

RQG – 136 – Trouble at the Top

Content Warnings **leave as shown unless dictated otherwise**

- X
- X

Hi everyone, Alex here. I'd just like to take a moment to thank some of our patrons. Charlie Haglin, Jason Dawson, How should I Know, Tanja Dowling, Nedjeth, Molly Waylon, Bonster, Richard Drum, Ben Stillwell-White, Wren Martin, Nancy S, Megan Strider, Keller, John Cantwell, Mel Barsana, Leni, Dan and Heather Norbury Multanto, Lucas Roswell, Anne Katy Lannon. Thank you all. We really appreciate your support. If you'd like to join them, go to www.patrimon.com/rustyquill and take a look at our rewards.

[Show Theme - Intro]

ALEX

Hello and welcome to episode 136 of 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

Rusty Quill Gaming – 136 – Trouble At the Top

LYDIA

Lydia Nicholas

HELEN

And Helen Gould

ALEX

And who are you playing?

BEN

Zolf Smith

BRYN

Hamid Saleh Haroun al-Tahan

LYDIA

Cel Sidebottom

HELEN

and Azu

ALEX

God, that was so flawless...

HELEN?

Yeah...

ALEX

No problems with that whatsoever.

HELEN?

I'm not really capable of doing anything badly.

ALEX

So...

[group laughter]

ALEX

You know what...

HELEN

I mean, even if it explodes... it explodes the way I wanted it to...

ALEX

[laughter] so we are in another delightfully warm recording... so expect everyone to be slightly weird...

LYDIA

Our brains are puddings... hurray...

ALEX

We are going to be picking up more or less where we left off, but as a quick recap, you are currently on a specific island. You are searching for info relating to... anyone remember the name?

LYDIA

[unclear: 1:37]?

ALEX

Yeah, nice...

LYDIA

Gangster man...

ALEX

Gangster man... OK...

HELEN

The mob boy...

ALEX

Azu has taken this, the way that Azu wants, and that's fine. [laughter]

HELEN?

Big [unclear: 1:49] lad

[laughter]

ALEX

So everyone else is looking for [unclear: 1:52] Shoin and Azu is looking for Al Capone.

[laughter]

ALEX

That's fine...

BRYN?

Alcaney pone

ALEX

Oi... Yes... nice...

LYDIA?

I generally thought that is what he was doing...

ALEX

I'm not on all cylinders. You have been investigating. You have managed to find yourself accidentally in... let's be honest... dishonoured for a while, as you were wondering through Aristocratic mansions, full of death...

BEN?

And it was all decade and abandoned and...

ALEX

And oases...

LYDIA

oh yeah...

HELEN

Learning really exciting things about new kinds of mould, which is cool.

ALEX

No, Hamid refused to learn and continued to attack them, despite making it stronger...

BRYN

That's not what she was talking about...

LYDIA

No, I'm talking about the moulds...

ALEX

Oh I lose track...

BEN

No it's not new mould... it's documented mould...

LYDIA?

I'm not actually aware of the moulds?

HELEN?

[unclear: 2:32] exciting things about the effects... very exciting...

HELEN?

I have listened to the original mould now.

BEN

Oh yes, the [unclear: 2:37] mould.

ALEX

Oh... I'm going to be sad now that you actually know what happened, rather than what people think happened.

[laughter]

ALEX

Yeah, the last thing that we did, we left you off... in a scientific lighthouse, looking at a big toothy grin, having basically incapacitated everyone else, wearing a semblance of science gear, saying word "science" in big tooth grin. We are going to pick up there. So as a reminder, you are in a circular room, full

of electrical equipment, simultaneously... some of it's actually quite cutting edge, some of it is a bit more old-school, and there is a kobold... a kind of a little lizard man, wearing a white coat, who is still awake, whilst all of his kobold friends were kind of temporarily incapacitated and are now tied up and being less interesting...

LYDIA

I'm going to try and get information out of one of them.

ALEX

You're going to try.

LYDIA

Which one looks the friendliest?

ALEX

That's definitely the one that smiled and said science...

LYDIA

OK....

HELEN

We should talk to this one.

LYDIA

I'm going to cast focus scrutiny...

ALEX

OK... remind us of focus scrutiny?

LYDIA

Focus scrutiny...

ALEX

It gives you the +10 to everything...

LYDIA

It gives me the +10 perception, sense motive and survival skills, + 5 diplomacy, and intimidate checks against target creature...

ALEX

So what you do is you **neck an** interrogation points...

LYDIA

I **neck a** potion... and then like the goggles come down... and like... a little bit...

BEN?

Zoom in...

LYDIA

Zoom in...

[laughter]

LYDIA

Then the eyes... like then look massively enlarged through the goggles...

ALEX

I feel like no matter what the creature is going to say, you're just going to yell at them zoom enhanced... just on that answer... not them...

LYDIA

Oh no... so I was like... "hello little buddy, what's going on?"

ALEX

OK. First roll me an intimidate check.

LYDIA

18.

ALEX

18. Cool.

LYDIA

I'm trying to be nice.

ALEX

I know... I know what you're trying to do [laughter]. You now have a flat +10 to it.

LYDIA

OK. Cool. Eh... what's going on?

ALEX

The eyes go large. The smile goes small.

LYDIA

What are you... what science are you doing?

ALEX

From other people, what you can see is a pair of enormous eyes amplified by the lenses that are looking at them. And they guy's just kind of looking at you... science...

LYDIA?

What are you making?

ALEX

Just loads of science...

LYDIA?

Can you show me the science?

ALEX

There's some kind of gestures that some of the like...

LYDIA?

Who's making you make the science buddy?

ALEX

You know...

LYDIA

No I don't, which is unusual for me.

ALEX

The big man...

LYDIA?

The big man, oh... he sounds interesting. What's he look like?

ALEX

I mean he's big...

LYDIA?

Bigger than... points at Zolf.

ALEX

Creature kind of... [sound effects]... yeah... yeah...

LYDIA

Points at Azu... bigger than...

ALEX

Yeah... yeah...

LYDIA

Bigger than...

HELEN

Azu looks incredibly surprised and incredulous...

ALEX

They say he's 50 feet tall...

LYDIA

Ah... they say do they?

ALEX

... with eyes made of electricity...

LYDIA

Oh right...

ALEX

With hands made of electricity...

LYDIA

Ai...

HELEN

Well... Cel looks impressed now [laughter]

LYDIA

Oh no they're probably not telling everything...

ALEX

They say that they've got the best minds in the World right... and turned them into a soup and then he drank um... right... and then he ate electricity and that's why he's the big man...

LYDIA

Cel would not know anything about brains... being taken out...

ALEX

[laughter]

HELEN

Why are you working for the big man?

ALEX

Science is great...

HELEN

Right...

LYDIA

Where is the big man right now buddy, buddy, how you doing? Cel is being very nice.

ALEX

The creature immediately looks down and back up at you. Definitely not at the top of the lighthouse.

LYDIA

Right... is this a triple bluff.

BEN?

That's a sense motive...

