

## **RQG – 214 - Guivres**

### **Content Warnings**

- Fire;
- Hivemind;
- Injury;
- Building Collapse;
- Discussions of: death (inc. character death).
- Mentions of: heights & falling, body horror, being trapped/buried.
- SFX: occasional beeping, wind & rushing air, flapping, explosions, smashing glass, continuous pulsing note, static, screaming & roaring.

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

#### **ALEX**

Hello and welcome to episode 214 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 – 214 - Guivres

**LYDIA**

Lydia Nicholas

**HELEN**

Urgh, Helen Gould ooo.

**(laughter)**

**LYDIA**

I don't know what we're doing.

**(laughter)**

**BEN**

I'm doing, Zolf Smith.

**BRYN**

Hamid Saleh Haroun al-Tahan

**LYDIA**

Cel Sidebottom

**HELEN**

Oh...

**(laughter)**

And Azu.

**(laughter)**

**ALEX**

People are going weird.

People are going weird!

**LYDIA**

This is Ben's fault!

**BEN**

[overtalking 01:49] intro which I am trying to force now to be in the edit by doing this.

**(laughter)**

Hello, welcome to... and then you go yourself...

**(laughter)**

**LYDIA**

Ah.

**BRYN AS HAMID**

Come on everyone, we've got a dragon to fight.

**BEN AS ZOLF**

Ah, whatever.

**HELEN AS AZU**

Okay, it's the tension.

**LYDIA AS CEL**

Yeah, Zolf's like "I've been fighting against the dragon for the last 200 episodes!"

**ALEX**

You've got loads of hit points.

**BEN AS ZOLF**

Sure, I've been fighting against myself for my entire life.

**(laughter)**

A dragon's nothing!

**LYDIA AS CEL**

Just yelling at the dragon, "you can't say anything more hurtful than I have already said to myself".

**BEN AS ZOLF**

Yeah.

“are you a sea god, well piss off you wa[BEEP]”.

**(laughter)**

**ALEX**

So, we are on our way flying invisibly to the top of Big Ben to fight a dragon.

**BEN AS ZOLF**

Yeah, that’s about the size of it.

**ALEX**

I feel like that pretty much sums up the entire campaign in a lot of ways.

**HELEN AS AZU**

Yes.

**BEN AS ZOLF**

Uh, well, actually we’re going to the top of Elizabeth Tower, because Big Ben is the bell, not the building.

**ALEX**

Is the top of the bell at the top of the Tower?

**LYDIA AS CEL**

Nearly, there's a pointy bit.

**BEN AS ZOLF**

Alright, well if it's explicitly perched on top of Big Ben.

**ALEX**

Didn't you know the amplification of the bell's magic is what will make it work!

**BEN AS ZOLF**

Oh.

**LYDIA AS CEL**

In the way this Tower is set up it actually, the bell sits on top. They hadn't really worked out how bells worked.

**(laughter)**

**ALEX**

Just perched! It doesn't ring, it's just there.

**BEN AS ZOLF**

Just like one of those dinner bells that you ring.

**LYDIA AS CEL**

Rusty Quill Gaming – 214 - Guivres

Yeah, yeah.

**BEN AS ZOLF**

There's just a bloke up there with a really big rope being like "it's 12 o'clock everyone".

**(laughter)**

**HELEN AS AZU**

12 o'clock and nothing's well.

**(laughter)**

It's f[BLEEP].

**LYDIA AS CEL**

Especially my back pain.

**(laughter)**

**ALEX**

See, I'm going to go more flintstones with it and just go like [sings] "it's a living" bong, bong.

**BEN AS ZOLF**

It's just a T-Rex at the top...sorry I'll stop.

**(laughter)**

**ALEX**

Okay...

I mean sort of by which I mean an enormous golden dragon which segues me in nicely.

**BEN AS ZOLF**

Oh yeah.

**ALEX**

So, an enormous golden interlaced with blue dragon unfolds a wingspan like a 747 and turns its eyes towards presumably where a Skraak is. You can't see a Skraak, but presumably... and wherever that dragon seems to be looking the head seems to turn almost as if someone is veering heavily from a beeline to a skirting kind of direction.

With that, that's Skraak's turn done, but from now on Bryn all I will do is occasionally ask you for Skraak's scores, but I will give you no context for what I am asking for.

**BRYN AS HAMID**

[groans].

**HELEN AS AZU**

Oh, no, that's the worst thing.

**ALEX**

He's invisible and he's flying. I can't let you know.

**HELEN AS AZU**

Oh, I hope they're okay.

**BRYN AS HAMID**

The good news is that he does have evasion so there is a chance, that they'll take zero damage from dragon breath attacks.

**BEN AS ZOLF**

They're a rogue, it's handy.

**ALEX**

Look, much like all of you, he'll either be fine or dead.

**BEN AS ZOLF**

Yeah.

**HELEN AS AZU**

Yeah.

**BEN AS ZOLF**

It's an egalitarian peril.

**(laughter)**

**ALEX**

Speaking of, Azu you're up. Technically you and Topaz are up, and for obvious reasons Ben your movement will be Topaz's movement until such time as you dismount.

**BEN AS ZOLF**

I just leap off then.

**(laughter)**

**HELEN AS AZU**

Okay, we're invisible right?

**ALEX**

Yep, well, let's be specific to remind audience. You are invisible and buffed up to your eyeballs.

**HELEN AS AZU**

Yes.

**ALEX**

Atop an iron, celestial, flying, sapient camel [camel sound effect].

Rusty Quill Gaming – 214 - Guivres

**HELEN AS AZU**

Yes.

**ALEX**

I believe that's it.

**BEN AS ZOLF**

And also Zolf is there.

**HELEN AS AZU**

And also Zolf is there.

**ALEX**

And you have a backpack of Zolf who has a backpack of Babbage.

**(laughter)**

**HELEN AS AZU**

Yeah.

**LYDIA AS CEL**

You've got the Babbage backpack.

**BEN AS ZOLF**

My backpack.

**HELEN AS AZU**

So, Guivres has turned their head, right?

**ALEX**

Guivres has not yet lifted herself from the Tower. The wings are outstretched, but currently the head is just turning and following presumably Skraak's skirting in an arch. You can see a long, extended neck is turning to look.

