

## RQG – 138 – Lightning Boy and the Kobold Killers

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

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**ALEX**

Hi, everyone. Alex here. I'd just like to take a moment to thank some of our patrons. Evelyn Walker, Anne, Catherine Pigleacheli, Aaron Pereal, Debbie Franzachis, Ordained Crownny, Becky Vola, Mursipan, Rosa, Knife Cat, Friska Said Gay Rights, East Five, Psycha, Sidney Engestine, Melanie Johnstone, Amanda Overmire, Darcy Morgan, Mariepa Eschokov, Kuvicus Ink, Icon 315. Thank you all. We really appreciate your support. If you'd like to join 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 138 of the Rusty Quill Gaming podcast. I'm your host and GM Alex Newall and with me today for another exciting adventure, I have

**BEN**

Ben Meredith

**BRYN**

Bryn Monroe

**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

**ALEX**

Minor recon, I am now renaming Zolf, Lightning Boy, because that's what he likes to ride, the lightning.

**BEN**

Sad Seanad becomes Happy Lightning Dad.

**ALEX**

What I love is the fact that you're like, "Poseidon, I hate you, you're rubbish. Typhoon, lightning, go, go. Come on, now is your chance."

**BEN**

"No. Zeus mate, it's true, it's very true. You know, it's what's on me."

**ALEX**

I kind of like the idea that you're annoying both of them.

**BEN**

Yeah, sorry.

**LYDIA**

They are brothers.

**ALEX**

Although there is something fun about, "01:38 ?? mighty smighter". Boom.  
"Slightly better, oh mighty smighter". So, you guys are still atop a lighthouse.  
Hamid, has killed every innocent person within about four miles and Zolf has...

**BRYN**

And some innocent non-people.

**ALEX**

Zolf has managed to take some lightning bolts away from a lighting rod super-effectively. You've all managed to just goo-a-fire an ooze back from whence it come and now you're all just kind of chilling at the top of a lighthouse. I'm going to say you've closed the door so that you can at least hear one another.

**LYDIA**

Okay.

**BEN**

"Right. So..."

**HELEN**

"What happened downstairs?"

**BRYN**

"Aye? There was a group of people coming up to attack us."

**BEN**

"Right."

**LYDIA**

“And...”

**HELEN**

“And now they’re all dead?”

**BRYN**

“Yeah.”

**LYDIA**

“Well, you know, that’s a I suppose was going to...”

**HELEN**

“There could have been a different approach on that I feel.”

**BEN**

“What?”

**HELEN**

“You could have told us maybe or something...”

**BRYN**

“And just let them all attack us?”

**HELEN**

“Not attack us but... the kobolds seem very harmless.”

**BRYN**

“I agree but they were being directed to attack us by some demons.”

**ALEX**

Hamid, from your perspective, every single person there had some kind of syringe spear, both... sorry, both the humans and the kobolds.

**BRYN**

“They were armed and ready.”

**HELEN**

“But you didn’t say that before.”

**BRYN**

“No, I didn’t no. No, I didn’t.”

**HELEN**

“But then Cel asked were they armed.”

**BRYN**

“And I said yes.”

**BEN**

“Well, if their intent to kill then that’s unpleasant but we’re here and that’s what we’re going to do.”

**LYDIA**

“Why though the little buddies downstairs, they were not bad people... this... First this guy, he attacks my village. He attacks the nearby ones, and now he’s getting all these, these, these... people to do stuff that they clearly don’t really understand or want to do. I am going to destroy him.”

**BRYN**

“Yeah, he has to pay for turning these kobolds into violent people. Like, if I... I wish there had been a better way to deal with it, but they were armed and ready to come and attack us, they were being directed actively by people standing next to them. Like, there’s no... there’s nothing else I could do.”

**LYDIA**

While Hamid is beginning to like babble on like this, Cel over and like sits down and offers a hug.”

**BRYN**

Hamid hugs you.

**LYDIA**

“It’s all right, little guy.”

**ALEX**

Cel goes round, big arms.

**LYDIA**

Dangly arms.

**HELEN**

Azu says, “Alright, Hamid”.

**BRYN**

You can probably tell Hamid is quite upset that he did this but he did...

**HELEN**

Azu is also upset that you did this.

**BRYN**

Yeah, yeah.

**BEN**

Desperate times, desperate measures.

**ALEX**

Everyone give me a perception check.

**BEN**

16.

**BRYN**

Natural one.

**HELEN**

23. I so rarely get to do anything.

**ALEX**

Hamid, you hear more movement from downstairs.

**LYDIA**

I got 16. I don't hear nothing.

**BRYN**

"Everyone else hear? Hear that? I think there might be something more downstairs."

**LYDIA**

"Mechanically? No."

**HELEN**

"I'm going to go and look." Azu goes and looks.

**ALEX**

Okay. Are you trying to be stealthy?

**LYDIA**

**(everyone laughs)**

**ALEX**

I have to ask certain questions. I will continue to ask certain questions. Do not presume that I am not aware of how stupid the questions are.

**HELEN**

“I’m wearing metal shoes on a metal grate.”

**ALEX**

No, no, no, don’t do yourself a disservice. You’re wearing glowing metal shoes.

**(everyone laughs)**

**HELEN**

I am not trying to be stealthy, now. I’m just going to like poke my head through the trapdoor first just to see.

**ALEX**

Poking you’re head down the trapdoor you see nothing.

**HELEN**

Then I go to the rest of the way down.

**ALEX**

Okay. Heading down the ladder and starting climbing down. Give me a perception check.

**HELEN**

It's not going to be as good as the other one. Oh, that's 22.

**ALEX**

Cool. You see them at the exact same time they see you, which is you see a small couple of kobolds stood amongst the remnants of their friends and they go, "There they are. Aaah." And they flee.

**HELEN**

Okay. Azu calls up, "Alright, there are more kobolds down here, I'm going to follow them"

**BRYN**

"We shouldn't stick together. I mean..."

**BEN**

"Right, let's go."

**BRYN**

“If they know we’re here now...”

**BEN**

“Let’s go.”

**HELEN**

Azu chases the kobolds.

**BRYN**

“I really think it would be helpful to collapse this roof.”

