

## **RQG – 184 – Monster Mash**

### **Content Warnings**

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

#### **ALEX**

Hello and welcome to episode 184 of 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

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**ALEX**

And who are you playing?

**BEN**

Zolf Smith

**BRYN**

Hamid Saleh Haroun al-Tahan

**HELEN**

An absolute beast!

**(laughing)**

I mean Azu

**ALEX**

Goodness me. Goodness me. Oh you solved my encounter...oh you...etc.

**LYDIA**

Yeah when's the second, third and fourth encounter Alex? We all know how this goes.

**HELEN**

We know what's going to happen.

**BRYN**

There was definitely the sound of a tear in reality. I remember that.

**HELEN**

Yeah!

**LYDIA**

So what was clearly one of the arms, right and then we're going to deal with the rest of the beast now.

**HELEN**

Oh! I don't want to!

**ALEX**

So as a reminder for everyone we're in the Garden of Yerlik. It's lovely. You had a nice walk. Met some slightly more hostile wildlife but you're basically fine and you just completed combat really easily. Anyone have anything to add before we sort of just pick up. I think that's pretty much it.

**HELEN**

Really, really suspicious of all of this. Just so you know.

**BRYN**

I mean you told us we're still in initiative order so it's really....

**ALEX**

Oh I did! I did.

**BRYN**

...up to you who acts next isn't it Alex.

**ALEX**

I did didn't I.

**LYDIA**

Yes you did.

**ALEX**

Gosh, I did. But interestingly, interestingly I don't you see. Because Wilde's taken his turn so I guess I'll leave you in initiative for now.

**BRYN**

So Skraak is now after Azu in the initiative order because he delayed his action and should've adopted a new position.

**ALEX**

You are correct. So what would you like to have had Skraak do?

**BRYN**

Skraak hides in the tree and makes a perception check to spot other enemies coming.

**ALEX**

Gosh. Give me a perception check.

**BRYN**

20. Total.

**ALEX**

Ok cool this is going to play into what I was going to do at the start of this episode anyway. As a non active perception check can I please get everyone to give me a perception check.

**HELEN**

Ok

**BEN**

19

**ALEX**

But the hiding is relevant and noted Bryn.

**HELEN**

25

**LYDIA**

Also 25

**HELEN**

Ooh

**BRYN**

22 from Hamid.

**ALEX**

Excellent. Roll for NPCs. Interesting. I'm gonna to describe what everyone sees and then I'm going to describe a couple of NPC things.

**HELEN**

Oh dear.

**ALEX**

In terms then of bottom to top. Zolf at a 19. You are casting about for enemies. You definitely have the sense that there are enemies approaching. The best thing that you can do really is discern off to that side where you had the exhausted druid, as we shall call them until they become more manifest, that seems to be like the most obvious one at first and as you start looking to

that you suddenly realise, hang on, look up and immediately above you a significantly larger portal than what was opened before seems to be opening immediately on top of all of you. So that is one where you're like, ha, wait what? Look up, argh. I'm going to go ahead and say that unless you say otherwise you let people know so that they're now aware of this as a thing.

**BEN**

Yeah

**ALEX**

Cool. I would say it looks roughly twice the size of what came before. That's the best way I can describe it. Additionally, Hamid you note what Zolf was looking to see more which is there a creature off to the left hand side, sort of charging towards but the only way so far that you've been able to see it is a flurry of dead leaves blows across and it outlines for a moment some humanoid sprinting aggressively towards you but then the flurry of leaves passes and you can't see it again. It was clearly monstrous.

**HELEN**

Oh no.

**ALEX**

It was not like, oh maybe this is a friend...no. No. It was a very distorted humanoid that was aggressively charging forwards. Cel. You get your first scent.

**LYDIA**

Ooh

**ALEX**

Whatever is charging towards you, the wind is carrying its scent towards you.  
A very, very acrid pestilence. Putrefaction mixed with chemical plant.

**HELEN**

Ooh it's dead.

**LYDIA**

Which is actually the noise Cel makes as well.

**ALEX**

Very, very sharp on the nose but with meaty overtones.

**LYDIA**

Urgh. Also the noise Cel makes.

**(laughing)**

**BRYN**

Like one of those fungi that smells of dead flesh.

**ALEX**

That's kind of the vibe that I'm going for, yeah. But it definitely has an almost chemical twang to it which feels unnatural. That's not a smell that you would normally get in nature. Azu, you also discern an extra element. I'm going to say Cel your 25 is used up on spotting the scent bit because it gives you some extra info and Azu, you notice there is movement all around. Very small, very subtle movement amongst the dead leaf litter. You know how I was saying in the rest of the garden it was more like bright, the petals and so on. Here, it's either bare rock or heaps of leaves and so on. You see very, very subtle movements of things approaching. You think, it's hard to tell when they'll be here. They don't seem to be moving super rapidly but the best description I can give you and this is what leaps to Azu's mind given Azu's context, is being in a field when she stumbled into a say a group of snakes. Like you know you can have a bunch of them and they all sort of converge. That. I can't give you more than that with the perception checks you rolled. You're definitely certain

something is coming towards but to be clear it's not like you have three seconds and they're on you but it is an extra element that you don't think is connected to the other stuff. Lot of info there all in one go. We are now at the top of the initiative round. Hamid, you're up. I am going to, for the sake of everyone's ease, obviously you can RP it if you want, assume that eye stalks are active and that everyone is communicating as the efficient well oiled machine that you would've become over the time that you have been fighting together.

**BRYN**

How far up is the new special larger portal?

**ALEX**

It is at exactly the same height as the last one.

**BRYN**

Ok

**ALEX**

It is exactly 10 feet in the air and appears to be 10 feet by 20 feet.

**BRYN**

Ok so I can't fireball it because of the radius of fireball.

**ALEX**

To be clear this is occupying the exact space, just larger, than the last one was.

