

RQG – 210 – Nuff Said

Content Warnings

- Underground tunnels, being hunted/stalked, undead & skeletons, threats of death & violence, bloody & bleeding, violence.
- Discussions of: classism, non-consensual touch, vampirism.
- Mentions of: apocalypse, death, fire, freezing, food, animal death.
- SFX: low drone, dripping, creaking & rattling, hoarse breathing & whispering, fire, occasional beeping.

[Show Theme - Intro]

ALEX

Hello and welcome to episode 210 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.

Rusty Quill Gaming – 210 – Nuff Said

HELEN

And Helen Gould.

ALEX

And who are you playing?

BEN

Zolf Smith.

BRYN

Hamid Saleh Haroun al-Tahan.

LYDIA

Cel Sidebottom.

HELEN

And Azu.

ALEX

And doesn't it feel good to be back in the groove underground...

LYDIA AS CEL

Yeah.

Rusty Quill Gaming – 210 – Nuff Said

ALEX

...pursued potentially by things...

LYDIA AS CEL

Love it!

ALEX

Not even sure if you're heading in the right direction with high stakes. It's just sometimes, routine is nice you know.

LYDIA AS CEL

We've come back full circle you know.

BEN AS ZOLF

Yeah, and we are pretty confident, we are moving in the right direction, fortunately.

LYDIA AS CEL

Probably.

ALEX

We, you say we, you specifically are.

LYDIA AS CEL

Yeah, you and like so Zolf and Hamid might be. Cel rolled a natural one, and so internally I have been playing, Cel in their head is like “this is definitely the wrong way, but I mean...

(laughter)

...I haven't been in the city before, it would be really embarrassing for them if I went out sort of like...

(laughter)

I think it would probably be better that we, we should explore this anyway, so that...

(laughter)

HELEN AS AZU

Yeah.

BEN AS ZOLF

Why did the world end?

Ah well, Cel was too embarrassed to point it out.

(laughter)

ALEX

So, speaking of in our desperately brusque recaps, I believe the exact last moment was [similar sound effect to a breathing Darth Vader in a cave] BOOOFFF! Obviously was the extra.

(laughter)

BEN AS ZOLF

Yeah.

HELEN AS AZU

Darth Vader appeared.

ALEX

I am going to pick up exactly there because I have to...

Hamid, that's all you heard and for a little bit of extra context, there was a brief breath of air, smelt a little bit of like iron or something and then it goes away and all the area is very, very still again. To be clear, it felt like it was something very far away and there is no repeat.

BRYN AS HAMID

[whispers] STOP!

BEN AS ZOLF

[whispers] What?

BRYN AS HAMID

[whispers] There's something behind us.

HELEN AS AZU

What kind of thing?

BRYN AS HAMID

I heard it. I could smell it.

BEN AS ZOLF

[whispers] Okay, if it's behind us should we keep moving forwards, so it doesn't get closer?

BRYN AS HAMID

Just give me a second I just want to see if I can...

I can't still hear it, I don't know if it's following us, sorry I just needed more quiet, just to listen harder, but yes I think we can keep moving.

HELEN AS AZU

Okay, alright. Keep our ears pealed is that the expression? Hah, anyway.

LYDIA AS CEL

Well, ear you know singular sometimes.

Rusty Quill Gaming – 210 – Nuff Said

HELEN AS AZU

Ah, yes.

ALEX

You all continue on down this route etc.

BRYN AS HAMID

Hamid will start glancing backwards even more often than he was before.

ALEX

That's fine. Can everyone give me a perception check please?

HELEN AS AZU

Another one! Crikey.

BEN AS ZOLF

23.

HELEN AS AZU

17.

BRYN AS HAMID

31 for Hamid.

A natural one for Skraak.

HELEN AS AZU

Aw.

LYDIA AS CEL

33.

ALEX

Cool.

In that case then, Skraak's natural one manifests as a meaningful glance to Cel because I know have two party members who are like "I'm pretty certain this is the wrong way but I'm gonna see it out".

In terms then of next steps what happens is, heading down this corridor you come to what is effectively another junction of sorts, one which is heading ahead and sort of off to the left a little bit and seems to be pitching up slightly; and one that curves off to the right and then leads to a downwards staircase worked stone, big chunky buttress style stuff; and for the people who got 30s the route that was not the downwards staircase there is a very, very distant sound right on the edge of hearing.

It's that sound of, you know when you have like a really dry dead tree in a windy place, and you have that sort of like [Alex imitating faintly a creaking tree].

LYDIA

Alex, do you ever need foley?

(laughter)

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This is terrible!

(laughter)

ALEX

I told you I did an improv show where I just had to learn how to do all of it on a microphone, because it was all improvised.

(laughter)

Mouth foley is a thing, it's great.

BRYN

Ah, mouth foley is my burlesque name.

(laughter)

ALEX

But yeah, anyone who hit 30 you hear that right at the edge. Was it Hamid that got the 31 or was that Skraak did you say? It was Hamid wasn't it?

BRYN AS HAMID

Hamid got 31 but Cel you got 33, didn't you?

LYDIA AS CEL

Yep.

ALEX

Yeah, so to be clear the reason that I am saying that is that everyone who hit 30 can hear that.

Hamid to be very, very clear it's a completely distinct sound from that sort of earlier breath, completely distinct.

LYDIA AS CEL

But Cel will turn to Hamid, [whispers] "I can hear it, up there, right?!"

BRYN AS HAMID

No, that's something else, that sounds more like maybe a tree or something wooden that... the other thing was back that way and was breath or something of some kind. It's a different sound!

HELEN AS AZU

So, which way do we go?

BRYN AS HAMID

We don't want to go further down, do we?

I can certainly hear something wooden in that direction, I don't know what that means.

BEN AS ZOLF

[whispers] We need to go forward we can't turn back.

LYDIA AS CEL

[whispers] I haven't really been to central London, or in fact above ground much at all, is the kind of place that we are looking for made of wood, is it like a wooden tower?

BRYN AS HAMID

Not really.

ALEX

This conversation is eerily similar to one I have had to people visiting London trying to navigate the tube system, it is just so on point.

(laughter)

LYDIA AS CEL

You are assuming that I know what Westminster is.

What's Eastminster?!

Do we want to go towards the creaky wood sound, is that the sort of sound of the sort of place we want to go to?

Like Wes- is Westminster made of wood?

BRYN AS HAMID

I am not certain, but I feel like we don't want to go down any further probably?

LYDIA AS CEL

Sounded like it was an above ground place.

BRYN AS HAMID

So, that way?

BEN AS ZOLF

Alex just to specify, is there literally nothing else that is giving us any indication of the correct way to go?

ALEX

Skraak is currently poking around the staircase whilst you all are talking. He's literally just like having a look round, it's sort of his job is to make sure nothing is gonna trap you like accidentally or whatever; and then he sort of gives a quiet little gesture to you Zolf, and sort of is pointing at one of the big, massive buttresses of the staircase.

BEN AS ZOLF

Oh, right okay. Yeah, I'll pop over.

ALEX

It's another ancient Greek one, it again doesn't really translate. It's the equivalent of "If you want to go up in the world you've got to go down LOL" it's very like overworked, bad, Greek joke again.

(laughter)

BEN AS ZOLF

Yeah.

HELEN AS AZU

Yeah. It sounds like something a Greek philosopher would write to be honest, yeah.

(laughter)

LYDIA AS CEL

It sounds like something Bertie would write.

ALEX

Weirdly enough there's this entire extra section that just says like, "There's a solution to this theorem, which is so easy I am not even gonna bother write it down".

(laughter)

You know, that's kind of irrelevant.