**BEN**

“How?”

**BRYN**

“I was going to ask Cel.”

**LYDIA**

“But like this glass isn’t real glass. It’s pretty big. But I will get that metal through”. Knowledge engineering... oh, that’s good. That is 27.

**BRYN**

“I mean, the odds are maybe we cannot do it with the tools available but...”

**HELEN**

“Yes, the glass is super thick.”

**LYDIA**

Cel does not have any bombs left.

**BRYN**

I mean the glass is not the issue, it's literally collapsing the centre of the roof in the middle of the room.

**ALEX**

So, you have a bit of a situation here which is you reckon that, yeah, using the tools available you could destroy this. All you need to do is scoop up all of that ooze, smear it over key structural points, maybe take a quick analysis of the loadbearing ratios of the room. Ideally, maybe have like two to three days to really dig into the problem but, yeah, you reckon you could demolish with only the things that you've got to hand but it will take you about two days in, it's mostly relying on the ooze.

**LYDIA**

“I think the acid might weaken some of the structural integrity but it will take a while to do. Like if you guys can buy me a couple of... let's say about 72 hours it might take to work...”

**BRYN**

“Not practical.”

**BEN**

“We’ve destroyed the individual components, yes, I’d like to knock this whole thing down but not know.”

**BRYN**

“Let’s go. We’ll follow Azu.”

**LYDIA**

“It would be a pretty cool explosion.”

**BEN**

“You can always come back.”

**BRYN**

“Absolutely.”

**LYDIA**

“Okay.”

**ALEX**

Do you all head downstairs?

(everyone) – Yes.

**ALEX**

So, you all head down the stairs. Are you trying to be stealthy as a group?

**BRYN**

No, we're behind Azu who's going first and is the least stealthy.

**HELEN**

Also, they know we're here.

**BEN**

The time for stealth has passed.

**HELEN**

It passed when we blew out the windows.

**ALEX**

I'm so happy with you guys.

**BEN**

The kobolds have raised the alarm.

**ALEX**

The biggest baddest dungeon that I've made and your solution has been,  
"Could just blow all of it..."

**BEN**

We successfully infiltrated stealthily. So...

**HELEN**

But we haven't done what we wanted to do, which is find any like information, like in terms of evidence and stuff.

**ALEX**

Is it that rota-Eldorado mean where's it's like destroy everything, kill everyone?

**HELEN**

"Both.

**ALEX**

Both is good, both is good.

**BRYN**

I mean, also to be fair, what we've done is turned off their powerful supply, probably destroyed the weather changing machine, probably destroyed the remote control for the big kraken in the water. We know this but that's what, Ben reckons.

**LYDIA**

While that's happening assuming, yeah.

**BEN**

Yeah.

**ALEX**

There's nothing I enjoy more though when Ben goes really far out on a limb and he's wrong.

**BEN**

By limb do you mean metal tentacles?

**ALEX**

I agree with you whatever you do. Still a limb. Yeah, you're heading down the stairs and the first thing that comes to everyone's eye is the massacre. To your eye, Hamid, it looks like maybe some of them aren't... Oh, yeah, the ones that we're up here might have been trying to collect a couple of people. Like, there are... there's kobold everywhere, it's going to take ages to get the stains out. That's the real takeaway here.

**BRYN**

Hamid goes a bit green. I'm going to check over the...

**HELEN**

Yeah, vomit, vomit, Hamid.

**BRYN**

I don't do that anymore, Helen.

**HELEN**

But you do massacre instead.

**ALEX**

I'm not going to require a heal check. The three humans are dead. They clearly got a fireball. Are you searching them for stuff?

**BEN**

Yes, and quickly pat them down. Not taking a huge amount of time.

**ALEX**

That's fine.

**LYDIA**

Cel's going to steer Hamid straight past so if Zolf sticks around and they're going to be technobabbling hard. "So, I like you're..."

**ALEX**

It may require you physically pick Hamid up because there' are kobolds like up across like 20 in like a ten foot space. They were three deep in height. Like, you are going to have to physically going to have to pick him up if he's not going to engage with you.

**BRYN**

It gets worse, Alex. You're enjoying this too much.

**LYDIA**

Well, then, yes. Cel's going to like enthusiast... "So, can you show me your cross bow? Could I... oh, let me... could I ?"

**BRYN**

"Sure. It's not a very good one, it's mostly as a backup."

**LYDIA**

So, as they're walking past there's a thing like intensely focused.

**BRYN**

Yeah, Hamid's very happy to talk to you.

**LYDIA**

"So, this one I've been modelling in and like I've like..."

**BRYN**

"Yeah, it looks great. How did you get it to file electricity, Cel?"

**LYDIA**

"Ah, well, you see..."

**ALEX**

I am going to be now adjusting... so, things that the guards are carrying, you notice that all three of them are carrying some kind of metal punch card. Like, it's a piece of metal with holes punched in it.

**LYDIA**

Same holes?

**ALEX**

Yes.

**BEN**

It looks techy so I shall show it to Cel.

**BRYN**

“Oh, guys, we've got the key card item.”

**LYDIA**

Yay!

**BRYN**

“Now we can open doors.”

**ALEX**

I mean, they should have spread themselves out. One of them is red, one of them is blue, one of them is green, marine.

**BRYN**

The new colour.

**ALEX**

No, they're all just featureless metal. They are... they're literally on lanyards so they're on like metal chains. You can't snap the chain, you are literally having to pull it off. In other terms, you find things like some of them have like a couple of small pouches of gold like **10:27 ??** ten.

**BRYN**

I'm really not interested.

**LYDIA**

A photo of their children.

**ALEX**

By the way, Cel recognises two of them for a start as people who have been causing trouble back on the island. They are all carrying as well various bottle of things. They are clearly labelled as well.

**BEN**

I'm going to pick up the bottles and the punch cards to give to Cel once I catch up with them again.

**ALEX**

That's fine. And I'm going to just read out what the bottles for the sake of ease but they do...

**LYDIA**

What they say they are.

**ALEX**

They have labels on them to be clear. One of them says 'antidote'. One of them says 'water breathing'. One of them says 'water walk.

**BRYN**

Handy, and is this per human?