**BRYN**

Sure

**ALEX**

It appears to have immediately just dumped itself straight where it last was, whatever this thing is.

**LYDIA**

Turn it off and on again. Grr.

**(laughing)**

**BRYN**

Hamid is once again going to float 5 feet backwards so that he's more or less 10 feet from the rest of the party at this point and he's going to cast greater invisibility on himself.

**ALEX**

Hmm, ok.

**BRYN**

So greater invisibility means that it doesn't last nearly as long but it also doesn't go away when I attack so I am now invisible for 45 seconds or something like that.

**ALEX**

And can blow stuff up whilst doing it which is fundamentally disturbing as a GM but here we are. Who made that nuclear submarine invisible? Stop it! Send it back.

I believe that's everything you can do unless you've got a cheeky swift action kicking around or something?

**BRYN**

No that's Hamid.

**ALEX**

Ok Zolf you are up.

**BEN**

Yeah. How far away is this charging figure?

**ALEX**

60 feet. And for the sake of east 60 feet from you specifically because you're...

**BEN**

Oh but it's invisible isn't it so it's got like a concealment bonus yeah?

**ALEX**

There will be a minor concealment bonus.

**BEN**

So we're talking about the, I have to roll and if I get the roll wrong I just straight up miss.

**ALEX**

Unfortunately yes. At its current stage, yeah.

**BEN**

I channel positive energy to heal Skraak and Hamid.

**ALEX**

Ok cool. Obviously I'll leave you to roll the healing because goodness knows I have enough dice kicking around at my end

**BEN**

It's irrelevant.

**ALEX**

Oh yeah of course...

**BEN**

They're missing 7 and 8 hit points. There you go, I rolled 2 D6 and healed 7 hit points. You can extrapolate the rest of the 3

**(laughing)**

**ALEX**

That has to be your favourite part of this game where it's just like, cool roll my dice. No. It's irrelevant. Shan't. And the game can continue anyway [evil laugh]

**BEN**

The absolute minimum possible is 6 so I feel like...

**ALEX**

You're right, you're right. I totally forgot. I apologise. In which case then anything else that you're like to do with your turn?

**BEN**

I don't think there is anything else I can do with my turn to be honest.

**ALEX**

So the figure, which we'll say, again because of initiative order, it's sort of mid charge forward outlined in leaves. Suddenly is gone. The leaves blow past. And then right up in your grill, specifically, Zolf is an instant teleportation appearing. Just a horrendous wart shambling corpse it appears to be.

**BEN**

Excellent it's in touch range now.

**ALEX**

Is what happens if you take a person, just treat them like plasticine, squidge them all up and then try and mash them back into a person. It is just utterly distorted, clearly undead straight out the gate. Heavily putrefied. It is not pleasant but also to be explicit I'm just going to say don't bother with your checks. It's so obviously the most classic undead I can give you. There's no need to really bother. What I would say is does anyone have any knowledge relevant to undead for extra stuff?

**LYDIA**

I've got nature, arcana.

**ALEX**

Arcana would be relevant.

**LYDIA**

Ok

**BEN**

Religion.

**ALEX**

Yeah, no religion would be best.

**HELEN**

I also have religion.

**ALEX**

It's another one where religion is like the high scorer on this one but if you roll super high on arcana I might give you some.

**BRYN**

24 on arcana.

**HELEN**

That's only a 16 on religion.

**BEN**

Fumble.

**LYDIA**

33 on arcana.

**ALEX**

For the arcana check you are certain that this was a teleportation affect. This wasn't a, like, oh you know it was invisible or something. That is doing something to do with spatial distortion. It is doing something to do with manipulating space and/or time in a way that you've not...you specifically won't necessarily have been aware of as a particularly undead thing to do.

That's as much as I can give you unfortunately with such low rolls across the board.

**LYDIA**

33! It's not a low roll!

**ALEX**

No but you...there are material limits on the arcana whereas the religion I could've said what it is.

**LYDIA**

Sure, sure.

**ALEX**

In that case then it also, because it's super weird, immediately takes an attack on Zolf. Ooh. So, its hands...it just sort of, almost does the Wolverine double arm out but it doesn't get those claws. What happens is it just sloths off whatever flesh is remaining on its hand exposing the raw skeletal claws and then tries to slash. The first one goes wide, the second one is a very sort of 90s slowmo-esque sweep just before the eyes and its turn ends with it effectively ready to just plough into you again. At which point then Cel you are up.

**LYDIA**

I am going to throw some frost bombs at it. It's in melee combat isn't it.

**ALEX**

Yes

**LYDIA**

But I'm not doing splash damage.

No you are not.

**LYDIA**

They get 3 at +8 and one at +2. The first two are frost bombs which are the same as other bombs except you get staggered if you fail a fortitude check. So first one, that is a 10.

**ALEX**

That is a miss.

**LYDIA**

That is a 12

**ALEX**

That is also a miss. These are poor rolls

**LYDIA**

Yeah. Oh! That is a 27

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**ALEX**

Ooh that's a hit. Could you imagine if I said it was a miss!

**LYDIA**

And the next one's a 10.

**ALEX**

That's a miss as well. Ooh. Unfortunate rolls there from Cel.

**LYDIA**

Yep cool. That does 5 D6 +12 +1

**BRYN**

You also get the Wilde bardic inspiration bonus to that damage.

**LYDIA**

Oh ok. 29 damage.

**ALEX**

Ok what type of damage is that? He said leadingly.

**LYDIA**

That is frost damage plus if they fail a fortitude check they are now cold and staggered.

**ALEX**

Ooh interesting. Ok. Alex is going to check something but I don't think that's going to go off I'm afraid.

**BRYN**

That's the kind of thing that undead are often immune to.

**HELEN**

Ah.

**ALEX**

Yeah I'm gonna say that it appears to have gone off exactly as it should. It appears completely unaffected by those secondary affects.

