

RQG – 147 – The Dungeon Master

Content Warnings

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Hi everyone, Alex here. I'd just like to take a moment to thank some of our patrons, Donavon P Lanett, Terron Minuit, Jeminak, Drak, Lizzette, Helen Nandes, Cat Boy, Lookman, Alexandra Kosolvsca, James Napier, Josephine Burnson, Chris Hass, Coffeata, Henry Murdy, Ian Sarbo, Put the Kettle On, Alex Merry, Michael Dash, Looks, Taylor Anderson, Maria Pillialogo. Thank you all. We really appreciate your support. If you would like to join them, go to www.patrion.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

LYDIA

Lydia Nicholas

HELEN

And Helen Gould

ALEX

And who are you playing?

BEN

Pardon?

[laughter]

ALEX

Who are you playing?

BEN

Zolf Smith

BRYN

Hamid Saleh Haroun al-Tahan

LYDIA

Cel Sidebottom

HELEN

And Azu...

ALEX

OK. Brief description, from someone other than me, for a change... GO...

BEN

We're in the middle of combat...

ALEX

Yeah...

LYDIA

There's a big round hundred-foot circular room. There's lots of little blobs, that have seven hit points, that keep dropping from the ceiling and as we were taking those out, a massive pipe organ, revealed itself to actually be a transformer...

[Group laughter]

LYDIA

And is now a creature with a brain and a vat...

BEN

Organs in disguise...

LYDIA

[laughter]

ALEX

I would say... two things to do with that pipe organ by the way... there is still pipe organ left, it's not the entirety of it, it's just most of it...

LYDIA

So it's a bad transformer...

ALEX

And additionally...

LYDIA

Incompletely designed...

ALEX

It does not have a glass orb literally like... on a bobble head a top, it's a little bit more chunky than that...

LYDIA

Oh, it's in the middle...

BEN

Is it... it's from...

LYDIA

Yeah...

BEN

From...

ALEX

It's not in its middle, unfortunately, but it is sort of closer to like, where the bottom of a person's neck would be...

LYDIA

So an Adam's apple of...

ALEX

Yeah, it's an Adam's apple...

LYDIA

... of a brain...

ALEX

Yeah, it's an Adam's apple of brain...

BEN?

Get the weak spot from massive damage...

ALEX

And additionally, it's asymmetrical, it has one arm longer than the other, and it appears to have significant amounts of machinery built into it, that are weird shapes, basically. It's a bit of an unusual one. I'm not going to go into more detail, because you're all in combat. With that in mind, Zolf, you are up...

BEN

Right. I hit one. The one standing next to me. The ladder next to me.

ALEX

That is how that works.

BEN

Yep. I get an 18.

ALEX

You hit...

BEN

Err... yeah... I kill him.

ALEX

[Laughter]. What's your minimum, just so I know for future?

BEN

The glaive is on fire. So it's 1 D10 + 1 D6 + 10.

[laughter]

ALEX

Sounds extremely dead.

BEN

Go, go, Boots go...

[group laughter]

BEN

I go five foot into the air...

ALEX

Everything got very vertical, very quickly...

BEN

Yep. I get five foot into the air, for two reasons. One - I threaten the square below me...

ALEX

Yep...

BEN

Two - I can punt myself around...

[group laughter].

LYDIA

Incredible...

BRYN

Amazing...

ALEX

That's genius... Did that come up to you... like... did that come up yourself?

BEN

Yeah...

ALEX

Or did you find that on-line...

BEN

No, no no... I was just... thinking... I was like... I've got a ten-foot reach... I can hit the floor.

ALEX

That's fab, that's brilliant...

LYDIA

And I'm guessing...

BEN

[unclear: 3:15]

LYDIA

... the blobs won't be able to jump up and climb on you?

BEN

We don't know if they can't jump... but... it makes it tougher...

LYDIA

Yes.

ALEX

I feel like there's a basket or something that blob's can't jump...

LYDIA

Cel from twenty foot up, or ten foot up is like... hey... Buddy....

[Group laughter]

LYDIA

I'm here buddies...

BRYN?

Alright... I mean... the little prop we're using, puts you probably about fifteen foot up, just FYI...

LYDIA

Oh that's... cool...

BRYN?

I mean, I hope that's ok?

LYDIA

Yeah, yeah... it's just... you know when we added it up, it was ten and twenty... but I had a whole move action, I didn't use entirely, so...

BEN

About twelve foot

ALEX

Anything else you would like to do with your turn?

BEN

No, but what I would say is for movement, I assume punting... moves at half speed?

ALEX

Yes.

BEN

Cool. In which case, I've used my movement.

ALEX

Excellent. Azu, you're up.

HELEN

I try and hit these two.

BEN

Five foot step, and then you'll be able to attack them both.

HELEN

Yes.

ALEX?

What at the same time?

BEN

No, one then the other...

ALEX

I was going to say, this was something I didn't know about... I mean fluff-wise, you basically are attacking both at the same time.

HELEN

So that's... that's a hit... that's...

BEN

[sound effect] come on guys... next one...

BRYN?

Oh it has to...

BEN

That one does...

ALEX

So I am going to...

BEN

Efficiency...

ALEX

I'm going to give numbers to people because they are built to be dealt with quickly and easily. This is how low maintenance I've made them. Their AC is 7. Their hit points are 7...

LYDIA

Laughter...

ALEX

Their attack roll is basically non-existent. They are as simple a mook as I could possibly flood you with.

BEN?

Good job.

LYDIA

Well done.

ALEX

I'm really happy with the design on that. Excellent.

HELEN

And then Azu is going to just wait and is ready for anything else, that might fall from the ceiling...

ALEX

Yeah... sensible.

HELEN

If they weren't going to be continually falling from the ceiling, she would towards the others but...

ALEX

Yeah... makes sense.

HELEN

But...

ALEX

Everyone, could you please move all of the blobs ten feet closer to the nearest person that is not the large pipe organ, bearing in mind, that they do not factor in anything to do with height, and bearing in mind that the one that is currently a top the walkway, is happy to blob itself off the walkway towards people. They don't take full damage...

BEN

Now Zolf falls to the bottom of the ladder.

LYDIA

Ahh...

ALEX

... and just goes... bump... bump... and stays still.

BEN

Hit a blob...

ALEX

Every blob moved?

BEN

Yep.

ALEX

Please drop a further six blobs into the room.

BEN

You've got six dice. I just drop them on the table... they can go anyway... There we go...

ALEX

Yeah... better...

BEN

Centralised blobbing...

ALEX

[Laughter]... Hamid, you are up.

BRYN

Laughter...

LYDIA

That's a scorching...shape basically...

