

## **RQG – 207 – Hold the Line**

### **Content Warnings**

- X
- X

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

#### **ALEX**

Hello and welcome to episode 207 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

Rusty Quill Gaming – 207 – Hold the Line

**ALEX**

And who are you playing?

**BEN**

Zolf Smith.

**BRYN**

Skraak!

[Laughter]

**LYDIA**

We don't know that yet! You may yet live. You'll probably live. You'll be fine.

**BRYN**

I hope so!

**BEN**

You've got no hit points!

**ALEX**

And...

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**BRYN**

For the time being Hamid Saleh Haroun al-Tahan.

**LYDIA**

Cel Sidebottom

**HELEN**

And Azu. May have indirectly just killed Hamid. Sorry.

**BRYN**

No, no, no, no. We blame Alex entirely Helen...

**HELEN**

Yep.

**BRYN**

You are faultless.

**HELEN**

Ok.

**BRYN**

You are perfect.

Rusty Quill Gaming – 207 – Hold the Line

**HELEN**

I shall.

**ALEX**

Halflings only die when incompetent paladins fail to act.

**HELEN**

Wow!

[Laughter]

**HELEN**

Wow!

**ALEX**

For what it's worth, that's making a lot of assumptions here. Maybe the person that I'm gunning for is you Helen. You don't know.

**HELEN**

I can take that ... I think.

**ALEX**

Oh can you? Ok cool.

**HELEN**

No!

[Laughter]

**ALEX**

So, we are beneath London in a death box of my own design. You are currently fighting something and two smaller 'things' on the threshold of the room that must not be breached. I think that's a pretty succinct summary. I'm going to be picking still in combat, so with that in mind, in initiative it is now Zolf's new best friend, is in his face, trying to take it off. So, let's find out how that goes.

**HELEN**

Good luck Zolf.

**BEN**

It's fine.

**ALEX**

It has picked the worst target it possibly could.

**BEN**

These things are not a threat to me.

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**ALEX**

Not to you, no.

**BEN**

That's why they're moving away from me.

**ALEX**

Yep.

[Laughter]

**ALEX**

8 damage pre-DR.

**BEN**

Oh no!

**ALEX**

Yeah, yeah.

**BEN**

I've only got 83 hit points left.

**ALEX**

Yeah. So, as a result with that in mind then .... Dah, dah, dah, dah. Big boy's turn. Yay! The Incredibles are here. I've decided ... that's the theme tune for my big boy apparently.

[Laughter]

**ALEX**

I'm so excited, I don't know what to do. I have so many options.

**HELEN**

Oh no!

**ALEX**

I think ... mmhmm ... so, my big boy, just wades ... just wades straight into the middle of the party, triggering an attack of opportunity from Zolf.

**BEN**

Okay, cool. So, to recap because I am both holy whispered and smitten of evil, which means I think I'm getting a plus 5?

**BRYN**

Unfortunately not. You have to activate smite evil on your turn.

**BEN**

Right.

**BRYN**

So currently you are only holy whispered.

**BEN**

Ok. Fine. So that is a plus 2 Helen, was it?

**HELEN**

Yeah, that's plus 2 sacred.

**ALEX**

I will for the benefit of players and the parties say ... so what's really happening here right now, is that I've been doing a lot of suboptimal play and just trying to hit you with big things. What I'm doing now is I'm playing quite smart because the thing requires it. So when Bryn's putting that stuff out...

**BEN**

Yep.

**ALEX**

...that is an accurate summation. There's a reason I'm wading in now.

**BEN**

20.

**ALEX**

20 to hit?

**BEN**

Yep. Oh. Fair enough. Does it move anymore?

**ALEX**

It moves so that it is stood in front of you, so that some of the unconscious party members are within it's reach.

**BEN**

Awesome. Again, I have combat reflexes. I get two attacks of opportunity around. It's moved through two of my threatening squares.

**ALEX**

Yes, its wading into the middle of the group. It's choosing to trigger two attacks of opportunity for some reason.

**LYDIA**

Uh-ho!

**BEN**

Oh, in which case, it is obviously acting like a dingdong.

**ALEX**

No, it's moving with terrifying purpose. That's the best I can say.

**BEN**

Fine. Ok. Absolutely not.

**BRYN**

I think Ben, it's got both loads of hit points and loads of AC and is essentially saying 'you don't matter'.

**BEN**

Yeah, the only thing I was worried about is it's got like acid blood or something. It's like 'ha, ha, ha, hit me, you'll kill everyone' and that's what I wanted to know. But it sounds more like it just doesn't give a crap. But yeah.

**ALEX**

We'll find out. So, the first thing it does is it attacks Augusta...

**HELEN**

Uh-ho. I think she's dead.

**ALEX**

Is that an automatic hit if they're unconscious?

**BRYN**

No. they lose most of their AC bonuses but they still technically have an AC.

**LYDIA**

Yeah, she's got armour on. You've particularly made a point of letting us know that.

