

RQG – 200 – Bossing It

Content Warnings

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[Show Theme - Intro]

ALEX

Hello and welcome to episode 200...

(cheering)

...of the Rusty Quill Gaming podcast.

BRYN

200 guys!

HELEN

We made it!

ALEX

Not to be confused with episode two zero zero. That would just be weird.

(laughing)

BRYN

Guys it's been six, whole years! Six years! 200 episodes. I'm sorry I'm blown away by that. Just...

LYDIA

Like all of what you're saying though, in the context of knowing what Alex likes to do with big anniversaries, all of it just sounds like premonition. So we're like I'm blown away and it's like oh that was foreshadowing.

BRYN

Oh god!

HELEN

I am very frightened. I am very frightened for this episode for sure.

BRYN

I refuse to be frightened. I'm excited. I'm happy.

BEN

I'm so excited I could be ripped to pieces by zombies!

(laughing)

ALEX

God what foreshadowing! Such subtlety. Such nuance. No one saw it coming.

LYDIA

Oh gosh my heart might just stop from all the excitement!

BRYN

I love all of you and I'm so happy I've got to do this with you all for this long.
So there. Not gonna bring me down.

LYDIA

It has been pretty cool. Yeah pretty cool.

ALEX

Speaking of bringing you down....

LYDIA

Noooo!

ALEX

So unless I am mistaken you are currently, as a party, alone in an incredibly remote and forbidding landscape that you managed to skip past using a teleporter who is no longer here, with no way of being emergency rescued, surrounded effectively on all sides by peculiar planer-esque zombies, a new very bony friend who wants to make your acquaintance on one side, an entire

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party of friends on the other side who have yet to notice you but I'm sure will be equally eager to meet you and as far as I'm aware we are starting in combat. The best way to start a big episode. So before we go any further, does anyone have anything they want to say before things progress?

BEN

Bye!

LYDIA

It's been nice knowing you folks

(laughing)

HELEN

If Azu dies I'm not that far away from you Alex, I can come and yell outside your house! Yeah.

ALEX

It's taken a long time to get it to the point where you will all just say goodbye to the fandom on demand. It's taken a lot of training but I'm glad that we got here. Excellent.

HELEN

I will never say goodbye to the fans! Azu might, but I won't.

LYDIA

Aw!

ALEX

With that in mind then I am going to start with Skraak.

BRYN

Well we didn't introduce ourselves and our characters because I interrupted.

ALEX

Oh yeah. We should probably do that. Fine, yeah, right.

BEN

If you don't know that by now go back to one!

(laughing)

ALEX

Ben! No! Every episode could be someone's first. Hi person who saw episode 200 and went – there! That's where I'll jump onto this.

LYDIA

It just feels like the emotional stakes won't really work if you're not...if you don't know who people are.

ALEX

No, no I'm doing this. Welcome new listener! Welcome to excellent adventure which still has some go in it. There's still some life in this.

(laughing)

Why don't we introduce ourselves to you new listener who has never met us before and has a very odd way of going about pod feeds.

LYDIA

Let's be honest...

ALEX

I'm Alex, hello listener

LYDIA

Yeah for all new listeners that just dealt with Magnus' end, yeah he does play Martin in the other one.

(laughing)

BEN

Oh we also...we forgot to tell you it is Rusty Quill policy to end the podcast on episode 200 so this is the last episode of RPG

(laughing)

I dunno if we...have we done a tweet about that? We should probably do something around that...

ALEX

It's fine. We're recording this prior to any social media fallout so we'll just work with that. It's fine, it's fine. So anyway, hello new listener. My name's Alex. So I'm this guy who sort of talks into a microphone for a living and we play this game together and there's some other people with me so why don't you introduce yourselves.

BEN

Hi I'm Ben and taking part in wasting so much of the runtime of this episode on this...

(laughing)

BRYN

Hi I'm Bryn and I think episode 200 deserves an extended runtime so I don't care

(laughing)

LYDIA

And you play Hamid

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BRYN

Well we didn't do...

LYDIA

Are we not doing characters? Sorry

ALEX

So new listener I need you to know that we're not usually this loose and free in our intros. We're actually quite, quite skilled and have been doing this for a number of years but what we thought we'd do as a celebration...

LYDIA

Six in fact.

ALEX

...is throw that out of the window and basically just behave like we just started again.

LYDIA

What we didn't tell you is that when you get to episode 200 there's a stack overflow, it just resets the counter.

BEN

Yeah, yeah, yeah

LYDIA

We just start off with absolutely...we're going to be as uncoordinated as we were in the first dew episodes. We're going to spend about 20 minutes trying to work out how we go through a hatch and up a ladder...

ALEX

Speaking of, why don't you introduce yourself mystery voice. No one knows who you are.

LYDIA

Oh me, I'm Lydia. Hi.

(laughing)

ALEX

Leaving?

HELEN

Leaving me, Helen and actually this is only my 115th episode.

ALEX

You're basically a fresh face, a toddler.

HELEN

I'm glad for the rest of you. We shall not mention the other person, my nemesis, who was around for the episode 1 till 60 something. I don't know. I didn't listen.

(laughing)

ALEX

You vanquished them in single combat and therefore it's fine. And who is everyone playing by the way as I power towards a ten minute intro.

BEN

Who cares, it's been like eight minutes. Yeah. Oh Zolf, whatever.

ALEX

And who are you playing?

BRYN

Hamid Saleh Haroun al-Tahan

LYDIA

Cel Sidebottom

HELEN

And Azu

ALEX

I am desperately curious as to what the editors allow to make through from that...from that just blob of intro.