BEN AS ZOLF

[whispers] We got to go down. More posh student rubbish.

LYDIA AS CEL

Okay.

BRYN AS HAMID

Okay.

LYDIA AS CEL

It's almost like, this whole country is mostly like led by posh students.

BEN AS ZOLF

Hopefully not anymore!

LYDIA AS CEL

Right, okay, would be terrible if that happened in the future wouldn't it?!

(laughter)

HELEN

Oh Lydia.

LYDIA AS CEL

Posh people all went to school together and understand each other. Weird!

HELEN AS AZU

Quoting ancient Greek to each other.

LYDIA AS CEL

Yeah, mmm!

(laughter)

ALEX

For the listeners I have just watched my entire cast do the Kermit the frog tea sip, and I don't think it was intentional, but everyone simultaneously...

(laughter)

Okay, so was that just confirming I heard right, was that just heading down the staircase then?

LYDIA AS CEL AND HELEN AS AZU

Yeah.

BEN AS ZOLF

We're gonna trust the Greek for... because we have no better way to do it.

(laughter)

HELEN AS AZU

Yeah.

ALEX

Yeah, sure.

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Assuming, until I am told otherwise, that you are using a proximation of the marching order that you gave me...

BEN AS ZOLF

Yeah.

ALEX

Hamid for free, as you are the last one down the staircase, you hear from the tunnel that you have been walking down again the [breathing and creaking tree sounds effects] with a little metallic tang breeze.

BRYN AS HAMID

Okay, so it's behind us, as in it's the direction we have come from?

ALEX

Yes.

BRYN AS HAMID

Can I get a sense of how far away it is, and how far away it was before?

ALEX

Impossible to tell.

BRYN AS HAMID

Yeah, fair enough.

ALEX

You get the feeling that it is probably following, because it was that hard to hear at the Y junction, either there is some odd acoustic properties, which isn't impossible, or it's probably following you but distance is completely impossible to gage.

BRYN AS HAMID

Yeah.

ALEX

You suspect it's probably there's a magical thing at play because you shouldn't have been able to feel a breeze like that from something so far away, it's odd.

HELEN AS AZU

Oh god, imagine if it's literally just inches behind us, urgh.

BEN AS ZOLF

Thanks Helen.

(laughter)

BRYN AS HAMID

Well, we can see a certain distance thanks to dark vision.

HELEN AS AZU

True.

ALEX

Oh, it's definitely nothing within your dark vision, just for free.

Heading down into the... down the staircase it's worked stone and it hasn't, you know when you get some of those older staircases where there's like a groove where so many people have walked it?

HELEN AS AZU

Yeah!

ALEX

It does not have that to be clear, it's like this...

(laughter)

No, the reason I am saying it is I am trying to lay on the, you still have the feeling that no one's really been here in a vast amount of time and it wasn't busy even when it was, but the staircase is in good condition the way that all of the higher bits weren't, no cracks, it's in nice solid condition and it's not very long. It's not like it's a long spiral staircase, it's kind of squared off, it only goes down say 40 feet or so and then it just completely levels off, and the tunnel that you are looking at from this point seems in slightly better condition, but it also has statutes laid into alcoves intermittently between the stone buttresses,

so it's like you know stone buttress, maybe ten/15 feet a statue, ten/15 feet a stone buttress.

Rather creepily though, given that there's no water all of the features have eroded off the statues. They have lumps where their arms used to be, they have a sort of a lump where their head used to be but there isn't actually anything distinguishing there. It's like they have been water damaged but it is bone dry in the air and it's very still.

HELEN AS AZU

Hmm.

LYDIA AS CEL

Well, this is creepy.

BRYN AS HAMID

I'm not technically playing Skraak right now, but I might suggest that he would check the trap, just wondering if the water damage is a sign that there's some sort of liquid release.

ALEX AS SKRAAK

That's absolutely fine, I'm going to do that roll now, and he's certain no, he's sort of...

He comes back and he's just like, "it feels very trappy, but it's not and that's kind of weirder to me".

(laughter)

LYDIA AS CEL

Maybe the trap is at the other end.

BRYN AS HAMID

I think I heard the breathing behind us again, I think there is something following us but it's so hard to tell.

BEN AS ZOLF

Right, in which case two options, we keep going to try and outrun it or we stop now, turnaround and fight it on our terms?

BRYN AS HAMID

What if we laid our own trap? Oscar, you could cast illusion of us continuing on? And we could hide behind these statues and see if something is following us.

ALEX AS OSCAR WILDE

Uh, yeah that should be straightforward, obviously the illusion will peter out at a certain distance.

LYDIA AS CEL

Does the illusion only cover sight, or if it's following us with like heat signatures and like snow.

ALEX AS OSCAR WILDE

Wilde has a sort of momentary sort of old style smirk and turns to Cel...

“To lesser minds perhaps, but for one as well versed as me in the art of, not just illusion but humanity and all of the trap is...”

BEN AS ZOLF

Yeah, yeah alright Oscar, come on.

(laughter)

ALEX AS OSCAR WILDE

Yeah, it's fine, don't worry about it.

BRYN AS HAMID

Still may not be worth doing, but it's an option.

BEN AS ZOLF

The trouble is we get attacked and we get sandwiched in the back right, like that's the danger here, it's gonna be dangerous to wait for this thing but, [sighs] if it's just it, and we've got the drop on it, it might be that... I don't know, it's not my call but...

HELEN AS AZU

Should we ask Babbage what he thinks as well because he's also at risk if we do something risky.

BEN AS ZOLF

I'll kind of like wobble around to kind of show the rucksack at people so they can pick up the little headphones.

(laughter)

BRYN AS HAMID

So, back when we had the very first conversation with him, they said there was an option to do it through headphones, or to just like turn on a speaker system.

ALEX

You can turn on a speaker if you need. It's been left as the headphones for the sake of like stealth.

BEN AS ZOLF

[whispers] Yeah, yeah.

ALEX

(laughter)

[shouts mimicking Babbage] HELLO! HOW IS EVERYONE? WHAT ARE WE DOING?

BEN AS ZOLF

Somebody gonna grab the headphones?

LYDIA AS CEL

Oh, it actually has a switch.

BEN AS ZOLF

[whispers] No, no, no, no, no! No!

LYDIA AS CEL

Oh.

BEN AS ZOLF

[whispers] He can't see anything or sense anything, he's gonna have no tone control. Somebody just talk to him, for goodness sake!

LYDIA AS CEL

"Oh okay, okay".

Cel puts on...

"Uh, hi Babbage"

ALEX AS BABBAGE

Ooo, hello.

LYDIA AS CEL

Hi, I am really excited to meet you.

ALEX AS BABBAGE

A pleasure of course.

LYDIA AS CEL

It's wonderful, the equipment that you're in is so incredible. Did you help desi-

BEN AS ZOLF

[impatiently] Cel!

LYDIA AS CEL

Oh sorry.

So, we are being stalked through some underground tunnels and we wanted to know your opinion on whether you feel okay with us laying a trap and fighting it, or whether we should just like aim for the goal you know like, keep going because of course you are at risk just as much as us, so you should you know should have an input on that.

ALEX AS BABBAGE

Okay, uh, give me a moment for the context shift.

LYDIA AS CEL

Oh sure, hi, yeah.

ALEX AS BABBAGE

Any idea what you're being pursued by at all?

LYDIA AS CEL

[whispers] Absolutely none, no.

ALEX AS BABBAGE

I would press on until you have tactical advantage but again, I am not a trained killer, so...

LYDIA AS CEL

Neither am I alchemist, but it does help with the killing.