**BRYN**

So your decks bonus becomes minus 5 instead of whatever it was before. And you lose dodge bonuses. But every other bonus to armour applies. But, your decks bonus turning into minus 5 normally makes you very easy to hit.

**BEN**

Yeah.

**HELEN**

Aww, I can hear him rifling through his dice.

**BEN**

He's just picking out a 3 D4. They're just hard to find!

[Laughter]

**HELEN**

No, that's too many. That's too many. Augusta is dead! Oh God!

**BRYN**

Couldn't happen to a nicer person.

**LYDIA**

She had lots of weapons. She was useful!

**ALEX**

So, the creature wades into the middle of the group. Takes it's six foot blade and without a moment's hesitation, slides it straight into Augusta's heart. It is a perfect strike. It is a surgical attack. Augusta is instantly dead in her sleep.

**HELEN**

Oh God!

**ALEX**

The creature then ...

**BEN**

I mean, to be honest, under the circumstances there are definitely worse ways to go!

**HELEN**

Yeah.

**ALEX**

Technically speaking, Augusta has just gone during one of the single most pleasant experiences...

**HELEN**

Oh yeah.

**ALEX**

...of her life.

**LYDIA**

Sweet dreams.

**ALEX**

Mechanically it is a dream that you wake up from and wish you could go back to because it's one of the best experiences of your life.

**BEN**

And there you go!

**LYDIA**

Oh.

**ALEX**

Then, the creature then wades over to Hamid and attempts to do the same thing!

**BRYN**

Ah!

**ALEX**

Hamid, what is your AC currently?

**BRYN**

I'm not sure. So, the deck modifier turning into minus 5 assumes your stationary on the floor? But as I recall, Hamid has been picked up by Cel?

**LYDIA**

So this is a little up to Alex's interpretation. But having the combat moves and their lengths whatever up in front of me, you know, better late than never. A move action and since Cel only used half of ... like two of their potential four actions, they only did an attack rather than a full round attack with the bombs. They could get a move action and move heavy object is listed in the move actions. So...

**ALEX**

I need to ask one question of you Lyd.

**LYDIA**

Yep.

**ALEX**

Do you have to draw your bombs or can you draw them as part of the attack action?

**LYDIA**

Ooh. Let me check. There are so many rules in this game!

**[Laughter]**

**BRYN**

Yeah.

**ALEX**

Because if you didn't have to draw the bombs, I'm going to say that Hamid's in motion in which case you're right. That negative is assuming you're not in motion when you are.

**BRYN**

I'm still unconscious so my decks modifier would be effectively zero. But it would not be minus 5.

**ALEX**

Well, there's a difference between that and minus 5. Yeah. So, it depends on whether Cel has to draw bombs. If Cel has to draw bombs you're at minus 5. If Cel doesn't have to draw bombs, you're at zero. Either way, these are good numbers that I like. Because nothing is higher than zero on your options.

**LYDIA**

Drawing the components of creating and throwing a bomb requires a standard action.

**BRYN**

Sounds good.

**ALEX**

Sounds like you don't have to draw them.

**BRYN**

Yep.

**ALEX**

Yeah, yeah, cool. In that case then. Congratulations, you just gave Hamid a flat plus 5. So what is your current AC then Hamid?

**BRYN**

So that makes it 21.

**ALEX**

21.

**BEN**

That's not bad.

**ALEX**

That's ... I rolled poor and that's not terrible. So let me have a quick check.

**BRYN**

Pretty good for an unconscious person.

**[Laughter]**

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**ALEX**

Better than my unconscious AC I think!

**BRYN**

Thank you so much Lydia.

**ALEX**

One more time Bryn.

**BRYN**

21.

**ALEX**

It's a hit.

**LYDIA**

[Sighs]

**BRYN**

Oh no! Even with the second modifier of minus 2?

**ALEX**

Just. Just.

**LYDIA**

We've got to find some numbers in here people. There are some numbers ... hidden ... somewhere.

**ALEX**

I don't ... ok, for the record, I have no idea how many hit points Hamid has. No one's told me. I'm rolling this as it falls on the table. So I don't know right now whether you're alive or dead. You're now shrouding as halfling.

**LYDIA**

Actually can't look.

**BEN**

It's alright Bryn, I've looked up the rules for the breath of life spell!

**[Laughter]**

**BRYN**

Thank you Ben!

**ALEX**

You take 30 damage as it does exactly the same action. Right through the heart.

**BRYN**

Did you apply the minus 2 from second?

**ALEX**

28. I apologise.

**[Laughter]**

**BRYN**

That minus 2 is just the difference between instant death and in my negative.

**HELEN**

Oh my God!

**LYDIA**

Oh my word! Oh my word!

**ALEX**

I swear to you, that is exactly what is on the table. That is exactly what's on the table!

**BRYN**

Helen, galaxy brave plays with that one!

**HELEN**

I don't think I can speak!

**[Laughter]**

**BRYN**

I mean, lets not all get too excited right. The combat's not over. So...

**ALEX**

Yeah, but at the same time...ooh, I thought I had just instantly killed Hamid.

**BRYN**

A stay of execution at least.