ALEX

Give me the sense motive...

LYDIA

Which I get +10 2, which I only got a 2... so...

ALEX

Anyone who wants a sense motive just can...

HELEN

I want a sense motive as well. Got a 10. Got a 12

ALEX

You got a 12 with a +10!

LYDIA

Yeah... because I rolled two so...

ALEX

Good gravy...

HELEN

Oh wow... I got a 15.

ALEX

15. 10...

BEN?

7

ALEX

7

LYDIA

[laughter]

[unclear: 6:31]

HELEN

It's a generous... a man [unclear: 6:33] poker face.

ALEX

There are two places where the big man could be. Definitely actually at the top of the lighthouse... or...

LYDIA

This is [unclear: 6:40]

ALEX

Or as far from the top of the lighthouse as is possible to get in this building.

LYDIA

Quadruple bluff... I think he's in the basement.

BEN

Aren't we at the top of the lighthouse?

ALEX

No.

BEN

We're at the base of the lighthouse?

ALEX

You're at the base of the lighthouse.

BEN

Oh right.

HELEN

I think we may as well check up there.

BRYN

We're closer to the top of the top of the lighthouse than we are to the basement.

ALEX

Yep.

BEN?

So you were in the middle of an experiment just now?

ALEX

I mean... sort of...

BEN?

What were you able to do?

ALEX

Loads of science... just all over the walls...

LYDIA

Can you show me what kind of thing you'd do?

ALEX

Oh, yeah... yeah...

LYDIA

OK. Just point it...

ALEX

I'm currently tied up...

LYDIA

What... what... can you let him have a hand free and then he can point at stuff?

BEN?

Yeah... can we do that?

ALEX

Again, you are not having to make any checks, for manhandling these tiny wee...

LYDIA

Wee creatures...

HELEN

We're not manhandling them...

ALEX

But they are weak and tiny, for weak and tiny creatures...

BEN?

Your all handling them...

[Laughter]

ALEX

So his hand's just there... so it's like... that one right...

LYDIA

Yeah...

ALEX

That's the red one...

LYDIA

OK.

ALEX

OK... So... you've don't touch the red one, because you'll die...

LYDIA

OK. OK.

ALEX

And over there, you've got the blue one...

LYDIA

Uh hmm...

ALEX

But the blue one, that one only comes on at midday...

LYDIA

I see...

ALEX

Don't put it on at night, because if you do, they hit you again.

LYDIA

They hit you again... Cool gadget.

ALEX

And then you've got the yellow one over there...

LYDIA

Yeah...

ALEX

Now the yellow one, I'm not allowed to yet... but [unclear: 7:54] over there is allowed to. So if [unclear: 7:58] is like letting you use it, you can. But it's because that one has the switch, and I'm not allowed to touch the switch yet.

LYDIA

So are these potions, or are they.... Machines?

ALEX

These are massive... like electronic devices around...

LYDIA

I'm going to roll knowledge engineering...

ALEX

... the outsides of the room... Go for it.

LYDIA

OK.

ALEX

You've already rolled knowledge engineering on a sort of level, so I'm going to have to use this to influence a little bit.

LYDIA

21

ALEX

21. You're looking around and what you are seeing is a bunch of machinery, that technically could be operated, if you just told someone, when green light happens push green. When red light happens, push blue... do not push it like...

BEN?

Is anything labelled?

ALEX

Nothing is labelled...

BEN

Oh [unclear: 8:33]

[laughter]

ALEX

And it looks... it looks deliberately so. But yeah... you definitely get the sense, that what someone's done, is they've made something where, everyone here, it could be like a telegraph [unclear: 8:47] who doesn't need to know how a telegraph works to push the button and hear the code... that kind of thing.

LYDIA...

Umm...

BEN

So do you think we should break it, or are we just going to go up?

LYDIA

Well... what does...

BEN

These guys don't know anything useful...

ALEX

I know loads that's useful. I know that you can't push the blue button, when the green light is on...

BEN?

Hey you...

ALEX

Yeah...

BEN?

Right... umm... so...

LYDIA

Tell me how it worked... oh...

ALEX

He doesn't know how it works...

BEN?

He doesn't know how it works... and he just knows a series of instructions he's been given.

HELEN?

We should investigate ourselves [unclear: 9:15]

BEN?

Responding with simple stimuli... with...

LYDIA

[unclear: 9:16] some very interesting philosophical questions about...

BEN?

Simple actions...

LYDIA

... about understanding itself. I mean it's really... [unclear: 9:22] respond to simple stimuli...

BEN?

Now...

HELEN

He doesn't know what it does, so that's not that not an issue.

ALEX

[laughter]... sorry... I'm just waiting for... and then the Chinese come in in this room, and we use those books to translate them... [laughter].

LYDIA

Where I was going on that long rambling journey...

[laughter]...

LYDIA

So with that roll, that's all that one gets from that... from those machines?

ALEX

Yeah, you already rolled earlier, and you know that they are to deal with... as a reminder from the last episode, they are to deal with large amounts of electricity...

LYDIA

Right...

ALEX

However, there seems to be... the older stuff seems more to be about the receiving of electricity... like handling large currents.

LYDIA

Umm...

ALEX

The other one seems to be more to do with doing things with that electricity, maybe sending signals of some kind, but to be clear, there are two... what you did remember from last time, is there are two separate sets of machinery here, that kind of... on top of one another...

LYDIA

I wonder if any of it is like a giant remote control? And there is some giant big robot.

BRYN?

What's that? I tell you shut up. I reckon that we just destroy it, because anything that Azu has got going on, any remote controls that he's remote controlling, we need to get rid of, right? So either we go up now, because we are wasting time. If we go up now, get to the top, see if he's there, or we just destroy this, and then we go up. But that might start a fire, and we get stuck at the top of the lighthouse so...

ALEX

Oh, fires are fine. There's loads of fires all the time.

HELEN?

We could always destroy it, and make sure it doesn't make a fire.

LYDIA

I'm going to guess that if these guys couldn't destroy it, without meaning to, it will actually be quite hard to destroy when meaning to.

HELEN?

They are very small.

BEN

Ah...

LYDIA

But also, very capable [unclear: 10:54]

BEN

You've got explosives...

BRYN?

Yeah, we just going to blow everything up...

BEN

And the wires...

BRYN?

And I've got a big axe...

ALEX

How do they work?

LYDIA

Err... well... so you take this... Kobold

BEN

We're not going to tell them... Kobold how we make bombs...

BRYN?

So it sounds like this room is channelling a huge amounts of electrical energy, and it sounds like [unclear: 11:11] may have electricity powers, if we take anything from what the kobold was just saying...

BEN

Lies...

HELEN

Maybe there's a source.

ALEX

I'm not a liar... You're... if I help you, can I have some bombs please?

BEN

I mean... I'm not...

ALEX

Do not give the Kobold bombs...

BRYN?

I mean... I'm not putting any credence in the 50 foot tall made of electricity, but... I'm thinking that the route of that could be has some electricity powers...

ALEX

They say he eats whales for breakfast.