HELEN

They're gonna hate us for these two episodes. We've all just gone off on one constantly.

BEN

It's a month, we're all kind of weird and giddy.

ALEX

It's fine as well...

LYDIA

We know we're gonna die.

ALEX

Yeah we're meeting our traditions which is approaching increasingly perilous situations ever more blasé until the hammer stroke falls and then we're like, oh no, that's really bad.

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HELEN

Ooh who could've thought...

BEN

No Alex, I'm always going to be blasé.

LYDIA

There was no warning for this!

(laughing)

ALEX

Right with that in mind why don't why, jump into this life or death combat that we're literally in the middle of...

BEN

Oh yeah

ALEX

So you know what, if everyone's ok with that, I think I'm going to hand over Skraak. Now Skraak, new listener, is an NPC so what that means...

BEN

Jesus Christ! Non player character.

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(laughing)

Ok so we're playing Pathfinder by Paizo Publishing

LYDIA

Playing is a construct in which...

(laughing)

BEN

Ok so this is a podcast and what a podcast is...

(laughing)

LYDIA

And audio is waves

(laughing)

ALEX

I regret this! I regret this choice of intro.

HELEN

This is your fault!

ALEX

I really oversold this bit and now I'm committed. Bryn, save me. You're still in control of Skraak until such time as you forfeit that right.

BRYN

Skraak steps through the door into the big zombie chamber and rather than crawling back against the wall and crawling around it like everyone else, he has a climb speed equal to his normal movement speed and like, advance from climb checks and a ridiculously high climb score and he's super invisible. He's going to climb up the wall above the level of the foliage and then start making his way around, like halfway up the dome.

ALEX

Can I get...you won't get halfway up the dome because the dome's very tall

BRYN

Sure

ALEX

But if you can give me a stealth check please. You are getting horrendous bonuses

BRYN

The bonus is +20 while moving because of invisibility.

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HELEN

Oh my god.

BRYN

So that is a score...I rolled and 11 on my die so that is a total score of 57.

HELEN

Erm...er....

LYDIA

Goodness me! I didn't know numbers went that high!

ALEX

I don't think it's physically possible for that hoard to notice Skraak even if they knew Skraak was there and rolled...yeah that's...yeah you're fine. Skraak is doing ok.

HELEN

Imagine if Skraak is the only survivor.

BEN

Yeah

ALEX

I finally get everything I wanted since the start.

BRYN

Oh I forgot heroism, 59

ALEX

An RPG that only features me. Oh my god Bryn! Ok fine. Azu, you're up. Can you give me a number lower than 59 please? That's all I ask. It's not a lot to ask but I do ask it of you.

HELEN

Absolutely. Right I'm going to need you to walk me through what it means if Azu is going to try and walk stealthily to the rest of them because I seem to recall that I basically can only move one square at a time.

ALEX

Broadly speaking that is correct, yes.

BRYN

Hamid's the same, if we're moving through this difficult terrain stealthily we are restricted to moving one square at a time.

HELEN

I'm not in the big room yet.

ALEX

So you can move completely normally up until, you see where the water starts in that big room...

HELEN

Yep

ALEX

...the large...I forget what is called, the Industry of Genesis room, once you enter that room and you're not wading through the water it would count as difficult terrain. Also I will repeat for everyone that the water in that room is much deeper than elsewhere in the complex. It's proper water.

HELEN

Then I can only move one more square.

ALEX

Yes you can move to the entrance and then one square in.

HELEN

I'll do that.

ALEX

And as you've established your first square is free.

HELEN

Oh is it?

ALEX

Oh yeah.

(laughing)

HELEN

I don't like this. This is...no. This is, this is the words of a marketing...of an MLM person. The first box is free.

ALEX

The first square is free.

HELEN

Do I need to roll a stealth check because I will be attempting...

ALEX

No because the first square is free, like I said. You're fine. You get nice and deep in that room before we start thinking about that kind of nonsensical stuff. You're fine.

HELEN

Ok. I guess I'm here.

ALEX

Yes you are. Excellent. Good. Good turn. I like that turn. In which case, bear with me as an enormous amount of stuff happens just elsewhere.

LYDIA

Cool, cool. Cool, cool, cool. Cool, cool, cool.

HELEN

This is not cool. This is...it's not hot either.

ALEX

Ok cool. Invisible stuff has happened. Long story short, lots and lots of movement all around the area. What I would say is are you deliberately trying to make that door not close behind you in the big domed room given you are now all inside or are you going to let it close behind you. It matters.

LYDIA

I think that's Azu's decision.

ALEX

Yes it is. Door open, door closed? It's perfectly counterweighted.

LYDIA

Is it possible to close the door silently?

ALEX

Yeah it's perfectly counterweighted. Very well made.

HELEN

Ahhhh. Yes I close it. Sorry if we...

ALEX

Oh Helen. Oh Helen! Ok, alright you close the door, that's fine. That's fine. I try and help you but that's fine. You close the door. Cool. Cel it's your turn. You're up in the room with the doors closed.

LYDIA

Sure, Cel is going to move I suppose.

ALEX

I believe unless I'm mistaken, you don't have to be limited to one square per move action because you're quite nippy.

LYDIA

Well I mean their move speed is 30. It's...

ALEX

So it would be half that for difficult terrain and then half that again if you want to move quietly. Obviously that brings it down to 7.5 which should lower it down to 5 feet but...

BRYN

If you double move you could get away with three squares rather than just two.

ALEX

That's exactly I'm gonna say, yeah.

LYDIA

Cool, gonna do that then.