**BEN**

I mean you can still die here!

**BRYN**

Oh yeah! I'm still basically dead, but I'm not instantly dead!

**BEN**

Yeah, yeah.

**BRYN**

Big difference.

**HELEN**

We've got to get through this door.

**ALEX**

Literally. Exactly the same thing. Impassive, perfectly efficient just reaching over, shanks Hamid right through the heart. Extracts the blade. So, Hamid, may I ask, what's technically your hit point score?

**BRYN**

I'm just currently on minus 10 hit points. He dies at minus 12.

**ALEX**

And that's instant death at minus 12?

**BRYN**

Yeah.

**ALEX**

Like just...

**BRYN**

Yeah.

**ALEX**

...out like a light. At which point then, I believe that is the creatures' turn...

**HELEN**

Thank God.

**ALEX**

Excellent. In which case then, it is Skraak. Hamid for obvious reasons you shall be playing Skraak. If nothing else, you are tactically optimal, as is Skraak. What does Skraak do?

**BRYN**

So, Skraak and Lovelace retreated into the...

**ALEX**

Far side of the room. So they're about ... they're about 60 foot away I'd say.

**BRYN**

So what can Skraak even see?

**ALEX**

So at the moment, the door is slightly ajar. For the sake of ease, you know what I'm going to say? Because of the angles involved, Skraak has just seen Hamid's unconscious form shanked from behind by a six foot blade from an unknown creature. Skraak can see because of the angles through the slightly open door. That's what Skraak can see.

**BRYN**

But more importantly, he's seen the little weird thing fly in to the supposedly sacrosanct lab area.

**ALEX**

Absolutely. Yes. There is now a weird audio-visualiser hovering off the floor in the door way, just on the other side of the sort of door way of the room. It's now in the room, yes. Very obvious. It isn't even attempting to hide itself.

**BRYN**

I mean Skraak can't do any amount of damage without getting the sneak attack thing. But he knows that it is super important that the lab remains sacrosanct so they're going to charge the weird mid-air, wobbly thing.

**ALEX**

For the sake of ease, and because of the way it is sort of in my mind palace, then you can do a straight line charge for it. There's a ... it's in the middle of the room. At the entrance there is a clear empty space...

**BRYN**

Is there?

**ALEX**

...for navigation.

**BRYN**

Is this thing aware of Skraak? If he was in the shadowy secret thing. Because if not, he might get sneak attack. If it's even possible to get sneak attack on this weird wobbly thing.

**ALEX**

I'm going to be generous, because God knows I've not been up to this point. Can I get a stealth check from Skraak and I am sort of back-dating this a little bit. You might be in luck.

[Dice roll]

**BRYN**

38.

**ALEX**

Yeah. It's Skraak. Skraak is crazy sneaky and this thing is not good at perceiving. I'm going to allow that to becoming from there unnoticed. This thing didn't know there were creatures in side. It has no reason to suspect there would be. I'm going to allow that.

**BRYN**

Skraak charges this thing.

**ALEX**

Yep, that's fine.

**BRYN**

This thing is flat-footed so loses only decks bonuses to AC.

**ALEX**

Yeah, and it does not have reach.

**BRYN**

Skraak rolls ...

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**ALEX**

So not attack of opportunity.

**BRYN**

...23 on the attack roll.

**ALEX**

It's a hit. Good hit. Cool.

[Dice roll]

**BRYN**

Oh, that's a really good roll. So Skraak has just rolled insanely well on his 66 damage roll for a total of ... 32.

**BEN**

Nice.

**LYDIA**

Wow!

**HELEN**

Nice.

**ALEX**

Ok, that's pretty cool.

**LYDIA**

I imagining him going up and while very sneaky into the last possible second there is a [screaming] like rage.

**BRYN**

Yeah, as he leans and shoves a spear directly into the middle of this thing.

**ALEX**

Two things that you should know. One, let's just say you're very luck this isn't immune to sneak attack. Because it very nearly is under certain circumstances. But no, it's an absolutely brutal hit. It's not dead. It is clearly probably mortally wounded. Like, he has carved off a huge portion of it that falls to the ground and then literally sort of constricts in and upon himself and turns into a fine black powder, but there is a small amount of it still sort of squiggling around in the air.

**BRYN**

Is it immune to poison?

**ALEX**

Yes, it is. It is, it is, it is. It's immune to poison.

**BRYN**

It's also injected with a dose of rainbow jellyfish, because that's the way the spear works.

**ALEX**

Purely for flavour it's ... it's pure matt black, sort of squiggling form. Suddenly adopts that of a squiggling rainbow. But appears otherwise, unaffected.

**LYDIA**

Right.

**ALEX**

In which case then, Ada draws a wand.

**BRYN**

Nice.

**LYDIA**

Yay!

**ALEX**

Ada then takes a few steps to re-orientate herself so that she can get a shot off at the squiggle.

**HELEN**

Good luck Ada.

**ALEX**

Yeah. Lets'...

**BRYN**

I mean, maybe it's a want of magic missile that'll just do ... automatically hit or something.

