

## RQG – Episode 139 – Blobs, Spikes, Spiders and Booms

### Content Warnings

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– X

Hi everyone Alex here I'd just like to take a moment to thank some of our patrons, Ashton, Andrea Pattinosta, Lisa, Laurie Rich, Lizzie Jacobs, Elizabeth Dixon, Robin Alez, Joe Bell, Veronica P, Sam and Fobos, Kira, Dr Bad Vibes, Sara Freeman, Hannah Ernshaw, Ann Fabe, Kiro, Lauren Nabet, Hannah Jordan, Robin Stone, Nancy Crawford. Thank you all, we really appreciate your support. If you'd like to join them go to [www.patrion.com/rustyquill](http://www.patrion.com/rustyquill) and take a look at our rewards.

**[Show Theme - Intro]**

**ALEX**

Hello and welcome to episode 139 of the Rusty Quill Gaming podcast. I'm your host and GM Alex Newall with me today, 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 king of the kobolds!

**(Group laughter)**

**LYDIA**

Cel Sidebottom, very impressed, very impressed, I need to study this.

**HELEN**

And Azu.

**ALEX**

And I have set myself a goal of saying the intro so quickly it becomes a high pitched whine. So as it stands I believe we are still in combat however it has been a while for us so I'm going to go top of the initiative order even it wasn't, I'm a renegade, I'm crazy. You are currently in the middle of a weird sudo academic, sudo castle, sudo rock in the middle of a typhoon.

**BRYN**

With a lighthouse.

**ALEX**

And having taken out, well you say that, having taken out a lightning rod, load of equipment, kill.

**LYDIA**

Just unplug something.

**ALEX**

Kill like loads and loads of innocence, loads and loads of innocence.

**LYDIA**

I haven't, no I have, I did. I did kill.

**BEN**

Woah, woah, woah, woah, woah hold your big horses right there small horse.  
They were not innocent they were combatants who had syringe spears.

**ALEX**

Woah, woah, woah, woah you're assuming that everyone that Hamid said was  
a combatant was a combatant, he could be lying, this could be Hamid's turn.

**HELEN**

He could have been manipulated into it.

**LYDIA**

And it could have been nice things in the syringes.

**ALEX**

I mean just throwing it out there, technically speaking this could all be the  
fever dreams of Hamid and Azu as they are still poisoned back at the Japanese  
pub but that is a story move I am not going to make.

**HELEN**

(Laughter) yeah please don't do that.

**BRYN**

Everything could still be a simulation inside Mr Ceiling.

**ALEX**

Could be yes.

**BEN**

Or there could be other people sitting inside a sweltering room wasting time, that could be a thing.

**ALEX**

Ben's full of salt because it's because of the sweat dripping from our brows so we'll pick up where we left off which is Zolf, is at the top of the initiative order, I've arbitrarily decided that's what's happening so Zolf, Mr Don't Waste Time, let's go, go, come on Zolf go.

**LYDIA**

Go.

**ALEX**

Go.

**LYDIA**

Go.

**ALEX**

Go Zolf.

**BEN**

I'm going.

**BRYN**

Are there still two oozes directly in front of him?

(Group laughter)

**ALEX**

Well I would actually go so far to say that there's actually yeah to recap very, very specifically there are two halves of an ooze still looking very capable in front of Zolf who is in the tube room having smashed whatever was making the loud noise, Cel is still stood in the doorway.

**LYDIA**

Hello.

**ALEX**

Azu and Hamid are in the sort of, the.

**HELEN**

The stairwell.

**ALEX**

Stairwell, storage bay, for the lift having just Azu just unnecessarily viscously killing kobolds left right and centre.

**HELEN**

That's not, you all know that's not what happened.

**ALEX**

And then Hamid not only unnecessarily killing them viscously demanding their fieltly so that's happening.

**HELEN**

So that we can just about work with because at least then they don't die.

**ALEX**

No it's fine Azu is doing far more harm than is necessary explicitly that's what's happening.

**HELEN**

That's the opposite of my first rule.

**BEN**

And what I do is I cast searing light at one of them.

**ALEX**

One of the.

**BEN**

Oozes.

**ALEX**

Oozes ok.

**BEN**

There's no other party.

**ALEX**

It could have been a kobold there's one kobold still extant in the room.

**BEN**

Worshipping Hamid.

(Group laughter)

**ALEX**

Maybe there's jealousy there you know maybe you know.

**BEN**

Hey Zolf is past that now.

**ALEX**

So walk me through this spell which has not come up before.

**BEN**

No so I focus divine power like a ray of sun and project a blast of light from my open palm so I basically I [unclear 0:03:50].

**ALEX**

Excellent.

**BEN**

Ray touch check, struck by the ray, takes 1 D8 points damage per two cast level so that's 4D8 and under creature takes 1 D6.

**BRYN**

Are they undead?

**BEN**

Yeah.

**ALEX**

Unless it's an undead ooze.

**BRYN**

That was my question.

**ALEX**

What knowledges do you have, I didn't know you were a knowledge expert.

**BRYN**

I have the knowledge of the mechanics dealing it damage.

**ALEX**

Oh yeah.

**BEN**

He doesn't need to know, it just happens if it's an undead ooze. Do you understand how games work Alex?

**ALEX**

Oooh this situation is going to get so much worse for you!

**BEN**

I'm hot and fighty let's go.

(Group laughter)

**ALEX**

So to answer your question.

**BRYN**

He's just typing Zolf dies.

**ALEX**

So to answer your question just roll the damage and I'll make the necessary adjustment myself.

**BEN**

That's not how it works.

**BRYN**

That's now how it works.

**ALEX**

That's how it works for me because it's not undead.

**BEN**

He rolls 4 D8 great that's all you needed to say.

**BRYN**

He doesn't know how to run games guys I was joking and now I'm worried.

(Group laughter)

**BEN**

Right rich touch attack. So that is an 18 on top.

**ALEX**

That's a hit, do you hit the one on the left or the one on the right it matters because I'm tracking their stats.

**BEN**

Which one's closer?

**ALEX**

They are both equally distant from you.

**BEN**

Which one was the original one?

**ALEX**

Both of them.

**BEN**

Which one is slightly bigger?

**ALEX**

Both of them.

**BEN**

Ok hold up.

**ALEX**

There's pudding one and there's pudding two let's say.

**BEN**

Evens left, odds right.

**LYDIA**

I like that.

**BEN**

Missed the table.