**LYDIA**

No worries.

**ALEX**

I would say, it's a throw that bomb isn't it?

**LYDIA**

Yeah

**ALEX**

So as you throw that bomb I'll say it explodes just in its face.

**LYDIA**

Gross

**ALEX**

Oh it is. Also it appears heavily damaged by it. It doesn't...it isn't like shrugging it off or anything, it really seems to have taken quite a heavy hit from whatever that did to it. It is very heavily messed up. It appears to have...to be blunt, it appears to have reacted the way flesh should which is not a small thing in these monsters at this point.

**LYDIA**

Gross

**ALEX**

At which point is there anything else that you would like to do?

**LYDIA**

No. I do not think that Cel can.

**ALEX**

Ok. At which point then the next thing that happens is, you know, that double sized portal, resolves itself into two separate identical sized portals that are just immediately next to one another plot straight on top of the party exactly as the last one way.

**LYDIA**

Such a hash...

**BRYN**

Hydra. Hydra

**HELEN**

No!

**ALEX**

At which point Skraak is up. I will note Skraak is hidden. I will provide info to Skraak if you know what I mean, which is as far as Skraak, again, can determine, nothing appears to be paying any attention to him whatsoever.

**BRYN**

Skraak waits and observes the tentacles activating the ability of the stalking dagger.

**ALEX**

Understood. Yep. At which point then Azu, those snakes that you were seeing earlier finally resolve themselves to you and the rest of the party.

**HELEN**

Oh dear.

**ALEX**

Some plant vines appear to be snaking from multiple directions towards the party. To your eye you count four. They are not, to be clear, they do not appear to be part of the tentacle creature and they do not appear to be part of the zombie-esque creature. These appear to be living plants though admittedly with some kind of sickness. You can see trunks that have a rot and things like that. There appear to be four at, for the sake of my own ease, the four points of the compass are snaking inwards towards the group. They're moving at quicker than a plant should but you literally see them move. You know that they are now within 20 feet and will be upon you next turn and I will say, for the sake of my ease, to the group if you see what I mean in the next turn. So they are 20 feet away and have just finally resolved themselves. It is impossible to tell where specifically their source is but to be clear there are three distinct flavours of enemy here. Your portal things, your weird zombie thing and these plant things. The plants do have a smell. The smell is of rotting vegetation, Cel for your benefit.

**LYDIA**

Thank you, thank you.

**ALEX**

And the final piece of information, I'm layering loads of stuff to be like, ha, too much information, try and act optimally now! You're pretty certain that the bell ringing seems to be coming from them somehow.

**BRYN**

From the vines?

**ALEX**

From the vines, yes.

**LYDIA**

We got jangly vines!

**ALEX**

You got jangly vines coming at you.

**HELEN**

Ok.

**ALEX**

It's now Sumutnyerl's turn. You know what, Sumutnyerl will just immediately take a swing at the big old beastie that's immediately rearing its head overhead via the portal. It's just what she'd do. Fine hit. Dealing respectable damage. By respectable damage I mean normal, you know, sensible amounts of damage against my babies. Not the ludicrous, ridiculous, over the top nonsense that you guys are hurling around but nonetheless a restable amount of damage for anyone other than you horrendous bulls!

**(laughing)**

Azu you are now up.

**HELEN**

So Azu's big weakness is that she is bad at attacking multiple enemies so I have to pick one. Can you tell me how far each thing is from me?

**ALEX**

The nearest vine is 20 feet from you.

**HELEN**

Ok can't reach that.

**ALEX**

The portal is 10 feet above you but the tentacles are already just all amongst you. They're just all up in your grill. It's done exactly the same thing just twice. Whoomph, whoomph. And in terms of the beastie that's facing off against Zolf, 10 feet away. Every single creature is within your range. However the only one that you could get to without moving are the tentacles.

**HELEN**

Then I think I'm just going to do my evil attack move thing again on the tentacles above me.

**BEN**

It worked pretty well before.

**HELEN**

Yeah. Yeah it did. Right so I cast the smite evil because I already know that these things are evil assuming it is not an identical but good set of tentacles

**(laughing)**

**ALEX**

Oh! Oh! I missed an absolute trick there! No that was Gary, Gary was the evil tentacle monster. Damn! Damn!

**BRYN**

Three tentacles; one good, one neutral, one evil.

**ALEX**

And he only tells the truth! Oh I missed an absolute ticket there.

**(laughing)**

Go for it! Hit my baby and again, +19 to hit.

**HELEN**

Well let's hope I don't get a 5 again because I'd be really annoyed. Oh I didn't get a 5. I got a 2.

**(laughing)**

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**BRYN**

21 to hit.

**ALEX**

I think that's still a hit!

**HELEN**

I can't believe this!

**ALEX**

Oh no, no, in a good way. You hit.

**BRYN**

You hit it.

**HELEN**

I know. But why can't I hit it better?

**ALEX**

Stop trying to get better than an A. There is no S rank in damage and hitting.

**HELEN**

But I want there to be! Ok.

**ALEX**

Do you have any idea how beyond the curve you guys are already? Stop coveting power! Please!

**HELEN**

So 2 D12 + 17 yes?

**BRYN**

Yep.

**HELEN**

Ok that's 11 + 17 which is 28.

**BRYN**

Now you get your second attack.

**ALEX**

Ergh.

**HELEN**

Yeah. Oh yeah, I didn't kill it this time on my first go.

**BRYN**

This will be a +14 instead of a +19 to hit because it's always 5 less.

**LYDIA**

Not even any point! That's rubbish.

**ALEX**

So that first one by the way, you sweep and it slices multiple tentacles. And the ichore starts pouring again.

**HELEN**

Good

**ALEX**

To be clear, you seem to have already done heavy damage to this thing by virtue of you and Sumutnyerl.

**HELEN**

Good. It's what she deserves. Ok so I need to get a 6 or above to hit it. That was a 10. Yay! So that's a 24.

