

RQG – 144 – Ride the Wave

Content Warnings

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ALEX

Hi everyone. Alex here. I'd just like to take a moment to thank some of our patrons. Malraza, Jasper, I''s the end looking for any sexy new avatars'' Graham, Lee, Jean, Sharon V, Disaster Nick, Amanda Nangal, Kiara Hernandez, Shannon O'Leary, Annika Dumont, Avantis, Reagan Melon, Jacob, Keelin Lawler, Felix Nicholl, Jasmine Bloom, Brendan Abalivia, Lici Macha, Aaron Burser, Mandy, Zak Davis. Thank you all. We really appreciate your support. If you'd like to join them, go to www.patreon.com/rustyquill and take a look at our rewards.

[Show Theme - Intro]

ALEX

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

BEN

Ben Meredith

BRYN

Bryn Monroe

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LYDIA

Lydia Nicholas

HELEN

And Helen Gould

ALEX

And who are you playing?

BEN

Zolf Smith

BRYN

Hamid Saleh Haroun al-Tahan

LYDIA

Cel Sidebottom

HELEN

Azu

ALEX

I should warn everyone. There's a weird energy in the room today.

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HELEN

It's a horrible energy!

LYDIA

Alex just threatened to kill us all!

HELEN

It's horrible.

ALEX

It's a weird energy.

LYDIA

It's horrible. In game and out!

BRYN

We've had three months of no game and we came back to being told "by the way".

HELEN

Yeah.

ALEX

We had months of no game then here's enormous high stakes and then no game again and then have come back immediately back into high stakes.

HELEN

[Sighs] it's horrible.

BEN

There's going to be a lot of nervous tension I think.

ALEX

Oh yeah, we're all like vibrating.

LYDIA

Are you fine? I'm fine. Why are you saying that I'm not fine. What's your problem.

[Laughter]

ALEX

So, in terms of...

BRYN

Everything's fine. This is the everything is fine song.

ALEX

Right, okay. So, as it stands...

LYDIA

[Laughing]...sorry!

ALEX

...the party is currently split because that's just what I love to do secretly.

BEN

Secretly?

LYDIA

Well...it's pretty obvious.

ALEX

In fact, Bryn is now starting to use all the miniatures laid out in a way that I find appropriate which is he is starting to split the party...

BRYN

Ah, I love the Skraak mini. I love it so much. I have to say, thank you Imogen for these hero forge minis of all of our characters. It's fantastic.

LYDIA

They are so lovely.

ALEX

Really useful.

BRYN

They're brilliant.

ALEX

Means that I can do more complex things.

BRYN

That's cool. Wilde waiting in the wings.

BEN

A band of heavily armed mercenaries apparently!

ALEX

Are you assuming that they're all on the same side aren't you. That's a fair assumption.

BEN

A band of heavily armed assassins.

HELEN

Why is Wilde with some assassins who aren't on our side?

ALEX

It depends how far you get. So

LYDIA

No! You've been doing this for half an hour.

BRYN

[Laughing]

ALEX

So, as a quick recap, we have Hamid and Skraak currently trapped in Harry Potter, specifically trapped in the chess board where it appears to have been played out with a dead rouge and I will remind you in case it becomes useful that there is the wall panel ... that was how they got in. Like that's obvious. It was obvious to you then but it has been a few months. For everyone else, you are currently in a long glass tunnel at the bottom of the ocean as well. This was a more kind of exterior, more perimetry one. Although, you did all just get hit by a blue whale.

BEN

No!

LYDIA

No, no.

LYDIA & HELEN

The tunnel got hit.

BEN

And the windows may or may not have cracked.

LYDIA

And the whale was in pieces...

BEN

Yes.

LYDIA

...which I think should count for something.

ALEX

Potato pro-crushed to tiny cans at the bottom of the ocean. As it stands, you were all heading along the corridor. A carcass of a whale hit it and was sliding down the outside and you were all waiting to find out whether it was imploding...

BRYN

Three months.

ALEX

...crushing.

BRYN

I'm pretty sure we were running.

HELEN

We were running.

ALEX

That is an accurate statement. Two of you are running.

BEN

I stopped and looked.

HELEN

Arrghh!! I hate you so much!

BEN

Good old Ben Meredith. Ben tear up my character sheet Meredith.

BRYN

Wait, wait.

HELEN

No!!

[laughter]

BEN

Put a little spectrum of wreck of Zolf's character sheet.

LYDIA

Did you not just see the...

ALEX

Yeah...

HELEN

Don't wreck mine! No, no!

[Laughter]

BEN

Alex faked it. But Helen has reacted like he didn't!

HELEN

Oh my word!

ALEX

I'm not going to tear it up yet, you're fine.

BEN

No, no. I've just started.

HELEN

Don't say that.

BEN

That's like on a piece of pre-packaged food. That's the rip here tab.

ALEX

Okay. So also, good take away here is that I mean in a lot of ways Azu knows that the reason that Grizzop died is because he's you know, opened his eyes and so on and so if Azu had only just taken the time to make sure that the rest of the party would not look back at things, may be Zolf would survive this as well.

BEN

What's that back there?

ALEX

In order to sort of find out what's happening in that corridor, I'm going to start with Hamid first.

LYDIA

Right, you absolute monster! I don't even respect your craft any more. It's just a hodgepodge nightmare.

BRYN

I will sacrifice...

ALEX

My nightmares are not hodgepodge! They are carefully curated I'll have you know.

LYDIA

I don't know what goes inside your brain. I definitely don't want to find out.

ALEX

So, I will begin with Hamid. You are in the corpses chess room...

BRYN

Yep.

ALEX

...with Skraak. Who is still seemingly a little bit, kind of ... vaguely gesturing to his ears. But seems to be basically fine, as are you.

BRYN

We're going to be okay Skraak. We're going to be okay.

