

## RQG – 137 – Lightning Round

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**ALEX**

Hi everyone, Alex here. I'd just like to take a moment to thank some of our patrons, Mal Ossowicki, Nikki H. Hayden J, Marcella 'Hi Mom' Garcia, Oren Benshabat, Ida, Adrian Merger-Garger, Sammy, Han Mallek, Caroline Rivard, Mammon, Lauren Rowlands, Charlie Laurel, Brie, Rachel Penebade, Carrie Coarda, 2impostors, Elias Soper, Casey Rae, Armando Di-Cianno, Sofia Sandino, Cecil Goodwin, Nell, Masha Weber, James Candalino, Kit Buss, Rocket Corgi, Terrence Rollin' with a Grand, Conor Adderley, Rowan Grey, Liz McGregor, Ealasaid Haas, Hhhh, Ex Libris Crow, Ryan Norrie, Ivanna A. Villamil, Dumpbucket, o55K, Breeanna Sveum, Sam – thank you all. We really appreciate your support. If you would like to joint them, go to [www.patreon.com/rustyquill](http://www.patreon.com/rustyquill) and take a look at our rewards.

**[Show Theme - Intro]**

**ALEX**

Hello and welcome to episode 137 of the Rusty Quill Gaming podcast. I'm your host and GM Alex Newall and with me today, I have:

Rusty Quill Gaming – 137 – Lightning Round

**HELEN**

Helen Gould

**LYDIA**

Lydia Nicholas

**BRYN**

Bryn Monroe

**BEN**

Ben Meredith

**ALEX**

And who are you playing?

**HELEN**

Azu

**LYDIA**

Cel Sidebottom

**BRYN**

Hamid Saleh Haroun al-Tahan

**BEN**

Zolf Smith

**ALEX**

I really thought I'd managed to throw you off then but no, I'm good.

**LYDIA**

We're so good at this.

**ALEX**

Consummate professionals!

So, we are in the middle of someone's turn, which I normally don't end an episode on but it felt appropriate since you'd just done grievous bodily harm to a friend.

**(Group Laughter)**

Like, it's a good ending.

**HELEN**

Yeah, like I still didn't feel it for a couple of seconds after you said it 'cus I was still kind of like "that was so much damage".

**ALEX**

See, I'm so glad that like, it's hard to get an episode to its logical conclusion and hurting each other is the logical conclusion for every episode so I'm very happy.

**HELEN**

Machiavelli over here.

**ALEX**

So, you are currently mid-combat with a golem.

**BRYN**

Golem .....

**ALEX**

Not to be confused with a ghoul, which is very different, or a Gould which is also very different.

**BRYN**

Ghoul golem

**ALEX**

You're at the top of a lighthouse in the middle of a storm.

**BEN**

Yes!

**ALEX**

With crazy, crazy .....

**BRYN**

Oh I'm flying around the ceiling of the lighthouse.

**ALEX**

Yeah, yeah, with crazed scientists beneath you currently. Nominally you're kind of trying to get a person but really you're basically just killing a haunted house.

**BRYN**

Murder hobos, murder hobos.

**ALEX**

I thought it was about time that we gave you some nice free cut loose monster action and I think I'm delivering! So, with that in mind, we are actually halfway through Azu's turn, so Azu you had your first attack and managed to really get a good hit on Zolf. Would you like to go again?

**HELEN**

Is there any way of me hitting it and not hitting Zolf?

**ALEX**

That's a good question! Are you an expert in oozes?

**HELEN**

No.

**ALEX**

Then I'm afraid you don't know.

**HELEN**

Does Azu even know that she's hit.

**ALEX**

Yes – like it's visibly obvious because the thing is translucent so what you see is your axe going ....fnrrrr ..... through Zolf a little bit.

**HELEN**

Azu's going to attempt to hit and not hit Zolf then.

**ALEX**

Okay.

**HELEN**

She's going to, like, aim away from you.

**ALEX**

Okay, that's fine.

**HELEN**

(Whispering) like how would I know this is very bad for you – I'm very sorry!  
Azu doesn't know this.

**ALEX**

In which case then, Azu, give me your second attack please.

**HELEN**

Okay, so that's fifteen.

**ALEX**

Fifteen. No, this time it's ready for you. You got your first one in. The second one ...

**BRYN?**

It's 'cus you're holding back a bit to avoid Zolf.

**ALEX**

Yeah. This second one ....

**HELEN**

Yeah, it's 'cus now I have to think about two things at the same time.

**ALEX**

You know what it is – it just tries to take it on the chest like a barbarian. A chest made of Zolf. So you're [weighing] in up for the shot and it's just like "argh".

**(Group laughter)**

So, in which case then, Hamid you are now up.

Cast fireball.

**BRYN**

I fire my crossbow. I'm not worried about hitting Zolf because I can't do enough damage to matter.

**BEN**

That is true!

**BRYN**

Ooh, I threaten [a crypt] though – 27.

Still won't matter. I only get 14 on the roll to confirm.

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**ALEX**

14? You don't confirm.

**BRYN**

No, I didn't think so. I do four damage.

**ALEX**

Okay. Zolf, take two damage. You are starting to see the pattern here.

**HELEN**

Erm no.

**BRYN**

I told you, I can't do enough damage to matter.

**ALEX**

Do you do anything else.

**BEN**

Oooh only 48 hit points left.

**BRYN**

You're finally – you're approaching the number of hit points I start with.

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**ALEX**

Do you do anything else.

**BRYN**

I re-load my crossbow.

**ALEX**

Okay.

**BRYN**

That takes me a move action 'cus I have no feats to help me with crossbow.

**LYDIA**

Hamid may have more hit points than Cel does.

**ALEX**

Cel, you're up. You just watched the most pathetic display of bows ever.

**BRYN**

I hit! It was a solid central hit.

**ALEX**

Was it electric? Did it explode? Was it a siege crossbow? These are the criteria from which I am presuming Cel judges all archery.

**LYDIA**

Cel doesn't roll their eyes just like good job buddy.

**(Group laughter)**

**BRYN**

Hamid actually smiles 'cus he knows it wasn't but he appreciates someone saying so anyway.

**LYDIA**

It's hard to hit right?

Then offloads three crossbow bolts into the thing.

**ALEX**

That's fine.

Give me the first attack roll.

**(Dice rolling)**

**LYDIA**

Oh, that's a natural one.

**HELEN**

Oh dear.

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**ALEX**

Okay, cool. Give me another attack roll.

**LYDIA**

That is a 21.

**ALEX**

That is a miss!

**LYDIA**

Ooooooh

**ALEX**

So .... just shlawps through. You apparently don't hit critical ooze. How you determine what is part of like critical and not – who knows!

**LYDIA**

And then that one is 11.

**ALEX**

That's another shlawp. Turns out there are bits of it that matter and bits of it that don't – who knew!

**LYDIA**

Yeah, I was like "oh man – I didn't do it".

**ALEX**

So roll attack for just one of them.

**LYDIA**

What, I thought they all missed. Did the first one not?

**ALEX**

All attack for one of them please.

**BEN**

When it hit me, did you mean damage ....?

**ALEX**

I did, I did – I just misspoke.

**LYDIA**

Eight.

**ALEX**

Eight – cool. That's all for Zolf.

**BEN**

Yeah – I know how this thing works Alex.