ALEX

Can I get a stealth check please

LYDIA

Yep. 18.

ALEX

In that case then all of your new friends they don't seem to be paying attention to you at all. That's not very polite.

LYDIA

It's almost disappointing.

ALEX

Yeah I'll see what I can do about that. Hamid, you're up

BRYN

I cast invisibility on Azu.

ALEX

Cool that has a verbal component, correct?

BRYN

Yep

ALEX

Can I please get a stealth check, same as Ben. So I have a kind of broad idea as to what I'm aiming for, for them to notice you.

BRYN

Ooh that's a bad roll

HELEN

Oh no!

BRYN

24 total

ALEX

You might be lucky, I also rolled dire. I think that's just about gonna be enough but I rolled...I rolled poo poo there. You got very lucky but it's gone off.

BRYN

And then I take a single five foot step slowly and carefully sticking to the wall.

ALEX

Azu, congratulations. You're now invisible.

HELEN

Right so Bryn that gives me +20 to stealth yes?

BRYN

Yep

HELEN

Cool

ALEX

In which case then, Zolf, you're up

BEN

Yeah so I move two squares with a stealth check of 16.

ALEX

16. Oh me, oh my.

BEN

It's about as good as I can do so whatever.

LYDIA

Oh dear.

ALEX

It's very clear that all of your new friends are now aware there are people in the room. They start to stir and awaken. They weren't lay around. They were stood hunched over but they all start to turn and examine the side of the room which the rest of you are in and as a result I will now add them to the initiative order.

HELEN

Ok

BEN

It's alright.

HELEN

Me and Ben are both measuring...

BEN

I've got to where I want to be. I'm good.

ALEX

Ok so, with that complete you have now made the acquaintance of a large number of undead friends. Just so you know.

BEN

Good for them.

ALEX

They're at the bottom of the initiative order unfortunately because they are not...they are not quick.

Meanwhile, my favourite geezer.

LYDIA

Yay buddy!

ALEX

Oh yeah! There is the distinct sounds of column destruction happening on the far side of the doors that are now closed. I would say it is a lot quieter than

you might've expected it to be coming through the doors. They seem to be doing a lot of noise absorbing but even through that you hear the distinct sounds of...

HELEN

Doom

ALEX

...renovation.

HELEN

Ok

ALEX

Skraak, you are up.

BRYN

Skraak continues crawling along the inside top of the dome.

ALEX

Yep. Skraak has a few very specific skills of which this comes off on. I am now no longer however going to require stealth checks because they're already aware people are here. I might require a stealth check later for them to specifically discern Skraak. Does that make sense?

BRYN

Yeah

ALEX

But they're not really going to go off at this stage. It's not how they work. So Azu you are up. You are invisible. Zolf is not and has clearly made some new friends.

BRYN

Well are they...you've kept saying they're aware there are people in the room. Have they specifically focused on Zolf and are moving towards him because the two are slightly different.

ALEX

It is impossible to tell at this stage. They seem to be lured to that side of the room, is as much as you're gonna get. It's hard to tell where something is looking when the perception doesn't seem to come from the eyes.

HELEN

I've just had a thought.

ALEX

Ooh I like thoughts.

HELEN

If I cast a spell while I'm invisible is that gonna make the invisible go off?

BRYN

Only if it's an offensive spell.

HELEN

Is channel positive energy...

ALEX

You can either deal a bunch of damage to some stuff in which case you're going to stop being invisible or you're gonna heal your mates in which case I'm going to rule it wouldn't trigger it. I think there's a little ambiguity there so it's kind of up to you if you want to do that.

HELEN

Well no one's hurt really are they?

ALEX

No. No.

HELEN

However...

ALEX

Which is why it makes no sense that you're all worried by the way. Everyone's fine.

HELEN

But I think it's more important that Azu stays invisible because...no, wait, but they know we're here. They know we're here.

ALEX

They know someone's here.

HELEN

The other option is that I cast prayer.

ALEX

Goodness me this is a lot of thought for six seconds. Make your decision Helen. Make your decision Helen. Helen, Helen.

BRYN

I think you should cast prayer.

HELEN

I think I might. I don't think it's an offensive spell.

BRYN

Prayer is not.

HELEN

It's a divine cast and it's just like an affect thing not a damage thing.

ALEX

So for prayer basically for anything that isn't actively hurting enemies, you aren't gonna blow your invisibility.

HELEN

She casts prayer.

ALEX

So why don't you describe prayer for us because this has never come up before. What happens? What does it do? How does it sound? What does it look...

HELEN

True it hasn't. Prayer is what it sounds like. Azu is gonna ask Aphrodite could you help us out here please and all allies, within a 40 foot radius, centred on me.

ALEX

So that's all of you.

HELEN

That's all of them. Will have special favour from Aphrodite which gives them +1 to attack, weapon damage, saves and skill checks. And all enemies, within a 40 foot radius centred on me, which is all of the zombies now have -1 to attack, weapon, saves, skill checks.

BRYN

And that will include their ability to see us.

ALEX

That is true. It's across everything because it's a luck one.

HELEN

Yes it's a luck bonus. So we all now have that.

BEN

Nice

ALEX

Are you now going to move having done that?

HELEN

Yes but I can only move one square, right?

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ALEX

If you're being stealthy yes.

HELEN

I will move one square and that's me done.

ALEX

In which case then a bunch of things happen invisibly to you because I've got my system working quite nicely here.

HELEN

Don't like it.

ALEX

I do! [singing]

HELEN

I know you do. That's why I don't!