BRYN?

[Unclear: 11:37]

ALEX

He has breakfast for dinner...

LYDIA

Help me, and absolutely you can have a bomb.

ALEX

Don't...

LYDIA

[unclear: 11:42] bombs do not work in someone else's hands... so...

BEN

Yeah, that's true...

LYDIA

So like... so...

ALEX

Well me and Azu don't know that...

BEN

Well I don't know that...

ALEX

No one here knows that...

LYDIA

Trust me on this...

ALEX

Yeah... We trust [unclear: 11:52]

BRYN?

[unclear: 11:54] work the same way as Sasha's bombs used to work?

HELEN?

Who...

BRYN?

She also made bombs...

LYDIA

OK. Cool. There's a lot of people who make bombs, Soni, that' ain't special...

ALEX?

I don't yet....

LYDIA

No... but I could tell you how...

ALEX

Yeah...

BEN?

Let's just go upstairs shall we?

ALEX

For free... The two other kobold that were tied up and gagged and so on, two I think there were more actually... but either way, the other kobold that were tied up and gagged...

BEN

There were three...

ALEX

There were three? There you go... so the three that were tied up and gagged, all of them seem bloody furious whatever this one is doing. They're all like... [sound effects].

LYDIA

What language are we speaking, by the way?

ALEX

Oh, this one is speaking... common.

LYDIA

Right. OK.

BEN

There's no such thing as common...

LYDIA

Yeah.

ALEX

Very fair, very fair...

[laughter].

ALEX

So, this one is speaking...

BEN

I just accepted that one for a second and then I [unclear: 12:40]... no...

ALEX

This one is speaking English, specifically.

LYDIA

Umm...

ALEX

Which by the way, quite weird for the region. I mean English isn't a big language, in Japan, just in general.

LYDIA

Ok. Ok. Come over here... Ok. [unclear: 12:55]

ALEX

Like, you can just keep going until you know...

BEN

Tie the Kobold up again.

LYDIA

No, if I give him the bomb, it won't work. He won't be able to make it work. So, like, we could get some help, from the really friendly little guy, who I think is cool, you know...

BRYN

I don't think we should trust him on...

BEN

I don't think this kobold knows anything interesting and has been lied to in order to keep control of it.

BRYN?

I think definitely there is a power source maybe we can disconnect?

BEN

I definitely think we are spending time talking to somebody who doesn't know anything, when we should be going.

BRYN?

I agree...

ALEX?

[unclear: 13:23] Ben that the pursuit of knowledge is always a good thing.

BEN

OK. Well that's find out what's upstairs.

BRYN

We're in pursuit of... the man... yes...

LYDIA

[unclear: 13:32] of me boy...

[laughter]

ALEX

An [unclear: 13:36] big boy I have you know...

[laughter]

LYDIA

All right, guys....

[laughter]

LYDIA

I'm just here to make sure that they don't keep smashing up my village, but you know... information would be useful... but that's cool, that's just fine with us...

BRYN?

Why don't you stay here, and we go upstairs then?

LYDIA

OK. Going to look for a plug, to see if I can just unplug this stuff...

[laughter]

LYDIA

Knowledge engineering...

BEN?

Are we starting to go upstairs?

ALEX

OK. So. I'm going to deal with Cel first, and then I'll deal with the parties that head upstairs. So for Cel, can you give me just a perception check?

LYDIA

Cel does not roll well.

ALEX

This is you taking the time. You know kind of what you're looking for already. So I don't need you to figure out...

LYDIA

19.

ALEX

It's just looking for it.

LYDIA

19.

ALEX

OK. I will deal with the rest of the party, and the return to you. So the rest of the party, you start heading up the lighthouse, yeah?

BEN

Yeah...

ALEX

So, in the next floor above, you see loads more equipment, and what looks to be some semblance of living situation for the scientists in bunny quotes. Think bunk beds that are about 3 high, so there's a couple of spare, a table, a barrel of what could be called water, and... yeah... there's some food in there. It seems to be meat, primarily. A plate of meat. Half-eaten and... how do I put it, comfort isn't the watch word, it doesn't appear like a prison... but...

LYDIA

[unclear: 14:52] a sky rim barracks...

ALEX

Yeah, like... there are things there so that you can go... I guess people live here, and then move passed the fact that it is full of machinery...

LYDIA

Yep...

ALEX

Heading further up the circular staircase again. Can everyone give me a perception check?

HELEN?

Yeah, I want to emancipate the workers, maybe... if they're not evil...

[laughter]

ALEX

Maybe emancipate them anyway, then lock them up.

BEN?

28.

BRYN?

15

ALEX

28, 15, 10. OK. After a little while, like the hum of some of this equipment and so on, the occasional like spart or whatever dies down enough for Hamid... you think you hear something fairly large, moving around, up... higher up the tower. But it is a momentary... I think I heard a thing... and it's gone. It isn't a... you have special abilities... it is just a fluke...

BRYN

Yep. I'll relay that... and say... I think there's something large, upstairs, moving around maybe... Can't be certain...

BEN

Right, well... just be cautious...

ALEX

Be big as well. Not like kind of like a tall person, like something that's possibly bigger than a person...

LYDIA?

[unclear: 15:49] tall... with hands made of electricity. Umm...

[laughter]

ALEX

With a belly full of whales

[laughter]

LYDIA

Umm...

BEN

That would fit in the lighthouse wouldn't it...

HELEN?

Actually [unclear: 15:59]

ALEX

This is where the lighthouse goes... "I've already eaten you"...

BEN

We continue...

ALEX

OK, yeah... the next floor up, all machinery, no space for people. You are literally in a circular stairway and... even to your untrained eyes, you're like... the maintenance on this thing must be a nightmare. Because to fix that thing, you've got to climb over that thing, and that thing is literally hot and full of electricity... like...

BRYN?

I'm going to cast mage armor on myself. I just remembered how long it lasts.

ALEX

Yep, fun fact... you currently hold the world record for longest mage armor, because you started it, and then a year and half later, it was still going...

[laughter]

BEN?

Oh yeah...

LYDIA

How did that happen? What...

BEN

Timescale...

LYDIA

Oh... I forgot about that...

[laughter]

ALEX

This was the way the world always was...

[laughter]

ALEX

So, yeah... heading further up... this... you know no longer in sort of floors, which were kind of imposed on this. It is just loads of machinery, spiralling up in a slightly narrowing spiral, as you're going higher and higher. Obviously I did say that this is a BIG lighthouse, but yeah... eventually you start like seeing passed some of the spirals to see there is a... there seems to be a locked grate at the top of the spiral staircase. And then a trapdoor on the other side of the grate. The grate is exactly the same kind of set up as... do you remember the one that led you into the sort of mansion bit, where retrofitted, bolted on, padlocked high.

BRYN?

Wasn't there a trap on this when we were in [unclear: 17:21] earlier?

ALEX

But on the other side of that grate, there is an actual metal trap door...

BEN

Yes...

ALEX

But it appears to be part of the original lighthouse, like... the same kind of build, a lot older, slightly rusted, very heavy.

