

RQG – 197 – Sounds In The Deep

Content Warnings

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[Show Theme - Intro]

ALEX

Hello and welcome to episode 19...7 of the Rusty Quill Gaming podcast. I'm your host and GM Alex Newall and with me today, I have

BEN

Ben...Meredith?

ALEX

Alright, alright!

BRYN

Bryn...Monroe

LYDIA

Lydia "Argh" Nicholas

HELEN

And Helen Gould. I don't know what that joke was because you all froze for me and I was terrified I was going to miss my cue.

ALEX

I forgot the number 7. That's what it is. I forgot the number 7. Ok.

(laughing)

It comes after 6 and before 9. And also before 8. And who are you playing?

BEN

Zolf Smith

BRYN

Hamid Saleh Haroun al-Tahan

LYDIA

Cel Sidebottom

HELEN

And Azu

ALEX

I am going to drain you of those hit points Ben!

BEN

That's fine I've got loads of them.

ALEX

Good. It'll only make the beasties stronger!

BEN

Fine do it. Do it. Kill me in this arc and let's see what happens. I'm not afraid.

ALEX

Don't tempt me!

BEN

No I'm actively doing it. Go on, kill me.

HELEN

No!

LYDIA

Oh man.

HELEN

You might not be afraid. I'm afraid. I might be collateral damage.

LYDIA

Yeah I'm not afraid of the things he's going to throw at us. I'm afraid of the admin involved in another character.

BEN

That's what I'm calling his bluff on.

BRYN

I think at this point surely it'll be simpler to take over one of the NPCs.

BEN

Maybe.

ALEX

Nah it's even...it's even simpler, from now on every player that dies will instead become Brutor. If two of you go you are both becoming a Brutor because I'm not generating any more stat blocks, ok.

HELEN

The fact that you said every player that dies makes me extremely worried.

ALEX

So you are all on the unnecessarily enormous front porch of Svalbard. What's that? Geographically inappropriate and physically impossible. Shush. Quiet you. It's a big scary ice fortress and so shall it be treated. You are currently stood on the front porch of the main bridge arching over the enormous cavern. For the audience's benefit the players are not able to see the whole map. They will only be unlocking areas as they see it. So as a result there is an element of mystery here. They'll be getting some things in real time and last but not least I cannot stress enough, Bryn, how little I want you to have a conversation with Skraak and how much I want you all to play through this entire scenario speaking to a not a single NPC. That would just be absolute aces ok. I will facilitate that anything you need to ensure that I don't need to voice an NPC for at least a session.

BRYN

Hmmm

ALEX

So with that in mind, for the first time in I don't know how long, you guys are in control.

HELEN

Ok

BRYN

I would like to request a very quick, very simple recon. Can I have already cast mage armour please.

ALEX

Oh yeah. Yeah you're fine.

LYDIA

Oh that's a point. I can do that. I can do those things.

ALEX

I'm going to give one slight hint which is, I'd advise against prepping loads of things that are going to last a couple of minutes. You have a comparatively long way to go. This is – spoilers – map one.

BRYN

Yep mage armour is the only one I cast at the beginning of a day because it lasts ten hours...nine hours...what level are we? 10

HELEN

10. Ooh yes we're level 10 now. I can change it on my sheet.

ALEX

Yes you are. You are all officially level 10 and no pressure but if you trigger enough encounters here you might even make it to level 11.

HELEN

Don't do it Bryn!

LYDIA

He wants his wings.

HELEN

I'm scared Bryn.

LYDIA

There's so much admin involved in levelling up. Can you please just buy some wings?

(laughing)

BEN

So with this bridge is there a reason we have a battle map of it or should we just move up the bridge.

ALEX

You can move up the bridge. It was the most useful one I can find and also it was a good first impression if nothing else.

BRYN

Did Einstein mention that the things that we're afraid of only have a visual range of what, 10 foot, 20 foot did he said?

ALEX

He said they had a visual range of about 10 feet or so and they were rubbish at sound.

BRYN

Ok, yeah. So we don't need to actually start sneaking yet. Really.

ALEX

I am now going to test my fog of war and reveal...now that you're at the overhang because all of the light is coming down from that lightwell, it's not coming from inside so it's take a moment to adjust. It's not pitch dark. This should reveal...

LYDIA

Ooh there we go.

BEN

Bloody hell Alex!

ALEX

This is not your eyes adjusting to the darkness. This is Alex testing his tools are working.

BEN

Yes we can see some plant monsters in the main corridor.

ALEX

Where it disappears just off the top is effectively next map.

HELEN

Ok

BEN

Fine

ALEX

You can see stood where you, for the audience's benefit, you enter a very large main hall which has an elaborate crystal chandelier hanging, maybe 50 feet above you. It looks like it might be magically expected to emit light but is currently not. To your left and to your right are two small side doors. Your guess would be leading to some kind of security or customs office as there's a big closed gated window there. One on either side. And further on here and here you can see there are two larger stone doors that are ajar. Here and here being left and right further in on either side of the main hall which appear to be for like actual passenger throughfares.