ALEX

Skraak immediately goes over to one of the chess pieces and starts to move it.

BRYN

No. These things might activate again if we play with them Skraak. We're going to leave them alone. We've found what we can find in this room I think.

ALEX

Have you ever seen disappointed on a Kobold?

BRYN

Yes.

HELEN

Obviously no.

BRYN

I look around the room. Because earlier in this adventure, many, many moons ago, there were ... in some rooms there were little ... I want to call them [Jeffrey's] tubes because...

ALEX

That's what I referenced them ... that's what I referenced them at the time.

BRYN

Except, they're not as large as Jeffrey's tubes.

ALEX

They're Jeffrey's tubes for small creatures.

HELEN

Jeffrey's tubes.

BRYN

They're tiny little access panelly, like maintenance hatch tube things that are kind of Kobold size. And I reckon Hamid could just about fit through one. Are there any in this room?

ALEX

There is one.

BRYN

Which direction does it lead in?

ALEX

It appears to be ... so, can you give me a perception check. Azu has been playing a lot of fifth net over the break and keeps calling for things that are ... you can kind of get yourself back in the game.

BRYN

26.

ALEX

What you spot is ... it turns out there probably is one in the door that you came in into this room. And this is one on the far side. You also reckon that that side panel potentially leads to more of them. Which is a bit incongruous because the rogue is medium sized.

BRYN

Okay. I'm going to get Skraak to stick pretty close to me and I'm going to step into the wall where the panel is already off.

ALEX

Stepping is a very, very, very specific...

BRYN

It's quite small.

ALEX

Do you mean smoosh yourself into.

BRYN

Yeah.

ALEX

Okay. So you can if you're on all fours. That's how you'll fit inside.

BRYN

I'll take my sleeves off...

ALEX

Mmhmm.

BRYN

...put them back on and suddenly I'm not wearing a three piece suit.

HELEN

Are you in a catsuit?

ALEX

Four piece suit?

[Group laughter]

LYDIA

A big fluffy parka.

BRYN

No, I'm thinking proper like catsuit. But a really stylish one.

BEN

So, Zolf has been thinking. Is the sleeve of many garments right?

BRYN

Yeah.

BEN

That's what Wallace wears in Wallace and Grommet!

[Over talking]

BRYN

He's not wearing a shirt. He's wearing sleeves and a like vest shirt tank top!

[Laughter]

ALEX

Very well. You are now wearing a catsuit and looking in the corridor...

BRYN

I don't want my clothes getting...

ALEX

You don't want your non-existing clothes...

BEN

But the clothes are fake!

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BRYN

I might get caught and tangled.

ALEX

What I love is that you could have gone overalls, but no, skin tight catsuit!

HELEN

Yeah, like black widow.

BRYN

Yeah.

ALEX

I mean but yeah, ideally, with the full zip down at the front as well.

[Laughter]

BEN

I'm assuming zip down to the naval.

LYDIA

Has anyone seen cats? Yes. Oh!

ALEX

That's a catsuit!

LYDIA

The catsuit...

BRYN

No, it's not that sort of catsuit. No.

ALEX

So...

BEN

Hamid goes to a con!

ALEX

So looking left and right...

BRYN

Remember I've still got my actual like cloak ... my cape thing. Because that's not up the sleeve. So that still exists. So I have to like tuck it in tightly.

[Over talking/laughter]

BRYN

I'll make sure that the catsuit...

ALEX

You're going to be taking penalties at your sneak check, because you're dummy thick!

BRYN

No! No.

ALEX

It's not a cloak. But it's still there!

BRYN

No! The cloak is not voluminous.

ALEX

So, do you have low light vision, or dark vision.

BRYN

No, but I have the cantrip dancing lights.

ALEX

I presume you cast it down there?

BRYN

Yeah.

ALEX

Okay, cool. So, the corridor ... I'm going to call it a corridor. It is a Jeffrey tube. That's what it's built it to be. It's a maintenance access, it's mostly pipes with a metal grating at the bottom and what appear to be like what Cel would recognise as electrical cables, but I mean, you've seen technology stuff before.

BRYN

Yeah.

ALEX

It's full of that. It does look like you'll be able to crawl along. It will be uncomfortable but doable.

BRYN

Yeah.

ALEX

And it seems to extend in a significant distance, both ways. Either back towards the very entrance of the complex which is the...

BRYN

The lift shaft.

ALEX

...the lift shaft. You reckon...

BRYN

Yeah.

ALEX

...or onwards. Bearing in mind that onwards leads past the room that you just flooded. Okay?

BRYN

Is there any sign of flooding?

ALEX

In the room?

BRYN

In this tube?

ALEX

Sorry, in the tube. It's filthy. There's the ... there is the occasionally [water drip sound] but there is not actual....

LYDIA

Ah, that came from his face!

ALEX

...but yeah, it doesn't look actually flooded. It looks damp. That's not really what we're talking about. Skraak is trying to push his head in as well. Kind of awkwardly and past you.

BRYN

And I want to find the rest of the party again. Like Bryn has no sense of direction but I assume Hamid has at least a vague sense of what direction he moved in and what direction the party was moving in?

ALEX

I have given you as much info as Hamid is really able to discern. Hamid believes one direction leads...

BRYN

I mean, this tube only has two directions, obviously.

ALEX

Yes.

BRYN

But I'm assuming there's a network between all the rooms. Like it would make sense if there's going to be branches. You know, I want to head in the direction of the rest of the party. Basically. Which I guess is onwards rather than backwards?

ALEX

It's a binary choice and there will be consequences for either.

BRYN

[Sighs]. I go onwards.

ALEX

Onwards. Skraark's quite enthused. If he's going in after you, he will keep trying to get ahead of you and kind of squeeze past you. Like a dog that's trying to get through a doorway at the same time as you.

LYDIA

Aww.

ALEX

Because he's really keen.