BEN

No, that was the... that was the trap door [unclear: 17:35].

BRYN

Right, but that doesn't mean we shouldn't check for traps...

BEN

Well...

ALEX

It's just been an ongoing nightmare.

BEN

I'll have a look... It's just perception but 18.

ALEX

18. No traps, big lock. Like significantly stronger lock, and I don't mean more difficult to pick, I mean a physically larger, stronger lock than before.

Specifically, it is made of adamantine, so... it isn't something that you can just bolt cut...

BEN

Or acid splash through...

BRYN

[unclear: 18:04]

ALEX

You would have more luck taking out... like everything around the lock, than the lock itself.

BEN

I start casting acid splash at the hinges of the grate.

ALEX

Yeah, sure...

BEN

Just let it... let it...

ALEX

I am literally... unless anyone disagrees...

BEN

Which is great though, I can literally put my finger through... it would be like... [unclear: 18:24].

ALEX

Is anyone going to have an issue with me rolling... just to see how long it takes? Because that will work, but it is not a thing that you can just make up...

BEN

Yeah... it will eventually fall off of the hinges and start swinging...

ALEX

Yeah...

BEN

But I mean... Cel might be doing stuff downstairs...

ALEX

I will.. I will jump to Cel, but I will find out from my own record, how long that will take. OK.

BEN

How long will that take, because we aren't going to be experiencing that time passing?

ALEX

So, what I'm going to do is deal with Cel first. And then once I've dealt with Cel, I will let you know the time that's remaining, because... just trust me on this one.

BEN

Sure...

LYDIA

Oh no...

ALEX

So... Cel... you do eventually find there are two major plugs, effectively... but this isn't a like... plugging in to make this equipment work. Everything seems to be running off a central trunk.

LYDIA

Umm...

ALEX

Specifically, two trunks, one on either side. One seems to be built like you thought, to bring electricity down from the top, to the bottom. The other one seems to be bringing stuff from the bottom up. Both of them, on this floor, have big old connectors, that you could just unscrew using tools that are available, and just disconnect.

LYDIA

Yep.

ALEX

And by cables I mean like...

LYDIA

Yeah, yeah, yeah...

ALEX

Like, big thick... industrial, human width cables...

LYDIA

Can I unplug it? Yeah sure...

ALEX

OK.

LYDIA

Do you want to see how long [unclear: 19:32] knowledge engineering?

ALEX

No, disabled device please.

LYDIA

Oh... alright... [unclear: 19:38]

ALEX

But you are disabling a device.

[laughter]

LYDIA

Oh... I only rolled an 8, but fortunately that comes out as 23.

ALEX

OK. Can I get another one please?

LYDIA

OK. Oh god lord... that's 20.

ALEX

After about five minutes, two things happen. The first thing that happens is you reckon it will take another five minutes. He's popped the first hinge, you aren't going to make it through by grabbing and yanking. You are going to have to acid it. Like the thing is stronger than you hoped. It is like... acid is working but another five minutes... [unclear: 20:08]

BEN

It's working but it's slow.

ALEX

At the same time, you hear the distinct sound, that I can only best describe as [sound effect] as all the equipment around you starts sort of... switching off, at various speeds, some of it taking a while, some of it just instantly off... but everything starts to sort of turn off.

BEN

[unclear: 20:26] work. Right, we better be prepared for people coming up to see what's going on.

BRYN

Yes...

HELEN

Yes, Azu gets to exhale...

ALEX

That's fine. It's worth mentioning that all the artificial lights are turned off, but there are actual sort of... slits... not big ones, not arrow slits, but like... how do I put it. You know the very narrow kind of industrial kind of like reinforced glass kind of windows that you can get. Like they're not really for looking out, so much as just letting a bit of light in... it's that. So it's dim, but you can see. Eventually you hear another big loud clunk, from the bottom, at the same time that you burn through the hinges, and the... the grate is now hanging by its lock.

BEN

Right, let's go.

HELEN

Ok. Does it need any force to push it, or can we just like...

ALEX

I need one question from Cel first. Having finished unplugging stuff, are you staying down there, or are you heading up?

LYDIA

Oh no... I'm going up.

ALEX

OK. Cool. And like timing wise, I'm fine for you to have re-joined everyone, just as your about to head up, that's fine.

LYDIA

Jogging up the stairs... Hey guys... hey... [unclear: 21:23] so great fun... so I... in fact it turned out that there was actually a central trunk, from which Oliver... it seemed like power was coming down... but like a signal was going up... so...

BEN

So it stopped now...

LYDIA

Oh...

BEN

Right... so basically [unclear: 21:34] to come and look and see what's going on.
So let's get up.

LYDIA

How prepared do you need me to be?

BEN

Just on guard...

LYDIA

Ok. That prepared...

BRYN?

I'm going to step back from the trap door.

ALEX

Sure.

HELEN

OK. Azu is going to put her head through first.

ALEX

OK. So, the trap door opens upwards, not downwards. Give me a strength check?

HELEN?

Oh...

BEN?

Yes big strong...

LYDIA

Don't say that.

HELEN

Err... that's only a 16.

ALEX

16?

BEN

On a raw strength, that's good.

HELEN

Oh...

ALEX

It is good. What happens is the following. You start to lift it up, [sound effects]. It's way heavier than it should be. Like... [unclear: 22:14]... it made of solid lead heavy, and then you're just like... I'm not going to be beaten by a door [roar...] and you start roar powering it up so that everyone else is looking. There's a brief moment, where the bar that she's bracing with with the other hand, starts to bend...

BEN

Oh it's Captain America [unclear: 22:33] [sound effects]

[laughter]

ALEX

And on that, I think I'll take a break...

[laughter]

ALEX

And welcome back... And so we've put a couple of other lines under the no shouting rule, the only thing at the top of Helen's sheet [laughter]...

BEN

Hey guys... I just want you guys to know that we've had a really long break, for Helen to calm down, but she's still giggling... [laughter]

ALEX

So, as you're Captain America, the trap door opens...

LYDIA?

Oh no Alex... have you not learned...

ALEX

The first thing that becomes apparent... is yeah... there's definitely something on this. Also, the amount of force that you're putting behind it, for anyone else watching, Azu's [unclear: 23:11] in a moment, Azu's probably pushing something up, that's like... really big... like... you know like... picking up an elephant by its feet, kind of big...

BEN

This is a who's sitting on the trap door going "oh no... noo...nooo... nooo..."

[laughter]

[unclear: 23:26]

BRYN?

I cast **mage hand** just to help...

HELEN

How many pounds of flesh **[unclear: 23:31]**

ALEX

[unclear: 23:34]. Everyone roll the initiative please.

BEN

[unclear: 23:36]. Oh yes... a natural 1.

ALEX

OK.

BRYN?

A natural 20...

BEN?

Booo...

ALEX

That's 4 because I have a -1 to -2.

LYDIA

11.

BEN

Oh... and 6 raw...

ALEX

OK, so with that in mind, then Hamid you're up first...

LYDIA

Really...