BRYN

Scorching single target..

ALEX

No... that's a...not a cone... but fire breath... if he had fire breath, it would be...

BRYN

I do have fire breath, remember... so I could...

ALEX

I'm just saying that as a hypothetical...

BRYN

I could straight line, but it's more efficient to go... so I'm moving... I'm basically keeping to the edge of the room, I'm moving away from blobs...

BEN

If you can mechanically move within my threat range...

BRYN

That's my plan, yeah... I can't... not this turn...

BEN

OK, cool.

BRYN

So I move... towards Zolf, towards the...

ALEX

Electrified door...

BRYN

Electrified door, but not to the electrified door, and away from the blobs... and I cast... and guys, this is the last one...

LYDIA

Oh...

BRYN

So, I'm hitting one, two, three, four, five, six, seven, eight, nine, ten blobs and the giant person.

ALEX

What's the minimum damage?

BRYN

Of my fireball?

ALEX

Yeah...

[group laughter]

BEN

Genuinely just how many D6 is that?

BRYN

I roll 10 D6... + 10.

ALEX

All the blobs... no... no.... Ben, do not take this moment, from me...

BEN

Oh sorry... Yes... I do get to remove...

ALEX

Bryn, please remove all blobs that are in range...

BRYN

We need a croupier... like...

[group laughter]

BEN

[Unclear: 6:39]...

ALEX

You know you're playing when you need a croupier for your miniatures... ah... some satisfaction Bryn's taking his internal tally of kills for this one...

BRYN

Send them over to the gallery...

HELEN?

Someone's been adding them all up...

ALEX

Yep... By the end...

LYDIA

Oh how many...so many more...

ALEX

... of this encounter... Hamid has basically done a small world war...

BRYN

Yeah... go on Babs... how does this factor...

[Group Laughter]...

BRYN

So I still have to roll the damage, to see how much has hit the big guy?

ALEX

Correct.

BRYN

Give you one shot... I don't think I can.

BEN

I mean it's a decent amount of damage.

BRYN

It is a decent amount of damage.

ALEX

Does this allow spell resistance in any way?

BRYN

If this monster has spell resistance, I have to run a caster level check, to see if I overcome it, to see if it has any effect at all.

ALEX

So, I am going to save you a bit of time Bryn, the fireball goes off. It has no effect on it whatsoever...

LYDIA

Oh...

BRYN

Immune to magic, or immune to fire... one of the two?

ALEX

It's immune to fireball, I can tell you that.

LYDIA

Err... immune to balls...

BEN

That's still ok.

LYDIA

OK.

BRYN

But now I haven't rolled the damage yet... we can't know...

ALEX

I know... I've given you proper fireball...

BRYN

We can't know...

ALEX

from the dice [laughter]

BRYN

How much damage I did...

LYDIA

We've got blue fireballs.

ALEX

We know how much damage you did.

BEN

Yes.

ALEX

Nothing at all.

LYDIA

Ah... nothing at all...

BRYN

That's not true. I did absolute minimum. Twenty damage.

ALEX

Would you like to roll it, just to know how much damage that fireball did?

BRYN

No, I'm not going to.

LYDIA

[laughter]. He wants to, but he doesn't need to, and the satisfaction...

ALEX

Cel, you're up. In terms of height, how high are you right now?

LYDIA

Twelve foot.

BEN

OK. You don't have to be twelve foot, that's just...

BRYN

Fifteen...

ALEX

About fifteen feet. Cool. You're about eye level with this thing.

LYDIA

Oh...

ALEX

Although it's only counting as a large creature, in terms of squares, it's lanky with it. It's a very lanky thing.

LYDIA

So, I'm going to...

ALEX

You know what, I'm going to give you a bit more description, now that the room's cleared a little bit.

LYDIA

Yep.

ALEX

In terms of the creature, the pipe organ creature, it is quite a bulbus torso, and it has quite long, and thin limbs. The sort of skull, for lack of a better word, is like I said embedded. In the right arm, you Cel, recon it has some kind of firing mechanism...

HELEN

Oh dear...

ALEX

Probably something range... you don't know...

HELEN

Oh no...

ALEX

The left hand has something extremely sharp looking built into it...

LYDIA

It might be in it's range...

ALEX

More kind of claw based, then anything else. You also all notice that it has large amounts of fluid built into it, like coursing through it, pretty much half of the fluid that has come from those cylinders appears to be coursing through it, in some way.

LYDIA

Only half, that's a worry.

ALEX

Cel, you're on.

LYDIA

Going to...

BEN

Reload your crossbow...

LYDIA

Yeah, I was thinking...

[group laughter]

LYDIA

I can't... I was just thinking if I'm within its range, I could be one shotted, so I might need to... oh I could...

BEN

You can five foot... step... whilst doing that.

LYDIA

I'll five foot flap...

BEN

Laughter...

LYDIA

... and then reload my crossbow.

ALEX

Skraak climbs to the top of the walkway...

LYDIA

Yeah...

ALEX

And that will be his move action. He has a second move action, to move along the walkway, towards, basically the only direction he can go. Then the enormous pipe organ thing...

LYDIA

Well, it was nice knowing you folks... Let's see... let's see how bad this is...

ALEX

Moves thirty feet towards Cel...

LYDIA

Ahh... It was nice knowing you guys... Bye little buddies... bye folks...

ALEX

It immediately reaches up, with its...

BEN

It can move up to that square...

ALEX

... with its claw hand...

LYDIA

Yeah...

ALEX

To swipe at Cel, in the air...

LYDIA

Ahh...

BEN

Cel is basically hovering over it...

ALEX

Cel is... like basically tippy tapping on its head.

LYDIA

Uh hm...

ALEX

What's your AC?

LYDIA

19.

ALEX

It's a hit.

BEN

It's not a bad AC though, so hopefully...

ALEX

And another hit... Bryn, I need you to stack for me...

BRYN

OK.

LYDIA

Oh gosh...

ALEX

18...

BRYN

Yep.

LYDIA

Oh my gosh...

HELEN

Oh no...

ALEX

+ 19...

BRYN

37.

ALEX

+...

BRYN

Ahh...

ALEX

As it strikes you, fluid pumps up along its arm, onto the claws itself. So, as it hits you, you must make me a reflex save, please?

LYDIA

That is 17.

ALEX

17. In which case then, it... basically swipes at you and it pumps out fluid through the palm as it does...

LYDIA

Right, yep...

ALEX

But misses you...

LYDIA

Ah good... only most of my hit points gone.

BEN

The fluid... And how does it react, when it like touches things?

ALEX

It goes... [sound effect]... and then sticks to it...

