

RQG – Episode 146 – Organic Matter

Content Warnings

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Hi everyone Alex here, I'd just like to take a moment to thank some of our Patrons, Brooke Griffith, Angela DeFrancis, Rebecca, Emeris, Steph, Emery L, Leah Addison, Briana Cravairor, Rym Saoud, Tarryn Whinnie, James Cunningham, Kia Lewis Marlow, Bex, James Furber, Sammie Youhas, Creatrix Anamie, Hannah Francis, Anna Sparlin, Vassia Hilliard, thank you all we really appreciate your support. If you'd like to join them go to www.patrimon.com/rustyquill and take a look at our rewards.

[Show Theme - Intro]

ALEX

Hello and welcome to episode 146 of the Rusty Quill Gaming podcast. I'm your host and GM Alex Newall and with me today, I have

BEN

Ben Meredith

Rusty Quill Gaming – 146 – Organic Matter

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

(Group laughter)

LYDIA

Cel Sidebottom

HELEN

And Azu

ALEX

We are in an underwater place about to kill a gothic dude.

BRYN

No about to capture.

ALEX

Oh capture sorry, capture a gothic dude.

LYDIA

I agree to kill a gothic dude I don't know how about guys.

ALEX

And as it stands the party is still currently split, we have Hamid chilling out in what is definitely not a large ominous space filled with boss and the rest of them are opening a golden door that potentially leads to a large ominous room filled with boss. With that I will start with Hamid, so Hamid you were sneaking your way around to the back.

BRYN

Yeah.

ALEX

Of the room.

BRYN

Yeah.

ALEX

So it's.

BRYN

Approximately 120 degrees.

ALEX

Around the.

BRYN

Around the circular room.

ALEX

So you gave me a stealth check.

BRYN

30.

ALEX

Can you give me another stealth check please?

BRYN

24.

ALEX

Ok great so you make it to the far end of the walkway over the study portion of the day and you are able to give me a perception check, that's what you're able to do give me a perception check and then we'll see what you're able to do.

BRYN

21.

ALEX

21 additional things that you discern from your new angle, there are a pair of large bulk heady looking doors leading into the room, one on either side of the kitchen thing so they were equally distant from where you were stood when you entered the room but on the ground floor of the room. Additional things that you notice, with a 21.

BRYN

Can I get any more detail about the gloomy figure especially now I'm.

ALEX

Yeah that's what I'm.

BRYN

From the side where I'm getting him lighted.

ALEX

So.

BRYN

That's part of the reason I came over this way.

ALEX

So the gloomy figure appears to be male, they do literally have steeped hands with their sort of head upon them. They appear to be wearing a blank white mask.

LYDIA

Aaagghh.

HELEN

Wow.

ALEX

A full face mask though not a hacked half mask.

LYDIA

Are they alive, is the actual person somewhere else?

ALEX

Additional things that you notice are that there appears to be a number of cables running from the back of the chair that they are sat in to the pipe organ.

BRYN

Hmmm does the person look alive, can I see any sign of life?

ALEX

They are not moving.

BRYN

Not even at all.

ALEX

From a distance of 5, 10, 15, 20, 25, 30, 50ft ish you can't really tell, they're not moving, they have not moved since you entered the room.

BRYN

I mean this could just be another one of the dead bodies I mean I'll admit it's unlikely but.

ALEX

This concludes the things that you can see.

BRYN

How far is the drop to the floor?

ALEX

About 25ft.

BRYN

I would like to quietly cast fly.

ALEX

It is worth mentioning actually before you do, that there is a ladder at the point that you're at that leads down and a ladder at the point at the other end, I know I'd forgotten something I currently gave you a walkway with no way to get up or down which is nonsense.

(Group laughter)

BRYN

Then I'm going to attempt to climb down the ladder quietly.

ALEX

That's fine. Can you give me another stealth check because ladders are tricky.

BRYN

24 again.

ALEX

That's fine there seems to be no reaction.

BEN

Tension, tension, tension, tension.

BRYN

I am going to draw from my bag of holding the potion of greater invisibility.

ALEX

Oooh good choice.

BRYN

I'm then going to move slowly around the edge of the big glowing liquid filled chamber so that I'm.

LYDIA

Have you taken the potion?

BRYN

No it's in my hand.

LYDIA

Ok.

BRYN

So that I get to within about 20ft so I can see the figure better, but I'm behind them.

ALEX

I require another stealth check please.

LYDIA

Good luck.

BRYN

Yeah 23.

ALEX

You are being so stealthy.

BRYN

I've got a plus 15 I'm not even rolling that well.

ALEX

I think you manage it, I think you manage it.

BRYN

Ok can I see any better from here, I'm a lot closer now, I'm like a third of the distance I was before.

ALEX

Give me another perception check, the light quality here is terrible.

BRYN

Yeah.

ALEX

You are actively having to look because there is no proper lighting it's just a glow.

BRYN

Yeah and I need to be careful that I'm not casting a shadow into this person's vision. Oh that's not great, 17.

ALEX

You just don't know, you just don't know.

BEN

Crossbow bolt.

ALEX

There is a hum actually of power coming from the cables ahead of you which run from the seat to the organ and you are able to discern a few more things about the organ if you'd like to.

BRYN

Oh yeah I look in all directions simultaneously by the Pathfinder rules.

LYDIA

I'm made of eyes.

ALEX

It's just all characters are beholders, there's halfling beholders, dwarf beholders.

BRYN

[Unclear 0:05:30].

ALEX

So using your eye stalks canonically.

(Group laughter)

ALEX

Everyone has eye stalks we just don't talk about it.

BRYN

It's just normal.

ALEX

That's the thing, why would you mention it.

BRYN

Yeah.

ALEX

Everyone has a body.

BRYN

All [unclear 0:05:40] species.

ALEX

But we don't go on about it so what you see about the pipe organ is it's sort of a pipe organ, you're not an expert but it looks like it's a pipe organ that's potentially designed to maybe make potions instead of music like.

BEN

That is so cool.

ALEX

There is a keyboard of sorts but it's mostly.

BRYN

Is each key an alchemical symbol because those exist.

ALEX

And Hamid would recognise them, yeah it is.