LYDIA

So that might map on to what Einstein was saying that there would be corridors on either side?

ALEX

Yes. So as it stands you are now in the main entrance hall looking at the far end, there is a nice big open corridor that you could pass through however that one is quite full of the fallen.

HELEN

Yeah

ALEX

We are not, to be clear, just talking dwarves. This is not a mono race city or anything like that. They are predominant from what you can see but there are also humans, some gnomes as well. The bodies appear to be quite old so it's not that they're recent. They're long, long gone.

LYDIA

Ok so these aren't petrified? These are actually dead.

ALEX

No, no. These are bodies that something has grown from after they were already long gone.

BRYN

When you say long gone do you mean one year or ten years.

ALEX

Closer to one year.

BRYN

Yeah that's what I was guessing.

BEN

Roughly one and a half probably.

BRYN

Yeah. Ish.

ALEX

There are signs in the hall of panic so there are things like discarded items, maybe a lost shoe that kind of thing, discarded around the place however there was no real sign of that beyond the bridge. It wasn't like there were loads of signs of people fleeing. It seems to have been kept at the doorway. On additional elements to note, those plants that are sprouting from the bodies do seem to interconnect with one another loosely so they're on a sort of bed that's almost worked its way into the stone and could please Ben, you give me a knowledge planes.

BEN

Yes. It's a 20.

ALEX

You're not sure what plants they are but they have an extra planer quality in that they seem to be phasing through themselves a little bit so like a frond might move slightly and pass through another of its own fronds, stuff like that. They're not necessarily fully meshed with the material plane. As to what they are though, merr..

BEN

Sure. But practically this is not relevant information for us dealing with them, it's just, ooh they're a bit spooky.

ALEX

Yeah it's aesthetically, you know, they got weirdness going on. Everyone give me a perception check.

BEN

24

HELEN

Ooh 26

BRYN

25 for Hamid. 28 for Skraak.

LYDIA

25

ALEX

Skraak, Azu and Cel I think, if I remember that correctly, can hear the sounds of slight movements on the left hand side coming from the larger door that is ajar that was for main passage throughfare. Not the customs office. It is not pronounced movement. It's sort of like a thing maybe gets knocked, maybe a slight shuffle. Nothing more. Apart from that it is deathly silent. There is still the distant sound of the winds carving across the top of the lightwell and there is the occasional crack of ice, maybe a drip here or there. You've got ambience but there's no actual sounds. It's a very large, very busy but seemingly empty city.

HELEN

Azu is going to whisper – I think we should stick to the right hand side. I heard something on the left, maybe we should try the doors on the right.

BEN

Yeah it's what Einstein said so let's do it.

HELEN

Ok – Azu's going to head to the first door on the right. You said there's like a security looking place.

ALEX

So the security looking place is quite near...yeah it's where Hamid is right now. It's right next to the bridge.

HELEN

Ok

ALEX

I'm assuming you're going to try and open the door and poke your head inside.

HELEN

Yeah Hamid poke your head inside the door that we don't know what's behind it.

BRYN

I wasn't going to open that one. It's not the way on.

BEN

And also you said there was a grill Alex so we can just look in through it.

ALEX

Yeah you would actually be able to do that.

HELEN

Oh.

ALEX

I would ask for a fresh perception check though because it is a narrow barred thing rather than it being just a nice big window.

BRYN

I rolled a 2 so 17.

HELEN

Can I also roll perception since I'm standing next to Hamid.

ALEX

Yeah, yeah you're fine.

BRYN

Yeah so Hamid and Azu have moved to the first door and the rest of the party have actually moved to the second door which is actually the way on.

HELEN

ALEX

Yeah I'll reveal some stuff for 27. Give me a second. Inside the customs office you see the following three fallen are in there dotted around the room. This room appears to have been absolutely trashed. There appears to have been an armoury that has been torn open. A basic armoury and things like security equipment has been torn open and ransacked. All of the items are gone. It looks like someone maybe tried to barricade the door and failed.

HELEN

Oh no.

ALEX

But it's absolutely trashed.

HELEN

Well let's not go in there.

BRYN

Indeed.

HELEN

Onto the next one.

ALEX

I won't require a perception check if anyone's going to look through.

BEN

Sure

ALEX

Leads through to a seemingly empty corridor. At first there is one large room with a set of stairs that seem to lead towards that custom office you just passed, a hall and at the very, very end of a very long corridor you can see just gently moving one of those shambling...

LYDIA

Shamble friend.

ALEX

...things that we talked about but it is moving around aimlessly. It doesn't even seem to be going anywhere. It just sort of paces back and forth, maybe to the left and then to the right. It just appears lost almost.

BRYN

I mean let's open this door and move through it.

BEN

Yeah

LYDIA

Cel will – so I think when Einstein told us that they had bad sight he was talking specifically about the plants whereas that shambly thing, we don't know how good it is.

BEN

Yeah so we sneak around to the left.

BRYN

Azu and I encountered something that looked very similar in the London sewers. They seemed to be blind but react to sound.