BRYN?

That's gel...

HELEN

Is it blob energy?

BEN?

Yep. Not an energy attack so, our stuff is not...

ALEX

That is the big thing's turn. It's big. It hits hard, but it's not 16 blobs, you know... at which point then Zolf, you are up.

BEN

Right, so I move myself ten foot, towards Azu and the monster, I then cast doom on the monster...

ALEX

DOOM...

BEN

It causes it to become shaken... it does have some resistance...

LYDIA

It runs an old game, proving it's emulating capacity...

[group laughter]...

ALEX

I will skip ahead to... it appears to have no effect...

BEN

Ok... Fine. That's me.

ALEX

Ok. In which case then, Azu, you are up. There's a big nasty...

HELEN

I know...

ALEX

It's both big, and nasty.

LYDIA

[laughter].

HELEN

Will it take a whole action to detect evil on it?

BEN

Probably. I think you can assume...

BRYN

It might be neutral.

BEN

Ok.

HELEN

Yeah... it might be neutral, because I think... because I've got... some of evil...

BEN

Ahh...

ALEX

It would be standard action to detect evil, I'm afraid... Ah no... paladin is different...

BEN

It's paladin

ALEX

Paladin's different, Ben's right. Paladin, as a move action, can concentrate on a single thing, and determine if it is evil.

BRYN?

Azu had studied it for three rounds...

ALEX

Yeah... so you just go [click fingers] YOU... evil doer...

BEN

It would take up your move action.

ALEX

So you just use your standard action, it's still good to know. I didn't know that.

BEN

Yeah. What you could do... so move up to it...

ALEX

And then... LOOK HIM IN THE EYE...

BEN

Look him in the eye... look it in the eyes, do detect evil, and hope that it tries to hit you instead of Cel. Leave [unclear: 12:23] that you were born to be.

HELEN

OK.

LYDIA

Wouldn't that also hit it?

BEN

No.

LYDIA

I think you should attack it... what no...

BEN?

Well not by detecting evil. Either that or you just [unclear: 12:29] that's my evil.

BRYN

When else are you going to use it?

BEN

That's true.

BRYN

You can use it later in the dungeon...

BEN

You can use it regardless...

BRYN

This is the biggest thing... probably the biggest thing we're going to see.

BEN

Yeah...

BRYN

Swift action.

BEN

And then charge it...

HELEN

I think that's what I'll do.

ALEX

Great. I do not kill the monster with my sword, I kill it with my heart...

[Laughter]...

BRYN

This kind of just happens... it has no... but do you, Azu... have any way of which you describe someone's evil, or is it just quiet rage with the shouting...

BEN

Basically you declare them evil, and that you want to kill them.

BRYN

You don't have to do that verbally...

BEN

You can do that however you like. Apollo... as a style...

ALEX

I mean, Apollo, yeah... like... what're you going to do? But I mean, all I'm saying is... that you're... you are basically declaring someone evil, and if they are you'll get less goes... you don't care... I've got your back... that's literally what's happening here.

HELEN

OK. Azu looks at the thing, and she says, quietly... "I am going to take you down"... and umm...

LYDIA

Oh... shivers...

HELEN

Yeah...

LYDIA

Haha... moves towards it...

ALEX

Is she far enough away to charge, because I would strongly suggest you do...

HELEN

I will charge it then...

ALEX

Because... you will just do all the damage in the world.

BEN

So that is... + 2 to your attack roll, and... is it evil? We have to know now... because we need to add stuff to the attack.

ALEX

Mechanically, yes.

BEN

OK, cool. Is it? Outside of the evil subtype, an evil eyed dragon or an undead creature? It could be undead. Remember...

ALEX

It is not.

BEN

Ok, fine. So we can ignore that bit.

BEN

The other benefit, is that you gain a deflection bonus, equals your [unclear: 14:01] to your AC against attacks made by the target of the Smite...

ALEX

Nice.

HELEN

Can you explain to me what the f*** that means...

[group laughter]

BRYN

Yes, you get your charisma to your AC.

BEN

What is your charisma?

HELEN

Err... +3.

BEN

Yeah... you get +3 AC.

HELEN

And my iron-beard is... OK, so this is 22 AC...

LYDIA

[unclear: 14:21]

ALEX

Respectable.

BEN?

Does iron beard add a deflection bonus?

BRYN?

No, it would be something else?

BEN?

So you're rolling on a +5, to your attack roll for this, because +3 for your charisma, and +2 for your charging.

BRYN?

So what does your act have by it.

ALEX

You've got this Helen?

HELEN

Total of +8 attack for this monster?

BEN?

It should be higher than that. What's your normal attack bonus?

BRYN?

11

HELEN

11.

BEN?

Yeah... so...

LYDIA

+3, 19...

BEN

It's gone up by 2, because of your extra strength. So 13...

HELEN

Yeah...

BEN

It's going up by 3 because your Smite evil to 16.

HELEN

Uh hm...

BEN

And it's going up by 2 for the charge... so for this attack, it's +18...

BRYN

And it's going up by 1, because of me...

HELEN

Oh my word...

BEN?

Oh year...

ALEX

So it's +19 and then when you are not charging, it's a measly +17...

BEN

Yep...

ALEX

Why even bother...

BRYN

For this one enemy...

ALEX

I'm not saying... that I may have built an encounter that will allow Azu to finally redeem herself...

[group laughter]

ALEX

But I have built an encounter that will allow Azu to redeem herself. I'm just saying... or die trying...

BEN

So, roll your attack, because there's more, once you hit.

HELEN

So, roll my attack, and then +19 to it?

BEN

Yes

ALEX

Oh my god... [laughter]

BRYN

Surprisingly...

[group laughter]

HELEN

That's 37...

ALEX

That's 37 to hit... Let me check...

[group laughter]

ALEX

Still checking... That is a hit. That is a hit.

BEN

So now... what's your damage roll?

BRYN

2D 12 +

HELEN

6. +8...

BRYN

+8 apparently...

BEN?

But if, it was instead +16 because you were adding your paladin level to your damage?

BRYN?

Yep. 2 D12 + 16 damage.

HELEN

An attack.

BRYN?

Yep.

ALEX

Just a... just a hit...

BEN?

Your worst attack on this thing is 1 D12 +16.

ALEX

What weapon are you using?

HELEN

The?

ALEX

Just checking...

BEN?

Spooky...

HELEN

[unclear: 16:03].

ALEX

It matters. I have to check. Cool.

HELEN

If this does no damage...

ALEX

Oh...

HELEN

So that's...

BRYN?

37 damage as well... Yes...