BRYN

I mean he wouldn't understand them but he would recognise them.

ALEX

Yes the keyboard is yeah basically all of the keys are labelled with alchemical symbols and you see that all of the piping is mostly filled with different types of fluid, powder or sort of basically that alchemical components.

LYDIA

I'm so sad Cel can't see this.

ALEX

I would say though.

BRYN

They will be able to soon.

ALEX

It has clearly been deliberately built to look like a pipe organ it just probably isn't one.

HELEN

How much money has he spent on this?

BEN

We're in an underwater base.

HELEN

Yeah.

BEN

He has got underwater base money you know.

(Group laughter)

ALEX

He doesn't have moon base money it is a recession

(Group laughter)

BEN

A moon base in this economy?

(Group laughter)

BRYN

Oh I'm so tense. I'm so tense.

ALEX

In fact technically not only does he have an underwater base he has an underwater volcano base.

LYDIA

Yeah he is on a volt.

BEN

Tension, tension, tension, tension, tension, tension, tension, tension, tension, tension, tension, tension, tension.

ALEX

Go on Bryn make a decision.

LYDIA

The base was going to need to drop.

BRYN

I'm going to sneak up to right behind him.

EVERYONE

Oooooooooohhh.

ALEX

Ooh you're right give me another stealth check.

BRYN

The potion of greater invisibility is on my lips, I'm like holding it to my mouth.

ALEX

Oh you're taking additional penalties there you go.

BEN

It's a good roll, 32.

ALEX

That's amazing, you are now immediately behind the chair of the figure. I do not require a perception check, you are within 5ft ok.

BRYN

I stroke his cheek. Stealth check. Because the thing is if this was Sasha what I would just do is reach and take away any weapons he was holding.

ALEX

Yeah slight hand.

BRYN

I'm not Sasha.

LYDIA

But she would be proud.

ALEX

Up close you can see.

LYDIA

Yeah and whatever plane that she's in now, there's a rippling in the [unclear
0:08:14].

ALEX

First things that you can see I am even going to let you go so far as peering around the side of the chair as part of the stealth check you've already done ok?

BEN

Cloak of elven kind maybe.

ALEX

And you can disguise yourself as boulder if you.

BRYN

Apparently yeah.

LYDIA

I was never a boulder in Miah's living room before.

ALEX

So the things that you discern without a perception check are leaning around first there is an enormous cable plugged in at the base of the neck from the chair running into the chair from the back of the person. Number two you can see that they are wearing clerical robes like the robes of a cleric, like healing cleric ok? The white mask appears extremely cheap a like party mask, like the lighting and the atmosphere was doing a lot, it's not so much an ivory visage as a paper mask and the steepled hands you see are wizzand bordering on mummified and I would even say that you can discern from here that their fingers appear to have potentially maybe been glued together in position, as has their elbows and they are just fixed in position if they are not dead they should be but as far as you can tell they are a corpse.

BEN

They've been roused.

ALEX

You could have unplugged them.

BRYN

I look around the rest of the room.

ALEX

Ok. You discern no additional information. I will give you one for the listeners and the side party, I say side party, main party, neither of the doors are gold.

BRYN

We're not in the same place after all.

HELEN

I never thought we were, that would have been too nice.

BRYN

I gesture to Skraak, I drop the stealth, I put the potion of greater invisibility away, I gesture to Skraak and say come and join me and I start investigating the corpse, I'm not going to touch it I will go round it, I will look at the mask but I'm not touching anything yet but I want to study it in detail now that I don't feel like this thing is going to spot me straight away.

ALEX

Ok Skraak enters.

BRYN

I'd still ideally like to stay out of its eyeline for a little longer.

ALEX

Skraak enters as you start examining things, yeah you're staying out of its eyeline you're not going nose to nose.

BRYN

Yeah.

ALEX

Immediately the speakers click on and you hear oh hellllllo, oh hellllllo, shut up, shut up, oh my God shut up, what have we here, seriously what do we have here I can't quite make it out.

I'm going to jump to the rest of the party so going round the team what have people been preparing, beginning with Cel I need to know effects that are extant as you go through your golden room.

LYDIA

So I've got big teeth.

ALEX

Can I ask you not to do that for the simple reason that you keep clipping the pop filter with your pencils and in order to be far enough away from the pop filter you're now too far from the mic.

LYDIA

I've got fangs. Ok well you'll just have to imagine that sound.

ALEX

It's better, better. The pencils that you had shoved in your face were just too big that was the problem.

LYDIA

Ok so I now have got smaller pencils.

ALEX

You now have smaller pencils.

LYDIA

Hi I'm Cel, I am now a beast cannon, ok this is painful.

BRYN

This is like a double A meeting for.

LYDIA

I don't know what that.

BRYN

Alcoholics Anonymous.

LYDIA

Oh right but like how would that be? Oh yes.

BRYN

For monster people.

LYDIA

Oh yes, oh no that's true.

ALEX

Hi I'm Cel and I have a mutagen problem.

LYDIA

I mean they do, they do, we know that, so it has big fat wings, can fly and has dark vision and is canonically it has a terrifying visage which has some mechanical effects I can't remember what they are but I'll have it written down somewhere.

ALEX

Most likely it will be a basic fear effect.

LYDIA

Yes and they have higher hit points than they had before, they now have 55 hit points because of maths that we did at a different point.

ALEX

That's fine.

LYDIA

The way that the beast morph mutagen works or the way the mutagen works Cel has the beast morph version which is why they couldn't fly, do dark vision and are scary and have fangs and claws is that you swap one stat for another, you get plus 4 in the one that you're gaining and you get minus 2 in the one that you're losing so since Cel's original charisma is 8 and there's a minus 1 modifier, their charisma is now 6 so it's a minus 2 modifier. Their con was 10 it

is now 14 so they get plus 2 which has an immediate effect on their HP and their [unclear 0:12:45] so rather than being extremely wimpy they are now only wimpy.

ALEX

Ok.

BEN

14 is pretty, pretty beefy.

ALEX

Onto Azu prep that you've done?

HELEN

Yes Azu has an iron beard again.

BRYN

The best.

HELEN

Comfort beard. She has also chugged a potion of bull strength.