BRYN

I will let Skraak go first but I will tell him not to go too fast.

ALEX

Okay, cool. You head down the...

BRYN

And I'll him to be careful. Like, it's unlikely there's traps in here because the traps were mostly on the outside but we still need to be careful.

ALEX

Skraak gives a little dragony salute and then starts humming his sneak song.

LYDIA

Ahh.

ALEX

[Humming 'sneak song'] Skraak ...

At which point there is a large vibration that runs through along the corridor. It shakes, it gives a bit of a [rumble sound]. The pipe near you bursts...

LYDIA

Hah!

ALEX

And a bit of steam ... sort of nothing huge and then it ... it seems to settle down again. May be with a little bit of a groan.

BRYN

Oh and it's so on edge!

HELEN

Drowning while in a small pipe is literally like, just the worst. The small spaces and why did I give Azu my phobia?

[Laughter]

ALEX

Helen, you don't need to worry. I'm going to use this option for you to jump back to the party who are in a big pipe!

[Laughter]

ALEX

To be specific...

BRYN

Now remember the [unclear: 0:11:21] sensitivity hey?

[Laughter]

ALEX

I hid all the red cards so I can do anything! No. Don't do that! So you are all currently in that long sort of broken travelator, corridor thing.

HELEN

Running?

ALEX

No, two of you are running.

BRYN

I'm going to begin to...actually no!

ALEX

I am going to describe...

BRYN

Yeah.

ALEX

...what's happening and then you're all going to roll for a fresh initiative because things got thrown up a little bit and frankly I can't remember what the initiative was. What happens is that large crack that was on one side of the corridor begins to extend in both ways ...

LYDIA

No, there's a crack!

ALEX

...along the corridor.

[Laughter]

ALEX

Can everyone please roll initiative. I will be rolling initiative for the crack. It was a good idea. I wasn't going to do that but now that Lydia suggested I might ... it's a good idea Lyd ...

LYDIA

I'm getting to be a more experienced DM now and you can expect more of these nuggets from me.

ALEX

Experienced? Also synonymous with vindictive. I like it.

LYDIA

Yeah.

BEN

20.

ALEX

Ooh my!!

LYDIA

12.

HELEN

14.

ALEX

Look at you all being okay!

BRYN

I assume you didn't need an initiative from me?

ALL

No!

ALEX

You're probably right! Can everyone clear the battle map please. Actually, hang on a bit. Alex is going to do some quick maths ... don't bother, their table is not big enough!

[Laughter]

ALEX

It's a very long room! So, with that in mind then, we will start with Zolf. You have seen that the crack is going [cracking noise] like extending lengthways along the tunnel. The carcass is still sliding down the side and seems to be exacerbating the situation.

BEN

It's not the normal scale.

ALEX

This is your situation.

BEN

In which case, I take the run action.

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ALEX

Okay.

BEN

Like the way we were going.

ALEX

As in carrying on?

BEN

Yes, carrying on.

ALEX

Yeah, that's fine. Cool. In which case then...

BEN

I ... my movement is 20 foot. So that's what ... 80 foot. Yep.

ALEX

Yep.

[Dice roll]

ALEX

The crack seems to stabilise a little bit. It doesn't seem to be rattling off down so it looks like if nothing else, you seem to be leaving the point of impact

behind. In so far as, you know the crack was extending?, it seems to reach a natural stopping point as the carcass continues to slide down the side leaving a bloody smear along the side of it. Cel, you're up.

LYDIA

Take the run action.

ALEX

That's fine.

LYDIA

High speed is 30.

ALEX

Cool. And Azu?

HELEN

Also running. My base speed is also 20 so I also move 80 feet.

ALEX

Okay, cool. In that case then, Zolf you are up.

BEN

Run!

ALEX

That's fine. I assumed as much. At which point, the tunnel then does actually crack and shatter. It starts to vibrate as the distinct sound that we heard earlier in Hamid's version of a sort of high pitched [squeal] and then suddenly, effectively, the end of the tunnel just ... crunches ... inwards. The water begins to pour into it. However, you've already covered like ...

BEN

160.

ALEX

...160 feet. To be clear though, this kind of water moves fairly rapidly. You do notice however it seems to be behaving slightly like this on the fly, so I won't leave too much detail. It seems to be behaving slightly peculiarly. It's not just, you know pouring in as you would expect like a dam or something is. It's probably other effects. But nonetheless, yeah, the end has cracked and then just imploded and water is pouring in extremely quickly and taking a chunk of corridor along for the ride. Cel, you are up.

LYDIA

I keep running.

ALEX

You are one ... at your current speed you are one move away from being at the next circular door.

BEN

One move or one run action?

ALEX

Sorry, one run action. That's a good point.

LYDIA

Yep. I take the run action again. Do I have enough time to start fiddling with the door to get it open?

ALEX

Mechanically, no.

LYDIA

Okay.

ALEX

But you are now at the door.

LYDIA

That's cool. I can start opening it next then.

ALEX

In which case then, Azu, you are up. If you take the run action because your remove speed is slightly less than Cel's, you will still have a bit of distance to close in order to reach the door.

HELEN

I think, what I'm probably going to do is, I'm going to use my move action again and then next time I'm going to drink my water breathing.

ALEX

Yes! Yes! Good point. So drinking ... I'm just going to double check this. Yes, so it's a standard action. So what you could do, is you could move at your normal move pace, and drink a potion. Or, you can do the run for the extra distance, but you can't do both.

BEN

Question for you.

ALEX

Mmhmm.

BEN

How far until the end of the tunnel?

LYDIA

Zolf has reached the end.

ALEX

Zolf has reached the end of the tunnel...

BEN

Which was 240 foot total movement. But, was it every single piece of movement or was it 135 foot, 130 foot, 120 foot.

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ALEX

Yes, every single piece of movement.

BEN

Right, so it's 240 foot away from where we started.

