

## **RQG – 151 – Giblets!**

### **Content Warnings**

- X
- X

### **ALEX**

Hi everyone, Alex here with quick note ahead of today's episode. As part of our efforts to make sure that we get through every outstanding patreon shoutout we're increasing the number of people we thank. This means we're going to move the shout outs to the end of episodes going forwards so as to not make people wait extra-long before the start of the show. That's all for now. Thanks for your patience and we hope you enjoy today's episode.

### **[Show Theme - Intro]**

### **ALEX**

Hello and welcome to Rusty Quill Gaming podcast episode 151. I'm your host and GM Alex Newall and with me today, I have

### **BEN**

Ben Meredith

### **BRYN**

Bryn Monroe

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**LYDIA**

Lydia Nicholas

**HELEN**

And Helen Gould

**ALEX**

And who are you playing?

**BEN**

Zolf Smith

**BRYN**

Hamid Saleh Haroun al-Tahan

**LYDIA**

Cel Sidebottom

**HELEN**

And Azu.

**ALEX**

And it's almost everything's fine, right.

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**BRYN**

Fine is a strong word for what we found last time.

**HELEN**

It's fine enough that we're not going to sing the song.

**ALEX**

Sorry, the only people that are in this room are fine and if that isn't like complete happiness for everyone I don't know what is.

**BEN**

We'll talk about it later.

**(laughing)**

**ALEX**

Ok so brief recap we have...

**BRYN**

We killed Shoin.

**ALEX**

We have...

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**HELEN**

No we didn't! We have his brain that we're going to interrogate.

**BRYN**

We dissolved his body. His big metal body.

**BEN**

One of his bodies! He's a gestalt entity now.

**ALEX**

So what you currently have is a brain in a jar.

**LYDIA**

In our bag of holding.

**BRYN**

It's a brain orb. It's a borb.

**ALEX**

It is a borb. Don't forget that it's a borb. And you are currently in...basically under the seabed to all intents and purposes.

**LYDIA**

[Singing] under the sea. Bed.

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**(laughing)**

Everything's better down where it's wetter, under the sea.

**EVERYONE**

Bed.

**(laughing)**

**BEN**

We are simple folk

**HELEN**

We've definitely started singing more lately, haven't we.

**BRYN**

Yes! I blame everything on Tim!

**HELEN**

It's definitely Tim's fault!

**ALEX**

He's raising a bar and we're going to crush him beneath it.

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**BRYN**

He's not even here!

**ALEX**

So you have, I wouldn't say successfully, but certainly begun the process of emancipation on the island. I'd say that's a thing that's starting to happen.

**BRYN**

No, no. We enabled them to emancipate themselves.

**ALEX**

Better way of putting it.

**HELEN**

Yeah self-determination.

**ALEX**

Yeah that's kind of where I'm going with that one.

**BRYN**

We didn't steam in all white saviour.

**ALEX**

Absolutely. At which point then you are ploughing through the lads and/or blokes mook section of the complex and...

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**BRYN**

We haven't actually encountered one yet...oh we did, encountered one.

**HELEN**

Yeah and then he was not...

**ALEX**

He was very encountered.

**BEN**

Yeah he definitely had an encounter.

**BRYN**

Skraak earner XP for that encounter.

**ALEX**

Skraak very much did. And you are currently heading on towards central control, I believe was where you were heading onto having found horrific experimentation rooms and...

**HELEN**

I'm gonna hit them all so hard.

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**ALEX**

...and manky bunkbeds among other things but yeah, you are all on the way to central control and I will skip ahead to you getting to the entrance thereof unless anyone has anything you want to do in the corridors approach beforehand.

**HELEN**

No

**BEN**

No it's kind of a determined silence I suppose.

**ALEX**

Makes a lot of sense.

**LYDIA**

Wait there are things that I could do. I mean I could be a dolphin again.

**(laughing)**

**BRYN**

Now that you've slept

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**LYDIA**

Now that I've slept. I mean I can't just be a dolphin. I could be lots of things.  
Probably not a good idea in these tunnels to get all big.

**BEN**

How big are the tunnels? Are they like medium creature sized...

**ALEX**

Yes

**BEN**

...like proper facility kind of...

**LYDIA**

Yeah so a large creature not a good idea.

**ALEX**

I did give this to Zolf earlier but I'll give it again which is to your eyes they look like whether they were naturally occurring or not they have been expanded to suit medium creatures.

**BEN**

Cool. Perfect.

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**LYDIA**

Ok

**ALEX**

Windey but big.

**BRYN**

The radius of the tunnel as a whole is what, 10 foot?

**ALEX**

Yeah

**BRYN**

So it's, you know, not exactly spacious for Azu but also not claustrophobic.

**ALEX**

You're not going to be going down shoulder to shoulder doing the cancan but maybe two of you could.

**BEN**

Ah

**LYDIA**

So being big would be a bit silly.

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**BRYN**

Yeah probably.

**ALEX**

I mean if you flooded the complex behind yourself and made yourself big you could get popped out like a cork, that could be fun.

**LYDIA**

Ah! Is there an animal that I can...oh! I could be a big walrus! Get shot out the tunnel!

**BRYN**

You'd need something bigger in your mouth than the pencils from last time!

**LYDIA**

Yes!

**ALEX**

I'm quite sad we found out how you could've got the island much quicker and easier than you did. Walrus canon!

**LYDIA**

Oh yeah.

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**BEN**

Everyone ride the walrus

**(laughing)**

**ALEX**

You start to approach central command, it's obvious because it's well signposted as have all of the bits down here been.

**BEN**

Handy.

**ALEX**

You are approaching what appears to be another pressure door of the likes that you've seen before. However you also notice that although you're been walking through worked but not well worked stone the approach to the door sort of, about 20 feet or so is lined in metal. So metal plates but squared metal plates to kind of give it a semblance of order and organisation I guess. But that's the only real difference that you could tell that you're approaching an actual different thing than just another bit of corridor.

**BEN**

Fair enough. Clomp up to the door. Glaive goes on. Open the door.

**BRYN**

You're not gonna check it for traps?

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**BEN**

No

**BRYN**

Alright.

**ALEX**

No traps go off. There goes my arbitrary delay.

**HELEN**

I feel like it would be a bad idea to put a trap on your office.

**BEN**

Also got no time for this. I'll just get hit by a trap. It's fine. I've got loads of hit points.

**(laughing)**

**ALEX**

In Ben's defence he does now have...

**BEN**

I've got loads of hit points.

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**ALEX**

...loads of hit points.

**BEN**

I've got 92 whole hit points.

**LYDIA**

That is...

**HELEN**

How come you've got more than me!

**BEN**

I got a big con score.

**HELEN**

Oh! I don't.

**ALEX**

But he's just not courageous like you are so that's ok. He's mostly a chilled sea dude at this point.

**BEN**

Ah...wha...?

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**ALEX**

Ahhh!

**LYDIA**

Chilled environment neutral dude.

**BEN**

Yes. Thank you!

**ALEX**

So, you open the door into a comparatively large room. Think natural cave where engineering work has been worked into it, sort of bolted into the walls and so on. All built for medium sized, not smaller creatures. Things that you see immediately heading in. You see, there is the ground floor that you are on. There is a circular raised walkway suspended in the middle of the room via girder struts and so on and there are a couple of people up there who do not appear to have noticed you at this stage. You also see there are a couple of doors leading into this room so there are three doors at the ground floor, the one that you came in, one off to the left a bit and one off to the right a little bit, equidistant give or take. For Bryn's not benefit, they're not quite equidistant but they're close enough. The floor's not completely level but again you're working with a natural space that you're retrofitting. The one signpost to the right, the door on the right, has a very clear signposting which says "to the shore". Although admittedly this one is in Japanese. So, you know. And there is one off to the left which I believe also says "to processing". And so it's looping back apparently. In terms of...

**BRYN**

Processing was the bit we already scouted wasn't it.