ALEX

Yep.

HELEN

Which gives her now 21 strength and a plus 5 modifier. Two strength checks.

BEN

You are now stronger than Zolf.

HELEN

Yeah.

ALEX

Why do I let characters prep?

BEN

Because we're built around it.

LYDIA

Yeah.

HELEN

Because you're lawful evil.

ALEX

In fact what I love is that 1,000 fans have just gone you don't, you never let them prep, you run them from one encounter to another with no sleep.

BEN

That's a good point actually this is the only prep time we've had in this dungeon.

ALEX

Yes it is.

HELEN

I have also discovered.

LYDIA

What will probably happen is we'll open the door and it won't be the right place which is why I'm only going for things that last more than an hour.

ALEX

Wise, very wise.

HELEN

I have also discovered that I had three auras that I thought I had to turn on but it turns on they are always active. So I have an aura of good which I guess makes me.

BRYN

It just pings you as good.

HELEN

Mechanically good, I have aura of courage which makes me mechanically brave.

BRYN

[Unclear 0:13:56] it's almost like I'm going to make you magically scared and you're like no my God says don't care.

ALEX

It means that Cel goes like don't be afraid and you're like I'm really not, it's fine.

HELEN

Immune to fear effect and all my allies within 10ft get plus 4 bonus to any fear stealth and aura of resolve means I am immune to charm spells and spell likeabilities and again allies get plus 4 things to.

ALEX

Yeah, yeah, although technically your auras are always up aren't they?

BRYN

Yeah.

HELEN

Yeah so I'm mechanically good, brave and resolute.

BRYN

[Unclear 0:14:28].

ALEX

Leading us on to the cleric.

BEN

I ain't done anything.

ALEX

Good.

BEN

It's all eight minute things which if we don't go immediately into a fight will wear off and only have one of them and the other things is protect from energy and we don't know what kind of energy they are going to throw out so I'm just waiting.

LYDIA

So in Lydia has fun with maths when you add whatever it was that I added which I've already lost track of actually if you're working along at home the total should be 59 hit points.

BRYN

It's base hit points plus 16.

LYDIA

I have no idea why.

ALEX

Ok so the golden door opens revealing another glass external corridor like the one that flooded.

HELEN

Oh no.

ALEX

Relax this one has a plush though slightly battered carpet running along the bottom, it has big, burnished brass sort of handrails on either side, it's maybe a little smaller than the travelator one and it is curving out away and down ok from this doorway you can see immediately that it appears to be circling a very, very large glass dome probably about 100ft wide, you see where I'm going with this. Specifically this appears to go in a helix around it probably to show it off a bit before you get to the main entrance.

LYDIA

Of course.

ALEX

Additional things to note which would not have been necessarily apparent to Hamid on the inside, assuming it is the same one but I mean how many 100ft domes can there really be?

LYDIA

Er a lot probably.

BRYN

It is the sea, it's quite big. You could fit quite a lot of 100ft domes in the sea.

ALEX

It appears that a significant amount of infrastructure is extending beneath the dome itself into the actual ground.

BRYN

Oh so these are like on stilts, they're slightly raised, they're not on the sea bed?

ALEX

So some of them have been on the sea bed, some of them have been raised, this one, the best way I can describe it is I want you to imagine someone has sunk it so that the building itself is extending into the actual sea bed like it clearly continues underground a bit more.

BRYN

Oh ok sure.

ALEX

But not like on the sea bed I mean literally underground.

BRYN

Yeah, yeah, yeah.

ALEX

And yeah the approach is helical around leading towards it, what do you?

HELEN

Oh I suppose that's where we we're going.

BRYN

I guess so.

LYDIA

I'll check for traps.

BEN

Yeah we should all do that while we walk.

ALEX

Ok everyone give me one perception check.

LYDIA

15.

ALEX

15 from Cel.

HELEN

23 from Azu.

ALEX

23 from Azu.

BEN

24.

ALEX

24 from Zolf. None of you discern anything of importance.

HELEN

We go towards the dome.

BEN

Yeah I mean I don't know, that looks big, maybe he's in there.

LYDIA

Cel is moving fast. I would say walking and checking but like.

BRYN

A brisk walk.

LYDIA

Is clearly so I can't be like spiky for very long so I kind of you know [sound effects].

BEN

Alright well let's run.

HELEN

Alright.

BEN

Take the mechanical run action.

ALEX

You jog, I realise you can't do a perception check and jog so it's fine like nothing goes off you, you proceed in your downward sort of slope which is really showing off the sky box and the sort of assets that are being used here you know a lot of good texture work.

HELEN

I like to think we're not bothering to look, we're just.

ALEX

No absolutely not so we'll skip past all the cinematics to.

LYDIA

Skip, cut scene.

ALEX

You head down this helix, all the way down, there is one thing that you would discern just before you're getting to the entrance well two things I suppose. The first thing is that you can see large amounts of, I say large amounts, you can see bubbles coming up from the actual sea bed around this building that don't appear to be coming from the building necessarily but are coming from the ground itself.

LYDIA

Is it built on a hydrothermal vent system so it's all powered by some horrific?

ALEX

That seems logical, additionally you see that at the end of this glass corridor is another bulk head but it has a glass sort of porthole built into it so you can see in through that bulk head.

HELEN

Ok do we get to the entrance of the thing ok?

ALEX

Nothing stops you if you're going straight up, go straight up. For free looking through the bulk head what you see on the other side are a big pair of oak wooden doors, very ornate with like an ornate handle and so on.

HELEN

This must be the place.

BEN

Right.

HELEN

Shall we check for traps again just in case because.

BEN

Yep. 15.

LYDIA

Ooh natural 20.

HELEN

15.

ALEX

There is a trap on this door.

LYDIA

Ooh [unclear 0:18:50].

BEN

Alright can you still do that, alright.

LYDIA

[Sound effect] big claws but still technically the same dex so [unclear 0:19:00].

HELEN

Just more pointy.

LYDIA

[Sound effects]

ALEX

Better muscle control presumably.

BEN

Arguably it gives you wider manipulation as well.

LYDIA

Yeah so do I need to?

ALEX

Disable device.

LYDIA

Disable device yeah. [Sound effects]. 24.