HELEN

Yes so we should...we should all whisper.

BRYN

So quiet.

BEN

Alright, let's go.

HELEN

Yeah ok.

BEN

So I think party just sneaks around and to the left.

BRYN

Sticking to the walls. Being sneaky. Giving the plants a nice wide berth.

ALEX

Yeah so entering into the next room there is a plant on the far side of the room. However it doesn't seem to have reacted to you but you can hear movement in the room to your left.

HELEN

Ok

BEN

So we've either got to get past a plant or go into the room with movement in it.

HELEN

Which way should we...which way?

BRYN

I think there might be a route to the left there. Can you see?

LYDIA

That's the thing we wanna avoid.

BEN

Whoever is quietest, go have a look.

BRYN

Skraak

ALEX

Can I have a stealth check from Skraak please?

BRYN

Skraak's stealth core is currently +26 so I feel like he might be ok.

ALEX

Holy...

BEN

Yeah

BRYN

I rolled an 18 so...

ALEX

You're fine. So things that are revealed to Skraak because Skraak can also look double back and can see the entire party are basically pressed up and sheltering, hiding if you will, next to a wall behind which is another shambler. Skraak meanwhile has moved further down the opposite corridor and is revealing more rooms in similar disrepair.

BRYN

I mean Skraak is technically your character to play Alex but I'm imagining he's going to not even speak, he's going to hand motions.

ALEX

Absolutely.

BRYN

Look behind you, stay quiet, head this way.

ALEX

Yeah exactly.

BRYN

And just step into this room to check.

ALEX

Ok Skraak doubles back out of the room that he just entered immediately and pins himself flat against the wall very, very still and waits for a little while before then gesturing to the doorway he just poked his head going – bleurgh, bleurgh. That’s the symbol for plant – bleurgh.

BEN

I will give him the universal symbol, so what should we do then which is like a – blerh. Hands up, sort of shrug. What do you want us to do then?

ALEX

He points doubling back to...you are all on a corner. If you were to double back on yourself past the moving thing it looks like it leads back to the main hall on the far side of all of the plants if you can find a way past the actually moving monster.

BEN

Right

LYDIA

So do you think that there’s a possibility that we could kill one of these things fast enough that it couldn’t alert the level three out of ten gestalt thing and then get past.

BEN

I have no idea but if that’s the only option we’ve got to try it.

BRYN

It's possible but it's very risky.

BEN

Everything here is risky.

LYDIA

I mean my bombs are quite loud is the thing.

BEN

So is pretty much everything I've got.

HELEN

I can go and have a go.

BEN

Look if we're going to just charge it we should just go together and hopefully kill it before it gets a chance to do any screaming but it's...unless we have a more intelligent solution that's probably it.

LYDIA

They're blind right so we could look around the corner, line up a shot and all shoot at nearly mechanically the same time. I say mechanically because I've

got...I've done a bit of investigation and it seems that people are never able to completely simultaneously.

(laughing)

There's always like a 2.5 second delay.

ALEX

For free I'll allow one of you to have poked your head around the corner to look and come back now that you're a bit closer. This is not, to be clear, one of those root guardians that you encountered in London. This appears to be quite similar to the plants that are static but maybe a slightly different breed that's able to move around. Meaning that the body itself seems to be shifting a little bit in and out of phase. Like it's arm will shift, move through itself a little bit and then it'll keep shuffling

BRYN

Can we tell by the way it acts or by the way it looks whether it's primarily sight or sound triggered.

ALEX

I don't think you'd be able to tell. The reason being it isn't giving you enough to go on. It does actually like keep batting at a little shoe that it's touching but that's about it.

BRYN

Because the things we saw in the London sewers which I thought these were, were obviously blind and making clicking noises constantly.

ALEX

Yes. This is not.

BEN

Hang on. Look if it's reacting to stuff moving we can just throw a rock in the corner of the room, hopefully get it to move out of the way and then get past it.

HELEN

Ooh I've got some marbles we can throw!

LYDIA

Yes!

BEN

Right, right great. Just chuck one in the opposite corner and when it moves we can kind of wrap around.

BRYN

Good idea

ALEX

So was that 1,000 marbles you're chucking or 10,000....10,000 marbles. Just a light distraction.

HELEN

I'm going to try and find a large marble. Do I have to roll something to throw a marble?

ALEX

No you can just...you can just chuck it, it's fine.

HELEN

Ok. It is thrown.

ALEX

You roll a natural 1, hit it in the head. It charges you. No, you're fine.

(laughing)

HELEN

I don't know!

ALEX

So you throw a marble at, there's a desk in the corner that's covered in some like littered papers and stuff. Again you seem to probably be in some kind of

customs area still for people coming through. It makes a very, very faint tink that echoes through the rooms because there's nothing else going on. It doesn't react quickly but it does react. It stops from facing the wrong way and then turns its face to look towards you and instead of eyes it has two flowered blooms.