**ALEX**

Yes.

**BRYN**

So, there's three of each?

**ALEX**

Yes.

**BRYN**

Oh, right.

**HELEN**

Very interesting.

**BEN**

So, they've all got a little kit.

**ALEX**

One of them just called 'mega juice'...

**(laughter)**

**ALEX**

...and one of them is called 'run away'. There's one other thing to be aware of, Zolf, because you're taking the time and everyone else is occupied, you do notice that all of these weapons were loaded.

**BEN**

Surr.

**ALEX**

But you are also aware from the last one you saw it would take a little while to get the stuff out from each of them but I've set put...

**BEN**

I'm not going to do that. But once I have got their stuff, take another last look round the room going, "Grim business", and then go and follow 11:44 ??.

**ALEX**

You do notice that you all of these kobolds are slightly differently equipped than the ones you've seen before. They are neither kind of scrappily equipped the way that the ones around the kitchens was and they're not scientist equipped. These ones seem to have like barbs on their... how do I put it? The equivalent of knuckle duster for your tail. Like a little barb for the tail.

**BEN**

They're kitted for fighting?

**ALEX**

Yeah, they are and they have rudimentary armour as well.

**BEN**

Sure.

**ALEX**

But like literally we're talking fantasy classic of breast plate – no other clothing.

**BEN**

Nice!

**BRYN**

Like Winnie the Pooh.

**ALEX**

Yes. Armoured Poohs are what you are encountering.

**BEN**

I'll run after and go...

**ALEX**

You all make it past.

**BEN**

"Got these things." Handover punch cards. "No idea but they look techy. Each guard had one of them."

**LYDIA**

"Oh, right. Probably like that will be the key card that then we'll be able to open stuff with."

**BEN**

“Right, okay. Well...”

**ALEX**

Give me a knowledge engineering. I’m getting you the game for you Cel, this one. There’s a reason that they recruited you for this specific job.

**LYDIA**

30.

**ALEX**

30. Good news, bad news. Yeah, you see they’re all the same so realistically they’re going to open the same doors. Good thing. Bad thing is you’ve just killed power. If you have actually killed all the power, all the doors are mostly likely if they’ve got key cards, probably built to lock automatically without power.

**BRYN**

That’s a fire hazard. Any good electronic door opens when power goes out.

**ALEX**

The man’s not wrong.

**BEN**

Not in a villainous lair.

**HELEN**

Yeah, I don't think he really cares.

**LYDIA**

And not if they're fireproof.

**BRYN**

They don't open but they are held unlocked.

**LYDIA**

"Well, like so we may have to... like so this suggests that the whole place is powered in smot and we've turned off the..."

**ALEX**

Azu gives me a perception check because Cel is busy thinking, Zolf is busy handing stuff over if he is.

**BRYN**

Azu's still of the rest of us.

**ALEX**

And Hamid is literally, unless I'm mistaken, keeping his eyes anywhere else.

**BRYN**

He's keeping it together, just.

**LYDIA**

We got past the bodies.

**BRYN**

We've passed the bodies.

**HELEN**

23.

**ALEX**

So, at the bottom of the stairwell entering into the room it is full of equipment and bunks, you see there's extra stuff in the doorway, metal stuff.

**HELEN**

Okay. So, they've tried to barricade us there. I push my way... do I get down there?

**ALEX**

You can, yeah. Do you try and push your way past?

**HELEN**

Yeah.

**ALEX**

Okay. I was going to roll just to freak you out. So...

**LYDIA**

It works.

**ALEX**

So, you push your past the beginnings of a barricade. To be clear though, this isn't an improvised barricade. What they've got are prepped like quick... you know the like Normandy blockade things, like I forget what they're called.

**BEN**

Tank traps?

**ALEX**

Yes, stuff like tank traps where it's deliberately blocking ways and stuff and you can just sort of unfold it on the quick.

**HELEN**

Oh, the big crosses.

**BRYN**

Oh, and Azu is a tank.

**BEN**

Yeah, makes sense

**HELEN**

Yeah.

**BEN**

The big jacks.

**ALEX**

Yeah. So, what they have done is filled that room with them and they have also put in like what appear to be like riot shield barriers and stuff.

**BRYN**

Are we playing Robo Six Siege now?

**ALEX**

There is no one in that room.

**HELEN**

Then I clear a way.

**ALEX**

There's literally not like you will have to start deconstructing these things. They have brought them and constructed them in this space, it's not like they just carried them in.

**HELEN**

And there's no other way through other to make a path?

**ALEX**

I mean, you can literally just shunt some to the left, shunt some to the right.

**BRYN**

You use the flat of your axe as a sweeping stick.

**LYDIA**

"Yeah, 14:55 ??."

**ALEX**

Peep behind the curtain, this would have been a horrendous encounter, if they weren't terrified of you all now. Yeah, you can trivially like...

**LYDIA**

Did they all runaway?

**BEN**

The kobolds popped them out, they're shooting us over riot shields.

**ALEX**

It would have been, "Whole thing, how are we going to deal with it? There's only one way down."

**BEN**

A fireball.

**ALEX**

Yeah, it would have been. But they would have had the barriers. They would have had the barriers, Ben.

**BEN**

Don't think that's how fireball works. It engulfs the area.

**LYDIA**

I have another thing.

**HELEN**

Oh, nice!

**ALEX**

So, you can clear this space, it will take a little while but we're talking like not long.

**BRYN**

While Azu's doing.

**HELEN**

I am a big and a little angry so...

**BRYN**

While Azu's doing that I'm going to be like, "Oh, I found their potions as well. I kind of know what these are but I don't know what this is." Mega juice.

**LYDIA**

Sniffs the mega juice and gets a 20 not natural on that.

**ALEX**

So, in order to test poisons you have to taste them. So, you've given me the roll but to be clear, because of the type of alchemist you re, you can't just taste it and go, "Oh, yeah, that would kill you", because you'd find out by dying.

**LYDIA**

I gave up some of my immunities in order to get extra spikes.

**ALEX**

So, I'm going to...

**BRYN**

Can I ask if these viles are shaped to be drunk or were they made for spears?

**ALEX**

These viles were made for drinking and that's just what they'll do and one of these days these viles are just going to kill you.