**LYDIA**

We worked it out Alex!!

**BEN**

40 hit points remaining – it's still absolutely fine.

**LYDIA**

Sorry mate – new friend. Nah, sorry. Still friends hopefully. Oh dear.

**HELEN**

I'll deal with you afterwards.

**BEN?**

I'm a cleric please.

**HELEN**

We'll both do it.

**LYDIA**

I also have fun, fun, potions – you will enjoy them.

**ALEX**

Zolf?

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**BEN**

Mm, hmm? I start my turn – I take .....

**ALEX**

Hold the goddam phone! Three acid (bubbling noises).

**(Sharp intake of breath)**

**BEN**

Three damage.

**ALEX**

Yep!

**BEN**

37 hit points.

**ALEX**

That's fine. I actually got you to do the for save for this round ahead of time, just so that I'd know prepping ahead of time. Apparently, you made it, so you do you. You are currently technically engulfed, which means from you're end, you're grappled.

**BEN**

What can and can't I do?

**ALEX**

So, you cannot do anything apart from try to escape using a basically break grapple.

**BEN**

Can I use a spell likeability as a standard action?

**ALEX**

In this specific instance, no. The only thing that you can do is try to basically break free manually.

**BEN**

Cool. I'll just try and get out of the grapple then I think. I think that's the only thing I can do.

**ALEX**

I think that's probably wise.

**HELEN**

Please do well.

**BEN**

That's a 21.

**ALEX**

21? That might actually be enough. Yes, yes it is. You managed to shlawp yourself out because it rolled atrociously.

**BEN**

Er, what else can I do?

**ALEX**

So, that as being your standard action – is you just digging your way out of this creature. I am going to give you a bit of extra fluff, which is that you feel really weird. You are burning all over and you feel really off and weird – not in a way that you can quantify in, you know, a combat situation, but you feel wrong in some way.

**BEN**

Cool.

**ALEX**

You don't need to factor anything in it your end, I will factor it in at my end.

**BEN**

Cool. I stagger away from it – turn round and start threatening it but I am two squares away from it.

**ALEX**

Yep, that's fine, that's fine. I will tell you now though, it is a large creature so you know it has 10 foot reach. Like, it's just obvious by its enormous arms.

**BEN**

I don't care about it punching me.

**ALEX**

In which case then it's the creature (singing) it wants you back, it wants you back....

**BEN**

Is it going to move towards me?

**ALEX**

From where it is no, it's just going to take a swing because you're 10 feet away so you're in range of it. It has a 10 foot range – you have a 10 foot range.

**BEN**

Oh, it's envelop also has a 10 foot range?

**ALEX**

Ah, so, no! This is just going to take a swing at you this time.

**BEN**

So it doesn't want me back?

**ALEX**

(Singing) it wants you back ....

**BEN**

No.

**ALEX**

.... in pieces and then it's going to .....

**(Group Laughter)**

So, you've got to let me finish my songs! My expositional songs.

**BEN**

You finish that song and then [unclear: 08:15].

**ALEX**

I took a breath.

**BEN**

LIAR!

**ALEX**

Er, yeah, that's a hit..... and another hit.

You take 16 normal damage, 6 acid damage and also can you give me a fort save please.

**BEN**

Fort save is 24.

**ALEX**

Cool. You still feel wrong in some way, like, I am going to give you for free you're a combat trained veteran. This thing is probably doing things that if it hits other people who are less awesome than you, would have effect. You are throwing an effect off, rather than there is nothing wrong. Just to spell that out. That's its thing – it just goes "mmmmm bssshhhh bssshhhh" – nothing else. Azu, you're up.

**HELEN**

I hit the thing again. Woo.

**ALEX**

Wise.

**HELEN**

Punch it lots.

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**BRYN**

Unleash – crit, crit, crit, crit.

**HELEN**

It's not going to happen again.

**ALEX**

No no, no, no, you've got to wait until I eat another party member and then crit.

**HELEN**

Who knows once in a blue moon thing – what's that? Seven ..... seven ..... that's eighty.

**ALEX**

You hit non critical shlawp. (Growl, thump).

**HELEN**

I am probably distracted by, like, seeing that Zolf is out.

**ALEX**

But you get your second attack if you want it.

**HELEN**

Yeah, I'll do a second attach.

**ALEX**

I mean, I'm assuming you want it but, you know ....

**HELEN**

I always want to attack so that is 22.

**ALEX**

Hit.

**HELEN**

Yay, good! Wonderful, okay, err.

**ALEX**

To be clear, it's a solid (groan, thud) shlawp.

**HELEN**

Good! I like a good slow shlawp.

**ALEX**

Everyone loves a good solid shlawp.

**BRYN**

Nice.

**EVERYONE**

Ooh, nice.

**HELEN**

Nice. That is 16.

**ALEX**

16. Okay. This thing is starting to lose its cohesion. It's starting to be a little bit .... Whawhawhawhawhawha – like part of its torso will start to, like, schlump away and come back and then a leg will go a little bit wobbly and come back. This thing is starting to stop looking humanoid and starting to just look like a blob and not a blob in a good situation.

**HELEN**

Awh, it's going to make such a mess.

**LYDIA?**

Don't look at me like that.

**(Laughter)**

**ALEX**

[Halidrum]

**LYDIA?**

Acidness.

**BRYN**

I mean Hamid is still contributing very little apart from hovering near the ceiling taking ineffective shots with his crossbow. He continues to do so. I miss.

**LYDIA**

You tried buddy!

**(Laughter)**

**ALEX**

At which point I think it's Cel next – Yes? Yeah, it's Cel.

**LYDIA**

Take three shots.

**ALEX**

(In an Arnold Schwarzenegger accent) ... Do it, do your worst.

**HELEN**

Yeah, do your worst.

**LYDIA**

They have been pretty bad frankly.

**HELEN**

Yeah, batter him.

**LYDIA**

23.

**ALEX**

You guys actually hit the AC of this way better than I was anticipating!

**LYDIA**

10.

**BRYN**

Thanks for cursing us!

**LYDIA**

10.

**ALEX**

And that's not either.

**LYDIA**

No, so just one hit. I did get one hit.

**HELEN**

[Unclear: 10:48] a crossbow.

**LYDIA**

It is. Five damage.

**ALEX**

Five damage.

**LYDIA**

So, like, literally the same as what Hamid did.

**ALEX**

Perfect, okay.

**LYDIA**

This enormous, like, there were sparks flying off it and it's like "schl, schl, argh" and yet it just does bshhh, bshhh, bshhh, bing.

**BEN?**

And mine's just like flip.

**(Laughter)**

Booiiiiinnngggg.

**LYDIA**

They both made the exact same dent.....

**(Laughter)**

**HELEN**

There is a valuable lesson here perhaps.

**ALEX**

Okay, in which case Zolf, you'll be up.

**BEN**

Okay, cool. I remember how threatening squares works and I move a further five foot back.

**ALEX**

Yep.

**BEN**

If it wants to get me, it has to move into my threat range, allowing me to hit it.

Yep, so I take a five foot step backwards as my move action. I activate freedoms cool which is an aura, but apparently doesn't take up any actions.

**ALEX**

Is it go freedoms [unclear : 11:35]?