ALEX AS BABBAGE

Ooo, we should talk sometime...

LYDIA AS CEL

I know let's do that.

ALEX AS BABBAGE

...I am having a lot of interest with the solute calculations, because there is a...

BEN AS ZOLF

[whispers] CEL?!

LYDIA AS CEL

[whispers] "Yeah, okay, sorry I will be back".

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Cel takes her headphones off, hangs them up and says, “he thinks that we should press on until we have a tactical advantage”.

(laughter)

BEN AS ZOLF

[whispers] Yeah but is this not the tactical advantage we have, Hamid has suggested laying a...

LYDIA AS CEL

Oh, okay, um...

BRYN AS HAMID

That’s my point...yeah...

BEN AS ZOLF

[whispers] Sorry, I don’t want to be offensive, but can somebody else talk to Babbage please! We need to do this quickly!

LYDIA AS CEL

Cel hands Zolf the headphones.

BEN AS ZOLF

Right, fine.

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Ay, eh Babbage it's Zolf, I don't think you've met me but anyway, we think we do have a tactical advantage, we're going to hide behind some statutes and ambush it.

ALEX AS BABBAGE

Uh, okay, thank you, uh, try not to die.

BEN AS ZOLF

"Yeah, gonna try real damn hard, thanks bye".

Take it off.

(laughter)

ALEX

This is such an odd dynamic and I love it!

(laughter)

BEN AS ZOLF

Yeah, right, yeah, no, he said "alright fine, try not to die!" which is the plan.

LYDIA AS CEL

Cool, okay.

BRYN AS HAMID

Okay, there's a risk this doesn't work, but I think this gives us a chance.

LYDIA AS CEL

It might be a friend, you know?

ALEX

I am presuming that everyone isn't going to try and hide behind one statute, Scooby Doo style...

(laughter)

HELEN AS AZU

Scooby Doo time, Scooby Doo time!

ALEX

I have to ask because there's sufficient space that you could all squidge in between an illusion, but I am just curious what the plan is here?

BRYN AS HAMD

I am going to cast invisibility six times [magical sound effects].

BEN AS ZOLF

Oh brilliant, yeah that will work.

LYDIA AS CEL

Cool.

HELEN AS AZU

Oooo. Oh yeah, you've got the spell slots for it.

BRYN AS HAMID

I suggest we still stand behind the statues.

BEN AS ZOLF

Oh yeah, yeah we'll just be like "hello".

(laughter)

BRYN AS HAMID

In case it has see invisible things or whatever, but...

BEN AS ZOLF

Now here's a question, and this is mechanical, Babbage is a backpack, does that cover both me and Babbage or is Babbage another mind?

ALEX

Now, I am going to give you a GM ruling okay. Really good question, I did an actual deep dive into pathfinder to like, okay what would that actually entail, and have decided that the official rules has writ an answer is, "bloody nonsense!"

(laughter)

So, yes.

BEN AS ZOLF

Sure.

ALEX

For the sake of ease and with no comments with regards to the actual like moral ramifications thereof, mechanically speaking, the Babbage array will be treated as a sentient object.

BEN AS ZOLF

Yeah, fair enough. I mean actually, it's a good point actually Bertie's sword had personhood, it was a sentient sword and still would be affected by [overtalking 15:36]

ALEX

Exactly.

BEN AS ZOLF

Yeah, that makes sense.

ALEX

Mechanically I am, even though technically those arguments be made for like construct templates and lu, lu lu...

BEN AS ZOLF

Yeah, yeah, yeah.

ALEX

I am treating the Babbage array as a sentient object, please do not read into that, it's just a mechanical term that allows me to categorise how things work.

BEN AS ZOLF

Ultimately, known as drain a spell out of us for you know...

ALEX

Yeah, it just wouldn't work basically...

BEN AS ZOLF

Yeah, yeah.

ALEX

...any other way.

BEN AS ZOLF

Sure.

ALEX

So, that's fine so yeah, invisible six times.

BRYN AS HAMID

Yeah, and I was actually personally really hoping there was six statues lining this corridor so we could each hide behind a different one, because I think that's the coolest, but...

ALEX

There are, technically there's more but...

BRYN AS HAMID

...that's your...

Cool.

(laughter)

ALEX

If you want to each go behind one invisible you absolutely can, there's more than enough.

LYDIA AS CEL

Cool, yeah, looking forward to that.

BEN AS ZOLF

Cool, yeah.

HELEN AS AZU

Is there one that is Azu's size?

ALEX

So, they all appear to be human statues...

HELEN AS AZU

Okay.

ALEX

...however, they all come with plinths and there seems to have been some slightly artistic licence, you know where like statues are just that little bit larger than life kind of thing? I think you would be able to, it will be a little bit trickier for you, but you're invisible so eh...

HELEN AS AZU

True.

ALEX

So, yeah, they are a sufficient size and sort of like once grandeur, that you'll be okay.

HELEN AS AZU

Cool, good. Just wanted to know whether like it's going to be a whoop, looking over the top of the head type of thing or...

(laughter)

Rusty Quill Gaming – 210 – Nuff Said

ALEX

No, no, no you're okay. You can choose to if you wish?

HELEN AS AZU

No, she's gonna pick one and like yeah.

ALEX

In that case then, can I please get everyone to give me a stealth check?

BRYN AS HAMID

So, remember you get plus 40 because you are stationary with invisibility.

BEN AS ZOLF

Ah, good stuff.

ALEX

The likelihood of this noticing you is approaching, vanishingly small.

BEN AS ZOLF

Do you know what I rolled? 40!

(laughter)

BRYN AS HAMID

Total?

BEN AS ZOLF

I rolled an effective zero!

(laughter)

HELEN AS AZU

Wow.

BEN AS ZOLF

Deary me.

BRYN AS HAMID

Incredible.

BEN AS ZOLF

Thank goodness for invisibility.

HELEN AS AZU

Well, let's see if I can match you.

BRYN AS HAMID

Remember, we also have boots of the cat burglar, which give you a re-roll on one stealth climb or acrobatics check per day, if you took them.

Rusty Quill Gaming – 210 – Nuff Said

BEN AS ZOLF

I don't.

BRYN AS HAMID

That's true.

BEN AS ZOLF

Yes, I have my levitation boots.

HELEN AS AZU

I rolled 49.

LYDIA AS CEL

Well, I've got 45 and then what do we add? No wait, 35!

BRYN AS HAMID

40 for the...

LYDIA AS CEL

35 plus 40 okay.

BRYN AS HAMID

Uh, yeah.

HELEN AS AZU

Did you roll 75?

LYDIA AS CEL

Yeah, I've got 75 with that.

BEN AS ZOLF

That's quite high.

(laughter)

LYDIA AS CEL

Well, it's really annoying that it's the first like high roll that Cel has actually rolled, like there's been a lot of twos and fours.

BRYN AS HAMID

Hamid has 72, and Skraak has 84.

(laughter)

HELEN

Course.

LYDIA AS CEL

Ooph!

BRYN AS HAMID

New record for highest roll of the campaign.

BEN AS ZOLF

I mean that tends to happen when you add 40 to a roll really.

(laughter)

BRYN AS HAMID

Yeah.

ALEX

Right, I'm setting you the target now, I don't care how it happens, I want to break 100 in a pathfinder game...

(laughter)

...I've never done it, it's really difficult to do unless you start doing GM fear, but I want to break 100.

BEN AS ZOLF

No, just [squeech 18: 27] us up to like level 18, it'll be fine.

(laughter)

Rusty Quill Gaming – 210 – Nuff Said

BRYN AS HAMID

Oh, I forgot to apply the effect of heroism which is still active I believe?