**ALEX**

Yeah, yeah. And there is, in the centre ceiling, large amounts of apparatus coming down. Leading to a...I'm going to say a large board because until characters are taking proper perception checks they're not really going to know what they're looking at and there is someone sat staring at a board which is changing in some way.

**LYDIA**

It's a command centre for all the whales...no the squids, the whatever they are.

**BRYN**

Why is there a raised walkway?

**ALEX**

There is a raised walkway encircling a large amount of apparatus in the centre.

**BRYN**

Ok so it looks like...

**BEN**

The gantries.

**ALEX**

Unless you're taking proper perception checks this is immediate response.

**BRYN**

The purpose is not obvious I suppose.

**ALEX**

Correct.

**BRYN**

It's just...ok, cool. Are there are any doorways at the raised walkway level?

**ALEX**

No.

**BRYN**

No

**ALEX**

No one has noticed you. The room is comparatively loud insofar as there's lots of clicking, clacking and gentle machinery noises from all of the apparatus that's hanging down from the ceiling which has masked the sound of the door and in the nicest way possible the people that you have gotten a quick glimpse at appear thoroughly unenthused with their work. No one's batting an eyelid.

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At least one of them, you think the one staring at the screen, there's a 50% chance it might be asleep. Like they are quite chill in a way they shouldn't be.

**LYDIA**

I'm going to cast shield on myself because that's something I can do now. That's not a new spell. It's just that I never had a chance before.

**HELEN**

Ah!

**LYDIA**

I don't think I need to do anything. I'm just beefier.

**HELEN**

Shall we go and deal with them?

**BEN**

Yeah

**BRYN**

I would also like to cast some spells. I'm going to cast mage armour on myself. I'm going to cast fly on myself.

**LYDIA**

Ooh.

**BRYN**

I'm going to cast fly on Azu and I'm going to offer to cast fly on Cel. You have boots

**ALEX**

I need to know if Cel accepts.

**HELEN**

I didn't get a chance to accept!

**ALEX**

This is true. Sorry. Would you like to accept fly?

**HELEN**

Azu will accept fly. But I don't like that Alex is rolling dice...

**BRYN**

I'm presuming that we're stepping back outside the room now the door is open rather than just doing it where they can see us.

**ALEX**

And does Cel accept fly?

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**BRYN**

I assume he's rolling to see if they notice the sound of spells happening outside the room.

**HELEN**

Oh ok.

**ALEX**

Does Cel accept fly?

**LYDIA**

I guess, sure.

**BEN**

So during the three standard actions that it takes for him to cast three spells, I walk forwards and I lop the head off the one in the control panel with his back to us.

**ALEX**

So to be clear, control panel stuff is up the walkway. You are on ground floor.

**BEN**

Fine. I walk up to where it is and hover until I can lop the head off the person on the control panel. I, at this point...

**ALEX**

That scans.

**BEN**

Yeah and I don't care about being seen because these are just...these aren't dangerous people.

**ALEX**

That's fine. What I would say is because it's bizarre and I'll throw it out. They're all getting penalties, you know, for the noise and so on. Every single one of them was 4 or lower.

**(laughing)**

This is going to be one of those days! It is utterly trivial. The one who is sat at the board is asleep.

**BEN**

Oh so I'll coup de grace that guy.

**ALEX**

Honestly I am not going to require an attack roll, he doesn't have sufficient skills or ability to stop you if you coup de grace he is just dead.

**BEN**

Cool. Then that occurs.

**ALEX**

Excellent. Let's find out if anyone else in the room notices. No! So you have walked in and just floated up and [slashing noise]

**BEN**

I will turn to the rest of the party...

**ALEX**

Full decapitated and no one has noticed.

**BEN**

Yeah very grim look on my face.

**HELEN**

What a hostile workplace.

**BEN**

I'm definitely making it hostile. Basically sort of mime eyes at all of you and then point around the room and just draw my hand across my throat.

**ALEX**

You do the comedic hand signals of, it all deteriorates into squiggle, squiggle, squiggle. Ship shape, ship shape, bash, bash, bash. Suddenly you're doing the duck ears.

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**BEN**

So I'm basically heavily implying that let's just kill everyone in here.

**HELEN**

Ok I'm going to fly up to the nearest...

**ALEX**

I'm still not actually going to jump into initiative until someone notices something.

**HELEN**

Well I'm not going to attack them from behind because I'm honourable.

**(laughing)**

**BEN**

Paladins

**ALEX**

What? Stab!

**HELEN**

Yeah I'm just going to...I mean I wouldn't like to kill them...

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**LYDIA**

It's got to be in self defence so they've got to see you and be angry.

**HELEN**

I go up and I get the attention of...

**BRYN**

How many people are left in this room?

**HELEN**

Two.

**ALEX**

They were all on the higher walkway.

**BRYN**

While Azu is aiming for one I'm going to fly up roughly level with the other and cast scorching ray but please feel free to resolve your action first.

**ALEX**

Are we looking for synchronised actions here?

**BRYN**

Yeah

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**ALEX**

That's perfectly fine. I'm ok with it. I'm still not requiring initiative because they're all not...in which case then I'd like to know more detail Helen regarding Azu's thing here. Are we fly up, tap, tap.

**HELEN**

Ok so I just want to like give them a shake to make sure they're not also under mind control because Azu is not going to feel good if other people are mind controlled about kobolds...

**ALEX**

Ok cool. You shake them, they see you and go [screaming noise]. At which point the surprise round activates. You all have a surprise round. Because they're surprised. I am going to have to require initiative.

**LYDIA**

To be fair it does quite surprising. What...wait...where is his head?!

**BEN**

I would be surprised!

**ALEX**

I am going to require...I am going to require initiative order because there is a chance that one of you could miss in a way that attacking a sleeping person isn't.

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**BEN**

16

**ALEX**

Ok so that is a 16 for Zolf.

**BRYN**

19

**HELEN**

7 for Azu

**LYDIA**

12

**ALEX**

So, Hamid, you smashed the initiative order on that one. Go for it. What do you want to do?

**BRYN**

I cast scorching ray.

**ALEX**

That makes sense.

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**BRYN**

I get two attacks. They're both range touch attacks. This person is flatfooted.

**ALEX**

Yes they are.

**BRYN**

So AC is very unlikely to be more than 10 so I hit with both.

**ALEX**

What were your rolls? Just so I need to know.

**BRYN**

20 and 27

**LYDIA**

Oh!

**ALEX**

Yeah you're fine! Like, there are some rolls that I like and the ones where I don't need to look things up are the rolls that I like.

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**LYDIA**

Quick question, does Cel recognise any of the people here bearing in mind that there have been continual raids on their village for, I think we'd agreed, several years.

**ALEX**

I will only answer that after this surprise round.

**LYDIA**

Cool.

**ALEX**

So how much damage does...

**BEN**

Oh Bryn!

**BRYN**

I rolled 46 for the damage of the spell. I just rolled two 6s and two 5s.

**ALEX**

Ok cool. Did you separate them...

**LYDIA**

You used them up Bryn!

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**ALEX**

I can't remember, did you separate them or did you...

**BRYN**

No I aimed them both at this poor man.

**ALEX**

Cool. What's the total damage?

**BRYN**

Oh no. That's 26 damage.

**ALEX**

They burst into flame and die. Just...

**BRYN**

The second ray hits the wall?

**ALEX**

Roll the damage for me please

**BRYN**

A much more sensible amount of damage. 16.

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**ALEX**

Ok cool. You also...basically you shoot the person who then immolates and then the second one goes through the person who's in the process of immolating and just starts to start fire to the equipment that's hanging from the ceiling.

**BRYN**

That is my action.

**ALEX**

Understood. In which case then Zolf, you're up.

**BEN**

Oh er...

**ALEX**

Yeah turned out that your first action didn't trigger a surprise attack. Because they all rolled less than 4! I think like 13 times.

**BEN**

So Azu is standing in front of a surprised mook right?

**ALEX**

Yes

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**BEN**

Ok. I'm going to lean over and go – here Cel, can you work out what this does?  
And that's my action.

