

## RQG – [134] – [Onions and Jelly]

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Hi, everyone, Alex here. I'd just like to take a moment to thank some of our patrons. Jay Grace, Lena, Noy Strebor, Handle Barlen, Green Nosed Mule, Charles Lambing, Anna Jin, Justine Silving, Zach Hoffman, Potato, Mickie B, Kayleigh Banyard, Jessica Whit, Geo, Maria, Laura Toe, Bethany King, Berdie Nelson, Patricia Keith and Hall of the Mirror Artworks. Thank you all. We really appreciate your support. If you would like to join them go to [www.patreon.co.uk/rustyquill](http://www.patreon.co.uk/rustyquill) and take a look at our rewards.

### [Show Theme - Intro]

**ALEX**

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

**BEN**

BEN Meredith

**BRYN**

Bryn Monroe

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**LYDIA**

Lydia Nicholas

**HELEN**

And Helen Gould

**ALEX**

And who are you playing?

**BEN**

Zolf Smith

**1BRYN**

Hamid Haroun al-Tahan

**LYDIA**

Cell Sidebottom

**HELEN**

And Azu

**ALEX**

And you've all made it to a creepy kind of underground basement room full of onions without losing any hit points so you're actually doing way better than I expected by this point.

**BRYN**

The three spell slots.

**ALEX**

I know.

**BEN**

We've read a kobodabol bedtime story.

**HELEN**

It's a true. That is my main takeaway.

**BEN**

No one has died.

**LYDIA**

I've been a dolphin, twice.

**(everyone laughs)**

**HELEN**

Yes.

**LYDIA**

The first achievement.

**ALEX**

Very briefly, you are investigating an old friend of Cell's and you are currently in their onion basement, it would seem. You've now got cobbled in a corner.

**LYDIA**

That traction is what I have been suspecting for a while.

**BRYN**

Okay, are we going to go up the next floor or explore the rest of this floor first?

**BEN**

Well, either this kobold came for reagents which means lab or onions which means kitchen. So...

**LYDIA**

Well, he does good, yeah. Right?

**BEN**

We don't want to go to the kitchen.

**LYDIA**

Why not?

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**BEN**

We're just going to be staff members who can, you, know, raise the alarm.

And we're not going to find any...

**LYDIA**

And food.

**BEN**

Well food, yeah.

**BRYN**

Do you think we should head up to the next level?

**BEN**

I mean I reckon so unless this thing worked in a lab.

**LYDIA**

Let's go.

**BRYN**

He as thinking onion.

**BEN**

Now, that's relevant information. He's probably... it's probably working in a kitchen. So...

**BRYN**

I think I agree with you

**BEN**

Right.

**ALEX**

Okay, you start heading up the stairs. Do you kill dancing lights? Are you doing it in the dark again?

**BRYN**

Yeah, if were leaving this floor.

**ALEX**

Everyone give me a fresh self-check, please.

**BRYN**

Oh, that's better.

**ALEX**

19.

**BEN**

11 for me.

**ALEX**

Okay.

**BRYN**

14.

**HELEN**

26.

**ALEX**

That's fine. So, you all start making your way up again in the dark. It's exactly the same as it was before you only go up like two floors, maybe two and half, like they're not scanning as normal floors it's you know...

**BRYN**

Carved into a rock.

**ALEX**

Yes. For what it's worth, from this point, you are heading up, it shifts from basically unworked stone to worked stone, like masonry starts cropping up and then by the time that you are already like one floor up, your just in masonry now but think castle keep masonry, like old style masonry, not industrial. So, it's got a metal stairway but they've probably retrofitted a castle or key possibly...

**LYDIA**

I mean, I have a lot of points in history so I could probably give you the whole...

**ALEX**

Yeah, you could.

**LYDIA**

Do you want me to roll for it?

**ALEX**

If you want to give people the info then yes.

**LYDIA**

I would like to know whether he took over it or built it.

**ALEX**

If you want to give people the info then yes.

**LYDIA**

I would like to know whether he took over it or built it.

**ALEX**

That's fine.

**LYDIA**

So, that's 25.

**ALEX**

Originally, there was a effectively a ruin here. A long, long, long time ago something was built here in the hopes of establishing maybe a nursery presence. Kind of got abandoned because, you know, it was a rock and it turned out there was nothing really, no one cared. Eventually they converted to a lighthouse and then after that conversion it converted to the institute. But this over a long period. It's also worth mentioning that the lighthouse was a very old one and it would have been proper like a single lighthouse keeper live in the lighthouse kind of dealy, just plonked in the middle of the rooms. It's a useful rock, not a significant...

**LYDIA**

Yeah, yeah. So, the institute actually predates Yoshida?

**ALEX**

Yes.

**LYDIA**

Right.

**ALEX**

Yes, there was something kicking around but it kind of became the institute under him I suppose is the best way to describe it.

**LYDIA**

Right, okay.

**ALEX**

He whipped it into shape.

**LYDIA**

Was it an alchemist sort of place?

**ALEX**

No, that's the thing. It wasn't, it was effectively like a series of retrofitted buildings for like some of the stuff. You don't everything off that roll, that's why I've given you everything I can.

**LYDIA**

Cool, cool, cool.

**ALEX**

Didn't become an institute until he came in.

**LYDIA**

Okay.

**ALEX**

Piece of info that other people won't know, he didn't become an institute until he came in as a child, reminder.

**LYDIA**

Oh.

**ALEX**

Yeah, the metalwork though is sort of plastic on top. So heading up, you find yourself in what is almost a carbon copy of the room that you left in so far as a bunch more crates, kind of higgledy piggledy. It doesn't seem like meticulously ordered, it's worth mentioning. There's a pile of crates, that's it.

**BEN**

Right, let's check again.

**BRYN**

Is the door closed and everything?

**ALEX**

Mm mm.

**BEN**

Dancing lights is probably is order.

**BRYN**

Okay.

**LYDIA**

Yep.

**BRYN**

I cast dancing lights.

**ALEX**

It's almost exactly the same layout as before. Some it's food, some of it's meaningless reagents, some of it's bolts. One of them has bricks and stuff like that. It is all mundane day to day stuff but I would admit that for everyone here it becomes apparent that like who stores bricks next to carrots? Why would you do that? There's no...

**BRYN**

It's a bit a weird.

**ALEX**

There's not really much of a system, it's kind of a bit a hotch potch.

**BRYN**

I'll be casting tech magic again, just so any auras pop up but I'm not expecting any.

**ALEX**

Nothing. There's also no... not another spear there, to be clear.

**BEN**

Carry on then.

**LYDIA**

Yep.

**BEN**

Yeah?

**LYDIA**

Yeah.

**BEN**

Let's go.