ALEX

Yes.

BEN

We've moved 160. We'll move 240 next time. We won't have chance to drink water potion and get to the door.

ALEX

No.

BEN

Okay...the drink potion...

ALEX

Your option is you can ... it's built ... it should be built, if I did it correctly, that you can either get through the door, or you can drink the potion. You can't do both.

LYDIA/HELEN??

Argh!

ALEX

Because unlike the real world, this world is narratively satisfying. The force is maximum amount of character choice.

BEN

Yes, this discussion about feet is very narratively satisfying.

ALEX

And you're on board!

BEN

Ultimately satisfying and dramatic, this discussion about five foot squares is.

LYDIA

I mean, having reached the door, I tell you I find it quite

[Group laughter]

ALEX

Decision time Helen.

HELEN

I'm slower than Cel.

ALEX

Yes.

HELEN

So I'm going to drink water breathing.

ALEX

Okay, so you're ...

HELEN

Because I think that this tunnel is going to flood before.

ALEX

So you're moving and then necking your potion?

HELEN

Yeah.

ALEX

That's fine. So your normal move distance is?

HELEN

20.

ALEX

But, you successfully drink a potion without your head exploding or anything awful, so that's useful to know.

HELEN

Thank you. Thank you my dearest benefactor!

[Laughter]

ALEX

Well all of this, you don't actually know if that is a potion of water breathing. It was just labelled as one.

HELEN

Yeah.

LYDIA

Ah, that's...

ALEX

Zolf, you're up.

BEN

Run. I'm there. 240 foot down.

ALEX

Fine. I keep forgetting about the whole like normal movement speed thing now for Zolf. I keep assuming that your moving speed is like 15 and it's just not. It's just not.

BEN

As fast as that.

ALEX

Okay, in which case then, the water furthest back is Azu, correct?

BEN

Yes.

ALEX

What's your distant tracker?

HELEN

100.

ALEX

Okay. The water has gone [vroom] down the corridor and is coming at you like an animal. For what it's worth, there is a couple of pieces of like detritus in there. But it's mostly just pure water powering towards you. It ... because of the way the master works, it is at your heels, but has not overcome you. It's like [woah] so ...

[Laughter]

ALEX

I realise we have to sort of go slow mo here. There is a literal wall of water like champagne from a bottle that mechanically speaking, is exactly next to your five foot square. But not upon you. You are completely fine in every way.

BEN

How many squares does the water cover in the tunnel?

ALEX

100.

BEN

Okay.

HELEN

So I can run and still escape?

BEN

No, you get eaten by the water. Because you move 80 foot and it was 100 foot. You only get eaten a little bit by the water!

[Laughter]

BEN

And you've got water breathe.

BRYN

You can breathe the water Helen, you're going to be okay.

BEN

Yeah.

HELEN

It might be like...

BRYN

Assuming that it doesn't kill you.

HELEN

...be a punching in the face.

BEN

You're going to be okay.

ALEX

Wat...I was going to say water, it's your turn! Water has already had it's turn!

BEN

Although, I'm going to make this very clear. If all this discussion of drowning is a bit much?

HELEN

No, drowning itself is fine. It's drowning in a small space.

LYDIA

But the space has opened up!

[Laughter]

BEN

So, one problem was replaced by a less bad, but still very bad problem!

ALEX

In fact, there's more space than you know what to do with. And it's out to get you!

HELEN

This is fine because I am in a room with friends. Just to make this clear like. I'm absolutely fine. It freaks me out, but I'm not going to need a break.

LYDIA

Remind me what I need to do to open the door. Or is the door already open?

ALEX

So, the door is not already open. It's a submarine door that is a standard action.

LYDIA

Okay, I'll do that.

ALEX

Okay, cool. You are opening the door. You open the door and it slams, okay? Before it managed to activate any thought saves for anyone. You know that [screech noise] that was building up in your ears, that kind of seems to have died down when you opened the door. So that's a plus.

BEN

Is there a [hissing sound]?

ALEX

There is. There is a very satisfying [hissing sound]. And the other said of the doorway is pitch black.

LYDIA

Cool. Well, having opened the door, I will step through it and hold it open for the others and yell 'Quick!'.

ALEX

From the dad advice column. Be quick! Be careful! Like all useful advice.

LYDIA

You know, sometimes it's...

BRYN

It's a panic situation!

LYDIA

...worth being clear.

BEN

So, Cel is a good dad?

ALEX

Cel is a good dad, it's true. Azu, you're up.

HELEN

There weren't many parents!

ALEX

Do you use your run action do you?

HELEN

I do!

ALEX

How much distance do you cover with the run action?

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HELEN

Another 80.

ALEX

Another 80? Bringing your total to?

HELEN

180.

ALEX

180, so you are...

BEN

One hundred and eighty!!!

LYDIA

A cuddly toy!!

[Laughter]

ALEX

Okay, so...

BEN

I wish we were being chased down by a flood of cuddly toys!

HELEN

Me too! They're the most annoying pokeman and sword and shield.

ALEX

The toy?

LYDIA

There's like a stuffed bear one. It's a fighting one that's really common and it's cute.

ALEX

I am so sorry!

LYDIA

There's also one stuffed bear one that constantly has a nose drip because he's an ice cuddly bear and so it's just gross. You know like when he does an ice move, he sniffs in... it's gross!

ALEX

Eugh! Zolf, you're up. There are no cuddly toys drippy or otherwise. Unless you count maybe Azu.

BEN

So I'm at the door. The door is open. I can see into the door. What's in the door.

ALEX

Oh yes, of course you can. Cool. So, on the other side of the door, there is a large mouldy sign hanging from the ceiling which says the words “respite”, you think, maybe. It seems to be written in English. Inside are ... how do I put it? I want you to imagine, like a submarine aesthetic okay?, and then, try to put super impose a lounge on top of that.