**(laughing)**

**ALEX**

Cel, you're up.

**LYDIA**

Can I work out what that thing does?

**ALEX**

Give me a knowledge engineering please.

**LYDIA**

15

**ALEX**

You believe it's probably a notification system for the people who are in here  
about stuff to do with the cell block, let's call it. The cell cavern.

**LYDIA**

It's info on probably the cavern. Like stuff around it. Notifications.

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**ALEX**

And Azu you are up because six seconds. You are currently looking at someone who's, let me get the facial expression right...

**(laughing)**

**LYDIA**

This is audio medium!

**ALEX**

It's difficult to translate to audio. Listeners lower your left hand side of your lip, raise the right hand eyebrow. Now adopt the face most used when you eat a rotten strawberry whilst maintaining those two fixed points. That's the face. Ben gets it!

**(laughing)**

So does Lyd, there you go! What are you doing Helen? I can riff all day but it will be unusable.

**BRYN**

Think about what these people have been doing Helen.

**HELEN**

I did. Can I detect evil on them?

**ALEX**

Yes but it will use your action.

**HELEN**

That's fine. I don't think they're going to hurt me very much. So I just want to check if they're evil or not.

**ALEX**

Ok you detect evil. The person that you are detecting evil on is...they're not full evil. This person's redeemable but it would take a lot of work and they also frankly might not be worth it.

**BEN**

They're collaborator evil right?

**ALEX**

Yeah that's kind of...Ben's got where I'm going with this. This is someone who's been following a lot of orders, you know what I mean.

**HELEN**

Ohhh!

**ALEX**

Evil's a scale. This is someone who's been following a lot of orders. Take that how you will.

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**BEN**

That's why I gave the first one the choppy chop because, you know...

**ALEX**

Mook the first is dead. Mook the second who is currently surprised attempts to flee triggering an attack of opportunity from Azu.

**HELEN**

I hit them with my axe.

**ALEX**

Lethally or non lethally.

**HELEN**

Lethally.

**ALEX**

Ok give me an attack roll please. Don't forget all of your bonuses because it's the first one and your feat goes off.

**BEN**

Just roll to hit. You'll hit and then...this one is so dead! Yeah that's an...do you want to confirm?

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**HELEN**

Why not? It'll be this one where it doesn't really matter.

**BRYN**

6 plus your normal attack bonus. 19 total.

**ALEX**

19?

**HELEN**

God, after the Shoin battle this is who I crit on!

**BRYN**

Yeah.

**ALEX**

Roll your dice.

**LYDIA**

Hey, hey, hey, at least...

**BRYN**

So that's 4D 12 add 18 damage.

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**HELEN**

Oh my god! Oh my god!

**LYDIA**

They splash?

**ALEX**

It is hypothetically possible for them to survive I think.

**BRYN**

For ease...

**ALEX**

There's two ways this can go. They either just survive or they explode into giblets.

**BEN**

No we're starting on 18...

**LYDIA**

2....

**HELEN**

6, 8....

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**BRYN**

So 38 total.

**ALEX**

Yeah they explode into giblets.

**LYDIA**

They splash.

**ALEX**

Like honest to god you just...like butter. It's kind of, you get the impression that you started swinging up going account for the armour, swing, there's no armour.

**(laughing)**

There is just a spray of Quentin Tarantino blood that splats up the hanging machinery which starts to sizzle slightly with the remaining entirely fluff based fire from Hamid's scorching ray.

**BEN**

You're an awful human being!

**HELEN**

Yeah. Azu doesn't look very happy about this.

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**ALEX**

They drop...well what's left of them drops. The room is now empty. Apart from the drip, drip, drip of fresh viscera and the clickety clack of the screen/board thing.

**LYDIA**

Does Cel recognise any of the people?

**HELEN**

Oh dear. Forgot about that.

**ALEX**

That one I'm not going to need a perception check for. You recognise the one that Azu has completely splatted. Mostly you remember them from a while back. They were the one who was giving a lot of orders as well to people to hustle things down but in the last sort of six to eight months they stopped being seen around the place. They weren't nice. They similarly didn't steal children in the night. There you go.

**BEN**

Had enough kobolds, didn't need to.

**ALEX**

Yeah so there's...there's your answer.

**LYDIA**

Ok

**BEN**

Ay, Cel, control room right. So is this just notifications and looking at stuff or can we start to shut this down to disable the base without drowning all the kobolds.

**ALEX**

For free, because you're already done the knowledge engineering. This is a place to be told about things that are doing. They can't actually do anything useful from here. It is literally just...

**LYDIA**

It's just notifications. Right. It's...it's like a...

**BRYN**

Monitoring station.

**LYDIA**

Yeah so imagine if there were...like obviously it's such a crazy thing but imagine if there was a transport system for the public where people left from one place to go to all sorts of other places. And then...but you would need to know when things were departing, right...so...I've worked this out in my head that maybe you would need some kind of notification or even a board where it would tell

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you about the departures, possibly even arrivals to help people work out when people are arriving.

**BEN**

Right, so it's a place...

**LYDIA**

It's a notification board.

**BEN**

Right, so it's not worth destroying.

**ALEX**

The things that...

**LYDIA**

I mean if you'd enjoy it...

**ALEX**

You know just from looking because it's just obvious, there are two main things that it has built into this screen/board. By a board, by the way, I mean literally it is...you remember back in the lift there was one of the rods can stick out, rods can stick in kind of things.

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**LYDIA**

Ah, pixelated.

**ALEX**

Yeah, yeah. Effectively what this board actually has is just a bunch of binary sort of on or offs for what you reckon are the actual cells of the kobold cells and then there's the separated bit at the bottom which genuinely most likely is some equivalent of...

**LYDIA**

Alert.

**ALEX**

Yeah. Effectively. However you do notice that it isn't displaying pictograms. They most likely have some basic semaphore symbols but it is exactly...

**LYDIA**

It's just a status. It's a status thing.

**BEN**

Right so we don't want to waste time...

**LYDIA**

No it's not...

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**BEN**

Ok. Let's go

**LYDIA**

Can Cel work out whether people...is it showing lots of people are leaving their cells?

**ALEX**

In order to break it down because it's...because they're using a proprietary semaphore thing you could. Anyone with linguistics could but it is going to take you about half an hour to go this means that, so that must mean this, blah, blah, blah. It's not syphered. It's just...

**LYDIA**

Yeah it's not worth it. Let's just go get this over it.

**BEN**

Yeah we've got more of these people to get rid of. Let's go. Float back down and away I go.

**ALEX**

I love making you all grizzled veterans that slowly are going to come out of this covered in blood going "you weren't there man"

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**HELEN**

Like that scene in the Witcher where he fights his way out of a monster.

**ALEX**

Pretty much actually.

**HELEN**

He turns up in the pub covered in horribleness.

**BEN**

Ah.

**ALEX**

It's a nice scene. Also a good song.

**HELEN**

Oh! Such a good song.

**ALEX**

So I am guessing you're heading on "to the shore" as opposed to back "to processing"

**HELEN**

Yeah, wanna get out of here.

**ALEX**

That's fine. You head through another pressure door. It has no traps on it or anything. To anyone who's paying attention it's readily apparent yeah this is where all the traffic's been, Why would you have loads of traps. So you start heading down another corridor. Again it starts with the worked metal and then just proceeds into the semi worked stone. It's quite windey and it takes a little bit longer than the previous corridor has. If anyone wants to have a conversation, now is the time but I'm guessing you're all kind of grimed arc at the moment with what's going on.

**BEN**

I certainly am.

**LYDIA**

Cel is...

**BRYN**

Also three of us can still fly.

**ALEX**

Yes this is true. It's going to be about 10 minutes down a corridor. Like it's quite a long corridor.

**BRYN**

That is about how long fly lasts.

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**ALEX**

Ok there you go. Fly's going to be wearing off...

**LYDIA**

Oh! And shield's gonna wear off.

**BRYN**

We can be super stealthy on the approach at least.