ALEX

Ok so you start hearing the pronounced sounds of combat outside this room.

BEN

Nice

ALEX

Very, very loud even through the doorway. The distinct sound of someone taking chunks of building and using it to hit things with other chunks of building.

HELEN

Oh god.

ALEX

It's a whole cacophony happening on the other side of this door.

BEN

Good stuff.

ALEX

With that in mind, Cel you are up.

LYDIA

Beast morph. Just chugs their mutagen and this is a situation in which one wants wings for 90 minutes or so.

ALEX

That sounds good to me.

LYDIA

And also additional hit points because that's a con swap.

ALEX

I mean if you want to be rubbish.

LYDIA

Er rubbish. So Cel, at this stage, swapping charisma for cons. So the way you take a -2 penalty to some things and get a +4 bonus to other things. -2 charisma, +4 cons so gets 20 additional hit points which will be very handy but while doing it super awkward. They're actually on -2 charisma at this point so it's just super awks guys and because it's a beast morph archetype you get to pick two things from beast shape one. Since we already have our dark vision goggles, super cool goggles, gonna say fly because they always want their wings and...oh, climb I think. I don't think I want to swim in that water.

ALEX

Sounds sensible.

LYDIA

And sense just doesn't seem like a great idea near lots of decomposing creatures. Just might be a bit overwhelming.

ALEX

Understood. So you've used your standard action Lydia, what is next for you?

LYDIA

I think it's a movity-move time.

ALEX

Sure it's not a cheeky surrender?

LYDIA

I think it's a move time. It's not, I don't think a bomb time because Cel doesn't want to start the...

BRYN

We can still be stealthy. It's not too late.

LYDIA

Cel doesn't want to start anything. So let's get our measure-y thing and so 30 foot fly, I assume means I don't need to worry about the difficult terrain

ALEX

That's correct. You'll just be in the air.

LYDIA

Cool. So...

BRYN

If you're still moving stealthily you may want to restrict it to 15.

LYDIA

I mean they can't fly stealthily. I don't think flying slowly makes you more stealthy.

ALEX

Technically you can.

BEN

Yeah rules as written you can.

ALEX

There'll be a couple of penalties kicking around but it's technically possible. It's up to you.

LYDIA

So they can fly stealthily for 15 foot.

BRYN

Yeah according to the rules of the game.

LYDIA

Ok. Cool!

ALEX

It's the difference between...I'm just going to have to demonstrate this visibly.
It's the difference between...and...There's a big difference.

LYDIA

Can you do that again for the benefit of the listeners?

ALEX

Yeah it's a...not a...

LYDIA

Right, yeah cool. We all understand what you mean by that.

ALEX

See now listeners get it.

LYDIA

And that as well. Thanks that was very enlightening.

HELEN

Thank you very much. Yes.

ALEX

In which case then can you give me a stealth check please

LYDIA

Sure. 22. Oh wait, 23 because of prayer.

ALEX

Yeah that...you know what it doesn't succeed never mind!

LYDIA

Oh no!

ALEX

In which case then Hamid you are up.

BRYN

Hamid takes a careful five foot step along the edge of the wall moving slowly and stealthily and then attempts to quietly cast greater invisibility on Zolf.

ALEX

Give me the stealth check.

BRYN

34

ALEX

Yeah, you can do it. I will be quite miffed if you manage to recover. I was not ready for that. Ok. Congratulations Zolf you now have greater invisibility

meaning you are both invisible and can punch people in the face and stay invisible.

BEN

Cool, cool.

ALEX

In which case then, our new friends. They saw someone who is now not there and unlike the big construct friend they work a little bit differently. So all of our new zombie friends immediately swarm towards where they last saw people. Climbing all over one another, across the water, rather than merely trying to swim or doing anything else, they'll just get there by sheer force. Now the odd thing here is that technically they aren't able to see both Zolf nor Hamid because of the stealth checks that have been involved but the interesting thing here, the really, really interesting thing is about the mechanics that are called hoard traits. Now hoard traits are a very special type of mechanics. They don't actually require you to see the people at all in order to go off. So with that in mind what I'm gonna do is I'm just gonna go ahead and check one thing but I'm pretty certain that weirdly enough, nothing happens at this point. Just let me check to make sure. No I am wrong! In fact when I say they do nothing I mean they do everything. So what happens now is that by sheer force of bodies in that space rendering wildly at one another they proceed to deal damage as if it was an attack but sheer amount of visceral bodies waving around wildly.

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BEN

We still have a 2 differential from that because of prayer so...

ALEX

That is true.

LYDIA

And I'm just imagining the inflatable wavy arm creature that's outside of petrol stations in America...woo

HELEN

They're blow up zombies.

LYDIA

Yeah their arms, wobbly, wobbly, woo.

ALEX

The odd thing is they don't actually have to do an attack roll so we'll just skip ahead to the damage. So first things first. Zolf and Hamid.

BEN

Yup

ALEX

Could you please take...let me just get all of these lined up for the sake of speed. I'm very disappointed here.

BEN

Good

HELEN

Good

ALEX

That's unfortunate. So you take...oh that's irritating. You only take 17 damage each.

BEN

Pfft. That's pathetic.

ALEX

I am quite upset by that Ben. You're right to get your digs in. So they deal 17 damage to both of you which is actively distressing me but I'm going to move past that. That's fine. That's their turn. Zolf, you are up.

HELEN

Destroy them Ben!

BEN

So let's just get my quick measure-y tool out. Oh look. That's all of them.
Right, I wonder what their will save's like. Yeah, so will save 14 to half this or I
do a 5 D6 in a 30 foot radius.