ALEX

24 you are easily able to disable the trap.

LYDIA

With my claws.

ALEX

Which was designed to give people a trivial electric shock like almost hand buzzer levels of electric shock.

(Group laughter)

BRYN

D3, D4 damage or 0 damage?

ALEX

D4 minus 3.

HELEN

Wow.

BRYN

So 1 damage then?

BEN

1 damage.

ALEX

Well no I mean occasionally you might roll so low that it heals you a little bit.

[All talking].

BEN

As we learned from Sasha's daggers.

ALEX

That's very true. What I would say is enough of you have enough tactical knowledge, it's not actually a terrible idea it's the kind of thing that would trigger like reactionary spells and so on to use them up.

HELEN

Shall we open the door then?

BEN

Let's.

ALEX

Cool yeah you open the bulk head, there's no ensuing nightmare or anything. You are facing a large wooden door actually no I've missed one thing, you're facing this large wooden door, on the other side of the glass it becomes more apparent someone has gone to great effort to inlay an image of Shoin in the actual woodworking.

BEN

What does he look like?

ALEX

Oh like a saint.

BEN

Right ignore it.

LYDIA

So like an old person full of arrow or maybe like a really attractive young man full of arrows.

ALEX

It is a wood like.

BEN

He's attached a plate to the back of head.

HELEN

It's a 12ft werewolf.

ALEX

No he's stood there with raised hands and you notice that the adoring throngs at his feet are not only adoring but somehow the woodworker has managed to etch in that they look dim, everyone just looks dumb compared to him.

BEN

I glance at it and then immediately discard it as not useful information. No use whatsoever.

HELEN

Azu doesn't notice.

BEN

I will just use it to be able to recognise him but that's not going to very useful.

ALEX

I mean shipping this thing down here must have been a nightmare.

HELEN

I guess.

LYDIA

Opening the door.

ALEX

You open the door unfortunately to another bulk head door.

LYDIA

Oh no that's a relief actually because Hamid didn't see wooden doors he saw a bulk head door so if it had been a wooden door like I was just worried we were going to go into something else so this is good.

BEN

Yeah, check for traps again. 20.

HELEN

14.

ALEX

There is nothing there is not even the beginning of an indicator of a trap.

BEN

Right shall we?

HELEN

Yeah.

BEN

Third time. Open the door.

ALEX

Ok I'm going to jump back to Hamid because it's time for everyone to find out how much time got while Hamid was lost. So as you look around you see the corpses of the party underneath the table, no I'm kidding.

(Group laughter)

ALEX

Ok yeah so there was the oh hello what do we have here then.

BRYN

I'm not responding I'm just examining this corpse.

ALEX

Oh come on look at my, look, look, look, turn around, turn around, [unclear 0:21:47] turn around go on, hello, hello, I've made, there's a seat for you look, ooh.

BRYN

I take out a handkerchief.

ALEX

Yep.

BRYN

And I very carefully lay it without again trying not to touch the corpse but I lay it on top of the corpse's head so it hangs down over the corpse's eyes.

(Group laughter)

ALEX

So anyway a great and noble adventurer you have vested my quest so far.

BRYN

I'm ignoring this.

ALEX

Will you now join me.

BRYN

Tell me more about the corpses.

ALEX

For [unclear 0:22:22]. There's not really much more to tell, it still seems to have a dagger in a sheath, it appears to have another loop like leather thong most likely for something heavier maybe a mace or something like that. They appear to still be wearing their clothes like I said, there's not really much more to discern.

BRYN

You said it was clerical robes are there any symbols on it?

ALEX

Oh yeah good point, there is symbols of Poseidon upon them.

LYDIA

Because we are underwater.

ALEX

Yeah but we still all ominously looked at Ben.

(Group laughter)

BEN

Never heard of him.

BRYN

I will try and extract the dagger from where it is sheathed.

ALEX

You do so trivially.

BRYN

Cool.

ALEX

You don't even need to make a save. Yeah the speech is still going on, it is actually in English rather than Japanese this time and it's like oh there is a seat for you please sit and await your friends that we might begin the proper games [laughter].

BRYN

I'm going to reach back to the handkerchief and use it as like a barrier and very gently try and take the mask off.

ALEX

The mask comes of trivially revealing a desiccated corpse, it has no eyes, it has no tongue, they are all already gone, the mouth is agape, they are just the dried husk of what was once a person.

LYDIA

But there isn't a camera in there?

ALEX

No, no, no, no. I mean if there was it would be in the mouth because that would weird people out more but no.

(Group laughter)

LYDIA

I was thinking if the mouth is agape and there is a lens in there.

ALEX

No, no there isn't.

BRYN

Skraak has presumably started to come round has he?

ALEX

Oh yeah Skraak has had the time to come around.

BRYN

I am going to explore the chairs. I'm not going to sit in one or touch one until I've given them a very thorough look.

ALEX

One is built for a dwarf, one is built for basically an Azu and one is built for a Cel. It looks like the chairs are removable but made of metal. They are currently bolted to the floor.

HELEN

But they tip forward into a hole.

BEN

Yeah that's kind of what I'm guessing too.

BRYN

I'm going to just explore the rest of the room, check out the two doors.

ALEX

As you're examining the table the speaker continues you know oh yes please do, do take the time to look, nothing up my sleeves ha ha. Shut up, ha ha, ha. The second that you start moving to the other end of the room it's like no come the tables there, sit at the table, the tables, sit at the, sit, sit, stop just leave, what are you doing, sit at the table. Having a quick look give me a perception check to start searching it whilst the voice is growing increasingly irate at you ignoring it.

BRYN

17.

ALEX

The paperwork actually does seem relevant it is whoever this person is seems to be doing a lot of, I mean it's showing, you know it's showing they seem to have done a lot of work with fluidics that kind of thing, liquid dynamics things like that.

BRYN

I'm going to skim it and then stuff it in the bag of holding for later.

ALEX

It clearly pertains to the simulacrum.

EVERYONE

Ooooooh.

ALEX

Like patently obviously.

BRYN

Forgot about that.

ALEX

Pertains to the simulacrum in fact you see some.