BRYN

I'd be very surprised [unclear: 23:57]

ALEX

Hamid's up first, by a significant margin I might add.

BRYN?

I do get to act twice, before anyone else goes...

ALEX

You wish...

[laughter]

ALEX

So the trap door has been pushed open, there is a shadow cast across it, up you can see a room that is brighter than the room you're in. presumably the top of the lighthouse with a load of external light. Occasionally there's sort of... I say occasionally... you've only got six seconds, there's a flash of light, a huge hulking shape is stood directly over the trap door, but the light has already gone before you can really make out what it is. It's big.

HELEN?

But it's standing?

ALEX

It was stood... It is stood looming directly over...

LYDIA?

It has legs?

ALEX

It has legs...

HELEN?

Good. I can topple this haha...

ALEX

Technically speaking, it has a humanoid shape... ish...

BEN?

Is it a Golam?

BRYN

I cast fly... on myself... and zoom straight up, through the trapdoor, and passed... making a fly check to avoid an attack of opportunity...

ALEX

You will need the fly check.

BRYN

29.

ALEX

29.

BRYN

On my fly check...

ALEX

Oh, I think that's...

LYDIA

Cel is impressed...

ALEX

In fact, I know that is sufficient for you to just do that.

LYDIA

Umm...

BRYN

Yep.

ALEX

Yes. OK, cool. So you've...

BRYN

I'll probably corkscrew around it, for style points, as I fly straight up to space

ALEX

So you zip straight up.

BRYN

I'm basically going to the ceiling of whatever room it's in.

ALEX

So, I am going to give you a cursory description of the room. You are clearly at the top of the lighthouse. Think lots of glass around the outside. The storm up here... you are in it. You are actually in the storm. It appears that the lighthouse is currently off. Like completely off. Even zipping passed it, its hot. Really, really hot. So it has been on, probably until... umm... I don't know...

BRYN

Somebody turned it off.

ALEX

Exactly. It is a large, emptied out room, so in description the fact that you zipped up actually makes it very vertical as you are going to make it hard for me to describe. I want you to imagine the interior of a lightbulb. That's the best description I can give you. In the middle of the light bulb shape, you have the actual like lighthouse bulb bit, let's describe it, and it is as you'd expect... lots of glass. Very, very hot. There's stuff inside that you can't see. There is a metallic walkway that goes around that, and then there is the floor that that trapdoor was on, which is also grating that has ladders, that lead up to that circular walkway around the actual sort of light itself. Upon that, let's call it floor, that grating... is a large, it appears at first to just be something vaguely humanoid. However, it becomes readily apparent that it has got a lot more going on than that. It's as if you've took the ooze that you were all fighting earlier, and then mashed it into a person cookie cutter, and that's what came out the other side. So, this thing has arms, it has hands, it has a face, all of which are looking down.

BEN

So it's a Golem...

[laughter] cheers

EVERYONE

Golem... golem... golem... golem....

ALEX

This is correct.

LYDIA

Yeah...

ALEX

It is... big boy... a big scary boy, but it is humanoid shaped. It doesn't have like... how do put it. The face isn't like appearing and disappearing... like... it has a static form.

BEN

It's like a jelly baby.

ALEX

And imagine the biggest, scariest jelly baby you can, that's what you're facing off after. It has noticed that you have flown passed. It just seems comparatively unconcerned by you.

HELEN

Such a small...

ALEX

At which point... Cel, you are up. You have seen... there is a face looking down. For the sake of it, not that it matters in this game, you can threaten feet, you can't threaten head, because its... a very, very big creature... but you know... this is...

BEN

[unclear: 27:40] call shots...

ALEX

Yeah, this is flavour only. Your turn, Cel.

LYDIA

Err... can I mechanically throw through the trapdoor?

ALEX

Yes, technically speaking, because of the size of the trapdoor and the thing that you are throwing at, yeah, I won't even insist on penalties.

LYDIA

OK, cool. So I'm going throw four bombs. The first one will be a frost bomb...

ALEX

OK.

LYDIA

Which also does cold damage and makes them staggered.

ALEX

OK.

LYDIA

If it hits.

ALEX

OK. So you're launching at least one frost bomb.

LYDIA

Yep. Oh right, yes. Then I... I do that...

ALEX

I can't do anymore until you [unclear: 28:11]

LYDIA

OK. The first one is a frost bomb, so that is... err... 14+8, so that's 22?

ALEX

That is a hit [sound effect]. Oh, hang on... oh... what... interesting...

LYDIA

But it's big...

ALEX

Splash only on that one.

LYDIA

OK.

BRYN?

Oh, I don't like that. There's splash damage from the bomb. The bomb doesn't hit... [unclear: 28:32]

ALEX

So the bomb has direct hit and if you miss by a little bit, or something, it can do a like a residual damage.

LYDIA

OK. So, I've got 20... so alright, I'll write this down. Or are you writing it down?

ALEX

I'm going to tally stuff at my end. You should tally stuff at your end.

LYDIA

OK. 1 splash... that is 26.

ALEX

Good hit. Good hit... [sound effect]

LYDIA

Third one, is... oh... that's only an 18.

ALEX

That one goes, like just wide. It doesn't hurt anyone in the party, but that one literally it skitters off the edge of the door and just... the angles are all over the shot [sound effect]

LYDIA

And that is a 16.

ALEX

And the same for that one. The dice know... you're going through a trap door, it's more difficult than you might think. [sound effects].

LYDIA

Well, I mean like basically if its that... that's actually completely standard... if you needed me to roll above a 10... to hit then... then 50% of them hitting is kind of statistics...

[laughter]

LYDIA

Anyway... so the first one...

ALEX

The best bit of D&D...

LYDIA

ALEX

[unclear: 29:30]

The first one... oh...

BEN

Very good point...

ALEX

I might edit that out...

[laughter]

LYDIA

OK.

[laughter]

BEN

Howarth.... Howarth...

HELEN?

Just stating the facts...

BEN

No, we keep it in.

ALEX

[unclear: 29:39] keep it out...

LYDIA

The first one, the splash one, that does 11 damage. I think it only gives the effect staggered, if it's a direct hit.

ALEX

I know that that's the case, and that's fine.

LYDIA

Well then if it didn't stagger, then I throw another frost bomb. I can make as many as I want to...

BEN

[unclear: 29:53]

ALEX

Go for it.

BEN

[unclear: 29:54]

LYDIA

And then with the second one, it's a frost bomb. So, with a direct hit, it should be staggered, if it's not [unclear: 30:01] and also I have to roll for damage. I need three more D20s...

ALEX

Don't forget you have...

LYDIA

No, four D6s...

ALEX

Also, as a reminder, don't forget you used a bunch of bombs last... session as well...

LYDIA

Yeah, I know... I know... I can only... this is the only time...

ALEX

Perfect...

LYDIA

I'm... I'm... yeah... very aware...

HELEN

Is someone saying perfect... Nothing should be perfect for you...

ALEX

Everything's perfect...

BEN

Oh... good rolls...

LYDIA

Umm... so that's...

