

RQG – 213 – Be Prepared

Content Warnings

- Undead & skeletons.
- Body horror.
- Hivemind.
- Discussions of: physical violence, self-sacrifice.
- Mentions of: fire, death, heights, religion, small spaces, falling, knives, blood.
- SFX: distorted voices & static, fire, wind, distant explosions, low throbbing drone, occasional beeping.

[Show Theme - Intro]

ALEX

Hello and welcome to episode 213 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

Rusty Quill Gaming – 213 – Be Prepared

LYDIA

Lydia Nicholas

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 I will turn this podcast around okay.

(laughter)

We have a very poor energy this week. Kind of seen a lot of silly faces.

(laughter)

HELEN

Uh, this is all video based, they can't see. They will have to wonder forever.

BEN

Punch a plant in the face.

(laughter)

ALEX

So, we'll give a recap, but I am, I must confess erring towards the Ben camp slightly here and saying you are choosing a foolish episode to start on.

(laughter)

I am going to humour you, but we are reaching the point where this is a little bit silly, this is a little bit silly.

BEN

Reaching!

(laughter)

Oh, you're talking about 100 hours in it was still viable.

(laughter)

ALEX

We are in, technically we are beneath St Pauls give or take.

BRYN

No, we're not.

LYDIA

No, we're not.

BRYN

We're beneath Westminster Abbey.

LYDIA

We're beneath Westminster Abbey.

ALEX

Westminster Abbey, I remember that those are different places.

BRYN

Yep.

ALEX

I remember those, those are different cases, yes.

LYDIA

Quite far apart.

ALEX

Indeed, indeed, ah yeah, the commute is going to be much different to what I thought.

So, you are currently beneath London I think is a sufficient statement.

(laughter)

HELEN AS AZU

Yeah.

ALEX

And there is all manner of tricky problems above ground that all are coordinated and trying to stop you getting to the top of Big Ben. I feel like that pretty much sums it oh, and you've got a best friend now.

BEN AS ZOLF

Yeah.

ALEX

Who is very dead, extremely dead, but in like a good way.

HELEN AS AZU

Yeah.

BEN AS ZOLF

In Geoffrey Chaucer.

HELEN AS AZU

Old Geoff.

ALEX

And I believe the last thing was a warning from Babbage as you were all sort of doing your briefing going there's a solid chance that Guivres is kicking around.

BEN AS ZOLF

Oh, I forgot that bit.

BRYN AS HAMID

Yeah.

HELEN AS AZU

Oh.

BRYN AS HAMID

Rusty Quill Gaming – 213 – Be Prepared

I'm not very happy about that.

LYDIA AS CEL

[sings] Zombie dragon.

BEN AS ZOLF

No, I'm not mad for that.

HELEN AS AZU

No.

BRYN AS HAMID

Especially as Guivres is you know a gold dragon and therefore likely immune to fire which makes me very sad.

ALEX

But really good at making fire!

BRYN AS HAMID

Yeah, yeah.

HELEN AS AZU

No, that's bad, that's a bad thing actually.

BEN AS ZOLF

I mean at least it's not like your great, great, great, great, great, great grandad.

BRYN AS HAMID

That's true, I guess it could be worse.

ALEX

Yeah, that would have been super awkward.

In fact, I think tonely I picked the wrong dragon to completely takeover retrospectively, but here we are.

(laughter)

So, I am going to pick up more or less where we were at last time, which was you were all deciding that you were going to head up to the roof in order to basically scope it out and get a lay of the land...

BEN AS ZOLF

Yeah.

ALEX

...and if it looked like there was an opportunity. I believe the current plan was everyone invisible, everyone flying screw it we'll just go straight to the top and try and rush it, I think that was more or less the plan.

Rusty Quill Gaming – 213 – Be Prepared

LYDIA AS CEL

Yeah.

BRYN AS HAMID

Speed, speed being our key asset.

HELEN AS AZU

Yeah.

BRYN AS HAMID

Our chief weapon is surprise!

BEN AS ZOLF

It's true.

BRYN AS HAMID

Surprise and a really big fire ball.

(laughter)

LYDIA AS CEL

Yeah.

ALEX

Fireballs are very often surprising in my experience.

Rusty Quill Gaming – 213 – Be Prepared

LYDIA AS CEL

And bleeds.

BEN AS ZOLF

And a paladin on a camel.

(laughter)

LYDIA AS CEL

Yeah.

(laughter)

HELEN AS AZU

Hell, yes!

BRYN AS HAMID

Our chief weapons are surprise, a really big fire ball.

(laughter)

A paladin on a camel.

LYDIA AS CEL

And loads of hit points.

BEN AS ZOLF

Oh, like so many hit points.

BRYN AS HAMID

So obviously loads of hit points.

BEN AS ZOLF

And I've given you all so more loads of hit points, so you know.

LYDIA AS CEL

Yeah, thank you.

ALEX

So, having finished our briefing, I think it's sensible that we're going to be making our way up.

BRYN AS HAMID

Yes.

ALEX

So, at that point I am going to suggest, if anyone has any prep that they want to do before they leave, please do so now. To be clear I am not talking like if you've got something that lasts ten seconds do it now, it's gonna be a walk, Geoff has

openly stated there's going to be a bit of a walk for you to get to the roof, it's not just a like open a door and here we are, but it's more longer-term stuff.

BRYN AS HAMID

I cast **mayjama** because it lasts many hours.

ALEX

This is... thank you for picking up what I'm put down Bryn, yes, anything like that.

(laughter)

BEN AS ZOLF

Yeah, I am holding off on my protection from energy communal, because if Guivres is about I think I might do fire. If Guivres' not, it might be something else.

ALEX

Sounds cool.

LYDIA AS CEL

Yeah, pretty much everything that Cel has is in the kind of hour range, so it's the sort of... well they're either hour or they're counted in rounds.

HELEN

Yeah, all of mine are like a minute between a minute and ten minutes like...

(laughter)

ALEX

You'd be surprised how many times you can hit a person in one minute if you've got a massive axe.

(laughter)

BRYN

And according to the rules...

(laughter)

LYDIA AS CEL

Yeah, that's true.

ALEX

Which I think is quite a surprisingly high number.

In that case then if no one else has anything that they wish to pursue further I am going to go ahead and start pushing us up towards the rooftop, if that's okay?

ALL

Yeah.

ALEX

So, I am not going to require marching orders from people, because you sort of have a very creepy escort.

BEN AS ZOLF

Yeah.

ALEX

So, Geoff basically starts leading the way and starts leading the way out of the semi mausoleums, semi kind of memorial kind of chapel that he's in. Through a set of doors and then starts heading along a corridor and gesturing for everyone to follow, and presume people do?

BEN AS ZOLF AND HELEN AS AZU

Yeah.

ALEX

Okay, unfortunately as you head along that route, once you are outside of the double doors that sort of feeling of slight nausea that emanates from Geoffrey is a little bit stronger, there seems to be a little bit of a dampening effect in that crypt or whatever it was. I'm not gonna require saves from people, but there is a "ooh, hello, yes, you really are quite unpleasant to be around, but it's not your fault".