ALEX

Should be timing wise.

BRYN AS HAMID

I cast it before the evil fight.

ALEX

How long does heroism last?

BRYN AS HAMID

110 minutes.

LYDIA AS CEL

Oh.

ALEX

Yeah, that will still be going.

BRYN AS HAMID

So, it's actually six.

Rusty Quill Gaming – 210 – Nuff Said

ALEX

You're at the tail end of it, but it will still be going.

BRYN AS HAMID

Yeah, 86.

ALEX

We're getting you there, we'll get you to 100, alright.

(laughter)

So, everyone please give me a perception check.

HELEN AS AZU

Yes.

ALEX

Can I get you to roll for Skraak please and I'll roll for Wilde.

BEN AS ZOLF

Natural 20, 32.

ALEX

You guys are on a roll today, I'm loving it.

Rusty Quill Gaming – 210 – Nuff Said

BEN AS ZOLF

We really are.

HELEN AS AZU

I'm not, 19.

BRYN AS HAMID

18 for Hamid and 24 for Skraak.

LYDIA AS CEL

26.

ALEX

26, okay cool. I got 26 from Cel and I got what was Zolf's one more time?

BEN AS ZOLF

32 with a natural 20.

ALEX

32. I got no one higher than those two, have I?

BEN AS ZOLF

No.

ALEX

Okay, then I'll start with Zolf.

The first thing that you notice, and it takes a little while, you do eventually hear a, [Alex imitates an eeeeeee creaking sound] kind of creak back towards the stairway, and then quiet, and then you're straining your ears, you're straining your ears for a sound that isn't there.

Worth stating as well that yeah, Wilde did cast the illusion as you said of you all sort of dawdling a little bit, it appears that he has taken a little bit of creative licence...

(laughter)

...and Zolf and Cel seem to be arguing as they walk along.

(laughter)

You can actually hear a whispered conversation, which pretty much boils down to...

"But Babbage is so smart and funny, none of you are smart and funny!" in Cel's voice.

With Zolf being like, "I don't care if you're smart and funny! I need you to just hit things!"

...like it's that kind of staged...

(laughter)

BEN AS ZOLF

Rusty Quill Gaming – 210 – Nuff Said

Wow!

ALEX

...bow argument walking down the character.

BEN AS ZOLF

Wilde made it as tight five as well.

(laughter)

ALEX

The first thing that you notice after that noise though is as you're straining you notice the day isn't that sound, and for what it's worth Wilde has done a good job on volume where like it's not interfering.

You feel the ambient temperature start to drop. At first, it's quite subtle the air is still perfectly still, there's not a breath of wind, but the temperature just starts to drop, and drop, and drop.

BEN AS ZOLF

Where is it? Sorry, I think you were going to finish this, but basically is it becoming like uncomfortable? Is it supernatural? Or is it just kind of a bit cold?

ALEX

Supernatural, uncomfortable but I will let you know if it's approaching the point where you are all likely to take any harm or anything like that.

HELEN AS AZU

Okay.

LYDIA AS CEL

Be a cold friend.

ALEX

If you need to interject at any point and like make a call, that's fine, but just be aware that you will be sacrificing position for it if you are yelling out "Endure elements!" po pow, po pow, pow, pow, pow!

(laughter)

BEN AS ZOLF

Yeah.

BRYN AS HAMD

The invisibility will last, given that it is the earliest one versus the latest one it will last approximately ten minutes, just FYI.

ALEX

No, that's fine, that's more than enough time.

What's interesting is I am going to add some flavour here, please don't freak out! I am factoring in that you rolled astonishingly good on stealth.

Rusty Quill Gaming – 210 – Nuff Said

Zolf, at some point you realise that you're starting to see your breath in front of you even though you are invisible, and start like you know, covering your mouth. I am going to let other people make their own conclusions as they start noticing that, you all rolled high enough on the stealth, don't worry about it, but cold...

BEN AS ZOLF

[sighs].

ALEX

...really cold, and you start seeing a layer of frost gently working its way from the way you come, and then with no real sound, a single blue skeletal foot steps level with Zolf's statue, and there's another eeeeeee [Alex imitates a creaking sound].

LYDIA AS CEL

Wait, wait so there's just the foot?

ALEX

Just a foot so far.

LYDIA AS CEL

Right, so there's invis- right okay.

ALEX

I mean for the sake of it I am basically saying that the angles aren't working well. Let me my fluff and then you'll see.

(laughter)

LYDIA AS CEL

Okay, okay.

ALEX

It has moved away from the stairs and the first thing that comes into sight is that foot, followed by...

LYDIA AS CEL

Right.

ALEX

...as the description unfolds, the rest of a leg...

LYDIA AS CEL

Okay, cool.

(laughter)

ALEX

...and a body...

LYDIA AS CEL

I just thought maybe that was deliberate and there was an invisibility cloak involved?

BEN AS ZOLF

Or there's just like a foot kind of worming its way down, like a spooky fooooooooooot.

(laughter)

ALEX

So, Zolf, with your perception check, it's not touching the floor. It's moving like it's touching the floor but it's not actually touching the floor.

BEN AS ZOLF

Sure.

ALEX

As it pulls forward, it starts to reveal itself further, and at first glance, it has a skeletal vibe. It has a large buckler on one arm and a big spear on the other, but it doesn't seem to be wielding them like weapons, it looks more like they're frozen into their hands. It looks like, weirdly enough it looks like an ancient warrior lost in a glazier, that's the best description I can give.

BEN AS ZOLF

Sure.

ALEX

Semi-petrified by the cold but not in a real way, there is cold radiating out in like an ice star from where its feet are notionally touching the ground, but it is not looking around, it is not casting around, it just sort of stares fixedly and perfectly still, and then there's sort of Wilde illusion makes a particularly loud "I don't care..." and then it just starts to pull forwards again very slowly. It doesn't seem to be stalking, so much as just arbitrarily following.

LYDIA AS CEL

Oh, it's a friend.

ALEX

If people want to do any kind of surprise attacks or whatever that's fine, it is very clear this thing has not noticed, it is just working its way along the corridor towards that illusion slowly.

The cold is palpable as it draws near you to be clear, you don't want to touch this thing with bare skin, but, it doesn't seem interested in the statues or even potentially aware of the world around it and it just starts moving on; and with that I'm gonna take a break.

[mid show break 24:49]

Rusty Quill Gaming – 210 – Nuff Said

And welcome back.

So, if people want to interject as it moves past, please feel free, but I am just openly stating at this point, it clearly hasn't noticed you and is just following the party, Wilde also did a thing where the party sort of stops for a little bit, has a natter, moves on, when it does the creature sort of stops a fixed distance from them, and then moves on. It's not stalking ever closer, so much as maintaining a distance.

LYDIA AS CEL

Friend.

BRYN AS HAMID

Is it making the same sound that I heard, that breathing sound?

ALEX

Not the breathing sound no.

BEN AS ZOLF

This is the creaking sound, right?

BRYN AS HAMID

That's weird. Alex, why are you being weird and deceiving? I hate it.

(laughter)

LYDIA AS CEL

Wouldn't it be weirder if he wasn't being weird, right?

HELEN AS AZU

Yeah.

LYDIA AS CEL

We know how suspicious we get when he starts being nice.

BRYN AS HAMID

[overtalking/unclear - Same? 25:38]

ALEX

I can't give you an empty corridor with no doors, it slows the party to a crawl as you all seek and deconstruct it finding the threat.

(laughter)

But yeah, this thing starts moving on and the illusionary party start moving beyond the range of your dark vision.

HELEN AS AZU

I think Azu is going to cast detect evil.