[laughter]

ALEX

I was genuinely like... this might be a bit much. Is it a bit much... maybe it's a bit much... No, it will be fine.

BEN

Paladins...

HELEN

Umm...

BEN

This is a paladin working as a paladin...

BRYN

Azu is at full power and ready to lay some whoop ass...

HELEN

I would like to thank Bryn, and Faye for helping me build this character...

[group laughter]

ALEX

Quite a lot of damage on a hit.

BEN?

It is a little...

[group laughter]

LYDIA

You're not... 37 is quite a lot of damage on a hit... isn't it Alex!!!

ALEX

Does Azu...

LYDIA

I WONDER WHO... WHO MIGHT BE AWARE OF THAT? Umm... it's quite a lot. Thanks for that?

ALEX

You know what, why don't we all take a moment, take a break, and then we'll be back in a couple of minutes, yeah?...

ALEX

And welcome back. Oh... you see, I'm OK. I'm OK with you dealing this amount of damage, because I did expect it this time.

LYDIA

Oh so you did do that amount of damage? Around the corner.

ALEX

Yes, I get to do that amount of damage as standard.

LYDIA

Right, yes...

ALEX

Players... oh goodness me... umm... could you please drop me 6 blobs into the room randomly... and then move the remaining blobs... if they are landing on a walkway, please put them on said walkway, and then can you please make them all move ten feet towards the nearest person, and they will try to move

underneath people, even if it puts them in range, they are not smart blobs, as far as blobs go. The blob that is nearest to Skraak by the way, will attempt to get to Skraak, because Skraak is closer, even if Skraak is up a vertical surface...

BRYN

Oh ok.

ALEX

And just as a mechanical thing, they can climb vertical surfaces, just at the same speed.

BRYN?

Sure... And they said that the walkway was twenty-five foot up I think.

ALEX

Yeah, so at the moment, Skraak is technically the closest, I think...

BRYN?

Yep.

ALEX

But I think at the same time, it is just going to be squeaking up the wall...

BRYN?

No, Azu is the closest.

BEN

Oh yeah, that's twenty-five foot up, yeah...

BRYN

Azu's ten foot away.

ALEX

Well, if it's equal, by the way, it's just random. OK. Cool. Hamid, you are up.

BRYN

I move towards Zolf. Do I cast a spell? I don't think I can be bothered to cast a spell on Shoin. So am I just going to be picking up?

BEN

Zolf will fall over...

BRYN

Yeah... So just I just continue attacking blobs?

BEN

[unclear: 18:24] control is a really good...

BRYN

But I'm not very good at it anymore to have used up all my good spells.

HELEN

You've still got magic missile and that takes...

BRYN

No. Out of magic missiles as well.

HELEN

What? I thought that was a [unclear: 18:34]?

ALEX

No, it's not.

LYDIA

What about your tiny crossbow?

BRYN

No, I'm going to have to switch to that in a minute. I've got...

BEN

Acid splash...

LYDIA

[Laughter]

BRYN

I've got...

ALEX

With the possible exception of Zolf, three sources have been really depleted, if only someone could just hit something hard, over and over and over again, until the cows come home. If only that was an option.

[Laughter]

BRYN

I cast...

BEN

To be fair I'm out of useful resources

[laughter]

ALEX

Apart from standing near people, and just going... BE BETTER, and then they are.

BEN

Oh yeah, yeah, yeah...

HELEN

You can still pock it with your blade.

BRYN

I'm going to cast scorching ray... I get two rays... I kill two blobs?

BEN

Oh yeah, is it knowing?

BRYN

No. I need to roll to here. OK I basically to not roll a one and I hit and I kill two blobs.

ALEX

Which blobs? OK cool.

BRYN

I kill two blobs.

ALEX

[Laughter]. How efficient is this?

LYDIA

It's great...

BRYN

Quite. I move to more or less under Zolf, and I kill two blobs with scorching ray.

LYDIA

Realistically my only option is to say withdraw action, because if I provoke an attack of opportunity, and they hit me again, I'll be booped...

BRYN

Can you withdraw, so you're floating over my head? Because then I can go... boop and go... you?

LYDIA

It would be better, if I...

BRYN

You said earlier you wanted to withdraw straight up? You don't have to...

ALEX

The sun is so high...

LYDIA

It's high right now. I would like them to be... wait one second. Let me just check.

ALEX

So, welcome to... this hasn't actually come up in this campaign before now, which is when verticality in path and stuff like that, can get quite difficult. I have known GM's who will literally break out, you know, three, four, five triangles, and start calculating all the trig, or something. I'm a little bit more mushy, in that I just visualise the thing and if I think they're within range, they are. If I don't think they're within range, they're not. Done.

BEN?

It's also because of the former is boring.

ALEX

Basically, yeah. It slows the game down a lot, and I actually have no problem having it in a game that I'm playing for fun. I would never in a million years, use it in a performing peace.

LYDIA

So Cel's full move is thirty foot, which means that going up another...

BEN

You're already at fifteen. You can go up forty-five, or you can go...

LYDIA

I would go up another ten, expecting that I am then out of its upwards range.

ALEX

Yes.

LYDIA

And then twenty foot to the side.

ALEX

Make it fifteen feet to the side please.

LYDIA

Ok.

ALEX

And then, yeah... you're out of range, and you won't have triggered anything blah, blah, blah...

LYDIA

So I am...

ALEX

I need you to track your [unclear: 20:54]

BRYN

Twenty-five upwards.

BEN

Hold up, hold up, hold up, hold up. I'll use some D10s. We'll start getting magic regathering with it.

ALEX

Yeah...

BEN

Twenty-five. I would say...

ALEX

So I'm looking at... what I'm currently looking at is basically Hamid, with Zolf almost immediately floating on top of Hamid, with Cel almost immediately floating on top of... Zolf...

LYDIA

We're very fireball-able.

BRYN?

It's the stack...

ALEX

Ah... you beat me to my own joke I was setting up...

BRYN

Magical...

ALEX

I was going to say... yeah... it's great...

LYDIA

Cool. That takes out my entire actions doesn't it?

BEN?

Yep.

BRYN?

But, you're not dead.

LYDIA

I do like not being dead, having explored all the options, this is my preferred one.

BEN

We've run the numbers...

ALEX

Skraak basically readies an action. That's what Skraak does. Big bad [unclear: 21:38]... injured pretty heavily by the paladin. Nonetheless turns its eyes towards the Skraak.

HELEN

Oh...

ALEX

It's other hand suddenly twists awkwardly and shunts and a bomb appears in it's hand.

BRYN?

Sure.

ALEX

It aims the hand and fires it as if a cannon at Zolf.

BEN

Hello...