BRYN

And as someone who has studied a lot of writing about simulacrum.

ALEX

You can see that a lot of the plans are to make use of the power source that was being trialled elsewhere but you notice that the way it's built.

BRYN

So if it's hydraulics it's controlling the movement of the simulacrum presumably?

ALEX

So here's the thing what you are noticing here is you don't have, things will trigger before you have ten hours to check this stuff. What you are seeing is a large amount of plans to do with liquids and fluids and so on although yes a lot of it is to do with the mechanics of movement and so on there's a lot more going on that you literally don't understand. You notice that the way it's built is it basically has a insert power source here bit but it doesn't have plans for the power source itself. Additionally you see that a lot of it is to do with the layout of sort of humanoids if anything it is closer to a circulatory and nervous system than it is to do with hydraulics. It looks a lot more organic than you're used to for these kinds of machines.

HELEN

It looks like veins?

ALEX

I mean it, all of the fluidics appears to be blue.

HELEN

Oh boy.

BRYN

Ok.

LYDIA

Complex.

ALEX

And I think I will take break there.

BRYN

Well I get out my red string.

[Break]

ALEX

And welcome back so as you've begun looking the voice is growing increasingly irate it's like just sit at the table, I have gone to great lengths.

BRYN

Can I see the speaker?

ALEX

It's coming from everywhere. It's coming from speakers plural as in like literal speakers built into the room.

BRYN

I fire an acid blast at one of them.

ALEX

Ok give me an attack roll please.

BRYN

22.

ALEX

Yeah you hit and destroy it in a single hit. The voice is slightly quieter I guess.

BRYN

Yeah.

ALEX

If you do that one more time there will be repercussions young man ok, oh my God shut up, I will flood this place and I will have no trouble of doing that alright. Don't make me flood it.

BRYN

I sigh theatrically and loudly and go back to picking up pieces of paperwork.

ALEX

You minion. Make him sit at the table. Skraak goes over and gives a extremely rude kobold gesture that doesn't translate.

BRYN

I laugh, I laugh a lot I'm like, I laugh heartily.

ALEX

I mean they've only got three claws so what they do is they dip the middle claw and raise up the outer two and he's just gesturing at the room in general.

HELEN

Good work Skraak.

ALEX

[Sound effect] very well so last chance you can either play the game or I can just flood the entire room.

BRYN

I say out loud so you can hear me if I talk can you?

ALEX

A little louder please.

BRYN

So you can hear me if I talk can you?

ALEX

Oh yes, oh yes, I know all, see all and hear all.

BRYN

I mean we can't start the game until everyone gets here so I'm just making busy in the meantime, don't mind me, be with you when, in a little while yeah?

ALEX

Make busy over at the table.

BRYN

In a minute.

ALEX

No now, I want you to do it now.

BRYN

No we're not ready yet.

ALEX

Shut up, shut up.

BRYN

The game isn't ready.

ALEX

The game is ready you will sit down right now, do it, sit down.

BRYN

There's no other players here.

ALEX

Yes there is, there's one already there.

BRYN

No that's a corpse.

ALEX

A corpse can play the game.

BRYN

I mean that's not a very good game if a corpse can play it.

ALEX

How do you know you've not played it, you've got to sit at the table.

BRYN

No it's a terrible game.

ALEX

You're a terrible game, sit at the table, sit at the table.

BRYN

I don't play games with corpses.

ALEX

Sit at the table, sit at the table.

BRYN

I just hold up a finger and then go back.

ALEX

[Sound effects] you hear an ominous groaning from underneath the floor of machinery moving and a very ominous gurgle.

LYDIA

[Unclear 0:29:06].

BRYN

I don't have one.

ALEX

Last warning, you will do what you are told and you will sit at the table.

BRYN

I stuff the last bit of paperwork into my bag of holding, I just grab anything else that I can see even if I don't have a chance to skim it.

ALEX

Sure, sure.

BRYN

And I walk back towards the table around away from the clearly halfling seat and I look at all the seats in turn and I go sorry could you just, I'm a bit unclear about this game.

ALEX

It's that one there.

BRYN

This one?

ALEX

No it's the other one.

BRYN

No you meant this one? You can't.

ALEX

[Sound effect].

BRYN

You really need to have a better way of indicating which chair is mine.

ALEX

Everyone else, you can discern faint sounds from the other side of the bulk head.

LYDIA

Oh no your little friend.

ALEX

It sounds like roars, anger, some kind of like uproar or something on the other side of the.

HELEN

We should go through that sounds.

BEN

Right let's go.

HELEN

Right yeah.

ALEX

You open the bulk head door?

HELEN

Yeah.

LYDIA

Oh yeah.

ALEX

You open the bulk head door. Between the kitchen segment and the bedroom segment and you see Hamid, could you describe Hamid's expression before I describe the voice?

HELEN

Shit eating.

(Group laughter)

BEN

Slightly frustrated but yeah a bit of a grin of this is silly but I'm winning.

ALEX

Ok meanwhile the voice is like it's the small chair, you're a small person.

BRYN

This chair is quite small.

ALEX

It's the small, it's the smallest chair. You can shut up. Why don't you just stop talking. Fine, fine, oh my God, oh. The corpse explodes, it literally just explodes into a fiery mess and there is nothing in the chair anymore it literally just bursts into flame and explodes everywhere.

LYDIA

But the chair?

ALEX

Untouched and completely fine in every way. Look what you made me do. Now sit in the chair.

BRYN

The empty one?

ALEX

Sit in the small chair.

BRYN

You just made another chair empty, now there's even more choices.

ALEX

The fluid on either side of the pipe organ, the green one, is beginning to boil.

Sit in the chair, sit in it.

BEN

Hamid?

BRYN

Oh hi guys. Oh I'm so glad to see you.

HELEN

I'm glad to see you too.

BEN

What on earth is going on?

LYDIA

Cel slides over and gives Hamid a hug hello little buddy are you alright?

BRYN

I resist the fear effect and hug you back. I had to roll for it.

(Group laughter)

ALEX

The voice kind of takes [unclear 0:31:43] you've ruined it, you've ruined it.

BRYN

Apparently we're supposed to play a game, I think it might be musical chairs?

HELEN

What's musical chairs?