**HELEN**

Ben 'enemy of mechanics' Meredith is just adding loads of bureaucracy.

**BEN**

Right.

**ALEX**

Ok roll some damage for me, and since you now know whether it's undead or not you just roll as you see fit.

**BEN**

Thanks I will and the game will continue.

**LYDIA**

Alex is like we really need to get through a lot of stuff today so let's not get hung up.

**ALEX**

It's Ben he just loves digging into the mechanics of Pathfinder and who am I to stand between him and what he enjoys.

**BEN**

17 damage.

**ALEX**

17 that's fine. Ok cool yeah it happens apparently as it should you don't get exploded by it immediately back, it doesn't explode into bubbles it just.

**BEN**

It's alright we know its special ability is splitting.

**ALEX**

That *is* one of its special abilities yes.

**BEN**

It's got more.

**HELEN**

Careful.

**ALEX**

Yeah you hit, it gets real badly hurt by it [sound effect].

**BEN**

Cool how far away am I from them?

**ALEX**

You are 10ft from them.

**BEN**

Cool I will remain 10ft away from them.

**ALEX**

I thought you might.

**BEN**

Also using my sixth sense and it'll be like splat em don't slice em.

(Group laughter)

**BEN**

That translates as don't use slashing.

**ALEX**

Hamid you're up.

**BRYN**

Sorry I just I don't know what to do about you know having made the jokes at the top of the episode I actually don't know what to do about the fact that.

**ALEX**

That's fine you're.

**BEN**

Hamid's like ooh it worked.

(Group laughter)

**ALEX**

See my awesome power, oh God he's got awesome power, oh [unclear 0:06:27].

**HELEN**

Tell him to go away and get all his friends and leave.

**BEN**

Just stay there. Apparently not that Helen.

**ALEX**

The prostrate kobold remains prostrate.

**BRYN**

Cool I mean I'm going to deal with him once the oozes have gone.

**BEN**

I just love how disappointed Helen is in you.

**BRYN**

I move up to behind Cel so I can see through the doorway and I cast a scorching ray.

**ALEX**

Presumably over Cel's shoulder not at Cel.

**BRYN**

Yes.

**LYDIA**

Not over my shoulder.

**BRYN**

I mean round Cel.

**ALEX**

Oh right.

[All talking].

**ALEX**

Let's play this out, I think that was a legitimate question Hamid discovers that he's a kobold guard, moves over and begins to eliminate the parties one by one.

(Group laughter)

**ALEX**

That was a very valid character choice I had to establish.

**BRYN**

A pretty powerful long term heel turn there.

**HELEN**

Oh no.

**BRYN**

I get two rays and I also arrange to touch [unclear 0:07:15].

**ALEX**

Are you hitting lefty or righty or splitting?

**BRYN**

I will hit the same one Zolf hit with the first ray.

**ALEX**

That's fine.

**BRYN**

That is a 18 range touch [unclear 07:24]. It does.

**ALEX**

They are very easy to touch, you should try to touch them.

**BRYN**

It's early in the episode I haven't prepared all my dice yet. 19 fire damage.

**ALEX**

Okey doke so the one that has been hit repeatedly looks like it has been hit repeatedly it has taken a whole mass of damage.

**BRYN**

I will aim the second ray at it as well then.

**ALEX**

Go for it.

**BRYN**

Ooh that's only a 13.

**ALEX**

Touch AC, you hit.

**BRYN**

Ah awesome. Touch AC is great you guys it basically takes away a bunch of their AC. That is another ooh that's a good roll.

**BEN**

A very good roll.

**ALEX**

Yeah.

**BRYN**

23 damage.

**ALEX**

To be clear by the way, the thing that squeezed through the door was real, real big so this is even like in this world people would know if something is big it probably has a lot of hit points.

**BRYN**

Sure so we're not going this thing is absurdly tough, we're going this thing is tough because it looks tough.

**ALEX**

There's lots of it to be tough. 23 was it?

**BRYN**

Yeah.

**ALEX**

Yeah the one that you've all be shooting [sound effects] it just disintegrates into smooch I don't know how else to describe it.

**BRYN**

Ooze.

**ALEX**

No it's already an ooze mate.

**BRYN**

Oh.

**ALEX**

It can't disintegrate into ooze because then you'd have two oozes.

**BRYN**

I hit it with two fire spells so I mostly just evaporated it.

**BEN**

Oh it's ooze steam.

**ALEX**

Well you know what's left an ooze residue.

**EVERYONE**

Eeww.

**ALEX**

It's like someone evaporated an ooze, that's what's left.

**LYDIA**

No one likes residue of anything.

**BRYN**

It's like you really, really overcooked pasta sauce.

**ALEX**

So the kobold that is prostrate proceeds to continue being prostrate no I lie they adopt the grovelling action. It's not good.

**BRYN**

Is it actually an action.

**ALEX**

No, God no.

**BRYN**

It could be a kobold spell [unclear 0:09:05].

**ALEX**

Actually you know what here's something that would count, technically this kobold will now because it is grovelling count as helpless.

**EVERYONE**

[Groans].

**ALEX**

Which is a condition.

**BRYN**

[Unclear 0:09:14]

**ALEX**

So if you were to hit it you would automatically kill it because it's helpless.

**LYDIA**

Oh God.

**ALEX**

Look I'm just saying you do you.

**LYDIA**

They're so small.

**ALEX**

Azu give me a perception check please, I know I shouldn't ask for a check but I'm going to.

**HELEN**

A 20.

**ALEX**

A 20 cool you get the distinct sounds of more things coming up the stairs.

**HELEN**

Agh.

**ALEX**

You know what, maybe it's positive, maybe it's the pitter patter of, it's the pitter patter of little feet. Little clawed feet. Little helpless little swarm, also Blobbo the remainder.

(Group laughter)

**ALEX**

I don't know how else to describe it.

**BRYN**

Not like that.

**ALEX**

Sweeps towards Zolf triggering an attack of opportunity.

**BEN**

Yay.

**HELEN**

I'll be thinking of Mr Blobby now.

**BEN**

Terrifying.

**BRYN**

Blobby, blobby, blobby.

(Group laughter)

**HELEN**

Kill it.

**BRYN**

The most terrifying sound of child, a British child of a certain age can hear.

**ALEX**

Ok canonically now all oozes make that noise when they attack.

(Group laughter)

**BRYN**

Have you seen the clip of Blobby being invited on Big Fat Quiz Of The Year?