**HELEN**

That would be ideal right.

**ALEX**

You may be slightly ahead of me Bryn. I'm right now checking up the magic missile rule.

**BRYN**

What's the cast level of the want?

**ALEX**

10.

**BRYN**

Yeah, so each individual missile does D4 plus 1 and there are five of them at level ... at that cast level.

**HELEN**

God, Bryn, your mind!

**ALEX**

It's amazing isn't it? Like it's just genuinely ...

**BRYN**

Unerring.

**ALEX**

So, five C4.

[Dice roll]

**BRYN**

Plus 5.

**ALEX**

Oh, this thing ceases to exist!

**HELEN**

Good.

**LYDIA**

Yay!

**ALEX**

Oh this thing just ceases to exist immediately. It is just pounded in the face over and over and over again by magic missiles. Until it just shatters into like dust.

**BRYN**

Lovelace is like not in my lab!

**ALEX**

Yeah, it ceases to exist. There is just obliterated. At which point then it is on to Zolf. You are up. You currently have in your face...

**BEN**

Yeah, I'm ignoring it!

**ALEX**

Ok. And you've got the big beastly. He's to your side.

**BEN**

So, I turn around with a furious look on my face and I'm gearing up to do a big hit. Because I don't know what's happened behind me.

**HELEN**

Ok.

**BEN**

So I've kind of like pre-emptively activated the ore of justice to my evil. So I've gone like, yeah, you're going down.

**ALEX**

Yeah, yeah.

**BEN**

I turn around. See it effectively with a, you know, sword through Hamid.

**ALEX**

Yep.

**BEN**

And just go 'absolutely not'. He like moves into touch range of Hamid ignoring tactics and the like. Like doesn't care if it gets attack of opportunities. So I just move within five foot of Hamid.

**BRYN**

You can take a five foot step presumably to avoid the attack of opportunities.

**BEN**

Oh, am I within...

**BRYN**

Yes.

**ALEX**

You could take it ... you're basically almost in just a single square. You are so smooched in together at this point.

**BEN**

Fine. I take a five foot step.

**ALEX**

Yep, that's fine.

**BEN**

I then cast heal.

**BRYN**

Do you need to cast defensively to avoid the attack of what they're casting?

**ALEX**

You will need to, yes.

**BEN**

Ok. I move normally and I will take the attack of opportunity at that point.

**BRYN**

So you can move around where it won't get an attack of opportunity...

**ALEX**

Very sensible. In which case then, it takes it's attack.

**BEN**

22.

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**ALEX**

Oh no! Again, it just hits!

**BRYN**

Minus 2 for being second.

**ALEX**

I don't like you Bryn. You've done that twice.

[Laughter]

**HELEN**

Yes!

**BRYN**

Zolf's AC is now higher because he's got the smite evil bonus active.

**BEN**

Oh yeah, it's plus, plus three as well. So actually I'm 25 now.

**ALEX**

I didn't roll high enough for that. I rolled very low.

**BEN**

So yes, I then heal and what this looks like is I just place a thumb on Hamid's forehead and a bright white light kind of appears between my thumb and his

Rusty Quill Gaming – 207 – Hold the Line

forehead and that's like literally ... oh and I whisper something because you know, it's verbal.

**BRYN**

Heal cures a bunch of conditions as well as...

**BEN**

Yes, so...

**BRYN**

...the damage.

**BEN**

...you no longer are affected by ability damage. Blinded. Confused. Dazed. Dazzled. Deafened. Diseased. Exhausted. Fatigued. Feeble minded. Insanity. Nauseated. Poisoned. Sickened. And stunned. It also heals 110 hit points.

**BRYN**

I'll just flap!

**BEN**

Yes, just 110 hit points. It's not rolled. It's 10 per cast a level.

**ALEX**

Da-da-da-dah! De-diddle-da-da-da-dah! Ping.

**HELEN**

Yes. Does that mean ... yes. Does that mean Hamid is now up, awake, no longer...

**BRYN**

Yeah, yeah. He's just back. Full hit points. Like nothing happened.

**HELEN**

Ok. We've got our little boy back.

**ALEX**

There is a caveat here which I need to check. Which is, does it then protect against future poisoning or does it just reset in?

**BEN**

Oh no, no. It just resets. It immediately ends any and all.

**BRYN**

It's going to cure the poison but its not the same as being randomly woken up where you instantly fall back asleep. The poison will re-affect me.

**ALEX**

Yeah, you'll get fresh saves. Don't get me wrong. I'm just curious if you're now resistant or if it just ... ok.

**LYDIA**

We just turned Hamid off and on again.

[Laughter]

**BEN**

Hamid is a lucky halfling and he gets a re-roll to a save if he wants it, I think, right?

**BRYN**

I can't. it can only trigger it on friends.

**BEN**

Oh, well I do it ... I'll just unity it and I'll roll the fortitude save instead.

**ALEX**

Yeah. He doesn't get it yet. It's on his turn. So don't worry about that. Ok cool. In that case then are you doing anything else? You've used your swift action for the smite initially. You've moved in order to do the ...