**HELEN AS AZU**

Okay, then Azu is going to whisper to Zolf "When Guivres takes off, we're gonna go".

**BEN AS ZOLF**

[whispers] Yeah.

**ALEX**

In which case then, anything else or should I bounce across to...

**BEN AS ZOLF**

Well, here's a question is that a held action with the trigger of I go when Guivres takes off, or are you gonna wait another round?

**HELEN AS AZU**

I mean from the sounds of it, it sounds like Guivres is literally like on top of where we need to get to, so Azu is like yeah, so when Guivres leaves that area and gives us a straight shot and is distracted, we're gonna go.

**ALEX**

Okay, cool, and yeah to be clear Guivres is exactly where you need to be and is occupying it with a few tonne of reptilian magical flesh.

**BEN AS ZOLF AND HELEN AS AZU**

Yeah.

**ALEX**

In which case, because you inserted your action Zolf, technically it's you.

**BEN AS ZOLF**

I am going to hold my action and insert it when Topaz takes off.

**ALEX**

Understood.

Rather creepily, can I get a perception check from everyone?

**BEN AS ZOLF**

Are you asking creepily, or is the effect creepy?

**(laughter)**

**ALEX**

The effect is creepy but creepily if you give me your perception rolls, that I might see through your eyes and tell you what you must know.

**BRYN AS HAMID**

I assume that we can stop including Skraak in group things for the time being.

**ALEX**

You are correct.

Functionally, Skraak has gone forever until such time as I decide to grant him back to you.

**LYDIA AS CEL**

[screams] No!

**BRYN AS HAMID**

I hate you.

**BEN AS ZOLF**

25.

**HELEN AS AZU**

I've got a 20.

**LYDIA AS CEL**

19.

**BRYN AS HAMID**

28.

**ALEX**

Okay, so for Azu and for Cel, as you're sort of readying to leap off you see any of the blue skinned like veined people who are down at the ground level all stop what they are doing and then turn and look at the exact same spot that Guivres is looking at. Like unprompted, they haven't heard anything, there hasn't been a noise they just turn as one.

Zolf and Hamid notice that the non-veined individuals wandering around, don't. They seem to start scattering themselves around the area and they seem to be looking elsewhere.

**BEN AS ZOLF**

Okay, they're not part of the gestalt to mind.

**HELEN AS AZU**

Mm.

**ALEX**

In which case then, Cel you are up.

**LYDIA AS CEL**

Rusty Quill Gaming – 214 - Guivres

Cel is going to hold their action until Topaz takes off, and then they have a plan to jump in the other direction as a distraction.

**ALEX**

At which point then Guivres does the following...

The first thing that Guivres does is take a deep, deep, deep breath in.

**(gasps)**

**HELEN AS AZU**

Oh no.

**ALEX**

Can I get a reflect save from everyone please?

**BEN AS ZOLF**

From everyone? Oh, no!

**LYDIA AS CEL**

Oh.

**ALEX**

Oh, including Skraak.

**BRYN AS HAMID**

Alright.

**HELEN AS AZU**

Oh.

**BRYN AS HAMID**

Remember you're getting plus one from haste.

**HELEN AS AZU**

Yeah, but my reflex is really bad still.

**BEN AS ZOLF**

21.

**LYDIA AS CEL**

29.

**HELEN AS AZU**

That's a 15 for me and a 20 for Topaz.

**BEN AS ZOLF**

Helen, just checking, was that factoring in the plus one Topaz gets from shield other.

**HELEN AS AZU**

It's a 21 for Topaz.

**(laughter)**

**ALEX**

It's fine either way the DC for all of you is quite low. I am asking mostly for Skraak with an additional factor for the rest of you.

**HELEN AS AZU**

Oh.

**BRYN AS HAMID**

21 and 25. 25 for Skraak.

**ALEX**

Oo, good.

Okay, so what proceeds to happen is a deep, deep breath and all of you have the same idea at the same moment going, this is gonna be really bright, and make a point of turning your eyes away as purest white light just shines out from the top of the bell tower. It is hot from where you are.

**BEN AS ZOLF**

Yeah.

**HELEN AS AZU**

Oh.

**ALEX**

And it's just like booosh shining out everywhere. That is followed by a sort of shockwave of hot air that rolls through all of you. No one loses their footing or anything, as Guivres breathes fire in a massive 60 foot just, it's more like a blowtorch than like...

**BRYN AS HAMID**

It's a cone technically isn't it?

**ALEX**

Yeah, but what I'm getting at is you know the sort of the movie fire is always a gasoline fire is really smoky, this isn't. This is more like an acetylene torch.

**BRYN AS HAMID**

Yeah.

**ALEX**

It's just booosh, like it would melt anything that's in front of it, kind of thing.

**BEN AS ZOLF**

Yeah.

**ALEX**

And it is not pointing anywhere near you to be clear it's pointing in a completely different direction away from the Houses of Parliament and sort of out over the city, for the sake of flavour I'm gonna say one of the rooftops is

Rusty Quill Gaming – 214 - Guivres

just stripped bare as pieces just fly away from the sheer force of it. At which point, Guivres then leaps from the Tower and seems to propel herself towards where she breathes flames.

Interestingly, it's a very, very big creature, and although it looks like it's flying very, very quickly, it looks like it's not particularly elegant with flight. That kind of weight throwing itself around isn't particularly nimble, this is more a massive, massive weight throwing itself and propelling itself through the air by force rather than like through finesse, and that's I'd say truthfully that's honest to everyone.

**BEN AS ZOLF**

Your metaphor of the boing 747, is pretty apt then.

**ALEX**

Yeah, honestly you it's like you don't turn one of those quickly is what I'm getting at.

**(laughter)**

At which point I now have a bunch of actions to go off.

**BEN AS ZOLF**

Yes.

**ALEX**

Technically I'm meant to go from the front of the initiative order to the back because everyone was holding, so with that in mind Azu your thing, you said

Rusty Quill Gaming – 214 - Guivres

you wanted to wait until Guivres has moved. I'm gonna for the sake of simplicity say that your readied action goes off, meaning that you're still in the same place in initiative order but you're now using that move, okay?

**HELEN AS AZU**

Okay.