ALEX

Yep. So roll your...what's the fort save sorry? In fact I think it's automatic
because they're undead

BEN

It's a will save and it's 14.

ALEX

14. Ah no they will get a go. They make it.

BEN

Ah ok. That was actually kind of a crap roll as well.

LYDIA

Oh no!

BEN

However do they have any vulnerabilities to holy damage?

ALEX

I am double checking that right now because it's either going to be a really bad day for me or completely fine.

HELEN

Be a bad day. Be a bad day.

HELEN & LYDIA

Be a bad day. Be a bad day.

(laughing)

ALEX

It's a good day!

(groaning)

I'll have half damage please.

BEN

Six damage to all of them.

ALEX

You know what's really distressing right here? This could've been an amazing out. Oh no the zombies have almost killed Zolf and Hamid. Oh no the hoard has also exploded in a giant nova. Instead basically nothing happens. I'm

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going to take a really anticlimactic episode 200 break there and I'll figure out how to kill you after it.

LYDIA

Hey everyone, everyone, we're still alive!

HELEN

We're still alive!

BRYN

For now!

LYDIA

Yay, yay!

ALEX

Ok welcome back. Now it's ok. You may have dodged the first boss and you may have failed to trigger a bunch of other stuff and you may have so far managed to mitigate the second boss but there's a still chance that I can hit you with it. So with that in mind, are you going to attempt to move Zolf? Because you used you [chanting] but you didn't actually try and move.

BEN

No. God no.

(laughing)

ALEX

In which case then, the sounds of pronounced death continue on the other side of the room. Just enormous swathes of death being dealt out en masse. Skraak is now up. I will point out Skraak is high enough above that even if the hoard was to occupy Skraak's square, technically they could not reach Squawk...Squawk? They could not reach Skraak.

BRYN

Skraak is going to take a move action, continue crawling around the edge of the dome nice and high up and is then just gonna...what has he got that he can just throw that will make a noise.

HELEN

Ooh

BRYN

I don't think he actually has something useful.

HELEN

He has a compass. I don't know if that helps.

BRYN

Yeah cool. If he's got a compass that'll work perfectly. Skraak flings a compass across the room to make a noise on the other side from where it's surrounded all the party members.

ALEX

The hoard I'm afraid seems not to hear as viciously feral as they are going [gnawing noise]. They're not actually able to hear it over that noise, I am afraid.

BRYN

Yeah makes sense.

ALEX

Azu you are up. Technically you are facing a hoard that are not yet aware of you.

HELEN

I think it's worth them becoming aware of me to deal potentially 3 D6 damage. Personally.

ALEX

It's your call. It's your call.

HELEN

And maybe it will mean that they move away from Hamid because I'm like lower than Hamid and Hamid is squishy.

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ALEX

It's your call.

HELEN

I think I might do that because I can't cast prayer again.

BRYN

Oh did you -1 from the damage we took because of the prayer Alex?

ALEX

Oh does it apply to damage as well?

BRYN

Yep

ALEX

Oh -1 from the damage that you took.

BRYN

And I think it would be +1 to the channel positive energy as well.

HELEN

It would yeah

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BEN

Oh shoot you're right. So that's 7 hit points.

BRYN

These little edges are important.

ALEX

It didn't affect the save I'm afraid. They absolutely smashed that.

BRYN

That's all good. All good.

HELEN

Alright so channel positive energy affects 30 foot and the zombies are exactly...all of them are exactly 30 foot away from her so it's going to affect all of them.

ALEX

Yeah you'll catch them, don't worry about that.

HELEN

I'm so nervous about everything. Ok so it'll be 3 D6 +1 then.

ALEX

And what's the save for half damage?

HELEN

It's a will DC 16.

ALEX

They fail.

BRYN

Nice, nice.

HELEN

Alright then.

BEN

Yeah Azu's actually charismatic so...

HELEN

I mean I also have a history of...

ALEX

Ooh hang on, hang on...what was the DC?

HELEN

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ALEX

Oh it's such a good day!

BEN

Are you factoring in the -1 from prayer?

ALEX

Yes! And I still just made it! What a good day.

LYDIA

Ohhh. I don't like this day. Bad day.

HELEN

Terrible. Terrible, awful.

ALEX

Half damage please.

HELEN

They take another 6 damage, all of them.

ALEX

No, no. 6 or 7?

HELEN

No 6, I factored in the +1.

ALEX

Ah ok. Ok.

BEN

Still it's chipping them down and they can't have that many hit points if Alex has put in that many of them.

HELEN

I hope so.

BEN

Well unless Alex just wanted to kill us completely.

HELEN

I mean...

(laughing)

ALEX

There are the sounds of pronounced combat happening outside the door. I now feel safe to say, Helen, closing the door was a very, very, very good idea.

HELEN

I'm very glad about that. Thank you very much Alexander.

ALEX

Excellent idea that has guaranteed that you don't all immediately get caught up so well done.

HELEN

Hurray!

ALEX

Cel, you're up.

LYDIA

Cel flies...well, 15 foot up.

ALEX

Yep absolutely fine.

LYDIA

So that means their total move speed is 30 so I'm gonna say 15 foot up and also one away because I'm thinking if anyone decides to do a firebomb, Cel wants to be not there and then they're going to throw some bombs.

ALEX

Understood.

LYDIA

Gonna throw two at 9 and 9 as my +1...so 19.

ALEX

That's a hit.