HELEN

Urgh

LYDIA

Creepy, creepy, McCreepy

ALEX

And then it just staggers over. Really slowly. It's not like rah. It just kind of shambles over to where the marble is and goes right up to the desk and is then just pushed up against the desk and is just facing the corner where the marble was.

BEN

[Whispers] Right, go, go, go, go.

HELEN

Ok let's go.

LYDIA

What do we roll for...

ALEX

Can you please give me a stealth check.

(grumbling)

BEN

3

HELEN

9

LYDIA

15

BRYN

29 for Skraak and 28 for Hamid.

ALEX

Was that 3 total Zolf?

BEN

Yes I rolled a 5. I have a -2.

ALEX

Fabulous. In which case then can everyone please roll me initiative.

LYDIA

Natural 20! That would've been useful before but natural 20 in initiative.

BEN

No that's great. I still would've mucked up. Good that you go quick.

HELEN

I got 19. I don't know to enter it in roll 20 though.

BEN

So I also got 19.

ALEX

In which case then, ah I've got to say it. I've got to say it for listeners, it's got automatic calculating and initiative tracking. This is what it feels like to be replaced by an automated system. Cel you're up.

LYDIA

Woo! Cel gets their bow out and shoots. So the first roll is 13 + 9. 22.

ALEX

22 is a hit.

LYDIA

Cool shall I roll all the attacks and then we'll do the damages.

ALEX

Yeah that's probably gonna be easier.

LYDIA

The next one $6 + 9$ so 15.

ALEX

Hit

LYDIA

Ooh

BEN

Zombies.

LYDIA

The next one is $3 + 19$ so...

ALEX

Hit

LYDIA

Yeah cool. Grand. So with this I might as well roll all three D10s at once. So there's 4, 9, 6 plus...so that was 19 physical damage and then 9, 10, 11 electrical damage.

ALEX

Ah ok. Good to know. Right...

LYDIA

So the first one was 4 physical, 3 electric. The next one was 9 physical, 6 electric. The next was 6 physical, 2 electric.

ALEX

Cool so I'll skip straight to the end of this thing's...if it wasn't dead before it's very dead now. You fire the crossbow bolts in quick succession. The first one seems to pass through a chunk of its shoulder which then suddenly materialises around the bolt and then the electricity goes off. Another one hits immediately and the electricity goes off and then the third one also hits immediately and goes off. The bolts themselves, they do seem to do a decent amount of damage however the electricity when it suddenly courses through it, it seems to aggravate whatever that phase stuff was going on and it literally explodes. Not with a bang. It just shreds like someone has passed it through a shredder or something and just distributed the parts around. However as it distributes it emits a small cloud of bright sparkling lights that then dissipate in a radius around it.

LYDIA

Ok

ALEX

Cool in which case then I believe that's your turn so Hamid is up.

BRYN

Ok so just to recap what happened, we're all starting to move through this room, Zolf banged something, the thing's head flicked around to look at it and Cel just went pew, pew, pew and it disintegrated.

ALEX

Yes. Yes. It exploded into shards of disappearing light with a crackle of electricity.

BRYN

Ok, Hamid is like well that was effective.

(laughing)

Probably doesn't realise we're still in initiative so will just move a bit further through the room to be next to Skraak and to look into the next room.

ALEX

I'm going to do you a favour and Skraak uses the free action to tap you on the shoulder, point at it and be like – rah.

BRYN

So it's the one beyond in the next room.

ALEX

There is one in the next room on the main hall which is on the far side of that almost barricade of plants.

BRYN

Can Hamid and Skraak tell that it has noticed...

ALEX

Yes. However it...let's put it this way, the one that heard a ball bearing, walked up the desk and maybe headbutted it a bit was clearly some kind of genius level intellect for these things because this one is still figuring out that it needs to turn around from facing the wall.

HELEN

Aw

ALEX

It's literally slowly waddling itself around to face the direction the noise came from.

LYDIA

Big mood shambler. Big mood.

BRYN

I honestly don't know whether to attack it or to retreat and hope that it doesn't notice us. The fact that we're in initiative order with it means that I probably should attack it but...

ALEX

You do you. You do you.

LYDIA

Make a decision quickly. You've got however many seconds.

BRYN

Hamid is going to retreat again and finger to lips, to the rest of the party indicate another one around that corner.

ALEX

In which case then, Azu, ping you are up. I'm loving this. Ah I'm loving this so much.

HELEN

I am going to double move to be over here by Skraak. I'm here to back up Skraak because...so that I can see what is coming towards us and with axe at the ready to defend.

ALEX

Gah you're all playing very tactical, I love it.

HELEN

Oh yeah.

ALEX

Cool. In which case then Zolf you're up.

BEN

Double move. I'm pressed up against the wall beside Hamid.

ALEX

Loving this. Skraak you're up. This is so much quicker. This is so much quicker. Oh my gosh.

BRYN

Skraak seeing Azu next to him just goes – marble.

HELEN

Can I give Skraak a marble? Is that like extra thing I cannot do in my turn in imitative or...

BRYN

If you open your bag of holding he can reach in and grab one.

HELEN

I'm going to do that.