**ALEX**

So, it was just that you wanted to start towards the Tower if Guivres left, right?

**HELEN AS AZU**

Yes, I was going to leap into the air.

**ALEX**

You leap into the air and begin your movement, what's the flight speed of Topaz?

**HELEN AS AZU**

Topaz has a flight speed of 80.

**BEN AS ZOLF**

A mere 80.

**ALEX**

Just.

**LYDIA AS CEL**

Just!

Just!

**ALEX**

A mere 160 if you double move, yeah.

Okay, cool, in which case then Zolf your thing has now gone off, you said you wanted to insert not a readied action, so you are now inserting your action I believe.

**BEN AS ZOLF**

Yeah, I mean it's not do anything, but it's just I'm making sure I'm still acting directly after Topaz .

**ALEX**

Okay, cool. Yeah, that's fine, I know what I'm doing there.

At which point then you start hearing a commotion from within the actual houses themselves. It isn't a specific noise so much as like, imagine someone ransacking a building or every room in a building simultaneously, and it's a big building. So, it's less like there's a massive 400 foot thing ploughing its way through them, lots of activity where before there wasn't any.

**HELEN AS AZU**

My head immediately inserted the sound of a piano falling for some reason.

**(laughter)**

**ALEX**

Someone just starts throwing xylophones everywhere we don't know...

**(laughter)**

No, not that, not that. I don't want to do that to my editor, they might do that as a joke and I'm like that's a lot of work don't do that it's okay.

**(laughter)**

Cel, you're up because the other stuff was kind of flavour and wasn't a thing.

**LYDIA AS CEL**

Sure. Cel is flying at a speed of 30 feet but they're double moving so a pathetic 60 foot.

**BRYN AS HAMID**

Did I think your base flight speed is 30 it will also be increased by haste, so your flight speed should now be 60.

**LYDIA AS CEL**

Cool! Okay, 60 so 120.

**BRYN AS HAMID**

Yeah.

**ALEX**

Yeah.

**LYDIA AS CEL**

Cel is going to be, so if you think of from the Abbey to Elizabeth Tower as a straight line, presuming that now Skraak has gone off at let say the equivalent of about a 45 degree angle because he's swerved off.

**ALEX**

Yeah, that's about right.

**LYDIA AS CEL**

And Topaz et al are doing the straight flight.

**HELEN AS AZU**

Yeah, I should have specified that we are gonna double move, like we are doing both of those.

**LYDIA AS CEL**

Cel is going to head off in the angle in between.

**ALEX**

Okay.

**LYDIA AS CEL**

So, I had originally thought that they would go off in the opposite angle but actually, basically it's so if Guivres turns their head, they see Cel first as a distraction...

**ALEX**

I understand.

**LYDIA AS CEL**

...before they turn round the whole way to the others.

**ALEX**

You're running interference.

**LYDIA AS CEL**

Yeah.

**HELEN AS AZU**

Awww.

That's so brave.

**ALEX**

I get you.

In which case then Hamid you're now up. There's been a weird shuffle in the initiative order, but I have kept track of it all, you're now up Hamid.

**BRYN AS HAMID**

Yeah.

Hamid is going to fly as well. Hamid's fly speed is currently 90.

**LYDIA AS CEL**

Wooo!

**(laughter)**

[mimicking Hamid] "my fly speed is 90".

**BRYN AS HAMID**

So, I go a bit faster. I'm also not going to take the straightest possible route towards the Tower. I'm actually going to veer off in a different direction slightly, to head over the Houses of Parliament.

**ALEX**

Yeah.

**BRYN AS HAMID**

So, that's a completely different angle again and if Guivres decides to turn round, I'm going to make a real nuisance of myself at the big plant.

**HELEN AS AZU**

Aw.

**ALEX**

Yeah?

**BRYN AS HAMID**

I mean a real nuisance of myself Alex.

**(laughter)**

**ALEX**

I totally get you. I see where you're going with that. I'm picking up what you're putting down...

**BRYN AS HAMID**

Yeah.

**ALEX**

...and I'm hoping it continues to explode.

**(laughter)**

**BRYN AS HAMID**

My rough estimate of distances from the top of Westminster Abbey to like the far side of the Houses of Parliament from where Big Ben is, I reckon I can get more or less over the far end, in one double move of 180 foot, but I don't know the exact distances.

**LYDIA AS CEL**

So, I have Google map- oh okay, that's completely wrong I've got Google Maps in front of me, okay, cool.

For flavour, it's built different.

**(laughter)**

**BRYN AS HAMID**

Really, is there... am I just completely wrong about distances here?

**LYDIA AS CEL**

Just it's more like a triangle.

**BRYN AS HAMID**

Alright, alright.

**LYDIA AS CEL**

But I think in this world it's just built the same...

**ALEX**

No, no it sounds like what Lydia is saying is that your ideas are bad Bryn! Bad idea.

**BRYN AS HAMID**

No.

**LYDIA AS CEL**

No, it's not! I just got so happy about like doing the measurement with the thing.

**ALEX**

You know what I'm going to do.

**LYDIA AS CEL**

Don't let me kill everyone!

**BEN AS ZOLF**

Lyd.

**LYDIA AS CEL**

Ah!

**ALEX**

No, no I'm now bringing up a satellite view because I wasn't aware that you can measure distances with it, and how often do I get the chance to use satellite imagery to assist my imaginary game!

**(laughter)**

**BRYN AS HAMID**

Our podcast is augmented.

**(laughter)**

**ALEX**

So, I'm gonna come back in now and go, I'm not sure about your maths there  
Bryn...

**BRYN AS HAMID**

It's fine, yeah.

**ALEX**

...sounds a little sketchy, I think you might fall a bit short.

**(laughter)**

**BEN AS ZOLF**

I completely, independently came up with this conclusion.

**ALEX**

I completely, independently have decided that I now have an exact satellite  
measurement that I can use for this encounter.

**BEN AS ZOLF**

You should have just taken the Google Maps and made it the battle map.

**LYDIA AS CEL**

Yeah, you can just put a dragon on Big Ben...

**(laughter)**

**BEN AS ZOLF**

Drop a pin.

**LYDIA AS CEL**

Yeah.