ALEX

Specifically.

BEN

Uh hm...

ALEX

What is your touch AC?

BEN

My touch AC is 11. Does this care about spell residence?

ALEX

No.

BEN

Ok.

ALEX

I'm afraid not. Hits...

BEN

Got those air points...

LYDIA

Stop saying that...

BEN

No. you going to go-gun me?

ALEX

I need your six please...

BEN

Use them all up to be standing on.

ALEX

More D6 please. There are two there. Can I have them?

LYDIA

I like...

ALEX

I want them precious...

LYDIA

That was a worryingly good Golam. This is much dice now...

BEN

Quite a few dice.

LYDIA?

This is like being hit by the sea.

BEN

Less bad then being hit by the sea...

ALEX

Bryn, can you tally please?

BRYN

Yep.

BEN

[unclear: 22:39]

ALEX

That is awful roll. Tallying 6, 5, 3, 3, 2, 2, 1, 1.

BEN

Fire me... 23

ALEX

23.

BEN

I figured these...

ALEX

You take 23 electrical damage.

BEN

Cool.

ALEX

Also, I need to know how far Hamid is from you and how far Cel is from you?

BRYN

I'm ten foot.

BEN

And Cel is twenty-five foot.

ALEX

Ok, cool. It explodes [noise effect]. Cel you immediately know that this is a splash weapon. It hits Zolf square in the chest, and expands outwards. Both of you are outside the range of its splash...

LYDIA

Oh...

BEN

Oh's that's...

ALEX

The creature then...

LYDIA

The big creature...

ALEX

Five foot steps away from Azu. In which case then Zolf, you are up, having been hit by a [sound effect].

BEN

Right, I move ten foot.

ALEX

[sound effect]... well you punt ten foot, to be specific...

LYDIA

[laughter]

ALEX

[singing] just one more baddy... give him to me...

BEN

And I'm within ten foot.

ALEX

That is an accurate statement...

BEN

Does it threaten?

ALEX

Yes.

BEN

So it hits me.

ALEX

Takes a swing, takes an opportunity...

BEN

17 to...

ALEX

Will not hit with that, no way.

BEN

Cool. And then I...

ALEX

Let me rephrase... shouldn't hit, if it does, I've done this encounter wrong. Err... yeah you're fine.

BEN

Cool. And then I hit it. Does a 20 hit?

ALEX

A 20 does not hit. It glances off the plating. It just basically... it is built entirely of metal and hard materials, and it just chinks off it. It doesn't really catch and bite. OK. That's me. At which point then, Azu - you are up.

HELEN

I hit it.

ALEX

With all of the...

BEN

Yep.

ALEX

Beefy bonuses...

BEN

+17 and +12.

HELEN

Ok. Wow...

BEN

That's a natural one.

ALEX

That is an unfortunate roll.

HELEN

Wow. I missed with the first one, I guess...

BEN

Well, it's still an 18.

ALEX

Doesn't hit.

BEN

Oh of course, you just told me that.

HELEN

Yeah...

BEN

And then a +1. That's another 18.

ALEX

Doesn't hit. Needs some better rolls. Basically for what it's worth, it's not that you're missing, it's just that it's BING... OK. That's just a solid steel girder that I hit, that's not going to work. There's an element of trying to hit the bits that need to be hit with this thing.

HELEN

Yeah...

ALEX

One of the blogs turn. Please... this is a better way of doing it. Move everything ten foot closer to a person, and six more please. Also, for anyone who's tracking like enemies, in combats and how much damage and so on, this is a bad day for people. This is...

HELEN

Yeah, this is stupid...

BEN

It's a nightmare...

HELEN

Don't bother...

BEN

I've also lost all my dice.

ALEX

It's gone...

BEN

Yeah...

ALEX

Gone forever.

BEN

But I'm like... I only have 1 D20 now.

ALEX

Err... no blob is occupying the square of the player are they?

BEN/BRYN

No.

ALEX

Good, in which case then, Hamid, you are up.

BRYN

I move away from the blobs, draw and load my crossbow.

ALEX

Very well. And Cel?

LYDIA

I vomit forth a swarm of spiders...

ALEX

Of course you do.

LYDIA

They land in that square in front of me.

ALEX

Yep.

LYDIA

They then move twenty-foot in a direction of my choosing...

ALEX

As spiders are want to do...

BRYN?

Oh no I've fallen down.

LYDIA

I believe that they now occupy one of the squares of the big beast.

ALEX

That looks correct to me.

BEN

Yep, they do...

BRYN

Put it in his hand...

BEN

Yep... I'm trying...

LYDIA

They take 1 D6 damage, plus poison and distraction.

ALEX

Your spiders have crawled across...

LYDIA

Yep.

ALEX

They appear to have had no affect in any way.

LYDIA

Ok. So even the physical damage?

ALEX

Nothing appears to have affected it, in any way.

LYDIA

Oh, that's...

BEN

When Azu hit it with the axe, that had an effect right?

ALEX

Yeah, it... it hit... it hurt... it did exactly what it was meant to do. Something was different about that, but the spiders... it does not appear poisoned, it does not appear bitten, and it does... it is currently... crawling all over with spiders. It does not actually appear to have noticed.

LYDIA

Oh, that's sad.

HELEN

It is sad.

ALEX

Are you taking a move action, because you've used your spelling action, currently...

LYDIA

I am taking the move action. Cel sadly floats away...

ALEX

Bobs...

LYDIA

... over about here...

ALEX

In which case then... Skraak moves towards the electrified door, along the walkway...

HELEN

Oh no... don't electrocute yourself.

ALEX

Uses double move action. No, uses a run action.

BRYN

Oh... so it's at the...

ALEX

Ok. Cool. Big bad, big bad angles herself downwards, swarming in spiders... and tries to punch Azu into a small puddle.

HELEN

Ok. Azu looks up at it defiantly... She may then get pummelled, but I want you to know, that she was defiant.

ALEX

Ok. What's your AC?

HELEN

22.

ALEX

Two hits.

HELEN

Wow. Oh, I'm going to get hurt. Oh...

BEN

You should be alright.

ALEX

That's wrong. I'm rolling the wrong dice. I need bigger dice.

EVERYONE

Nooo...

BEN

You should be alright.

HELEN

Should... should be Ben [laughter]...

BEN

I mean, if Cel can survive a hit, you could survive a hit...

ALEX

Bryn, I need you to tally for me.

BRYN

Yep.

HELEN

I don't want to hear this.

ALEX

4+8+13+8+... can you please give me a reflex save?

HELEN

Let's watch this be garbage. Oh...

BEN

Natural 20...