**BRYN**

So, they're not made for the injection spears.

**BEN**

Glug, glug, glug, glug, glug.

**ALEX**

For a start, they have corks. Like, they are basically test tubes. For your choice, Lydia, you can either taste the thing and know what it does or not. The way it works though to be clear is you're tasting the thing so you haven't like destroyed the potion, you're not going to neck it.

**LYDIA**

"Yeah, I'm going to taste."

**ALEX**

Okay, cool.

**LYDIA**

“Going to taste it.”

**ALEX**

The following briefly happens to you in such a way that I can just describe it and it’s already gone, because you are literally dipping your finger and going... [lapping noise]. Kind of like a dog.

**BEN**

Like Fraser in Due South.

**ALEX**

So, you suddenly feel “Hez as mmm”. Like veins bulging out on the neck, like suddenly really really bloodshot and you feel really tired, you feel rubbish. However, over the course of the next couple of minutes you are like (sounds like shaking face).

**LYDIA**

“Oh, like that one does very much does what it says on the label. My god it’s... that will make you mega... like. That’s a juice that makes you mega.”

**BEN**

“Right.”

**LYDIA**

“I’m not sure of the specifics but it doesn’t seem to last very long. I mean, obviously it would have if you took it more but I... so, I would trust the other labels as well.”

**BEN**

“Alright. Well, then have some of these.”

**ALEX**

So, you handover one guard’s set of stuff to Cel.

**BEN**

Yeah.

**ALEX**

As an extra thing while you’re handing things over that are apparent to everyone. These labels were probably written by the bruisers who were carrying them. Like, this isn’t typed, this isn’t a florid script, this is someone holding a quill like in a fist and going, “Uh, uh, uh”.

**BEN**

Just scratching it out.

**ALEX**

Sticking their tongue out whilst writing style.

**BEN**

I also give a 'water walk' and 'water breathing' to Azu.

**HELEN**

Okay. "This is wise."

**BEN**

You're in metal. And a 'mega juice'.

**BRYN**

Yeah.

**ALEX**

Because that will be hilarious.

**HELEN**

Oh, my god. Surely I have to take my armour off cause it will crush me.

**LYDIA**

Magic armour.

**BRYN**

Magic armour expands to keep with you.

**HELEN**

Alright, them.. Mega Azu coming up next.

**BRYN**

Mundane stuff will just get ripped.

**BEN**

Also, you might you get really angry and not physically bigger.

**ALEX**

You didn't see Cel grow, I never said that.

**LYDIA**

Just hench.

**HELEN**

I take them but I don't drink them, obviously.

**BEN**

No, no.

**ALEX**

I really thought you were saying, “I’ll take them all right now.”

**LYDIA**

“Going to punch the water.”

**ALEX**

Anything else that we’re wanting to do?

**BEN**

No, I don’t need to hand anything to Hamid. I don’t think he specifically need them and I can hand these out because I’m the one who’s going to be like fending people off and not doing anything.

**BRYN**

Azu has cleared a path through the room of caltrops and shields?

**ALEX**

Yep, you guys have all distributed your stuff out pretty evenly and sensibly. So, yeah, you managed to clear space through there and you can see down into the seemingly empty tech room that you came in from across the roof.

**BRYN**

Yeah, presumably these people released the scientists we had tied up, yeah?

**ALEX**

There's no one in there.

**BEN**

“Right. So...”

**ALEX**

But the scientists weren't among the 20 that were up top, just to be clear.

**HELEN**

Oh, thank god.

**BEN**

“So, two options. We either go back out across the roof and down that into the mansion house again, get down that way, or we try and find a more direct route like straight down from this lighthouse.”

**LYDIA**

Is there any clear stairway going down from where we are now?

**ALEX**

Mm mm. You could have gone down or you could have gone up when you came in. You've done up. You went as up as you could and a little bit more where I thought you couldn't. That's how far up you've gone.

**LYDIA**

“That’s like up went surprisingly well. Not that I didn’t have faith in you guys, just you know that was impressive. So, how about we try down now? Like, flip it over.”

**BEN**

“Bear in mind they going to be prepared.”

**BRYN**

“Straight down here. But, yeah, they’ll be ready.”

**BEN**

“They’ll be ready for us, we’ll ready for them.”

**ALEX**

Everyone give me a perception check please.

**BRYN**

30.

**BEN**

14.

**HELEN**

14.

**LYDIA**

28.

**ALEX**

So, everyone can see in the corner of this room up at the top as you're a chat you all just hear sort of like a (sounds like vvv vv vv), and you see there is something in the corner of the room. Specifically, it's like a brass disc with what appears to be an actual eye in the middle of it looking at you all.

**LYDIA**

"I don't think that's a friend."

**HELEN**

How tall is this room?

**ALEX**

You could jump and touch the ceiling, easily.

**BEN**

That's some sort of scrying thing.

**BRYN**

Shall I get rid it?

**BEN**

Yeah.

**BRYN**

I cast magic missile.

**ALEX**

Okay. It just strikes unerringly, doesn't it?

**BRYN**

Yeah.

**ALEX**

What's the minimum damage from the fall?

**BRYN**

Each missile does a minimum of two damage.

**ALEX**

Yeah, it just pops. Like, (sounds like bomb explodes) it just explodes into a combination of eye goo and clockwork and bits.

**BEN**

"Gross, we'll keep an eye out for those then."

**BRYN**

“Yeah. Ooh.”

**HELEN**

“Shall we downstairs?”

**BEN**

“Right, let’s go. Yeah.”

**ALEX**

Cool. So, you head downstairs and the first that happens when you head downstairs is you encounter a sort of storage-esque... you remember they had the lift with the storage levels, you find a similar situation. You have a freight elevator, which is at this floor, and then you see a circular stair... sorry, a squared stair this time heading down almost apparently exactly the same as the way up here.

**LYDIA**

Rinse and repeat.

**BEN**

“Right. But let’s screw them up as well.” Duck into the elevator, hit the bottom floor, get out of the elevator, close the door. See if it goes away.

**BRYN**

Yeah.

**ALEX**

Nothing happens.