LYDIA

Cool so that is 5 D6 +7. I'm going to say frost damage and of course there's prayer so +1 to that. 12. So 19 + 1, so that's 20 frost damage and then 12 splash damage at 13 with prayer on all the surrounding squares. So while it's a hoard I'm not sure how this works out. Technically how it works is whatever is in one five foot square is getting 20 damage and then all the surrounding bits are getting 13.

ALEX

Technically it works a little differently. Hoards are quite odd and they've deliberately been chosen by me because they're odd and you've not encountered stuff like them before. In terms though of response it seems a nice, potent hit. I'll give you that. Certainly deals a lot of damage. Chunks of zombie are going everywhere.

LYDIA

Yay!

ALEX

However I would say they don't seem to slow in the way that staggering would have done so. They mostly just seem keen to eat.

LYDIA

A shame but I do get another bomb.

ALEX

You do so go, go. Give me your attack roll.

LYDIA

Well cool. So my attack roll 6 + 9, it's only 15. Oh 16 with prayer.

ALEX

Still a hit.

LYDIA

Yay!

ALEX

Hoads are very good at many, many things. Not getting hit is not one of them.

LYDIA

Cool so I will roll again. Ooh. That's a nice chunky roll. So that is a roll of 20 across the five dice, +1 for prayer, +7 for the fact that they're bombs.

ALEX

So that's 28, alright. That's fine.

LYDIA

28. I'll use frost...oh and I should say as well I have a sticky modifier which means that the bombs are sticking to them and they get 12 damage to them next turn as well.

HELEN

Nice

LYDIA

Just to say as well.

ALEX

You're going to have remind me of that +12

LYDIA

That's fine, yeah.

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ALEX

And so are you factoring in what splash damage they got as well for me please

LYDIA

Ok let me give that to you again, $20 + 7 + 1$. 28 damage plus 13 splash.

ALEX

Thank you.

LYDIA

And then next turn there will be two sets of 12 damage done as well because sticky is just a modifier that is now on all of Cel's bombs. They don't activate...

ALEX

Good grief Lydia!

BRYN

Nice

ALEX

Good grief!

HELEN

Fantastic. Fantastic.

ALEX

I'll admit I did factor in the fact that you're gonna be quite good against hoards but good grief!

LYDIA

I don't know if that actually...because I have no idea because you saw hoards are odd, how much that actually works out as actual damage to the hoard because of course that sounds like a lot but everyone else did 6 or 7 damage to 30 creatures.

ALEX

Now here's the thing, I will skip to, you seem to have done a lot more damage and I'll leave it at that.

LYDIA

Oh that's...

ALEX

It's incredibly difficult to tell what's going on because of all of the chaos.

LYDIA

They're all in bits. Cool. Do they seem colder at all? It's frost damage.

ALEX

No not at all. Not at all. Are you able to do anything further to my baby before you press on anymore?

LYDIA

No, Cel is hanging in the air five foot away from Skraak who's at the wall. So is 15 foot up in the air hoping that that is too high for a zombie to reach.

ALEX

Hamid rescue me from this situation and please take an enormous amount of damage.

BRYN

Yeah if you want to do horrible things to someone Alex then Hamid is the correct target right now because, oh my god, I'm so boned.

ALEX

Currently although you are taking vast amounts of damage from being amongst the hoard they are not, apparently, attacking you specifically however it's almost impossible to recognise that though the constant rending of your flesh.

BRYN

I'm going to make a concentration check to attempt to cast without triggering attack of opportunity. I don't know if this works. I'm not sure about the attack

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of opportunity rules in this situation but I might as well try. I will also make a stealth roll to cast stealthily if you want me to.

ALEX

So I would first like the concentration check

BRYN

24

ALEX

Ok you've made the concentration check. Can you give me the stealth check please to see if they start actively targeting you.

BRYN

34

ALEX

[laughing] you jammy *****

HELEN

He's so jammy!

ALEX

You jammy *****. Yes fine! They are not actively targetting you and you manage to get a spell off without them noticing you amongst the noise of their own chaos.

BRYN

The spell I am casting is fly.

ALEX

Unsurprisingly.

BRYN

I then take a move action.

ALEX

Yep.

LYDIA

Getting up and out of this.

BRYN

Yeah I move up and slightly diagonally to try and get above the hoard.

ALEX

They don't get an attack of opportunity because you've made the stealth checks. You never revealed yourself to them. If you had...

HELEN

This is good.

ALEX

Unfortunately you have played optimally. Congratulations you are now flying above a hoard who have not seemingly noticed you. The hoard are currently...they're not even aware of anyone really.

BRYN

Well Azu is no longer invisible.

HELEN

Mm

ALEX

Oh well then I suppose Azu's the one who will die but yeah same difference.

HELEN

I have quite a lot of hit points and so does Zolf so me and Zolf are the best people to have them be aware of really.

BEN

It's all good. I've got loads of hit points left. We'll deal with them later. Let's go.

HELEN

Yeah I've got 83 hit points left.

ALEX

In that case then, congratulations you're now out of immediate danger Hamid.

BRYN

Thanks the gods.

ALEX

The hoard, seeing Azu, surge forward.

HELEN

Ok

ALEX

Immediately everyone who is within that square who is not Hamid takes...

HELEN

Alright, alright. Hit me.

ALEX

Here we go.

HELEN

Oh no!

ALEX

This is looking better.

HELEN

I regret everything I just said.

ALEX

You and your bloody wands. You and your bloody wands Helen. Just let me go off you ****. This isn't even playing up for audience anymore. You have no idea how frustrating this is.

HELEN

What's the damage?

ALEX

You only take 22 damage because the thing didn't...Fine. You take 22 damage. Everyone takes 22 damage. Fine.

