?

ALEX

Yeah.

BEN

Fine actually sit down for just five minutes.

ALEX

He sits down.

BEN

I'll come and get you and we'll go to the temple right.

ALEX

Let's jump over RP and describe what you're doing and then I can just accelerate.

BEN

Cool I'm going to take Bronc to the Mayor's office and fight my way through until I can talk to the Mayor.

ALEX

She's in there, initially people start resisting, Bronc is really good at carving a path through people, like really good at carving a path through people.

BEN

I do not get my bow out.

ALEX

He didn't need an appointment how strange.

BEN

Interesting and basically be like right we've got the river back, this guy did it, his [unclear 0:41:47] needs help do it because basically Damascus isn't going to die because of this lot on my honour as a paladin of Artemis if you don't do this I will hunt you down and shoot your knees off.

ALEX

Standard.

HELEN

Different tactic to [unclear 0:41:59].

ALEX

I'm going to accelerate past again I'm not going to RP because I'm just RP-ing my own conversations again. It's very clear that Bronc is a known representative.

BEN

Oh ok.

ALEX

And it's very clear that the Mayor is like cool so you've fixed the river. Yeah ok cool I can deal with a landslide, let's deal with that instead. They start talking.

BEN

I will leave them to it and go and get Wilde and go to the Temple of Artemis.

ALEX

Brilliant I'm going to jump back to Rome.

BEN

Fair.

LYDIA

There's me RP-ing.

ALEX

Does anyone have any means for bringing Sasha back round?

HELEN

You have bags of holding don't you? Do you have potions for?

BRYN

There was one last potion, I gave it to Sasha last night.

HELEN

Did she drink it?

BRYN

I don't think so.

HELEN

Well I'm going to go through her things.

BRYN

We should just let her sleep and do it after she has rested a bit.

ALEX

For everyone well I say for everyone, Helen, because we now have an MPC, an unconscious person and someone with endure elements it's cold down here,

you just know that it interferes with healing if you're leaving someone in the cold, on the ground, probably won't heal very well.

HELEN

Ok she has her Cloak of Elvenkind doesn't she so.

ALEX

You reckon you can stop her dying but you don't reckon that you can get her on the path to health freezing in a basement, that's not conducive to care.

HELEN

Am I going to have to cuddle Sasha?

ALEX

You tell me.

HELEN

I think I'm going to have to cuddle Sasha.

BRYN

Ok.

LYDIA

She doesn't resist.

BRYN

Things really are bad.

(Group laughter)

ALEX

The most fulsome hug Sasha has had in years. Einstein kind of gently cwtchs in as well, wants some of that.

HELEN

Yeah.

BRYN

I'll go outside on the other end to Azu because Azu produces more heat.

ALEX

Yeah of course.

BRYN

And I'm ok because of my spell for a little while longer.

HELEN

What because you warmed yourself up with the fire?

BRYN

I was thinking endure elements but also that yeah.

ALEX

And here's another one to end on then, as the camera pans upwards obviously we're doing the artistic thing where there's no roof for this camera shot everyone cwtched in a dark, cold basement and you zoom out further.

BRYN

One cloak under us, one cloak over us.

HELEN

Yeah.

ALEX

Into the barren wastelands of Rome where there's maybe another howl for artistic effect, keep zooming out as far as the eye can see, maybe a leathery wing flaps in front of the camera briefly I reckon that's a lovely image to end on. Shall we end the episode there?

LYDIA

Just so long as you don't fill it with and all the dogs are coming towards them padding on silent paws.

ALEX

I am not doing that.

LYDIA

Ok phew good.

BEN

And the dogs were invisible obviously.

BRYN

Hey guys no one died.

EVERYONE

[Cheering].

ALEX

Good job.

LYDIA

What scar am I going to have for this?

BEN

Ooh yeah.

ALEX

While we discuss that you can all be back here next week and we'll find out shall we?

EVERYONE

Bye!

[Show Theme - Outro]

ALEX

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