**BRYN**

I assume that again there's a metal door that could leave into...

**ALEX**

It's almost an identical carbon copy of the other room.

**LYDIA**

I mean, we should like check the rest of the... maybe this is like a distraction place, right? Like they distract you with bricks.

**BEN**

But they're not going to expect anyone to have... I mean, I get what you're thinking but also that stairway is from like a hidden cove that's really hard to find so it's probably not a lure. This is probably a sort of central shaft with the lift everything that runs all the way up to the top and you know megalomaniacs usually have their offices at the top of buildings so I'm imaging all the important stuff is going to be right at the top.

**BRYN**

Or right at the bottom. As you said earlier, like one of two.

**BEN**

Yeah.

**HELEN**

Sure.

**BEN**

I mean, I don't know... the trouble is we could find like weird alchemical experiments and stuff roaming the hallways if we...

**HELEN**

Oh, really, you think?

**BEN**

No, but it would be like...

**LYDIA**

How exciting that it.

**BRYN**

In a bad way.

**BEN**

In an alarm raising way. Ideally, we'll get

**BRYN**

Ideally, we'll get everyone off to our presence, ideally.

**BEN**

I mean, really if we can just get Yoshida then great.

**HELEN**

Sounds good, yeah.

**BEN**

Exactly. So let's go to the top, hope we find him in bed and then we can take him out.

**LYDIA**

Oh, oh, oh, I see. Right, yes, okay.

**ALEX**

Do you head further up?

(everyone) Yes

**ALEX**

Okay, you head up another...

**BEN**

Rinse and repeat.

**ALEX**

Yeah, that's fine.

**HELEN**

Yeah.

**ALEX**

So, you head up another about two and a half floors and you notice there is something different. So you find a similar-esque... they're clearly like traded landings. I don't mean train, I mean like delivery landing, if you know what I mean. A place to unload, load, blah blah blah.

**HELEN**

A loading bay.

**ALEX**

Thank you. So, there is one additional factor in this one which is there is an additional basically metal grate across the stairway. So it looks like that's been added afterwards. So there is a metal stairway and it looks like someone has bolted into the walls a thick metal bars and sort of chicken wire-esque things in between as well with a padlocked door into it so you cannot proceed up the stairs unless you effectively cut through or open a padlock.

**BRYN**

Yeah.

**ALEX**

But its an improvised barrier as opposed to like a hard built in one. It's seems there is something of importance up there.

**LYDIA**

I mean, I could... Cel could go for the lock but I'm very aware of acid splash existing in the group.

**BEN**

I was about to say... like Hamid, do that thing you do to locks.

**BRYN**

Oh, where's the lock?

**BEN**

Oh, yeah.

**ALEX**

No, no, no. It's worth mentioning at this point, as you say that you realise there is... you have low light vision.

**BRYN**

No.

**ALEX**

Actually, you know what, do you, Cel?

**LYDIA**

I think so as an elf and it's...

**ALEX**

If you're half elf then you do.

**BEN**

I need actual light to see.

**ALEX**

No, that's fine. Cel, over the course of the last few floors you've noticed that you are starting to be able to make out the outlines of things so there's probably a light source higher up the stairwell. Hamid, at this stage, not really.

**LYDIA**

Yep, well, disable the device on the lock.

**ALEX**

Yeah, please.

**LYDIA**

26.

**ALEX**

26.

**BEN**

I'm aware we didn't check for traps.

**LYDIA**

...straight through.

**ALEX**

For what it's worth, it would have to be an amazing trap because it's a clear... like there's nowhere to hide it as far as you can tell. You undo a padlock, it's a padlock. It's a decent padlock, it's worth keeping if you're on the lookout for locks.

**LYDIA**

Yeah, collecting locks.

**ALEX**

If you're collecting locks it's a good one to keep.

**LYDIA**

Cel is very excited about having a bag of holding and hasn't decided what they're going to start a collection of yet.

**ALEX**

Oh, so you're like the opening stages of like of every sky rim oblivion carriage chair, also wood.

**LYDIA**

Yeah, I can sell it for like one...

**(everyone laughs)**

**ALEX**

Yeah, you open it, it's really easy. You notice.

**LYDIA**

That's not true. With my diplomacy bonus I'll sell for two...

**ALEX**

What I will say is you notice... like you don't immediately yank it open, you notice that the hinges are a little bit rusted, it clearly hasn't been opened in a while. That said, I can... for free, I'm giving you... you'll have oil on to just all that hinge if you want, stuff like that.

**LYDIA**

Yeah.

**BEN**

Got stinky vinegar.

**(everyone laughs)**

**LYDIA**

(door creaks). Oh, wait. Oil, oil. Oooh.

**ALEX**

Yeah, it's all good.

**LYDIA**

So, I wonder if it's rusty like that... I don't think that kobolabol being very small could have necessarily opened that rusty gate. So, I don't know if the kobolabol appeared is what I am saying.

**HELEN**

Because to deduce...

**BRYN**

Strange isn't it?

**BEN**

Yeah, I mean I'm thinking that maybe we are in like the mundane section and now we've gone through the locked door it's the sort of more like interesting bit.

**LYDIA**

So, this is where we're going to get the alchemical experiments.

**BEN**

Maybe.

**BRYN**

Well, maybe.

**BEN**

Maybe not. Let's have a look.

**ALEX**

Okay.

**BRYN**

Is it just me or is it getting a bit more colourful?

**LYDIA**

I mean, there's light.

**BEN**

That's it.

**ALEX**

There's some light.

**BEN**

Right.

**BRYN**

I mean, it's gone from completely and utterly black to yeah pretty much black so.. maybe.

**BEN**

Right, well you'll be able to join the land of the seeing in a little bit

**ALEX**

Okay. Do you head up?

**LYDIA**

We go...

**ALEX**

Yep.

**HELEN**

Yeah.

**LYDIA**

With my accent that is from everywhere.

**ALEX**

You're going up maybe another two and half floors like these are clearly regular like... again like Cel will get this for free, the rest of you will get this sort of as it's coming. And an order has clearly been imposed on this building so there's the odd mark of like someone's maybe shifted something here shifted somewhere. So, someone has come and found a building that's irregular and

gone, No. No, this is regular. Let's make this regular. As you head up Hamid eventually you do start seeing little bits of light and you realise that, yeah, maybe quite far up, it's like it's still disappearing beyond you can see cause of stuff and so on. It doesn't... there isn't a stairwell because it's going around the lift shaft so there's too much in the way but light is coming in, there's probably a window or something similar. You make it up the two and a half floors, everyone...

**LYDIA**

A jagged hole in the wall.

**ALEX**

Everyone give me a perception check but Hamid's still taking penalties I'm afraid.