ALEX

That's 24... and... so many rolls, but in a good way.

HELEN

For you maybe...

ALEX

4 fire damage.

BRYN

37 total.

ALEX

Ha.

BRYN

How do we keep getting 37? Something's weird about this episode.

ALEX

It's weird. So what happens is, it takes two big... like a forehand and then backhand with the same attack arm. On the forehand, it tries to globe you with the same stuff that it tried to glob Cel, misses...

HELEN

Good.

ALEX

Sticks to a wall. On the backhand, however, it's entire hand suddenly ignites, and it just backslaps you with its bladed flaming hand.

HELEN

Umm... Azu draws herself back up and looks at it again.

LYDIA

Defiantly again...

HELEN

Defiantly...

ALEX

Zolf, you are up.

BEN

Five foot step.

ALEX

Five foot bob...

LYDIA

Yeah...

BEN

Five foot punt.

[laughter]

BEN

And then...

HELEN

I can't take another couple of hits by then...

BEN

Yeah you can...

HELEN

No I can't...

BEN

No... you can...

ALEX

You are about to be able to.

BEN

Yep.

ALEX

I think Ben has seen which way the wind is blowing.

HELEN

Oh...

BEN

Cue moderate wounds... so that is 48... Oh... 2 D8 sod that... Cure serious wounds...

ALEX

Big boys... $3D\ 8 + 8$

BEN

$3D\ 8 + 8$ is... 11, 16, 24.

HELEN

Ok.

[laughter]

ALEX

[Singing] Maths with...

BRYN

Does casting that spell trigger an attack of opportunity for the creature?

BEN

I guess so...

HELEN

Oh...

BEN

17

ALEX

It's a hit.

BEN

Damage...

ALEX

Is a coming...

LYDIA

Good luck Ben...

HELEN

Please survive, so we can survive...

LYDIA

Ben's assured us that he basically has infinity... So many times...

BEN

Not anymore...

ALEX

Bryn tallying...

BEN

I should have cast it myself...

ALEX

11

BRYN

Yep.

ALEX

+8

HELEN

Oh my God, if you get taken out...

BEN

I possibly will...

HELEN

Oh Ben...

LYDIA

But we can't heal you...

BEN

Uh hm...

ALEX

So that was 11 + 8.

BRYN?

I can...

ALEX

Yeah... + 6 - fire damage, exactly the same as before, it suddenly...

BEN

25

ALEX

Pumps fire into its hand, and then [sound effects]

BEN

Yeah, that spell hasn't come off.

HELEN

What?

BRYN?

Now, you have to make the concentration check, to see if you... hold the spell.

BEN

DC quarter, + the damage taken + 11 of the value of your passing. How much damage did I take?

ALEX

25.

BEN

I can't hit it. Delete that...

LYDIA

Oh what...

ALEX

In which case then, unfortunately Azu... you're up...

BRYN

Kill it.

ALEX

Would you like to ask me, how beaten up it looks?

HELEN

Yeah.

ALEX

Quite... not like one hit away from death, unless you REALLY, REALLY annihilate it.

BRYN

You have +17 and + 12. Statistically... you are in a really good place. You rolled really badly last time... but...

HELEN

I might... I might do that again... like I feel that I have really bad luck...

BRYN

If... if the dice go wrong, we lose this game. That's a fact of D20 systems... so...

HELEN

Ok.

BRYN

So not doing stuff because the dice might be wrong... So we've given... you have a + 17 to hit...

BEN

Yeah...

HELEN

The reason I'm hesitating is because I could channel positive energy...

BEN

That will heal it as well.

HELEN

No it won't because it's evil.

BEN

Nope, is it alive or... it depends, if it's healed by positive energy...

HELEN

Oh...

BEN

That's not alignment based.

ALEX

Ben is correct.

HELEN

Oh... Ok. In which case, yeah I hit it [laughter]. I thought maybe I could heal myself, and hurt it, but no. that's a natural 1 again.

BEN

Umm...

ALEX

Ok.

LYDIA

Ohh...

BEN

You get a second attack...

LYDIA

Oh gosh... No this is getting too serious...

HELEN

You're going to kill me... You're going to kill me...

BEN

D20 systems... that's how they work.

ALEX

So that's a hit...

BEN

Yep. 28. D12 + 16 damage.

HELEN

Ok.

BRYN

That's still a decent amount of damage.

BEN

Yep.

ALEX

Yeah, it's not insubstantial.

HELEN

I roll a 1 again. Ok... That's 19 damage.

BEN

19 damage.

ALEX

19 damage, decent hit. Is there anything else that you're doing, Azu? At this stage?

HELEN

I can't do any of the actions, can I?

BEN

You've taken a full attack action, so no.

HELEN

And I can't move?

ALEX

In which case then, blobs... no more blobs come... unless I've miscounted my rounds. Has anyone been tracking rounds, off the top of their head?

BRYN/BEN

No.

LYDIA

[laughter]

ALEX

That's fine.

BEN

That's your responsibility.

ALEX

I have been... I just wanted to get someone to confirm if possible. Could you just move all remaining blobs...

BEN

Right, I have taken attack of those two. I'm going to do that now.

ALEX

Take them.

BEN

First one - hits. Second one - hits.

ALEX

They're dead. Has every blob moved?

BEN

Yep.

ALEX

Excellent. In which case then, Hamid, you are up.

BRYN

I put my crossbow away.

ALEX

Uh hm...

BRYN

And... I draw the potion of greater invisibility and neck it.

ALEX

Ok. Sensible. Cel... you are up.

LYDIA

I shoot... You'll remember that I reloaded my crossbow...

HELEN

Yeah...

LYDIA

I will shoot the blobs that are nearest Zolf and Azu, because they can't take any extra damage. So that one... 15+9 to hit 24...

BEN

Yep. Hit. D10+D6. Oh have you lost them all... Err...

ALEX

I've been slowly accumulating...

LYDIA

Don't worry... I've found... I've found some... 5 damage...

BEN

Ahh...

LYDIA

I'm sorry folks.

BEN

Again, not your fault.

LYDIA

I suck...

ALEX

It's happening again.

LYDIA

9 + 9 is 18...

ALEX

That's a hit...

BEN

It does... that one is now dead...

ALEX

She's dead.

LYDIA

Then...

BEN

You can hit the next closest one, that one...

LYDIA

Yep. Oh natural 20.

BEN

Hey... that one's dead. You do double damage.

ALEX

It can't knock that.

LYDIA

Oh... Ok... Cool.

BEN

Yes it can... because that means that max damage is 4. You have to roll...double ones it will survive.

LYDIA

Ok then.