BRYN

So it's a game.

ALEX

Ah no more heroes.

BRYN

Where you sit in the chair when the noise stops.

ALEX

Everybody sit at your chair.

BEN

Shut up we've already heard you losing your rag at Hamid, how do you think you're going to deal with four of us if you can't control one halfling?

ALEX

You will all sit down or I will flood this room.

BEN

Oh really.

ALEX

Yes really.

BEN

We've already dealt with flooded rooms.

ALEX

This will flood more.

BEN

You can't really flood more than completely.

HELEN

More than the sea?

ALEX

Yes I can.

BEN

No you can't.

ALEX

Have you ever been flooded with acid?

BEN

Oh that doesn't, I don't mind about that.

BRYN

Cel did you see all of this?

LYDIA

Yeah I was going to say as soon as there was a pause there's a flapping away a knowledge engineering check of the, looking at the paperwork.

ALEX

Yeah give me a knowledge engineering.

LYDIA

[Unclear 0:32:39].

BRYN

I hug Azu and Zolf.

HELEN

Absolutely yes literally I was about to say whilst I was doing that.

LYDIA

I'm going to do a alchemy check if that's?

ALEX

Yeah it's a knowledge alchemy.

BRYN

I hug back, it's good to see you.

HELEN

Ok.

BEN

You too.

ALEX

I need a alchemy and a knowledge alchemy separately please.

LYDIA

Ok so 23 on alchemy.

ALEX

Yeah.

LYDIA

17 on engineering.

ALEX

Ok 17 on engineering it's an incredibly complex manufacturing set up, you can see that there appears to be two outlets, one outlet for within this room and one outlet for somewhere else. You know that it's slightly less efficient than it could be but it's deliberately built in such a way that it will look incredibly flashy because you literally will play it like an organ and potions come out.

LYDIA

Cel respects that.

ALEX

And additionally you realise that there's a heck of a lot more going on here than this just being a manufacturing thing for potions. There is a lot going on

here that you do not understand. You have never seen before and could not even begin to guess, you would have to deconstruct it.

LYDIA

Where is the outlet for the inner ring?

ALEX

Right beside the keyboard.

LYDIA

Cel flies over and blocks it with, what do I have that I, I could, what would be in a [unclear 0:33:51] kit, tent?

ALEX

You shove an entire tent?

LYDIA

Yeah the tarpaulin it's waterproof right?

ALEX

Sure, sure.

LYDIA

I fill the outlet I mean how big is it?

ALEX

Tiny.

LYDIA

Yeah.

ALEX

It's intended to generate single use potions.

LYDIA

Oh ok well I thought it might be gallons coming out.

ALEX

No it's not gallons, the internal one is to do like here's a potion.

LYDIA

Ok well I block it anyway.

ALEX

I mean it's trivial to do, it's trivial to block.

LYDIA

Ok.

ALEX

You can use a cork.

LYDIA

Ok.

ALEX

Like inside.

LYDIA

We'll block it with a, I don't have a cork.

ALEX

You have a hundred bottles.

LYDIA

Oh yes some of them are even empty.

ALEX

You quite literally have, in this world you have an infinite amount of cork.

(Group laughter)

LYDIA

Ok cool I reach into my infinite reserves of cork and yeah I block the outlet.

Can I see anywhere where pressure might be building up?

ALEX

Yes.

BEN

I'd be quite.

ALEX

Two cylinders on either side are at this point almost boiling over the voice has suddenly gone quiet but the cylinders on either side are bordering on frothing at the top.

LYDIA

Oh are they covered or not?

ALEX

Yes they are covered and they have large tubes coming out the top and going into this enormous pipe organ thing.

BEN

I shout Skraak get back on the walkway.

HELEN

Oh Skraak's here.

ALEX

Skraak hello.

LYDIA

Hey little buddy. Cel flies over and tries to give them a hug. Hey little buddy.

ALEX

Skraak tries to attack [sound effect]. What's your AC currently?

LYDIA

19.

ALEX

He takes a swipe at you going ah die thing.

LYDIA

No little buddy no what no.

BEN

Skraak, Skraak no that's Cel.

ALEX

What did he do to you?

LYDIA

No, no, no I, I, I'm this, I'm this, it makes me stronger, it's [sound effects].

ALEX

[Sound effects].

LYDIA

[Sound effects].

ALEX

[Sound effects].

BRYN

What's Shoin up to?

ALEX

Apparently nothing.

BRYN

Right.

ALEX

But the viles, the cylinders look like they are about to boil over.

BEN

Right no show in here shall we just leave this room before he drowns us in acid? It doesn't look it's anything important.

BRYN

Yeah which way on, the other door?

ALEX

The speakers burst to life.

BEN

Yeah.

ALEX

You will sit and you will play.

BEN

Nah.

ALEX

The game.

BEN

Nah.

BEN

Shall we go next door?

LYDIA

Cel goes over to the other outlet, the pipe that is going out of the room from the thing and smashes that [sound effect].

ALEX

Azu?

HELEN

Yeah?

ALEX

I get to do this, you hear a [sound effect] immediately behind you.

HELEN

I turn around.

ALEX

And then another one [sound effect].

HELEN

I can, can you hear, I can hear like a.

ALEX

The rest of you can hear more, more drips.

BEN

He's trying to flood the room let's get out.

ALEX

In random locations.

BRYN

Yes let's.

ALEX

Can everyone give me a perception check?

BRYN

16.

BEN

18.

HELEN

16.

LYDIA

27.

ALEX

All of you notice that large drops are coming from the very, very top from the dome, not from the glass like you can see that things seem to be dropping from the actual support struts and you notice there might be like a nozzle there or something. What's dropping is not water and when it lands it does not splash. It goes [sound effect] and drops, static, does not bounce, doesn't do anything, it just drops dead. The droplets are about the size of my fist and they appear to be luminous green the same as the cylinders there.

BEN

I go and open the other door.

BRYN

I sprint to the other door.

ALEX

That's fine. Everyone please roll me initiative.

LYDIA

I got a natural 1.

HELEN

Ooh 16.

BEN

22.

BRYN

Ah I also rolled a natural 1 but natural 1s for initiative have no effect.