**BEN**

“Oh, yeah, we turned the power off, didn’t we? Oh, well it was nice idea anyway.”

**BRYN**

If they restore the power the elevator will...

**BEN**

I guess we get a warning.

**BRYN**

Yeah.

**BEN**

“Yay. It turns out I’m still clever. Let’s go.”

**LYDIA**

“Yeah, you are. Yeah. I was going to say I could drop a bomb down there but I’m kind of out for the day. Oh, it’s been a busy day.”

**HELEN**

“It has.”

**BEN**

“Yeah.”

**HELEN**

“Let’s go.”

**ALEX**

Everyone give me perception checks.

**BEN**

20

**BRYN**

28.

**HELEN**

24.

**LYDIA**

Again, 28.

**ALEX**

As you're sort of having your discussions, pretty much all of you say there are two more of these eye things, one is sort of about the lift that Zolf sees and another one is as high up and in a corner as it can from a different angle and they're all just staring.

**BEN**

Tell Hamid to blow it up.

**BRYN**

I cast magic missile two more times.

**LYDIA**

How many times can you do that?

**BRYN**

Not very many more.

**ALEX**

You have to declare at the start. It is hypothetically possible for you to only kill one of them so I have to ask how you are allocating then you will have to roll for this one. How do I put it? If all attack one, I just... I know it's dead. If you split them, it is hypothetically possible for survival to happen.

**BRYN**

I cast missile twice. Yeah, I guess I could have done it more efficiently and tried to...

**ALEX**

That's fine. Pop pop. They're gone. So, you head down the stairs?

**BRYN**

Mm mm.

**ALEX**

Okay, you start heading down the stairs. Very quickly it becomes apparent to you that this bit is less abandoned or has been less abandoned than the other bit. It is a stairwell in far better state, it has active freight storage, like crates the same as before. All of the doors appear to be closed this time round and starts getting dark very quickly. Once floor down you can still see by dim light. Two floors down and you're starting to reach the point where the only people who can see have dark vision.

**BRYN**

"What are we doing this time, staying the dark?"

**BEN**

"No, people know we're coming. Alright?"

**ALEX**

Give me a perception check, everyone.

**BEN**

“Better if you and Cel can see.”

**BRYN**

I cast dancing lights.

**BRYN**

24.

**ALEX**

Are you casting dancing lights?

**BRYN**

Yes.

**ALEX**

Then I’m just going to give this for free at this point. As you reach the second floor down, (sound like vv vv vv), you see another one of these things looking... this one is near sort of foot level near where the stairwell is.

**BEN**

“Oh, wait, I’m going to smash it with my glaive.” I realise that I could probably have reached all those and not spent spells but hey-ho.

**ALEX**

Technically, give me an attack roll for this one because it’s not striking unerringly.

**BEN**

A miss, I’ll do it again.

**ALEX**

It immediately starts to scuttle away up the wall.

(everyone) Uuuuh.

**ALEX**

It looks like it’s just a fixed disc that’s fixed to the wall and then it suddenly – legs crawl up and it scuttles up the wall really critically.

**BEN**

Can I get another in? I’ve got a ten foot reach.

**ALEX**

Yes, because you have ten reach I will allow it, I’m being generous.

**BEN**

Ah miss, 20.

**LYDIA**

Shoot it.

**ALEX**

That's probably enough once...

**BRYN**

I mean, given they're small and fast, they climb quite high.

**ALEX**

18. You manage to hit it.

**BEN**

Cool.

**ALEX**

What's the minimum damage that you can deal?

**BEN**

Eight.

**ALEX**

23: 59 ?? pops and explodes.

**BEN**

“Okay, right. They runaway. Weird. But now we know, don’t miss first time.”

**LYDIA**

“We could catch one of them, maybe...”

**BEN**

“If you want to try.”

**ALEX**

And I’ll take a break there.

**Break**

**ALEX**

Okay. So, back in from the break. Heading down into the dark, obviously with dancing light though, that’s fine. So, you go down one...

**BRYN**

And leaving them ahead of us so it’s not like lighting us up.

**ALEX**

That's fine. I'm going to do a couple checks. Okay.

**BEN**

"You might want to put them behind us because that will dazzle anyone coming at us and we won't be dazzled by..."

**BRYN**

"They'll mostly silhouette us though."

**BEN**

"Yeah. I mean, up to you but I think they should be behind us so that we're not looking into the lights and people are."

**LYDIA**

"So, if they're behind it, yeah, they'll be able to see exactly where we are cause they'll be behind us like plodding up our... he said like silhouettes."

**HELEN**

"Yeah, they're not right in front..."

**ALEX**

You're having this conversation as you go down.

**BRYN**

Yeah.

**BEN**

“Sure, fine.”

**ALEX**

So, you head down another couple of floors. Without dancing lights it would be pitch black.. Everyone give me a perception check now please.

**BRYN**

Oh, dear.

**LYDIA**

I’ve got a natural 20.

**HELEN**

I got a natural one.

**BRYN**

I got a natural one.

**BEN**

I just got a bog standard 21.

**ALEX**

Okay, cool. Cel, as you're heading down, you all walk past a floor like you know another of those freight landings, paying no attention. Cel, you notice as you're going down that this is the first door that's been ajar, they've all been steel doors all they way down and closed and seemingly locked. This is the first one that you have seen that is slightly ajar. Everyone else has missed it just you know it wasn't a big thing to look, you just fluked on that door is open.

**LYDIA**

"Hey, hey, guys, I think there maybe someone in there. I just going to check this. That door's open so I'm just curious..."

**BEN**

"Rush them. Rush them."

**LYDIA**

"Yep. Okay, I'll just go to there..." and pushed the door open.

**ALEX**

So, you've slung the door open and you find yourself basically stood in the doorway to a room – shocker! A tiled room. Specifically, think like blank kitchen tiles, maybe medical tiles something similar. So, white, pristine. It is a seemingly sort of cuboid room that is roughly 20 feet to a side. In the middle there appears to be some kind of tripod with a... the best way you can describe it imagine a sort of lightbulb and then cover that itself in like, how do it put it? Comedic old-timey speakers. Big brass wah wah wah wah. Okay. As you open

the door, nothing happens and then suddenly like you open it and it's just like, "Oh, cool it's fine." And in that time delay suddenly an incredibly loud like physically painfully loud an alarm starts ringing from it. It isn't like a ring ring ring, it's just woوو, just a sold heavy tone of sound. Everyone please give me a fort save.