(laughter)

ALEX AS GEOFFREY CHAUCER

Yeah, as you're heading along that corridor it's in a similar set up where it's that worked stone etc, and he carries on heading along and then turns to you all before another set of double doors, and with his sort of characteristically expressionless face...

"From this point, my companions might grow colourful".

HELEN AS AZU

Oh.

ALEX AS GEOFFREY CHAUCER

I would that you did not take umbrage with their passage.

HELEN AS AZU

How do you mean colourful? Because we've had encounters with colours in the past and it wasn't great, so...

(laughter)

ALEX AS GEOFFREY CHAUCER

He gestures and the double doors sort of blow open ever so slightly dramatically, and then on the other side is two more of those sort or iced guards bigger than the last, one of them seems to be wielding some kind of flail, just a massive war hammer, just an enormous war hammer, an unnecessarily large one.

LYDIA AS CEL

What like a collection? Like, these are my lizard men, and they are chaos knights....

(laughter)

ALEX

Yeah.

Wahey.

Delect imperial guard.

LYDIA AS CEL

Actually, you'll admire the paint job on this, I've actually had to insure the collection it's worth more than my house.

ALEX

I've been working on my grass textures.

(laughter)

I've got a very good flocking on the bottom by the plants.

(laughter)

Not quite no, but thanks for the contribution.

And as you start heading through those double doors, you start hearing the distinct sounds of what can best be described as creepy, ambient creepiness...

(laughter)

The odd whisper from something that isn't there, you know a passage of wind that isn't the right temperature for the space, and there are a couple of side passages here, and there's just the general sounds of restless dead. None of them seem to be sort of moving towards as a pair ahead of all you, but nothing seems to be interfering with you, but you get the impression it... from the outside looking in it would be a bit of an odd one to witness, and as you are heading along the corridor it becomes apparent there's another one of those sort of squared off sort of circular stairways like you came down a little while ago, that's heading up this time.

ALEX AS GEOFFREY CHAUCER

Geoff gets as far as the stairway and then turns to the rest of you and goes, "beyond this, my situation grows untenable. If you ascend and then continue, thou will find an access ever upwards. Avoid the main spaces we are directing these things in such a way as to clear you passage this is not the same thing as fully removing them, dost thou understand?"

HELEN AS AZU

Yes.

BEN AS ZOLF

Yeah.

HELEN AS AZU

Thank you.

LYDIA AS CEL

I have to say it's extremely handy. We are extremely, extremely grateful; and I would love to talk to you about the mechanics of how are you doing it at some point, maybe a later point and not this point, gotta head to the doom.

BEN AS ZOLF

Yeah right so, we should probably be off. Yeah, thanks for all your help.

ALEX AS GEOFFREY CHAUCER

Best of luck, and remember when all else fails, the power of the hard shell often suffice.

ALEX

Zolf, that is a Harrison Campbell quote that has just been delivered with a great sincerity and profoundness.

(laughter)

Admittedly, Geoff is very good at being straight faced, but you get the impression it's straight faced behind that visage in fact.

BEN AS ZOLF

I just give him a thumbs up, just for like nice!

(laughter)

HELEN AS AZU

Azu's also going to give a thumbs up because for her she's also like, and also I've literally got a copy of the Heart of Aphrodite, that's excellent, that's very good, very good working there.

(laughter)

Yeah, very clever.

LYDIA AS CEL

Like, Cel looks very thoughtful because they're thinking if there's some kind of thing in the mechanism of pumps that this is being, this is some kind of sly reference to a way to solve some sort of puzzle that they hadn't quite figured out yet.

(laughter)

...and the valve opening for the power of the... I 'spouse you could redirect...

ALEX

So, with that in mind, as you presumably all start heading up the stairway. Could everyone please give me a perception check.

HELEN AS AZU

Right, first roll of the day, how are we doing...oh not bad, 29!

ALEX

Ooh, my.

(laughter)

BEN AS ZOLF

28.

ALEX

28! Okay, good, good.

BRYN AS HAMID

19 for Skraak, 25 for Hamid.

LYDIA AS CEL

And Cel got 36.

HELEN AS AZU

Ah, okay...fine.

(laughter)

ALEX

For everyone breaking 30, so interpret that as you will.

LYDIA AS CEL

THAT'S ONE!

(laughter)

IT'S ME, 36, just so you go that!

ALEX

So, everyone knows as you're heading up the stairway that that ambient creepiness continues, but it seems a little bit less as you are heading up, it feels less concentrated, a little bit more distributed, there's still like a slight skittering off into the distance you know the sound of I don't know a door closing and you get the impression that there was no one there to close it, that kind of thing but, beyond that, right on the edge of hearing Cel, you think you hear the sounds of like disturbance, or maybe even sort of a battle or something, much higher up and probably even outside the building that's just sort of managing to echo its way through. It's right on the edge of hearing but you get the distinct impression that there's a commotion beyond your ambient creepiness.

LYDIA AS CEL

Higher up as in at the roof where we're heading to?

ALEX

Unable to discern yet. I would go so far as to say that you're pretty certain that it's outside the building, above your head is all you're able to discern, at this point.

LYDIA AS CEL

Right, the one thing that Cel would know but I don't is exactly what kind of point we're at, like have we got to ground level now?

ALEX

You're very quickly going to be at ground level.

LYDIA AS CEL

Okay.

ALEX

You're effectively just below ground level at this point.

LYDIA AS CEL

Okay, right, that's cool, because the thing I wasn't clear on was whether above our heads meant like in the sky or on the street so, yeah.

Cel tells everyone "it sounds like there's a battle going on outside, not really unexpected is it, I suppose, just thought you should... I don't know if any of you can hear the battling, but you know cool! It's nice that it's not us doing it for once. We get a little holiday! Going up the stairs. Nice."

HELEN AS AZU

Yeah, well, might be us soon...

LYDIA AS CEL

Yeah.

HELEN AS AZU

Mm.

BRYN AS HAMID

Alex, are we in the bits of Westminster Abbey that Hamid has been in before yet?

ALEX

I will answer that accurately... no you're not.
You continue up the stairs, okay now you're at...

BRYN AS HAMID

Sure.

ALEX

You're literally one layer too low.

BRYN AS HAMID

Yeah, yeah.

ALEX

You are going to go up through some stairs, and I don't mind spoiling going, and then you're gonna be at the bit going "oh I know where we are, this is a lot of the chorister passageways where you can actually get a lot of distance here without going into the main spaces" stuff like that.

BRYN AS HAMID

Yeah.

ALEX

For the sake of ease, I'm going to say that you can get up to the rest of the stairway fine, there's a little bit of like a navigation between the two spaces, but nothing important.

BRYN AS HAMID

Sure, sure.