BEN

Ok. So you roll 2 D10 and 2 D6.

ALEX

If you do not kill this thing, then good gravy, we are unlucky today.

LYDIA

113.

BEN

5. Roll a D10.

LYDIA

8.

BEN

It's 8.

ALEX

A lot of with that is like... still going... still going... triple...

BEN

Also, we did forget to confirm but sod it, 7 AC.

ALEX

Yeah, I don't care. I should care more but I don't.

[laughter]

ALEX

There are certain things I don't care about, and what is a glorified environmental effect is one of those things, I'm sorry...

[laughter]

BEN

No, it's fine. We've got this to worry about.

ALEX

These guys could have been a gas... I thought this was more interesting. That's basically it. Anything else that you want to add.

LYDIA

I don't think I can neck a potion in the time...

BEN

Yep.

HELEN?

What's the D4 it's holding up again?

BRYN?

The spiders...

BEN

Oh yes, that doesn't matter though.

LYDIA

It's covered in spiders.

BEN

It is... sorry... it is still covered in spiders...

LYDIA

Oh no... I can make the spiders move 20...

BEN

Oh yes, send them at the blobs...

LYDIA

Wait... it says... oh so this is going to get complicated. Because it says... if there is no living creature in its square...

ALEX

There is... [sound effects]... oh... technically... I am going to rule that as spiders are a creature, they would not discern this thing as living.

BEN

Yeah, they can't have any effect on it, so it's like...

ALEX

To them, it's a table.

LYDIA

In which case, I move the swarm there...

BEN

So, it can go... 5...

LYDIA

Yeah...

BEN

10, 15... and that would be 25... so it can go 20...

ALEX

But blobs will run straight into those...

BEN

They'll run through it.

ALEX

In fact...

BRYN

Oh, they'll go for it.. it's the closest living...

ALEX

They will go for it...

BRYN

That's a beacon that will just kill them.

ALEX

It will just draw them and then will only...

LYDIA

Well it only... it only does one D6 +...

BEN

But they'll stay in the square...

LYDIA

Oh yeah...

BEN

Because they're like... I'm going to blob these spiders... the spiders are like...
[eating sound of spiders]

ALEX

That is literally what will happen, yep.

LYDIA

And they will poison it, which does 1 D2 damage.

BEN

And the poison a goo...

LYDIA

Yeah...

BEN

Does it say... they can't be?

ALEX

I'll double check.

ALEX

In the meantime, anything else that you're doing Cel?

LYDIA

Flying... I don't want to be in a blob with Hamid, or anyone else, but I want to be a bit further away.

BRYN

Hamid's invisible.

LYDIA

Oh... Well where you last were...

ALEX

Yeah... yeah...

LYDIA

I mean... like what is it six seconds has past...

ALEX

Anything else?

LYDIA

No, that's it.

ALEX

Skraak does a thing. Unless you are paying close attention, no one can really discern what Skraak is doing.

LYDIA

No.

BEN

There are two blobs starting to climb the...

ALEX

He will continue to do the thing. He will continue to do the thing. In which case then, big bad beefy boy

HELEN

Kills me...

BRYN?

We might not die.

ALEX

I would like to know how many hit points you are on?

LYDIA

28.

BRYN

39.

HELEN

Zolf might live.

ALEX

Takes...

BEN?

[Unclear: 36:32]

LYDIA

Everyone gets 37 damage. Ok. That was decided...

[group laughter]

LYDIA

I don't know who makes the decisions, but that decision was made.

ALEX

Interestingly it's not me that makes them...

BRYN

Now 37 damage will not kill Azu...

HELEN

No, it will just knock me out.

ALEX

So,

BEN

Azu very close to...

ALEX

First attack is at Azu.

HELEN

Yep.

BEN

It's got to miss. Come on. It's a really good one...

HELEN

No, it didn't miss last time.

BEN

Yeah I know, but it has to. Because you know...

LYDIA

[laughter]

LYDIA

No it doesn't have to...

BEN

This is Alex, no fudge...

ALEX

Misses by one.

LYDIA

[Screams]

ALEX

Takes a second swing at Azu...

LYDIA

Tension, tension...

BEN

This is where... we know Alex doesn't fudge, but we're also like...

ALEX

No, that's a hit...

BEN

Does Alex fudge...

ALEX

That's a hit, that's a hit... that's a hit. In which case then, I can tell you what it... it rolled a 21 to hit you on first attack... like [sound effect] in which case then it...

BEN

So that's my evil, we are doing...

ALEX

Yeah...

HELEN

I'm so glad of it...

ALEX

More than you can possibly imagine.

BEN

Good shout...

ALEX

Plus I've been rolling really high on the attack damage...

LYDIA

Yeah we noticed...

ALEX

8, 9... so... can you add 8, 3, 8 + goodness me, so many rolls.

BEN

Who built this?

ALEX

It's hands, as it comes to basically plough into your face, suddenly emits a great big white hiss of mist, let's say. It smacks you, and you take an additional for damage.

BEN

So this was built... because we...to the lightening, and then Alex went “oh no, if I make it based on a single energy type, they will just murder it”.

ALEX

Fun fact - no - this was built before... the lightening encounter....

BRYN

Really... Oh... OK. Lucky.

ALEX

This was me, this was me just going... they’re probably going to be able to resolve a lot of different types of energy...

BRYN

Yeah... fair enough...

ALEX

But yeah... honest to god, I designed this... the first fit and then I tend to... start with the bottom and work backwards.

BEN

Does it have like an arm that rotates cartridges?

ALEX

Yeah, it does. It’s rotating different things...

BRYN

Like potions... and it just fires them into your face.

ALEX

Yep...

HELEN

So, what total damage was that?

ALEX

23.

HELEN

So I've got 5 hit points left?

BEN

Yep.

ALEX

You did quite well there.

LYDIA

Functionally, you're fine.

BEN

Yeah...

[laughter]

HELEN

I'm going to attack it again next time just hope I don't roll so badly.

BEN

Ok.

ALEX

Zolf, you are up.

BEN

What's the initiative order?

ALEX

Zolf, Azu, blobs...

BEN

Right. I will hold my action, until after Azu's go.

ALEX

Yep.

BEN

Kill it, and I'll heal you.

HELEN

I'll try.

ALEX

Azu... you're up. First attack.

HELEN

Ah... thank god.

BRYN

33.

ALEX

Hit.

BRYN

2 D12 + 16.

HELEN

Ok.

BEN

Come on Azu, come on Azu...

HELEN

That's a 12 +

BRYN

10 and a 2...

HELEN

12 + 16 is 28.

BRYN

Yep. 28 damage. Second attack... Second attack...