**LYDIA**

Woo!

**HELEN**

So that's 1 D12 + 17. Ok. Oh well that's only 19.

**ALEX**

That's quite a low roll. It's still horrendous amounts of damage in one turn but it is quite a low roll. I'll give you that.

**HELEN**

Yeah it was a 2.

**BRYN**

You just did 45 damage in a single round. Like that's a good amount of damage.

**HELEN**

But I could've done more!

**BEN**

Just for reference, Helen, that's like a normal attack for you. I used my big level 5 spell and did 45 damage so...

**ALEX**

So ichore is flying off Azu as she's covered in the viscera of this extra dimensional monstrosity, as she ploughs her axe into it over and over easily half of the tentacles that are visible have already just been severed and it gushing ichore everywhere. There's definitely sounds of distress coming from beyond the portal but there's so muffled as if underwater, that you can't really discern anything useful but you are hurting it so much. Anything else that you

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would like to do apart from just hurt me. Hurt me, physically. Just tear my heart out and hold it beating in front of me.

**(laughing)**

**HELEN**

No, no. I think I'm happy with the damage I've caused you so far.

**ALEX**

Excellent. Excellent. At which point then technically Skraak is up because we're at the end of the initiative order.

**ALEX**

Oh yeah. Skraak flings himself out of the tree, pops out his gliding wings and lands knife first on the tentacle that Azu just attacked and literally drops...pops the wings back in as he drops down it holding the knife in its flesh. At least in theory.

**(laughing)**

**ALEX**

Nice.

**BRYN**

I'm expecting this attack to be against a flatfooted AC since he was hidden before attacking.

**ALEX**

Yes that's correct.

**BRYN**

Oh dear. I only rolled a 5 but right now...ooh no, I need to make a fly check first.

**ALEX**

You do but you will have to roll horrendously low to fail.

**BRYN**

Skraak's fly check is 22.

**ALEX**

You're fine. You're fine.

**BRYN**

Ok, yeah. So the attack roll was 21.

**ALEX**

Hit. A solid hit as well.

**BRYN**

Ok so Skraak's damage is...ooh, 28 damage.

**HELEN**

Wow! With a dagger.

**LYDIA**

That's impressive.

**BRYN**

Oh no, sorry. 29 damage.

**(laughing)**

**ALEX**

Ok we're taking a break. We're taking a break!

And welcome back. Cool. Yes. Skraak's one of you now. That's fine.

**LYDIA**

Yay! Go Skraak!

**HELEN**

He was always one of us.

**ALEX**

Beyond the curve. To quote certain films, Skraak is now ready for a higher form of warfare. That's what I'm hearing.

**(laughing)**

**BRYN**

He's not quite as **OP** as Sasha but he has some pretty good abilities and the little jump out off a high place to attack something is one of them.

**ALEX**

It is one I admit when we were talking about the leadership thing, I was like this works. I'd like this please. It's nice. I like it. Please. Hamid you are up. We are at the top of a fresh initiative round.

**BRYN**

Hamid is going to, once again, cast scorching ray. He is going to cast scorching ray against the other tentacle.

**ALEX**

Understood. To be clear you will be attacking...you will be provoking attack of opportunity against you.

**BRYN**

I will cast defensively check. Ok I rolled a 9 but that is a total of 26.

**ALEX**

Yeah that's enough. Hamid's built to be able to blow things up under combat.

**BRYN**

Yep. Ok these are ranged touch attacks and they are, again I am firing into melee so it is that +8 which is 23 and 18.

**ALEX**

Both hit.

**BRYN**

22 damage on the first one.

**ALEX**

Uh huh

**BRYN**

21 damage on the second one.

**ALEX**

Still really respectable. You immediately just beam off chunks of tentacle. You haven't done as much damage to that as obviously the other one's undergone but yeah, real solid start. Anything else that you want to do? And you didn't even manage to provoke an attack of opportunity, which is astonishing. I underestimated your combat casting.

**BRYN**

Oh, well the other thing is I am completely invisible so I may not provoke attack of opportunities anyway for that reason.

**ALEX**

Oh god, you're invisible! Argh!

**LYDIA**

Just forgot that!

**ALEX**

God, you're invisible. That's such a me thing to say. I forgot you were invisible on top of everything else. Don't take any weird build that gives you sneak attack damage on top because then I'd be really actively upset with you.

**BRYN**

Fair.

**ALEX**

Ok Zolf you are up. Facing off against [grumbling]

**LYDIA**

Grossy gross face.

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**ALEX**

Grossy gross face. Yeah.

**BEN**

Yes. So one question, is teleport avoiding attacks of opportunity that...

**ALEX**

Basically yes. You wouldn't have...you couldn't have got an attack on it.

**BEN**

Ok

**ALEX**

The space it teleported from was outside your range.

**BEN**

Yeah so the teleport specifically avoids attacks of opportunity.

**ALEX**

Yeah

**BEN**

Cool. Well it's not gonna avoid this. I take a 5 foot step back so I'm now threatening it with my glaive with reach and it's not threatening me as far as I understand with its stupid hands.

**ALEX**

Unless you say otherwise I'm going to assume you have 5 foot stepped towards the group, not out of the group.

**BEN**

Yes towards the group.

**ALEX**

That's absolutely fine.

**BEN**

Back away basically.

**ALEX**

Yeah you're still in range of all of the buffing affects that we've got. That's all I wanted to check.

**BEN**

And then I cast defensively because tentacles.

**ALEX**

Yep.

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**BEN**

So I am rolling plus my class level plus my casting modifier right?

**BRYN**

Yep

**ALEX**

Yes

**BEN**

Fine, so that's 23 I've got to hit and my bonus is 14, I think. Is it still that high?

Yep.

**ALEX**

Ooh. Come on give me some attacks of opportunities Ben. What's the point of covering you in tentacles if I can't bite you.