**BEN**

No, it's silent. It's a thirty foot aura, allies cannot be confused, grappled, frightened, paralysed, pinned or shaken while in the aura and I can keep it up for another eight rounds so basically it tries to grapple you, it don't.

**LYDIA**

Being immune to confusion, I could do with that in real life.

**BEN**

And then I'm going to convert and inflict critical wounds that I have into a heal critical wound on myself. I choose not to resist it.

**ALEX**

That's a thing you can do. Ah, go on, resist it for me.

**BEN**

No. I [unclear: 12:01] though so I might as well resist it.

**(Jeering)**

I still get 19 hit points back.

**(More jeering)**

So I'm back up to 34.

**ALEX**

The creature – sorry, the golem, who is closest currently. Looks like Azu. The creature is dumb as a rock and attempts to engulf Azu (slurp gnnnnn).

**HELEN**

No. What he attempts?

**BEN**

It does attempt.

**ALEX**

It attempts a grapple. It does not provoke [unclear: 12:30] of opportunity in doing so, however it is a grapple attempt because it's not aware. Is it just Azu is immune to the grapple?

**BEN**

Azu cannot be grappled. How that looks is up to you I guess.

**ALEX**

No. I'd like you to describe how it is. Like is it slipping off it, is like there a forcefield, how does it work?

**BEN**

Yeah so fundamentally it tries to envelop you and as if you were a frictionless surface it kind of like floats over you and you pop out the other side.

**ALEX**

Yeah, it keeps – it keeps trying to engulf you and can't – that's its entire turn, it's just trying to make a sphere around [unclear: 13:03].

**BEN**

Have you seen those videos of water being poured on hydrophobic surfaces?

**LYDIA**

But if the water was sentient and disappointed .....

**(Laughter)**

**ALEX**

Yes, er, it's not so much disappointed as it starts losing its form 'cus it is dedicating so much goo to extra anger at this point. Like, it is not happy with this and, for what it's worth – again I am dropping you hints here and there – this thing doesn't seem to be making tactical decisions. Like, it's just going "argh", "argh" and is just continuing to do the same thing even though it hasn't worked so far. It, like, it blows its whole turn trying to eat you and failing. That's it.

**HELEN**

Azu also goes "argh".

**ALEX**

Azu, you're up.

**(Eating noises)**

**HELEN**

If it's trying to engulf me, surely I should have an automatic hit.

**ALEX**

Nooooo. It's interfering with your swinging. It's really hard to hit the thing and not touch the thing.

**HELEN**

Okay. The aura is working against me so like .....

**(Group noises)**

**BEN**

Mechanically, no.

**HELEN**

Ahh, okay. I will try again with a second. No, that's even worse. I think she's just like surrounded by slime.

**(Slime noises)**

She doesn't like slime.

**ALEX**

Hamid, you're up.

**BRYN**

24.

**ALEX**

It's a hit!

**HELEN**

Wheeeeyyyy.

**BRYNA**

Two whole damage.

**ALEX**

Look – every little helps.

**HELEN**

Yeah, well done.

**ALEX**

Every very, very little helps. In fact, you ticked it up to a whole 10 number. Wouldn't have happened without you.

**BRYN**

So what you're saying is I rounded it off?

**ALEX**

Your attack is a rounding error yes. I assume you're using move action to re-load?

**BRYN**

Yep.

**ALEX**

That's fine. And then on to Cel.

**LYDIA**

Cel is going to throw the last two bombs.

**ALEX**

This is starting to go how I expected the fight to go.

**LYDIA**

Because Cel is bored of the crossbow. Oh for goodness sake. Okay, I'll ask for 21 and that is a 15.

**ALEX**

Splash damage from one and just doesn't work on the other one.

**LYDIA**

So, 11.

**ALEX**

I tell you what, it was efficient.

**LYDIA**

Yeah.

**ALEX**

For what it's worth actually, bombs definitely seem to be the way to go for this kind of creature. I'll give you that for free.

**LYDIA**

Well that's – it's nice to learn that now!

**ALEX**

Well I thought I'd wait until this info is maybe useful to you otherwise what am I doing with my game, you know?

Zolf, you're up.

**BEN**

Taking a five foot step doesn't stop me from doing the full attack action does it?

**ALEX**

Nope, cool.

**BEN**

Take a five foot step. Do a full attack action. That is a 15.

**ALEX**

15. Nope.

**BEN**

Ah no, it's less than that sorry.

**ALEX**

The enormous tanky creature continues to be enormous and tank. By the way, while you've all been doing this, it has ignored everyone apart from Azu, which it has just failed to eat. It is just "argh, argh, argh" the whole time. Infuriated, it finally stops trying to eat Azu and tries to just crunch Azu like a can beneath a boot.

**HELEN**

Oh no.

**ALEX**

With that in mind, what's your AC.

**HELEN**

18.

**ALEX**

Two hits.

**HELEN**

Oh no.

**ALEX**

Dealing.

**BRYN**

You've got like a 100 hit points right?

**HELEN**

I've got 70. I've got less than Zolf.

**ALEX**

13 damage on the first hit with 12 acid damage on top. Second hit, 11 damage plus 9 acid damage, so 20 – plus .....

**HELEN/LYDIA**

Oh no.

**ALEX**

Can you give me a fort save.

**HELEN**

18.

**ALEX**

18. And another fort save.

**HELEN**

Natural, one.

**ALEX**

Okay, cool. So, first blow hit (bang) hit hard like, like, really hard. The second one, you're ready for it. It comes and it slams into you – boom, slams hard. You, similar to how Zolf was feeling, obviously you can't communicate this, awwhhh I feel weird, I feel weird. You do not get KO'd. To be clear – and I may as well spell it out now – there's a paralysis effect attached to this thing that so far everyone it's touched has managed to shake off so – good job for all of you.

**HELEN**

This'll be the third time I've been paralysed.

**(Laughter)**

**ALEX**

I really want it to happen and I'm really annoyed. I really wanted to paralyse you .....

**HELEN**

I am very pleased ....

**BEN**

My special, special, [unclear : 17:22].

**ALEX**

Yeah I know. Azu, you're up.

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**HELEN**

Then I try and hit it again.

**ALEX**

Yeah you can, it's fine.

**HELEN**

Argh! Hooray.

**BRYN?**

Can you confirm that critical you just rolled.

**ALEX**

Ooh, confirm it, confirm it.

**(Group groan)**

It's fine, it's still a hit.

**BRYN**

That was a terrible roll Helen.

**HELEN**

Yeah it was. Plus, that's just 10.

**ALEX**

Just 10?

**HELEN**

Yeah. Does it melt?

**ALEX**

I've got good news for you.

**HELEN**

Oh good.

**ALEX**

You wind up and you're like, axes ain't working, they're just like – what if I just hit it with the flat bit?

**(Group laughter)**

BOOOOOOMMM. You just baseball swing the flat of your axe into this thing and it just explodes into goo and I'm going to give you a benefit of you slam it, and all of this acid is sprayed away from your friends, 'cus you're not an idiot, but it does just (splat). For a moment, it looks like someone hit an ooze with a lighthouse. It's just smeared up it and you hear the very telltale hiss.

However, it's not hissing on the glass – it's only the hissing is coming from the metal grating when it's attaching it so. So, it's just what's left of an ooze is running down the interior of the lighthouse. You are all out of initiative.

**BEN**

I end my aura.