**HELEN**

Yeah and Jack Whitehall is terrified.

**BRYN**

Terrifies Jack Whitehall, so I don't like Jack Whitehall but in that moment we were all Jack Whitehall. 15.

**ALEX**

15 you hit.

**BRYN**

Oh cool.

**ALEX**

This is with your.

**BRYN**

Glaze.

**ALEX**

Glaze I forgot the word.

**BEN**

Glaven.

**BRYN**

With your Glaven.

**LYDIA**

Like everyone's acting up as if we had a guest like this is very playing up for company energy right now.

**ALEX**

Roll attack on Glaven.

**LYDIA**

It's because today has been like all messy.

**BRYN**

So that is 7 slashing, I said I wasn't going to do that anymore, I think that might have been a mistake, and 6 fire.

**HELEN**

Maybe you split it into two though.

**ALEX**

So funny you should say that.

**BRYN**

We're not we're improving it's.

**HELEN**

Nice little present for your friends.

**BRYN**

We're improving its action economy, I don't like it. Oh I shouldn't have done that.

**ALEX**

I should not have done that, I should not have done that.

**BRYN**

I prefer to think of it as multiplying the amount of damage it will take from a fireball.

**ALEX**

Oooh dice me, give me my dice crate. You know they're good because there's lots of them, that's how that works. So both oozes split around his glaven.

**BRYN**

Twoses.

**ALEX**

The twoses, the twoses attack Zolf obviously.

**BEN**

AC 17.

**ALEX**

That is a.

**BRYN**

If you get absorbed you're going to be really upset.

**ALEX**

That is a hit and a miss. The hit deals.

**BEN**

I totally forgot I got absorbed last time that was amazing.

**ALEX**

7 sort of normal damage plus.

**BRYN**

Oh it was even more amazing I've just remembered what happened straight after he got absorbed.

**ALEX**

Plus 11 acid damage. Plus yeah people who keep talking as the effects keep stating up.

**HELEN**

Well you know you have said things about having lots of armour, I can survive this.

**BRYN**

My CMD is 20.

**ALEX**

Oh that's a vaguely acceptable amount of CMD.

**BRYN**

Yeah.

**ALEX**

I don't like that, that's rubbish.

**HELEN**

We live to disappoint you Alex.

**ALEX**

I know, it's wonderful isn't it. It succeeds in its extra bonus free thing and what it proceeds to do is [sound effect] and it just sort of attaches itself the one that hits to Zolf.

**HELEN**

Oh no.

**ALEX**

It doesn't engulf Zolf, what it does is it is just maybe like the entirety of one of Zolf's arms it's just [sound effects].

**BRYN**

Sticky goo boy.

**ALEX**

It's a sticky goo boy.

**BRYN**

Blobby, blobby, blobby.

**BEN**

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

**HELEN**

We're going to have to cut off your arms.

**BEN**

It's disgusting.

**ALEX**

To check two things, one your glavens magic right.

**BEN**

Yeah.

**ALEX**

Yeah good.

**BEN**

Yeah screw you you can't corrode it.

**ALEX**

That's all good.

**BEN**

As is my armour.

**ALEX**

However that's the thing is you've already had through the lightning everything that isn't going to burn, already burnt off.

**LYDIA**

Oh yeah you're almost naked I forgot about that.

(Group laughter)

**BRYN**

Why does Zolf spend a lot of his time naked?

**LYDIA**

Because of how you play Zolf.

**ALEX**

Because you charge into clothal destroying disasters.

(Group laughter)

**ALEX**

But you are now.

**LYDIA**

Clothal destruction.

**BRYN**

He's just really proud of his body you guys! He likes to get it out at any given opportunity and we should celebrate that.

**ALEX**

You are now grappled but there are no further chained fright effects at this point.

[All talking]

**ALEX**

So in order to like attack you will either have to attack whilst grappled and then there's penalties or break the grapple.

**BRYN**

Yeah fine.

**ALEX**

There's other advance stuff but I know you won't want to do them so.

**BRYN**

No thanks.

**ALEX**

In which case then.

**BRYN**

I pin it.

**ALEX**

So that was the twos. Cel you're up.

**LYDIA**

[Sound effects] and shoots lots of arrows at the one that is not absorbing Zolf.

**ALEX**

Ok that's absolutely a good call.

**LYDIA**

Because since the things I have are kind of explodey do not want.

**ALEX**

Correct.

**BRYN**

Go for it, I've got loads of hit points.

**LYDIA**

Cool so can we assume and this is a bit of a I breathe in, I breathe out, that Cel reloads their repeating crossbow in between fights?

**BRYN**

Yes.

**ALEX**

I will accept that and also I will accept that you are reloading the crossbow with your move action if you do not allocate.

**BRYN**

A repeating crossbow takes a full round action to reload.

**ALEX**

Oh is it repeating well then you don't get that one for free but yeah you are reloading your bow between fights.

**LYDIA**

But in between fights.

**ALEX**

That's fine.

**LYDIA**

Yeah, yeah.

**ALEX**

The other way madness lies.

**LYDIA**

Yeah.

**ALEX**

I've played a game like that.

**LYDIA**

That is what I.

**ALEX**

It gets real involved real quick.

**LYDIA**

It would as a performance it would be more irritating.

**ALEX**

It gets very fun if you're doing like a survival game where you know like resource re-depletion and blah, blah, blah but otherwise no not so much.

**LYDIA**

Anyway I shoot it three times.

**ALEX**

Because there's weirdness.

**LYDIA**

[Sound effect].

**ALEX**

You roll each attack one at a time.

**LYDIA**

I am a very weird character in a very weird situation and I hope you like dice.

**BRYN**

I think it's the enemy that's weird.

**HELEN**

Yeah.

**BRYN**

Still.

**HELEN**

When two weards collide.

**ALEX**

I'm pretty weird.

**LYDIA**

Pretty weird ok so that is 24.

**ALEX**

(Laughter) you're hit by a multiple factor please roll your attack and split out the types of damage please.

**LYDIA**

Ok that is 1 piercing and 4 electric.

**ALEX**

Your bolt slices into and then it just goes [sound effects] and splits into two.

**BEN**

Uh oh.

**LYDIA**

I'm just increasing the amount of damage it will take when fireball hits.

(Group laughter)

**BRYN**

It's all in the plan.

**ALEX**

Yeah you have now made a third blob would you.

**LYDIA**

Is it smaller though?