ALEX

And the doorway itself, isn't actually even locked and it's very easy to just do a sneaky little open and closed. I'm skipping all of this because there's nothing on the other side of the door, you are in a comparatively cramped but not claustrophobic, because it's an old building and yeah it takes you all of two seconds to go "I know where we are, yeah this is a chorister passageway. I can use this to get there. You've never been on the roof because you wouldn't have been allowed, but you know where that is and you would be able to navigate to it comparatively easily.

BRYN AS HAMID

Sure.

HELEN AS AZU

Okay.

ALEX

I am going to presume that you might be taking the leading order to do so if that's okay.

BRYN AS HAMID

Yeah, probably.

ALEX

Similarly, I'm going to be assuming that ghostbuster Zolf with his brain backpack is going to remain in the middle.

BEN AS ZOLF

Yes. Yes, very much so.

ALEX

Understood.

In that case then as you all start heading through, basically these routes carefully, there is an ambient sound of sort of foliage coming from what seems to be inside the main space of the Abbey [sound effect] it's not very, very

pronounced, but it is just sort of... it's the ambient sound of maybe more like someone disturbing a tree rather than wind through the trees, is the best way to describe it.

It's almost reminiscent for Zolf of a creaking ship more than foliage, and as you're heading along these corridors it comes a little bit louder. I'm gonna say that as you're ascending there are going to be some parts where you've got to be careful because you know you have those sort of... I forget what the word is, it's like artistic holes cut in the side to allow people to sort of see into the spaces and out of extra.

LYDIA AS CEL

Like an arrow hole but like...

ALEX

But not for arrows, yeah.

LYDIA AS CEL

Yeah, yeah, yeah, like...

ALEX

It's like an arrow slit but for faith. I don't know what to call that.

LYDIA AS CEL

Alex, we've all been choristers in strange schools.

(laughter)

ALEX

Shhhh!

LYDIA AS CEL

I mean I know that we all went to school in basically Harry Potter land, didn't we?!

BEN AS ZOLF

Well, we are British, so I guess you know.

HELEN AS AZU

Ah, yes, all of our schools are castles.

LYDIA AS CEL

All of them.

BRYN AS HAMID

If you hadn't been to a cathedral that's at least 800 years old, can you really call yourself British?

(laughter)

ALEX

I mean a fun fact for everyone like outside the UK all British births happen in a cathedral. That's a very old tradition.

(laughter)

LYDIA AS CEL

Like, one of the fun things I like about that is that the primary school I went to was about a thousand years old, but it was mostly actually portacabins, cause like it was there was an old like there's a ruined monastery in Barking and it's been educating people since like about the doomsday book, but like it's a poor area.

HELEN AS AZU

Ah, the portacabins...

ALEX

I do enjoy gesturing to some portacabin and saying and behold our hallowed halls.

(laughter)

Following in that vein, looking through those faith holes, I don't know what to call them.

(laughter)

You do not see portacabins but also you do not see Cathedral, what you see is some kind of gargantuan plant is occupying the main space of the Abbey.

HELEN AS AZU

Oh.

LYDIA AS CEL

Cool, co- co- co- cool.

ALEX

And could everyone please give me a perception check.

HELEN AS AZU

Yeah.

BEN AS ZOLF

17, no 21 sorry, I can't count.

HELEN AS AZU

Oh, 14, back to normal...

(laughter)

ALEX

Yes, forgive me Helen, big plant.

BRYN AS HAMID

26 and 28 for Skraak.

LYDIA AS CEL

28 for Cel.

ALEX

And in addition to big plant Zolf, you can see that there appear to be almost like peapods on all of the walls surrounding this main plant, quite large, but I do sort of mean that pod shape you know in lines as it were attached to the walls and hanging from the ceilings and so on.

(gasps)

For everyone that broke 25, you can see there are mostly human, but not all human, blue veined people within those pods.

LYDIA AS CEL

Pod people!

ALEX

Seemingly asleep. However, there is the sounds of small amounts of activity in the main space, and as you're sort of watching unobserved, you're all being very stealthy, no one's expecting you there so I am not requiring a stealth check. You see a huge tendril from the main plant reach out caress a specific pod and then a second tendril lifts a full pod and places a new pod up affixed to the wall.

BEN AS ZOLF

Cool.

HELEN AS AZU

Very creepy.

BRYN AS HAMID

Creepy.

LYDIA AS CEL

We're in like the matrix but plants.

BEN AS ZOLF

Yeah.

BRYN AS HAMID

Yeah.

BEN AS ZOLF

If we're getting out, like is there a big dragon around?

ALEX

So, I will get to this.

As you're heading up it is clear that the commotions are coming from outside.

It sounds like distant magical warfare of some kind. It's less rahhhh swords and shields and a more, frankly it might to our ears sound a little bit more

modern, you know you're thinking more of the deep thwmp [sound effect similar to thunder] of an explosion and then a quiet bit, and then a lightening and then some more quiet and that kind of more like more of a sort of a range skirmish than a pitched like meat grinder of a fight, but it is clear that there is something happening outside and as you can continue up you reach the point Hamid where you're certain that this is the stair that you weren't allowed to go up.

BRYN AS HAMID

Yeah.

ALEX

And if you go up here you can make your way to the roof.

LYDIA AS CEL

(gasps)

Does it have just like a little rope, because none of them would have come up here like just still the little rope with a nice sign saying like "caretakers only from this point".

(laughter)

BRYN AS HAMID

I mean Hamid was a pretty naughty schoolboy, the idea that he never snuck up on to the roof, I'm not convinced but you know, Alex is the GM.

ALEX

I'd like to think that Hamid did but was caught just before making it to the top.

(laughter)

HELEN AS AZU

Aww.

BRYN AS HAMID

Fair.

ALEX

(laughter)

Also, if I don't it's just going to be another one of those, "if I take one more step up, this'll be the highest up the Abbey I've ever been".

(laughter)

Yeah, if you head up you eventually make it to the point where this a very narrow, because these things tend to get a little bit narrower and smaller the higher up, because you know, that's how stone works, you've got to make it lighter somehow, and you find yourself at quite a tight doorway that you're certain will lead out onto the rooftop. I will however, request a perception

check from whomever is going to open that door because I'm assuming you're doing it carefully rather than just throwing it open and going "hello world!"

LYDIA AS CEL

I've got some spells that I want to just because I've got an hour length so before we actually open the door.

BRYN AS HAMID

Yeah, at this door I am going to cast heroism on Skraak [magical sound effects] because that's my multi hour spell, absolutely.

LYDIA AS CEL

Cel, is going to chug an alchemical allocation of dragon's breath.

ALEX

Yeah.

LYDIA AS CEL

And Cel is going to become monster.

BEN AS ZOLF

Have we had any confirmation that Guivres is here?

ALEX

Not yet. No roars, no dragon flapping or something.

BEN AS ZOLF

[sighs].

(laughter)

ALEX

In fairness, you've been in a very narrow stone corridor that mostly looks inwards. So, it's been quite difficult.