**ALEX**

Makes sense.

**HELEN**

Does that mean the glass is magic?

**ALEX**

Azu, free check. Give me a knowledge alchemy check.

**LYDIA**

I only rolled a 4 so only 21.

**ALEX**

21. So, almost certainly .....

**HELEN**

What – [sell us] an alchemist.

**ALEX**

Almost certainly it's a mundane acid. Mundane acids only affect certain things. They are really keen on melting metal and wood and stuff like that. Glass not

so much. Adam Ant he would have been immune to it as well – but you could be wrong. But, I mean, at a glance, makes sense. So there you go.

**BRYN**

Good work. Everyone okay?

**BEN**

Yeah, who's hurt.

**HELEN**

You are right?

**BEN**

Well, yeah, but.

**HELEN**

Well, me too.

**BEN**

Good. Well I can heal us both.

**HELEN**

I can also. Why don't we both, why don't we – oh, ooh.

**ALEX**

Lay 'em out on the table and let's have a laugh.

**BEN**

Alright. On a quick jump out of character, I can do it more efficiently because I can channel positive energy cheaper than you can – so you can keep your lay on hands for when you are doing specific people but I have 7 – everyone in a 30 foot radius gets 46 back.

**HELEN**

Ooh that'd be nice.

**BRYN**

I would not object to that.

**HELEN**

Oh, yeah, I've only got [3D6].

**BEN**

Right, so everybody get back a really probably bad roll – let's have a look.

**ALEX**

I really want to heal the with this but I can't because that's not how it works.

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**BEN**

And I waited until it were dead.

**ALEX**

I know but I .....

**BEN**

Everyone gets 16 back.

**BRYN**

Ooh, I'm fine.

**LYDIA**

I'm back up to 43.

**BRYN**

You were down one.

**LYDIA**

Yes.

**ALEX**

I want you all to know now – you played that optimally. Like on the record, not only did the party play it optimally, if you had played it sub-optimally, you

would have been destroyed by that thing. But I trusted you all to know what you're doing and you do so .... good job.

**BEN**

I wasn't far off doing down. How many hit points do you need back?

**HELEN**

I need 29 hit points back.

**BEN**

Do it again for both of us.

**HELEN**

Okay.

**ALEX**

[Fluffwise] it's obvious Azu's like, yeah I'm good, big black eye – like half of a tooth hanging out kind of thing.

**HELEN**

Yeah, Azu was trying to be like I can heal us – but also nearly falls over.

**BEN**

Another 15.

**HELEN**

Ah, thank you.

**BRYN**

So it looks like they might be harvesting lightning maybe? You're better at this stuff than I am.

**ALEX**

Would everyone like to give me a perception check because I've given you flashes in a room whilst fighting a thing which is not a perception check.

**BEN**

25.

**ALEX**

25 from Zolf.

**BRYN**

23.

**ALEX**

23 from Hamid.

**LYDIA**

21.

**ALEX**

21 from Cel.

**HELEN**

And 15 from Azu.

**ALEX**

15 from Azu. I'm afraid Azu, from the description as given, stands. Zolf, what you see is something that's definitely designed to mess around with the weather, which scans with what you know of the guy. To be clear you don't know whether this item is making this, but it's certainly built to interact with it in some way, like for free – even Azu will notice through the glass in at the top is the biggest lightning rod you've ever seen. Just enormous and it is attracting lightning. However, the glass seems to be muffling a huge amount of the sound and also the power doesn't really seem to be going anywhere in here. Hamid, for what it's worth, you are starting to see, you know what, there's a little bit of kind of Simulacrum vibe here. To be clear, it's more like the layout of stuff. What you're noticing for instance is sort of atop the bulb you're seeing four very familiar looking crystals that don't have elementals in.

**BRYN**

Right.

**ALEX**

But they do seem to be chock full of electricity.

**BRYN**

Yeah – it's almost like an alternative power source but a similar style.

**ALEX**

Yeah. It's a style. It's a style thing to be clear.

Cel, what you're noticing in this is this is all checking out but I'm giving you the additional thing of this thing isn't just meant to send lightning down, this thing is definitely broadcasting something out and that the stuff on top of the bulb is maybe using some of the lightning power to do stuff but it is clearly more than just a lightning rod this thing. It is doing something that is ....

**LYDIA**

Is it still doing something having been unplugged?

**ALEX**

So what you see, can I get a knowledge engineering to give you this final bit of detail.

**LYDIA**

Absolutely can! Oh no, I rolled a 4 – that means I got 15.

**ALEX**

15?

**LYDIA**

Mmmm.

**ALEX**

(Sigh). Hard to say. It's definitely not off but it also doesn't seem to be optimal.

**BRYN**

I think unplugging it is a good start but I really think we should try and destroy the ability to ....

**BEN**

How do we break it, I say hefting my glathe.

**ALEX**

At which point I'll take a break I think.

(Cheers)

**ALEX**

And welcome back from the break. So, is smashing the order of the day?

**BEN**

Cel, what we gotta smash? What looks important?

**LYDIA**

The rod looks important. I am confused 'cus I unplugged it downstairs but there's still stuff happening out there. Maybe .....

**BRYN**

I [unclear 23:02] Magic.

**ALEX**

This is going to be a hard one to describe – so bear with me.

**BRYN**

I basically just want confirmation that a bunch of magic stuff is also happening.

**ALEX**

You are getting really weird stuff. Magic is happening. Whenever you are trying to pin down either a specific location or a specific school, it's not working. What that says to you though is that probably what it is is .....

**BRYN**

That's combined.

**ALEX**

Yeah. There's so much stuff going on, combined with someone's just put a load of technology in and from your experience, as much as people claim

otherwise, magic and technology shouldn't be mixed. So what you're getting is there's a lot of stuff ...

**BRYN**

There's a huge amount of magic here, as well as just the technology. Like, it's all being combined in weird ways.

**ALEX**

There's definitely magic attached to those crystals.

**BRYN**

Yeah, right. I mean breaking those crystals wouldn't hurt and yeah, like, you said the rod ...

**LYDIA**

Right, yeah, let's try a crystal.

**BRYN**

Okay.

**LYDIA**

Wait, wait, wait. Do they look like I've encountered this before guys. Do they look like elementals to you?

**BRYN**

I've seen the same thing but they don't look like they've got trapped elementals inside.

**ALEX**

For free – they do have crackling electricity running through them.

**LYDIA**

No, I've seen elementals before and then you're like oh, it's a nice thing. I'm just gonna pop the thing at the top of the tower and then like I'll stop the whizzer and then no, no, no, no – it turns out that the thing that was inside the crystal is much worse than the evil wizard that was using it to power their devices.

**BEN**

So, do I smash the crystal or not then?

**LYDIA**

Happy smashy!

**BEN**

Okay.

**BRYN**

If you get electrocuted ....

**BEN**

It's probably gonna. Yeah. I've got a wooden [unclear: 24:32] weapon and I can hit it from a long way away.

**BRYN**

Let me just – I cast resist energy. Electricity.

**ALEX**

What's the resistance?

**BRYN**

10 resistance to electricity for quite a long time actually.

**ALEX**

That's fine.

**BEN**

I might have a better version of it.

(Laughter)

**BRYN**

Sure.

**ALEX**

Fair enough. Put 'em on the table lads!