ALEX

Okay, so as far as I'm aware that's not a spell, it's a supernatural ability that you pose is that correct?

HELEN AS AZU

Oh, yes, detect evil I have within 60 feet.

BRYN AS HAMID

It's also not an offensive ability so it wouldn't break invisibility regardless.

ALEX

Oh, I'm talking more like whether you have to yell...

BRYN AS HAMID

Oh, right.

ALEX

..."I'm gonna have a look at you sonny and see if you... see how you interact with my jellies" no you're fine.

Okay.

HELEN AS AZU

How you interact with my jellies?

(laughter)

ALEX

Yeah. I watched Detective Pikachu recently, yeah.

(laughter)

This is you checking your jellies.

HELEN AS AZU

Okay.

ALEX

You can feel it in your jellies.

(laughter)

So, yeah, it's evil.

HELEN AS AZU

Oh!

ALEX

However, you aren't able to [gillie 26:37] more, you don't know whether it's something that was once good and has become evil, you don't know if it's off the charts evil.

It isn't evil like you know how the thing that attacked you was like, oh no this is...

HELEN AS AZU

Yes.

ALEX

...this wants the world to die.

HELEN AS AZU

Yeah.

ALEX

This is just on the wrong side of the morale scale, choose from that what you will, but it's not good. It's not neutral. It is evil. It does wish harm upon living things you can just know that.

HELEN AS AZU

Okay, so Azu is going to realise all of that and then realise that she can't actually communicate that to anyone, without yelling across the corridor.

ALEX

No.

Y'all are invisible and comparatively spaced out.

As the illusion moves out of the range of your dark vision, the creature let's call it, continues to move in that direction and very soon will be out of the range of your dark vision in that direction. It doesn't seem to have reacted to the illusion breaking away or anything like that yet.

Rusty Quill Gaming – 210 – Nuff Said

Anyone choosing to do anything else? This isn't me trying to force anything, I am just checking in.

LYDIA AS CEL

Cel, can't tell that it's evil and Cel hopes it will be a friend, but Cel doesn't want to like break the illusion.

BRYN AS HAMID

Hamid wants to attack it so badly, but he's not giving into his aggressive instincts.

BEN AS ZOLF

I've got Babbage so I'm not doing nothing.

ALEX AS SKRAAK

Skraak screams "have that!" and reveals the party because Alex chooses...no, no you're fine.

HELEN AS AZU

Okay.

ALEX

What follows though, is just as your attention is fixated on that, this is based on the original perception check, Zolf, there is a growing metallic tang in the air, a scent...

(laughter)

...that seems distinct from the creature that has passed.

BEN AS ZOLF

Mm hmm, I mean I have no way of communicating this to the party but...

ALEX

No, no.

What I would say is the rest of the party aren't even going to notice this, this is really like high level perception check territory, but it starts growing and you go like... it's like if any of you have smelt like a significant amount of blood, you know that sort of iron ferrite sort of smell, that.

HELEN AS AZU

Yeah.

ALEX

And it seems to be drawing closure from the direction that you came.

BEN AS ZOLF

Yeah.

ALEX

So, the ice thing has moved passed and something else seems to be approaching behind it.

LYDIA AS CEL

Oh fun!

BEN AS ZOLF

Okay, so that's really the thing we're waiting for.

HELEN AS AZU

Yeah.

ALEX

At which point as the ice thing genuinely just moves out of your like perceptive range, everyone does then finally hear a [similar to a wraith – roar - sound effect] and there is a gust of warm air that blows through the corridor disturbing the dust and the iron smell wafts over everyone. Who isn't wearing a night vision thing for my records?

HELEN AS AZU

I'm not.

ALEX

So, I've got Azu and Zolf, I think.

BRYN AS HAMID

Yeah, and Skraak won't need to wear one because Skraak has dark vision.

ALEX

And Skraak yeah, okay.

Azu and Zolf, you start to see a fine red mist is starting to work its way down the corridor, very languidly sort of reaching out and wafting and so on, but it isn't moving with a breeze, it is sort of moving, as if it's just distributing through a space, you know like smoke in a closed room?

HELEN AS AZU

Yeah.

BEN AS ZOLF

Yeah!

ALEX

Very slowly, anyone wearing the goggles, you currently aren't able to see it, but it is just working its way closer and it seems to be filling the space, but it is not moving in a way that feels natural, at no point is it sort of dissipating, it's just moving almost like a wall of gas.

You can see through it to be clear, and if you were invisible chose, I am giving you this for free to look down the corridor, you would be able to see the staircase behind it, but it is working its way down the staircase elongating out and then working its way down the corridor towards you all.

HELEN AS AZU

Is it filling all the nooks and crannies, or is it like in a ball or...?

ALEX

It's exploring nooks and crannies.

HELEN AS AZU

URGH!! We're gonna get touched by red mist!

URGHHHHHHHHHHHHHHHHHH!

BEN AS ZOLF

Yep, I've got a specific... alright if it touches me and tries anything, I've got a plan, but we'll see.

(laughter)

HELEN AS AZU

Keep your blood to yourself!

(laughter)

ALEX

Yeah, Zolf screams "I do not consent!" and then glaives it in the face.

LYDIA AS CEL

(gasps!)

It's a vampire cloud! Official name, vampire cloud.

ALEX

So, I need to know, obviously you've all have given me kind of comparative marching orders previous, for free, I need to know who is closest to the stairwell. These statues came in pairs and are working their way down the corridor away from the stairwell, I need to know what pairing of people are closest to the stairwell, to be clear, I don't care who and I realise that I could have enforced it on marching order, I don't really care but I need to know who.

LYDIA AS CEL

I think it makes sense that if Cel was fourth in the thing that they're near the back there, so in one of the back corners.

ALEX

So, the back two were Wilde and Hamid...

LYDIA AS CEL

Oh, I forgot Wilde.

ALEX

...but I don't know whether you've inverted that so it's Skraak and Azu for instance, or whatever.

BEN AS ZOLF

Yeah, well what we'll have to be towards the front to maintain the illusion for the longest period of time.

LYDIA AS CEL

Yes, sorry.

ALEX

Yeah, that makes sense, which is why I'm opening this up, just who's towards the stairs, I don't mind who?

BRYN AS HAMID

I would suggest the most likely arrangements is Azu and Skraak closest to the stairs. Hamid and Zolf in the middle, and Cel and Wilde furthest from the stairs.

ALEX

That scans to me if it scans to everyone else?

LYDIA AS CEL

Okay.

HELEN AS AZU

Yeah.

LYDIA AS CEL

Cool, so we've sort of opposite'd it but yes, yes I suppose we would have because we wanted to prepare for the...

Rusty Quill Gaming – 210 – Nuff Said

BRYN AS HAMID

Yeah, not fully, but partly yeah.

LYDIA AS CEL

...to throw stuff.

BRYN AS HAMID

Yeah.

ALEX

Okay.

In which case then, the cloud starts moving up towards to the first pair of people at the statues and it's sort of exploring its way out and so on.

HELEN AS AZU

Azu is going to hold her breath.

ALEX

Cool.

It was Azu and Skraak closest right?

BRYN AS HAMID

Yeah, neither of them are wearing the goggles.

ALEX

That's fine, I know what's happening to Skraak but none of you can see or hear so I just know.

Anyone wearing the goggles though you can't see anything yet, you have the smell...

BEN AS ZOLF

Yeah.

ALEX

...and there was waft that you had earlier but there is no visual component to it, and then as it moves along it draws between the two statues and then it kind of hesitates and stops, and then tendrils just start to reach out very languidly to either side and start reaching obviously around the statues. It doesn't look like it's got arms or anything like that, but it is clearly wilfully expanding to fill the space to either side.