**BRYN**

Oh, yeah. And a roll two as well. Does the dice know?

**HELEN**

The dice they know. 18.

**LYDIA**

I rolled a two.

**ALEX**

Don't forget you have your horrendous modifier. How long does that last?

**LYDIA**

Oh no, that is only on a target creature.

**ALEX**

Oh, okay.

**LYDIA**

I only have 15.

**BEN**

And I also have 15.

**BRYN**

My total was also 15.

**HELEN**

Mine's the highest. Yay!!

**HELEN**

18.

**ALEX**

That's enough. The rest is not...

**HELEN**

I get to make it.

**ALEX**

You notice as you're coming up on the new loading bay...

**LYDIA**

Let the record show there, Helen has given the smuggest look.

**ALEX**

The loading bay has a couple of crates but they're empty, they've already been dealt with. They've also clearly not been moved in a long time. Like dusted, cobwebs, all of you can see this. You also notice there is a small stain that is poking out from underneath the door, the metal door that leads sort of further in from wherever you are. It is very very faded, the only way that you've noticed it is everyone's maybe gone poking around the room and you happen to go to the door first and you can just see the lip of a stain on the other side of that door.

**HELEN**

Oh, what colour is it?

**ALEX**

It is just the discolouration of the stage as in like... you know like say a damp patch in a dry piece of wood like whatever has stained it for free you know must have been ages ago, like ages and ages ago, there isn't a colour to it really.

**HELEN**

Okay. I've found a weird stain but I don't know if that's very helpful.

**BEN**

Right.

**HELEN**

Leaves through the door.

**BEN**

It's the most interesting thing we've seen through a door.

**BRYN**

Well, we haven't gone through the doors on any of the other floors.

**LYDIA**

How about we open the door?

**BRYN**

Might as well.

**LYDIA**

It could just be a painting room.

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**BEN**

Yeah, I mean...

**BRYN**

Shall we turn the dancing lights off first?

**BEN**

I think so. So, Cel, you're the quietist I think so...

**LYDIA**

I've never been called quiet before.

**(everyone laughs)**

**LYDIA**

Really very interesting. I wonder...

**BEN**

I said quietist.

**LYDIA**

Oh, right, okay.

**BEN**

We're just all very loud.

**LYDIA**

Oh, right. You see I was thinking what could that stain... it could be like an artist job. It could be a chemical lab or it could... I'm just trying to speculate a bit.

**BRYN**

Why don't you open the door and we can out. Shall I turn the dancing lights off. I mean, I know there's some light in here anyway but that would be a difference

**ALEX**

It is the difference between you being able to navigate and not having the dancing lights to be fair.

**BRYN**

I'll turn them off.

**BEN**

Yeah.

**ALEX**

Okay. There's... yeah, you're not really... you're not really operational still at this stage.

**BRYN**

Yeah, fine.

**BEN**

Oh, yeah, is it a handle or...?

**ALEX**

This isn't a submarine door, this is just a handle door.

**LYDIA**

Okay. Well...

**ALEX**

It is worth noticing as well and for free you get this, this is another door that clearly hasn't opened in ages, like cobwebs are kind of up against it and so on.

**BEN**

Wait...

**LYDIA**

What?

**BEN**

Check for traps.

**LYDIA**

I don't know how to do that.

**BEN**

Just look for them.

**LYDIA**

Okay.

**BEN**

Look through the keyhole, see if there is any like weird... hang on a minute, we can both have a look but I'll guide you through it.

**LYDIA**

Just looking at...

**BEN**

I mean, I don't know but I saw Sasha do it a couple of times and...

**LYDIA**

Who?

**BEN**

Someone we used to know.

**LYDIA**

Oh, okay.

**BEN**

She was very good at it.

**ALEX**

Azu looks sad.

**LYDIA**

Nice to know. Really happy for you. It's good to know people that know how to do things. I find it very useful.

**BRYN**

Well, she's dead now.

**LYDIA**

Oh, I'm sorry. That happens.

**BRYN**

Might not be. Might not be.

**BEN**

Anyway...

**LYDIA**

So, the...

**BEN**

She was very good and traps and...

**LYDIA**

Door... yeah, yeah.

**BEN**

So, if you want to look for...

**LYDIA**

I'm assuming I'm being the quietist. Sounds irrelevant information.

**BEN**

Okay.

**LYDIA**

Throw it up.

**BEN**

Okay.

Through the door.

**BEN**

Yeah. So, I got 22.

**LYDIA**

I only rolled a two. So, that's a 15.

**ALEX**

So, Zolf immediately is at the keyhole, Cel, you do the keyhole then I'll look around the outside I guess. You can see through the keyhole through, there isn't a key in the door or someone, so you can just see what's on the other side of the room because there's some light coming in.

**BEN**

Oh, yeah, that's how this works.

**ALEX**

For what it's worth it's not... you wouldn't have known... it's not like light is streaming in in the middle of the night remember. So, looking through the door, off the original perception check, what you can see is quite a lot so bear with me on this one, don't ask questions until I've finished describing.

**BRYN**

I shall be quiet.

**ALEX**

I want you to start by beginning to imagine a comparatively long corridor for an aristocratic building. So, think portraits on the wall that kind of thing. However, I want you to also sort of also layer onto that the kind of old Victorian vibe. If you know places that people would go for recuperation, that kind of thing. However, it's completely derelict on the other side.

**LYDIA**

So, is it like a sanatorium?

**ALEX**

Yes, but I'm trying to steer you away from things like bedlam to be clear. It's not chains on the wall kind of thing.

**LYDIA**

It's a fancy sanatorium.

**ALEX**

Yeah, but it looks like it's gone to sea. So, there is chaise longue in that corridor that you can see.

**BRYN**

Sorry, a sanatorium for the rich.

**ALEX**

Better. Better. But there is...

**LYDIA**

A chaise longue...

**ALEX**

So, once you've got all that you can see that there is light coming in from some of the open doors on the corridor, clearly like a bit of moonlight or whatever but there's not much because it is still torrential rain and so on. The other thing is that you think there's something propped up against the door, you can only see like a little bit of it in the corner, you couldn't guess as to what it is but what you can see is about five maybe ten feet from the door, I have to say ten because actually it's accurate...

**BRYN**

One or two squares, yeah.

**ALEX**

Ten feet from the door the corridor floor, walls and ceiling are bright rainbow colours. It looks like as far as you can tell like something has grown over the walls that is bright colours and like full rainbow sheen colours, not that the walls themselves are like painted.

**BEN**

Is it like anything we saw in Kew?

**ALEX**

Oh, Zolf was there. Yeah, it has a kind of Kew vibe. Like for Zolf that's the first thing that you're going to go ahead and turn to.