LYDIA

Yay using them up.

BEN

Except for being a 1.

BRYN

Except for being a 1.

LYDIA

So I got 5.

ALEX

So.

BRYN

9.

ALEX

All of the blobs that are currently just [sound effect] and land static on the floor begin moving at once homing in towards the nearest people. Zolf and Hamid are obviously by the door already, the two blobs begin moving to you but you can see all of them are moving and there are more mid drop I suppose we would say. As it stands Zolf you are at the top of the initiative order.

BEN

Get over to the corridor and bottle neck 'em, I start opening the door.

ALEX

Ok cool, give me a reflex save.

BEN

9.

ALEX

You take 16 damage from the electrified door.

LYDIA

Oooh.

ALEX

It's heavily electrified as in like the actual bulk head itself the second you make contact [sound effect].

BEN

Did it still move?

ALEX

No. It also appears to be completely locked.

HELEN

Ok so he has automatically locked both of the doors I imagine.

BEN

Not going to work.

ALEX

Azu you are up.

HELEN

I charge the goo that is next to Zolf.

ALEX

Yeah the goo to be specific the goos were all dropped in such a way that none of them were in within 5ft of all of you, you had some free movement at first. You'll need to give me an attack roll.

HELEN

Oh yeah. Ok so that's a 16.

ALEX

16 that's a fine hit on a literally tiny little ooze.

HELEN

Well I hit it.

ALEX

Yeah.

BRYN

Roll damage.

BEN

As traditionally occurs after a.

ALEX

You keep looking at me to tell you what happens next but it's all you, all you Helen.

BRYN

So your feat, no it's D12 and remember your feat lets you roll 2 D12.

HELEN

Yeah it's 2 D12 plus 6 please.

BRYN

It's going to be plus 8 because of your increased strength.

HELEN

That's 26.

BRYN

Yep.

HELEN

Damage on the little ooze.

BEN

That is definitely.

ALEX

26.

BRYN

Yeah.

HELEN

Yeah.

ALEX

Yeah I need to check if anything happens when it explodes into tiny droplets but give me a second.

BRYN

And then cleave attacks.

(Group laughter)

LYDIA

Yes, yes it does.

ALEX

Cool all is grand you basically hit it however as you're going you realise it will be easier just to hit it with the flat of the blade because it's a blob. You do and it just goes [sound effect].

BRYN

Cleave attack. You have another attack?

HELEN

Yes I do that.

BRYN

That's a natural 20.

LYDIA

Yay.

HELEN

Natural 20.

ALEX

Roll to confirm.

BRYN

Roll to confirm the critical. You did not confirm the critical.

HELEN

A natural 20 followed by a natural 1 but that's still a hit right?

BRYN

Yeah but the natural 1 has no effect.

BEN

Yeah.

BRYN

9 damage to that goo.

ALEX

Good job.

HELEN

We should, Cel, Skraak come over here.

ALEX

In which case then the blobs turn. They each have, I'm going to delegate here because the table is big, they each have a 10ft move speed and they all move ideally to occupy the same square as the nearest person, they don't care who it is and they try to literally occupy the same square.

LYDIA

Oh no.

ALEX

Additionally could you please drop six more miniatures onto the map please. Drop a dice on the table and where it falls drop one. So for listeners they have been scattered randomly throughout the room, mostly at the edges by fluke which is fine but they have all just dropped down from the ceiling with the same [sound effect] they've just landed dead. That is all of the blobs turns. It is now Hamid's go.

BRYN

I back away from the nearest blob.

ALEX

Hmm mm, I am assuming everyone is on the ground floor unless they tell me otherwise by the way, for obvious reasons.

LYDIA

At the moment yes.

BRYN

I am going to cast a magic missile.

ALEX

Cool.

BRYN

I get four missiles, the first missile goes at the closest blob. 4 damage.

ALEX

It hit but not dead.

BRYN

Second one same.

ALEX

I don't know why I lost all grammar.

(Group laughter)

BRYN

Second one 3 damage, same blob.

ALEX

So 4 plus 3?

BRYN

Yep.

ALEX

Hit and dead, is gone.

BRYN

The next two missiles they both hit one of the goos that is standing next to Cel.

ALEX

Ok.

LYDIA

That's very sweet.

BRYN

That is 5 plus 2, another 7 damage.

ALEX

He's dead.

LYDIA

Thanks buddy.

BRYN

That's my turn.

ALEX

Ok.

BRYN

I've moved to safety, took out two oozes with magic missiles.

LYDIA

Yeah good work.

ALEX

The system works and Cel you are up.

LYDIA

So if I fly upwards from a space does that trigger an attack of opportunities?

ALEX

Yes.

LYDIA

Ok so I shoot point blank range the nearest one I have a bonus of 8 on that so that's 19.

ALEX

Hit.

LYDIA

That is 7 damage.

ALEX

He's dead.

LYDIA

Then that one, so that is.

ALEX

Still the nearest.

LYDIA

12.

ALEX

He's hit.

LYDIA

Oooh 6 plus 9, 15 damage.

ALEX

He's dead.

LYDIA

Then I attack the other one that's nearest to me, oh that's only 3 and plus 3 is

6.

ALEX

It's not a hit.

LYDIA

It's not a hit cool so I then fly upwards.

ALEX

Yes so can we please put a dice or something underneath to indicate height.

BRYN

D4 points up.

ALEX

Yeah the system works. So you fly upwards, your full move speed?

LYDIA

Yeah my full move speed is 30, I have 30 fly so I fly 10ft up and 20ft towards so I'm near Skraak but I would say not near that blob.

ALEX

Cool in which case then Zolf you are up.

BEN

Cool I move forward to place myself between goo and people and cast [unclear 0:42:46] myself and every ally within 50ft plus 1 to attack rolls and saves.

ALEX

Good the system works. Anything else that you would like to do?

BEN

I've done everything I can do. [Unclear 0:42:57].

ALEX

Sure, sure.

LYDIA

Oh cool.

ALEX

Azu you are up.

HELEN

I want to charge and cleave this one.