ALEX

Give me a second, I've got to tally here...

HELEN

Ok.

LYDIA

Tension.

ALEX

Describe how you try to hit it, and I'll describe what happens. It's not a kill I'm afraid.

BEN

That's fine.

HELEN

That's Ok.

BEN

We've got another three attacks.

HELEN

I would like to try and hit it... like... you said there's fluid in it?

ALEX

Yep.

HELEN

Try and hit it in the fluid.

ALEX

You do so. You swing for it, and you smash a it on its leg. It looks really heavily damaged now. You have only hit it what like twice.

BEN/HELEN

Three times.

ALEX

But every time you have hit, and properly hit, it has been phenomenally huge amounts of damage. It looks properly messed up at this point.

HELEN

Ok. I take my...

BEN

... Second attack...

HELEN

Yeah... It's + 12.

BRYN?

Evil doer...

ALEX

You only have two attacks now don't you?

HELEN

Yeah...

BEN

Yes, but I have two.

HELEN

Please be a good roll, please I beg you...

BEN

No.

ALEX

Doesn't hit.

BEN

Right out of two.

ALEX

Ok. String... it glances off it, I'm afraid.

BEN

Is it my go...

ALEX

You held your action. Would you like to insert it?

BEN

Yep [laughter]. Here goes nothing. Nope... Nope...

ALEX

Ahh... both glance off. Ching ching... For those listening at home, what were the rolls?

BEN

Oh umm...

[group laughter]

BEN

12 and 11. Irrelevant... irrelevant...

ALEX

Insufficient, that's fine.

BEN

Sorry Azu.

ALEX

In which case... blobs all advance. Interestingly, things get real, real, real weird with the blobs and the spiders.

LYDIA

[unclear: 40:19]

BRYN

All of them are going for the spiders.

ALEX

Yes...

BRYN

Except for the ones on Skraak.

BEN

Yep, there's two climbing the wall to Skraak...

LYDIA

Yeah... because they're all...

ALEX

So, are they on Skraak yet?

BEN

No.

BRYN

Did Skraak come down?

BEN

They're half way. One is fifteen foot up the wall, one is five foot up the wall.

ALEX

Ok, that's fine.

BEN

So, they...

ALEX

So their climb speed is 10.

BEN

Yep... so...

ALEX

That's fine. Now in terms of your spider swarm...

LYDIA

Uh hm...

ALEX

Swarm traits take effect when a character starts their turn, in that square...

LYDIA

Ahh...

ALEX

Interestingly, oozes just happen to have an effect... takes effect, when something starts in their square. So weirdly enough, although everything is going for the spider swarms, nothing happens. Hamid, you are up.

BRYN

Hamid...

ALEX

Unseen by all...

BRYN

Invisible.

BEN

Come on Hamid.

BRYN

Breathes dragon fire.

LYDIA

[screams]

BRYN

No we need to see if this happens. It's not a spell.

BEN

Spell resistance does not apply.

ALEX

Good. Very good. It is greater invisibility those your invisibility will not stop...

BRYN

Will not be broken...

ALEX

Once the attack is done...

BRYN

Also it gets no reflex save. It is not aware of me.

ALEX

This is a correct statement.

BRYN

This is full damage. Unless it's got fire resistance.

BEN

Bryn, you absolute diamond.

LYDIA

What is...

BEN

[unclear: 41:33]

ALEX

Ben's getting giddy...

BRYN

Also, it's hitting four of the blobs behind it.

LYDIA

[laughter] alright, no need to show off...

BRYN

I've been through fire in a straight line.

HELEN

Please kill this thing.

BEN

That's a good roll...

LYDIA

Oh...

BRYN

Alex, can you... we've got 6 and 6 and... 6...

ALEX

No, I can't do that... that's not a skill I have... I'm tracking many other things simultaneously...

HELEN

Bryn can do it.

BEN

It's dead. If it were close it's so dead.

BRYN

Hamid invisible moves up beside Azu. Unknown, unseen, and unleashes a breath of pure rage in a desperate attempt to save his friends, because he can see how badly beaten they are. He deals 54 damages...

EVERYONE

[screams]

LYDIA

What are you? What are you?

BRYN

A dragon, dragon...

ALEX

Ok. Give me a second, please to tally. You can all relax a little bit. Just let me tally for my own...

BEN

So that was up to four blobs as well as the.... Just for those keeping track...

HELEN

[unclear: 42:42] [laughter].

BRYN

How many [unclear: 42:45] are you on?

HELEN

5.

BEN

Ok. So it would have killed you next time?

HELEN

Yes.

BEN

Outright.

ALEX

So I am...

BRYN

I was beginning to mourn...

ALEX

I am going to give you two things, no three things. First thing, if it had got a hit on you, Azu would have just died. Number two...

HELEN

I know, I'm very aware...

ALEX

Due to additional things there's a solid chance it probably would have KO'd Zolf in the same turn. There are additional things that never came off.

BEN

Oh no...

BRYN

Does it make her body explode or something...

ALEX

Anyway... the third...

BEN

That's a yes. Like Shoin did to the cleric... Oh no...

ALEX

The third thing, is that it is... DEAD.

HELEN

Thank God.

ALEX

Quite dead.

HELEN

Thanks Bryn,

LYDIA

Thanks Bryn.

ALEX

The fire breath begins.

LYDIA

It's not fire, it's dragon breath...

ALEX

The showing monster I should say. Has it not time to turn and go AHH... and starts reaching out to try and swipe what's blowing. As it is reaching out, the fire breath is destroying the bits of it, so that as it's reaching out, bits of it are breaking away and it can't get either hit off until it eventually is just down, and the breath is still coming until eventually there is a charred husk of what are now seemingly mundane materials popping and burning.

HELEN

Wow.

ALEX?

It is brutal... Can I just say, that I view this as an attempted murder...

[Group laughter]

ALEX

And I think I can end the episode there...

[group laughter]

BRYN

Sorry guys, I know we wanted him for questioning, but it seemed like the best choice.

HELEN

Are you still invisible?

BRYN

Yep.

[group laughter]

BEN

Also we're still in combat time. There's still enemies around.

ALEX

The episode is done... The episode is done. So how you feeling? Everyone ok?

LYDIA

NO, we're not Ok.

BRYN

It was tense...

ALEX

Are we all ready for round two?

BEN

We're alive. Yeah... I mean, that's the important thing.

BRYN

Only half of that fluid's gone, so send in the second monster...

BEN

Yeah...

LYDIA

[Screams] no...

ALEX

Bye.

LYDIA

Bye.

BRYN?

I've got loads left...

[Show Theme - Outro]

ALEX

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