**BEN**

Oh, alright.

**LYDIA**

Oh, it sounds like what you see through it is much more interesting than what I've seen of the door. The door I could summarise as door.

**(everyone laughs)**

**ALEX**

Accurate.

**BEN**

So, I don't know but I think through there it's going to be quite... might be quite dangerous.

**LYDIA**

Oh, cool. Shall we open it?

**BEN**

No, hang on a minute. Hamid, remember Kew?

**BRYN**

Yes.

**BEN**

Yeah, yeah, it looks like some kind of rainbow coloured fungus is growing on the walls so I've got no idea what it's going to do and that stuff was really dangerous.

**LYDIA**

Oh, can I have a look? Can I have a look?

**BEN**

I mean, you can have a look.

**BRYN**

I mean, the fungus in Kew was not rainbow coloured and you could feel the cold from...

**ALEX**

You can't feel anything of the fungus on the inside.

**BEN**

No, but what I mean is... as I step away from the keyhole to let Cel have a look...

**LYDIA**

Cel opens the door.

**BEN**

No, Cel.

**ALEX**

So, Cel opens the door. Immediately the desiccated body of the last person who came through the door flops in as you open the door.

**HELEN**

I knew it.

**LYDIA**

On top of Cel?

**ALEX**

Kind of uuuuh a little bit.

**LYDIA**

Uuuuuh.

**BEN**

Ssshhh.

**LYDIA**

Sorry.

**ALEX**

Additionally, Alex rolls for effect.

**LYDIA**

Oh, no.

**BRYN**

Well, at least it wasn't me.

**ALEX**

Effect the first.

**LYDIA**

Oh, dear.

**BEN**

Now, Zolf is very wise so he knew that was a terrible idea.

**BRYN**

I'm overwhelming wise.

**ALEX**

So, a whole cloud of almost luminous blue spores sprout upwards as in [sounds like puh] upwards from the floor, ceiling etc closest to the door and are pulled by effectively the gust of wind of the door opening straight into Cel.

**LYDIA**

Wooh.

**ALEX**

As they are moving you can see lighting crackling between the spores, sort of like it's more like an electrical cloud more than anything else.

**HELEN**

Oh, my god.

**LYDIA**

That is so cool.

**ALEX**

And as it hits Cel it throws the like the bodily backwards. Dealing.

**LYDIA**

Oh no.

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**ALEX**

I'm going to have to do some math. I rolled really high.

**HELEN**

Oh, no.

**BEN**

Many, big many.

**ALEX**

Dealing 32 electrical damage to Cel.

**LYDIA**

Oh, any other damage on top?

**ALEX**

No.

**LYDIA**

[sounds like zap]

**ALEX**

As you fall backwards, the door naturally pulls close again, the spores don't spread throughout the room or anything like that...

**HELEN**

Oh, thank god.

**ALEX**

The second that they sort of discharged on Cel they seemed to disappear.

**BRYN**

Is there not a body lying through the doorway?

**ALEX**

Oh, no. It went full wholeheartedly on Cel so Cel's basically thrown backwards...

**BRYN**

All the way through.

**ALEX**

I mean, let's put it this way, from Cel's perspective, Ah, electric zombie. Let's just leave it at that. And we're going to take a break there and then we'll be back in a couple of minutes.

**(break)**

**ALEX**

And welcome back. Cel, are you conscious?

**LYDIA**

I've had worse nights.

**(everyone laughs)**

**ALEX**

Continue.

**LYDIA**

I roll the electric zombie off as well.

**BRYN**

I cast dancing lights again.

**ALEX**

Okay. Oh, yes, that happened.

**HELEN**

Yeah.

**ALEX**

There's still a little bit of a statically charge occasionally, you know the little flashes that you can get with the static.

**BRYN**

Is there some static in the air? What was that?

**BEN**

No, that was blue fungus. That was rainbow fungus. It was like Cupid, it was electricness. I'm not cold. Anyway, Cel, when I said take a look I meant through the keyhole and that's why so just... we need to be a bit more careful next time, okay?

**LYDIA**

But it was interesting.

**BEN**

Yes, it was but also...

**HELEN**

Now you're hurt.

**BEN**

And we're using up-resources to make you unhurt again. So, anyway, I'm going to have a look at this corpse.

**HELEN**

Again, I'm going to help you...

**LYDIA**

I can heal myself and sulk.

**HELEN**

Azu approaches Cel to heal them. I'm going to heal you now, if that is alright.

**LYDIA**

Yeah, sure. I mean, yeah, that's fine.

**HELEN**

Can I touch you on the shoulders?

**LYDIA**

Oh, yeah, sure. That's fine.

**HELEN**

Alright. I'm going to do that.

**LYDIA**

Not the hair though cause I've worked quite hard on that.

**BRYN**

Has it got even more...?

**LYDIA**

It has under here. Yeah, there's actual sparks coming out of her hair.

**ALEX**

Even if you had said no one would have said, Yeah.

**HELEN**

Yeah, that's nine. They're hard to... they're actually quite hard to read, I don't like those dice.

**ALEX**

They're not good.

**HELEN**

No. You can put those back.

**ALEX**

Swap for the rainbow group.

**LYDIA**

Cel's literally like unimpressed. Like grateful but not wowed. So...

**HELEN**

I can do that again if you want.

**ALEX**

While that's rolling you are examining the corpse, yes.

**HELEN**

Sure, okay.

**LYDIA**

As I said, I've had worse nights.

**ALEX**

Still, it's good to have you, you know, not close to death.

**HELEN**

That is 15.

**BEN**

And I'm going to roll the heal check.

**BEN**

To examine the corpse and I get 26.

**ALEX**

Okay. The first thing that you know, there's no rescuing the patient.

**BEN**

That's taken real pressure off, Alex. Thanks for letting me know.

**ALEX**

Other things to be aware of...

**BRYN**

I can cast a tech magic and loot the body. Not literally.

**BEN**

Yeah, if you start trying to trying to, I'll be like, Get away.

**ALEX**

Falling back into old habits real quick.

**BRYN**

Literally.

**LYDIA**

I'm going to do a cure like on myself.

**ALEX**

That's fine just make sure you tally it off the things that you can do for the day.  
I'm going to keep reminding you cause there's so many things you can do in  
the day.

**LYDIA**

I healed myself seven.

**ALEX**

You're an alchemist as productive as I wish I could be. So, in terms of the heal check, as far as you can tell, this person was burned to death, most likely with some kind of acid.

**BRYN**

Oh.

**HELEN**

Was it not electricity?

**ALEX**

Not electricity. You can discern that they probably died very quickly.

**LYDIA**

Okay.

As extra examining the body anyway, they seem to be wearing the tattered remains of lab coat of some kind.