BEN AS ZOLF

No, I'm gonna take the gamble. I'm gonna bring everyone in to sort of touch hands and cast protection of energy communal. There are six of us... Here's a question, is Babbage included in my casting of it?

ALEX

So, we've covered this one before, yes.

BEN AS ZOLF

Okay, so he's also going to have... we are going to have a shared pool of 120 temporary hit points.

ALEX

So, yes, the best way to think of it is Babbage counts as mentioned before as regardless of sentiment, mechanically a sapient object, like a magic sword, so as a result it is effectively, think of it as a forcefield but affects you and what you are carrying. You are carrying...

BEN AS ZOLF

Okay.

ALEX

...the Babbage array therefore it is protected in the same way.

BEN AS ZOLF

Alright, so he doesn't really have a separate health track?

ALEX

Yeah, what I would say if you were to leave Babbage in a corner somewhere and run off.

BEN AS ZOLF

Yeah.

ALEX

It follows you not him.

BEN AS ZOLF

Yeah, cool, okay.

Yeah okay, so in which case I am gonna have to give it to myself, Azu is probably the most...No! Nu no, no because Hamid has already got fire resistance.

BRYN AS HAMID

Yeah.

BEN AS ZOLF

So, he needs it less than me.

Okay, so everybody except for Hamid gets 20 minutes where they have 120 extra hits points versus fire.

HELEN AS AZU

Holy moly!

BEN AS ZOLF

But only against fire.

Hamid has ten minutes, because I have 11, ten minute slots to share around.

BRYN AS HAMID

Yeah.

ALEX

I see how it is, so this is how we slowly introduce the idea that you can finally rid yourself of Hamid...

(gasps and laughter)

Rusty Quill Gaming – 213 – Be Prepared

...but you are blameless, you have limited resources, I see how it is. I understand.

BEN AS ZOLF

No, he's reducing like ten or ten hit points each time, or five hit points each time because he's you know...so.

ALEX

True facts.

LYDIA AS CEL

Little dragon.

ALEX

True facts.

BEN AS ZOLF

But, yeah, but I will say "right we've got ten to 20 minutes so we gotta like, get a motor on now if we want to make use of this".

LYDIA AS CEL

I at least am excited about the fact...

How, like, so Cel now has 112 hit points.

BEN AS ZOLF

Nice.

HELEN AS AZU

Oooo, that's loads.

BRYN AS HAMID

Loads of hit points.

HELEN AS AZU

That's more than me!

BEN AS ZOLF

That is nice. Yeah, I've got 111 hit points.

ALEX

I think you're nearing the point where you could just jump off the roof and do a superhero landing without powers and survive.

BRYN AS HAMID

Argh, no.

LYDIA AS CEL

Well, I mean why would I do that? I've got wings...

(laughter)

ALEX

So, I am going to need to know, I'm assuming it's Hamid that opens the door since Hamid has been leading the way.

BRYN AS HAMID

I'm gonna let Skraak do it.

(laughter)

ALEX

In that case then can I please get a perception check from Skraak.

BRYN AS HAMID

Oh, I rolled a three, that never helps, but that is still at least 16.

ALEX AS SKRAAK

16.

Skraak opens the door a crack, just a crack, sort of looks around, turns to everyone and then goes "I think we're okay"

BEN AS ZOLF

[whispers] Right should we cast like fly now and just as soon as we are on the roof fly over to Elizabeth Tower?

ALEX AS SKRAAK

Rusty Quill Gaming – 213 – Be Prepared

Skraak looks around a bit, “I reckon we should see more of the lay of the land first”

BEN AS ZOLF

[whispers] Alright.

HELEN AS AZU

Mm.

ALEX AS SKRAAK

Because if it doesn't work, we've got, we're flying down a bunch of narrow tunnels, you know what I mean?

BEN AS ZOLF

[whispers] Right, yeah, it's just it's... Hamid's gonna have to take like 30 seconds to do us all.

ALEX AS SKRAAK

“Tell you what, give me a second”.

[sound effect of creaky door opening] Skraak opens the door, closes it behind himself. Heads off.

BRYN AS HAMID

Ah.

ALEX AS SKRAAK

There's a moment of quiet and stillness with the occasional like whomph [sound effect similar to thunder] of an explosion distantly or a crackle of thunder or whatever.

Skraak comes back in closes the door and looks at everyone, and as much as Skraak can looks quite pale. "There's quite a lot, I think you might all need to come and see".

Right, and I'm going to take a break there, mwah ha ha, hahahaha.

[mid show break 24:09]

And welcome back.

So, Skraak has just come in and said "yeah, you'll want to come have a look and, don't draw attention! But there's enough things to hide behind I'm not worried, uh..."

BEN AS ZOLF

[whispers] Right.

ALEX AS SKRAAK

Skraak opens the door, does a quite check again and then heads out.

Do people follow?

BRYN AS HAMID, BEN AS ZOLF AND HELEN AS AZU

Yeah.

ALEX

Okay. Now, I will ask for some lenience with regard to no doubt the two listeners who have extensive knowledge of the rooftops of this building having worked there for years and knowing every single nuance of the layout, I do not.

(laughter)

I'm going to make some educated guessing and I ask people to bear with me.

So, as you head out onto the ledge...?

So, there's a lot of contours to this, there's a lot of layers, there's a lot of sort of still statues and what looks to have once been plinths that held gargoyles, things like that.

It's still decorative up here but there's a lot of balustrading of stone and things like that, makes it very easy to navigate, but as you come up that sound of sort of surrounding battle [sound effects of bangs/rolls of thunder type noises in the background] does seem to be at play. However, it seems to be quite heavily localised to sort of one side, and looking over to that side you can see that there is the occasional flash and pop and there seem to be a decent number of flying humanoid figures around that area.

HELEN AS AZU

Oh.

ALEX

Can I get a perception check from everyone please?

HELEN AS AZU

Yeah.

ALEX

Lots of perception checks today.

HELEN AS AZU

25.

LYDIA AS CEL

Huh, 18.

BRYN AS HAMID

29 for Hamid, 26 for Skraak.

BEN AS ZOLF

29.

LYDIA AS CEL

Big wings getting in the way, I can't see.

ALEX

Yeah, everyone apart from Cel is in the sort of same like remit there.

For everyone, you can see that it looks like squizzards are starting to be engaged in effectively a fully pitched battle.

HELEN AS AZU

Oh.

ALEX

Lots of like flyby attacks and that kind of thing.

You realise you've come quite a decent distance from where you were.

However, you all reckon that's probably more or less where the one that got away is.

(gasps)

It seems like they are engaging a hostile force there.

BEN AS ZOLF

Yeah.

ALEX

Looking down and around, you can see just hoards, hoards and hoards of humanoids, mostly human but also know some dwarvish, some halfling etc just, not swarming in the sense of like monsters rah, but walking quite calmly en masse towards that location. Clearly been drawn away from this location.

BEN AS ZOLF

Yeah.

ALEX

They don't appear to be like charging. Amongst them there you can see some of them seem to have clerical regalia, some of them seem to have guard armour and things like that but, there's just like a mass of people effectively is homing in; and you get the sense that it is a limited amount of squizzards versus an enormous amount of "people".