ALEX

For flavour reasons by the way although yes there are tables and there are chairs and things in the kitchen and the bedroom and blah, blah, blah, blah, blah I am just not bothering mechanically because there is enough going on but technically I should probably just make all of them difficult terrain but there's like fifteen different pieces on the board and it's going to get worse so let's just leave it at that.

HELEN

Ok, remember this was your choice.

ALEX

Go for it Azu.

HELEN

I want to hit that one.

ALEX

Yep, yep you've got to roll the attack. It's extremely hit.

HELEN

Yeah that's like 24 yeah.

ALEX

It's really, really quite hit, I don't know what to say.

BRYN

2 D12 plus 8 damage.

ALEX

2 D12 plus 8?

BRYN

Yeah.

ALEX

It explodes.

BRYN

Yeah oh yes.

(Group laughter)

BRYN

They have 7 hit points.

HELEN

Yes ok.

BRYN

If you hit one with any attack it instantly dies because they have less hit points than your minimum damage.

ALEX

All you have to do is hit them and they die, for you specifically.

HELEN

Thank you.

LYDIA

Some of us are very capable of making less damage.

BRYN

Yes.

ALEX

At which point first things first all blobs that are on the ground move 10ft to try and occupy the same square as the nearest person.

BRYN

One is able to do that for Skraak.

ALEX

Ok.

BRYN

Skraak didn't act.

ALEX

Correct Skraak did not.

LYDIA

Oh no he's scared.

ALEX

Too much was going on, the little guy just didn't know what to do.

LYDIA

Oh no me get a big scare.

BRYN

Alex forgot and is recovering.

ALEX

No I want Skraak to get a little bit hurt.

LYDIA

But I told him to run over to us.

ALEX

In which case then six more blobs drop.

BEN

Oh that's dropped right next to me, that's unhelpful. Oh wait when they drop do they evoke attack of opportunity because they are moving into a threatened square?

ALEX

I'm going to say no for two reasons, one because it's too quick, because they are not moving they are plummeting.

BRYN

And two because you don't want your things to die.

ALEX

And two because well no actually genuinely I'm ok with them dying because of how it works but that's less of a thing than, I'd rather you, you'll see. At which point.

BRYN

What happens to the one that occupied Skraak's space?

HELEN

I hope he doesn't get blobbed.

ALEX

It immediately starts trying to blob him.

HELEN

Noooooo!

ALEX

However it's tiny, it just seems to be like climbing up and over and on him. It appears to have no immediate effect.

HELEN

Oh no.

ALEX

At which point I will then go to Hamid, you are up.

BRYN

I back off again and cast magic missile again.

ALEX

Ok.

BRYN

The first two missiles aim at the blob which is on Skraak.

HELEN

Good.

BEN

Oh yeah [unclear 0:45:29] good.

BRYN

5 damage total.

ALEX

He's alive.

BRYN

The third one also ends at that, another 3, 8 damage total.

ALEX

Is dead.

LYDIA

Yay.

BRYN

I have one final missile, it will shoot the next one that is close to Skraak.

ALEX

Yeah that's fine.

BRYN

It's not going to kill it regardless 2 damage to that one.

ALEX

Can you put a little two next to it?

BRYN

It's not going to matter because everything else kills it.

ALEX

It's immediately going to get [unclear 0:45:52].

LYDIA

I don't necessarily.

ALEX

Ok anything else?

BRYN

Skraak stay away from them, hit them with the spear!

ALEX

Cel you are up.

LYDIA

I'm going to shoot, I've only got two bolts left in my crossbow. So I'm going to shoot the one that's on the ground close to Skraak. 19.

ALEX

Hit.

LYDIA

And 3.

BRYN

Oh.

ALEX

It's alive, it's now king of the blobs.

(Group laughter)

LYDIA

Ok I shoot it again.

ALEX

All the blobs begin bowing non-mechanically at their king.

LYDIA

21.

ALEX

It's hit, it's dead.

BRYN

Ok you mechanically have to kill it.

LYDIA

Ok cool so reloading my shotgun it says is a full action.

BRYN

Full round action.

ALEX

I'm not even going to draw attention to that [unclear 0:46:43].

LYDIA

So I can't shoot and reload?

BRYN

No.

LYDIA

No so in which case I'm going to fly.

ALEX

So you're flying towards the stair ladder that Hamid initially went down in which case then Skraak's action goes off can you please run him the run action towards the ladder that Hamid initially climbed down.

BRYN

Yeah so he can get to there basically.

ALEX

At which point then a new challenger enters, specifically the fluids on either side of the cylinders suddenly from frothing immediately drain I mean almost instantaneously drain all into the pipe organ.

HELEN

Oh no.

ALEX

At which point something just begins to extricate itself from the pipe organ immediately where Cel was. You see that the thing that looks like it was designed to be looming down on people is not only sort of a design it's an actual thing that is pulling itself out from the pipe organ.

LYDIA

Listeners, listeners.

ALEX

Like a labyrinth.

LYDIA

Alex is miming and it's terrifying.

ALEX

You realise that not only is built into the pipe organ it is the actual pipe organ and bits of it start detaching itself and pulling itself.

BRYN

[Unclear 0:47:48] you already did miss an episode.

ALEX

I know.

BRYN

48 or whatever it was.

ALEX

I know, starts pulling itself out.

LYDIA

I'm still terrified.

ALEX

It seems to be equal parts wood, metal, it has large amounts of like fluid chambers built into it. You see a top, it has a head that sort of clunks into place and you see that it has large glowing red eyes and what appears to be.

LYDIA

Hit it in the eyes.

ALEX

An entirely glass orb with a brain inside.

EVERYBODY

Ohhhhhhhh.

BRYN

I have been thinking and developing a theory.

HELEN

Yeah.

BYRN

Which is that Shoin [unclear 0:48:21] himself is the dominant brain and who he keeps arguing with is the other brains in his network.

HELEN

Yes because they were bubbling when he was angry.

ALEX

And before any more fan theories we will end the episode there.

BEN

Alright.

ALEX

All is well, the room is full of enemies.

BRYN

It's really, really good that we're about to record another one because it would be such a pain to recreate this battlefield.

BEN

I was about to say that.

ALEX

With that in mind bye everyone.

EVERYONE

Bye!

[Show Theme - Outro]

ALEX

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