**BRYN**

No it's not. It's genuinely just good use of spells.

So the thing is is that that costs me very little in terms of a spell slot.

**BEN**

Okay, cool, I'll take the protection of energy, er resist energy. I won't cast protection of energy despite it possibly being a thing.

**ALEX**

What's the rating, just so I know – like, 10, 12? I can't ...

**BRYN?**

10.

**ALEX**

10, okay cool.

**BEN**

Right, I smash it.

**ALEX**

Okay. You're lined up. You give us an attack roll – just give us an attack roll.

**BEN**

A power attack – 18.

**ALEX**

Yeah, so you hit a crystal good. Two things happen rapidly. Actually, a few things. The first thing that happens is it doesn't deal as much damage as it should, well it's magic, that makes sense but you glathe magic so it kind of checks out. Number 2 – it shatters.

(Glass breaking)

Good grief.

Number 3 – a full on lightning bolt just leaps straight out of it and along the haft of the weapon – wood or no – and just slams straight into you.

**BEN**

Damage.

**ALEX**

Bearing in mind the resistance as well you have to negate. So, it would have dealt 23.

**BEN**

So 13.

**ALEX**

But it's only 13. No reflex on save but, at the same time, resist is doing its thing – good call.

**BEN?**

Awfh.

**HELEN**

Are you alright?

**ALEX**

It did in fairness throw you like, whoof, away from the force of it.

**BRYN**

Right okay.

**HELEN**

Okay, I've run over to Zolf.

**BRYN?**

It's fine, it's fine, it's fine.

**HELEN**

Are you sure?

**BRYN**

Okay, I want to do my thing.

**ALEX?**

Fair enough.

**BRYN**

I've got three more to go.

(Laughter)

Cast protection [from energy] on myself.

**HELEN**

Sure that's fine. Should we not, like, split the damage if we're going to destroy them this way.

**BEN?**

I'm now immune to lightning.

**HELEN**

Oh, alright.

**LYDIA**

That sounds very handy!

(Group Laughter)

**ALEX**

Okay, I don't need any rolls for the rest. Are you literally immune to lightning?

**BEN**

No, I have resistance of. Wait...

**BRYN**

96.

**BEN**

Yeah, it'll soak up 96 damage.

**ALEX**

Okay. These things cannot deal you enough damage.

**BEN**

Cumulatively, can you hit 96. Cus it, I get, basically temporary lightning .....

**ALEX**

Ooohhhhhh.

**BRYN**

Oh, so it is a different sort of affair.

**ALEX**

Oh interesting. I didn't know that. In which case, yes it can, it can tick over.  
What a bizarrely complicated scenario they've managed to have.

**BRYN**

I love it.

**ALEX**

A few things have combined in a weird way. Like, Bryn, so we have quite a few effects on the stack Bryn. Can you, er, track for me?

**BRYN**

Aahhh – this is my home.

**LYDIA**

Oh God!

**ALEX**

So I'm gonna roll ....

**BRYN**

Pretty sure [unclear: 27:05] got rid of the stack.

**ALEX**

I am gonna roll. And I brought it back. I'm gonna roll one crystal at a time and I'm gonna need someone to tell it the matter otherwise we'll be here all day.

Four plus three plus one plus one plus two plus four.

**BRYN**

Screw you dice, I'm invincible.

**ALEX**

Good grief that was terrible. What was that. That was 15 on the first one.

**BEN**

Has that maybe now rendered it impossible? I think that was so bad it's rendered it impossible because it's 36 times 2 is the remaining damage you can do.

**ALEX**

Yeah it's [unclear: 27:37]

**ALL**

Yay, hooray.

**ALEX**

I'm glad we skipped a roll.

**LYDIA**

... a number avoiding [unclear: 27:41].

**ALEX**

Yeah.

**BEN**

Right. I smash all four crystals. A job well done.

**BRYN**

And the lightning rod?

**BEN**

Oh yeah. Oh right. Yeah fine. What.

I'm still immune to lightning.

**BRYN**

Well now we need to know.

Rusty Quill Gaming – 137 – Lightning Round

**BEN**

That does mean now you now need to roll.

**HELEN**

Yeah cus this is like lightning from the proper sky.

**ALEX**

I need more D6 please.

**BEN**

No, no, no, no. You're rolling 66 again. We need to know how much protection I have left after taking those lightning bolts. We need to roll two more lightning bolts and then I know.

**ALEX**

Good God! Yeah, you're right – sorry I forgot. I was jumping ahead. Okay .... better. 10, 15, 20, 25, 27 total.

**BEN**

That was a very good roll.

**ALEX**

Yeah it was.

Rusty Quill Gaming – 137 – Lightning Round

**BEN**

It might have made up for your rubbish one.

**ALEX**

10 .... 25.

**BRYN**

You have 49 points of lightning resistance.

**BEN**

I can take that – and also I am not necessarily definitely going to get struck by lightning now.

**ALEX**

That's true but can I get the extra DC because I want to feel him in my hand. I want to feel him in my hand. Have you got four.

**BEN**

Is 10 enough?

**ALEX**

10 is enough.

**BRYN**

I cast fly on you.

**BEN**

Don't bother. I'm gonna levitate and I can't fly in high winds.

**BRYN**

I don't cast fly on you.

**ALEX**

I'm enjoying this. Like, I do this thing – no you don't. I don't do this thing. I do this thing, no you don't.

**BRYN**

Just trying to help. Just trying to feel included after my twang flip of a 5.

**BEN**

That's fine but my skill and fly is minus 2 so I do not want to fly.

**LYDIA**

Do you think you need any help out there, like flying around. Are you going to be okay?

**BEN**

No, I'm gonna climb up to the base and levitate so I'm not gonna be, you know, pushed away and then I'm gonna hit it.

**ALEX**

So there is a door at this like, you know you're at the trap door level, like the "floor". There is a door that leads out to a walkway that circles this and then has a ladder that leads like curved over the top of the glass on the outside to the roof as it were.

**BEN**

Cool, also Azu, now is the time to help me out please.

**HELEN**

Okay, yes, I will lay on hands.

**ALEX**

There's 46.

**HELEN**

Thank you.

**BEN**

I still have a few minutes left on my fly so I can come out and help you if there's any difficulties.

**HELEN**

Not bad, not bad. That is 15.

**ALEX**

The joy of the wind.

**BRYN?**

Cool.

**ALEX**

Can I have my, can I have the dice back because I want to undo all the healing you just did.

**BEN**

69. Nice.

(Group laughter).

Do you want to do me another?

**HELEN?**

14.

**BEN**

Cool.

**ALEX**

Stop healing him.

**BEN?**

82 maximum. I'm back up to max – hoorah.

**ALEX**

See this is annoying cus I'm almost certain I can't ... I could, but it's unlikely, mostly all I'm going to do is more maths.

**BEN**

Lets a go!

**ALEX**

Right, so.

**BEN**

I'm not necessarily going to get struck by lightning.

**ALEX**

Technically not necessarily. So, I need to know what you're wearing.

**BEN**

What am I wearing? Yeah, I am wearing a spell-resistant breast plate. I don't know what my legs are made out of – whatever the Simulacrum is made out of. Is that Adamantine? So, I've got Adamantine legs. I don't know if it's conductive.

**LYDIA**

Oooooohhhh.

**ALEX**

So, you open the door.