**(laughter)**

**BRYN AS HAMID**

Are we updating the total distance of the straight line to what 650/670 would you say?

**ALEX**

No, no, no we're gonna say that there was a weird spatial glitch which keeps it 500 to make the maths easy [sighs].

**(laughter)**

**BRYN AS HAMID**

Okay, well I mean assuming a standard Pythagorean theorem right angled triangle.

**HELEN AS AZU**

Oh, for god sake!

**(laughter)**

**BRYN AS HAMID**

Then if the direct hypotenuse route is 500 foot, then I'm going to take the 300 foot bottom, so that it puts me 400 foot away from Big Ben, but obviously I'm not going to move all that in one turn.

**ALEX**

Of course you're not.

**BEN AS ZOLF**

I think he's cracked out the maths language to fight back.

**(laughter)**

**HELEN AS AZU**

I don't know how he's done this.

Rusty Quill Gaming – 214 - Guivres

**ALEX**

Wilde just flies towards the Tower...

**(laughter)**

...that's what Wilde does, he just goes towards the Tower in a straight line.

**HELEN AS AZU**

Yeah.

**ALEX**

At which point then, Skraak's turn.

**BEN AS ZOLF**

One would imagine run away!

**HELEN AS AZU**

Yes!

**ALEX**

Mystery, who knows.

**HELEN AS AZU**

No!

**ALEX**

Azu, you're up. You will have moved 120 was it?

**HELEN AS AZU**

160 feet.

**ALEX**

160, are you going to move another 160?

**HELEN AS AZU**

Yes.

**ALEX**

So, it's taken you to 320, you're well on the way there you are zipping through the sky at that point.

**HELEN AS AZU**

Yay.

**BEN AS ZOLF**

In three moves.

**ALEX**

An as you're doing so you see there's a large amount of activity starting at the windows of the Houses of Parliament, the bits that you can see, it's mostly consumed, but there are a few exposed windows, and it looks like they're

Rusty Quill Gaming – 214 - Guivres

getting smashed outwards by stuff, but you can't tell what at this kind of speed and this much going on.

**HELEN AS AZU**

Uh oh.

I'm going to ignore that!

**(laughter)**

**LYDIA AS CEL**

Yeah, that sounds awful.

**HELEN AS AZU**

Yeah.

**ALEX**

Zolf, you are up, because you are paired to Azu currently.

**BEN AS ZOLF**

Yeah, I am not doing anything.

**ALEX**

Okay, cool.

At which point then the stuff coming out the windows you start seeing what look to be some of those, you remember what we used to call the clickers in Other London and stuff like that?

**BRYN AS HAMID**

Mm hmm.

**LYDIA AS CEL**

Urgh.

**ALEX**

Seem to be crawling themselves out through the windows, and also like semi through the stone, and a lot of them seem to be pulling themselves out of the windows. However, every, I'd say Zolf and Azu give me a perception check.

**HELEN AS AZU**

Okay.

**ALEX**

I'm away Hamid's closer, I'll get to that in a bit.

**BEN AS ZOLF**

20.

**HELEN AS AZU**

That's another 20 for me as well.

**ALEX**

Both of you seem to think that they're heading towards where you get the impression Skraak was and/or is.

**BEN AS ZOLF**

Oh.

**ALEX**

As opposed to finding the Tower or anything like that.

**BEN AS ZOLF**

Grand.

**ALEX**

At which point then, Guivres shoots out further in the direction that Guivres was flying, but seems to be having a really hard time when it comes to direction.

I'm fluffing this up for flavour a little bit because technically I could just trace a bunch of straight lines, but you know theatre of the mind here.

**(laughter)**

You get the impression that Skraak's probably still moving around, given that the head's still going, and is using a lot of manoeuvrability in a way that's making life really difficult for Guivres, lots of sharp turns, sudden drops, sudden climbs.

**BRYN AS HAMID**

Oh yeah.

**ALEX**

The head is all over the place and it's... it basically it's really struggling to sustain that kind of nimbleness.

**BRYN AS HAMID**

That 22 fly skill coming into play.

**HELEN AS AZU**

Yay.

**ALEX**

Uh, yeah, absolutely.

**BEN AS ZOLF**

Also, for anybody who's big worried, remember Skraak got a 25 on their DC, so that either means they took no damage, or if they fail, they still took half the damage with them because they got great evasion right.

**HELEN AS AZU**

And if it's fire you still put the fire...

**BEN AS ZOLF**

It is fire and I really doubt Guivres does 240 points of damage, even being a dragon because that is absurd.

**(laughter)**

So, probably still has temporary hit points up so think...

**HELEN AS AZU**

That's one of the reasons that I get nervous, because I don't actually know what is or is not reasonable damage.

**(laughter)**

**BEN AS ZOLF**

I'm doing a big guess because obviously dragons at this point are a little bit into like, hey they can kind of do what they want.

**HELEN AS AZU**

Yeah, well we'll see.

**BEN AS ZOLF**

Yeah.

**ALEX**

I mean there's some wonderful entries, not just in Pathfinder, in a lot of DND games as well where it's just like "dragons are meant to be special. If you don't think this is special enough, just give them a bunch more extra stuff, make them more special!"

**BEN AS ZOLF**

Whip it out.

**(laughter)**

**ALEX**

Cel, you are up.

Currently Guivres appears to have used the entire turn, just to do movement in a series of seemingly random directions, but drawing away.

**BEN AS ZOLF**

Skraak is nailing this.

**LYDIA AS CEL**

Uh, well I mean Cel's just gonna keep moving, like they are going to keep going in a straight line, because even if they are pursuing an angle that is halfway between the straight line to Big Ben and the straight line to where Skraak was, then eventually they are gonna overshoot Big Ben, but that is fine! They are not gonna quite get there yet this turn, I don't think.

Rusty Quill Gaming – 214 - Guivres

**ALEX**

Yeah, that's fine.

**LYDIA AS CEL**

So, they're keeping on going, yeah.

**ALEX**

Hamid you are up.

**BRYN AS HAMID**

Okay, so I reckon by my maths, a second move of 180 feet can take me to more or less over the south end of the Houses of Parliament.

**ALEX**

That seems more reasonable to me, yeah.