**ALEX**

Look I need you all to know by the way, you all prepped spectacularly, it's just that you may have broken the back of that encounter before it even started.

**HELEN**

You know we're flying, is it like a hovering thing or do you have to make swimming motions to fly or how do you...

**BRYN**

It's a magic spell. You control your own motion.

**ALEX**

What is your fly rank?

**HELEN**

What do you think?!

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**BRYN**

It will be -5/-7

**BEN**

More than that.

**HELEN**

I've just got nothing written in it.

**ALEX**

Then I can tell you...

**BRYN**

It's your dex score and your armour check penalty combined.

**ALEX**

So more...at least -7. So to answer your question, you certainly are trying to swim

**(laughing)**

Hamid's kind of zooming, you've got a decent fly score.

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**BRYN**

My fly score is like 12.

**ALEX**

Yeah, yeah.

**BRYN**

I can...

**ALEX**

Zolf's used to it and Cel you've flown as creatures. Everyone else is flying kind of fantasy...

**BEN**

I don't have fly cast on me, I'm just walking.

**ALEX**

No but you can levitate my point is so that you at least have some experience in...

**BEN**

My fly score is -2 so...

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**ALEX**

Ok. So you're ungainly and Azu is swimming through the air. It's the closest comparison. It works. I'm getting where I need to be. Doggy paddling through the air.

**HELEN**

Am I flapping my arms?

**(laughing)**

**ALEX**

Yes you are! It doesn't affect the spell but you don't necessarily know that.

**BRYN**

Hamid finds it too adorable to correct.

**LYDIA**

Cel's just walking.

**ALEX**

So at the end of the...

**BRYN**

Hamid really enjoys flying.

**ALEX**

At the end of the ten minutes you see that you are approaching what appears to be, almost like a minor station prior to another pressure door. And by a minor station I mean it has a few lockers on either side and it has a bunch of signs near the door which are all in Japanese but Cel can translate. They're all versions of, although not exactly, loose lips sink ships. That kind of propaganda-y like don't talk about this when you're out there. Don't talk blah, blah, blah, blah, blah. There's one that does translate quite well which is also...

**LYDIA**

Live, Love, Laugh

**(laughing)**

**ALEX**

There's one that says "a secret tunnel's only a secret tunnel if you keep it secret". And there is one that says "you don't have to be mad to here work here". Someone's torn the bottom off and put "yes you do".

**HELEN**

Oh. Oh dear.

**LYDIA**

Cel translates one or two and is like they're all kind of, you know, like that.

**HELEN**

Well let's go.

**ALEX**

In terms of the lockers, by the way, just so that you can see, they are in disarray mostly apparently due to sloppiness, not due to being ransacked. You see another one of those axe, another one of those proprietary wrench things and so on. You see on one is a sort of, at least 10/20 bottles ranked. All of which are water breathing and labelled as such in Japanese and then the other one seems to have what best can be described as like waders, raincoat style-y stuff. Again it's all equipment for fixing wet maintenance areas.

**LYDIA**

Going to take two water breathing potions because they're handy.

**HELEN**

Yeah I'm going to take several actually considering my last experience.

**ALEX**

I'm going to say there were 19 because 20 feels too round a number.

**LYDIA**

I will take 2.

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**HELEN**

I'll take 5.

**BRYN**

I'll take 3.

**BEN**

I'll take 2.

**ALEX**

So this pressure door, again I'm assuming you just open.

**BEN**

Oh yeah, yeah, yeah. I'm very much in a "I don't give a ..." mode.

**LYDIA**

A rat's bottom.

**BEN**

I do not give a rat's bottom.

**ALEX**

So this pressure door opens and then on the far side you can see Cel would get this for free, you are looking at the back of a secret door. It is a wired mesh that has sort of what appears to be like the back of stone effect, like loose

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unworked stone effect on it. It looks like it's weighted so you can just push it open from this side but it's clearly the back of a secret door.

**LYDIA**

Cel begins to hyperventilate. Ok, so they're...they're not in the tunnel which means that they have gone out...like for some kind of vengeance...

**BEN**

Right, let's go.

**LYDIA**

And...and I knew I shouldn't have left them...

**HELEN**

It's alright.

**BEN**

Cel, let's go. Come on.

**ALEX**

Can I please have...oh I say can I please have, I should let you know just to finish the description across the back of this door is a large and obvious trap mechanism but you're looking at it from the turn on/turn off side. I'm going to go ahead and assume you turn it off trivially. I don't need a roll. It has a big on/off lever that's labelled as such.

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**LYDIA**

Yeah I like that as a....

**ALEX**

Ok cool.

**LYDIA**

Although Cel wouldn't be looking at that. They're distracted. So someone else.

**BEN**

It's obvious to everyone.

**ALEX**

Everyone.

**BEN**

Ok. Flip the switch. Throw the door open. Be like, Cel it's going to be ok. Let's go. And I start running down the tunnel.

**ALEX**

So to explain, once you open that what you find yourself in is, it takes a moment to realise, it feels like you're at a T junction but what you are actually at is the side of a corridor just coming in from a secret door to the side if you see what I mean. To your left is a tunnel that appears to be sort of semi worked stone with like braziers across all of it. Think, honestly, like Dungeons

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and Dragon style torches however they appear to have waterproof flares in them rather than flaming torches.

**LYDIA**

Practical.

**ALEX**

To your right you see it continues in this manner for like 50 feet, at which point it then has a pressure door which is left open and beyond it you can see that aquarium style glass tunnel carrying on beyond that, do you see what I mean?

**BEN**

Right, so one's back...obviously back into the base and one's out.

**ALEX**

Absolutely. Patently obvious if you go left you are at another entrance that is heading towards the base. It kind of twists and turns a little bit so you can't really see which way it leads but it's very sort of ooh, dungeon. Ooh.

**LYDIA**

Oh gosh so that's where...

**ALEX**

And then the other one is...

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**LYDIA**

...most of the adventurers come...

**ALEX**

Yeah absolutely. And then the opposite side to the right has the more glass aquarium tunnel thing which certainly doesn't seem to be leading back.

**LYDIA**

There's the brazier one. We should...

**BEN**

Back to the base or...

**ALEX**

Yeah sorry. So the brazier one...you all believe that the brazier one seems to lead towards the base and the glass one seems to lead away from the base. Based on your kind of...

**BEN**

Fair. Then run down the glass one.

**ALEX**

That's fine.

**LYDIA**

Is running really going to help because we're just going to turn up and it's all going to have been burned to the ground. It's all going to have been burned to the ground and smashed. Again. It's all going to be burned.

**HELEN**

They don't seem that competent.

**LYDIA**

Yeah but they seem mean.

**ALEX**

As you are running along the glass corridor, just to give you a bit of description. This has a lot more gilding on it than the mechanic one down there did. So it's like, not only does it have the reinforced bands but they're all brass. It's a little bit tarnished but it's got the bells and whistles that you feel like you might've dodged around coming in the way that you did. It still has more of those flare brackets on the wall that are ready to be lit but aren't. But running along there is...it starts to get quite dark because the stuff isn't lit. I forget who does not have dark vision at this point.

**LYDIA**

I do not.

**BRYN**

Me and Cel do not have dark vision.

**ALEX**

Ok it is honestly dark. You're still quite low beneath the water and there isn't really any light coming in from anywhere. So as you start running along it gets quite dark as you leave the secret door behind. In which case I'm going to need to know marching orders or if you're going to do dancing lights.

**BEN**

I mean I'm not the fastest but I am not concerning myself with marching order so I'm just going...other people can overtake me but I'm not like...

**HELEN**

I was assuming Cel was going first.

**LYDIA**

Er...

**BRYN**

I mean Cel is the fastest, everyone else has a move speed of 20 and Cel has a move speed of 30 if I remember correctly.

**LYDIA**

Yes

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**ALEX**

You are a chonky party. Slow but you hit hard when you get there.

**LYDIA**

Yeah I know that you probably won't let us sleep for another month...that's like six month between each time he gets us to sleep but I think Cel will be beast shape into something with dark vision. Need to decide on an animal. Like a wolf? Does that have dark vision?