**BEN**

Yeah.

**ALEX**

Immediately, everyone give me a fluff reflex save. This isn't going to kill you, it's just so that I know something.

**BEN**

19.

**ALEX**

Yep.

**BRYN**

27.

**ALEX**

Yep.

**BRYN**

I'm still hovering by the way – just, cus, why not?

**LYDIA**

14.

**ALEX**

Okay.

**HELEN**

I got a 24.

**ALEX**

The dice know! So, you open it and blistering winds immediately sweep into it, like throwing up like bits of loose metal, tools and stuff. Hamid, you are moved a lot but because you're flying ...

**BRYN**

My cape billows in a really cool looking manner.

**ALEX**

I'll allow it. Cell, you physically have to grab stuff 'cus you're not exactly a heavy person and (whooooosh) and Azu you're like, mmm, wind.

**HELEN**

I brace like an Ent.

**ALEX**

Zolf, you are able to keep your footing and start heading outside.

**BEN**

This is rubbish.

**(Group laughs)**

Somebody tie a cable to me. I don't want to blow away.

**HELEN**

Alright. I will do so.

**BEN**

Thanks. I'll do the knots.

**ALEX**

You're rubbish! I hate this!

**BEN**

I am professionally good at this!

**ALEX**

I hate this.

**BEN**

Hey, skyguard, do you want me to do a sailor roll so you can see if I float away anyway?

**ALEX**

I mean yeah, but you're gonna have to roll soap all over you.

**BRYN**

It's the kind of thing as well where if I quickly fell over [unclear: 31:39]

**ALEX**

You can just take 10 so it's pointless.

**BEN**

I'll take 10.

**ALEX**

Exactly.

**LYDIA**

And surely a critical [unclear 31:45] would be thinking this.

**BEN**

Maybe, ah, that's true.

**BRYN**

I can't take 20?

**BEN**

You can still take 10.

**ALEX**

Yeah you can take 10, it's fine. You are going to have to, like, head out the door a little bit along and then up the ladder. Are you levitating holding the ladder, are you just levitating, are you just going the ladder? Just that I know.

**BEN**

I am trying to climb normally until I need levitation to take the strain off of my arms.

**ALEX**

Okay, that's fine. Can you give me please. Can you please give me a strength check.

**BEN**

8.

**ALEX**

8. Can you give me a reflex save which you are levitating [unclear 32:14]

**BEN**

18.

**ALEX**

18 cool. Yeah, you start [growing]. A big gust of wind comes. You are like almost a mile in the air style kind of during what could effectively be described as the beginnings of a hurricane style. You are immediately almost letting go and only just manage to reflex catch yourself. To be clear, like for free, the likelihood of you being able to make it up like this is very slim. Chane of getting struck by lightning, slim. Chance of getting blown away and having to levitate down three miles away, pretty high.

**BEN**

No, that's why I'm tied by a cable.

**ALEX**

It's all good. Give me another strength check.

**BEN**

Yeah. I wait, hang on a minute, can I just take 10?

**ALEX**

No, not in this situation.

**BRYN**

That's fine. Well I rolled a 10 so 14.

**ALEX**

14. Reflex save.

**BEN**

11.

**ALEX**

So for that one, you are literally just blown off it and scrabbling at the glass 'til eventually I am not going to get a strength check from Azu. You are able to haul him in and bring him in again.

**BEN**

Right, let's try that again but this way. And I cast [unclear 33:11] strength on myself.

**ALEX**

Right. Give me a strength check.

**BEN**

14.

**ALEX**

14. Reflex save.

**BEN**

13.

**ALEX**

13. Exactly the same thing happens again but it's like full strength.

**BEN**

Argh. Right.

**ALEX**

For what it's worth, this isn't arbitrary. If you keep doing this, eventually I am going to start doing fort saves, just for the tiredness of doing it over and over again. Like it is horrendous outside.

**BEN**

Anyone got any ideas?

**BRYN**

Keep trying.

**ALEX**

Give me a knowledge engineering save.

**LYDIA**

I've got ideas, the old carabiners for keeping yourself clipped on to the side of a ladder.

**BRYN**

That's a great idea.

**ALEX**

That's a really good idea.

**LYDIA**

Yeah but Cel only rolled a 13.

**ALEX**

A total of 13?

**LYDIA**

Yep.

**ALEX**

I can't give you any additional insights.

**LYDIA**

I mean yes, I would say use, just like keep clipping yourself on as you go up.

**BEN**

Have we got anything to clip me on with?

**LYDIA**

I can, like, give me a second.

**ALEX**

I am willing to jump in here and say you've got more rope than you know what to do with, right?

**LYDIA**

Yeah.

**ALEX**

If you want to, go really slow and just be frequently tying yourself off so that even if you are literally blown off with both hands and feet, you are coming back on. I will perfectly allow that and will even get rolls to get to the top, but it is going to take a long time.

**BRYN?**

How long is a long time?

**ALEX**

Like about 20 minutes.

**BRYN**

Oh f\*\*\*, yeah, do that.

**ALEX**

Okay, cool.

**BEN**

I do it carefully with knots. And rope. We have to do it steadily, it's going to take a while, yeah? Right.

**ALEX**

Okay. So ....

**BRYN**

My fly spells wears off. I gently descend.

**ALEX**

So, you start climbing up. It is hard going. Pretty much it becomes apparent to you that this is realistically [some version]. This might have been the only way to get this far. To really spell this out, top of a lighthouse, that's at the top of a keep, that's at the top of a sheer thing in the middle of a typhoon out in what

is effectively the open ocean. This is brutal. This is far more brutal than pretty much any other time you've been out in a storm because it's just times a million. You're just counting your blessings that it isn't literally a crow's nest that's also swinging. It's hellish – I can't get that across enough.

**BRYN**

Do you need [unclear 35:09] elements as well as the resist energy.

**ALEX**

So, what I am gonna need is a fort save please.

**BEN**

26.

**ALEX**

26. Cool. Another thing that you get for free.

**BEN**

Mhmm?

**ALEX**

It is blisteringly cold. The wind is whistling. It's almost more sleet than rain. You are now certain that if it wasn't you up here, no-one else would have made it most likely. You are resisting the elements and also busting into lightning and stuff like that. It is grim going. Meanwhile, can everyone else give me a perception check. You do not get a perception check for this.

**BEN**

I would not expect it.

**BRYN**

18.

**HELEN**

15.

**LYDIA**

15.

**ALEX**

Okay. All of you .....

**BRYN**

That's the lowest as a party we have ever had.

**ALEX**

All of you here. Movement down the lighthouse. Do with that as you will. I am going to deal with this rest of the party before I return to Zolf.

**HELEN**

What kind of movement?

**ALEX**

You are not able to discern. Lightning is like a thing starts moving, stuff could be rattling around, could be people, you cannot discern it. With the door ... have you closed the door actually? That's worth knowing – or have you left the door open?

**BEN**

The trap door?

**ALEX**

No, the door where it is leading out to Zolf. Are you like holding it. Yeah, I'm assuming that you're leaving it open so categorically yeah, you have no idea. Movement.

**BRYN**

I'm gonna just check I can make a quick escape back up here if there's stuff coming up.

**HELEN**

Alright, be careful.

**ALEX**

Are you doing it sneaky or are you doing it quick?