**ALEX**

Yes they are both exactly, it's the same amount of mass has gone [sound effect]. Technically speaking I mean if you keep going you know it's a, I should know this, asymptotic relationship.

**BRYN**

No.

**ALEX**

Oh I forgot it.

**BRYN**

It's a discrete system so it can't be asymptotic it's like Zeno's paradox it's like oh the arrow who can't catch the tortoise, except it does, it just does you guys.

**ALEX**

I mean it's tending towards asymptotic can we agree on that?

**BRYN**

It's as close to asymptotic as you can get in a discrete system.

**LYDIA**

What is happening?

**ALEX**

That's all I ask Bryn, that's all I ask.

**BEN**

I think they are asking if you can split it infinitely.

**LYDIA**

Why don't they just say that then Ben?

**BEN**

Because they're nerds.

**ALEX**

Do you have any idea how rare I get to use the word asymptotic?

**BEN**

You're the classical scholar you must know Zeno's paradox.

**LYDIA**

I think that you probably say it quite a lot.

**ALEX**

I work it in more often than I should.

**HELEN**

I genuinely don't know that one.

**BEN**

It's the arrow can never hit Achilles because it has to get halfway to Achilles first and then it has get half way of the remaining distance.

**HELEN**

No the arrow can never kill Achilles because he is protected by.

**LYDIA**

Cel has an idea and their next arrow goes for the still bigger one ok.

**ALEX**

Yeah I get you.

**LYDIA**

Ok still bigger thing.

**ALEX**

I like this idea.

**LYDIA**

So 11 is that a hit?

**ALEX**

Hmm mmm.

**LYDIA**

Right cool that does, it doesn't, 9 piercing which I don't think does any damage and 3 electric.

**ALEX**

Ok.

**BEN**

It probably does do damage I think it just responds to specific damage types by splitting.

**LYDIA**

Oh ok.

**BEN**

Would be my guess.

**LYDIA**

Ok cool gotcha.

**ALEX**

So that was your second, what are you doing with your third attack, you haven't told me who it was attacking.

**LYDIA**

Either of them.

**ALEX**

Ok that's fine.

**LYDIA**

Or any of the four now.

**ALEX**

Ah ha.

**LYDIA**

And that is a 10.

**ALEX**

It's a hit.

**LYDIA**

I'm going to do 2 piercing and 5 electric.

**BRYN**

Alex has so many actions now.

**ALEX**

It's great but it's also terrifying.

**HELEN**

I don't want an ooze to stick on my face.

**ALEX**

I do.

**HELEN**

Well I hope you enjoy an ooze on your face.

**BRYN**

We're going to be gummed up. Everyone back out of the room.

**BEN**

I would.

**ALEX**

So Cel.

**LYDIA**

I don't think I get to move now.

**ALEX**

You haven't used your move action so you could, you've fired.

**LYDIA**

Ok.

**ALEX**

But you could move out of the doorway.

**LYDIA**

Runs back then.

**BRYN**

But you've used a full attack.

**LYDIA**

Yeah I have used a full.

**ALEX**

Oh sorry was it a full attack?

**LYDIA**

Yeah.

**BRYN**

You could 5ft step backwards.

**LYDIA**

I will 5ft step backwards.

**ALEX**

Repeating crossbows mate they are well complicated sometimes especially when you're firing at things that multiply. That is a non-linear relationship it has got very complicated.

**LYDIA**

I remind everyone that what I have essentially done is if you have seen the meme of all the hobbits and like this is your first role play team and then the second picture is always a weird gang of whatever weirdness, I've done that with two characters.

**ALEX**

Azu you are up.

**HELEN**

I want to run in and pull Zolf because I know.

**BEN**

Smart.

(Group laughter)

**ALEX**

Be warned he is already sticky.

(Group laughter)

**LYDIA**

All of you are terrible people.

**BEN**

Can we have a bunch of freedom of movement effects and it's better to just stay out of the way.

**LYDIA**

Yeah but.

**BRYN**

Azu doesn't necessarily.

**LYDIA**

Azu has lost a lot of people.

**HELEN**

Azu wants to be helpful.

**ALEX**

Now what non-lethal attack would you like to use on Zolf?

**LYDIA**

No pulling is not an attack.

**BEN**

Oh no my arms and legs have fallen off.

**HELEN**

It's happening.

(Group laughter)

**ALEX**

So you are pushing past Cel I'm guessing into the room.

**HELEN**

Well Cel has just stepped back so.

**ALEX**

Well yeah you're sort of digging your way through the little well I was going to say Cel's a little'un, Cel's well tall.

**LYDIA**

Yeah.

**ALEX**

You're pushing your way through.

**HELEN**

Past.

**ALEX**

Past.

**BRYN**

She just steps over Hamid.

**HELEN**

Oh yeah.

**ALEX**

It's all good so you can enter the room, that's fine.

**HELEN**

Ok.

**ALEX**

Walk me through what you're trying to do.

**HELEN**

I just want to well.

**ALEX**

Grab and yank?

**HELEN**

Yes.

**ALEX**

Ok I know, for listeners I need you to know, I know of the grapple flow chart, I'm not a fan of the grapple flowchart, Alex has his own internalised much simpler and still fair version of the grapple rules please just roll me a combat manoeuvre check. It's fine, you can also roll a combat manoeuvre check Ben if you want to.

**HELEN**

So that's just a D 20?

**ALEX**

It is a D 20 plus your combat manoeuvre bonus.

**HELEN**

Which is.

**BEN**

28. Ooh also a very good roll.

**HELEN**

27 yes that's what that adds up to 27.

**ALEX**

Ok you grab, Zolf sees what's happening and he's like not fighting it and you yank. It is incredibly difficult, far, far, far, far more difficult than it has any right to be like this thing is there is extra stuff going on you don't know what it is but it is like [sound effect].

**BRYN**

It's probably magic.

**ALEX**

It's genuinely the pulling is hurting it's proper tug of war territory.

**BRYN**

Blobby, blobby, blobby.

**ALEX**

You just, just manage to [sound effect] yank him out so he is now no longer grappled but you are in a roomful of oozes.

**BEN**

Ah much obliged.

**HELEN**

I think Hamid is going to fire a fireball so we should get out.

**BEN**

Very much obliged.

**ALEX**

And I will take a break there and be back in a couple of minutes.

[BREAK]

**ALEX**

And welcome back. So first things first is anyone stood in the actual doorway, I don't think that's the case.

**LYDIA**

I am not.