**LYDIA**

Can I use it?

**BRYN**

Yeah, you may, you may.

**LYDIA**

My fort is rubbish.

**ALEX**

I love that you all know its there and like, "Zolf? Zolf? Help, Zolf."

**BEN**

I can't help people out because I don't know what's on their sheets. Your fort save is now ten.

**ALEX**

So, I don't think we've spelt this out on audio, have we?

**BEN**

I have a clerical ability, a domain ability called unity. So, it's when a spell is reflected allies in 30 foot each and I can use my save instead of theirs. They can choose to retain their own.

**ALEX**

A real good ability, real good.

**BEN**

Yeah, I 27:23 ???. So, I'm using it now. So, it everyone can use my fort save. Not bad if you need to.

**HELEN**

Yeah, I just rolled a two as well.

**BEN**

Uuh, can't change the roll, one pot unfortunately.

**HELEN**

No.

**LYDIA**

Woo woo.

**BRYN**

22.

**LYDIA**

25.

**HELEN**

12.

**BEN**

21.

**HELEN**

Oh, no.

**BRYN**

Thank you, Zolf.

**ALEX**

As it stands...

**LYDIA**

Thank you, Zolf.

**ALEX**

...all of you immediately, whether you want to or not, hands on ears, it is incredibly loud, like you can feel it shaking bits of you. Azu, you don't manage in time and it literally stuns you. It just... you feel something pop and all you have is (ringing sound) and you are dropped immediately to one knee. It is like someone has just got a hammer and is just hitting your head in its helmet. It is the loudest thing you have ever heard. In addition to that, Cel, who is stood in the doorway, before you can respond... a load of spikes shoot out from the actual doorway itself into the space that you're occupying.

**LYDIA**

Do I get a reflex save?

**ALEX**

No. But they have to do attack on you because spikes work like that. Yeah, I know it's a thing...

**BRYN**

That's the wrong way round.

**BEN**

Let's hope our firetraps work.

**ALEX**

Yes. Certain traps like spike traps specifically, they have to roll and under tanks. So, arrow traps and spike traps it's like... it's attacking you to deal with whether you get out of it...

**BRYN**

I guess it's because it could hit your armour and they want to be able to factor in AC.

**ALEX**

That's literally it, that's all it is. What's your AC?

**LYDIA**

19.

**ALEX**

Lucky, lucky. Okay. So, only two of them hit. Very lucky. 16 damage total.

**LYDIA**

Doesn't feel that lucky.

**ALEX**

So, there is a (sounds like thump) and two of them just jab...

**LYDIA**

“Ow. That’s not nice.” But no one hears obviously.

**ALEX**

Everyone roll initiative please.

**HELEN**

Oh, no.

**BEN**

Yes, finally. 20.

**ALEX**

Over time you have enough encounters, you’ll get 20 eventually.

**LYDIA**

Five.

**BRYN**

14.

**ALEX**

Zolf, you are up first. The noise is still going on.

**BEN**

I'm going to bullrush the siren.

**ALEX**

Okay.

**LYDIA**

Yes, good.

**BEN**

Boop boop. Actually, so a question. I could bullrush it or I could just charge it and attack it. I'd get a higher bonus but... does it look like the kind of thing that being bullrushed would be a useful thing to do with or shall I just charge it?

**ALEX**

It looks something you want to break. It isn't a delicate thing that looks like it's going to shatter, it just looks like it's going to be loud and on the floor.

**BEN**

I'll charge it.

**ALEX**

That's fine.

**BEN**

23.

**ALEX**

Yeah, a hit. Roll the damage. Don't roll when you go.

**BEN**

Glaive in on fire.

**ALEX**

Of course it is. What are you, an animal?

**BEN**

16 damage.

**ALEX**

You just smashed the thing into a thousand bits

**BEN**

Cool. "Aaah, ow."

**LYDIA**

"Well, that was interesting. I really want to 30:29 ???"

**ALEX**

Azu's still on one knee.

**LYDIA**

Cel immediately investigates the 30:34 ??.

**ALEX**

You can't, you're still in initiative order.

**LYDIA**

"Oh, no."

**BRYN**

Oh, yeah.

**ALEX**

Hamid, you're up. I'm sure everything's fine.

**BEN**

"An alarm went off. Oh, dear."

**BRYN**

Hamid begins walking over to Azu and starts the sentence, "Are you, okay?"

**ALEX**

That's fine. To be clear, in the room, the tiled room, there was another door at the far end. I didn't describe it but I also was like it would be a real weird design if it didn't have a door, that's on me. But, yeah, there is closed steel door on the far side.

**BRYN**

Hamid thinks the threat's done so he's not acting as if this was still combat time.

**ALEX**

At which point, from the stairs below you for everyone apart from Azu, the sound, from what you can make out, are large amounts of running feet, at which point a squad of kobold make their way up the stairs. They are all equipped for a fight and they all basically run up the stairs and who is closest to the stairs down. I'll let you guys pick. Obviously, Zolf is in the tiled room, Cel is in the doorway, Hamid went over to Azu so both Azu and Hamid...

**BRYN**

Hamid or Azu?

**ALEX**

I let you pick, I don't mind.

**BRYN**

And the stairs are behind us, right? And the doorway into the tiled room is in front of us?

**ALEX**

Yes.

**BRYN**

Hamid is closest to the stairs.

**ALEX**

Okay, cool. It's all the same to me, six run up and all six of them immediately charge Hamid, they are able to close the distance and get an attack in, each.

**BRYN**

Okay.

**ALEX**

Okay? I need to know what your AC is.

**BRYN**

22.

**LYDIA**

Oh yes, now wearing 32:03 ??.

**BRYN**

Lasts eight hours.

**HELEN**

Oh, lovely.

**BEN**

Or a year and a half.

**HELEN**

Whichever is easier.

**BRYN**

Whichever ends first.

**BEN**

Are these...?

**BRYN**

The kobolds are gone.