**BRYN AS HAMID**

Yeah, and I'm gonna use the, if we're calling it 300 in that direction; I'm gonna use the final little bit of move leftover from... to gain more height so I'm gonna be you know, maybe 30 foot above the top of the Houses of Parliament on the south end. So, I'm still sort of 400 footish from Big Ben, but over the Houses of Parliament reasonably high.

**ALEX**

So, you are now well over the plant that is occupying most of the Houses of Parliament.

**BRYN AS HAMID**

Yeah.

**ALEX**

So, that actual structure of the Houses of Parliament is pretty much entirely subsumed. The plant itself is higher than the Houses of Parliament.

**HELEN AS AZU**

Oh.

**ALEX**

So, that height is still, it's serving you well basically.

**BRYN AS HAMID**

Yeah.

**ALEX**

But you're at the point where you can see there is a deep, pulsing, blue glow coming from within the plant, because you're sort of looking down almost...

**BRYN AS HAMID**

Yeah.

**ALEX**

...through the closed bud, and you can see that there is a deep throbbing, blue glow that seems to be accelerating in its pulsing.

**BRYN AS HAMID**

Okay.

**ALEX**

Additionally, you can see there are a few non blue veined people sort of wandering around upon the roof, the bits of the exposed rooftops that there are. They seem very, very confident given that they are very high, and just wandering around on rooftops.

You also see there are a couple of those rooted creatures that seem to be still more patrolling, rather than climbing.

It genuinely looks like nothing is currently moving towards the Tower, and everything is currently focussing more on the plant.

**BRYN AS HAMID**

Great, okay.

**ALEX**

Wilde continues to do what Wilde does, which is my business thank you very much!

**(laughter)**

Rusty Quill Gaming – 214 - Guivres

They do what they do.

Okay, so at which point...

**BRYN AS HAMID**

So, bear in mind as well Alex, that just Wilde's fly speed right now will be 90 foot, because it's the fly spell plus haste that's giving them that...

**ALEX**

Yeah, yeah, yeah, yeah. So, that there should be realistically within the next turn or so Wilde's there.

**BRYN AS HAMID**

Yeah, so Wilde will be slightly faster than Topaz.

**ALEX**

Yeah, that's fine, but Wilde's not there yet.

At which point then, can I get one more perception check from everyone, but if you don't roll high, you're getting nothing. It's not one of those ones where I'll limit information.

**BEN AS ZOLF**

19.

**HELEN AS AZU**

14.

**BRYN AS HAMID**

19.

**LYDIA AS CEL**

23.

**ALEX**

Nah, nothing high enough.

**BRYN AS HAMID**

Yeah, that's a bad set of rolls.

**BEN AS ZOLF**

Yeah, it was.

**HELEN AS AZU AND LYDIA AS CEL**

Yeah.

**ALEX**

Azu, your movement, I'm assuming you're still going in a straight line?

**HELEN AS AZU**

Absolutely, I've been given a task, I shall accomplish it!

**ALEX**

Rusty Quill Gaming – 214 - Guivres

In which case you're at what 360?

**BRYN AS HAMID**

480 total, after three...

**HELEN AS AZU**

Yes, I am almost there!

**ALEX**

Phoooarr! Tell you what then you know what you can do, I'm going to allow you to be on the battle map...

**[gasps!]**

...because there's a little bit of space around the Clocktower, you have earned yourself the right, nay the honour, nay the privilege...

**(laughter)**

...of being on a battle map.

**HELEN AS AZU**

Okay.

**ALEX**

And I am going to say for sake of ease, that you are coming in from the bottom left corner.

**HELEN AS AZU**

Okay.

**ALEX**

So, which is about 20 feet off the Clocktower currently.

**BEN AS ZOLF**

And me...

**(laughter)**

**ALEX**

No, no, somehow you lost Zolf on the way.

**(laughter)**

**BEN AS ZOLF**

Oh no, I fall down... Zolf fall down...

**(laughter)**

**HELEN AS AZU**

NOOO!

**BEN AS ZOLF**

I'm just floating in the middle of the thing unable to propel myself in like  
"uhhhh"...

**(laughter)**

"So, I'm not going down because I've got levitation boots, but I can't do  
anything with it".

**(laughter)**

**ALEX**

Just throwing random pieces of equipment in the wrong direction for the  
motion.

**BEN AS ZOLF**

Yeah.

[whispers] Do you think we can throw Babbage and not break him...?

**HELEN AS AZU**

[nervously] oh!

You'd have to rely on Azu's reflexes to catch him, but she...mmmm.

**BEN AS ZOLF**

He wha wha wha.

**HELEN AS AZU**

Yeah.

**(laughter)**

**ALEX**

Okay, technically then Wilde is going to be in the map as well and be about there, I'd say.

**HELEN AS AZU**

Okay.

**ALEX**

Next round obviously.

Okay, cool.

In which case then Zolf are you doing anything other than be flown?

**BEN AS ZOLF**

I am doing a perception check, because I want to get the lay of the land, I want to make a plan, because so for your benefit I've got stone shape, so, my initial idea is to block any access to this roof. I know they can climb, but it will stop us from being like overwhelmed with like things running out the door, up the

Rusty Quill Gaming – 214 - Guivres

stairs. I see on the map there is some stone steps, but I know this is maybe not perfectly accurate to what you want to do, but I don't know.

**ALEX**

Honesty, I'm using this map the rule.

**BEN AS ZOLF**

Cool.

**ALEX**

Give me the perception roll first and then I'll give you some description.

**BEN AS ZOLF**

That is a 20.

**ALEX**

Oh, nice! Okay so, it is heavily balustraded on all four corners, there's lots of overlap and so on. I'm saying for the sake of my ease, I'm aware of the reality of the Clocktower in the UK is a very, very steeply angled sort of rooftop thing, this is gonna be a lot flatter for my purposes.

**BEN AS ZOLF**

They remodelled.

**LYDIA AS CEL**

Yeah.

**ALEX**

Sure.

**BEN AS ZOLF**

Tesla blew the roof off it.

**(laughter)**

**ALEX**

So, as a result, the ground itself is sloped because it is sort of roofing tiles, but it is still traversable.

**BEN AS ZOLF**

Yeah.