BEN AS ZOLF

Yeah.

HELEN AS AZU

Hmm.

ALEX

Of those people you can see that there are a few who seem to be flying around at that area as well. So, it's not just a bunch of magic versus civilians or anything like that.

Moving your way across the building with Skraak sort of leading the way, he's basically heading towards Elizabeth Tower gesturing for it to be quiet and so on and then sort of points down and over, and as you sort of all cross various sightlines so it reveals the majority of the area has been consumed by an enormous plant, very similar to that which you saw in the Garden of Yerlik.

To be clear...

BRYN AS HAMID

And Spellbard it was the same plant.

ALEX

And Spellbard yeah. Although the spellbardian one was a weird kind of...

HELEN AS AZU

It was kind of dead, yeah.

ALEX

Dead, yeah. This one's not. This one makes the one in Yerlik look small.

BRYN AS HAMID

Oh, right okay.

ALEX

This is massive!

BRYN AS HAMID

Yeah.

ALEX

It has consumed most of the building. You can still sort of see a bit of the Tower is poking up from it.

BEN AS ZOLF

So, when you say the building, you mean the Houses of Parliament, not Westminster Abbey?

ALEX

Yes, sorry. So, Westminster Abbey is still like distinct from it.

BEN AS ZOLF

Yeah.

ALEX

But you can see there is a large number of tendrils leading from whatever the plant is from that Abbey, out through the doors and across to yeah Parliament. The Houses of Parliament has just disappeared.

BEN AS ZOLF

Sure.

ALEX

They must be in there somewhere, but it is almost entirely this huge bulbous plant.

The Tower is a little bit offset from the main houses. So, as a result it sort of extruded from the main body of the plant and it is still visible out of it.

BEN AS ZOLF

Yeah.

ALEX

As you look down from the rooftop you can see that there is a huge amount of this sort of blue pulsing plant matter crisscrossing all of the ground around there, and for everyone apart from Cel, you notice that even though a huge mass of people are heading towards that distant battle.

There's a decent number of "people" still wandering around the space, but what's interesting is there seems to be two types. You see some effectively blue veined people heading around doing what they were when you were around previously. A lot of sort of like manual labour moving stuff, lots of coordinated action and so on, and then you can see some figures wandering around who have no external signs whatsoever. They effectively look normal. I'd say that they're still... they're not like yelling orders or anything like that but whilst the others are very sort of like a coordinated workforce, these are sort of moving amongst it in a far more natural manner, they seem to be sort of walking around rather than marching in place and things like that, and as you're watching you see a single figure you don't recognise them, walking (and I use walking not marching) out of the Abbey, and into that sort of group and there seems to be those two groups.

Beyond that, you can occasionally as you are sort of looking up and around Parliament, see a sort of flying humanoid head passed, but it doesn't seem to be like amassed force, so much as like patrols and things like that.

However, it is very difficult to see the actual top of the Tower itself, even from this distance because a) it's quite a detailed building so something small could be hiding there you wouldn't know and secondly, the plant matter is such that occasionally with the sort of steam and smoke which is still in the city and so on and with the flying figures it's quite difficult to make out the top of it. There is no sign of an enormous 400 foot dragon sweeping around the place, but I

Rusty Quill Gaming – 213 – Be Prepared

will tell you for free, because you will just know this Hamid, humanoid shape changing is obviously not just an [apophis 31:37] thing.

BRYN AS HAMID

Yeah, yeah.

ALEX

That's just a dragon's thing.

BRYN AS HAMID

Yeah.

ALEX

So, there could be Guivres 20 feet away as a person just suddenly going bomph
“hello, rah!”

(laughter)

But this is the state of affairs.

I'd say that you suspect with invisibility in flight it probably would be possible to make it to the roof of the Tower. However, [thunder type sound effect] that's assuming you have absolute knowledge, and that's a biiiiiig assumption!

BRYN AS HAMID

Yeah.

ALEX

Because it is clear, as you are like seeing all of this mass of people, occasionally you'll see a spell being cast amongst the sort of humanoids who were down there. There are magic users there, there are sort of clerical magic users there. It is a hodgepodge of people it's not just civilians wandering around with wheelbarrows if you know what I mean.

BRYN AS HAMID

Yeah.

"Well, I don't think we can guarantee invisibility will work, but it seems like our best chance maybe?"

BEN AS ZOLF

[whispers] Right, in which case we're all on time limits and the quicker we go the fewer people are gonna die" gesturing towards the one that got away.

"So, let's go!"

ALEX AS OSCAR WILDE

Yeah.

Wilde calls like with a hand up to just halt for a moment and goes, "We're going to need a backup plan. If we get close and it turns out there's something there that's going to render the plan unusable, we need a fallback location"

BEN AS ZOLF

[whispers] I mean we don't have one right, like Azu and I we're the payload, we've got to get it there, if we don't, then we fail.

LYDIA AS CEL

I'll distract them. I can, I- I...

ALEX AS OSCAR WILDE

This is the kind of thing I'm talking about. I'm sorry. I just mean that if we turn up and there is some unknowable evil, that's waiting at the top of the thing, what do we do? That's what I need to know.

LYDIA AS CEL

Look, I'll draw them off. I can cast sparkly things, explosive things. I can make big explosions and you can do illusions right, maybe together we can make a big, exciting thing that will... like that an unspeakable evil can't... couldn't possibly turn.

Something like you know, a bunch of joyous puppies...I don't know what evil hates, and something that looks bigger than it is and flies off fast and gives them time.

ALEX AS OSCAR WILDE

Yeah.

BEN AS ZOLF

[whispers] The fact of the matter is [sighs] this is bigger than all of us. We get Babbage in we place him down and we do whatever we can to keep him safe.

BRYN AS HAMID

If we get separated in the fight, I guess the best place to meet again would be back in Chaucer's crypt maybe?

BEN AS ZOLF

Fine.

BRYN AS HAMID

Likely to be safer than anywhere else if there's people defending it.

BEN AS ZOLF

We can do that, but if we get separated, we either meet in the new world or we probably don't.

BRYN AS HAMID

Yeah [sighs].

Yeah.

BEN AS ZOLF

This is it.

HELEN AS AZU

Are there any other maybe, I mean... it just has to be high point right?

BEN AS ZOLF

"I don't know"

I quickly whip out the headphones.

“Babbage, do we have to like be in the top of the Clock Tower? Like, where do we need to be exactly?”

ALEX AS CHARLES BABBAGE

Uh, yeah, so, it’s going to have to be the Clock Tower, but the main array you might be able to get away with just being high within the Tower, as long as the... you will see there is a sort of extendable rod if you look over your shoulder.

BEN AS ZOLF

Yeah.

ALEX AS CHARLES BABBAGE

As long as that is atop of the roof, that the rest of the array could be near the roof I suppose.

BEN AS ZOLF

[whispers] Right, but we want to be on the roof not inside the Clock Tower?