**ALEX**

So there's free movement through the doorway that's good to know. In which case then Zolf you're up, you're free as a bird.

**BEN**

I move out of the room.

**ALEX**

Ok cool. So you are removing yourself, you will be promoting a tactical opportunity unless you withdraw.

**BEN**

I will take the withdraw action because I've been coached by Bryn. Is that right Bryn did I do it right?

**BRYN**

Yes.

**ALEX**

I think that's very wise now Bryn as Deputy GM I have to actually ask you a genuine question which hasn't come up before, when it comes to traps if someone is already withdrawing through an active trap the trap still triggers regardless even if it has an attack roll doesn't it?

**BRYN**

So the withdraw action only ignores a tactical opportunity for the first point of movement, the first square of movement, all subsequent squares are.

**ALEX**

Liable to.

**BRYN**

Liable to tactical opportunity as normal however he is only walking through squares he has already walked through as an outwards thing I guess.

**ALEX**

So as Zolf passes through the doorway a trap triggers.

**BEN**

Oh no.

(Group laughter)

**ALEX**

What's your AC?

**BEN**

17.

**ALEX**

It hits.

**HELEN**

Oh no.

**BEN**

I haven't got a very good AC.

**LYDIA**

We know stop saying that [unclear 0:21:35].

**BEN**

I will say it until I'm dead.

**ALEX**

Bryn I'm going to need you to maths for me on the rapid.

**BRYN**

Right.

**BEN**

I may not have loads of hit points.

**ALEX**

9 plus 5, 10 sorry, 11 plus 7 plus 8.

**LYDIA**

[Unclear 0:21:57].

**BEN**

[Unclear 0:21:59].

**LYDIA**

You're being punished.

**ALEX**

7.

**BEN**

Ok genuinely this might be.

**BRYN**

I mean I make that 52.

**LYDIA**

No way.

**BEN**

It's fine, I mean I'm down but it's fine I'm not dead.

**ALEX**

So as Zolf runs.

**LYDIA**

Yeah it was 52.

**ALEX**

As Zolf runs.

**LYDIA**

That's like magic.

(Group laughter)

**BEN**

He's the real wizard in the room.

**ALEX**

He's a maths magician I think you'll find. So as Zolf charges through the door all of the spikes that spiked out at Cel.

**LYDIA**

Oh no.

**ALEX**

[Sound effect] out into Zolf.

**BEN**

Oh man. Oh it would have been.

**ALEX**

Catching him in the doorway.

**BEN**

Oh it would have been nice to be reminded that because it has been like five seconds for us not two weeks.

**ALEX**

I know but nonetheless.

**BEN**

[Sound effects] he's a wrong 'un isn't he audience don't you think?

**LYDIA**

Yeah he's a wrong 'un.

**ALEX**

See Ben's laying it on all thick because people know how, how he reacts when characters die now so.

[All talking].

**BEN**

I mean as you literally also just passed through this doorway and nothing happened is it once from each direction is that how this trap, I'm confused by this trap.

**ALEX**

I don't know why you're asking it's not like there's anyone to ask, the kobold who's grovelling goes don't know, don't know, don't ask me mate I just work here.

**BEN**

More than my job's worth.

(Group laughter)

**ALEX**

[Unclear 0:23:04] in which case so Zolf, you all just see Zolf cheese it out of the doorway [sound effects] and just collapse.

**LYDIA**

Oh no.

**ALEX**

Covered in blood in the doorway.

**BEN**

I'm on -3.

**ALEX**

Hamid you're up.

**BEN**

I get a scar, I get a scar, I get a scar.

**ALEX**

Yeah you do, you can have as many as you want.

**LYDIA**

That's not a good thing.

**ALEX**

To be clear six of the spikes hit.

**BRYN**

I would like to use my move action to just drag Zolf a square away from the doorway.

**ALEX**

I can just allow that for free as in like as the move action but yeah I can allow that.

**BRYN**

Yeah only moving him a single square. Now the room on the other side of the door Azu is not directly next to any of the oozes I believe.

**ALEX**

Correct.

**HELEN**

Well I just.

**ALEX**

What it does is it goes Azu, it went Azu, Zolf, oozes so Azu is now 10ft away from the oozes.

**HELEN**

Ok.

**ALEX**

Literally there is 10ft and there has been no indication that these creatures have reach before now.

**BRYN**

Cool ok so if I remember the size of the room correctly if I, a fireball hits the far wall and comes out 20ft it wouldn't hit Azu?

**ALEX**

So I'm going to do something I don't normally do which is acknowledge that an edit will have happened, Alex made a mistake, the room does have a fixed size and doesn't vary based on what's most inconvenient for you. You are correct, you are technically possible for you to fireball if you target the exact very, very, very far side of the room.

**BRYN**

Point of order not technically possible, actually possible. Ok so technically what I do is aim a fireball with its centre beyond the wall however the little moat which causes the fireball to happen impacts the wall and explodes from there.

**ALEX**

If only it could bounce.

**BRYN**

How many.

**ALEX**

If could bounce and catch Azu couldn't it?

**BRYN**

How many oozes are in the room at this point?

**ALEX**

Far, far too many.

**BRYN**

5 I think, maybe 6.

**ALEX**

Yes there are 5.

**BEN**

Also be careful what you wish for, if they could bounce he could bounce them round corners. That gives him far more utility than it does give him a problem.

**ALEX**

Ah Hamid doesn't have the dex for that.

**BRYN**

I mean my dex is 18 so.

**ALEX**

Hamid has the dex for that I'm really glad fireballs don't bounce.

(Group laughter)

**ALEX**

[Sound effects].

**BRYN**

That was quite a good roll Alex.

**HELEN**

Oh good I hope that you've killed his monsters again, destroy them. Not my babies, not my babies.

**BRYN**

I mean that is the plan, if we fail to do that we do [unclear 0:25:13].

**ALEX**

Not my grapple multiplying babies.

**BRYN**

That is 55 damage to each ooze.

**HELEN**

No.

**LYDIA**

Yay.

**BRYN**

Which I can reflex save for half damage.

**BRYN**

There's literally no point.

**BEN**

Half damage would be 27 damage.

**BRYN**

I'm going to.

**ALEX**

For each of them individually even though that's not the rules.

**BRYN**

I assume they don't have good reflex either because they are.

**BEN**

DC with a reflex save is 18.

**ALEX**

Two of them made it and they still died.

(Group laughter)

**ALEX**

They made it.

**BRYN**

The oozes like leap into the air and then evaporate.