**BEN**

And I've done my stand action, yeah, all done.

**ALEX**

In which case then...

**BEN**

Actually no. I will say ... and I'll be looking at Hamid and Cel at this time, get in there, close the door, be safe. And that's what I'm saying.

**ALEX**

Ah, that's got to be our out. We'll be back in a few minutes.

And welcome back. Hamid, you were having an amazing dream. Like just the best dream. What dream were you having? I mean literally, pretty much the best dream you could see. What dream were you having out of curiosity?

**BRYN**

I was at a party. With all the PCs and all the members of my family. Including all the dead ones.

**ALEX**

Of course. Of course.

**BRYN**

And there was some beautiful music playing. And Aziza was singing. Sasha and Grizzop were there. And I was dancing...

**ALEX**

You wake up. Roll initiative.

**BRYN**

I was in such a happy place that the second I'm conscious again, my wings burst out from my back.

**ALEX**

Fair play. You went down bearing in mind thanks to the whatever's going on with the poison...

**BRYN**

Yeah.

**ALEX**

...before then attacks. So you have just gone...

**BRYN**

Yeah.

**ALEX**

Blah...

**BRYN**

And you say something like I forget D4 rounds before...

**ALEX**

You forget one D4 round, yes. So I'll roll for that. You forget.

**BRYN**

It's basically the immediately preceding sentences.

**ALEX**

Yeah, you forget the ... ok we're going to open the door. You're just like 'what'.

**BRYN**

Initiative 24.

**ALEX**

24. Perfect. In which case then, who has the higher decks? You or Cel?

**BRYN**

Mine's 18.

**LYDIA**

Cel's is now also 18.

**ALEX**

Who do I like more?

[Laughter]

**ALEX**

I'm going to be nice and put Hamid earlier because poor Bryn hasn't had a chance to do anything.

[Laughter]

**ALEX**

In that case then, obviously somebody is not taking a turn. Obviously Wilde's not taking a turn. Hamid. Can you give me a four save please? I need you to know Bryn, ok, as your friend, I want you to pass this save so you can have some fun.

**BRYN**

Mmhmm.

**ALEX**

As your enemy, I really want you to immediately go back down just for the sheer visceral joy of it.

[Laughter]

**BRYN**

I rolled a natural one.

[Laughter]

**ALEX**

Ah, dude! You are back down. You are back down. I am so sorry dude.

**HELEN**

But you're on full HP this time.

**ALEX**

You're completely fine. But you are...

**LYDIA**

You're just asleep! You woke up, you saw the situation and you went back out of there.

[Laughter]

**LYDIA**

It's like the dream was better!

**BRYN**

Zolf will definitely think at least not what I had in mind!

[Laughter]

**ALEX**

I'm going to be honest. If this keeps up, this is going to start being the cruellest I've ever been to you mechanically. Any of you.

**BRYN**

Yeah. I mean that effectively save or die. Like functionally in this context.

**LYDIA**

Yeah.

**ALEX**

Cel, you're up. You still have Hamid in hand because you didn't relinquish. He's just stood up and gone back down.

**BRYN**

This time though, he's had just enough conscious thought to cuddle into you properly. Because he was awake for just a second.

**LYDIA**

Ok, Cel is busy.

[Laughter]

**LYDIA**

So, would you allow the move action of move heavy object to include throwing Hamid through the door?

**ALEX**

Yes.

**LYDIA**

Ok. Cel is going to throw Hamid through the door...

**ALEX**

It's a bit of a drag and a slide but yeah.

**LYDIA**

That's cool. And say, not leaving you. And I think Cel's going to use her standard action to ... either use the move to throw Hamid through and maybe slam the door if that's allowed. Going to chug the alchemist allocation which is dragon's breath.

**ALEX**

As an alchemist you can chug potions in a special way can't you? You don't have to use up action economy.

**LYDIA**

It is a standard action.

**ALEX**

Basically, I think you can do it. I don't think you're going to be able to close the door as well as throw Hamid through it and do this. But what you do is, you chuck Hamid through the door. You then neck this potion and like that will give you the worst day of your life.

**LYDIA**

Yeah, yeah, yeah.

**ALEX**

Anything else before you wrap up your turn in anticipation of indegestioning it to death?

**LYDIA**

I believe that that is everything that Cel can do. Almost everything that they have is an area of effect spell. Even dragon's breath is an area of effect spell but since it is a cone it starts off narrow and so can be aimed.

**ALEX**

In which case then, I would love to say that my friend who made it inside the lab does something. But they are currently a small pile on the floor. Azu, you're up.

**HELEN**

I am now going to hit the thing with my axe.

**LYDIA**

Yay!

**HELEN**

It seems like it's standing next to me so I don't need to move.

**ALEX**

It's as ideal as it can be for you to just...

**HELEN**

Yes, since I don't have to move. I'm going to vital strike it. So my understanding is that if I hit it, I'll be hitting it with three D12 plus 8 plus 11.

**BRYN**

Yep.

**ALEX**

I don't like it but it does sound correct.