ALEX AS CHARLES BABBAGE

The aerial will need to be on the roof, yes.

BEN AS ZOLF

Rusty Quill Gaming – 213 – Be Prepared

[whispers] Alright, we've got to be on the roof, right, right, right, thanks.
Good. We're gonna make the run now so, you know, see you on the other side.

ALEX AS CHARLES BABBAGE

Try not to drop me.

BEN AS ZOLF

"Yeah, thinking of it".

Take the headphones off.

"Right, yeah so, you heard that, but we've got to be on the roof, or we need to get the aerial on the roof and Babbage nearby, if we need to protect him, but I think on the roof is the best bet.

ALEX AS OSCAR WILDE

Alright, then I am going to suggest if everything goes south, we might need to retreat to within the Clock Tower itself.

BEN AS ZOLF

[whispers] Yeah.

ALEX AS OSCAR WILDE

As a fall back, it's better than nothing.

BRYN AS HAMID

Very well.

BEN AS ZOLF

I've got rope, I know how to tie things to things, we'll get the aerial up there.

LYDIA AS CEL

If there is something that we can't fight off, like I'll try to draw it off we shouldn't make our stand at the same place you know...

BEN AS ZOLF

[whispers] Alright, yeah, do that.

BRYN AS HAMID

Me and Cel will be in the air, we'll get anything that comes in.

BEN AS ZOLF

Yeah, you gotta run harassment, I gotta place the thing down, it's really...

ALEX AS SKRAAK

Skraak takes a moment, and then turns to everyone... "I am wondering if I should go first. Listen to me on this one, if I can fly over invisible and have a look, anything that is going to see invisible things is gonna see me, and go for me, right? That way, if there is something up there it isn't coming for all of us, it's coming for one of us".

BEN AS ZOLF

It's a sensible decision. It's your choice so...

HELEN AS AZU

Skraak [sighs].

ALEX AS SKRAAK

I don't think I'm wrong, am I?

HELEN AS AZU

"Are you..."

Okay, Azu is gonna get down on Skraak's level and be like, "are you sure you'd want to..."

BRYN AS HAMID

It shouldn't be you. It should be me. I've got a better chance of getting away from it. I've got a better chance of fighting it off.

ALEX AS SKRAAK

I hear what you're saying, but you know a) you can't fly very well, you're a bit rubbish...

(laughter)

I mean I'm not trying to put you down, but you're not great, you're good...

BEN AS ZOLF

[whispers] Look, it's fine Skraak as I said time is of the essence, I don't want to be a d[BLEEP] but we're all gonna have an opportunity to sacrifice ourselves heroically in the name of saving the world okay so, let's...

ALEX AS SKRAAK

“Well, second thing is you're right you can cast a bunch of spells, if there's something there I can just lead it away. I'm not gonna be exploding things” and he pulls out his dagger, “and this is only so good, you know a gargantuan plant that's controlling the world. I'm not sure a dagger's going to cut it...”

BRYN AS HAMID

Okay, okay, let's go.

BEN AS ZOLF

Stay safe.

HELEN AS AZU

Yes.

BRYN AS HAMID

Okay, Hamid is gonna cast lots of spells.

(laughter)

HELEN

Okay.

ALEX

Good!

BRYN AS HAMID

The first spell Hamid is gonna cast is message [magical sound effect].

ALEX

Understood.

BEN AS ZOLF

Ah.

BRYN AS HAMID

I don't think I've cast this from since the very beginning of the campaign, but...

ALEX

It's been ages!

BRYN AS HAMID

Yeah.

ALEX

And it's odd because it's normally like, an absolute staple!

BRYN AS HAMID

This allows us to whisper messages to each other if we're right next to someone and we shout, the shouted message is audible to people around us too, but it basically gives us walkie talkies, as long as we're in 200 feet of each other.

HELEN AS AZU

Ooh that's quite a long way.

BRYN AS HAMID

We can just whisper messages and basically the message gets whispered from you know, just next to your ear.

Hamid casts fly on Skraak.

ALEX

Yeah.

BRYN AS HAMID

Hamid casts fly on Wilde, and then Hamid casts invisibility. Now, you can do your own invisibility can't you Lyd? [magical sound effect].

LYDIA AS CEL

Yep!

BRYN AS HAMID

Rusty Quill Gaming – 213 – Be Prepared

So, Hamid is going to cast invisibility on Hamid [magical sound effect], Skraak [magical sound effect], Azu [magical sound effect], Zolf [magical sound effect], Wilde [magical sound effect] and Topaz [magical sound effect].

HELEN AS AZU

I was about to ask, yeah.

BEN AS ZOLF

We'll need it otherwise it'll be a little be wonder woman in the invisible jet.

(laughter)

BRYN AS HAMID

Yeah.

HELEN AS AZU

I shall summon Topaz then [magical sound effect].

ALEX

Okay, Topaz turns up, naturally. I think there's an element of, oh that's a very big bright light, did anyone see, but I'm gonna be like nah you're fine.

(laughter)

You're not aware anyone expects you to see.

LYDIA AS CEL

Does he do like [sings] “ahhhh haaaaaa” and you’re like shhhhh, shhhhhh!

(laughter)

BEN AS ZOLF

[whispers] SHUT UP!

SHUT UP!

SHUT UP!

Songs of angels – be quiet!

(laughter)

ALEX

I don’t need a choir of angels like a single soloist is fine!

SHHHHHH!

Yeah, so Topaz appears on the rooftop and immediately seems uncharacteristically severe. You get the impression that Topaz is very aware of weirdness all around and looks very business like as opposed to just like “hey, how you doing? What we doing?”

(laughter)

HELEN AS AZU

Actually, I’ll give her some pets and a little treat and then I am going to cast sky stead on her.

ALEX

Describe it for the audience because that one's not happened before.

HELEN AS AZU

It has not.

So, while I am petting her, I close my eyes and I think about how much I love my camel...

(laughter)

...and how important all of this is, and she sprouts angelic wings.

LYDIA AS CEL

Cool!

HELEN AS AZU

It also gives her a bonus on fly checks.

ALEX

I like to think that each feather is a fond memory you share.

HELEN AS AZU

Yeah, absolutely, absolutely. Okay, Topaz has wings now.

BEN AS ZOLF

Nice.

HELEN AS AZU

She looks great.

(laughter)

LYDIA AS CEL

Aw.

BRYN AS HAMID

Alex, I would like to request we enter initiative order, and I am going to tell Skraak to go when he feels my final spell affect him; because in all the invisibility is going to get cast first, but I would like to enter initiative order to cast my final prep spell because its **duration** is measured in rounds per level.

ALEX

Understood, I think that's a very reasonable as a request. So, with that in mind can I please get everyone to roll initiative.

HELEN AS AZU

Yeah.

BEN AS ZOLF

Ooo, 24!

ALEX

Oo, good start!

HELEN AS AZU

20.

ALEX

Oh, hello all.

HELEN AS AZU

Hi.