BEN

Sure.

ALEX

It has the same walkways around as a couple of the flooded rooms that you’ve seen – you know, the raised up stuff.

BEN

So it’s quite a big room?

ALEX

It’s quite a big room. It has shelves around the outside and it has a lounge, in inverted commas, in the middle. Someone has put a tatty rug in the middle, put some big armchairs ...

BEN

Like a lounge on a cruise ship. I’m getting that vibe.

ALEX

Yeah. Someone has gone 'get some second-hand furniture and make me a lounge in this large engine room please'.

BEN

Sure, okay.

ALEX

That's all the detail you can bring.

BEN

I'll walk in and ... sorry ...

ALEX

I've sobbed!

LYDIA

Take the action.

BEN

I'll run in.

ALEX

Yep.

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BEN

Not mechanically.

ALEX

Sure, sure.

BEN

And then depending on, you know, what the exact mechanism is, compose myself in some way to help Cel close the door once Azu gets in.

ALEX

That's fine. I will just allow this slightly because it requires it.

BEN

Good.

ALEX

Good. The water moves 100 feet. It has now moved 200 feet meaning it has now reached...

HELEN

Me.

ALEX

...Azu. Azu, can you please give me a reflex save? Ah, no, can you please give me a really good reflex save.

HELEN

It's going to be terrible. And you know this.

LYDIA

Oh my gosh! Helen! Oh no!!

BRYN

Is that a 3?

LYDIA

That's a really bad one.

HELEN

That's 7.

ALEX

Okay, let's make this a little bit more exciting. Can people please pass me all the D6's you can muster.

[Beeping sound]

ALEX

That is not getting anything out of it but bleeps! Okay...

[Dice roll]

ALEX

That's a satisfying rattle. Listen to that!

BEN

10 D6 by the way.

ALEX

More than. I miscounted.

BEN

Oh, right.

ALEX

Okay, Bryn, are you ready to tally?

BRYN

Oh, that's ... oh no.

HELEN

That's a big mix...

BRYN

That's actually pretty average!

ALEX

Bryn, the human calculator. Are you ready?

BRYN

Yep.

LYDIA

Are we going to write these down?

ALEX

I'm going to read you out the numbers and you tally for me. 6, 6, 6, 5, 5, 3, 3, 2, and four 1's.

BRYN

40 exactly.

LYDIA

Holy smoke! I didn't even start adding that up.

ALEX

He's good isn't he?

LYDIA

It took me that long to write it down.

ALEX

He's dead useful! So. What happens is the following. Oh, that's all bludgeoning if it matters.

HELEN

No.

ALEX

Okay.

HELEN

It doesn't matter what kind of pain it is.

LYDIA

Exactly.

BRYN

You can be resistant to certain damage types.

ALEX

You can be immune to certain types.

HELEN

I'm immune to disease. If you told me that this water was horribly infectious ...

LYDIA

Are we swimming in sewerage. You'd be fine!

ALEX

It's really clean.

BEN

If you were a skelebones you would still take max damage.

BRYN

But if it was a wall of knives you'd take half damage!

[Laughter]

ALEX

Unfortunately, you are not a skelebones and it is not a wall of knives...

[Over talking]

ALEX

14 bludgeon damage. What happens is the water completely overwhelms you and overruns you. The first thing that happens is a chunk of stanchion just smacks into your head. And you are being bundled along. Unfortunately, due to your heavy armour and so on, the wall of water passes beyond you. It doesn't sweep you along. You are basically left behind being...

LYDIA

Oh, I was really hoping that she'd be chopped for...

ALEX

...moving on.

HELEN

So was I, yeah.

ALEX

Eh?

BEN

Are you a freak?

ALEX

What I would say is I am now happy to tell you it is an actual potion of water breathing...

HELEN

Yay!

ALEX

And I leave it to you as to whether Azu is willing to just give a nice big gasp or how you come to that realisation but yes, you do have mechanical...

HELEN

I think she probably does like gasp. Just like being hit in the back of the head.

BEN

Well, yeah, you took full damage. You'd have all the breath knocked out of you and you would have to be like [gasping].

HELEN

Yeah.

ALEX

And on that, we'll take a lovely, calming, relaxing break.

HELEN

For you?

ALEX

For me.

And welcome back. So Cel, you are up. Currently you can see Zolf extremely ready to close a door.

LYDIA

I ready my action to also close the door when Alex ... Alex?, when Azu comes through.

ALEX

Oh, I have to take your first answer. You will close the door when I come through.

LYDIA

No!

[Laughter]

LYDIA

Azu!!

ALEX

Okay. In which case then, Azu. Can you please give me a reflex save? Separate one to the first one, obviously.

[Dice roll]

HELEN

What's it saying?

BRYN

That's a 9.

HELEN

Okay cool. That's 13.

ALEX

You are now mechanically swimming. Because you are engulfed in water and you are swimming in an extremely strong current whilst wearing heavy armour. What would you like to do? This is an extremely strong current pushing you towards your friends.

HELEN

Oh good! I swim.

ALEX

Okay. In which case then...

HELEN

What do you mean? What else can I do?

BEN

You're taking armour check penalties, but yes.

HELEN

I can't do anything else other than swim!

BEN

It's completely reasonable.

BRYN

Ride the waves!

HELEN

Don't allow him to say okay to me like that!

BRYN

He's going to ask you for some silly gubbins.

BEN

Because it's pathfinder and pathfinder is nothing if not 500 pages of silly gubbins!

LYDIA

One of my red cards is Alex saying 'okay'.

BRYN

Not Alex saying 'good, good'.

ALEX

So presuming you're using a full action.

HELEN

Yes, I want to get to the door as swiftly as possible. That's fine.

ALEX

Okay, can you please give me a swim check?

HELEN

I have ride. Can I ride a wave?

ALEX

You cannot ride a wave!