**LYDIA**

I'm such a big fan of Azu.

**HELEN**

I'm taking plus 3 to attack it.

**BRYN**

Plus 5. This is the final moment for the sacred bonus on holy whisper too.

**HELEN**

Thank you for keeping track of that. My attack bonus is 15 so that means I'll be taking a plus 15 plus 5 to hit.

**BRYN**

Sounds about right.

**HELEN**

So I'm going to have 20 to hit anyway.

Rusty Quill Gaming – 207 – Hold the Line

**BRYN**

Yep. Don't roll bad.

**ALEX**

Yeah, don't roll bad. That's still not a guaranteed...

**HELEN**

I know, I know. If I roll a natural 1, I'm just going to...

**BRYN**

I mean to be honest...

**HELEN**

...throw something.

**BRYN**

...sounds like rolling through a natural 7 will also not get you there.

**ALEX**

Again. Again.

**HELEN**

20!

[Laughter]

**BRYN**

Wait, confirm the critical. Confirm the critical.

**ALEX**

Critical to confirm.

**BRYN**

Roll to confirm.

**HELEN**

Another 2. I rolled a 20 and then a 2.

**LYDIA**

It's fine, you got a 20 modifier. You've hit it.

**HELEN**

Ok. My heart is beating so fast.

**ALEX**

Yeah you don't confirm the hit. It's a fine hit. Don't get me wrong. It's a good strong hit but it's not a crypt.

**HELEN**

Ok. So I know have to roll three D12 plus 19.

**BRYN**

Oh plus 2 for again holy whisper. So it's three D12, plus 21.

**HELEN**

Ok.

[Dice roll]

That is 25 plus ... yeah 46 damage on the thing please.

**BRYN**

Solid.

**ALEX**

That's a good hit. Yeah, you slam your back into this thing and it schlorps.

**HELEN**

Oh I hate it when things schlorp.

**ALEX**

It's less like hitting a thing than like hacking through like grisly treacle. There is resistance there. It's not like a liquid but it ... it grinds, it reshapes itself as you are axing through it and you pull your axe throughout the other side. You've definitely hurt it. But it is re-arranging itself on the fly as you attack it.

**HELEN**

Gross!

**ALEX**

So, anything else that you want to do? Currently you've squared off against it. Hit it very hard. And then sort of left it in place.

**HELEN**

I'm going to lay on hands myself. Because I don't know how much damage this thing might do. And I don't want to get taken out and just leave Zolf and Cel by themselves. I'm going to quickly roll five D6 ... dah-dah-dah...

[Dice roll]

6. Wow. I rolled three natural ones. That wasn't even worth it. Never mind.

[Laughter]

So that is...

**BEN**

It's all something.

**HELEN**

It is all something. So I get 11 back.

**ALEX**

In this brutal slugging match that I've created, it all does mount up.

**BRYN**

Two points of damage was the difference between life and death for Hamid.

**HELEN**

Yeah.

**ALEX**

At which point, I think that is you done, unless you've got anything else that I'm not aware of?

**HELEN**

I'm going to say to Zolf I don't think we can win this. And then that's my turn.

**ALEX**

In which case then, the mini dinkler that is currently in Zolf's face abandons him without a triggering attack of opportunity and starts attacking Sumutnyerl.

**HELEN**

[Sighs]

**ALEX**

Whilst unconscious. Ooh is that...

**LYDIA**

There's so much plot in that!

**ALEX**

I'm not happy with you. Something just saved Sumutnyerl's life.

**HELEN**

Oh, thank God.

**ALEX**

That bloody thing! I've done so much heavy lifting for you! Oh my God!

**HELEN**

That was galaxy brain!

**LYDIA**

It was worth risking Hamid's life!

**ALEX**

Wow!

**LYDIA**

Just saved it again!

**ALEX**

Wow! Yeah, so this thing squiggles over to Sumutnyerl and shanks them twice in the face. I mean technically you're in combat so I shouldn't be able to just like say 'hey, this thing, but yeah, seems to have survived it'. Wow. Ok. On the bright side, it is now big boy's turn.

**HELEN**

Oh God. Hamid. Oh God, Wilde's not out of danger.

**ALEX**

Ooh. The creature just turns, stares at Wilde and then just ... smack. Right in the heart. Like Wilde is ... Wilde is dead.

**BEN**

Ah.

**ALEX**

Stone dead!

**BEN**

Not again!

**BRYN**

Ok. Oh, I won't know. I won't know until I try.

**HELEN**

I can't believe this.

**ALEX**

In which case then, it will use it's second attack to go after, probably Sumutnyerl actually.

**HELEN**

Oh God! Sumutnyerl's gone too. This is a massacre Alex! You giveth, you take us away! I'll take it away him!

[Laughter]

**HELEN**

For legal reasons that is a joke!

[Laughter]

**ALEX**

Yeah, this tips over the edge. Sumutnyerl's gone! Both Wilde and Sumutnyerl have gone down in the same round. The same turn in fact.

**HELEN**

We need to go. We need to run.