**ALEX**

Tell you what, why don't we take a break and when we come back you'll have decided on which type of, presumably giant sloth or something that you'll be playing as.

**LYDIA**

Maybe a bear.

**ALEX**

And welcome back. So the verdict on which animal you shall be is?

**LYDIA**

Me but bigger!

**(laughing)**

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**ALEX**

Good, I'm glad we had this talk.

**BEN**

So to be clear though you're casting?

**LYDIA**

I'm going to enlarge person.

**ALEX**

Yeah that's fine.

**LYDIA**

That doesn't help see anything but I'm going to be big.

**ALEX**

Please track that you have used the spell.

**LYDIA**

Yes I know. I am. I'm using them up at an enormous rate.

**HELEN**

You've got a table and everything.

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**ALEX**

So you become...

**LYDIA**

Big!

**ALEX**

Big. You still can't see in the dark however I am going to say this, if people are happy to just jog along in the dark, it's genuinely fine. It's a long, perfectly straight corridor with nothing on the floor.

**BEN**

What's the time of day?

**ALEX**

Ooh...

**BEN**

Because we might even get a dim glow. I don't think this is super deep.

**ALEX**

Can everyone please give me a survival check.

**BEN**

Urgh 6.

**LYDIA**

I actually have that.

**HELEN**

11

**BRYN**

10

**LYDIA**

14

**ALEX**

The rest of you have genuinely lost all sense of time. You're assuming night at some point. Maybe late, maybe like dawn-ish. Cel, you're getting the impression it might be closer to noon.

**LYDIA**

Like 11:32am

**BEN**

For practical clarity though is there any sort of dim lights sort of filtering down from the surface of the water.

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**ALEX**

There's genuinely not.

**BEN**

Fine, ok.

**ALEX**

So you all head down the corridor basically.

**BEN**

Yeah

**ALEX**

Ok cool.

**BRYN**

I'm going to be trying to reassure Cel. Cel remember the one we questioned said they were preparing an ambush for us. They still don't know that everything's gone wrong. They might not have left the ambush yet. They're not likely to have left their posts necessarily. It's going to be ok.

**LYDIA**

I can't...I can't let them down. But then...

**HELEN**

You won't let them down. You've just taken down the entire operation so that's a win.

**BEN**

We'll get them don't worry.

**HELEN**

Yes and if they're as easy as the other ones then...

**ALEX**

So, you're running along this corridor and it is dark. For the people that have dark vision you can see that the thing is raised slightly above the seabed, all the better to show off the seabed. Unfortunately your dark vision doesn't really stretch far enough to give you big vistas or anything. It's water. That's all you...

**BEN**

We're not here for the view.

**ALEX**

Exactly. Continuing to run along and you eventually...all of you see in the distance there are sort of sudden flashes of light and streaks of colour, way further down the corridor but they don't look like they're in the corridor. They look above the corridor if you see what I mean.

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**BEN**

Yes but no.

**ALEX**

On the...they look like they're in the sea above where the corridor should be. The corridor stretches off. You know that shrinking perspective and then beyond where you can realistically see, above it, you're seeing flashes of light in the water. Like streaks of light and so on.

**LYDIA**

Ooh pretty.

**HELEN**

That sounds like a fish.

**ALEX**

You are still at least a couple of minutes run away.

**BEN**

Spell craft?

**ALEX**

Yeah actually that would do. Knowledge arcana or spell craft. Whichever.

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**BEN**

18

**ALEX**

18

**BEN**

18 on spell craft.

**BRYN**

30.

**BEN**

Alright great. I'll just go home shall I?! Whatever, fine!

**ALEX**

So, Zolf what you notice is oh yeah you know those spells. You've used them quite a lot or at least you know people who have used them quite a lot in sailing. A couple of them were definitely flare just from a pretty significant distance away. Very useful spell. Not so much on the fighting side. It can be and Bryn, Hamid notices that they might be flares but that type of casting, the way it's being used there probably is a fight up ahead.

**HELEN**

Excellent.

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**BRYN**

I'll relay that. I think there's a fight going on.

**BEN**

Oh right ok.

**HELEN**

Let's go faster.

**BEN**

I am now actually taking the run action.

**ALEX**

That's fine.

**HELEN**

Yeah so will I.

**LYDIA**

I will do that as well.

**BEN**

You very quickly overtake us. [Stomping noises]

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**LYDIA**

Yeah multiply weight by 8.

**BRYN**

Does it affect your movement speed at all?

**LYDIA**

It does not say so.

**BRYN**

Ok, makes sense.

**ALEX**

So...

**LYDIA**

Still gangly.

**BRYN**

Yeah, yeah.

**ALEX**

Oh no, that's more like alien in the vents kind of thing. Yeah that's suddenly got real awkward.

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**LYDIA**

Yeah that's grim.

**BEN**

I'm getting Vicar Amelia from Bloodborne.

**LYDIA**

I don't understand but yeah!

**ALEX**

If you lay it down and then forced her to drag itself along the room.

**LYDIA**

Hey! What?

**ALEX**

Because if an ent was...

**BRYN**

They're still running.

**ALEX**

Yeah but if an ent was stood upright in this corridor he's going to be...anyway.

Anyways.

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**HELEN**

Just have their knees...

**LYDIA**

They're stupid.

**BRYN**

Remember if we're all taking the run action Cel is...

**BEN**

40 foot.

**BRYN**

Cel is 40 foot further than the rest of us.

**ALEX**

I need to know, is Cel leaving people behind or hanging back enough to let them keep up.

**LYDIA**

Leaving them behind.

**ALEX**

Ok cool. In which case I will start dealing with Cel first. In the distances that are involved you leave the party properly behind.

**LYDIA**

Oh right ok. Cel may shrink then. It's only one minute per level.

**ALEX**

It will run...oooh

**BEN**

You're level 8.

**LYDIA**

I may get small as I'm running.

**BEN**

9 minutes.

**ALEX**

It'll still be up by the time you get closer. Ok so as you get closer you can see it's another one of those sort of underwater-y bubble things up ahead that this corridor seems to lead to. It is much smaller than the other ones. We're talking like maybe 50 foot diameter. A single dome with portholes and it's a lot more chunky and metal than it is a glass elaborate structure and so on. Think like oversized bathysphere if that means anything to you.

**LYDIA**

Yeah it does.

**ALEX**

So as you're approaching you can see that the lights are flashing within the bathysphere and you could press on and go inside if you want. You can hear the occasional sort of muffled [stomping].

**LYDIA**

Is it still dark then?

**ALEX**

It is still quite dark. The only lights that you're really getting are the ones...there is an ambient light within that bathysphere thing and then the occasional bright flash.

**BRYN**

I don't want to let Cel get too far ahead. When it becomes clear that they are going top speed and going to leave the rest of us behind I am going to cast fly on myself again.

**ALEX**

That's fine.

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**BRYN**

Now I can't take the run action when I'm flying but I have a fly speed of 60 foot and I can double move which means I go at the same speed as Cel.

**BEN**

120 foot around.

**ALEX**

Judge's ruling. That is accurate maths.

**(laughing)**

Ok fine, don't worry about it.

**LYDIA**

I've never heard that.

**(laughing)**

**ALEX**

Like you can sync up easily enough. It's fine.

**BRYN**

Well I'll still be behind because they're going at top speed but I will no longer be losing ground.

**ALEX**

Yeah, yeah, yeah. So this is the situation. I need to know what the people up the front are doing before I can deal with what the people at the back are doing.

**LYDIA**

I'm going to go into the room.

**ALEX**

Cool. In which case then I'm going to jump to the...

**BRYN**

Cel is probably two rounds ahead of me. That's probably how long it takes me to make my decision to cast fly.

**ALEX**

That's fine. And can I please get an initiative order from everyone and then I will call it from there.

**HELEN**

16

**BRYN**

21

**LYDIA**

23

**BEN**

14

**LYDIA**

[Whispers] the dice know!