ALEX

I'm going to allow you to fudge this because I like it.

BRYN

So Skraak's move action is going to be withdraw a marble from Azu's bag of holding who is standing right next to him. And then his attack action is going to be reach forward to the corner and throw the marble up and to the right to try and drag the creature away in a different direction.

ALEX

Sounds good.

BRYN

I'm assuming this is gonna be a ranged attack action.

ALEX

This one will need to be an attack because it's happening quick and I'd also like a ping on the map to say where you're aiming so I can confirm.

BRYN

28 on the attack.

ALEX

Yeah you can land it exactly where you want.

BRYN

Yeah basically as far through the room up to the right as possible away from the...so the thing is currently on the left wall of the room and we know it's moving to its right which would be down and to the right towards us but Skraak is hoping to redirect it up and to the right away from us.

ALEX

Is Skraak doing anything else?

BRYN

That is a move action and an attack action.

ALEX

In which case then the creature still having not rolled higher than a 2 finally finishes turning around and then starts waddling over to the marble. However

it has a slightly unpleasant quality in that it seems to sort of waddle and then suddenly skitters forward a huge distance, way further than it should and then carries on waddling again. It sort of jumps like a bad edit.

BEN

Good to know.

ALEX

It ends up right where the marble was and is immediately looking down at its feet. In which case then, as you may have a way past, let's take a break and see if I can kill you in the meantime.

HELEN

Lovely

LYDIA

What? You can't kill us in the break!

ALEX

And welcome back. So we are in the depths of combat and I know who's turn it is. This is great!

(laughing)

Cel you're up.

LYDIA

Cel will move, that's 5, 10, 15, 20, 25, 30. I think that's...yeah I've got 30 moving speed.

ALEX

Yeah so 30 feet brings you just...

LYDIA

Just within line of sight.

ALEX

Just within line of sight on your shambling friend.

LYDIA

Ok so that's a move action. Just gonna shoot once at +11 I guess.

ALEX

Don't roll garbage and then have some fun.

LYDIA

Yeah that's generally the plan but rarely goes...

ALEX

Good advice for all RPGs with dice.

LYDIA

Ooh ok so I rolled a 16 + 11 makes a hit.

ALEX

That's so high above the AC that I'm happy for you to just start calling shots at this point because...

LYDIA

Ok so 3 physical and 4 electrical damage.

ALEX

He's still alive!

LYDIA

Oh dear. That's not ideal.

BEN

We've got a lot of turn before it gets to go again.

LYDIA

Yeah I just worry about it alerting things but yeah...

ALEX

Ah thank goodness. Ok cool.

LYDIA

This is probably the most actual roguelike that Cel has ever been, like sneaky, sneak, sneak and then [arrow flying noise] and sniper but now with, remember two layers of lens to their goggles.

ALEX

Double goggles!

BEN

Lyd I have a question for you.

LYDIA

Yep

BEN

Is Cel humming a theme tune to themselves?

ALEX

Good question. Good question

LYDIA

They're quite sneaky so they are humming it but inside their mind.

BEN

Yeah it's like a ba, ba...

LYDIA

Yeah if you're right next to them listening almost at the throat or jaw you could hear the kind of...

ALEX

Like sub vocally.

LYDIA

[humming]

ALEX

Hamid, you're up. Save me from the theme tunes.

BRYN

Hamid cannot move to anywhere useful very upsettingly.

BEN

Just chuck a fireball somewhere, it'll probably be fine.

HELEN

No!

ALEX

No, use lightning bolt. I gave you all these straight corridors.

BRYN

I don't have lightning bolt. I have arc of lightning which is slightly different.

ALEX

Ah yeah. Fair point.

BRYN

The spell I was planning to use if I was able to was scorching ray but I can move past Azu and Skraak up to the different corner which leaves me adjacent to Cel but I believe without line of sight to the monster.

ALEX

That is correct. Doing anything else?

BRYN

I mean I could move again but I probably won't so no.

ALEX

Ok in which case then Azu you are up. You are all now a well oiled machine. I love it.

HELEN

Yeah. I might double move it because I'm useless at range so basically the only thing for me to do is to try and get up in its grill and hit it with something. So I'm gonna move 1, 2, 3, 4. Double move to be up in its grill.

ALEX

At which point then it reacts the second that you get that close and it goes from waddling to flips around. Again almost like a shutter edit fail, throws its arms wide, the blooms grow much, much broader and then it gives a silent scream. You can't hear anything because it doesn't make a noise and it's just clearly ready for you.

LYDIA

Not a noise we can hear but do the other plants react?

ALEX

Good question. You don't have line of sight so I can't answer it.

LYDIA

Ok

ALEX

And I don't think anyone else does either so...Zolf you are up.

BEN

Double move. I'm moving into the room but I am skirting towards the top of it to avoid the little cluster of stationary plant corpses.

ALEX

Call then watchers, that's what I've been referring to them as in my notes.

BEN

Watchers. Yeah. So I'm kind in sort of the middle of the room where everything's happening.

ALEX

Yeah sensible. In which case then Skraak is up.