**BEN**

Yeah, okay.

**ALEX**

They're built to be garbage, it's fine.

**BEN**

That's why there is a load of them.

**ALEX**

All six of them immediately begun stabbing. Armour, armour, armour, armour, armour, armour, armour. Every single one hits mage armour, without exception. At the same time, the door on the far side of the tiled room opens and it just seems to be a wall of blackness that slops into the room, yeah?

**LYDIA**

More ooze.

**BEN**

Does it come within two squares of me?

**ALEX**

It provokes an attack of opportunity from Zolf.

**BEN**

Right. So, that is 8... words and things, 24.

**ALEX**

That's a hit.

**BEN**

Oooh, that's actually kind of grim. 23 damage.

**ALEX**

Okay, cool.

**BEN**

With fire. So, six of that is fire. Sorry, that might be relevant for...

**ALEX**

Okay. You slash through the thing. It turns into two.

**LYDIA**

"Oh, no."

**(laughter)**

**ALEX**

All is well.

**BEN**

Rumbled.

**ALEX**

At which point both of them attack Zolf.

**BEN**

What? Didn't they get an initiative? They just entered the room.

**ALEX**

They entered the room 33:33 ?? attack of opportunity.

**BRYN**

Oh, the attack of opportunity as they were rushing you.

**BEN**

I confuse myself, sorry.

**HELEN**

Are they smaller or are they around the same size?

**ALEX**

They are smaller than they were before.

**HELEN**

Okay.

**ALEX**

It seems to be the same amount of ooze split between two places.

**BEN**

17.

**ALEX**

17.

**LYDIA**

“So, I why do they use up all my bombs? But I know exactly why is...”

**BRYN**

“Because you needed to.”

**LYDIA**

“Because the system was... the encounters were designed to use up all my bombs.”

**ALEX**

Yep.

**HELEN**

Yeah, he was so happy when you said you were running out of bombs.

**ALEX**

Dealing 10 normal damage.

**BEN**

Yeah.

**ALEX**

Five acid damage.

**BEN**

Yeah.

**ALEX**

And what's your combat move in advance?

**BEN**

20.

**ALEX**

One of them misses. The second one reaches out, hits, deals damage, you feel their tell tails sting of some acid. It clearly is kind of trying to grab you and can't gain a purchase. I'll say that a small amount of charred leather comes off in its hand. If only you hadn't been struck by lightning so many times it would have had a better chance against you.

**BEN**

“My coat!”

**HELEN**

Oh, boy, oh, boy.

**ALEX**

At which point, it is Cel’s turn. Stood in the doorway you have seen all this pan out.

**LYDIA**

Stab twice.

**ALEX**

Kobolds from behind and thing from the other half.

**LYDIA**

I’m going to shoot four arrows at the kobolds.

**ALEX**

One per kobold?

**LYDIA**

One per kobold.

**ALEX**

That's fine. Give me attack roll number one.

**LYDIA**

15.

**ALEX**

15 is a hit.

**LYDIA**

Well, that's 15 plus 8 so I assume it's a hit.

**ALEX**

Another hit.

**LYDIA**

Nature one.

**ALEX**

Miss, obviously.

**LYDIA**

And 13 plus 3 which is 16.

**ALEX**

Another hit. You have to roll because it's hypothetically possible they could survive.

**LYDIA**

Yeah. The first one is seven.

**ALEX**

Dead.

**LYDIA**

The second one nine.

**ALEX**

Dead.

**LYDIA**

The third one was the natural one so I don't know what... do you want me to shoot and hit...?

**ALEX**

The third one, no.

**LYDIA**

Okay. The fourth one is 12.

**ALEX**

Dead.

**LYDIA**

Cool. Now, there are three kobolds.

**BRYN**

Alex doesn't seem to want the natural one to potentially hit Hamid because he's in combat with these kobolds. A different approach to your normal.

**LYDIA**

I genuinely expected that.

**BRYN**

Yeah. I mean, come on, there's been times where I have hit other party members, it's only fair one of them hits me.

**ALEX**

There is something more fun I can do.

(everyone) Noooo.

**LYDIA**

"My beautiful sparky weapon."

**ALEX**

I rolled a 17. It happened.

**LYDIA**

“Oh, no. What?”

**ALEX**

Well, none of you had given me active perception checks during the combat round so who knows what happened?

**LYDIA**

“What?”

**ALEX**

At which point, then do you move at all? You’re currently stood in the doorway with like, (sounds like ggrrr ggrrr).

**LYDIA**

No. No, I don’t think I can... there’s no like cover is there because there’s something on each side.

**ALEX**

You’d have to pick a side and get cover from the other side.

**LYDIA**

Yep, that's the thing

**ALEX**

In which case then, Azu you are up.

**HELEN**

Okay. So, I am...

**ALEX**

(sounds like eh ah eh ah eh) Make your choices.

**HELEN**

Three kobolds around me.

**ALEX**

So, it's more like (sounds like ggrrrr).

**BRYN**

Around me.

**HELEN**

Oh, they're around you. Okay, I attack them. Like, if it was around me it would be different.

**ALEX**

Kobold the first attack. I'm going to assume by the way, unless you tell me otherwise, that you just walk up to cleave them all because you can.

**HELEN**

Okay. Is it possible to like non-lethally...

**ALEX**

Yes. You can non-lethally cleave, you'll be doing so I believe with a minus two penalty to hit.

**HELEN**

What does that mean?

**ALEX**

It means that you are two less likely to hit them. So, if you rolled a 15 you would actually have rolled a 13.

**BRYN**

You do a nominally full vanish which means that when they hit zero...

**ALEX**

They're just unconscious.

**HELEN**

My first roll was 18.

**ALEX**

That's a hit, and I'll let you pick 37:07 ?? whether it non-lethal or not. I don't mind, it's all the same to me.

**HELEN**

I think that she's going to be going for a non-lethal dash because, A, she doesn't want to be a hypocrite and, B, she just saw a lot of bodies.

ALEX

**But mostly the hypocrite thing, right?**

**HELEN**

Yeah

**ALEX**

That's probably it, not don't want to kill.

**BRYN**

That turns the 18 into a 16, which is still a hit.