**ALEX**

And in the middle, there's a large sort of glass roofed element to it, think sort of Victorian wrought iron, you know with the sort of paned glass style like you get in old stations things like that.

**HELEN AS AZU AND BEN AS ZOLF**

Yeah.

**ALEX**

So, you can look down into the innards of it where there is an elaborate mechanism held within the centre of the Tower, but you can navigate around it on all sides. There is a big stone staircase that leads up towards the sort of rooftop itself...

**BEN AS ZOLF**

Yeah.

**ALEX**

...which has a door that appears to have been either kicked in or wedged open or whatever so, it looks like you could go down into the Clocktower proper, and there is a fairly sizeable platform in the middle of the glass up at the top, which looks like a solid place to you know set down for the apparatus.

**BEN AS ZOLF**

Yeah.

**ALEX**

In terms of defences around the place, there's a significant amount of plant matter kicking around, but you're not seeing any watcher plants like you had in spell bard.

**BEN AS ZOLF**

Yeah.

**HELEN AS AZU**

Good.

**ALEX**

And any guardians that we were talking about you know those root creature things?

**BEN AS ZOLF**

Yeah.

**ALEX**

Are not currently at this level, they're lower down and sort of navigating around.

**BEN AS ZOLF**

So, important question, I'm trying to infer, because I know I'm on the other side of the Clocktower, but how deep is the staircase? Is it like, because it looks from the map it's 15 foot wide, but at the point where it goes underneath the roof.

**ALEX**

It's 15 foot deep with a double door where one of the doors is closed and the other one is...

**BEN AS ZOLF**

Oh, there's door, how big is the doorway?

**ALEX**

So, the doorway is a standard double doorway, 10 foot by 10 foot.

**BEN AS ZOLF**

Oh, yes!

**(laughter)**

Because that is the amount that I can cover with a wall of stone.

**HELEN AS AZU**

Nice.

**BEN AS ZOLF**

Yeah, okay so what I'm going to do is I'm going to get Babbage's headphones...

**ALEX**

Yeah.

**BEN AS ZOLF**

...and put them so that I've got one ear on and one ear off.

**ALEX**

Yep, yep.

Proper cool guy head phoning there, by the way.

**HELEN AS AZU**

Yes, excellent.

**BEN AS ZOLF**

Yes, I'm podcasting.

**(laughter)**

"This is Zolf Smith, we're at the top of Elizabeth Tower and we're gonna save the world. Let's see how it goes!"

**(laughter)**

And I'm gonna say to Azu, "drop me off next to the staircase and I can block it up".

**HELEN AS AZU**

Will do.

**BEN AS ZOLF**

And then to Babbage, because I've got my six seconds, "right we're getting to Elizabeth Tower, where's the best place to put you on the roof? Like right at the top?"

**ALEX AS CHARLES BABBAGE**

Yep.

**BEN AS ZOLF**

Good, and that's probably my turn, that's my stuff.

**ALEX**

Yeah.

In which case then, anyone who can see the sides of the Tower can see that the sort or root creatures are pouring out from the exposed windows and pulling themselves out from amongst the plant matter and are seemingly swarming. Although, the vast majority seem to be heading in the same direction as Guivres. A decent amount seem to be in a more holding pattern, let's say.

A few of them seem to be working their way up now starting to work their way towards the Tower, but they do not appear to be beelining, but this really is from your perspective, like a disturbed anthill.

**HELEN AS AZU**

Okay.

**ALEX**

Guivres takes another deep breath and seems to be aiming at a building. So, I don't mean in the sky I mean at a building a little bit further on.

**HELEN AS AZU**

Rusty Quill Gaming – 214 - Guivres

Okay.

**ALEX**

Breathes in, breathes out, and again can I get a reflex save from everyone including Skraak.

**BEN AS ZOLF**

25.

**HELEN AS AZU**

That is a 23 for me and a 21 for Topaz.

**BRYN AS HAMID**

28 for Skraak.

**BEN AS ZOLF**

[whispers] Yes, Bryn.

**HELEN AS AZU**

Yes!

**BRYN AS HAMID**

But only 16 for Hamid.

**BEN AS ZOLF**

[whispers] No, Bryn!

**(laughter)**

**LYDIA AS CEL**

16 for Cel.

**HELEN AS AZU**

Oh.

**ALEX**

Cool, okay.

So, for everyone who's in the air, because I've set this DC very, very low, again you do get a moment of "woah!" uncover your eyes just before there's any kind of blinding effect.

**BEN AS ZOLF**

[sighs] okay.

**ALEX**

[breathing fire sound effect] However, the building that Guivres was aiming at, is white from the face of it. We're talking fully glassed. All of it, the whole lot from top to bottom.

I am now going to roll a lot of dice, so bear with me.

**HELEN AS AZU**

Oh god!

**BEN AS ZOLF**

I mean it's...

**LYDIA AS CEL**

We could only be getting half.

We could only be getting half and he's got 120 hit points...

**ALEX**

So, with the building just completely obliterated, Guivres still seems interested in the obliterated building, rather than anywhere else.

**BRYN AS HAMID**

That's a good sign right...?

**BEN AS ZOLF**

Uh, yeah.

**HELEN AS AZU**

That's a really good sign.

**BEN AS ZOLF**

It's like job well done.

**(laughter)**

**BRYN AS HAMID**

[cries] Skraak be okay!

**ALEX**

And on a possibly good note, I'll take a break there.

**[mid show break 29:00]**

Hello, listener, it's Helen here and I'm going to tell you about a new show on the RQ network called, The Town Whispers. This folk horror podcast excels in atmospheric, dark storytelling, as it explores the hidden tales of a foggy town called The Fort.

As the story goes on it begins to uncover the sinister workings of a mysterious group of entities called, The Long Shadows, who seem to hold sway over the town.

Tune in each week to find out what becomes of the people living in The Fort, and the terrifying plans that have been in motion since the first town boundaries were drawn. If you're a fan of horror movies like Midsommar and The Witch, you should search for The Town Whispers wherever you listen to your podcasts. Or visit [www.rustyquill.com](http://www.rustyquill.com) for more information.

Happy listening.

And welcome back.

Cel, you're up. You just saw a dragon eliminate another chunk of prime real estate.