ALEX

Bad rolls...

LYDIA

Very bad rolls...

ALEX

Take them back, take them back...

LYDIA

12...

ALEX

I'll allow you to re-roll... [laughter]

LYDIA

12, 13, 15, 16, 17...

BEN

Oh...

LYDIA

That's 17+11 splash. So 28.

ALEX

28+ staggered. Let's have a quick check. Let's have a quick check on the old stagger... As it stands, two went wide, one seemed to just explode right next to it and do nothing. And then one [sound effects]

LYDIA

Oh dear...

[sound effect]

ALEX

There isn't a big splash. But it's belly just goes... whoomph... and then a... like a white colour... and sort of spreads throughout it briefly and it does seem to...

LYDIA

Wobble...

ALEX

Stagger...

LYDIA

Yeah...

ALEX

As it were. It steps away from the trapdoor, and it is... it gives a noise... I'd like you to imagine, if you were draining a bath, you know that [sound effects]... and then you jam a jelly down there, as it's doing that... [sound effects].. that's the noise it makes... [sound effects]... I mean you know... standard Saturday night...

BEN

Also, you say it's [unclear: 31:16] trapdoor, but mechanically it stays in the same square.

ALEX

Yes, so it is now... how do I put it... fluff wise, it is no longer looming...

BEN

So the back of its square...

[Laughter]

ALEX

Yes... I think... it's kind of got a lean going on... it's got a lean... Zolf, you are up...

BEN

Wow.

ALEX

Technically, you can still move, Cel, obviously because all you've done is... just chuck a bunch of death at it...

LYDIA

Yeah, then thought I'd hop through the trapdoor and out.

ALEX

OK. In which case then, I'm pretty certain that I can't really stop you doing that, because it's [unclear: 31:44]...

LYDIA

Yeah, that's why I did it in that order. She knows the tricks... Well I don't know... if that's allowed but...

ALEX

You can... you can...

LYDIA

It seemed logical... but yes...

ALEX

So to be clear, I'm not even hiding this fact, it is clearly standard to everyone here. Like it's gone all weird.

LYDIA

Yes, and then hops through that and scrambles off into a corner, because, they are a range character...

ALEX

OK, that's fine. Just because of climbing the ladder and the way that speed works etc, you're only going to be about 15 feet away from it. In terms of width of the room, it has a 20-foot radius around this trapdoor. No further. Like you just hit glass, and that's all it is.

BEN

Sounds like fireballs are a terrible idea though.

LYDIA

Umm... [laughter]

BEN

Because it would be... go ahead Bryn...

ALEX

Do it Bryn... fireball it...

LYDIA?

Don't listen to him...

ALEX

Nothing's ever gone wrong with a fireball. In which case, Zolf, you are up...

BEN

Also, you're right. it didn't go wrong. He passed a saves...

LYDIA

Yes...

ALEX

Or so it would seem... All of this is... all of this is Hamid's dying fantasy...

LYDIA

Nooo...

ALEX

He died in the desert... he never came back.

LYDIA

Oh my god...

ALEX

It's fine. We'll finish the series right... and then we'll just jump back to... so Hamid died, and there was just this weird look in his eyes... let's play the campaign on shall we...

[Laughter]...

ALEX

I only did that once, and I let you all know it was a fantasy... so it's fine.

LYDIA

I don't trust you.

ALEX

You shouldn't...

LYDIA

I don't... Least trusted...

BEN?

Right, I mutter... go boots go... [unclear: 33:12]

[laughter]...

LYDIA

We have to mention [unclear: 33:15]

BEN?

And... err... levitate up towards it...

ALEX

[unclear: 33:18] it's OK.

[laughter]

BEN?

And then I got to its head height, and poke it in the forehead, and cast... inflict critical wounds...

ALEX

Go for it...

LYDIA

That's so cool... and talky... it's amazing...

BEN?

So that is... oh it's a touch tag. Wait... how do touch tag's work? Am I using my...

ALEX

You've got to hit [unclear: 33:36]

BEN?

Yeah... is it just my... what is it +... is it + [unclear: 33:41] still?

BRYN?

Your **bab** and your strength, yeah...

BEN?

Yeah, OK. So it's a normal attack.

ALEX

It's a large creature. You're almost certainly fine.

BEN?

Fine. 18.

ALEX

Yeah...

BRYN?

[unclear: 33:52]

ALEX

You basically go passed going... yeah... I could touch it..., could touch it..., could touch it..., where do you want to boop it? Because you could...

BRYN?

I said in the forehead...

ALEX

Right in the middle. OK... Perfect. You can do that. It's trivially easy. The thing is not quick...

BRYN

Great... Excuse me while I find some D8.

ALEX

So, inflicts serious wounds... you can go up, you can boop. You've made the attack role, like easy...

BRYN?

Yeah, I've made the contact.

ALEX

Yeah, you make contact.

LYDIA

It's squishy... what does it feel like?

BRYN?

Jelly...

LYDIA

Clammy...

ALEX

I'm just going to go ahead and give you a description. So you reach out, and you... [unclear: 34:19] you start describing how this spell goes, right up to the point where it hurts. How's it look? We've never seen you do this before.

BRYN?

OK. A sort of dark energy [unclear: 34:28] in my hand and then fires from my finger into the thing [sound effects].

ALEX

Just as its meant to fire into the thing, it seems to just [sound effects]... skitter across the surface of it, doing nothing.

BRYN?

So it has infinite style resistance or... do I not... do I not get to roll... it's just immune to spells?

ALEX

You have no idea... it skitters across the surface... doing nothing apparently...

LYDIA

Oh no...

BRYN?

OK. Fine. That's the end of my turn then.

ALEX

OK.

HELEN?

Oh no...

ALEX

What's your AC?

BEN

17.

ALEX

17?

BEN

Yep.

ALEX

OK. So, it takes one swing at Zolf, misses, [sound effects]... takes another swing at Zolf, just misses. The thing is lumbering... it is slow, it has been immediately gunning for you but didn't really make any kind of contact. At which point then, Azu... you're up...

HELEN

I want to drop a level.

ALEX

I can see how you'd want to. In which case then, you will have to climb the ladder first.

HELEN

Have I not come through?

BEN

You haven't [unclear: 35:30]

HELEN

Oh I just opened it...

ALEX

You're currently on the ladder with everyone going... excuse me, excuse me...

[laughter]

ALEX

Beg your pardon...

BRYN?

Well two of us flew passed, only one like clambered over you...

[laughter]

LYDIA

So tall...

ALEX

I love the idea of Azu just holding on and then just cel goes between the legs, between the chest and the ladder, just right up between... [unclear: 35:48]

BEN?

Like a stick insect...

[laughter]

BEN?

The branch that is Azu...

[laughter]

HELEN

Yeah, they do...

LYDIA

Dangling...

HELEN

Oh... OK... well Azu is finally going to enter the room...

[laughter]

ALEX

So you climb up, you don't provoke an attack of opportunity, because you were entering the threatened square, you were not leaving the threatened square, in which case... give me an attack...