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BEN

No Azu and Zolf take 22 damage. Not everyone.

ALEX

Yes that's true. Sorry, fair point. Azu and Zolf you take 22 damage. You have no idea how frustrated I am.

BEN

Ah. I've only got 54 hit points left. Wah, wah, wah.

(laughing)

LYDIA

Don't provoke him!

BEN

I always provoke him! He hasn't killed me yet!

BRYN

I mean he literally did kill you once though.

LYDIA

He has.

BRYN

There was that one time that you very much died.

BEN

Ah yeah but that was roll or die. I don't count that.

(laughing)

ALEX

I mean technically, Ben, I'm just going to go ahead and say it, if I keep hitting you it eventually becomes roll or die so you've pretty much generated a trap for any situation.

BEN

Alright fine.

ALEX

Go on. You're up Zolf. You're surrounded on all sides.

BEN

Cool. Channel positive energy. Hit a 14. Will save

ALEX

They hit it.

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BEN

Cool so 16 halved. 8 damage and then I activate my boots of levitation and go...20 foot into the air.

LYDIA

That's not the phrase! Say the phrase!

ALEX

You trigger an attack of opportunity.

BEN

I have greater invisibility.

ALEX

Oh you do! You do, don't you!

BEN

I do!

ALEX

Don't you Ben!

(laughing)

Don't you all have greater invisibility. You...

BEN

I will refer the honourable gentleman to my previous statement

(laughing)

ALEX

I have nothing I can break because it's all expensive.

(laughing)

BEN

Even if I die it's totally worth it!

ALEX

You....this is going to get bleeped so much this episode. You ****. It's so frustrating.

BEN

Thanks Bryn. That's actually your victory.

ALEX

Don't work together! Why would you work together! God, that wasn't the plan! Fine. Fine. Fine. Fine.

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You hear the distinct sounds of even larger destruction on the other side of the door. Skraak you are up.

BRYN

Skraak is gonna crawl round the edge of the wall all the way over to the door and then drop down to floor level in front of the exit door.

ALEX

I would allow Skraak because it's object interaction to open the door or attempt to.

BRYN

Yeah then they will open the door as well.

ALEX

The door is opened. It is marked "staff only" but it is very different in shape from the other staff only doors. This one is a steel plated door that does have a handle. It is ajar as it reaches towards it. He is able to open it revealing large spiral staircase leading down which seems to circle around a drainage point from this main pool. It is surprisingly ornate given that it isn't public facing the way the rest of the building has been. However I believe that Skraak might get so far as – found some stairs.

BRYN

Sure

ALEX

Azu, you're up. Play my game Azu.

HELEN

Right, this is a stupid question but how many zombies are in front of...am I looking three in the face or ten in the face or...

ALEX

All of them

HELEN

All of them are in front of me.

ALEX

You want to know a hoard works? They're all in front of you.

HELEN

I'm going to channel positive energy again because these are zombies and undead. This works against undead and they are too many for me to rely on cleave. Like I'd already come to that conclusion because I don't want to waste a whole round hitting one and then failing the next check to cleave. Ok so it's 3 D6 +1 again.

ALEX

Okey doke and the DC for them to save is...

HELEN

Is a 16 will save.

ALEX

They make their will save again by virtue of just sheer numbers.

HELEN

Well bollocks to them.

(laughing)

ALEX

Fair response. Fair response.

HELEN

Another 6 damage unfortunately.

ALEX

Ooh this is getting bad for me. The hoard is starting to look horrendous.

HELEN

Ok

ALEX

Like more of the hoard is in bits than still going at this point but it's distributed surprisingly evenly amongst the hoard. At this stage I would say even to any...to any of your eyes, they're on their last legs. Currently they're like...did you ever see the World War Z thing where they move almost like a wave

HELEN

Yeah, yeah

ALEX

That's how it's behaving but it's reaching the point where it's just sort of turning into constituent components by virtue of the sheer amount of damage that you're ploughing into that wave. With that in mind then more fighting happens on the other side of the door

HELEN

Ok

ALEX

Just nonstop. Cel you are up.

LYDIA

They immediately take 24 damage which is the consequence of the two bombs last turn being sticky.

ALEX

And with that the hoard breaks apart into constituent components. That is too much damage to pour into...

BRYN

Outstanding.

HELEN

Love it. Love it.

ALEX

The hoard does not cease to exist.

LYDIA

Ah

HELEN

That's ok.

LYDIA

What does that mean in practice? And remember I haven't actually taken any of my turn yet

(laughing)

BRYN

Nice, nice.

ALEX

Yeah so 24 automatic damage is quite bad. The hoard may lose cohesiveness, cease becoming a wave of pure death to anyone caught within its grasp and become a few zombos.

LYDIA

More a speckling of death.

ALEX

They are now speckled around the room, mostly sinking the water unable to swim which doesn't help me. Your turn hasn't actually really started yet. So why don't you start your turn then, that's fine but I'll say now if a zombie appears to be in the water it's not going anywhere. Let's leave it at that. That's fine.

LYDIA

Cool in which case Cel's going to get out the crossbow because they're not really bunched much anymore and is going to aim an arrow, if they're not moving they get to shoot three arrows at attack bonus...

ALEX

What's the minimum damage those arrows can do because this will save me some time.

LYDIA

1 D10 plus 1 D6 electric so...

ALEX

It's still worth rolling. Ok still worth rolling though.

LYDIA

Ok yeah. So attack bonus is 10 because of prayer. So 17. So 7 frost damage and 6 electric damage. Oh wait, no, 8...well if there's +1 prayer where does it go?