**BEN/BRYN**

Oooh.

**ALEX**

However, underneath the lab coat are some fairly fancy robe remnants of some fairly fancy cloth.

**BEN**

Aah.

**ALEX**

In terms of how long they've been dead, maybe two years.

**LYDIA**

That's better than Jack Hodgins and bones.

**ALEX**

Well, the heal check was high, I'm saying between one and five. It's been long enough for like desiccation to occur, no one has touched the body, the stains of what was the person are all over the clothes and so on.

**BRYN**

Ain't goopy no more.

**ALEX**

You know it's been left dry so like it's not a leak in there or anything. Nothing has tried to eat it.

**BEN**

Has it been colonised by fungus?

**ALEX**

No.

**HELEN**

That's good.

**LYDIA**

It is kind of like a mummy.

**BEN**

Yeah.

**BRYN**

What colour was the moss in Kew? The one that did me lots of cold damage.

**BEN**

Blue.

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**BRYN**

You said this fungus was rainbow coloured.

**BEN**

Rainbow.

**BRYN**

And this guy died from...?

**BEN**

Acid.

**BRYN**

And Cel just got hit with the electricity.

**BEN**

Yeah.

**BRYN**

I mean...

**HELEN**

It's randomised.

**BEN**

Have they made a suit of fungus?

**BRYN**

I think they have because the cold fungus in Kew was blue.

**BEN**

Right.

**BRYN**

And, I mean, it's very common for magical damage effects to be linked to colours and there are effects that can deliver any and/or all types of damage that are rainbow colours. So, it could be some sort of chromatic...

**ALEX**

You recognise the colour that came out and hit Cel was not the same colour as the mould that you were dealing with in Kew.

**BRYN**

It was not a blue...

**ALEX**

It was a different blue.

**BRYN**

..an electrical dragon?

**ALEX**

Yes.

**BRYN**

Oh.

**LYDIA**

So, what you're saying is that a sample of this could be extremely interesting.

**BEN**

And also extremely dangerous.

**LYDIA**

Well, those words basically mean the same thing.

**ALEX**

Do you have knowledge nature?

**LYDIA**

I do, quite a lot.

**ALEX**

Give me knowledge nature. From the description, you might just know what it is.

**LYDIA**

I've got a natural 20.

**ALEX**

Yeah, you do.

**LYDIA**

Yeah.

**ALEX**

From that it's just like, Uh oh, it's a Prismatic Mould. So...

**LYDIA**

Yeah. Cel literally uses that exact like tone. Oh, it's a Prismatic Mould. Great.

**BRYN**

That's makes sense, like a Prismatic blast or...

**LYDIA**

Yeah, yeah, right.

**BEN**

Yeah, definitely.

**ALEX**

Info that you know for Prismatic Mould...

**BRYN**

I think Azu's like, Uh...

**ALEX**

It's normally triggered by...

**HELEN**

Azu looks blankly back like I don't know why, I don't know.

**ALEX**

It's normally triggered by movement, within about ten feet of it or so what will then happen is it releases spores. What spores are release are kind of random because it just has a whole mess of different ones. Sometimes it's acid, sometimes it's fire, sometimes electricity. Sometimes it's... okay, in character sometimes it's bag for the viggers, like out of character sometimes it's just direct con or decs damage. You know it can cause confusion but worst effect...

**LYDIA**

Yeah, don't like that.

**ALEX**

You also note, this is what a natural gives you, it can teleport you in a random direction and sometimes multiple affects can happen at the same time. You also know that there is no version of this where you get off lightly. Like it always hurts, it always hurts.

**LYDIA**

It would make such a great pet but I think it would be quite hard to collect and...

**ALEX**

It also doesn't move and it doesn't have any extensions or anything. It is a natural...

**LYDIA**

Even better for a pet.

**BEN**

So, I'm thinking that you know reconstructing the scene then...

**LYDIA**

Right.

**BEN**

Is dangerous.

**LYDIA**

Yeah.

**BEN**

This one waiting at the corpse...

**LYDIA**

Interesting. Yeah.

**BEN**

...experimenting with it and it went wrong and then it escaped and crawled over the hall.

**LYDIA**

Yeah, maybe.

**BEN**

Cool. So, what I'm getting from that is let's not go in that hall otherwise we end up like this one.

**LYDIA**

Oh.

**ALEX**

If it was that big it's probably been growing for about four years, something like that.

**LYDIA**

I mean, looking through the... I assume I did not catch those details in the being exploded.

**ALEX**

It isn't something you can sneak past as well.

**LYDIA**

It's been... it's been growing a while. It's been growing a while.

**BEN**

Okay, so let's just pretend that door doesn't exist and be prepared for more things like that happening.

**BRYN**

Yeah.

**LYDIA**

Okay.

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**BRYN**

Further up after that horrible little interlude.

**LYDIA**

Let's hope that it gets more interesting.

**BEN**

Oh, hang on a minute ID. Now, I'm going to check the body.

**ALEX**

Things that you notice, they have a golden pocket watch. Pocket watches by the way comparatively rare, very expensive.

**BEN**

Okay, I'm going to grab the pocket watch going, Very rich, throw it over my shoulder.

**LYDIA**

Cel grabs it because they're not sure if that might be a new collection.

**BEN**

Aah.

**LYDIA**

It would be good to have, yeah.

**HELEN**

Yeah.

**BRYN**

It's not like inscribed or anything, is it?

**LYDIA**

Oh, uh checks.

**ALEX**

They have a picture of what appears to be a wife and child, both Japanese inside the lid.

**HELEN**

Human?

**ALEX**

Human, yes. Addition... oh, yeah, sorry it was a human skeleton, I keep forgetting in the setting I have to be specific.

**LYDIA**

And also they may not necessarily be married to a human.

**ALEX**

True. And...

**BEN**

The person has family.

**LYDIA**

Just... you know.

**BEN**

Helen, I hate... everyone we've murdered probably had a family.

**HELEN**

Yeah, but this one had a picture of them so it's...

**BRYN**

So, now I'm thinking about it.

**(everyone laughs)**

**BRYN**

We're reminded of murder and its consequences. Aaah.

**LYDIA**

Also, like this guy was probably just being curious...

**HELEN**

And hit us.

**ALEX**

You notice as well they appear to be carrying a comparatively like small folio wallet style thing, there is nothing useful in there though. It's been heavily acid. Like anything that was paper is gone, most of the folio is gone, you're basically reconstructing going, Oh, that was probably a wallet paper...

**BEN**

Fundamentally, I can get nothing useful out of this.

**ALEX**

Not really.

**ALEX**

The watch, for what's worth, will be valuable though.

**LYDIA**

Does anyone... I'm just quite excited about they work, but like that it holds up the family.