**BEN**

That is an 8 which gets me to 22.

**ALEX**

Ooh.

**BEN**

So I get attacks.

**ALEX**

Ok understood.

**HELEN**

Oh no.

**ALEX**

You get two attacks of opportunity from basically both portals simultaneously. They both appear to be, interestingly even though there's always tentacles, they both still have mouths and they both seem to be focusing on using the mouths rather than the tentacles on you.

**BEN**

Cool. So you're hitting a 22.

**ALEX**

Both hit. 16 damage.

**BEN**

Total?

**ALEX**

That's total for both attacks.

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**BEN**

Cool.

**ALEX**

Also can you give me 2 will saves. Yes they are separate.

**BEN**

What type of affect is this?

**ALEX**

This is going to be charm affect.

**BEN**

Cool. So I get a...

**HELEN**

You get +4

**BEN**

Thank you

**ALEX**

And another charm affect actually.

**BEN**

Ah ha. And I'm grief filled so emotion spells and affects right? No? Yes? I dunno, that's...

**ALEX**

No that's bang on. That's exactly what this is.

**BEN**

Great

**LYDIA**

So sad you can't punch me!

**ALEX**

I'll be honest Ben this thing was not designed to take you out of the fight.

**BEN**

Yeah my basic will save is 24 right now.

**ALEX**

You could still fail.

**BEN**

Ok so that's a 29 and a 34.

**ALEX**

Yeah you hit both. You're fine.

**BEN**

Cool.

**BRYN**

I suspect you didn't get all your bonuses because you're still being boosted by protection from evil and by bardic inspiration as well.

**HELEN**

Oh yeah.

**ALEX**

You're fine. Like you took the two bites. This thing is not designed to...this is not your enemy. You are here but this is not your enemy.

**BEN**

Yeah my will save was about 30 probably. Right. So I need to roll a stupidly high concentration check.

**BRYN**

So it's another concentration check, so you'll get the same bonus. The DC is 30 because it's 10 plus damage taken plus level of spell. You took 16 damage.

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**BEN**

Oh I don't think...I could roll a natural 20.

**BRYN**

Well no, but you had a +14 concentration check.

**BEN**

Ok so yeah I just need a good roll.

**BRYN**

Yeah it's about a 25% chance that you hold the spell.

**BEN**

Nah. Is the spell spent?

**BRYN**

Yes I believe it is.

**BEN**

That's a shame.

**ALEX**

Ok in that case then...

**BEN**

Oh by the way that was searing light that went away. That would've been 10 D6 against the zombie.

**HELEN**

Damn!

**BEN**

It's fine I'll just start channelling positive energy because I'm a cleric.

**HELEN**

Yeah course! It's undead. Yeah.

**ALEX**

Don't! Just do something else!

**HELEN**

Do that!

**ALEX**

I don't know what.

**BEN**

Well actually Alex I'm gonna wait until you deal any bloody damage to the party and make it worth my while

**(laughing)**

**ALEX**

Keep it coming. Keep it coming. That's fine.

**HELEN**

Oh no. I don't like that. I don't like that at all.

**BEN**

I want you all to take a little bit of a hit and then I can wipe it in one go while damaging the zombie and we are [clicking noise]

**HELEN**

So efficient.

**ALEX**

So the chonker...not the chonker, Alex turn your brain on. Sorry.

**BEN**

Which of them?

**ALEX**

Yeah exactly! Mouldy McMould Face.

**BEN**

Ah very clear.

**ALEX**

Takes a 5 foot step. Takes two swipes at Zolf directly. A 16 and a 17.

**BEN**

No.

**ALEX**

At which point the creature then just dead eye stares Zolf, throws both arms out again, chucks its head up in the air and just starts screaming. Lurid, purple light starts emitting from the bones. All of the flesh upon it is just flayed off wards. It screams as a wave of energy comes out. Everyone give me a will save.

**BRYN**

What type of affect is this?

**HELEN**

Yeah what type of affect is it?

**ALEX**

It's a teleportation affect which is super specific and rare and really hard to dig up.

**BEN**

Yeah we haven't cast dimensional anchor.

**ALEX**

That's literally all that you could have done and I'm so glad that I managed to find something that could do this. It was really hard to find.

**BRYN**

We are all still getting the bonus +3 from Wilde

**ALEX**

Yes you are.

**HELEN**

Oh ok.

**ALEX**

The likelihood of this hitting everyone is slim. The likelihood of hitting someone is high.

**HELEN**

Oh god no!

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**LYDIA**

I got 25. Guys, I rolled a 19!

**ALEX**

Cel congratulations. You hit your DC.

**BEN**

Nice. 28.

**ALEX**

Hit your DC.

**BRYN**

Skraak rolled a 17 which means that that's a total of 24.

**ALEX**

Oh god these are high rolls. That's a DC as well.

**BRYN**

Hamid...

**HELEN**

Oh no.

**BRYN**

...rolled a 4.

**ALEX**

What did you get? What did you get?

**BRYN**

Which means a total of 16.

**(laughing)**

**BEN**

Is that a, I'm looking at rules or is that the DC's 15.

**HELEN**

I think that looks like the DC is 15.

**ALEX**

The DC is 16 which you hit, therefore you're fine. I'm really annoyed. I'm really very annoyed here.

**BRYN**

Also it has to be an aerial affect to affect me right now since I'm flying invisible.

**ALEX**

Oh a horrendous affect that you might have all managed to dodge and if you did I'm really...before I was playing it up ha, ha, ha I have something else. If this doesn't go off, I'm going to be furious. I'm going to be really legitimately annoyed because this was a beautiful design. Azu what have you got?

**HELEN**

I've also rolled a 4.

**BEN**

Yeah but you're a paladin.

**HELEN**

But that means that I rolled a 21.

**(laughing)**

**BEN**

How about Wilde and Sumutnyerl?