HELEN

It's attack and damage.

LYDIA

It's the whole attack so would it be on the electric or the...not that it really matters in this case

BEN

That's a good question

ALEX

That's a really good question

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BRYN

I think it would be the weapon damage not the bonus magic damage.

LYDIA

Ok

ALEX

Yeah because it's luck so presumably luck primarily affects mundane I'd say unless said otherwise.

LYDIA

Cool. Well then 8 physical damage and 6 electric damage.

ALEX

Pop. Please tell me which one exploded.

LYDIA

That was the one close.

ALEX

Yes you're correct. That was the one closest. Carry on.

LYDIA

Cool so then...so the ones in the water I'm not gonna bother with. You say that they are stuck. Azu is absolutely capable of dealing with the one that is next to her. So yeah just gonna shoot again at this one which is another 17

ALEX

Hit.

LYDIA

9 damage physical plus 6 damage electric

BEN

Good rolls.

ALEX

Yeah pop. To be clear these don't have a single hit point either but you're just chewing through them. So which one just popped?

LYDIA

This one.

ALEX

Understood. So you've taken out one of the ones that are on the island. Yep.

LYDIA

Yeah just seemed like that might be closest to Skraak and I do have another one but this one almost never hits. So that is only a 13 to hit.

ALEX

Hit

LYDIA

Ooh ok cool

BEN

Yep zombies are rubbish.

ALEX

Zombies, they're not great. They've just got enough hit points to still be worth running through because they could make a bad day but...

LYDIA

That's 8 physical damage and 2 electric.

ALEX

Are you sure?

LYDIA

Yeah

ALEX

8 + 2

LYDIA

Yeah

ALEX

Ha, ha!

BEN

I remind you it is one of the ones in the water Alex so you've said they're already kind of useless.

ALEX

Oh wait, it's the one in the water? Oh no, no, no, no. What was the electric damage you dealt?

LYDIA

2. 2.

BEN

Good shout.

ALEX

Oh!

LYDIA

Has that like bombed them or something.

ALEX

So the electricity seems to course through all of the ones that are in the water.

HELEN

Nice

ALEX

And so you didn't actually finish off the one you shot but you did hit all the others which then went [electrifying noise] and then sink quicker because they can't swim.

LYDIA

Yeah fair enough. I did a whole 2 damage to...

ALEX

I'm just going to go ahead and save you, there's no version they can get out of this situation. That finished. They could've swum. What you've effectively done is doomed all those.

LYDIA

Very few things surprise Cel but they knew that that wasn't their best shot and so seeing them all like go down bonk, bonk, bonk, bonk or rather zap, zap, zap, zap, that's a little like – well that was cool but I don't think I earned that. Ok cool.

ALEX

At this point I have to ask, pretty much you can just clear out what's left in this room easily. Taking out the ones in the water has just done that. If anyone's going to double back through the big door you're still in initiative. If everyone's just going to press on I can drop you out of initiative at this point.

BEN

Yep

HELEN

What Azu will do with her next turn is hit the one in front of her and then move very fast away from that door because it sounds awful behind that door.

ALEX

In that case everyone is out of initiative and I will say do not forget, just because the map has cleared up, this room is full...I mean literally strewn end to end with bodies. It is...you cannot see the water. It is absolutely full. Probably every single person from this complex is in this room apart from the ones you have seen so far. It is completely full but...

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HELEN

Very nasty

ALEX

...I'm going to drop you out of initiative and say, fair play.

BRYN

Is everyone ok?

BEN

Yep

HELEN

Yes are you?

BRYN

Yeah I think so. I thought they grabbed me but I managed to get away.

HELEN

Alright, you're ok.

ALEX

There is still the sounds of ongoing combat on the other side of that door though.

HELEN

Yeah. We should move.

LYDIA

Yeah I don't wanna push anyone but away sounds good.

BRYN

Skraak? Skraak are you still?

ALEX

Oh yes Skraak is – yeah that was...

BRYN

Good, good.

ALEX

Is it me or is it every single time it looks like this is going to be a really bad situation and then we tend to just absolutely boss it.

BEN

Always seems to sort out to be honest. Anyone need healing because we should move and go.

HELEN

Right. Perhaps we should move first and then heal.

ALEX

Yeah

HELEN

Can I take 10 Alex to shove the nearest zombie into the water.

ALEX

Easily. They're all...

HELEN

Azu does that.

LYDIA

Just pushing it away like a sulky child.

HELEN

Swipes it with one massive arm.

ALEX

I'd say splash but they just kind of fall backwards onto the pile. Ok well in that case then I kind of was ready for a death on that one. Didn't come off. That's fine. Congratulations.

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LYDIA

I was scared.

HELEN

I was so scared.

BRYN

I was terrified.

HELEN

We did it!

ALEX

You made it through the second boss in the dungeon of 1000 bosses.

BEN

Oh so only 998 to go then.

HELEN

Argh!

ALEX

I've got to call it there. As you stand amidst, basically having destroyed an entire town's worth of people and having successfully dodged your way out of dealing with an enormous death machine outside of this room, you can head

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down into the peculiarly ornate, desperately ominous, spiral staircase leading down beneath, the complex beneath, the city beneath Svalbard.

(laughing)

HELEN

Alright then. Fine

ALEX

Congratulations to all of you. I shall up my game further.

BRYN

Oh dear.

ALEX

Thank you. It's been a very pleasurable 200 episodes!

(laughing)

EVERYONE

Bye!

[Show Theme - Outro]

ALEX

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