**ALEX**

So Cel you are actually at the top of the initiative order. Good roll. So you're heading straight in I'm guessing.

**LYDIA**

Mm.

**ALEX**

Ok. I am going to say that it is going to be your full action to sort of get to the door, swing it open and survey the room. Ok. So within the bathysphere what you see is, it appears to have been done up in a similar way to, you remember there was that one room that was like a temporary respite lounge kind of thing. It feels similar but it feels more like a waiting room. Like you know that transport hub that you've hypothetically been playing around within your head. If someone was going to go to that transport hub they might need occasionally somewhere to wait that's comfortable for long periods.

**LYDIA**

Especially if they're travelled a lot and so there was some kind of scheme to ensure their loyalty...

**ALEX**

You know what, yeah. In that kind of scenario, there's two things that you would want. Is free and easy access for things like trolleys and also like lots of seating and maybe snacks. That. It is a fully circular bathysphere deal-y with some couches dotted around. Some coffee tables...

**LYDIA**

What kind of fabric covers are the couches?

**ALEX**

What kind of fabric do you think? It's all leather and good leather.

**LYDIA**

Ok good.

**ALEX**

Around the outside of the circle is a wider walkway that has like drainage...it's like grill work basically. Clearly for moving freight and so on and there is a pitched battle going on inside. Specifically, I'm not going to give you all of the numbers unless you take active perception check, a whole mess ton of mooks appear to be fighting a bunch of strangers that you don't know.

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**BEN**

Well that was unexpected.

**LYDIA**

What kind of species are the folks...I assume I'll get at least a vague idea.

**ALEX**

Human.

**LYDIA**

Oh!

**BEN**

Oh it's bloody Barnes and Carter and...

**HELEN**

Oh! F\*\*\*ing Carter!

**(laughing)**

**BEN**

Pardon? Pardon Helen? I mean you're right f\*\*\*ing Carter but...

**(laughing)**

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**ALEX**

Hamid, you're up.

**BRYN**

I am still...

**ALEX**

You are immediately, basically, it will take you the full round to get up to Cel but I'm assuming you are literally just catching up.

**BRYN**

Yeah

**ALEX**

Yeah that's fine. In which case then Azu and Zolf you are obviously a bit behind. The fight carries on. You see one of them is wielding a, sort of, adamantite cutlass and is going to town against three people in a very kind of like ha, ha have at you. Ah, ooh, ha, ha.

**BEN**

Barnes has levels in swashbuckler.

**ALEX**

Maybe. They feel like the kind of person who might jump off a sail with a knife in their mouth and then use it to slide down the sail cutting it as they go.

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**HELEN**

Very sexy! Very sexy!

**BEN**

Swashbuckler's cool.

**HELEN**

It is.

**ALEX**

And the other one is currently throwing lots of knives at people.

**BEN**

Dun, dun, dun.

**BRYN**

Is it just two on one side and how many on the other?

**ALEX**

About eight.

**BEN**

Also because he is always a thief Carter apparently has stolen Sasha's gimmick.

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**(laughing)**

**HELEN**

Great disrespect

**ALEX**

So Hamid you recognise that there are eight mooks in this room, all of whom who are fighting Barnes and Carter. Carter is the one throwing the knives. Barnes is the one who is currently wielding a cutlass.

**LYDIA**

Can someone remind me who Barnes is?

**BEN**

Barnes was the nice northern admiral who court martialled Zolf way back in the day.

**LYDIA**

Oh yes!

**BEN**

Who was very sorry about it.

**BRYN**

And Wilde said he was working with these two.

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**LYDIA**

Right yes.

**BRYN**

They're the B Team.

**LYDIA**

Cool. I suppose we did take a while.

**ALEX**

Yeah. Basically without diving into huge amounts of time. That's fine. The fight carries on. I can't be bothered going into the minutiae because it's...

**LYDIA**

Has no one noticed the giant that came in...

**ALEX**

Genuinely no one has!

**LYDIA**

[Roaring noise] stooped over because of the squidgy...yeah. The giant is probably like really quite, having slept in a tunnel under the sea, their hair is full of seaweed, they've got crazy eyes.

**ALEX**

Cel, you are up. You can see a battle map where we have Barnes basically, you know what, he's going to have to be. He's stood astride a sofa and is using the height advantage to great affect against three people facing off against him and Carter is keeping the remainder at bay from flanking Barnes apparently. That's your tactical analysis.

**BEN**

[sword noises]

**ALEX**

Yeah exactly. Cover fire that was the word that I couldn't remember. In which case then you're up Cel. What is the plan? You are still large.

**LYDIA**

Yes I am large and honestly the kind of frozenness that I feel probably very much echoes what Cel would feel, not knowing any of the people involved.

**BEN**

One clarifying question, are the mooks wearing a uniform which is the same uniform as the other mooks we've killed from Shoin's base because that might help target acquisition.

**ALEX**

No. They're all actually wearing stuff that you've seen them wearing when they're hassling your village.

**LYDIA**

Oh so if they're wearing...

**ALEX**

So like armour and cloth rags and things like that.

**LYDIA**

So do Barnes and Carter stand out as different?

**ALEX**

Yes they do.

**LYDIA**

Ok in which case Cel will throw actual alchemist bombs at this person because he's the person that is nearest Cel and has someone else next to them so will be hurt by splash.

**ALEX**

Understood. Roll the attack.

**LYDIA**

Oh that's a natural 1.

**ALEX**

That's not good.

**LYDIA**

No that's not.

**ALEX**

That's fine. So your bomb just goes completely wild. As in like you're like ah ha. I'm big.

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**(laughing)**

Dammit! Dammit!

**BRYN**

It messes up my angles!

**ALEX**

I knew it was...it felt small in my hand. I still threw it. God dammit. Dammit, dammit, dammit.

**LYDIA**

Did it hurt anyone?

**ALEX**

No it just [exploding noise] into the ceiling.

**LYDIA**

Oh ok.

**ALEX**

Zolf and Azu way back see another bright pop of light.

**BEN**

That makes sense.

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**LYDIA**

Ok, I mean I do have three more that I can throw this turn.

**ALEX**

That's ok. Go for it.

**LYDIA**

Come on! Ok so that's  $10 + 7$  because I've minused 1 for my dex. So 17.

**ALEX**

That'll hit the AC.

**LYDIA**

Ok.  $14 + 7$  so 21 and then 12 splash to the person next to them

**ALEX**

Goodness. 21 and 12 splash?

**LYDIA**

Yeah

**ALEX**

Ok. They are both stood however the one that you directly hit looks awful.  
Just terrible. Like you look like you've all but killed them and the other one's

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like [screaming noise] and is also like quite heavily damaged. You get the impression that you maybe just fell shy of totalling it. They both flavour but they both turn and go [shouting noise]

**BEN**

You have some more bombs.

**LYDIA**

I do yes, of course. I have two more. So I'm going to aim this one...

**ALEX**

How many can you throw, three or four?

**LYDIA**

Four.

**ALEX**

Good...

**LYDIA**

I'm going to aim this one at the person that was splashed last time.

**ALEX**

Sensible. Very sensible.

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**HELEN**

That's the kind of logical thing that I would never think of.

**LYDIA**

It's an 18.

**ALEX**

A hit

**LYDIA**

Ooh so that's 15, 19 damage. Plus 7. 26.

**ALEX**

And what's the splash?

**LYDIA**

12

**ALEX**

Yeah they're both...explode into giblets

**LYDIA**

Giblets?

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**HELEN**

Lot of giblets today.

**ALEX**

You're a giblet heavy day, ok. You all powered up and you're against people who aren't.

**HELEN**

Some days are just knee high in giblets.

**ALEX**

One day you're going to be level 20 going when did we start pulling our punches.

**LYDIA**

Cel's just going to shout "stop fighting".

**ALEX**

The remaining people all turn, see you and go, argh, get her!

**HELEN**

All of them?

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**ALEX**

Neither Barnes nor Carter have shown any aggression. All of the others went, argh, get her.