(laughter)

LYDIA AS CEL

10.

HELEN AS AZU

Aw.

ALEX

Nah, sorry.

BRYN AS HAMID

So, hilariously the best possible time to roll a natural one is actually on initiative when it has no negative effects.

HELEN AS AZU

Woo!

BRYN AS HAMID

So, that's a nine for Hamid and a 24 for Skraak.

ALEX

Ooph.

LYDIA AS CEL

Cool.

BRYN AS HAMID

Well, since I've asked everyone to only start doing stuff when they feel my final spell, it's irrelevant because basically no one else's action will take effect until after my first one anyway!

(laughter)

HELEN AS AZU

Yeah!

BEN AS ZOLF

That's true.

ALEX

Although I love that if it was a natural one like you go around without there's just someone taps you on the shoulder and is like "Hamid are we going?" and you're like "oh, oh, yes, yes!"

(laughter)

Technically, I am gonna have everyone hold actions until Hamid says you are like "please follow my lead" so with that in mind...

BRYN AS HAMID

Yeah.

If Hamid is last in initiative order it makes sense just to begin round two basically.

ALEX

Effectively.

BRYN AS HAMID

Yeah.

ALEX

So, Hamid you're sort of both bottom and top of the initiative order.

(laughter)

BRYN AS HAMID

Hamid casts haste.

(gasps)

A shiny new spell. Haste effects all allies within 50 foot, as long as none of them are too far away from each other basically, but everyone gets faster is the simple thing.

HELEN AS AZU

Oh.

BRYN AS HAMID

So, this gives you a plus one bonus to attack. A plus one bonus to AC and a plus one bonus, two reflex saves, and when you take the full attack action you get an additional attack at your highest possible roll, but yeah those bonuses should all stack.

Additionally, increases your move speeds, so any movement modes you had your speed in them gets increased by 30 foot around.

LYDIA AS CEL

Wow.

BRYN AS HAMID

Rusty Quill Gaming – 213 – Be Prepared

Or, if your move speed was only 20 foot before [thunder type sound effect] it gets doubled. So, you don't get a full 30 you only go from 20 to 40.

BEN AS ZOLF

Okay.

BRYN AS HAMID

But that includes fly speeds, so whatever Topaz's fly speed for example was, it's now improved by 30.

HELEN AS AZU

It's 50.

BEN AS ZOLF

It's 80 feet, that's a lot.

BRYN AS HAMID

You are welcome.

BEN AS ZOLF

How long does it last?

BRYN AS HAMID

One round per level.

Rusty Quill Gaming – 213 – Be Prepared

So, I will be ticking it down on my initiative every turn, I will tell you all when it ends.

BEN AS ZOLF

Good stuff.

HELEN AS AZU

Wonderful.

ALEX

And it will be on your turn that it ticks.

BRYN AS HAMID

Yeah.

ALEX

So, technically Wilde was after you in the initiative order because Wilde rolled garbage and has a very poor initiative modifier. However, Wilde is choosing to hold his action.

In which case then, we are now at the top of a round, just for people's knowledge.

So, who is currently resided atop a winged camel?

HELEN AS AZU

I guess me and Zolf.

BEN AS ZOLF

Yeah, because I've got that big backpack on, I'm basically like a motorbike sort of sitting behind Azu and kind of like holding onto her torso.

HELEN

Yeah.

ALEX

Understood.

I feel like I should feel the rights to "Born to be Wild" but um, I don't think we're gonna be able to do that.

(laughter)

LYDIA AS CEL

I do just want like before Skraak leaves off like a lovely tableau image of like so there's... just to take a moment to enjoy like Zolf and Azu atop angelic camel. Like monster Cel crouched on the ground with their big like flappy wings out there in the teeth everywhere. Like golden Hamid sort of on the other side and then like Skraak zooming off.

BRYN AS HAMID

Skraak and Wilde both just hovering naturally with the power of cool flight.

LYDIA

Yeah, yeah.

ALEX

Although rather distressingly, what it actually is, is brief shot of an empty rooftop.

(laughter)

BEN AS ZOLF

Yeah.

LYDIA AS CEL

Yeah, yeah.

BRYN AS HAMID

Because we're all invisible.

(laughter)

LYDIA AS CEL

So, for the only person that appreciates this is in fact the enemy that can see through invisibility.

(laughter)

BEN AS ZOLF

Guivres like "oh, gonna kill that".

(laughter)

BRYN AS HAMID

It's the classic Avengers Assemble pan, except it's just an empty rooftop.

(laughter)

HELEN AS AZU

Oh, in slow motion and everything.

ALEX

So, anyone else have anything further where it's like I want to cast this thing so that I can hit you extra hard knowing that you prepped.

LYDIA AS CEL

Mine are actually kind of the opposite, in that I am gonna cast barskin which makes Cel kind of canonically crinklier and cracklier.

(laughter)

So, that's plus four natural armour, that's 11 rounds from the Abbey roof, but I'm counting everything from the roof; and the other one is the one that I have been excited about in the past but haven't used yet which is caustic blood, which is really ideal, if you're expected to be attacked because it sprays out caustic blood.

Rusty Quill Gaming – 213 – Be Prepared

Now both of those are counted per round, so my assumption is that they could cast one before Hamid does his big invisibility splurge and one after in the round where everyone it seems is casting something.

Everything else that Cel has is measured in minutes and/or blocks of ten minutes so they're kind of done pre-initiative.

ALEX

Yeah, okay.

So, with that in mind then we are at the top of the initiative round technically, at which point it's Skraak, because Skraak rolled real well.

What is Skraak's current fly speed?

BRYN AS HAMID

90 foot around and he can double move, so if he double moves with a fly speed of 90, he can move 180 foot.

ALEX

Can you take the "run" be taken as a fly?

BRYN AS HAMID

They cannot take any action while flying.

ALEX

So, I am saying, I have to fudge it a little bit because surprisingly hard to be allowed to run a tape measure from Westminster Abbey to Big Ben. I tried, they said no.

(laughter)

Apparently, it's weird.

So, with that in mind I'm gonna say it's about 500 feet that it's gotta be traversed.

Skraak just goes, obviously there's nothing to see because you're invisible, but it feels like someone's just set off a bullet from a gun or fired an arrow next to you just [swoosh sound effect].

Mechanically, Skraak just bombs it 180 feet in a single round as fast as possible towards the Tower.

Technically next it's Zolf in initiative order however, you said that you wished to hold. So, after Zolf it provisionally Zolf if you know what I mean, it is Azu.

HELEN AS AZU

Yeah.

ALEX

So, you are for the sake of my simplicity, in control of your steed so I am going to say that Topaz is moving on your turn.

HELEN AS AZU

Okay.

BRYN AS HAMID

Are we all gonna hang around one round to let Skraak do the yeah.

ALEX

This is what I'm asking is are you hanging around or are you just bombing it anyway?

HELEN AS AZU

I think we're going to hang around but thank you Lyd for reminding me about the various skin spells, because I might cast iron skin.