**LYDIA AS CEL**

Cel is gonna keep moving towards the Tower aiming to come in, yeah on the corner that is closer to Guivres and I suppose going to help folks with the theatre of the mind, if you've got the long rectangle that is the House of Parliament with the Tower on the end. Cel is slightly further forward Zolf, Azu and Topaz are coming in the middle at the lower corner of the Tower; and Hamid's off at the bottom of the Houses of Parliament.

**BRYN AS HAMID**

Yeah, Topaz is approaching from the south west corner.

**LYDIA AS CEL**

Yeah.

**BRYN AS HAMID**

Cel, has arced round to approach from the north west corner.

**LYDIA AS CEL**

Yeah.

**BRYN AS HAMID**

And Hamid is off far to the south.

**LYDIA AS CEL**

Yeah, oh look at you managing that in one sentence, when I struggled a lot.

**ALEX**

Okay, in which case then can I ask what's the total distance you've travelled so far Cel?

**LYDIA AS CEL**

They have travelled 360 foot.

**ALEX**

Okay, you are, because you are taking a little bit of an arc, I'm gonna say you're not quite on the map yet, but you will basically smash onto the map next time.

**(laughter)**

**LYDIA AS CEL**

And I hope everyone is remembering to tick down all of their round counted spells.

**ALEX**

In which case then, Hamid you are up.

**BRYN AS HAMID**

Hamid takes a... having hit the corner that he was flying over. Hamid doesn't think, he can only estimate, because he can't see and he's currently out of message range to keep talking to everyone, but he's estimating that people will be about to land on the Tower, so he doesn't want to reveal himself yet. So instead, he's going to fly north 180 foot.

**ALEX**

Yeah.

**BRYN AS HAMID**

Which will put him about 220 foot from Big Ben; and while he's doing that he's just going to be whispering "please be okay, please be okay, please be okay, please be okay".

**HELEN AS AZU**

Oh.

**LYDIA AS CEL**

Not very sneaky.

**(laughter)**

**HELEN AS AZU AND BRYN AS HAMID**

He's whispering!

**(laughter)**

**LYDIA AS CEL**

Not if they've got supersonic hearing.

**(laughter)**

**HELEN AS AZU**

Oh.

**ALEX**

Okay, at which point then I am going to say that it is, because this is accurate, Wilde's turn, and Wilde I think is gonna be making contact.

**BRYN AS HAMID**

Yeah.

**(gasps)**

**ALEX**

So, Wilde is gonna place himself at the south end no, Wilde is gonna make it to the north west corner of Big Ben; and is seemingly has 100% of his attention fixed on Guivres, and I'm gonna leave it at that.

**BEN AS ZOLF**

Okay.

**HELEN AS AZU**

Interesting.

**LYDIA AS CEL**

Big illusion time.

Rusty Quill Gaming – 214 - Guivres

Big illusion time.

**ALEX**

Yeah, in which case then, ooh yes I need to do a roll. Can I please get a fortitude save from Skraak, with no context.

**BRYN AS HAMID**

A fortitude save?

**ALEX**

Correct.

**BRYN AS HAMID**

I don't like that though Alex is the thing.

I don't...

I'd really rather you didn't.

**HELEN AS AZU**

Oh, small lizard friend.

**BRYN AS HAMID**

Does this happen to be a sleep, or paralysis effect, or a poison or a fear effect, or a trap effect?

**ALEX**

I suspect that Skraak is very afraid, but it is not a severe effect.

**BRYN AS HAMID**

Okay, so that is 18 – that could have been worse.

**ALEX**

Okay, cool, thank yu.

**HELEN AS AZU**

[sadly] Oh, good luck lizard boy.

**ALEX**

And can I get a strength check from Skraak as well.

**(gasps)**

**BRYN AS HAMID**

Absolutely not.

**(laughter)**

**HELEN AS AZU**

Oh, I think he might be buried in something.

**BEN AS ZOLF**

Yeah, that feels like the “I’m trapped in a building”. Oh dear.

**HELEN AS AZU**

That's okay, he's small he can crawl somewhere.

**ALEX**

Actually, can I get either, because this is technically accurate, can I get a strength or escape artist check.

**BRYN AS HAMID**

You can absolutely have escape artist.

**(laughter)**

**ALEX**

Yes, running the figures it should be escape that technically comes under it.

**BRYN AS HAMID**

Yeah.

Well, I didn't roll well, but that is still a value of 19.

**LYDIA AS CEL**

Oh, dragon baby!

**ALEX**

Okay.

Rusty Quill Gaming – 214 - Guivres

In which case then, Azu you are up. You are on the battle map where you actually are, bearing in mind that wherever you go you are going to be hoicking a Zolf along for the ride.

**HELEN AS AZU**

Yep, so what I'm gonna do is I'm gonna do what Zolf asked and I am gonna drop Zolf off at the staircase bit where he said he wanted to be.

**BRYN AS HAMID**

So, the staircase is on the north side of the Tower.

**HELEN AS AZU**

Yes.

**ALEX**

And I remind people this is not accurate, that would be foolish.

**HELEN AS AZU**

Yeah, I've got no idea what Big Ben is like at the top.

**BRYN AS HAMID**

This world's Big Ben has a staircase on the north side of the Tower at the top.

**LYDIA AS CEL**

Yeah.

Rusty Quill Gaming – 214 - Guivres

**ALEX**

Yes it does, a nice big sizeable one.

**BEN AS ZOLF**

I think real world Big Ben just has like a maintenance gantry and a very highly pitched roof.

**BRYN AS HAMID**

Yeah.

**HELEN AS AZU**

Yes

**ALEX**

Exactly, this is far more fancy.

**HELEN AS AZU**

And Alex has said that there was a platform at the top of the dome that looked like a good place to put the broad backpack.

**BEN AS ZOLF**

Yeah.

**ALEX**

Yeah, which is currently strapped to Zolf's back.

**BEN AS ZOLF**

Yeah, but the thing is Helen, have you used both your moves to get there?

**BRYN AS HAMID**

But Topaz can do all this movement while Azu takes...

**BEN AS ZOLF**

Oh, yes! Azu isn't actually doing it.

**HELEN AS AZU**

That's what I was about to say.

**BRYN AS HAMID**

The broad backpack from Zolf.