**BEN**

No, go for it, if you want it.

**LYDIA**

It's an interesting family, what a nice family.

**HELEN**

Maybe you can find them and give it back.

**LYDIA**

Mm maybe, yeah. That sounds nice, that sounds like an interesting thing to do. Maybe we should go now.

**BEN**

First things first, let's finish here.

**LYDIA**

Yes.

**HELEN**

Yes.

**ALEX**

Heading further up. Lights on/lights off?

**BRYN**

Lights off? Well, because it's becoming less of a problem...

**BEN**

Yes.

**ALEX**

So, lights off, yeah. You're heading up another shocker, about two and a half floors. From having a look through the corridor, high ceilings, posh buildings, high ceilings, like it's a thing. What it is as well is, I'm not making you do fort saves because you know it's... you're taking your time and blah blah blah, you've actually climbed a decent distance by this point. Like.

**BEN**

Oh, for exercise.

**ALEX**

You have gone from like cave under a rock all the way to like higher floors of a keep.

**BEN**

Sorry, I gave you that look cause I was like, Altitude sick? Oh, no. I was like, Not that high, surely.

**(everyone laughs)**

**ALEX**

Yeah, it's just cause going up this many stairs it's really high.

**HELEN**

Oh, your knees.

**ALEX**

Yeah, exactly. Like, I'm factoring in that you've probably had to like go, Phew, just give me 20 seconds.

**BEN**

Actually, my legs feel fine.

**(everyone laughs)**

**ALEX**

So, heading further up, everyone give me a spell check, please.

**LYDIA**

There we go, that's more like it. Got a minus three there.

**BEN**

Yay!

**BRYN**

21.

**ALEX**

So, clonk-a-donk, donk-a clock, clonk-a donk-donk.

**BEN**

Twelve.

**ALEX**

Clinky clankler, clankler, clank.

**HELEN**

16.

**ALEX**

You do make it to another loading bay. This time the door is open, there are no crates on this floor, it seems to be a dusty and done out as the other.

There's enough light coming that, Hamid, you can now see.

**BRYN**

Yay!

**ALEX**

Cause the light's coming in through the door and the door has windows on the side.

**LYDIA**

Cel actually dashes to the door to look through.

**BEN**

People, people, people.

**LYDIA**

Genuinely very excited.

**ALEX**

Are you standing framed in the doorway or poking your head round? The door is open. The door is open.

**BEN**

Aaah.

**LYDIA**

I was going to look through the keyhole.

**BEN**

Yeah, yeah, yeah.

**ALEX**

No, no, no, the door is open, that's how Hamid is able to see as enough light is coming in. The stairwell has no lights. The light that was helping earlier is coming through this door and going all the way down.

**LYDIA**

Uh becomes invisible, and steps forward.

**BEN**

Come back to let us know what you find.

**BRYN**

Be careful.

**LYDIA**

Right, yeah.

**ALEX**

Make sure to run out of spell slots.

**BEN**

Hush you.

**LYDIA**

I can do so many things other than spells, Alex.

**ALEX**

You're turning invisible?

**LYDIA**

I turn invisible and I step forward.

**ALEX**

How long does it last?

**LYDIA**

Eight minutes.

**ALEX**

Yeah, you step forward. What you see in here is an apparently empty but equally kind of derelict mansionary-esque looking room. You see that there's a number of doorways open from either side of the corridor, there's corridor probably an internal one and then there's light coming in from windows like from other rooms and so on. Give me a perception check.

**LYDIA**

30.

**ALEX**

Beyond that you also, because that's a really good roll, you also see, without heading into the corrido itself, you think you may hear like the faintest sound of movement of some kind right down the corridor probably in one of the other rooms but we're talking like incredibly quiet. It may... it could literally be a curtain flapping.

**LYDIA**

The exciting thing is that now because I'm playing a different character, Cel turns around and goes and tells the others.

(everyone) Yay!!!

**LYDIA**

Yeah, so there's things like... I think there's something down there. It sort of sounds like a thing that's sort of moving.

**BEN**

Right, okay.

**LYDIA**

And I can hear this voice.

**BEN**

Right, okay. So, at this point, do you think it's important enough that we spend some of your invisibility on this thing or do we carry on upstairs? Or just try and go see without being invisible but that might set off the alarm? And we're doing pretty well so far I think.

**LYDIA**

I think we could go and look.

**HELEN**

It seems fairly abandoned.

**BEN**

Like, how many times can you do this?

**LYDIA**

I mean, it sounds like one thing so like we could probably take one thing, it might be a couple.

**BEN**

Yeah, but I'm thinking if it raises...

**LYDIA**

At least it's wasting my invisibility. We can go look.

**BEN**

Okay. Very quickly if it's raising the alarm then that could be problem so I'm just...

**LYDIA**

I could go look. Walks off towards the sound.

**ALEX**

Okay, cool. You head through and what you find on either side are... you're heading past open doorways to other rooms, you're invisible. Technically, give me a spell but, I mean, it's going to be so high.

**LYDIA**

Yeah, so that's 46. Wooh I'm like a ghost or a fart. Invisible like a fart.

**BRYN**

I think both ghosts and farts are less stealthy than you.

**ALEX**

So, as you're moving along the corridor and looking into the rooms on either side first of all, you see on one side it's a toilet, great, on the other side it appears to be quite a large room...

**LYDIA**

Oh, right, it wasn't through to the toilet.

**ALEX**

...with big, big bay windows. It appears to have a bunch of overturned tables and chairs and so on, maybe like...

**BEN**

Would have been like a ballroom one, sort of...?

**ALEX**

No, no, no, it's more like...

**BRYN**

A grand library.

**ALEX**

A long time ago, potentially but from the chairs and tables that are there in the set up you get the impression it's little bit more canteeny or...

**BRYN**

Would it be described as a refectory?

**ALEX**

Yeah, that's the kind of the vibe that I'm going for.

**BRYN**

Would Hamid recognise it from his days at university?

**ALEX**

Potentially. But, yeah, it looks like that. If you go back way back it was probably like do you know what I mean by a sunning room?

**HELEN**

Vaguely.

**BEN**

Oh, with the asylum stuff.

**ALEX**

Yeah, like a sunning room. So, that they're big unnecessarily big windows but, yeah, it looks like it's probably been converted to a canteen something ages and ages ago. Heading further down, door on the left is basically a cupboard door on the right is another one for that refectory. That noise is definitely coming from the refectory room so I'm guessing...

**BRYN**

The three of us are also heading down but very slowly and very carefully.

**ALEX**

That's fine, I will deal with Cel primarily.

**LYDIA**

Going into the room that's got the sound coming out.