**LYDIA**

Oh we just got him back!

**ALEX**

So this is where I am going to now suggest, I would like someone else so that I can't pretend I'm fudging in anyway. I'd like one of you to roll for Wilde the dice and one of you to roll for Sumutnyerl. I know the modifier's at my end but this is so that you can prove it's not fudged.

**BEN**

I should roll for Wilde shouldn't I?

**ALEX**

Yes you absolutely should.

**HELEN**

I'll roll for Sumutnyerl. So that's a single D20 yeah?

**ALEX**

Yeah just roll a D20. I'll maths at my end but I just want you to flub it so I can blame you.

**BEN**

Wilde got an 8.

**ALEX**

An 8?

**HELEN**

Sumutnyerl got a 14.

**ALEX**

Ah. Come on, come on Wilde. Fail the check. Fail the check. Come on mate.

**HELEN**

No! Alex! Alex is doing a face. He's doing a face.

**ALEX**

Was it an 8? Not a 9, an 8? Definitely an 8 Ben

**BEN**

Ok what...ah, ok, but...

**ALEX**

Because my friend Ben if it was an 8, not a 9 but an 8...

**BEN**

But I...

**ALEX**

You're in so much trouble Wilde.

**BEN**

I'm doing a little read of the rules.

**ALEX**

Oh yes.

**BEN**

I have unity as Zolf so I can allow people to use my saving throws instead of theirs as an immediate action. Am I able to like...

**ALEX**

Or...or you could just not.

**BEN**

Ok so that says I can.

**HELEN**

Do it! Do it Ben!

**ALEX**

You could just let it happen to Wilde and then...

**BEN**

So I'm going to turn it from an 8 + ??? into an 8 + 18

**(laughing)**

**ALEX**

No! Ohh. This has been such an up and down.

**BRYN**

It affects everyone as well.

**BEN**

It does affect everyone.

**BRYN**

So Hamid was also not as close.

**ALEX**

Fine. This is fine. Everything is fine.

**BEN**

Also good point. This is optional, does Wilde want to take this boon? I have to ask him because Wilde is not my character.

**ALEX**

Wilde does...Wilde wants to take the boon. Fine.

**HELEN**

I'm going to pass out!

**BEN**

I'm getting big Grizzop flashback.

**BEN**

Yeah I know!

**ALEX**

There is an elaborate and dangerous lightshow as energy...raw energy just surges out from this now skeletal figure that screams upwards. Just whoomph. And then the skeletal figure's gone and apparently nothing happened. All of you have licks of purple flame all over you and there's a crack of thunder. Apparently it had no affect...

**BRYN**

Can I roll knowledge arcana to know what that was?

**ALEX**

Yes you can. If anyone has knowledge arcana, I'll allow you to do that on the fly. I'm fudging the knowledge stuff a little bit here but yeah.

**BEN**

Oh that's a nat 20. So 25.

**LYDIA**

32

**BRYN**

29

**ALEX**

That was a, all of you who rolled a check, that was a horrendously potent teleport burst of some kind. The kind of thing that will teleport you a decent distance in a random direction which sounds like not a lot...

**HELEN**

But it could've been downwards into the ground.

**LYDIA**

It could've been up into the air.

**ALEX**

It's a big deal

**HELEN**

Oh my god.

**ALEX**

And really powerful. Like way, way more powerful. It's effectively a form of baleful teleport but way beyond what any of you in your knowledge arcana are aware of as a this is a thing that people encounter. Because this would...this would be something no one would allow to live because it could absolutely wreck things. It's gone...there is no trace of it. It has just ceased to be apparently.

**BEN**

So it's teleported itself away which means that it's still out there potentially right.

**LYDIA**

It was just a skeleton though.

**ALEX**

I would say that you saw the skeleton explode into pieces as it exploded.

**BEN**

Oh ok.

**LYDIA**

Cool, that's handy. That's useful knowledge Alex

**ALEX**

I'm not going to spell stuff out but it properly like...

**BEN**

It was a teleport bomb and it blew up.

**ALEX**

Yes.

**BEN**

Ok

**ALEX**

But a horrendously powerful one and I cannot overstate two things. One, it was incredibly unreasonable of me to put you against that on top of everything else. And two, look at all the good it did me anyway!

**BRYN**

Unison baby!

**ALEX**

Helen's all like, no that's not fair and it's like yes, you're right. The unfairness is going against me. This is...

**HELEN**

Good! Serves you goddamn right. Learn from this!

**BEN**

If I may, and I may not but Zolf stares at the gap that used to be the zombie and goes – alright mate, that’s just a Monday for us.

**(laughing)**

**ALEX**

Oh I hate you! I hate you deep in my soul. Right I’ll just delete them from the initiative order. Cel you are up. There was a massive elaborate explosion that you’re fairly certain would’ve been horrendously fatal.

**LYDIA**

Cel does a quick check everyone is still here. Cool.

**ALEX**

Everything’s fine.

**LYDIA**

I mean Hamid may have been teleported, who knows?

**BRYN**

That’s true! I’m invisible.

**LYDIA**

Nobody knows but Cel...

**ALEX**

No it gets worse...oh no it gets worse. Don't edit this out, do not make it any less inelegant than what I've just done.

**BEN**

Does it hit everyone? Does it hit the tentacles?

**ALEX**

Alex needs to do a check for one or two of his monsters that he was like that is an acceptable loss for the chance of getting rid of you all.

**(laughing)**

**HELEN**

Oh my god, yes!

**ALEX**

So...

**HELEN**

Please!

**ALEX**

Cel, you know when you do your quick check to be like, where did things go.

**LYDIA**

Yep

**ALEX**

You're not certain but I'm going to say that you're aware of these snaking vines. You're not certain but you think there's less of them

**(laughing)**

I've got to play the rules as written. I wrote this going it's fine. One or two of them will get got. That's fine because it'll be such a mess. Fine. Fine. Fine, fine. Fine, fine, fine. Fine. Carry on. Don't mind me. This could not have gone worse for me! I put so much work in. This...I was worried. I was legitimately worried here. Carry on.