BRYN

So Skraak scampers past Hamid and Cel, knee slides next to Azu and swings with his dagger.

LYDIA

Skraak's so cool.

ALEX

This is the stalking dagger albeit not with the stalking affect yet.

BRYN

Yes

ALEX

Perfect. Give me an attack roll.

BRYN

Ooh that's not great. So that's only a 17 on the attack roll and the damage is going to be absolutely rubbish.

ALEX

Still a hit but yeah your damage ain't gonna be all that.

BRYN

Yeah that's 2 points of damage sadly.

HELEN

Aw. Every little helps.

ALEX

At which point then our friend, our friendly friend. Our new best friend. I would say would immediately attempt to bite Azu. Interestingly as it does so it does the shutter thing where it goes from it's not there to it's in your face and doesn't move through any of the animation stages between. That's the best description I can give.

HELEN

Oh dear.

ALEX

What's your AC?

HELEN

21

ALEX

Hits.

BRYN

Have you included the extra bonuses you got from the extra equipment that we picked up in the armoury in London?

HELEN

Yeah because I basically only took the boots.

BRYN

Oh fair enough.

HELEN

I've got something for everything else.

ALEX

In which case then, yeah, it's a hit dealing 6 damage and could you please give me a fort save. Just throwing it out there.

HELEN

Oh god.

ALEX

Just...it's not that big a deal.

HELEN

6 damage

BEN

Helen, what's your fort save? Probably great because you're a paladin.

HELEN

It's 11.

BEN

Ok fine, yeah.

HELEN

Aw are you going to unity me?

BEN

It's only for an extra +2 so it's probably not worth it.

HELEN

Yeah that was a 24.

ALEX

Yeah so as it tries to just sink its face into your face...

HELEN

Urgh

ALEX

...it scrapes across metal and so on and there is a sudden wash of really, really acidic smelling fluid that's sprayed across the visor but does not make it through to you.

LYDIA

Phew

BRYN

Oh dear.

ALEX

[Singing] At which point other things happen. I get to do the thing I love where things happen that you can't see.

HELEN

Very nasty. Very terrible.

BEN

Ah the Alex is a dick theme song.

(laughing)

ALEX

The man's not wrong. The man is not wrong. Ok.

BEN

Or actually because Hamid is an eye turret, Hamid does see the happen.

ALEX

It's true. You can look on the map and see what's happening.

LYDIA

Yeah I mean Cel can see.

BRYN

For those who can't see behind us from the corridor that didn't go down just now another shambling creature has begun to approach us.

LYDIA

And there's another one. There's a third one that's popped up too.

HELEN

Yeah the one that was down the long corridor is coming to.

BRYN

Oh there's another one over there.

BEN

Yeah we're being pincerred by shamblords.

ALEX

Ok we're good. In which case then all that happened, that was fun. I enjoyed that. In which case then Cel you're up.

LYDIA

Yeah you know what, yes. Use the last arrow in the holster to shoot the one that is, oh goodness get the ruler out...it is...it's 55 feet.

ALEX

Oh your new friend?

LYDIA

My new friend.

ALEX

So on the far side of the hall via the other stairway leading into this room, your new friend.

LYDIA

Cel can't see the one that's coming up behind because it's round the corner.

ALEX

Yeah that's fine. You go for it.

LYDIA

Gonna do that. That is 19.

ALEX

19. It's a hit.

LYDIA

Cool. They do 2 physical and 3 electrical damage.

ALEX

Ok.

LYDIA

They've still got a bit of a move action. I don't think they can do anything like drink a potion in that time.

ALEX

No you won't be able to.

LYDIA

So will just be there quietly.

ALEX

Look that's a useful detail. Hamid you are up. You are on the stairs beside Cel who took another shot at a new friend.

BRYN

Yeah, Hamid wants to use scorching ray. I think that's his best attack in this situation and I think scorching ray at the same creature that Cel just shot at. Scorching ray is probably a bit more obvious than a crossbow bolt and I think that the scorching ray would pass within the eyestalk range of the weird corpse plant things and therefore I think avoiding sending scorching ray through there aura of perception is a bad idea. So Hamid is going to back up, back into the room where we saw the first one because that gives him line of sight to the one he saw just now coming up behind the party and he's going to cast

scorching ray on that one and it shouldn't, I don't think, pass through the aura of perception of the plant back in that room.

ALEX

I will say for free tactically you are correct in your summations unless there's info that you don't know but you don't know that.

BRYN

Ok so scorching ray. 2 range touch attacks. They were not great but hopefully their range touch AC is so bad it won't matter. So that is a 20 and a 12.

ALEX

20 and 12? Both hit.

BRYN

15 fire damage on the first ray.

ALEX

Seems to hit very hard.

BRYN

And a much better roll. 23 fire damage on the second ray.

ALEX

So can I ask for free everyone to give me a perception check.

BEN

18

LYDIA

23

HELEN

Ooh 30!

(gasps)

BRYN

Nice!

LYDIA AND HELEN

Yay!