**ALEX**

There's this whole micro drama as we zoom in on the ever decreasing size of the oozes as they are all leaping and sacrificing for one another, whole epic vistas of adventure happen within the scope of this fireball.

**BRYN**

[Slow motion] Blobby, blobby, blobby.

**ALEX**

Azu like inches from your face is pure fire and death and then as you blink the after image out of your eyes there is only residue left.

**BRYN**

It's a bit warm but you're used to hot temperatures.

**HELEN**

Your armour.

**BRYN**

It's all good.

**HELEN**

Alright that is a lot better than what I was planning that was very cool, I liked that.

**BRYN**

Azu can you help Zolf?

**BEN**

Yes also there are more kobolds coming up the stairs.

**ALEX**

Yes there are. It's their turn, a bunch more kobolds appear in the stairway sorry so they are like [sound effects] however they are all much more wary and they seem to be forming up in some kind of like order down the stairs. They are just charging.

**HELEN**

I was going to just throw the prostrate kobold like bowling.

**BRYN**

And kill all of them.

**ALEX**

In fact I will say for Helen's benefit they seem to be forming some kind of [unclear 0:26:52] so like all spears and like shields and stuff.

**LYDIA**

I just need to go back to that because Helen just said I suppose we've got each other.

(Group laughter)

**BRYN**

It's like when you've got a stain in fabric if you rub it against each other.

**HELEN**

Yeah.

**ALEX**

Let's be clear what Helen thinks is ok is stop kobolding yourself.

**BRYN**

Helen if somebody threw Helen at you do you think that would have the potential to kill you because I think if someone threw a Ben at me.

**ALEX**

Woah, woah, woah, woah, woah if we've diving down this rabbit hole it depends entirely on how hard they throw them at you.

**BRYN**

Yeah ok what if Azu threw Ben at me?

**BEN**

What if they threwed him at you emotionally?

**LYDIA**

Yeah and was I weakened by the cloning process?

(Group laughter)

**ALEX**

Do you know what I feel like this might be another metacast so I'm just going to take this discussion aside for now. A [unclear 0:27:38] of kobolds seem to be working their way up the stairs.

**HELEN**

Ok well the first thing I'm going to do is I'm going to go and like pick up Zolf and let's see if I've got any more healing left because I spent lots of healing on you before because everyone around me throws themselves into danger.

**BEN**

No it's fine I have loads of healing.

**HELEN**

Shut up Ben!

(Group laughter)

**BRYN**

When you say everyone you mean Ben, whoever Ben is.

**HELEN**

You too.

**BRYN**

I'm fine I take very little damage.

**ALEX**

I disagree I think generally you're all very keen on taking damage as a party, it's interesting.

**HELEN**

I've got three lay on hands left.

**BEN**

Hooray.

**HELEN**

So I'm going to do one of those on you.

**BEN**

Hooray.

**ALEX**

I think that's a really good idea.

**HELEN**

Yeah let me get some D 6s.

**ALEX**

And then ideally if you could all stand in single file in the doorway thank you.

**HELEN**

No I'm going to refuse on that.

**ALEX**

I think if you were to squeeze you might be able to.

**HELEN**

No.

**ALEX**

I enjoy the no [unclear 0:28:29].

**HELEN**

That's 14 for you.

**BEN**

Lovely I'm back up on 11 hit points which means I'm mechanically fine.

**HELEN**

Yeah so.

**BRYN**

And now able to start healing yourself.

**HELEN**

Yeah do I have any actions left?

**ALEX**

You have a three action and I think if we're getting real specific I think you have like an object interaction or something similar but there's nothing to interact with so.

**HELEN**

Does a kobold count as an object?

(Group laughter)

**BEN**

Just go round objectifying the kobolds why don't you.

**BRYN**

Can either person hold a dragon kin?

**BEN**

Wow.

**HELEN**

Like I can still do my throwing plan.

**LYDIA**

Woah.

**ALEX**

Dragons are people too.

**HELEN**

Well I was actually thinking like maybe I could like tell them to go away.

**ALEX**

You can say that because that fits in six seconds.

**HELEN**

I will say Hamid tell them to stop or whatever you did before that made them.

**ALEX**

Cel, I accidentally skipped Cel. Cel you're up now.

**LYDIA**

Hey!

**ALEX**

I am a fickle God.

**LYDIA**

Ok so.

**ALEX**

And incompetent.

**LYDIA**

The structure of the stairwell up which the kobolds are coming?

**ALEX**

Hmm mm, it's sort of like a circular stairway if you were to square it out so it's.

**LYDIA**

Right so can I look directly down on the kobolds?

**ALEX**

Yes.

**LYDIA**

As in could I throw up on them?

**ALEX**

Yes.

**LYDIA**

I'm going to, just one second, Cel grabs onto the railing.

**ALEX**

Hamid you hear the words in draconic bunch together, it'll be fine.

**BRYN**

Oh dear.

**LYDIA**

Cel pulls out a little flask from the jacket now the thing is what is inside there if anyone were to look, it doesn't look so much like a fluid as in like as tangle of ever moving legs it is a horrific Cel.

**ALEX**

It sounds drinkable to me.

**LYDIA**

Yeah delicious, Cel licks their lips (gulp) breathes deep, chugs it down, shakes slightly and then vomits up an entire swarm of spiders directly onto their heads.

**EVERYONE**

[Groaning].

**ALEX**

[Unclear 0:30:35] is that you?

**BRYN**

There's that content we wanted.

**LYDIA**

Vomit for the swarm of spiders that attacks all other creatures within its area, it begins adjacent to you but that could be in a square adjacent to me so if it's like next to me but then it can fall down.

**ALEX**

Technically speaking you're now allowed to sling things into mid-air but because of the way the stairs work it's fine you can still do it regardless.

**LYDIA**

Great it does 1 D6 plus poison, plus distraction damage and everything it's in the square of.

**ALEX**

I don't know what a swarm of spiders sounds like.

**LYDIA**

Cel.

**BEN**

I looked.

**LYDIA**

Turns around and there is like just a dribble of like spiders are still crawling out of the corner of their mouth, they wipe them and flick them away over the landing.

**HELEN**

Yeah actually I can describe the effect to you it's.

**BEN**

Let's do that later.

**ALEX**

Zolf you're up. I did shift the initiative order accidentally but Zolf is still at the top of initiative.

**BEN**

How far away are we from the kobolds?

**ALEX**

Ok it's a kind of complicated question.