**LYDIA**

No but you know what's gonna happen, this is going to go really well for us and then on the way out we're going to trip over a squirrel.

**HELEN**

Yeah that's what will happen, yeah.

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**ALEX**

Just fall into the sky.

**BEN**

We all just shatter like glass.

**LYDIA**

Cel's gonna throw a bunch of bombs at the tentacle thing.

**ALEX**

Yeah please do. Which one? The one that Hamid has damaged or the one that everyone else has damaged?

**LYDIA**

The one that Hamid's damaged.

**ALEX**

Yep.

**LYDIA**

First one...19.

**ALEX**

19 is a...bring up the stat block for that. God there's so many stat blocks here and they're all useless to me. Is not a hit.

**LYDIA**

Oh ok.

**ALEX**

It doesn't make it through the hide.

**LYDIA**

I think it's very unlikely that Cel will hit anything then. Oh no, here we are.

That is a 23.

**ALEX**

It's a hit.

**LYDIA**

Cool and the next one...25.

**ALEX**

25. That's a hit.

**LYDIA**

And the next one is an 8.

**ALEX**

Is an 8.

**LYDIA**

So that's 2...

**ALEX**

2 hits.

**LYDIA**

Both of them I'm just going to do as a normal alchemist bomb because Cel doesn't think that this thing would care about cold so that is 5 D6 +15.

**HELEN**

Ooh

**LYDIA**

Actually +16 I should've said. So the first attack did 37 damage.

**ALEX**

37?

**BEN**

Jeez!

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**HELEN**

Yes!

**LYDIA**

5 D6 + 16.

**BEN**

Oh it's 5 D6 on its own. That makes sense.

**BRYN**

Yeah it's a really good attack.

**HELEN**

Very, very good.

**ALEX**

God! I wasn't ready for that.

**LYDIA**

And the next one did 32.

**BEN**

Jesus!

**LYDIA**

When Cel gets a hit in...

**BEN**

Yeah, blimey

**LYDIA**

...it matters but it takes a lot of prep.

**BRYN**

The bombs are incredible but you get, what, 12 a day?

**LYDIA**

14 at this point.

**ALEX**

And once you're spent they are properly gone.

**LYDIA**

Yeah they are gone. So Cel has used up 8 of the 14.

**ALEX**

You horrendously damage it. Absolutely eviscerate it. It's now far more damaged than the one that the others have been hitting.

**LYDIA**

That's fine. I'll deal with it.

**ALEX**

Absolutely horrendous. There is extra dimensional gore everywhere. You get the impression that it might even be that the way you're attacking because there's just so much of it to hit is only helping you more. Like horrendous damage. Ok, in which point then, thankfully Alex at least gets to try again at an attack.

**(laughing)**

Ok let me settle myself. Hamid? You're invisible right?

**BRYN**

Yep

**ALEX**

You haven't flown away though have you?

**HELEN**

Oh no.

**BRYN**

I'm 10 feet away from the rest of the party.

**ALEX**

So hypothetically if these things could see through invisibility...

**BRYN**

Yeah

**ALEX**

Wicked.

**HELEN**

Oh Hamid, you're squishy!

**ALEX**

What's your AC?

**BRYN**

23

**ALEX**

Thank you.

**HELEN**

That is quite a good AC though.

**LYDIA**

He's got a good AC though.

**BEN**

Pretty good, pretty good.

**HELEN**

That's basically my AC.

**BEN**

He's got them magical spells.

**ALEX**

So, Hamid?

**BRYN**

Yes

**ALEX**

Every, single tentacle...

**(gasps)**

...all of them from both portals swings, like ignores every other player and every single one goes for Hamid through the invisibility.

**BRYN**

So the good news is, is that confirms to the rest of the party that I didn't get teleported away while invisible.

**BEN**

Very true!

**LYDIA**

True!

**ALEX**

It does however mean that you've been hit 6 times normally plus a crit.

**BEN**

Oof. You're going to get Grizzoped.

**EVERYONE**

Oh no!

**BEN**

Oh that's bad!

**BRYN**

I would like to state for the record that I do not have loads of hit points!

**HELEN**

How many hit points do you have?

**BRYN**

51

**BEN**

Ooh that could...hmm, we're in the danger zone.

**ALEX**

You aren't aware of it but you have done an enormous amount to help yourself by flying. I can't go into why mechanically, that probably is going to save your life. If you hadn't have been, you'd already be dead.

**HELEN**

Oh god.

**ALEX**

Because of additional stuff that you just auto negated.

**HELEN**

Oh god.

**BRYN**

There's a reason I was like I'm not gonna be on the ground for this fight. At any point.

**HELEN**

Oh god.

**ALEX**

You take 32 damage total.

**BRYN**

And I have to make how many will saves?

**ALEX**

So here's the thing, I can't go into why, none. I won't go into why mechanically. You have made a series of good decisions as a group which has meant that Hamid has survived comparatively fine as opposed to just being utterly eviscerated. Well done. Good. But yes it's very clear to you at this point ow, ow, ow....

**BRYN**

Yeah Hamid probably yelps multiple times.

**ALEX**

They might be able to see you.

**BRYN**

Yeah

**LYDIA**

Can we see his blood dripping out and stuff so he's like...

**HELEN**

Urgh! Oh god!

**LYDIA**

Or just where the tentacles make a shape.

**ALEX**

However could everyone then please give me a will save. Everyone in the group. I'll be rolling for the NPCs for this one.

**BEN**

What type of affect?

**LYDIA**

Yeah because if it's...

**ALEX**

This is a fear affect for anyone it's relevant to.

**HELEN**

Ok remember your +4s everybody.