LYDIA AS CEL

While we wait.

(laughter)

HELEN AS AZU

Yeah, may as well. I think I'll cast it on Topaz [magical sound effect].

ALEX

Understood.

HELEN AS AZU

Because if Topaz gets got then we're all falling.

(laughter)

ALEX

So, you're now going to be flying on a celestial, winged, iron camel?

HELEN AS AZU

(laughter)

Yes.

ALEX

Good grief!

LYDIA AS CEL

Does Topaz have the beard?

ALEX

Alas this is not iron beard.

LYDIA AS CEL

Aw.

HELEN AS AZU

No this is iron skin.

ALEX

No, I believe that camels tend to have a little bit of a gruffy thing going on, on the chin so there will be a little bit of iron filings on the chin maybe.

(laughter)

LYDIA AS CEL

Pull, pull, pull “just checking”.

HELEN AS AZU

So, the enhancement bonus increases by one for every four cast levels above fourth, which even as I say it sounds like absolute gibberish to me.

(laughter)

Like I’ve got no idea what I just said, but basically, she has AC of 21 and now she has AC of 26 which is higher than mine, and it means that if there’s a critical hit or a sneak attack against her with a physical weapon, she can negate it.

ALEX

It’s as simple as, you are now flying upon iron camel and I am okay with that.

HELEN AS AZU

Hell yeah.

ALEX

So, after Azu because it’s a cast and then a wait, are you inserting your action Zolf?

BEN AS ZOLF

I am.

ALEX

Okay, cool.

BEN AS ZOLF

I cast shield other on Azu.

ALEX

Understood.

HELEN AS AZU

Aw.

BEN AS ZOLF

Duration is 11 hours so we don't need to worry about that.

So, the subject gains a plus one deflection bonus. So, this probably won't stack with other stuff if we already have deflection bonus.

HELEN AS AZU

I already do have a plus one in my deflection modifier.

BEN AS ZOLF

You get a plus one resistance bonus on saves for Topaz.

HELEN AS AZU

Okay.

For Topaz?

BEN AS ZOLF

Yes. I'm doing it on Topaz because as you say, if Topaz goes down, we all go down.

HELEN AS AZU

Okay.

BEN AS ZOLF

Topaz is more important than well, you.

ALEX

Oh, the most powerful camel in the universe.

(laughter)

BEN AS ZOLF

Yeah.

ALEX

Look upon my works you mighty and despair.

BRYN AS HAMID

So, you did say initially Ben you are casting shield other on Azu, did you mean to say you were casting shield other on Topaz?

BEN AS ZOLF

Sorry, yes, I meant Topaz all along, but initially...

BRYN AS HAMID

Okay, so Topaz probably doesn't have a deflection bonus already.

BEN AS ZOLF

Oh, that's true.

HELEN AS AZU

She does not, okay.

BEN AS ZOLF

Good stuff.

So that's 27.

HELEN AS AZU

Ooo!

BEN AS ZOLF

And also, when she takes hit point damage, and only hit point damage, she takes half and I take that other half.

(gasps)

BRYN AS HAMID

Oh my god!

ALEX

Yay!

BEN AS ZOLF

So, basically if hit by an area of affect, I will take 1.5 damage, Topaz will take 1.5 damage.

LYDIA AS CEL

[sadly] Zolf sacrificing self for camel, Zolf!

BEN AS ZOLF

I told you we're all gonna have an opportunity to sacrifice ourselves on our **[overtalking 48:52]**

ALEX

Do you all have any idea how much I wish there was this little goblin who just jumped out and goes "dispel, dispel, dispel, dispel, dispel, dispel, dispel".

BEN AS ZOLF

Yeah.

[whispers] Also, just so people know, I have another shield other for Babbage when I put him down.

ALEX

Okay, anything else or are you now just ready to go?

BEN AS ZOLF

That was it.

ALEX

Cel, you are up.

LYDIA AS CEL

I think at this point I am casting caustic blood if this is the...

BEN AS ZOLF

I think you are yeah.

ALEX

Yes, that's correct.

LYDIA AS CEL

Cool, yep casting that. During the other parts of the round is saying "my blood is literally boiling".

(laughter)

ALEX

Hamid, you're up.

BRYN AS HAMID

I tick off one round of haste.

ALEX

Yep, anything else?

BRYN AS HAMID

No.

ALEX

Wilde holds his action.

At which point, Skraak we're going to - again, filmically this does not work unless we do the movie magic thing where we can see Skraak even though Skraak's invisible.

So, Skraak continues to bomb it towards the Tower, and you cast whisper didn't you?

BRYN AS HAMID

Yeah, but it only works within 200 feet.

HELEN AS AZU

Yeah, I thought you cast message?

BRYN AS HAMID

Yeah.

ALEX AS SKRAAK

I'm sorry message even.

So, yeah, 180 feet just as Skraak is passing out of range you hear "I think there's something on the Tower". At which point something begins to just unfold from the Tower.

BEN AS ZOLF

There we go!

ALEX

Something huge.

[sound effect dragon breathing type gentle roar]

Something golden with streaks of blue running through it.

HELEN AS AZU

Oh.

BEN AS ZOLF

Yeah.

ALEX

More like roots from a tree than veins in a person.

It is vast and it unfolds facing in your general direction, and you get the impression that it is right now focussing due Skraak and it looks really, really ready for a fight.

HELEN AS AZU

Ah.

ALEX

And I'm gonna end the episode there.

HELEN AS AZU

Aw, here they are [sighs].

BRYN AS HAMID

Mm hmm.

ALEX

So, how's everyone doing? You okay, you all good?

BEN AS ZOLF

Yeah, let's save the world – woo!

(laughter)

LYDIA AS CEL

Yeah.

Don't talk to me too much, or some of the numbers might fall out of my head.

ALEX

I was going to say can I interest anyone in some further maths...

BRYN AS HAMID

Yes.

(laughter)

ALEX

...before we do anything...

Yeah, yeah, a little bit more.

BRYN AS HAMID

I'll take more maths please.

BEN AS ZOLF

Yeah, Bryn can just do more maths in the background.

(laughter)

ALEX

Well on that I'm going to end the episode here because we are going to be bouncing straight into the next one.

BEN AS ZOLF

Yeah.

ALEX

So, while everyone else waits a week we're just gonna find out what happens.

BEN AS ZOLF

Yeah.

EVERYONE

Bye!

[Show Theme - Outro]

ALEX

Rusty Quill Gaming is a podcast distributed by Rusty Quill and licensed under a creative commons attribution, non-commercial share alike 4.0 international license. Today's episode was directed by Alexander J Newall and produced by Hannah Preisinger. To subscribe, buy merchandise, or join our Patreon, visit rustyquill.com. Rate and review us online. Tweet us @therustyquill, visit us on Facebook, or email us via mail at mail@rustyquill.com. Join our community on Discord, or via Reddit at [r/rustyquill](https://www.reddit.com/r/rustyquill). Thanks for listening.