HELEN

OK. I hope this is good.

BEN

No...

HELEN

No... it's an actual one... Back on form...

LYDIA

Oh dear...

[unclear: 36:16]

HELEN

I strained my arm muscles...

[laughter]

HELEN

Torn a tendon...

ALEX

So, here's what happens... you wind back and start to swing... you muck it up, but it's ok because you make contact with a bit of fest at least...

HELEN

Oh no...

ALEX

It just burns... just really burns... hard... it doesn't deal you damage at this point, but it's just a... [sound effect] which is why the attack goes off...

HELEN

I wonder if its acidic.

ALEX

At which point, Hamid...

BRYN

I've seen it in theory take no damage from the cold aura of the bomb that exploded next to it. It looked like it took no damage from Zolf's spell I didn't recognise. So I'm thinking it may have various damage immunity. So I'm not going to try a fire based spell. I am going to cast a magic missile.

ALEX

I'm going to give another bit of extra info for you. It won't affect your turn, but it is worth telling everyone at this stage, because it is on the next round, which is... now that you are realising... like you're in the room with it, this thing is... honestly at first near invisible. The only reason that you could have been it, is the lightning highlighted its form. This thing is translucent. It doesn't have like... bits of people in it, but it's a kind of clear jelly...

BEN

It's not translucent, it's transparent. If you can see it.

ALEX

You can see it, in part, but it's difficult. The lightning bizarrely is the only thing that's showing it up. If it was a bright room or a dark room...

BEN

It's bending the light around it... so...

ALEX

That's literally... yeah... so you're getting snapshots of this thing.

HELEN

I don't like it...

BRYN?

And if it was standing still, as well?

ALEX

You would have had nothing. The fact that you decided to lift the door up, and make it move, is the reason you know this thing is here. You just timed it well.

BEN

Cool, so I'm assuming various magical based immunities... therefore not try a fire spell, cast a magic missile instead. So, spell residence does apply to magic missile but it is... it's force damage rather than... which I don't believe you can be immune to, unlike cold or fire or... other damage types. There's no... will save, there's no attack roll. So either it works or it doesn't.

ALEX

That's fine. Does magic missile have spell residence?

BEN

Yes.

ALEX

OK. Good to know... so... to review... apparently nothing happened...

BEN

Four missiles... now, I'm up to the level where...

ALEX

Sorry... You know what...

BEN

Pew, pew, pew, pew...

ALEX

That's on me. I apologise... **Mary**, don't edit that out... you know...

[laughter]

ALEX

You need to know that I'm fallible... I fouled on the number of pews... Pew, pew, pew, pew... nothing, nothing, nothing and nothing...

BEN

That's important to know...

ALEX

Same...

BEN

Apparently had **[unclear: 38:37]**

ALEX

Same situation for what it's worth. It gets us across the surface. It doesn't sort of any plunge in and heel it or anything like that. it just... it just seems to disburse into nothingness on it. Are you going to use your move in any way?

BEN

Yes. I'm going to use my move to get out of my cross bow. I've rarely used cross bow.

ALEX

I'm proud of you. Remembering you have a weapon. Cel, you are up. You have seen everything that I've just described to payout.

HELEN

Cel gets out their crossbow.

EVERYBODY

Yeah...

[unclear: 39:07]

LYDIA

Err... I never had a crossbow...

BEN

That's also true.

HELEN

It is incredible.

BEN

So what you mean is you pull a lever and your crossbow assembles in your hand

[laughter]

HELEN

Oh my god... yes it does...

BEN

Mechanical distance but important flavours...

HELEN

Somehow it is made up out of all of these bits that come out of this seemingly... it's like a coat of holdings, but not mechanical.

[laughter]

ALEX

It's a coat of levers...

HELEN

Yeah... and it assembles up. it is in technical talk a heavy repeating crossbow.

BEN

Sweet...

ALEX

Bad crossbow... a [unclear: 39:43]

HELEN

Allows Cel to use all the kind of bonuses that go into lots of bombs, to become lots of crossbow bolts.

ALEX?

A bad weapon for bad people.

HELEN

Which is one of the reasons like the fact that Cel has already run out of bombs...

ALEX

Which is good. That's a good thing.

HELEN

Yes it will do less than half the damage. Yeah, so that means three attacks.

BEN

Yeah... it takes your move action to ready the crossbow.

ALEX

So your losing the attack that you would have got if you hadn't been [unclear: 40:11]

HELEN

In which case I think I only get 2...

BEN

You only get 2 yeah...

HELEN

2 attacks yeah...

ALEX

This thing has a garbage [unclear: 40:18] so you probably going to hit it.

HELEN

OK. So that's 27

ALEX

Yep.

HELEN

And... a natural 1...

BEN

The 19 threatens a [unclear: 40:27] with a crossbow.

HELEN

Oh... OK.

ALEX

He's not wrong.

HELEN

18... is that...

BEN

Well plus your base [unclear: 40:35] bonus. You need to hit it again...

HELEN

Oh...

ALEX

So what's your [unclear: 40:38]... basically what did you get off that roll?

HELEN

Oh my bab...

BEN

No, your normal attack bonus...

HELEN

8.

BEN

Yeah, so 26 total.

ALEX

You [unclear: 40:45] but you didn't [unclear].

HELEN

Oh OK. Cool.

BEN

So what's your times...

HELEN

Critical 1920.

BEN

It will be x2. So you do double Dutch...

HELEN

OK. Cool.

ALEX

Most things are...

HELEN

In which case if that only does 2 detail and 2 D6. So that is... 5... and 5 electric.

ALEX

So...

LYDIA

I don't think it's smell resistant... because it's actual electric damage. It's not an electric spell... it's an electric...

ALEX

Yep, you are correct, spell resistance and elemental effects are not the same thing. You shoot the thing.... [sound effects]... lands into it, a bit of it goes

wibbly. The electricity seems to strike well. It seems a good strong full hit on the creature.

HELEN

Good.

ALEX

It immediately looks to you...

HELEN

Uh-oh...

ALEX

And it's face distorts to fit in extra rage...

[laughter]

HELEN

Uh-oh...

LYDIA?

Hey buddy, want to be friends?

ALEX

Zolf, this thing that was staring at you, has just gone... [sound effect] and then like plasticine animation style like [sound effects] at Cel, and it's ignoring you entirely...

HELEN

I don't think he liked that.

BEN

It's alright. It's rubbish at punishing...

[laughter]

HELEN

Don't speak too soon.

BEN

It missed me twice.

ALEX

Zolf, what are you doing?

BEN

Hitting it twice with my **blade**, using a power attack...

ALEX

blade...

HELEN

I think every time I hear the word **blade...**

[laughter]

BEN

26.

ALEX

26 hit.

BEN

And 27...

ALEX

Hit.

BEN

No, that's a lie, because that's not how that works. The second one is actually...

ALEX

2.

BEN

No, it's 22.

ALEX

22? Hits.

BEN

Cool. So that's 2 attacks of 1 D10, +6, +6... Because 6 one and half strength because I'm dual welding the blade and...