BEN

Do you want a surf board?

ALEX

Your first reflex save, had it been high enough, would have allowed you to ride the wave. But here we are!

HELEN

16.

BRYN

What's your modifier?

ALEX

How about jail halfplate? Just an armour check penalty of minus 7. So your roll was 16. Your strength is plus 3. 17, 18, 19. Minus 7 takes us down to 12.

BEN

That's a respectable swim check.

ALEX

That's a...

BEN

And the current is helping you.

ALEX

Okay. So what you have managed to do, is you make no progress under your own power towards the door, but it's fine. You don't need to use your own power to get to the door. You're getting there any way! You move...

HELEN

Yay!

ALEX

...50 feet closer to the door, which is slower than the water, but your armour is having a massive impact on things. But you do manage to manoeuvre yourself in such a way that you aren't smashing into the side, you are scraping along the bottom and you're still orientated the right way up. Pretty much you use all of your strength and power and swimming to stay upright and facing the right direction which is no mean feat.

HELEN

So, by my account, this is 230 foot down.

ALEX

Mmhmm. Sounds right to me.

HELEN

The door is 240 foot.

ALEX

That is correct.

HELEN

Zolf can you see Azu out of the door?

BEN

I can.

HELEN

Okay, she looks absolutely terrified.

BEN

Okay.

HELEN

She is freaking out.

BEN

Okay.

HELEN

Okay. I want to make that clear that there is a very scared large hawk! I was going to say a little girl but no, she is a large hawk.

ALEX

She is a large, independent hawk!

HELEN

And she is terrified by the light.

ALEX

For a legitimate reason I'll have you know.

LYDIA

It's not a phobia when it's frickin logical.

ALEX

So, at this point then ... water [gushing sound]...

BEN

Yeah!

ALEX

Ploughs into the room. I am going to go out on a limb and say that readying to close the door includes readying yourself...

HELEN

Racing.

ALEX

...to stand in the doorway. Literally framed in it ready to get hit by the water.

BEN

Yeah, at the very least we're holding onto something.

ALEX

Standing to the side and bracing. That does mean that you are going to take some bludgeoning damage but not all the bludgeoning damaging.

BEN

Do you not want us to take a reflex?

ALEX

Yes, but that will affect how much, not whether you take it.

BEN

Half saves time! If only we were playing Fifth Ed and we could get advantage!

ALEX

No, I don't think I'd give it you just to ...

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BEN

Yeah well, 23 anyway so you can go suck it!

[Group Laughter]

ALEX

Ben may be full of salt now. You wait until he's drowning in sea water.

BEN

My trick is I'm always salty!

LYDIA

I can't remember what I add to a reflex save.

BEN

Your reflex bonus which is...

BRYN

10.

LYDIA

Okay, 12.

ALEX

12?

BEN

Lucky yeah. Lucky to have a high bonus.

LYDIA

Well that's by design. Unlucky roll.

BEN

Oh sorry yes. Not lucky. Clever.

ALEX

Zolf, you can half this. Cel you cannot.

[Dice Roll]

LYDIA

They have so little hit point.

ALEX

19.

BEN

Round up.

ALEX

Round down in this situation.

BEN

8. I've got loads of hit points.

ALEX

It's just the pure bludgeoning damage, getting bashed by some of the stuff that hit Azu, blah, blah, blah. You see all of this water going ... you know what I my do? I'm still ready to close the door, but I must just side step and [imitates noise]. So water is now...

BRYN

Hanging on!

ALEX

...ploughing into the room. You can't have an accurate estimate without taking the time to do so. This room will be filled extremely quickly. We're not talking like oh no, you have 10 rounds. Like imminently it will be filled. At which point then, Cel, you are up. Your readied action did not trigger so ... you can just re-ready your action if you want.

LYDIA

I'll re-ready the action.

ALEX

That's fine. In which case then, Azu you are up. You are 10 feet away from salvation. I assume you would like to make a full round action to swim in.

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LYDIA

Yes please.

ALEX

Okay. Give me a swim check.

LYDIA

Yay! Okay. 19 minus 4 is 15.

ALEX

15? Get you! Do you want to know what happens if you use your full round action to swim?

LYDIA

What?

ALEX

You move at half your move speed which is 10 feet.

[Laughter]

BEN

The water is helping.

ALEX

True. But there is nothing quite like feeling like you've designed something correct. When you manage it with exactly zero feet to spare if I ignore the current.

BEN

Yeah, plus 50.

ALEX

Plus 50!

BEN

And...

ALEX

So here's what happens. So Azu, you swim in the direction but you grossly overshoot. You do slam into the far wall but not in a damaging way because your swim check was sufficiently high.

HELEN

Just a comedic way.

LYDIA

I'm laughing at your little swim mime.

ALEX

This is what swimming looks like!

HELEN

But the dog is confused!

ALEX

At the same time, the readied action to close the door goes off. However, you are currently trying to close the door on the ocean. So this is going to require a sort of attached strength check.

BEN

Yes. Although I'm hoping that this door is designed as a bulk head to be able to do this.

ALEX

So, what I am going to do is not allow one of you to do strength check in order to assist. I want a separate strength check from both of you please.

BEN

Yep, okay.

[Dice roll]

BEN

That is a 15.

[Dice roll]

LYDIA

That's a 13.

ALEX

15 and a 13. Okay.

BEN

Pretty good on raw strength.

HELEN

None of you are good at closing a door!

[Laughter]

ALEX

So, you make some headway but are not able to completely close the door. The force behind it is incredibly huge. It's basically standing going 'I reckon I've got this avalanche!' Like you are able to start closing the angle so that you are angling all of the water around it but physically closing it completely still...

BEN

No.

ALEX

...is not possible at this point.

BEN

Now that's a shame. However, that was on Azu's turn right?

ALEX

Correct.