BRYN

22 for Hamid and 25 for Skraak.

ALEX

Based on context then it's actually probably going to be Zolf and Azu. Azu it makes sense for it to be that high. Zolf because you aren't doing a full reload

on repeating or attacking anything. In order the following happens. Your original friend explodes into light, that's the other one. Just seems to fill up.

BRYN

Which one?

BEN

The one that Hamid shot.

ALEX

Yep

BRYN

Right

ALEX

Seems to fill up from the inside with that scorching ray and just explode into like smearing the tatters all over the floor which then dissipate.

LYDIA

Within...wait, there's a plant in that room. Does it explode big enough to get within that one's...

ALEX

No.

LYDIA

Phew ok.

ALEX

It does not. The next thing that happens is Zolf and Azu, you notice the bits of these creatures that seems out of phase glows with a sudden spray of the orange colouring. Like your two new friends and it doesn't appear to reside within it or anything. It doesn't suddenly catch a flame or anything like that but there is the sudden glow of that scorching ray. It's like it was lit by the same light even though there's no light source and then it passes.

BEN

Yeah it's residually linked or whatever.

HELEN

Cool.

ALEX

Yeah good turn and horrendous damage for these things. In which case then Azu unless you have anything else Hamid, you are up Azu.

HELEN

I...this may seem like a silly question but it might be because Pathfinder is silly, do I have to do move then action or can I action then move.

ALEX

You can action then move.

HELEN

Ok I would also like to canvas the others, obviously usually I would use my ominous great axe however it howls loudly whenever I swing it.

BEN

Does it mechanically howl louder.

HELEN

That's what makes it ominous was my understanding.

BEN

Oh fair enough then

ALEX

I'm going to rule mechanically speaking you know that you could get away with it. It's not going to echo through the halls but you would be foolish to use it, say, even though they're not particularly good at detecting sound within ten feet of the plants.

HELEN

Well luckily I am not within ten feet of the plants. I am within five foot of something that just tried to bite my face off so...

ALEX

I'd say if this wasn't aware of you and you were swinging away not at it, it would definitely be aware of you but that's not what's happening.

HELEN

Yeah it knows I'm there and I'm going to say...yeah the range between me and the other things I don't think is enough. Ok we're going to do it then.

ALEX

You can trust me. I'm your friend. You're fine. I am messing with you, please press on.

(laughing)

Just keeping you on your toes.

HELEN

Audience I just looked at my webcam very, very dubiously. Oh when I roll to attack the D20 I add the attack bonus yes?

ALEX

Yep, yep.

HELEN

Of the weapon. Good. Urgh. Ok that's 19.

ALEX

19. That's a hit.

HELEN

Good. And that is...ooh. Ok that's 21 damage.

BEN

Nice!

ALEX

Ok cool. In which case then you heft your axe up and then sweep it down with an ominous surge and maybe have a moment going, hmm, this would probably make something shaken if it was...no it's already dead. It just ploughs through it and shatters it into tears like the others. At which point can I please get a fort save from Skraak and from Azu.

HELEN

Yeah so this is why I asked if I could move afterwards. I don't know if I'm gonna be fast enough to then scoot away.

ALEX

It will automatically trigger, you can't. You can't pre-empt it.

HELEN

Oh well.

BEN

Oh wait before you roll Helen, first of all Bryn what's Skraak's fort save?

BRYN

+3.

BEN

Alex what kind of effect is this?

ALEX

Which are the ones that you can boost it to because I'll just be able to say yes or no.

BEN

Hardy and grief filled.

ALEX

I don't think it would apply to either.

BEN

Cool. I will still use unity, both of your fort saves are now 13 for the purposes of this thing. Unity is an immediate action so I just...it happens.

ALEX

Yeah you just go, ooh, have help. Here's your help. In which case can I get the fort saves from both of them please but he's done a lot of heavy lifting there.

HELEN

Yeah. 25

ALEX

You're fine.

BRYN

22 thanks to Zolf

ALEX

Yeah you're both fine. Again it sort of splatters fluid all over you but then the fluid's gone. It's not like it lingers, it's just gone afterwards and the tatters fall away and it is destroyed. You see, for free because I want to, Cel the friend that you have been firing at you look up from reloading for just a second to see it kind of give another shudder, like a strobe movement type thing but then it still seems to be beelining. Yeah good hit. You've still got a move action left if you want to do stuff with it.

HELEN

Yes I'm going to back away to like here.

ALEX

To be clear of one thing I am aware that you are at the upper limit of the map. There is basically a doorway at the upper limit of the room that you're in but it's closed.

BEN

Right so we can continue further in if we wish to.

ALEX

Yes that's what I'm trying to get at is that explicitly there are other maps. You can go further in. It's just that you've hit the limits of what you can fit on a single thing because I'm a bit extra and went a bit overboard.

LYDIA

Really Alex. That's not in character at all.

ALEX

It was like you have a lot of elements here. This might break things. Are you ok? Mashes proceed. I care not.

(laughing)

BRYN

You're saying your map is too big for your app.