**BRYN**

Quick.

**ALEX**

Okay, cool. In which case then ...

**BRYN**

I'll give a stealth roll but I'll sacrifice the good stealth for speed.

**ALEX**

Give me a stealth check then but I'm going to be factoring in that you ....

**BRYN**

Yeah. 28.

**ALEX**

28. Okay. You manage to sort of nip down and what you see is a whole mess of kobolds. A kind of faffing around at the stairs leading up. Like, I am just putting an arbitrary limit on you know where the padlock is gone, there's a whole mess of them kind of going oh, and you get the impression that they've kind of been told to go up and no-one wants to, but you do also see there are some humans amongst them who are wading through kobold idiots to make it to the trap door.

**BEN**

Sounds like perfect fireball country.

**LYDIA**

Oh with the kobolts...

**ALEX**

Er, it is.

**BEN**

They're idiots but they're still like doing evil science.

**ALEX**

They don't – they aren't aware that you're there. I did the roll. You did enough on your stealth and the thunder and lightning and blah, blah, blah.

**BRYN**

It does sound like perfect fireball. I think I cast fireball.

**ALEX**

Okay cast fireball.

**LYDIA**

Oh no.

**BRYN**

Heavy hearted. Fireball. Aiming like in the centre of the humans. I want to hit as many humans as possible. The kobolds ...

**ALEX**

You can see 3 humans and like 20 kobolds.

**BRYN**

The kobolds are basically collateral damage but they're all gonna die.

**HELEN**

Oohhhhh nooo.

**ALEX**

Kobolds for what it's worth just climb over one another.

**BRYN**

Yeah.

**ALEX**

Roll me the damage.

**HELEN**

Oh, our little friends.

**BEN**

They're minions.

**HELEN**

Yeah but they don't really know what they're doing.

**BRYN**

If a dog was attacking you, would you fight it off?

**HELEN**

Yeah but I wouldn't like kill it.

**BRYN**

What if you had to.

**ALEX**

What if the dog kept yelling don't hurt me while it did it?

**BRYN**

They're not going to get a chance.

**LYDIA**

What if the dog was not actually attacking you but was sitting there looking nervous?

**ALEX**

And there were lots of them and they were all puppies.

**LYDIA**

And you decided to explode them.

**HELEN**

Yeah, exactly.

**ALEX**

Kobolds are basically baby dragons right.

**BRYN?**

No they're not.

**ALEX**

That's how that works right?

**LYDIA**

Oh dear.

**HELEN**

Oh no.

**LYDIA**

So many dice.

**HELEN**

Quite a few of them.

**LYDIA**

The kobolt have like 4 hit points.

**HELEN**

Oh God they do don't they.

**BRYN**

44 fire damage to everyone in the area of effect.

**BEN**

Reflex halves.

**BRYN**

Reflex for half.

**ALEX**

[Unclear 38:32] for all of the kobolds.

**BRYN**

Ah, no. DC18.

**ALEX**

They roll a 2. They roll a 2. One reflex for all of the humans 'cus (whispering) they have the same stats, shhhh, as each other, minions.

There's an enormous explosion (explosion). I don't want to go into huge amounts of detail, maybe one of them is trying to stagger away at the end of it fleeing. People are going to have a hard time coming up, just digging their way through the flaming corpses that now glut the stairwell and the passageway.

**BRYN**

For the first time ever, Hamid doesn't celebrate an effective fireball.

**ALEX**

To be clear, it has thrown the kobolds throughout the room. They have smashed into equipment which is broken, the stairs shake, all of you hear the boom but to your eyes, Hamid, because you did say that you dashed down to do the stuff and then are kind of wanting to dash back, if you didn't get everyone, the people who are still going are not coming up here any time soon. Like, horrendous. Probably the most damage I think you may have dealt this campaign because if you're at 40 per kobold, 20 kobold straight out the gate, you're at about 800 damage not factoring in the humans.

**BRYN**

Carnage.

**LYDIA**

The rest of us don't see this.

**ALEX**

No.

**HELEN**

No, we just hear the boom.

**ALEX**

You hear a boom. You hear a lot of screams that are very quickly cut off but I cannot stress enough this is by like a factor of 10 the most damage that you have dealt in this campaign. Possibly the most anyone has dealt in the campaign.

**HELEN**

What was that Hamid.

**BRYN**

They were sending a group of people up here but I took care of it.

**ALEX**

What's that Hamid. With great power comes ..... I'm sure it's fine. I'm sure it's fine.

**LYDIA**

Were they attacking you?

**BRYN**

They were getting ready to come up here and attack all of us.

**LYDIA**

So they were armed?

**BRYN**

Yeah.

**HELEN**

How many? What kind of things.

**BRYN**

I mean about 20 kobolds and 3 humans.

**LYDIA**

Oh, like, kobolds don't usually.

**ALEX**

I'm going to jump to Zolf. Zolf, you have made it to the top of this thing.

**BEN**

Mmhm.

**ALEX**

It's horrendous. You're exhausted. God knows how you're going to make it back down.

**BEN**

[Unclear 40:33] and fall.

**ALEX**

But you are there and two things become readily apparent. One, this thing is massive. Like without exaggeration the base of this lightning bolt is like the width of a house – not lightning bolt, lightning rod. Obviously they taper and so on. It's massive. It is huge. You reckon that potentially if you could climb up to where it's the rod true, rather than the housing, but you will be climbing an active lightning bolt in a storm.

**BEN**

Is there a maintenance panel?

**ALEX**

There is a maintenance panel, yes.

**BEN**

Try and tear it open.

**ALEX**

Good call. Give me a strength check. I will say for free though, occasionally, as you have been up there and getting sight of it, more than one lightning bolt direct strike is so loud and then another one as you like, ok, cool if I do this, strikes again – boom. It becomes apparent that, you know that “glass” in the lighthouse. One, may not be glass and two, if it is, it’s probably as thick as my arm span. This thing is enormous.

**BEN**

Full strength has one off so I’m doing this [unclear 41:37].

**ALEX**

That’s fine.

**BEN**

Strength check.

**ALEX**

Strength check yeah.

**BEN**

Using my glathe. Ooh, that is a 22.

**ALEX**

You manage to, using the glathe, it's awkward as heck but you manage it. You manage to basically wrench off the maintenance panel and you manage to do so deliberately timing it in such a way that there doesn't seem to be a lightning bolt. Effectively, you see a lightning strike and go quick, quick, quick. You manage to get the maintenance hatch off.

**BEN**

What's inside.

**ALEX**

So inside is a cable maybe as thick as my hand span. So a big thick cable. It seems to be to your limited knowledge, you don't have any kind of knowledge in engineering do you?

**BEN**

No, but I've got .... nothing relevant.

**ALEX**

Okay, cool.

**BEN**

Unless it's Arkana?

**ALEX**

It's not. Too tech, not enough magic.

You reckon that's probably it but I'm gonna give you this for free. You also reckon jabbing a metal glathe into an active lightning rod, like the cable that is powering the power, is gonna hurt.

**BEN**

Or .... magic spray. Turn my glathe on fire, stuff it in the hole.

**ALEX**

Okay.

**BRYN**

He's still got resisted electricity.

**ALEX**

When you say stuff it in the hole, do you mean are you cutting it or just holding it near because mechanically I believe you have a like .....