BEN

Which means that I get another go ... before the water gets to go!

ALEX

This is an accurate statement.

BEN

Because we're ready, right?

ALEX

You are correct in that you get to go before the water is. And I will say this, you have made progress. It's not a case of 'oh, we have failed. It is all damage'. It's just like you wanted to close the door and you've managed less than closing the door fully.

LYDIA

It's like half closed.

ALEX

That kind of thing, yeah.

BEN

I'm going to continue to try to close the door.

ALEX

Give me a strength check.

BEN

That is a 20.

ALEX

Aww, better. Yeah, okay. You are both kind of expecting this. You continue to make progress. You reckon if ... okay ... narratively if you were both to give a good final push, you might be able to manage it. But you do have to bear in mind that the more closed the door is, the harder it is to close the remaining distance.

BEN

[Whispering] It's a badly designed door.

ALEX

It is. I'll address that later.

BEN

Yeah, I mean showing an idiot and has a ... is massively egotistical so probably...

ALEX

You are correct. This is poorly designed.

BEN

Yeah, but that's notable. But this is not built for what it's currently doing which is the only thing that it should be doing.

ALEX

Correct.

BEN

Yeah.

ALEX

In which case then, the water goes...

LYDIA

Ah, no.

ALEX

The water level rises within the room by 10 feet.

LYDIA

Oh, that should make it easier to close the door.

BEN

That's true. And also hopefully we've slowed the flow by getting the door a bit closed.

ALEX

Yes. So technically, here's the thing. I am not going to require checks from you because I'm feeling very generous. The water level is now above your heads. If, however, you choose to stop bracing the door, you will bounce up to the water level. The water has risen by 10 feet within the room. It is now 10 feet off the floor. You are not a 10 foot tall character.

BEN

Yeah.

HELEN

So I'm under water again?

BEN

We're all under water.

ALEX

Everyone's under water.

HELEN

But I can breathe!

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BEN

I guess arguably Cel could chose to float.

ALEX

Which is why I'm up too. Cel, you're up. You're currently under water.

LYDIA

Cel is not very strong but they are going to try.

ALEX

Okay.

HELEN

Good luck.

[Dice roll]

LYDIA

Yay!

BEN

Natural 20.

LYDIA

Somewhere like from the depths of their heart their lanky limbs lock into position and ... really ... it's about the positioning. It's working out where the

badly tuned weight of this door is and working out how to crash it in just the right way.

ALEX

Cel is not a strong character.

LYDIA

No.

ALEX

But what Cel has is a very strong understanding of the concept of leverage.

LYDIA

Yes, yes.

[Laughter]

ALEX

I am happy as part of the narrative things basically go, this isn't going to work.

LYDIA

I was actually thinking, could I use a knowledge engineering check instead of strength but I did sort of assume you wouldn't allow that.

ALEX

I wouldn't have, but that's effectively what you're doing...

LYDIA

Yay!

ALEX

And she's just gone 'ah, okay, right, yes, brace, yes' and you've basically grabbed a like pipe or something, have jammed it in and as a combination of his check and your check, you are successfully managing to hold the door closed now. To be clear, the door is not locked. You still to do the rotation. However, the force that is acting on it will have reduced. You are under water, although it is still trying to equalise, you've basically with the nat 20 almost sort of jammed it. You cannot, to be explicit, you specifically Cel cannot leave. If you do, it will unbar itself.

BEN

That is fine. That's exactly what we need to happen in this situation.

ALEX

Exactly.

LYDIA

Okay.

ALEX

Azu, you are up. You are still technically under water.

HELEN

Yes.

ALEX

However, you notice it's a lot easier to swim now.

HELEN

The water is not insane!

ALEX

Basically. The water is not actively trying to kill you, it just might kill you.

HELEN

Am I able to swim over to the door and assist in locking it?

ALEX

Honestly, no. While swimming at full speed you will not cover the distance of the...

HELEN

Can you like push off the wall though?

BRYN

No. You're a 10 foot now. Best case.

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ALEX

You flat out, nailing your swim checks is 10 feet. Full round action to move.

HELEN

Why does the...

BEN

Yeah, how will it cross the room?

ALEX

About 40 feet. By 40 feet by 40 feet.

BRYN

Worth clarifying as well, Azu can see in the dark because she...

ALEX

Oh yeah. What you see is chaos.

BEN

But Cel, it's just pitch black?

LYDIA

Yep.

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ALEX

Yep.

HELEN

I think I'm going to try and swim over to the door to help my friends.

ALEX

That's fine. Give me a swim check.

HELEN

Okay.

[Dice roll]

ALEX

What was it?

HELEN

That's a 7. So that's a 3 and they're swimming.

ALEX

You don't manage to make any progress. Swimming is brutal in armour. Swimming is brutal in armour. You have been right to be scared up to this point.

HELEN

I just got hit into a wall.

ALEX

It's a fine!

HELEN

Pissing myself! No one notices!

[Group laughter]

ALEX

I'm not sure. The water level rises.

[Group laughter]

ALEX

I'm going to stick with this because...

BEN

I mean the water has been an enemy in this initiative/combat situation. I did not think the first time someone would piss on an enemy...

[Group laughter]

ALEX

Zolf, you're up.

BEN

I lock the door.

ALEX

That's fine. You use your standard action. You don't need to use a strength check because that bit of the door doesn't work like that.

BEN

Cool. Now that I've done that.

ALEX

Correct. I am happy to drop everyone out of initiative order.

BEN

Yeah.

BRYN

But you're still under water.

LYDIA

Can I bob to the top?

ALEX

Here's the thing. So, I am happy to drop everyone out of initiative order with a couple of pieces of understanding from everyone. Zolf and Cel, though

swimming, are currently at the edge of the room. I will not require swim checks if you are just navigating via the edges of the room.