(laughing)

ALEX

Yes. Yes I am. In that case then where are you moving to?

HELEN

I'm just going to back off to be sort of more in the centre of things for the other people and I'm just going to stage whisper do we like – ok we don't go close to them.

ALEX

Zolf you are up.

BEN

Cool so I will move 1, 2, 3, 4. So moving across the room towards the final shambler we can see but staying away from the watcher.

LYDIA

[Singing] It's the final shambler! Do, do, do, do...

BEN

I will then use my remaining standard action to ready an action...

ALEX

Wise.

BEN

...which is when the shambler is within 5 feet of me specifically I will strike it.

ALEX

You have a glaive yes?

BEN

Yes it has reach 10. I will get an attack of opportunity before it gets within 5 feet of me so I'm hoping that I will attack it twice.

ALEX

Ah clever.

HELEN

Very good.

ALEX

Very clever.

BEN

It's why I've got a glaive.

ALEX

In that case then...that's legitimately like that's quite clever. I like that. Skraak you're up.

BEN

I don't like numbers but I can use them when I need to.

BRYN

Skraak will take heed to Azu's advice about not getting too close to them but doesn't actually have any ranged attacks so he's gonna basically just scout the area a bit to make sure there's nothing else coming so he'll run to the door at the north of the room and assuming there's a grill in it again...

ALEX

This door does not have a grill. It is a double door that is appropriately sized for medium humanoids and it is similarly ever so slightly ajar as the others. It doesn't look like it's been closed or barred or anything.

BRYN

Ok Skraak will peek through it if it's slightly ajar. He wants to look into the next room without entering it.

ALEX

In which case then I will bring up what Skraak sees now so that Skraak can communicate if needed. It appears to be a long empty corridor with no further planty monsters inside it that then takes a corner further down the way and he can't see beyond that.

BRYN

Sure

ALEX

So next up is your remaining friend who has been shot by Cel I believe yes?

LYDIA

Yep

ALEX

So it beelines towards Cel. It is, unfortunately because it's moving in a direct straight line it does not pass within 5 feet of Zolf but Zolf will still get an attack of opportunity because it is passing through Zolf's threatened thing and could not see him or take any action to prevent it.

BEN

My readied action doesn't go off. I probably should've just had the readied action of when it gets within range but that is the problem with readied actions.

LYDIA

We were all impressed by it Ben. We were all impressed.

BEN

That's fine because I've rolled a natural 20 so let's see if this is confirmed as critical.

BRYN

Nice. Yes Ben, yes!

BEN

I actually probably do.

BRYN

Yes

BEN

Yeah I hit a 24.

ALEX

Yeah you confirm the crit.

BEN

Cool. Crit rules are roll once and then just times. Don't roll multiple times or do you want me to roll multiple times?

BRYN

I always roll multiple times.

ALEX

I rule for roll multiple times.

BEN

Ok, fine. And just to confirm with critical damage is it just the rolled damage or the bonus as well?

ALEX

Bonus as well unless you've got weirdness happening.

BEN

Ok because glaive is on fire so I'm rolling 3 D10 plus 21 plus 3 D6.

HELEN

Oh my god.

BEN

I guess

(laughing)

I mean I've rolled like crap. 7...28 physical damage and an additional 10 fire damage. What's the range of its explosion?

ALEX

Now that my friend is what I'm just confirming now but I think it might be a good range by which I mean 10 feet. So I'm just going to double check. Oh it's not.

BEN

Oh it's 5 foot?

ALEX

Does not explode in your face. That's disappointing.

BEN

Ah reach weapons. Love it.

ALEX

So in a glorious blaze of death it just explodes into shreds because of where it explodes into shreds as well I'm going to go ahead and say that the plants that are kind of filling up that main entrance that you were above, they didn't notice that. That's fine. However could everyone please give me a perception check?

LYDIA

Oh dear

BEN

22

LYDIA

Ending an episode on a perception check is not great.

ALEX

Good for me.

LYDIA

19

HELEN

27

BRYN

20 total for both Skraak and Hamid.

ALEX

So we got a 27 as highest yeah?

BEN

Yep

ALEX

Azu?

HELEN

Yes?

ALEX

Not immediately, so not triggered. I'm going to say you all have a couple of moments of [deep breathing]...

BEN

Oh in those couple of moments I will turn back to the rest of the party and just give them a thumbs up.

ALEX

At which point Azu, first through the bottom of your feet, it might even be that it's just your armour that's resonating. You hear a deep, very, very deep thud almost.

BRYN

Drums!

ALEX

Like drums

BRYN

Drums in the deep!

ALEX

Drums in the deep!

HELEN

No I'm Pippin

(laughing)

BEN

Fool of an orc!

HELEN

Nooo!

ALEX

And on that I'll end the episode.

HELEN

I'll never be Pippin!

ALEX

Right I'm gonna keep this energy because I want to go straight on so I'm gonna say bye and then we can just rush back into this straight away while everyone else waits a week.

EVERYONE

Bye!

[Show Theme - Outro]

ALEX

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