**BEN**

I attack the cable.

**ALEX**

I'm asking like, I'm asking because in my first ever D&D campaign, the first thing I did is like, cool, I had my fire dagger in this crate so that it burns the place down and had to have this explained to me and I was sad. Cool, you going for the hack?

**BEN**

Yeah.

**ALEX**

Let's find out if you get struck by lightning.

Yup!

Bryn, I need you to stack 'em up for me. As in like [unclear 43:09]. Err, 6, 6, 5, 5, 5, 3, 3, 2, 2.

**HELEN**

If you fall off this goddam lighthouse.

**BRYN**

I make that 42.

**BRYN**

I'm levitating and [unclear 43:22].

**ALEX**

42. Ooh 42 damage straight out the way. You time it badly this time.

As you cut through, there is just live lightning bolt running through it. It becomes very clear to you, you just took a lightning bolt to the chest. Like, an actual typhoon lightning bolt to the chest.

**BEN**

Woooooohhhhhh.

**(Group laughter)**

**BRYN**

Your hair's standing on end but you feel fine.

**HELEN**

He is. He is also standing on end. Vertical [unclear 43:47].

**(Group laughter)**

**ALEX**

Literally, lightning is crackling across your torso. Can you roll a guaranteed hit but not create roll damage please. I know the damage that this can .....

**BEN**

You want me to roll damage?

**ALEX**

Just skip straight to the damage. I don't need the attack roll. It's a static cable. Even with the glathe, I'm giving you that for free.

**BEN**

15 .... 17.

**ALEX**

17.

**BEN**

Yeah.

**ALEX**

So, you manage to hack through almost all of it. There is still a slither left. You know that, I mean, it will probably break on its own eventually.

**BRYN**

Here we go again.

**ALEX**

(Laughing)

Okay.

**BEN?**

Nice [ear] points.

**ALEX**

Another lightning strike.

**BEN**

(Whispering).

You can't kill me.

**ALEX**

I don't like that I can roll this many D6 and Ben's like "I don't care mate".

You have been struck by lightning twice in like 2 minutes!!

**BEN**

I mean ....

**LYDIA**

Five really if you're counting ....

**ALEX**

Good God, right – 5, 10 .....

**LYDIA**

Six even.

**ALEX**

You know what, I'm gonna give you this one because it's easier. 5, 5, 4, 4, 4, 4, 3, 2, 2 and there was a sneaky 6 on top of that.

**BRYN**

I make that 39.

**ALEX**

Me too. Good.

**BRYN**

And if you're playing along at home .....

**(Group Laughter)**

**ALEX**

Write that down. Look around you.

**BEN**

So, how much [profit] I have left.

**BRYN**

Three points.

**BEN**

Cool. Three goes off the minus ten 'cus I'm resistant to lightning so ... what was your total?

**ALEX**

Total 39.

**BEN**

39. Right, so I take 26.

**ALEX**

26. Boom, it blows you off the ladder. Your rope just catches you on the ladder. You pull yourself back in. There is literally energy crackling up and down your arm and there are scorch marks all over you. Anything that is not magical has pretty much burned off by this point.

**BEN**

So I'm naked.

**ALEX**

You got struck by lightning twice. I'm going to allow ....

**LYDIA**

Do you not have magical pants?

**ALEX**

I'm going to allow you a small amount of decency sake but your clothes have all got burned away.

**BEN**

Leather?

**ALEX**

So your leather will be heavily charred but not gone.

**BEN**

A lot of my stuff is like that.

**ALEX**

No, I mean anything that's like cloth .....

**HELEN**

Leather pants.

**ALEX**

... it cannot survive this. It will have burned away.

**HELEN**

Leather tie ...

**BEN**

Okay. Well, I'm wearing a breast plate, a leather coat, leather trousers and magical boots. So my under garments ....

**ALEX**

So your leather gear is in really bad shape. I am not going to do mechanically broken because I cannot stand dealing with the mechanics thereof.

**BEN**

Also, you're making one of your protagonists naked running around a lighthouse, which is just dull.

**ALEX**

But, yeah, to be clear, it has messed up everything it can without physically killing you.

**BEN**

Cool. Err, right.

**BRYN**

[Better] all that damage.

**BEN**

What?

**BRYN**

That was on you hitting the cable for a second time.

**ALEX**

Oh yeah, you do need to roll technically the damage to hit it but I think you're guaranteed.

**BEN**

Terrible, 4, 5, 6, 7.

**ALEX**

Yeah, it's enough. You needed to roll less than 5.

**BEN**

And I'll pull myself back in.

**ALEX**

Okay, so, I'm going to need another fort save from you.

**BEN**

29.

**ALEX**

29. And one more fort save from you. These are the second things.

**BEN**

19.

**ALEX**

Ooooh ooooh ooooh oooooh. So, it will take another 20 minutes for you to climb down.

**BEN**

Will it?

**ALEX**

It took you 20 minutes to go up, it's going to take you 20 minutes to come back, unless ....

**BEN**

I let go and pull myself in via the cable. I don't need to get down carefully.

**BRYN**

And Azu can assist.

**HELEN**

Yeah, I can pull.

**ALEX**

Fair point actually! Fair point. Okay, it will still take like minutes, not 20 seconds but yeah, cool. In that case then, I am going to skip to you make it in. Can I get one strength check from you please?

**BEN**

11.

**ALEX**

And can I get a strength check from you. This is mostly to determine speed because you're taking all of the precautions possible.

**HELEN**

It's only 14.

**ALEX**

You're fine. You make it back in maybe sort of 5 minutes going carefully blah, blah, blah, even so, Zolf staggers in. I am feeling generous. You do not have a level of fatigue because you smashed every fort save I threw at you. For free, you know basically no-one that you have ever met would probably have been able to do that. That knowledge is for you.

**BEN**

Oh great.

**ALEX**

You could just know that. So two things. The two most impressive achievements by my ear that like technically that Zolf has done is this and basically bringing Sasha all but back from the dead using mundane healing. These are the kind of ... this is the level of achievement you have just done. Everyone else, Zolf comes in. It looks like he might have just tried to eat the storm. Just a MESS. His hair is like on end, most of his clothing has been burned. Anything that isn't leather is gone. It's just a mess.

**HELEN**

Are you alright?

**BEN**

I got struck by lightning twice! Whoof! Oh it's gone though.

**LYDIA**

It's great right? The rush!

**BEN**

Er, I mean, I am pumping yeah but also whooh. Anyway, right, cable inside the lightning rod, it's gone now. There's no cable inside the lightning rod so they've got to go up and fix it.

**LYDIA**

Excellent work!

**HELEN**

Good.

**ALEX**

Do you need healing?

**BEN**

Yes please.

**ALEX**

I'm probably going to end the episode there whilst we mass a load of healing because otherwise we'll be here all day because you've taken more damage than the entire party really should be able to.

**BRYN**

Most of it didn't count.

**ALEX**

I'm not gonna lie, I did plan all this out. Climbing atop the lightning bolt during the storm and cutting it down successfully and comparatively harm-free wasn't on the list of contingencies I prepped for.

**BEN**

Hey Alex, I've got 56 hit points left for now.

Rusty Quill Gaming – 137 – Lightning Round

Bye guys.

**EVERYONE**

Bye!

**[Show Theme - Outro]**

**ALEX**

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