**BEN**

Is it more than 30ft or less than 30ft?

**ALEX**

It is 30ft but it's a curvy 30ft if you see what I mean.

**BEN**

So they are within 30ft or?

**ALEX**

Yes they are within 30ft but you are going to have to sort of dog leg because of the stairs to get to them.

**BEN**

How far away are they?

**ALEX**

About 25ft away.

**BEN**

Cool I take a 5ft step away from the kobolds and then channel positive energy.

**ALEX**

Yeah that's fine, that's what I was getting at, area wise the 30ft is just if you're trying to charge.

**BEN**

Oh no, yeah, yeah, no, no, no, no.

**ALEX**

Stairs and charging won't work.

**BEN**

I didn't, straight line.

**ALEX**

Won't that heal them?

**BEN**

That's why I moved away because they are not in the range of the.

**ALEX**

Oh ok.

**BEN**

I'm moving away from them so that they are not healed.

**ALEX**

He is manfully charging away from the enemy.

**BEN**

Dwarfully.

**ALEX**

Dwarfully. Fair point but in a very like tactically astute way.

**HELEN**

Ooh some healing.

**BEN**

Yes indeed.

**ALEX**

I hate healing I might ban it. You know damage is just more fun. Everyone enjoys.

**BEN**

It was kind of ok actually.

**ALEX**

None of you get excited when you're getting healed you get excited when you're getting hurt.

**BEN**

12 hit points for everybody including the prostrate kobold. I don't think the prostrate kobold took any damage already but.

**LYDIA**

Just psychic damage.

**HELEN**

They sat down by themselves.

**ALEX**

Yeah unfortunately the prostrate kobold hasn't taken damage otherwise that would have been even more fun.

**BEN**

But they are bathed in the healing light of.

**ALEX**

Their great and noble leader the dragon king.

**BEN**

Yeah but specifically hope.

**LYDIA**

Hope oh gosh.

**BEN**

Well technically what comes next.

**ALEX**

Well yeah hope that their dragon saviour will lead them away from this hellish existence before they get killed non-lethally by paladins.

**LYDIA**

Oh it just got a lot worse for all his buddies.

**ALEX**

It really did. Anything else that you're doing?

**BEN**

No.

**ALEX**

Ok that's fine Hamid you're up. You see a [unclear 0:33:09] of kobolds just covered in spiders.

**BEN**

Actually there is one thing I haven't done yet, I have a scar.

**ALEX**

I was going to do that after the combat.

**BEN**

I'll do it then.

**HELEN**

Yeah.

**BEN**

It's all good.

(Group laughter)

**BRYN**

That's fair.

**HELEN**

Yeah I will alright.

**BRYN**

I look at Cel and sort of embarrassedly say to them we might not need to hurt them. I'm going to walk up to the top of the stairs, pop out my dragon claws and speak to the assembled kobolds.

**ALEX**

You have six seconds just to link on that time.

**BRYN**

Yeah I can do this quite quickly, I'm just going to be like [unclear 0:33:43]. I'm just going to say you don't need to fight us.

**ALEX**

Oh give me a diplomacy check.

**HELEN**

They are covered in spiders they might not believe you.

**BRYN**

Yeah I mean that may be undercutting my point slightly.

**ALEX**

It's not that they don't believe him it's that they rolled a natural 1 on their perception check because they are covered in spiders.

(Group laughter)

**LYDIA**

Magic, poisonous spiders.

**ALEX**

It becomes immediately apparent that they are way more occupied by having been covered in spiders.

**LYDIA**

Spiders!

**BRYN**

Absolutely fair.

**ALEX**

In which case then it is their turn. Swarm of spiders oh this is bad, you already have their stats written there don't you?

**LYDIA**

Yep.

**ALEX**

Could you please give me all of the swarm effect.

**LYDIA**

So do you need to know the stats of the swarm?

**ALEX**

No they are not going to be fighting it because I don't think they can.

**LYDIA**

They do 1 D6 plus poison plus distraction for any creature that's in the same.

**ALEX**

I normally don't do this, I have to do a blanket damage for everyone, otherwise you know madness ensues.

**BRYN**

Oh yeah no.

**ALEX**

How big is the swarm, 10ft x 10ft? 5ft x 5ft?

**LYDIA**

Space 10ft.

**ALEX**

10ft x 10ft yeah they are filling the stairs then. Ok cool. So I'm going to roll damage for all of them.

**LYDIA**

[Cackle sound effect].

**BRYN**

Distraction effect is why they are not listening to me.

**ALEX**

So first things first it was one?

**LYDIA**

1 D6.

**ALEX**

Hmm mm plus?

**LYDIA**

Poison.

**BRYN**

1 D2 strength damage.

**BEN**

Oooh.

**BRYN**

For the round it happens and the subsequent round. Save DC 11 which cures it.

**BEN**

Oooh.

**LYDIA**

Oh.

**ALEX**

Yeah I rolled a 2 on the [unclear 0:35:12] save so they also are going [sound effect].

**LYDIA**

Covered in spiders, poisonous spiders.

**ALEX**

It becomes very clear immediately that none of them are dead, none of them are down by this. However they all do drop their weapons and begin fleeing most of them flee downwards, a couple will flee upwards provoking an attack of opportunity from Hamid if he wants to take it.

**BRYN**

Hamid is unarmed so does not, oh he has got claws.

**ALEX**

He has got claws.

**BRYN**

Yeah I could take a tactical opportunity I don't.

**ALEX**

Two kobolds flee upwards.

**BRYN**

I don't.

**ALEX**

Covered in spiders going [sound effect] they are dropping weapons, they are fleeing, they are not.

**LYDIA**

A surprise sharp hug.

**BRYN**

And they are taking strength down because they are actually not even fleeing very fast.

**ALEX**

No they are not.

**BRYN**

They are being weighed down by their little armour.

**ALEX**

Oh no, no they're not, you dumped the armour and you can run faster. Keep up.

**BRYN**

I feel like this kobolds, their discipline is really confusing work.

**LYDIA**

This is why didn't really want to, I feel like we could have just like frightened them off.

**BRYN**

Why did you kill one then?

**LYDIA**

I just used a, I just used a thing that.

**ALEX**

So I am happy.

**LYDIA**

Distracts and nauseates them.

**ALEX**

Oh no they can't.

**LYDIA**

[Unclear 0:36:20].

**ALEX**

Are they nauseated straight away.