**LYDIA**

I can breathe fire on it before running.

**BRYN**

Though the thing is though...

**HELEN**

Yeah, breathe fire! And then we run!

**BRYN**

...you have to spend movement actions to pick things up, which means it kills them again. Basically, the unconscious people are dead. That's it. Right, that's the situation we're in and the alive people have to try and kill it because we're not getting away from this thing. We can't run from this thing.

**ALEX**

It's Skraak's turn.

**BEN**

Skraak and Sumutnyerl were friends. Skraak is angry at this thing.

**HELEN**

Oh!

**ALEX**

Skraak is currently unobserved by the thing.

**BRYN**

Yeah, well he ... I mean Skraak can flank with Azu as well, so ...

**ALEX**

Yeah, true.

**BRYN**

Assuming this thing is vulnerable to sneak attack, Skraak can get sneak attack against it. Skraak does not sadly have the benefit of the smite evil thing. But, yeah, Skraak's going to run up and stab it as best he can.

**ALEX**

Stab it real good.

**BRYN**

He's going to move to flank against Azu and basically stand over the body of Sumutnyerl, his friend.

**LYDIA**

Ahh.

[Dice roll]

**BRYN**

That's a pretty good role on attack. Why can't my maths ... oh, I've still got that as well. 29.

**LYDIA**

[Sighs]

**BRYN**

Oh, this is bonkers. Ok. We do have to run. There's no one.

**HELEN**

Yes. Yes. I might be cowardly by right! We need to run.

**ALEX**

It's an excellent attack. It is insufficient.

**BEN**

That was rolling an 18.

**BRYN**

Yeah, no, no. We have to run. It's impossible. This is not a fight that we're designed to win.

**BEN**

I'm only rolling at a plus 17. So I have to roll at least 13 to get the 30 which failed.

**BRYN**

29 failed so. 30 might succeed, but yeah, this is absolutely absorb Azu.

**HELEN**

I had to roll a 40 to hit it. So it's somewhere between 29 and 40.

**BRYN**

I have the thing which is good for this fight and I can't sodding use it! But I've got to keep stopping people from dying.

**ALEX**

Ada, seeing beastie on the other side of the door, takes another shot with one of magic missile. It's a fine hit again!

**LYDIA**

Yay!

**ALEX**

It's a really solid hit. Fair play. Yeah. She aims it and [boom sound] off into the door way and it slams the thing hard. For free, can everyone give me a perception check. You can give me one for Skraak please Hamid.

[Dice roll]

**BRYN**

No! I refuse! I'm not paying attention!

**ALEX**

Understood.

**HELEN**

14.

**BRYN**

32 for Skraak.

**LYDIA**

20 for Cel.

**ALEX**

For Cel and Skraak, for the first time since this combat started, it hesitated for a fraction of a second when it got hit in the face that time. It has done nothing but wade in and just eviscerate. That's the first time it's done anything and it just stopped for a moment. Just for a moment. Ada runs over then and grabs for the door and is now beside the door grabbing for the door. She has not closed the door.

**BRYN**

Sure.

**ALEX**

Zolf. You're up.

**BEN**

Yeah, just completely silent. Not paying attention to anything at all. Where is Wilde?

**ALEX**

So you are here. Wilde is sort of here, behind you.

**LYDIA**

For the benefit of the listener folks, we are all in basically a squished crowd together but it turns out that Wilde and Zolf are on the same side of the crowd.

**BEN**

And the monster is next to me right?

**ALEX**

Yes.

**HELEN**

Oh Zolf. Monster or the Manulif?

**BEN**

Well no. I've got to cast defensively.

**BRYN**

Five foot step into the corner because you need to be near his head to give him breath of life.

**BEN**

Yeah but then...

**ALEX**

That would...

**BEN**

...Wilde dies again. Wilde just dies again because I go 'oh, you're back alive' and then the monster next time goes 'I've killed him'. Because that's what the monster is going to do. I need the move action to grab him and throw him through the door. Which is allowable under the 'I'm spending a move manipulating an object'. Yep, I think I just have to cast breath a life and hope I don't muff the consideration check, when it hits me.

**BRYN**

The concentration check is 15 plus twice the spell level.

**BEN**

Oh that's...I can't ... I can't do that. I don't think Zolf will think like that.

**HELEN**

That makes sense, yeah.

**BEN**

So I think I'm just going to breath of life and hope...

**BRYN**

Roll the cast defensive check. What level is breath alive?

Rusty Quill Gaming – 207 – Hold the Line

**BEN**

5.

**BRYN**

So DC25 it's dice roll plus your wisdom, it's plus 4?

**BEN**

Plus 5.

**BRYN**

So you're getting ... it's dice roll plus 16. So you might...

**BEN**

Ok. That's viable.

**BRYN**

...make DC25.

**BEN**

That's doable. Alright, yeah. I want to. No I don't!

**BRYN**

Still has to hit you.

Rusty Quill Gaming – 207 – Hold the Line

**ALEX**

What is your AC genuinely?

**BEN**

Smart evil gives me a bonus to AC.