**LYDIA**

+3 +4. 3 from Wilde, 4 from Azu.

**(laughing)**

**BEN**

46

**(laughing)**

**LYDIA**

Really?!

**BEN**

Yeah because all of the onuses brought my will up to 27 and I rolled a 19!

**(laughing)**

For 46!

**ALEX**

I'll admit the fear affect is primarily for other characters but goddamn dude!  
Like goddamn you're about to break 50 and you're at like level 9. Oh my god.

**HELEN**

I also rolled 36.

**BEN**

Yeah!

**LYDIA**

Cel rolled 14.

**ALEX**

For a total of?

**LYDIA**

No that is the total.

**HELEN**

Oh no!

**ALEX**

You're now my favourite Lydia.

**LYDIA**

For a very short period of time I assume!

**ALEX**

Yes. How are we doing over at Team Hamid and Team Skraak?

**BRYN**

Hamid rolled a 3, Skraak rolled a 10. Both of them therefore get a net of 21.

**ALEX**

Cel, you're now shaken.

**BEN**

Except ignore that. You take shaken but you are not affected by it.

**HELEN**

Oh yes because of the magic circle.

**ALEX**

Though that is potentially relevant depending on what happens next...

**BEN**

Yeah because it can scale up.

**ALEX**

Yeah, yeah. Because interestingly it could scale up even though you're not affected by it more and more and more, couldn't it.

**LYDIA**

That doesn't affect while I'm in 10 feet...

**BEN**

30 foot.

**ALEX**

30 feet. So you're basically fine. Just don't wander off.

**LYDIA**

And also...so yeah just for the record, this also stops frightened and panicked so basically for the next six rounds we're golden. As soon as that ends, might have a problem so I'm going to be...oh no is it calming touch Cel or heal Hamid.

**HELEN**

I can heal Hamid.

**BEN**

I'll calming touch Cel then.

**ALEX**

At which point, with gore just pouring out everywhere, just spraying everywhere, the portals just start to close. The tentacles retract themselves. They just pull themselves up. They just retract themselves, the bits that are left there, already falling away into that residual, basically, clingfilm-esque stuff and honest to god the portals revert to their state that they were at before signalling their arrival and they just...they apparently just retract themselves with that same gentle almost tearing noise to indicate that movement. At which point we're still in initiative technically.

**HELEN**

Oh god.

**ALEX**

Skraak is up.

**BRYN**

So the tentacles have just gone?

**ALEX**

Yes. The thing that's interesting is the ringing is still all around you but clearly coming from two remaining plants that are right up against you...are 20 feet away, they won't have had chance to move up yet. Gosh.

**BRYN**

Skraak would like to delay his action.

**ALEX**

That's fine.

**BRYN**

He's probably going to insert after Azu again because flanking...he's a rogue, he needs to flank.

**ALEX**

Ok, at which point the remaining vines...so this is one, if we're looking at cardinal directions, one due east, one due west. So to the left and the right of you more or less, snake in the remaining distance and then suddenly rear up. Almost like a snake. To describe them now that you can see them with them reared up, they appear to have bright silver flowers at the front, like almost metallic.

**HELEN**

Like the plants in Jumanji but silver.

**ALEX**

Yeah, honestly yeah. If someone was to take...

**LYDIA**

So cross the silver seed that we had with the....

**ALEX**

Jumanji plants. Yeah that's a good way of putting it.

**HELEN**

Right well...

**ALEX**

They also seem to have a slight sheen to them the way that the extra dimensional creature did interestingly enough. But yeah, they rear up as if like snakes. At which point they then [puffing noise] and spray everyone who are grouped together. Could everyone please give me two fort saves.

**LYDIA**

Oh dear, Cel is also not fort...

**BRYN**

Does this affect Hamid? Hamid is 10 foot away from the rest of the group.

**ALEX**

Yeah, it wouldn't affect you.

**BRYN**

He's the one that just moved away.

**ALEX**

They also are not aiming at you to be...you're invisible.

**BEN**

What kind of effect is this sorry?

**ALEX**

This is a poi...sort of a poison affect. It's a bit complicated but basically a position affect.

**BEN**

Ok so I...hardy is in effect for me.

**HELEN**

Yeah and afterwards I...one of my mercies is poisoned so I can help out with that later. Anyway let's roll two fortitude saves.

**ALEX**

Yes two fortitude saves please.

**BRYN**

No Wilde bonus to this one because Wilde is only affecting will saves.

**ALEX**

Correct.

**BEN**

Ah ok.

**HELEN**

I rolled a 25 and an 18.

**LYDIA**

Cel rolled a 25 and a 13.

**BEN**

29. 18.

**BRYN**

Hamid nothing. Skraak 22 and 18.

**ALEX**

Oof. Wilde seems to do something I'm not going to really explain beyond, he sort of passes a hand in front of his face temporarily and then there's a flash of...it seems like the dust that comes out is silver itself. It seems to just flash away. Sumutnyerl gets that straight in the face and then starts shaking and drops to one knee breathing incredibly heavily.

**HELEN**

Oh!

**ALEX**

We are still in initiative order because technically those two plants are still kicking around. Ok. But I do have to end the episode.

**LYDIA**

Urggh!

**BRYN**

Stop threatening our NPCs Alex!

**ALEX**

The problem is you're so overcalled that their...ok this is truth, ok. You keep getting giving NPCs who are higher level than you but you are more powerful than by virtue of your build. Even if they have player class levels.

**BEN**

Also we're not over scaled. We are scaled. We are playing the game as intended.

**BRYN**

Yeah.

**ALEX**

I hate it. I hate it.

**BEN**

Thank you Alex. See now you're with me.

**ALEX**

I want you all to suffer. Right well as we enter our third week in a row of combat, I guess we'll see each other and find out what happens next week. Bye all.

**EVERYONE**

Bye!

**[Show Theme - Outro]**

**ALEX**

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