**LYDIA**

Fair enough. Cel will be like – you know I hate that! And will throw a bomb at...ok so it's 25 foot. Yeah. Cel's going to throw one in front of the two who are next to Carter. No, next to Barnes so that the splash hits the two attackers but does not hit Barnes.

**ALEX**

Yeah, yeah, yeah.

**LYDIA**

Cool. Attacking an empty square. Get you empty square. 16.

**BEN**

Nailed it.

**LYDIA**

No, no, +1 not -1. 18.

**ALEX**

You're fine.

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**LYDIA**

Yeah screw you empty square!

**BEN**

You don't need to roll damage do you?

**LYDIA**

Don't need to roll anything. How damaged is the square though? Is there anything in the square that I might...

**HELEN**

Damage the furnishings.

**BRYN**

You blew up a chair!

**ALEX**

There was a really comfy looking armchair there.

**LYDIA**

There was!

**ALEX**

That is a correct assessment of the situation.

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**LYDIA**

Ok so those two take 12 each.

**ALEX**

They are both...they are both as exactly as messed up as the first one that received splash damage, that's how messed up they are.

**LYDIA**

Oh so they hadn't taken any damage before? Barnes is rubbish!

**ALEX**

In which case then I don't think there's anything else you can do. Hamid you are up.

**BRYN**

I fly into the room.

**LYDIA**

Mimed in detail.

**BRYN**

And I'll go and hover on one side, nice and high up so I'm out of danger and then I....I'm just going to cast magic missile into melee to try and pull some heat off Barnes.

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**ALEX**

Yep.

**BRYN**

He is currently flanked. I'm going to target the one...

**ALEX**

You want to undo the flanking.

**BRYN**

I'm going to undo the flanking and target the one that was hit by some splash damage just now.

**ALEX**

Very sensible.

**BRYN**

16

**ALEX**

Down

**BRYN**

16 damage. That is newly enhanced level 9 magic missile which means there are five individual missiles.

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**ALEX**

So that's pew, pew. Pew, pew. Pew!

**BRYN**

I basically finger guns one comes from each hand, one comes from each shoulder where my wings will eventually sprout.

**HELEN**

Oh my god!

**ALEX**

Makes sense. Where's the last one from? Your nose?

**BRYN**

Yeah

**(laughing)**

**BEN**

Weird!

**LYDIA**

Where the fire will come from.

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**ALEX**

Azu...

**BEN**

Look at me sneeze fire upon this.

**LYDIA**

Little dragon.

**ALEX**

Azu and Zolf you are now basically going to be within sight of the doorway.  
Next round you'll be able to take part.

**BEN**

With a run action or a with a normal move action.

**ALEX**

So you are now just outside the doorway. I am being very generous on time.

**BEN**

Oh thank you.

**HELEN**

Benevolence.

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**ALEX**

Ok in which case then. Barnes unfortunately only really manages to keep the mooks at bay apparently. Alex still hasn't rolled higher than a 5 all day. Carter also does nothing useful.

**BEN**

Fair enough

**HELEN**

Yeah that sounds very, very...

**ALEX**

Cel, you're up.

**LYDIA**

Cel is going to get their crossbow because they don't want to use up all their bombs like last time and they're going to shoot their three arrows punctuating each one with pronouns – Are! They! Them!

**(laughing and cheering)**

So let's see if while shouting that they actually make an absolute idiot of themselves.

**ALEX**

I really hope not.

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**LYDIA**

Yeah that...I mean it's fine for them to be ridiculous as well. 15 + 7. No the first one I think hits right between the eyes.

**ALEX**

Yeah very much so.

**LYDIA**

The dice say they/them right.

**BRYN**

Remember if you're firing at these ones you get -4 for firing into a melee.

**LYDIA**

Ok well then the others. Those ones.

**BEN**

What's the damage on the crossbow?

**LYDIA**

It is...it's only 1 D10 plus D6. So that's only 4 damage but it stings.

**HELEN**

Yeah

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**LYDIA**

Because it's electric so they're gonna get that message.

**ALEX**

Which one got hit?

**LYDIA**

That one.

**ALEX**

Ok.

**LYDIA**

19 plus 7. Yes

**BEN**

What's the range on a crossbow.

**ALEX**

Not just a crossbow. A...

**BEN**

A heavy repeating crossbow.

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**ALEX**

Heavy repeating crossbow.

**LYDIA**

19, 20.

**BEN**

So confirm your critical.

**LYDIA**

8 + 7

**BRYN**

15

**LYDIA**

15

**BEN**

So still a good load. So 9 damage.

**LYDIA**

So 9 damage.

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**ALEX**

Which one was that at?

**LYDIA**

The same person. Just in...in my reading of the scene that's the person that said "her" in a way that Cel could hear particularly. And the other 15.

**ALEX**

15 to hit.

**LYDIA**

Yeah

**ALEX**

No.

**LYDIA**

No, that's cool.

**ALEX**

Mind you 13 damage, it's respectable damage for a mook.

**LYDIA**

Especially whilst annoyed and shouting.

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**ALEX**

Yeah indeed. And big.

**LYDIA**

And big, yes. So that's the thing is Cel's attack bonus is down a bit because they are big and thus they are struggling necessarily to operate the fiddly mechanical things...

**ALEX**

But they can fit more anger in there.

**LYDIA**

There can be so much anger.

**ALEX**

Anything else that you're doing with your turn?

**LYDIA**

Stepping aside so that others can get in.

**ALEX**

Hamid, you up.

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**BRYN**

I continue to hover. Cast magic missile again. Again I'm going to be reliving the pressure on Barnes.

**BEN**

Sorry very quickly it did sound like you just text Hamid in the middle of the night with "you up"

**ALEX**

Hey Hamid, what ya doing?

**BRYN**

That was quite a good roll on those give missiles. 22 damage.

**ALEX**

Which one?

**BRYN**

The one that's already been hit.

**ALEX**

Yep. Say it with me. Giblets.

**LYDIA**

Urgh, the way that you stress the "j" it just feels like it's going to go jelly.

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**ALEX**

It wobbles and wobbles as it lands on the floor.

**BEN**

Gross

**BRYN**

I mean if I was doing this tactically optionally I would roll each individual missile and then potentially retarget after

**BEN**

This is not a fight you have to care about!

**ALEX**

Yeah it could've been. It hasn't been.

**LYDIA**

Cel wants at least one to remember the pronouns this time!

**ALEX**

Anything else Hamid?

**BRYN**

That's me.

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**ALEX**

Ok, Azu you are now up

**HELEN**

Oh do I now enter the room?

**ALEX**

You can now act exactly as you normal as you would in combat with the running and the jumping and the axing.

**HELEN**

I guess I...I think I'm a melee fighter so I just run in and I kind of go rah!

**BEN**

Well as the tank you run in and you are big and there.

**HELEN**

Yes

**BEN**

Where would you like to...

**HELEN**

Ok I go in and do a battle cry.

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**BEN**

Do you want to move again?

**HELEN**

Can I?

**ALEX**

You could move up to someone. You couldn't just move and attack because of the distances involved

**BEN**

So you can get up in...

**ALEX**

You can get all up in their grill.

**BEN**

Yeah

**HELEN**

Can I get up in these people's grills.

**ALEX**

Yeah

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**HELEN**

Ok

**LYDIA**

Do you know Barnes? Do you know Carter? Would you...

**BEN**

Yeah

**ALEX**

So Azu, yeah you recognise Carter across the...

**HELEN**

Ooh, in that case what I yell when I come in. I want to run in, see Carter and go “you!”.

**BEN**

Do you run at Carter?

**(laughing)**

**ALEX**

He’s probably the ring leader.

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**HELEN**

No I know he's not. I just think he's silly but I think I'm just going to go in, recognise Carter, yell at him and then sort of be like huh.

**BEN**

You're like, you're here! You're here?

**(laughing)**

**HELEN**

Yes I pause in confusion.

**ALEX**

Zolf, you're up.

**BEN**

I come in. Great to see you both and searing lights the only one engaged in...