If people want, I can do an initiative or I can continue to describe, if you were waiting for it to come near before you give it a whack Azu, let me know otherwise I will carry on.

BRYN AS HAMID

I mean it's just a red mist.

ALEX

I need a decision from you specifically Azu.

HELEN AS AZU

Um.

ALEX

Because I am deciding for Skraak what's happening.

HELEN AS AZU

Azu is going to wait and continue holding her breath, she doesn't know anything about it yet, and if it's a mist, an axe may not do anything.

(laughter)

BEN AS ZOLF

Yeah.

ALEX

Okay.

A voice then emanates from it. None of you speak the language. Roughly sounds something along the lines of [Alex imitates a creature speaking in a different language sounding similar to a wraith] another waft of iron smell comes from it, and at that point.

LYDIA AS CEL

Can I cast comprehend languages?

ALEX

Rusty Quill Gaming – 210 – Nuff Said

You can, but I'll need a stealth check for you to do it without just going "what are you saying?!"

(laughter)

LYDIA AS CEL

Cool.

BRYN AS HAMID

I'd just like to remind you Alex, that Skraak is extremely competent and cautious and would obviously, if he knew this to be dangerous, would raise the alarm.

ALEX AS SKRAAK

Skraak yells out to Hamid...

"I'm huffing as hard as I can, but I can't seem to breathe it all in!"

(laughter)

Don't worry about it.

LYDIA AS CEL

Ah, cool that's stealth check was 28 plus, what do we get for invisibility?

ALEX

It's fine I can maths it at my end quickly.

LYDIA AS CEL

Okay, cool.

ALEX

In that case then yeah you get comprehend and languages, it doesn't seem to react.

LYDIA AS CEL

Yep.

ALEX

You catch the tail end of... [Alex speaking similar to that of a wraith] "...why do you grow too little to assist you".

LYDIA AS CEL

And it's definitely reaching towards.

BEN AS ZOLF

You can't see it.

LYDIA AS CEL

Oh, right yeah, ahhhh because that is not enough evidence to break out.

ALEX AS THE RED MIST

Rusty Quill Gaming – 210 – Nuff Said

[Alex speaking similar to that of a wraith] Your taste. Your taste so sweet, your taste.

LYDIA AS CEL

So, are we in initiative yet Alex?

ALEX

Not yet, no one's done anything aggressive.

LYDIA AS CEL

Okay, in which case going to chug my al chemical allocation, usually these are things that Cel doesn't do because they take too many things, but this is how they can do the most damage for the used one and one second level and then will, I don't know where the thing is?!

ALEX AS RED MIST

[Alex speaking similar to that of a wraith] Would that the master would let me sup upon your taste.

LYDIA AS CEL AND BRYN AS HAMID

URGHHHHHHHHHHHHHHHHHHHHHHHHHHHHHHHHHHH!

ALEX AS RED MIST

[Alex speaking similar to that of a wraith] So sweet.

Rusty Quill Gaming – 210 – Nuff Said

BRYN AS HAMID

Don't like it!

ALEX AS RED MIST

[Alex speaking similar to that of a wraith] Patience, I will dance in your bones.

BRYN AS HAMID

I don't think it's a friend, you guys.

(laughter)

HELEN AS AZU

No.

LYDIA AS CEL

I don't think it's a friend but Cel can't see it, so where does one shoot one's electrical dragon breath? It is a dilemma!

ALEX

At this point, I am going to make a call and say, Azu?

HELEN AS AZU

Yeah.

ALEX

What's your touch AC?

HELEN AS AZU

[squeals!] It's...

BEN AS ZOLF

That's fine, you've got good touch AC I think, because it's minus your dex mod.

HELEN AS AZU

I haven't put it on my sheet b[BLEEP]!

(laughter)

BEN AS ZOLF

What's your AC?

HELEN AS AZU

23.

BEN AS ZOLF

What's your dex mod?

HELEN AS AZU

Zero.

BEN AS ZOLF

Your touch AC is 23 then.

(laughter)

HELEN AS AZU

Really?

BEN AS ZOLF

I think so yeah, because touch is just like your armour and stuff, you are not able to like dodge out the way, so you just lose your dex bonus, if I'm remembering correctly.

BRYN AS HAMID

Yeah, it also removes deflection and dodge bonuses if you have any of those, it's probably likely to be 22 I would guess.

HELEN AS AZU

Oh.

BEN AS ZOLF

For why?

HELEN AS AZU

What did you say the what bonuses?

BRYN AS HAMID

It's very likely you have a ring of protection.

BEN AS ZOLF

Ahhh.

BRYN AS HAMID

Which gives you plus one deflection bonus, I am just guessing though.

HELEN AS AZU

Yes, I have a deflection, yes it's 22 you're right.

ALEX

Perfect, in that case then, the cloud seems to pull away from the middle and seems to be almost trying to pull itself in both directions and Cel, you hear the equivalent of [Alex speaking similar to that of a wraith] "Just a taste, just a taste! Just to feel it so strange, so strange. What are you? What. Areeee. Yooooou?!"

At which point it reaches out quite heavily and seems to make a decision towards Azu...

HELEN AS AZU

Okay.

ALEX

...and then just sort of expands to fill the space around the alcove and then small tendrils start sort of trying to explore where you are, it seems to know where you are.

HELEN AS AZU

Okay.

ALEX

However, you manage to sort of do the, no, no touchy, no touchy, no, no, no, no. But you are actively having to move to do so. At the point, I'm going to require an initiative from you all.

BRYN AS HAMID

Wait, wait, wait touch AC versus flat footed AC it's... no, your flat footed would be 22, your touch is going to be garbage.

HELEN AS AZU

That's what I thought.

BEN AS ZOLF

Oh, it's the opposite, oh.

HELEN AS AZU

That's what... I thought it was garbage.

BRYN AS HAMID

Yeah, it's the other way round, yeah.

BEN AS ZOLF

Ah.

ALEX

Oh dear.

BRYN AS HAMID

Your touch AC is the one where you only apply the dex and deflection which is...

ALEX

Bryn's right, I've, I blew passed that Bryn's right.

BEN AS ZOLF

Oh dear.

ALEX

So, that means it's 11.

HELEN AS AZU

Oh! Oh! Dear me.

BRYN AS HAMID

Yeah, I think your touch AC is 11 I'm afraid.

ALEX

I admit when you said it was 23 I was like, that feels wrong.

BRYN AS HAMID

Yeah.

BEN AS ZOLF

Yes.

ALEX

And I didn't speak up, and that's on me.

BEN AS ZOLF

[overtalking 38:48] through it yeah.

BRYN AS HAMID

Sorry, just you've create- the atmosphere was too stressful and I forgot how the rules worked Alex. It's your fault for creating such a terrible encounter.

(laughter)

Rusty Quill Gaming – 210 – Nuff Said

LYDIA AS CEL

We've found a way around Bryn's superpowers.

HELEN AS AZU

Just stress him out!

(laughter)

BRYN AS HAMID

Yep.

BEN AS ZOLF

Scare him.

LYDIA AS CEL

Just intense spooks!

HELEN AS AZU

What I was going to say was if that thing... death like comes absolutely, directly into Azu's face, she is going to channel positive energy at it.

ALEX

So, I'm going to say that it gets its first reach out because it hasn't done anything aggressive, then just goes, I'm gonna be aggressive!

HELEN AS AZU

Yeah.

ALEX

And you don't speak the language so it's not like you have a run up.

HELEN AS AZU

No.