**ALEX**

Still a hit.

**HELEN**

The second rule of being Aphrodite is do not harm more than necessary.

**ALEX**

That's fine, knock them unconscious.

**HELEN**

Okay.

**BRYN**

That's 2D12. You've still got your feet.

**ALEX**

I believe it's already unconscious if you roll under ten damage.

**HELEN**

That's 20.

**BRYN**

26, you still get your bonus.

**ALEX**

Explodes. You hit it with the flat of the blade and you leave the limbs behind.

**HELEN**

Ooooh.

**ALEX**

It tumbles down the gap in the stairwell, as a warning to the other.

**BEN**

One important thing remember with gods, they care about the intent.

**ALEX**

It's true.

**BEN**

So, Aphrodite is probably like, "It's cool."

**BRYN**

You tried and that's what matters.

**ALEX**

I'm pretty certain that the phrase goes, 'The road to Aphrodite is paved in good intentions'.

**(everyone laughs)**

**HELEN**

And their cohorts.

**ALEX**

Very dead.

**BEN**

The road to Aphrodite 38:22 ?? is paved with 38: 22??.

**ALEX**

There's two.

**LYDIA**

"Alright, I 38:38 ??."

**BRYN**

Cleave attack on the next one.

**LYDIA**

"If hit the next one."

**ALEX**

I've found a new way to harm the party, which is throw murder at you if you want it or not. "You are leaving this place bloody."

**HELEN**

38:40 ?? it's probably that just that she was like, "Ooowww." Okay.

Next one...

**BRYN**

"We just had a manslaughter".

**HELEN**

16.

**(everyone cheers)**

**ALEX**

Sorry, that was like one of the only crimes we haven't had, now we've had it, yay.

**BRYN**

So, 14 if you're still going for non-lethal.

**ALEX**

14, oh, oh, oh. So, this kobold. (sounds like whum), manages to duck, "Aaargghh, you'll next catch me." Seems really, like really eager...

**LYDIA**

Can you just kick it?

**HELEN**

Yeah, I was going to say can I... it's so small.

**BRYN**

I mean, intentionally that's your action.

**HELEN**

Can I just kick?

**ALEX**

No.

**HELEN**

Alright.

**LYDIA**

Just ignore it.

**(laughter)**

**ALEX**

“Aaaarrgggh.”

**HELEN**

“Oh, go away.”

**(laughter)**

**HELEN**

“Join the rest of their campaign.”

**LYDIA**

Just ignoring its affects.

**ALEX**

The distressing thing is with the combination of the paladin and the cleric in your potions of healing, you could walk through quite a significant chunk of this just going, “We’ll take it. It’s okay, we’ll take it, it’s fine. We’ll take it. We’re taking it, it’s fine.”

**HELEN**

There is one kobold on each leg.

**ALEX**

Just wolverine every encounter. God. Right, Zolf, you’re up.

**BEN**

Cool. I shall take a five foot step backwards.

**ALEX**

“Ooh, no, wul wul wul.”

**BRYN**

Don't 39:48 ??.

**ALEX**

That's true, we don't.

**BEN**

Do sell up a move action?

**ALEX**

No, you're basically spending your entire move action to do five foot safety.

**BEN**

Yeah, yeah, yeah, that's fine. Cool, I'm going to cast prayer.

**ALEX**

Describe prayer because I don't think it's come up before.

**LYDIA**

Wooooooh.

**BEN**

So, there's no saving throw but you can resist your spell distance.

**ALEX**

Okay.

**BEN**

Basically, I start muttering under my breath and although the words remain unintelligible it starts to echo all around me, and all of my allies feel heartened by it and all of enemies are terrified by it, and whatever the message is it's one of encouragement to allies and one of threats and intimidation to my enemies.

**LYDIA**

Oh, nice.

**BEN**

So, it's sort of interpreted on a personal level.

**LYDIA**

Does that mean I get my bombs back?

**BEN**

No.

**(laughter)**

**BEN**

What it does mean is all of my allies get plus one to attacks, saving throws, skill checks. Basically, anytime you get a roll dice, except maybe damage, let me double check that...

**ALEX**

It will not include damage.

**BEN**

...will get plus one, and all of my enemies get minus one for those things.

**ALEX**

It is all of your jobs to keep track of that, not mine. Like, I'll keep track of my bad guys, you keep track...

**BEN**

You get... incredible, it's damage. So, get a plus one bonus on attack rolls, weapon damage rolls, saves and skill checks while each of your foes take minus one penalty.

**ALEX**

Wow.

**BRYN**

Really good.

**BEN**

It lasts for eight rounds.

**ALEX**

Okay, that's fair. Hamid, you're up.

**BRYN**

My hands pop into claws. I swipe at one of the kobolds. I very much only attack one of them. If the first attack kills it I'm not taking a second attack.

**ALEX**

I need to know, do you attack the one that's like, "Gggrrr, I'll kill you all."

**BRYN**

Yes.

**ALEX**

Okay, cool.

**BRYN**

Eight. I take the second attack. Much better, 22,

**ALEX**

Are you going for non-lethal?

**BRYN**

No.

**ALEX**

Yeah, it's a hit.

**BEN**

Plus ones.

**BRYN**

Oh, I wasn't, so that was actually nine and 23.

**BEN**

You'll get a plus one so there's damage as well.

**BRYN**

Yeah. Four normal damage and four fire damage, because my claw explodes with fiery energy as it hits.

**ALEX**

I don't think that's happened before, has it?

**BRYN**

It has not happened before.

**(cheers)**

**LYDIA**

“Hey, sparky. 41:53 ??.”

**ALEX**

And you speak Draconic don't you?

**BRYN**

Yeah, I make eye contact with the one remaining kobold with my fiery dragon claws out and in Draconic say, “Do not come after us”.

**ALEX**

The one remaining one takes a moment and then drops to its knees, drops its spear and you hear in muffled Draconic, “My 42:13 ??.”

**BRYN**

Now have an alternative way to deal with kobolds.

**BEN**

Yeah.

**BRYN**

My hands turn back to normal and I smile beatifically.

**ALEX**

I think I might end the episode there.

**[Show Theme - Outro]**

**ALEX**

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