**ALEX**

Okay, you can see, yeah, one of the windows has basically shattered inwards at some point in the past and like the storm is basically blowing like a window and something is just rattling back and forth.

**LYDIA**

Hey, folks, I have found our foe.

**ALEX**

Everyone roll initiative.

**LYDIA**

A terrifying...

**BRYN**

Against a window? Oh, no.

**ALEX**

Correct.

**LYDIA**

Oh, no.

**BEN**

This is concerning.

**ALEX**

Fear the window.

**BRYN**

20.

**LYDIA**

19.

**ALEX**

Can I get stealth checks from everyone that isn't Cel, please?

**BRYN**

Bonus cause we're walking very slowly and carefully?

**BEN**

No.

**HELEN**

A natural 20. Yay!!

**BRYN**

17.

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**BEN**

Zero.

**ALEX**

So, I am coming in on a surprise round. What's your AC, Cel?

**LYDIA**

My AC is nine.

**ALEX**

Nine?

**LYDIA**

Mm.

**ALEX**

Really?

**LYDIA**

Yeah.

**BEN**

Probably 19.

**LYDIA**

19, yeah.

**ALEX**

That makes far more sense. I've got good news for you then. The enormous creature that dropped from the ceiling...

**LYDIA**

Oh, my god.

**BRYN**

Wow, okay, that's what we're doing here.

**ALEX**

...drops immediately in front of you, effectively the way that you're AC is working you just go, Woah, and then just sort of stagger backwards. That thing would have dropped immediately on top of you, that was what it was going for.

**HELEN**

My god.

**LYDIA**

Oh, dear.

**ALEX**

It is a large creature, as large as it can be whilst still be large. In order for you to do knowledge checks like in a combat situation you actually have to take time to do it. I will give you one...

**LYDIA**

A vague impression of like fluff or...

**ALEX**

Yeah, I can give you... I can give you vague impression. Some kind of enormous jellyish thing.

**LYDIA**

Oh, no.

**ALEX**

It has things within it.

**LYDIA**

We're back to basics. This is like dungeon crawling classic.

**HELEN**

Very much a creature.

**ALEX**

It lays immediately in front of you and has clearly tried to go for you but you have managed to back off quickly enough.

**LYDIA**

Oh, good.

**ALEX**

The fact that it spotted you is almost certainly just because you spoke though like even at a glance you know that like this is... how do I put it? It missed you because it can't spot you. It reached out and grabbed and...

**LYDIA**

I'm still invisible because I have not attacked?

**ALEX**

Yes, you are.

**LYDIA**

Cool.

**ALEX**

With that in mind then we enter initiative. With that in mind I believe Hamid you are up first. You haven't actually seen any of this but you will have heard a pretty heavy boom, kind of squelchy kind of heavy...

**BRYN**

One, two, three, four. I ran into the room and take stock of the situation.

**ALEX**

Hamid runs into the room and from the other doorway, because there's two doorways into the sunning room, the sunning refectory, two things happen. One, Hamid has some memory of being in refectories before. No, the other one is, yeah, there was some big ooze-esque creature immediately in front of an apparently empty doorway and it's just landed and it's only just reforming itself. But, yeah, that's what you can see. It's facing off against an empty doorway.

**BRYN**

Does it look like it's poised above something? Because I can't see Cel.

**ALEX**

It has a poised kind of vibe near the door.

**BRYN**

Cel?

**LYDIA**

Yep, yep...

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**BRYN**

I do not cast fireball.

**ALEX**

Do you cast anything else?

**BRYN**

Yes, I will cast scorching ray

**ALEX**

Okay, cool.

**BRYN**

Which is against its touch AC which should be nice and low and it's a giant not very moveable blob.

**ALEX**

You are not wrong in your reckoning.

**BRYN**

But I am getting minus four for firing into melay.

**ALEX**

That's fine.

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**BRYN**

Oh, and I've two horrendous rolls.

**BEN**

Oh, no.

**BRYN**

That's a 16 and a 14.

**ALEX**

So, you hit the 16 and you miss with the 14, which is within four.

**BRYN**

Yeah, within the four window?

**ALEX**

Yes.

**BRYN**

Okay. So, I have to make a fresh attack roll at Cel...

**ALEX**

Let's deal with the Cel stuff first.

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**BRYN**

Yeah, just so I know if I hit Cel or not.

**LYDIA**

Please don't.

**BRYN**

17, which is below your AC.

**LYDIA**

Yeah.

**BRYN**

So, what's your touch AC?

**LYDIA**

14.

**ALEX**

14. So, to hit Cel is with a 50% concealment. So, you've hit the AC...

**BRYN**

Okay. So, I've hit the AC but now someone needs to roll concealment.

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**ALEX**

Basically, do you want highs or lows?

**LYDIA**

Highs.

**ALEX**

So, highs means he misses. So six, seven, eight, nine, ten means he misses.

**HELEN**

Good luck.

**LYDIA**

Yay!

**BRYN**

That was a miss.

**HELEN**

Thank god.

**BRYN**

So, two rays of fire shoot out from each of Hamid's hands. One streaks into the .glassless cube.

**ALEX**

Okay.

**BRYN**

One streaks just past Cel missing by...

**ALEX**

Between the two.

**BRYN**

Yeah.

**LYDIA**

Hey, buddy, buddy, no. I mean, no that. Sorry, ow. Hot.

**ALEX**

I love that you are the friendly fire machine.

**BRYN**

18 damage to the cube.

**ALEX**

Okay. So, you shoot into the cube, and, yeah, burst of flames and so on, it doesn't appear to have any discernible damage but also cubes, I mean... you haven't blasted a chunk off I suppose but it's also not on fire. So, take that how you will but it appears, I suppose it appears undamaged. With that in mind, Cel, you're up because you rolled nice and high on your initiative.

**LYDIA**

I'm going to step back and being invisible I hope I don't provoke on that attack opportunity.

**ALEX**

I don't think you do. I don't see how it could.

**BRYN**

No.

**ALEX**

You know what, house rule, it makes more sense to me that you don't than even if the rules say you do.

**BRYN**

Yay!

**LYDIA**

Okay. So, I'm going to step back 15 foot.

**ALEX**

To a corridor that's opposite to the doorway but not the corridor that everyone else is in.

**LYDIA**

Yeah, yeah. So, basically back to that and then I'm going to throw bombs four through that door.

**ALEX**

Four?

**LYDIA**

Yeah.

**ALEX**

Are you sure you don't want to throw one?

**LYDIA**

Yes.

**BRYN**

No, four.

**LYDIA**

Okay. So...

**BRYN**

Bombs away.

**ALEX**

What's the radius on them?

**LYDIA**

So, that's the interesting thing.

**BEN**

Oh, no.