ALEX

All you are hearing is [Alex speaking similar to that of a wraith in a different language].

HELEN AS AZU

I'm going to say that Azu thinks that sounds evil!

(laughter)

ALEX

It sounds evil, it does sound evil.

At which point then it reaches out and it basically almost caresses your face.

LYDIA AS CEL

URGHHHHH!

Rusty Quill Gaming – 210 – Nuff Said

BRYN AS HAMID

URGHH.

HELEN AS AZU

Eeeeeee.

ALEX

You immediately take one bleed damage. You need to track this yourself. At the start of every turn until you deal with this you will continue to take one damage.

HELEN AS AZU

Okay.

ALEX

Additionally...

HELEN AS AZU

Yeah.

ALEX

...bear with me.

HELEN AS AZU

Oh no, don't like that.

ALEX

You take three con damage.

(gasps!)

HELEN AS AZU

I take what?

ALEX

Three con damage.

LYDIA AS CEL

Ooooh! Alex you are brutal.

HELEN AS AZU

So, my con is now 11 instead of 14.

BRYN AS HAMID

Yeah.

ALEX

That's correct.

Rusty Quill Gaming – 210 – Nuff Said

BRYN AS HAMID

But your maximum hit points will have just dropped by 22.

ALEX AS RED MIST

The creature says, this is before I roll into initiative [Alex speaking similar to that of a wraith] “So good, so fresh. I want moooooore!”

LYDIA AS CEL

URGHHHHH!

HELEN AS AZU

No! No cake for you!!!

ALEX

Now can I get an initiative roll from everyone please.

HELEN AS AZU

Yes.

BEN AS ZOLF

Yeah.

Oh, wow!

HELEN AS AZU

Okay, so Bryn you said that my maximum hit points has dropped?

BRYN AS HAMID

Just dropped by 22.

HELEN AS AZU

So, my maximum hit points is now 76.

LYDIA AS CEL

Oh no, nearly as low as Cel's total.

HELEN AS AZU

I know! Terrifying.

LYDIA AS CEL

But that is actually very bad because Cel was not usually near a fight.

ALEX

So, what've I got for Zolf?

BEN AS ZOLF

25.

ALEX

25. What've I got for Hamid?

BRYN AS HAMID

28.

ALEX

Cel?

LYDIA AS CEL

It's 24.

ALEX

Azu?

HELEN AS AZU

8.

ALEX

Good.

HELEN AS AZU

F[BLEEP] you Alex.

(laughter)

ALEX

You made me laugh so hard I haemorrhaged dice.

HELEN AS AZU

(laughter)

Good!

ALEX

You know as opposed to you who are just haemorrhaging.

LYDIA AS CEL

No more dice for Alex! He's lost dice privileges.

HELEN AS AZU

[sadly] Take his dice away!

(laughter)

ALEX

Okay, so top of the initiative then Hamid, you hear a creepy voice and smell lots of blood.

BRYN AS HAMID

Yes, I can't understand it or see anything. It has just attacked Azu and injured her, has Azu made a noise?

ALEX

Azu's hard enough trained that I will let Helen make a call as to whether you make a noise deliberately or not. You are trained enough to not have gone "oh no, ah".

HELEN AS AZU

Azu is still trying to hold her breath.

(laughter)

I don't.

ALEX

Then you won't have heard a thing.

BRYN AS HAMD

If there's no noise from Azu, Hamid holds his action.

ALEX

Understood, in which case then Cel you are up, same situation.

LYDIA AS CEL

Cel also holds action, like to all of Cel's knowledge and presumably to Hamid's, we haven't seen or heard anything from Azu, can't see the mist.

BRYN AS HAMID

Yep.

LYDIA AS CEL

The thing is not in the room yet, it's not here you know.

ALEX

Understood.

Zolf, you can see an 'orrible mist going for where you last saw Azu, you can 'ear 'orrible language, but don't know what language it is, oh and you can smell wafts of blood obviously.

BEN AS ZOLF

I am gonna ready in action.

ALEX

Yep.

BEN AS ZOLF

As soon as Azu makes a noise or an obvious movement, I am going to fire a searing light at this thing.

ALEX

So, just to repeat so I've had it right, if Azu does anything discernible, basically you are gonna burn this thing from the inside out?

BEN AS ZOLF

Yes, if Azu makes any “I’m under attack” or “I’m taking aggressive action” I will searing light this thing.

ALEX

Understood.

In which case then, the creature continues to attempt to basically just have a little bit of Azu, just a little bit, just a little taster, just a nom, nom, nom.

HELEN AS AZU

I feel like it’s licking my face.

(laughter)

LYDIA AS CEL

It’s a puppy!

HELEN AS AZU

No! Bad puppy!

ALEX

Dealing a further five bleed damage, so you are now at the start of each turn be taking six damage and a further one con damage.

LYDIA AS CEL

Oh.

BRYN AS HAMID

Oh, no.

HELEN AS AZU

Okay, oh dear. Okay, so how much more does my total hit points go down by?

BRYN AS HAMID

That dropped it from 11 to ten, so the good news is your hit points didn't change that time.

HELEN AS AZU

Okay.

ALEX

And to be clear, it's not that you feel like spiritually weak or anything, this thing is literally like drinking your blood and just sucking it through your skin. It's not even made a wound.

HELEN AS AZU

Disgusting.

ALEX

It is just going [Alex making a slurping noise].

Rusty Quill Gaming – 210 – Nuff Said

BEN AS ZOLF

The world's worst hickey.

(laughter)

HELEN AS AZU

Absolutely just the thing!

ALEX

Just the worst! Just the worst.

Wilde takes an action that none of you can discern anything of I'm afraid.

(laughter)

Skraak is up, we're in combat so I am happy to give you Skraak.

BRYN AS HAMID

Yeah!

ALEX

Skraak is a bit of an odder situation.

BRYN AS HAMID

So...

Rusty Quill Gaming – 210 – Nuff Said

ALEX

Because of the whole going for the other person.

BRYN AS HAMID

...they can see what's happening though?

ALEX

Exactly.

BRYN AS HAMID

So, I think Skraak does something, I am just not sure entirely what!

(laughter)

Um...

ALEX

The internal cry of all players everywhere!

BRYN AS HAMID

Yeah! Like Skraak can see this thing, he can tell it's attacking Azu, but I mean unless knowledge engineering gives him some guide as to how he can hurt it?

ALEX

Give me a knowledge engineering.

Rusty Quill Gaming – 210 – Nuff Said

For listeners by the way I tend to be a bit loose and fast with knowledges because technically it's like you can know this thing about this creature and this thing. I basically go with what sounds like it makes sense and then go from there.

BRYN AS HAMID

Yeah.

23.

ALEX

23 sapient gasses are a thing, magic weapons tend to work well against them however, this kind of thing can unfortunately be anything from a minor inconvenience to easily the most deadly thing you've ever faced, very difficult to decide.

BRYN AS HAMID

I think Skraak is gonna back off and use his draconic breath on it.

ALEX

Oooh, cool!

So, walk us through the draconic breath, because I don't think Skraak has ever used it has he?

BRYN AS HAMID

I think he has.

Rusty Quill Gaming – 210 – Nuff Said

He has basically a weak form of Hamid's draconic breath. He is part dragon, and he is getting gradually more dragony, much like Hamid his. He can create a cone of fire once per day, but it doesn't do very much damage, but it might light it up and let everyone else know that we should be attacking this thing because it's attacking Azu.

ALEX

Sure, sure, but it does some damage.

HELEN AS AZU

Yeah, and it will tell us about this thing too.