ALEX

22 did you say?

BEN

Yeah...

ALEX

Yeah... yeah..

BEN

So, the first attack dials maximum [unclear: 42:34]

EVERYONE

Wow... ohh...

BEN

20 damage.

ALEX

OK.

BEN

And then another 15 damage.

BRYN

Good roll...

BEN

Yeah, really good roll...

ALEX

OK. So you slam it in the head. Just brutally hard... I mean brutally hard. It slices deep into it. There is... can you describe your blade for me... I mean... what's it made of?, is it like metal halved, wooden halved, that kind of thing. This is entirely for flavour.

BEN

This is a very, very simple wooden halved steel blade.

ALEX

OK. Cool. So you... yeah... you do a proper slash across it's facial features and so on. It reforms afterwards, but wrong. And you seem to do proper damage to it. It's worth noting though that any bits of the half that get any of the jelly on it, you hear a distinct [sound effect] on it.

BEN

It's a magic weapon...

ALEX

Oh, is it a magic weapon...

BEN

Yeah...

ALEX

Then you still hear a hiss but it is like... there is no discernible mark on it whatsoever. Worth noting though there was no hiss from the blade. That is a detail that you wouldn't notice on the flag.

BEN

Sure

ALEX

Just OK. So [unclear: 43:34]. At which point then you still have a move action.

BEN

No.

ALEX

OK.

BEN

I am floating in front of it by the way still.

ALEX

That's fine. The golem...

EVERYONE

Yeah...

ALEX

That was awkward... so the golem... again still furious turns now to look at Zolf.

BEN

Hello...

ALEX

Puts its arms out, and then sort of just goes [sound effects] and then just turns itself into an enormous, almost flat plain of jelly. It just loses all its humanoid form whatsoever. What's your comeback manoeuvre defence?

BEN

[unclear: 44:06] 20.

ALEX

20.

BEN

Is it trying to... charge or bullrush me?

ALEX

No. Alex was very sure to make sure that that is not what this [unclear: 44:15] into.

BEN

Is it trying to grapple me, because you're a monster.

ALEX

So, here's how it plays out. It just swamps Zolf,

LYDIA

Oh no...

ALEX

Closes behind him. Zolf does not get a chance to do literally anything. It just goes [sound effects]... and just... the technical term is... engulfs Zolf...

LYDIA

No...

ALEX

He is completely and [unclear: 44:39]. Zolf... can you please give me a fort save...

BEN

Yes I can... 16.

ALEX

OK. I will deal with that in turn, at which point it is, Azu's turn...

HELEN

Yeah...

ALEX

It has just gone... [sound effect] and eaten Zolf.

HELEN

OK.

ALEX

You can currently see Zolf in the middle of what was its torso [sound effects]

HELEN

Oh no...

BEN

I'm not worried

ALEX

I didn't say you were worried...

BRYN

You're making worried noises...

BEN

It's not Zolf going it's fine...

ALEX

[unclear: 45:13] completely different.

BEN

Your facial expression said otherwise.

ALEX

Yeah, but it's audio Ben, it's all audio...

BEN

Not in this room...

ALEX

This is how Zolf is... "I'M FINE"

BEN

You said that like you...

LYDIA

You said that like you were worried... what's...

BEN

You're an actor man...

BRYN?

Can we just let Azu take a swing at it?

ALEX

Fine. Would you like to full attack...

HELEN

Yeah.

ALEX

OK, fine. Give me your first attack?

HELEN

OK. I'm going to go [sound effects]

ALEX

We're going to [unclear: 45:39] one at a time by the way, otherwise the [unclear: 45:40] too complicated for me too quick...

HELEN

OK. That's an 8...

[unclear: 45:46]

HELEN

Oh... oh... it's not going to work, it never works.

BEN

You don't mess...

HELEN

17.

BRYN?

Plus your attack bonus.

HELEN

That's 11. So 17+11 is 28.

ALEX

Yes that's a confirmed crit for damage.

BEN

And [unclear: 45:58]. So you normally get 2 D12s, she gets... 6 D12s...

HELEN

Ahh...

LYDIA

I think Helen might be having some kind of...

BEN

I think Helen's having a best day...

LYDIA

Attack...

HELEN

[laughter]

ALEX

Of goodness.

BEN

Never in the history of anything ever, have so many D12s been used.

BRYN

6 D12s simultaneously...

HELEN

OK. I've got 6... OK.

BRYN

You need to work out what you add to this roll once you've rolled it as well.

ALEX

Well it's usually a +6.

BRYN?

18... So 6 D12s + 18... You might splotch it...

HELEN

Oh my gosh there's so many dice...

BEN

That's so radicle...

ALEX

I need just the total please?

HELEN

Oh God, right... 6, 12...

BEN

6 + 9...

LYDIA

Makes it almost 9...

HELEN

Oh that's a 9?

LYDIA

Yeah, yeah... yeah... he's putting them the right way up for you.

HELEN

Oh thank you. And then there's this one.

BEN

That's a 9 as well, nice.

ALEX

There's too many big numbers on the board.

BEN

That was a good roll. Oh... that's too many D6 which one didn't you roll?

BRYN

Not the yellow one.

ALEX

The yellow one got added later...

HELEN

My god... umm... oh god... I can't...

ALEX

I'm sorry. Are the numbers too high...

[laughter]...

ALEX

The damage you're dealing to my creature... my little big boy...

LYDIA

23, 29, 37, 46

BEN

+18...

BRYN?

How much was that?

HELEN

46+18 is

BEN

64....

[laughter]

ALEX

I need to check... I need to check... I need to check...

[laughter]

LYDIA

That's not even topping out the [unclear: 47:28] that's topping out her voice.

BEN

That's like the same as the [unclear: 37:31] fireball.

ALEX

I need to check... did you use your additional thing that kicks in on the first attack?

BEN

That's why there were 6 D12s.

ALEX

Good, I need to check. OK. Cool. So...

[Laughter]

LYDIA

Last time, last time, that like the... having experienced a crit while... Alex has that kind of expression... I would be concerned.

ALEX

Lydia...

LYDIA

Yep...

ALEX

Is right to be concerned...

LYDIA

What do you mean?

ALEX

A large axe sweeps into the creature, a fine torso hit, that slops through it, dashing Zolf hard...

LYDIA

Noo...

ALEX

Giving him 32 points of damage and out the other side...

BEN

I'd say its fine, I've got loads of hits...

[laughter]

ALEX

And I'll end the episode there...

[laughter]

ALEX

[unclear: 48:18] because I had to punish you for it...

BEN

So very quickly I would like to make a point of order. I've got 50 hit points left, it's fine.

LYDIA

Left? [unclear: 48:29]

BEN

I'm such a beefy boy...

ALEX

Let's be clear though, as he does still have three attacks to go...

[laughter]

BEN

One... one attack to go...

ALEX

Lame... Fine... I'll end it there. You probably can't accidentally kill Zolf on this round,

BEN

[laughter]

Bye...

[Show Theme - Outro]

ALEX

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