**ALEX**

I don't think you've done searing light before have you?

**BEN**

Yeah I have.

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**ALEX**

Oh have you? Cool. Then we will skip the interesting description.

**BEN**

I hold my hand out and like a bright white light flashes out as a ray. I do a Dragonball Z energy beam. But holy.

**HELEN**

Destroy them!

**BRYN**

It's the hope that gets you.

**LYDIA**

Right between the eyes.

**BEN**

25

**BRYN**

Do you not have to roll an attack roll if it's a ray?

**BEN**

Oh yeah, oops. Well I've rolled my damage. It was 25. So 23. Factoring in the -4.

**ALEX**

You touch them with your hope. You're good.

**BRYN**

25 damage.

**ALEX**

They are extremely hopeful. Like fatally hopeful

**(laughing)**

Ok cool. They are...in fact there's a brief moment where poor Barnes is just facing up against them and [crunching noise], what just happened

**BEN**

I will give Barnes like a kind of "whatcha" kind of...not really a salute but like a yeah wave. A wave salute.

**ALEX**

He sweeps off the hat which you recognise as he's had for a long time but Hamid is quite new, elaborate and has a rather elegant feather coming out of the top and gives quite the flourishing bow to you.

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**HELEN**

I know he's an admiral but in my head he just looks like a pirate. He looks like such a sexy pirate.

**ALEX**

Pirate is the look. He looks like a pirate.

**HELEN**

He is a pirate!

**BEN**

Well the navy would've fallen apart so he's just a...he's a privateer.

**HELEN**

Oh he's done a Garrus Vakarian

**ALEX**

It's like, you want to know what his look is...

**BEN**

[Whispers] it's Poldark.

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**ALEX**

His look is, take someone with all of the military regalia. Ok. And then strip away all of the frippery but leave the kind of vibe. So he might still have the military coat to him...

**BEN**

How unbuttoned is his shirt?

**HELEN**

I was about to ask that! I was like how sweaty is his chest!

**LYDIA**

I'm really worried that the mic didn't pick up Helen's giggle because it was so high pitched.

**(laughing)**

**ALEX**

Helen, so that you know, naval.

**HELEN**

Ooh!

**BEN**

Oh really? God we're full Mills and Boone

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**BRYN**

We know he's a naval man, how unbuttoned is his shirt?!

**(laughing)**

**BEN**

We're full Mills and Boone covering. Is Barnes played by Fabio?

**BRYN**

I think you mean full Harrison Campbell cover.

**BEN**

Ey!

**HELEN**

I think Barnes is played by **Film B**

**ALEX**

Well would you like an info dump even though we're in the middle of combat. Would you like the info dump? Barnes also, big fan of the Harrison Campbell books. You got him into them.

**BEN**

Good. Good.

**ALEX**

In which case...

**BEN**

The man has taste.

**ALEX**

In which case then...

**(Bryn laughing)**

**BRYN**

Ben just looked at me really pointedly!

**ALEX**

Barnes immediately turns and does a very large and elaborate display sort of [sword swishing noise], picks up his swords, puts it down, swings it around, up behind the hand.

**BEN**

Actually hurt someone!

**ALEX**

Does it again.

**LYDIA**

Juggle his sword. So wait, does he have dazzling display or whatever the thing was that Bertie had.

**HELEN**

Oh maybe.

**ALEX**

And that should probably be enough. At which point the mooks both yell in Japanese some version of the phrase “oh no cheese it” and then another one says “where”. They both flee. One attempts to flee past Carter.

**BEN**

Provokes an attack of opportunity.

**ALEX**

Provoking an attack of opportunity. Carter, come on man!

**BEN**

And continues. Ok are they running or 30 footing?

**BRYN**

Double move?

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**ALEX**

They are double moving.

**BEN**

Ok so the door's here right?

**ALEX**

Yeah, yeah. They are currently just getting through the door.

**BRYN**

Just about.

**ALEX**

The other one however mucks it up, starts running towards Azu, changes their mind because there's more at that than the other end, doubles back wasting some move and then heads the same way.

**BEN**

Ok 5, 15, oh no.

**ALEX**

Yep.

**BEN**

Still gets there.

**ALEX**

Yes. Just. Ok cool. In which case then I'm going to stay in initiative because I want to know what people are doing with the stragglers basically. Carter, thank you. Thank you.

**BEN**

Would you like some damage dice?

**ALEX**

Thank you. There was a brief moment where Carter might literally do nothing and that's not gonna help the cause of no, seriously, they can be useful I promise.

**HELEN**

Again, very character appropriate.

**BEN**

Yep.

**ALEX**

He manages to fling a dagger that squarely hits one of them in the back and takes them down.

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**HELEN**

Wahey!

**ALEX**

Does not manage on the second one. And...ooh hang on. Ok enough Carter, you're useless to me! Why are you even here!

**BEN**

Well exactly. It's what we're all asking!

**ALEX**

Cel, you're up. I'm well grumpy. Carter just had to roll higher than a 6.

**LYDIA**

So yeah they can't alchemist bomb but they can shoot. Do they...would they be able to see?

**BRYN**

Yeah they're just through an open door.

**ALEX**

Yeah they're literally just through an open doorway.

**LYDIA**

So the crossbow is out and that's 20?

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**ALEX**

Hit.

**LYDIA**

And then it does a 9 damage.

**ALEX**

Ok. They are still up though they have an arrow sticking out the back of their neck.

**LYDIA**

Their neck?

**BEN**

Grim

**LYDIA**

That's 23 and 7 damage.

**ALEX**

They are still up.

**LYDIA**

Come on take them down!

**HELEN**

Wey!

**LYDIA**

No because that's 12...

**HELEN**

Ah!

**LYDIA**

It's 12.

**BRYN**

Yeah so the attack is not as good.

**ALEX**

Yeah unfortunately over the shoulder but they are staggering away and bleeding everywhere. Hamid you're up.

**BRYN**

I swoop down to the centre of the room to get a perfect view through the open door. I mutter...I'm now standing next to Barnes but I mutter in draconic. This is for the kobolds and cast scorching ray.

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**HELEN**

Nice

**BRYN**

That is 18 and 21 both on range touch attacks.

**ALEX**

Both hit.

**BEN**

Right, yeah gone.

**HELEN**

Yeah that guy is very dead.

**ALEX**

Yeah like...

**LYDIA**

It's a bit ironic that you're using that with this is for the kobolds.

**BRYN**

No scorching ray, it wasn't a fireball.

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**LYDIA**

You used for the...ok.

**BRYN**

It's a different spell.

**LYDIA**

Ok fine. That's fine then

**ALEX**

So what's the damage? Just for my own records?

**BRYN**

Oh well 24 on the first ray.

**BEN**

And then the second ray they're dead.

**ALEX**

The second ray you've got nothing to shoot at.

**BRYN**

Yeah I probably just don't fire it.

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**ALEX**

Ah fair enough. Keep that one for later. Not how it works.

**LYDIA**

Like maybe that one zooms up into the air while you go “noooo”.

**ALEX**

Ok. At which point then I think that’s a sensible place to end an episode. You know, we’ve all reconvened and that way I don’t have to address Carter’s terrible, terrible performance. He’s going to have to have a performance review.

**LYDIA**

It’s Barnes that didn’t achieve anything.

**ALEX**

He did a dazzling display that was very dazzling!

**BEN**

He did successfully intimidate the two mooks.

**BRYN**

He successfully seduced Azu apparently.

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**HELEN**

I did not say that!

**BEN**

Seduced Helen.

**BRYN**

That's fair. That's fair.

**HELEN**

Yes

**LYDIA**

I think maybe just as the action ends, Cel shrinks and steps forward and says "hi".

**ALEX**

Ok and that's where we will end. In which case we will come back to this next week where there might be something other than just fighting and death. Who knows?

**BEN**

It's one of your campaigns mate!

**(laughing)**

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**EVERYONE**

Bye!

**[Show Theme - Outro]**

**ALEX**

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