**LYDIA**

They do eleven splash.

**BRYN**

It's one square, they're the same as the bomb Sasha had, which I think they are.

**ALEX**

I was just double checking that they were one square, that's fine. I was checking you weren't going to hit yourself, that was all I was checking.

**LYDIA**

No, that's why I went back 15 foot.

**ALEX**

So, the splash won't affect it more because it's larger and you're going for direct hits, basically and then you'll get splash if you miss but hit the middle square.

**LYDIA**

Cool.

**ALEX**

Give me four attack rolls first.

**LYDIA**

Yeah. So, that's 13.

**ALEX**

So, that is a miss.

**LYDIA**

19.

**ALEX**

A hit.

**LYDIA**

17 plus 8 is a hit.

**ALEX**

Hit.

**LYDIA**

And nine plus two is eleven.

**ALEX**

And a miss.

**LYDIA**

So, it's two hits...

**ALEX**

Two hits, two misses and the misses don't trigger splash because of just the way these bombs work.

**LYDIA**

Three ones.

(everyone) Aaah.

**LYDIA**

That's four, five, six...

**BRYN**

I'm so happy.

**LYDIA**

Seven plus seven. So, 14.

**ALEX**

Okay, cool. So, yeah, you throw a bunch of bombs at it, two of them blow wide and I'm going to argue one goes through the open window and the other one just kind of explodes harmlessly like in the room but kind of mid-air kind of style.

**BRYN**

Doesn't get any splash then?

**ALEX**

No. But...

**LYDIA**

I've a second hit.

**ALEX**

Oh, is that just from one?

**BRYN**

Yeah.

**LYDIA**

Just one, yeah.

**ALEX**

Oooh.

**LYDIA**

Oooh.

**BRYN**

That's a better roll.

**HELEN**

That's better.

**ALEX**

No.

**LYDIA**

So, that 10, 17 plus 7 is 21.

**ALEX**

21?

**LYDIA**

Yeah.

**BRYN**

24.

**LYDIA**

24.

**ALEX**

24.

**LYDIA**

I can do maths, yeah.

**HELEN**

Oh, we haven't done maths for so long.

**ALEX**

Okay. So, those two bombs hit and they do quite a lot of damage and it looks like the thing is pretty like messed up by insofar as like bits have gone a bit wobbly off to one side, its shape has gone a little bit more and more and so on. So, yeah, you seem to have done a decent amount of damage to it like a lot, like it's taken a bit of a beating from you.

**LYDIA**

You see that's when you hit the thing and not your friends. Okay, that's what we're aiming for.

**BRYN**

I hit it.

**LYDIA**

That's what we're aiming for, not me, the thing. Not evil. Also, visible now because I attacked.

**BRYN**

You were invisible and I didn't hit you.

**LYDIA**

That is fair.

**ALEX**

Too much talking.

**LYDIA**

I am... I stand corrected. Thank you for your helpful comments.

**ALEX**

The cube... actually, I'm going to roll first. What's your AC, Hamid?

**BRYN**

18.

**ALEX**

Touch.

**BRYN**

Oh, uh 14... no, my touch AC is the same because I don't wear armour. So, my touch AC it also 18.

**BEN**

You pleb.

**BRYN**

It's one of the few advantages of being my kind of build is your touch AC is just as good as your normal AC, just not true for any other character.

**BEN**

But wo betide your flat footed AC..

**BRYN**

Absolutely.

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**ALEX**

Two firey beams of energy fire from the goo at Hamid.

**LYDIA**

Prismatic again.

**BRYN**

It's reflecting in our own things back on us.

**ALEX**

The first one deals 20 damage.

**BRYN**

In fire damage?

**ALEX**

Yes.

**BRYN**

I'm fine.

**ALEX**

The second one deals eleven damage.

**BRYN**

Okay, the second one basically does nothing. I take eleven damage total.

**ALEX**

Okay.

**BRYN**

I am resistance to fire, not immune to fire. So, fire does a lot less to me than anyone else.

**HELEN**

Almost a...

**BEN**

Is he Durgan?

**LYDIA**

Durgan Hamid. Very good. Oh, no, that's...

**ALEX**

So, the blob then moves out of the doorway and starts approaching Hamid. It is now immediately in front of him and that ends the blob's turn. I will then move onto the rest of the initiative order, which is, Zolf, you're up.

**BEN**

Can I see that it's... because it's sort of... I think I can just about get a line of sight.

**ALEX**

Yes, you can, the top right corner of it.

**BEN**

Oh, it's a cube. We just run away from it. It's not going to report back to its boss. Let's get out of here. And then I'm going to sort of step forward into the doorway, it's okay, I can let friendly people past so I'm not obstructing them and ready my reach weapon.

**ALEX**

That's fine. And last but not...

**BEN**

Oh, and my glave bursts into flames.

**ALEX**

Yeah, standard...standard.

**BEN**

It's just a basic magical weapon.

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Azu, you're up.

**HELEN**

I'm going to one, two, three, four so I'm like behind Hamid.

**ALEX**

Yeah, you can do that.

**HELEN**

And so I can now see the cube?

**ALEX**

Yes. And the cube can see you.

**HELEN**

Can see me.

**BRYN**

No, don't move up. Back off.

**ALEX**

Is there anything else that you want to do?

**BRYN**

We leave the XPs killing it.

**BEN**

We haven't got an XP in this campaign. Alex just decides we have the lot.

**ALEX**

Is there anything else you need to do?

**HELEN**

I was going to intend to like pull Hamid out.

**ALEX**

Technically you could...

**BRYN**

Oh the half...

**LYDIA**

Noooo.

**BRYN**

Not hard.

**ALEX**

Given that Hamid doesn't have enough time to react to you and coordinate it would just be a combat manoeuvre check to moving.

**HELEN**

But I don't want to hurt him.

**ALEX**

You don't get... I mean, you're not going to deal damage but he is not paying attention to you, if you want to move him you are grabbing him by the scruff and yanking him.

**HELEN**

So, that's what I do.

**ALEX**

Then give me a combat manoeuvre check. Roll a D20.

**BRYN**

And add that.

**ALEX**

Yours will be quite good but it's quite difficult to move people. Ooh...

**HELEN**

Yeah, that's 28.

**BRYN**

Yeah, she grabs me.

**ALEX**

Yeah, you can... you're not going to be able to throw him but you would be able to move him to the same square that Zolf's up by.

**HELEN**

I basically just want to like grab Hamid and put him behind me.

**ALEX**

Oh, yeah, that's fine, you can do that.

**BRYN**

You hero.

**LYDIA**

He's the only one I've got left.

**ALEX**

So, and on that bleak note I'm going to end the episode.

**[Show Theme - Outro]**

**ALEX**

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