**LYDIA**

They are, anyone that, anyone that has taken damage are nauseated, unable to attack and just cast spells and just have one move action per turn.

**ALEX**

Ok so.

**BRYN**

Fleeing really effectively.

**ALEX**

To be clear they flee really, really well by abandoning their weapons, only using a single move action, provoking multiple attacks of opportunity and a couple of them I think get shoved over the side and down the middle of the stairway.

**EVERYONE**

Aww.

**ALEX**

In the mad route to escape these, this killing force that has swept into their lives.

**LYDIA**

Ok so I specifically was trying to do something that distracted them and you see that mostly it worked, mostly.

**ALEX**

Initiative is over.

**BRYN**

I see yeah I see.

**LYDIA**

Mostly it worked you see so that's dealing with a large group of people sometimes you can not explode them it's just an option.

**BEN**

I'm going to share my positive energy again.

**ALEX**

Yeah you do that.

**LYDIA**

It's just an option.

**ALEX**

Yes but.

**LYDIA**

Don't touch the spiders.

**BEN**

Are you going to put the kobolds in the range this time?

**BRYN**

I don't care.

**BEN**

Everyone within range gets 14 hit points back.

**BRYN**

That includes the two kobolds that fled upwards.

**ALEX**

Technically yes it does. They heal how much?

**BEN**

14.

**ALEX**

14?

**BEN**

So like three times their [unclear 0:37:25].

**ALEX**

Does it heal conditions such as nauseated?

**BEN**

No I do not have mercy that's a Hamid thing.

**BRYN**

It is.

**ALEX**

They continue to run away slightly looking better but still ultimately vomiting.

**BRYN**

Covered in spiders.

**LYDIA**

Covered in poisonous.

**ALEX**

To be clear by the way although the kobolds are, although I'm taking initiative like the kobolds are fleeing that space technically the swarm of spiders is still there.

**HELEN**

I was going to add.

**ALEX**

Unless Cel tells them to go away or they expire. You have to use a standard action technically to tell them where to go and so on so just don't charge down the stairs is my advice.

**BEN**

We could charge through the spiders then they don't actually affect us.

**ALEX**

Technically yes, don't end your turn in the spiders.

**BEN**

Let's move through the spiders, that's fine. Just pick your way through the spiders.

**BRYN**

Ben tell us about Zolf's new scar.

**BEN**

Oh yes.

**HELEN**

Yeah.

**BEN**

So I have a sort of horrifying puncture wound in my temple.

**HELEN**

Oooh.

**BEN**

So I've got this really grim like puckered scar which will develop you know given time in my right temple.

**LYDIA**

It looks like you've been shot in the head.

**BEN**

Basically yeah because I got spiked.

**ALEX**

I mean you got spiked six times to frankly the fact that that's the worst scar you got is not necessarily the worst thing.

**BEN**

Well there might be others by they are not usually visible.

**ALEX**

Yeah it's all good.

**HELEN**

But you're naked.

**BEN**

I'm not naked.

**LYDIA**

Helen is very she's actually got a bit of scrap paper where she's keeping track how naked is Zolf.

**ALEX**

Helen is apparently trying to gaslight nudity into the campaign.

**BRYN**

She's got like a hang man like illustration but sexy with Zolf and clothes just kind of coming off of him like ooh.

**ALEX**

So what's the plan?

**BRYN**

I walk up to the prostrate kobold and continue to speak draconic, you can stand up now.

**ALEX**

It refuses to do so but proceeds to stroke Hamid's foot slowly with a claw.

**BEN**

Oh no don't do that. Can I just try something.

**ALEX**

Go ahead.

**BEN**

Stand up cretin, your master demands it.

**HELEN**

Good lord.

**ALEX**

It does not move.

**BRYN**

What language were you speaking?

**BEN**

Ah well me.

**ALEX**

[Unclear 0:39:26].

**BEN**

English.

**HELEN**

I think they'd probably only listen to Hamid.

**BEN**

I'm just thinking that maybe requesting them things I heard your tone in there you were more like asking I think these respond better to telling.

**BRYN**

I was asking yes I mean.

**LYDIA**

Cel means [unclear 0:39:37] in Japanese oh alright little buddy how are you doing, how are you doing, how are you doing buddy.

**ALEX**

Nothing doesn't [unclear 0:39:42].

**BEN**

Stand up in draconic.

**ALEX**

Naturally, it looks up at you with the purest adoration you've ever seen on a face and stands in front of you to attention.

**BRYN**

Told you.

**ALEX**

And I will end the episode there.

**HELEN**

Oh no.

**ALEX**

Look it's fine.

**BEN**

Hamid looks very uncomfortable.

**ALEX**

If there's one thing that we've learnt is that if you put Zolf advising someone in a position of power it goes very, very well.

**BRYN**

Correct are you saying Zolf don't talk to Hamid you might give him ideas.

**ALEX**

I'm just saying it's a very good place to end an episode. See you next week!

**EVERYONE**

Bye!

**[Show Theme - Outro]**

**ALEX**

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**ALEX**

Or you really, really, really, really overcooked a full roast dinner.

(Group laughter)

**ALEX**

Fun fact I did it once, I got the temperature and times wrong and cooked it at gas mark 9 for 4 hours.

**HELEN**

Oh Alex.

**LYDIA**

That's not cooking that's like.

**HELEN**

Incinerating.

**LYDIA**

That's just burning.

**ALEX**

It was the first time I ever tried to do a roast.

**BRYN**

How did you not notice the smoke billowing from your oven?

**ALEX**

It was a really good oven and had a real nice seal.

**BRYN**

Oh right so just opened it and.

**HELEN**

Did you just walk away, you just walked away and left it?

**BRYN**

A brick of smoke just kind of slides out.

(Group laughter)

**ALEX**

I was 14 and showing off!

**LYDIA**

Awwwww.

**HELEN**

Ok if you're 14 I understand.

**ALEX**

I fixed it with a duck a l'orange which I made quite well. Yeah.

**HELEN**

Good grief.

**ALEX**

Yeah I had a lot to prove.

**HELEN**

Old posho over hear.

(Group laughter)

**LYDIA**

Alex got rid of all of his cooking needs early on, he now.

**ALEX**

No mostly what Alex did is he used all of his parents really expensive ingredients without their permission to make good for the fact that he had already wasted a bunch of his parents expensive ingredients without their permission. Anyway.

**BRYN**

Chef Rogue

(Group laughter)

**LYDIA**

He lives entirely on smoothies now.