BEN

[Unclear: 0:36:43]

ALEX

There we go. Azu is currently under water, but able to breath so is under no time constraints beyond time constraint of water breathing which I think is like measured in like an hour or so.

HELEN

Can I just ... can I just walk across the floor?

ALEX

Yes. In fact, it's easier for you to go slower.

HELEN

I've remembered that!

BEN

It's probably 10 foot around be now to make a check would be my guess.

ALEX

You can only do it in perfectly still water, which this is.

BEN

Yep.

ALEX

So you can...

[Laughter]

BEN

Did you get your wish Alex?

ALEX

So I may have confessed in the break of what I really wanted. A little bit was Azu to be locked outside like a big daddy. But, here we are.

BEN

I think Alex has been playing a lot of bio-shock.

ALEX

It's fine. It's fine. You know what, the games been that long, I may have designed this when bio-shock was new. Right, I'm going to return...

BEN

Well it was before this podcast existed!

ALEX

...once...I'm going to ask, no actually. I'm going to ask everyone what you're initially doing and then carry on from there. So, Zolf what you doing from this point?

BEN

So I'm actually looking around to see if there's a drain in the room, lever or something. Like there are those cupboards in Kobold hatches. Assumingly under water based. Assuming this could happen.

ALEX

Give me a perception check.

BEN

Yep.

[Dice roll]

22.

ALEX

You see a likely looking lever. Like I said, the place to be clear is all of the walls are covered in piping, pressure gauges, steam, and so on. There's quite a lot of levers and there's quite a lot of twisty things however. You do see one that has literally like black and yellow striping on it. It has symbols written about it in Japanese.

BEN

But it looks like my knowledge of in 8UX as being a person who exists in the world is like, that looks like the thing you press when things have gone wrong.

ALEX

If it's not, whoever designed this is an absolute moron. That is clearly...

LYDIA

Now, that's a problem.

BEN

Or, especially devious. Some kind of villain. However, I'm going to skew over there and pull that lever.

ALEX

With levitation it's fine.

BEN

Not actually levitating because it will pull me out of the water. I'm grab handling...

ALEX

Yeah, that's my point. It is easy for you to navigate around the edges of this room.

BEN

Sure.

ALEX

Like no checks required. It's still water. It's actually comparatively trivial. It's just annoying.

BEN

Sure.

ALEX

I know what Zolf is going to be doing. Cel?

LYDIA

So is Cel still under water at this point?

ALEX

Currently yes, but we're kind of falling out of initiative order rather ungracefully.

LYDIA

Well, it's all completely dark to them.

ALEX

Yes.

LYDIA

So they're going to take the potion of water breathing that they had in their hand.

ALEX

Yep.

LYDIA

And then allow themselves to bob upwards, but of course with no knowledge of whether they will actually...

ALEX

Cel suddenly bobs upward above into...

LYDIA

Yeah.

ALEX

...air apparently.

LYDIA

And then shouts 'can anyone tell me what's going on? An innate curiosity I've been accused of this before. Just, it's been great fun guys but I ... I can't see. I can't see for nubbins. I would offer many nubbins in return for being able to see. It is not fun. I have some things I could do to be able to see but I can only do those for a short period of time. And you know that thing when you have something that's of limited resource and then you never use it and you get to the end of a difficult day and it turns out that you should've used it, you should have really used it, but in the end, you actually just don't use it. By the way is there limited air?

[Laughter]

LYDIA

I suppose it doesn't really matter. Folks, if you have not taken your potion of water breathing, I really recommend that you do.

BEN

You loved him so much!

LYDIA

I'm just...I'm just trying to get some information. Are you guys alive? Little buddies! Folks! Ladies and gents and anyone else, please.

BEN

So what I would...

LYDIA

Are you alive? Oh no'. Start waving their hands like...

BEN

What I just want to...

LYDIA

...just like breaststroke but like for their hands are like ... folks are you alive?
Oh no, what if I'm alone down here?

BEN

So what I point out is that both of us are currently under water which means that that's basically unintelligible and we can probably just hear like a Cel toned mumble.

LYDIA

We can just see their legs! That's what most people end up hearing. After more than 10 or 15 seconds.

BEN

To say out of character, that is likely why we're not responding to this. We're not being cruel on purpose.

LYDIA

Okay, so it's...we're alone in a dark underground ... like I wonder ... I mean ... are there any science experiments I can get done while I'm down here.

ALEX

I'm going to jump to Azu quickly. Azu, where are you walking to under water?

HELEN

I'm going to walk to the door.

ALEX

Yep. That's you for the next five minutes!

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HELEN

Can I pull on Cel's leg?

ALEX

It's going ...

HELEN

Let her know I'm here!

BEN

Brutally cruel but...

ALEX

I'm going to ...

HELEN

No, just a nice little tug. Not a whoosh!

BEN

Yeah, yeah, yeah.

BRYN

And also, they won't know what that is.

ALEX

So, allow me to give you final tableau for the episode. I'm sorry it's not been a very Hamid heavy one, but people were picking a fight with the ocean.

BEN

No, the ocean picked a fight with us. We did not instigate that.

HELEN

Yeah, I did nothing!

LYDIA

Really, the whale did. So it's sort of like, you're in a bar and like there's someone who's starting something.

BRYN

Guys, the whale was a corpse.

BEN

The whale spilled the ocean's drink and we got blamed!

BRYN

Who?

LYDIA

Yes.

BEN

Who killed the whale?

BRYN

It's the big squid.

ALEX

I'm going to give all of this from Cel's perspective to close the episode out. In the pitch darkness Cel talks to themselves in order to keep themselves going I suppose. There is a loud [noise] and an alarm starts ringing loudly and something grabs their foot.

[Group laughter]

ALEX

And we'll end the episode there!

[Group laughter]

BEN

Utterly monstrous.

ALEX

Bye everyone!

ALL

Bye!

[Show Theme - Outro]

ALEX

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