**BRYN**

Yeah.

**BEN**

Free yeah? So my ... ok ... AC is affectively 25. But it's actually affectively 27 because it's sickened.

**BRYN**

Yeah.

**BEN**

Ok. So hit a 27 I guess without, you know, your negatives.

**ALEX**

I swear to you ... sickened again.

[Laughter]

**ALEX**

Sickened again and that isn't a fudge! I swear to you. I hit ... I hit 27.

**BEN**

Oh, well I've got to knock two off haven't I?

**ALEX**

That has absolutely saved your bacon.

**BRYN**

No, no, no, hold up. You need to hit 25 after sickened. Because I said 27 factoring in the sickened. It's 25.

**BEN**

Ooh. Hang on.

**BRYN**

It's 25 and you have a minus 2 so it's affective 27 assuming there are no, you know, negatives on the roll, so...

**ALEX**

Then it's a hit. I misheard you.

**LYDIA**

No! No you can't do that!

**BRYN**

Rules still apply. Roll damage.

**BEN**

Yeah, I get another chance.

**HELEN**

I can't take this.

**ALEX**

And I will tell you that this thing's built for hurting people who are down.

[Dice roll]

**ALEX**

So it's not actually going to be as huge as it could be.

**BEN**

Good.

**ALEX**

22.

**BRYN**

Damage is supplies.

**BEN**

Yes, this is evil.

**ALEX**

Oh, that's not including damage resistance.

**BEN**

Right, so, it's actually 17 yeah?

**ALEX**

Yes.

**BRYN**

You have to make another concentration check. DC is just 10 plus points of damage taken, plus level of the spell you're casting.

**BEN**

[Sighs] so I need to hit a 32.

**BRYN**

Yeah. And you've got your plus 16.

**BEN**

I need to hit 32 so I need to hit 16 above.

[Dice roll]

I ... rolled a 15.

**ALEX**

Arrghh!

**BRYN**

Wait. Wait, wait, wait. Sickened reduces the amount of damage you take. It deals.

**BEN**

Oh, did you include that?

**ALEX**

That's a good point.

**BEN**

Oh my God!

**ALEX**

I didn't include that!

**BRYN**

You take two less damage.

**BEN**

Whooh!! Sickened again. Sickened again. Saving lives. Left and right.

Rusty Quill Gaming – 207 – Hold the Line

**ALEX**

This is the worst episode!

**LYDIA**

I have literally lost track. Are we saving Zolf Smith or Wilde?

**HELEN**

I don't know what's just happened.

**ALEX**

We are on the right side of it by the skinniest...

**BEN**

Oh no, no, no. Zolf doesn't give a crap! Zolf's got loads of...

**LYDIA**

Ok, so there's Wilde... I don't understand what happened...

**ALEX**

Ok, ok. To summarise. To summarise right...

**LYDIA**

I know there's tension but I don't understand!

**[Laughter]**

**ALEX**

Sickened has been throwing the mass left and right, left and right, left and right, ok?

**LYDIA**

Ok.

**ALEX**

As it stands, Wilde can still get brought back, it's still possible...

**BEN**

Zolf gets clocked on ... by this thing...

**ALEX**

In the head.

**BEN**

He grits his teeth and he casts successfully.

**LYDIA**

Ahh!

**ALEX**

But we're talking like by like gone. It's even getting the spell.

**LYDIA**

You actually did it!

**BEN**

Well, this spell cures 5 D8 points of damage. Plus 1 per cast a level. So 5 D8 plus 11.

**HELEN**

Roll well, roll well, roll well.

[Dice roll]

**BEN**

I think the 11 will probably get us most of the way there.

**BRYN**

So that becomes 21 ... 28...

**ALEX**

Oh, that's a good roll.

**BEN**

35. Total 35. I'm including the 11. 35 total.

**BRYN**

So he gets 35 hit points back.

**ALEX**

He's conscious I think at 7.

**BEN**

Fine. At that point as he's kind of groggily getting up, being like what the...what has happened. I'll look into his eyes and say get the odds out of here and stay safe. And then kind of like, use my move action to kind of half push, half throw...

**ALEX**

Sort of boot him basically!

**BEN**

Kind of shove him through the door.

**ALEX**

That works.

**BEN**

And my you know, strength modifier is plus 4 so like, I know he's big but...

**ALEX**

And, do you want to know the wonderful bit?

**HELEN**

What?

**ALEX**

Normally, that would have triggered an act of opportunity by the creature against Wilde as he went through the door. But you sunk that into your head so that he could get through.

**BEN**

Yep. And like I will for flavour, turn to the monster and go 'right, your turn now.

[Laughter]

**ALEX**

Aww, that's the end of an episode! This is so much!

**BEN**

Numbers, numbers, numbers!

**LYDIA**

The numbers and emotions and that's the two most difficult things, right?

**ALEX**

Right, right, right, ok. Right, right. We've still got a fight to finish. We'll see you all next week, but until then, by everyone!

**EVERYONE**

Bye!

**[Show Theme - Outro]**

**ALEX**

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