BRYN AS HAMID

Yeah, so Skraak will sort of move... Skraak is technically still invisible until the breath goes off, so he will move into the middle of the corridor back away from this thing, and then breathe dragon fire at it, but he will aim the cone so it doesn't go towards Azu.

ALEX

Yep.

BRYN AS HAMID

DOUBLE SIX!

(laughter)

HELEN AS AZU

Wahey.

ALEX

So, that's 12 damage correct?

BRYN AS HAMID

Reflect save for half.

ALEX

Nope.

So, to describe the sequence of actions quickly to people.

BRYN AS HAMID

12 fire damage, Skraak is no longer invisible.

ALEX

Well, it's more than that, so Skraak becomes visible [magical sound effect] 12 fire damage [fire sound effect] hits this thing, this thing seems to catch. It seems to like whomph and take a bunch of extra, it doesn't explode or anything like that, but it is very clear to everyone just, for free, this thing is clearly vulnerable to fire. It just catches in a big thing and you hear a [Alex speaking similar to that of a wraith, in a different language].

LYDIA AS CEL

What does that mean?

ALEX AS RED MIST

ARGHHHHHHHHH.

(laughter)

I, I mean technically I have to bleep certain swears so...

LYDIA AS CEL

Ow?

Oh, okay cool, cool gotcha.

ALEX

It's more of a curse.

LYDIA AS CEL

Yeah, maybe comprehend languages has like censorship built in, so as
bleeeeeeeeeeeep.

(laughter)

ALEX

It's more like by the goodly gods fie their ways, or something as a curse.

LYDIA AS CEL

I see, I see.

ALEX

At which point it immediately seems to start like retracting from Azu.

Ben, given your readied action thing, I would allow this to trigger your readied action. I'll be generous and let you make the call because it is a combat thing, and it would be very difficult to discern whether it's Azu doing it or not. So, I'll let you make the call.

BEN AS ZOLF

Okay, cool.

I mean the corridor is already lit up because of the fire which is fine.

ALEX

Yep.

BEN AS ZOLF

But that means the searing light isn't gonna like you know it whatever, it doesn't matter.

Yeah, so I will step out and fire searing light, so basically, I mean it's sort of a Kamehameha right like I hold my palm out.

(laughter)

Searing light fires out of my palm.

ALEX

So, you hold your palm you start saying “seeeeeeeaaar-“ three episodes later you say “...ring!”

(laughter)

BEN AS ZOLF

Yeah.

ALEX

Give me the rolls.

BEN AS ZOLF

Yeah, and actually the semantic opponent is sorry, I had the verbal component because I have described the semantic, it’s me sort of like not shouting it but basically saying “you don’t belong in the next world”.

ALEX

Oh, I like that.

BEN AS ZOLF

Range touch attack.

ALEX

Okay.

BEN AS ZOLF

So, what is it touch AC?

ALEX

Pretty poor, give me the roll.

BEN AS ZOLF

Oh yeah, that's a 25.

ALEX

Yeah, yeah, it's a massive cloud that likes touching like everything so funnily enough...

(laughter)

BEN AS ZOLF

Yeah.

Is this creature undead?

ALEX

Yes. I feel free giving it for free because like it's just very obvious.

BEN AS ZOLF

No, no I have to do know so I know how many damage dice I've got.

Rusty Quill Gaming – 210 – Nuff Said

ALEX

Yeah, well it's very obvious to you, it's just obvious.

BEN AS ZOLF

Yeah, is it vulnerable to bright light?

ALEX

No.

BEN AS ZOLF

Okay fine, so I deal 10 D6 damage.

ALEX

And I'm happy to just tell you that because you would have told by the dragon breath, it would have revealed when that was the case.

BEN AS ZOLF

Well, no it wouldn't have mechanically, this is what searing light does. I need to know so I rolled D8.

(laughter)

ALEX

What I am saying is for my flavour thing...

Rusty Quill Gaming – 210 – Nuff Said

BEN AS ZOLF

Sure.

ALEX

I would have told you like oh it seems to react to the light or whatever.

BEN AS ZOLF

Okay, fair enough.

So that is like ten, 18, 38 damage. What damage does it do?

BRYN AS HAMID

Isn't searing light like half fire, half holy or something?

BEN AS ZOLF

It just takes damage.

BRYN AS HAMID

Fair enough.

(laughter)

BEN AS ZOLF

Hamid that's genuinely there is nothing...

ALEX

Creature does a hurt, understood.

BEN AS ZOLF

I guess it takes light damage, I don't know, it's seems to be undefined so...

(laughter)

ALEX

It's fine, I do, do my research and know that this should have been affected by that spell specifically anyway so you're okay.

So, you pour magical energy into this thing, obviously your invisibility blinks off [magical sound effect].

BEN AS ZOLF

Yeah.

ALEX

This thing just disintegrates from the inside out, proper [fire sound effect] just burns all the tendrils burn out as if it was a flammable gas that just caught, and it just burns itself out.

What I would say though, is that the alcove that Azu is stood in currently invisible is awash with blood, absolutely awash with blood, it looks like someone had been butchering an animal in there.

BEN AS ZOLF

Well, she can get some back now.

ALEX

As it burns up there's a moment stillness punctuated by a [Alex imitates a creaking noise] that is then cut off by a voice that echoes down the corridor going "'nuff, 'nuff" and I will end the episode there.

BEN AS ZOLF

'nuff?

LYDIA AS CEL

'nuff?

ALEX

'nuff, 'nuff.

BEN AS ZOLF

Like apostrophe N-U-F-F?

ALEX

'nuff.

BRYN AS HAMID

I think that might have been its name, someone upset that we killed their pet blood mist, Nuff.

BEN AS ZOLF

Nuff, Nuff, Nuff.

HELEN AS AZU

I think someone said enough and we didn't hear the first bit.

ALEX

Nuff, nuff that's what you just heard.

HELEN AS AZU

Aw imagine if his name is called Nuff Nuff.

BEN AS ZOLF

It was Nuff, Nuff the blood mist.

(laughter)

LYDIA AS CEL

Aw fluffy.

BRYN AS HAMID

The blood mist is a pokemon and is called Nuff Nuff apparently.

BEN AS ZOLF

Nuff Nuff, Nuff Nuff.

(laughter)

ALEX

By the way, it definitely wasn't a [high pitched] "Nuff Nuff no" but yeah it was the word Nuff.

BEN AS ZOLF

[deep voice] Nuff nuff no.

(laughter)

ALEX

I can't believe your fire was super effective arghhhhhhh.

(laughter)

I should have selected ice skeleton, arghhhhhhh.

LYDIA AS CEL

It isn't something that Cel would understand more of this is nuff in English.

ALEX

Nuff nuff.

LYDIA AS CEL

Nuff nuff okay cool, thank you.

ALEX

And on that I think we can wrap the episode there. So, from me nuff nuff.

BEN AS ZOLF AND BRYN AS HAMID

Nuff nuff.

LYDIA AS CEL

Nuff nuff.

HELEN AS AZU

Nuff nuff.

(laughter)

[Show Theme - Outro]

ALEX

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Rusty Quill Gaming – 210 – Nuff Said

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BRYN

Bye!

EVERYONE

Bye!

BEN

No, no we can't have a bye we had nuff for bye.

ALEX

We are gonna cut the bye.

LYDIA

That was Nuff nuff

HELEN

Cut it out, cut it out.

BRYN

They have both and if the editor wants to remove the bye they can. I'll let them have that test for the option.

ALEX

Editor, nuff nuff! Nuff nuff it's taken us six years, but I finally found the correct sign off and it's nuff nuff.

(laughter)

LYDIA

We demand nuff nuff.

ALEX

Nuff nuff.