**HELEN AS AZU**

Yeah.

**ALEX**

So, you'd have used a double move to get there with Topaz, but you could now hop off and use your own move, but I will point out that because it's sort of glass on all sides and for the sake of the map, climbing up just the glass to get to the middle platform will be quite difficult, there is a metallic walkway to the east and west side of it.

**HELEN AS AZU**

Okay.

**ALEX**

Which you could walk up and is like walkable, but if you're just trying to walk up the side of the glass, you're asking for trouble.

**HELEN AS AZU**

Okay, hang on. I think I can get onto the walkway, but not to the platform, but I'll take that.

**BEN AS ZOLF**

Yeah, the other thing is we're invisible so you probably can't easily take Babbage from me, because we can't see each other.

**BRYN AS HAMID**

Yeah, that's true.

**HELEN AS AZU**

I mean...

**ALEX**

Yeah, I'm gonna rule that you can't just like "here it is". It doesn't really work like that.

**BEN AS ZOLF**

I think the thing is Helen, the way I think this is gonna work with my movement speeds and my ability to levitate and stuff. You might as well leave it on me.

**HELEN AS AZU**

Okay.

**ALEX**

He'll get there at the same time that you will basically.

**BRYN AS HAMID**

You can just land, drop Zolf off and then take back to the skies, you're probably more useful flying and swinging an axe, than on the ground.

**BEN AS ZOLF**

Yeah.

**HELEN AS AZU**

Yeah.

In which case I will okay then I have dropped Zolf off and am hanging around.

**(laughter)**

**ALEX**

That's fine.

Rusty Quill Gaming – 214 - Guivres

Hamid, from your spot you can notice that a bunch of the sort of root guardian things are now starting to work their way up the Tower. You can see that there's a few inside, like you can just see through the odd window and so on, and you can see that there are a couple trying to make their way up the outside of the Tower as well.

**BRYN AS HAMID**

Yeah.

**ALEX**

They are not hoarding, to be clear although the ground floor is now awash with these things all looking in all directions, all [clicking sound effects] like clicking and chittering around each other, they are very much focussed on sort of ground level and just a few are currently climbing up the Tower.

**BRYN AS HAMID**

Yeah.

Yeah.

**ALEX**

Guivres meanwhile...

**BEN AS ZOLF**

Do I not get a go?

**ALEX**

Of course you do, that was a test.

**(laughter)**

You passed the test.

**HELEN AS AZU**

Oh I miss it. I miss you doing that.

**ALEX**

Well done, you deserve to be in combat, Zolf it's your turn, enjoy it.

Luxuriate in it.

Cover my errors.

**BEN AS ZOLF**

Okay so, I can dismount as a bonus action, right? Or do I just factor it into my move like I don't know.

**BRYN AS HAMID**

I think it's part of a move actions probably, yeah.

**ALEX**

It's part of your move.

**BEN AS ZOLF**

Rusty Quill Gaming – 214 - Guivres

I move it 40 foot, I step off into air

[whispers] “go go boots go”

**(laughter)**

I float down.

**ALEX**

Yeah.

**BEN AS ZOLF**

My standard action is I cast shape stone.

**ALEX**

Yeah.

**BEN AS ZOLF**

I stone shape using the stone in the stairs to create one foot by one foot bars, which I then crisscross across the doors.

**ALEX**

Oh like a portcullis?

**BEN AS ZOLF**

Yeah like a portcullis, as much as I possibly can.

**ALEX**

Yeah.

**BEN AS ZOLF**

I can do 21 cubic foot so I guess I can do, I don't know...

**ALEX**

You're fine, yeah there's a lot there I'm not especially worried by that. Also, bear in mind that one of the doors was closed, so you might be able to like work in a wedge or whatever to make use of some of the existing door.

**BEN AS ZOLF**

Oh yeah, basically I do what I did with the gate previously and just like consume the door, so that even if part of it's still wood, it's all held up by the stone so it's all you know it's all reinforced.

**ALEX**

Yeah, that's absolutely fine, that's fine.

**BEN AS ZOLF**

Cool.

**ALEX**

Anything else with your turn?

**BEN AS ZOLF**

Rusty Quill Gaming – 214 - Guivres

I've done it. I've used my move action. I've used my standard action.

**ALEX**

Understood, in which case then Guivres...

**BEN AS ZOLF**

Oh, my glaive goes on fire...

**(laughter)**

It's still invisible because I haven't been aggressive.

**ALEX**

Yes.

At which case then, the ambient lighting slightly increases, but no one knows why.

**BEN AS ZOLF**

Yeah.

**(laughter)**

**ALEX**

Can everyone please give me a stealth check?

Ooh, you might get lucky on this.

Rusty Quill Gaming – 214 - Guivres

**BRYN AS HAMID**

We're all still applying the invisibility bonus of plus 20.

**BEN AS ZOLF**

Yeah, 27.

**HELEN AS AZU**

30.

**BRYN AS HAMID**

Remember you have a re-roll on it from the boots if you are wearing those specific boots.

**HELEN AS AZU**

Yes, I've got to re-roll that, I'm definitely gonna re-roll that.

**ALEX**

Yeah, you don't have to be actually on the ground for them to activate which is fun.

**BRYN AS HAMID**

Yeah.

**HELEN AS AZU**

Okay, that is 41 now.

**(laughter)**

Thank you for reminding me of that.

**LYDIA AS CEL**

I have got 49.

**BRYN AS HAMID**

46 for Hamid.

**ALEX**

In which case Guivres finishing like hovering, I say hovering implying like static as opposed to massive whoomph wing beats that are like scattering insect sized people all the way back down there and so on.

Starts surveying the area and as it does so notices something, and then turns their head straight at the Tower.

**BEN AS ZOLF**

Now, here's a question.

**ALEX**

Yes.

Rusty Quill Gaming – 214 - Guivres

**BEN AS ZOLF**

Unless they are using pre to natural senses, and I'm the one who failed my stealth check, I am currently in a divot which will break line of sight between me and Guivres.

**ALEX**

Interestingly, it's Azu, because of the divot.

**BEN AS ZOLF**

Hot damn!

Wow!

**BRYN AS HAMID**

Well, if Guivres doesn't suffer from the invisibility bonus then all our rolls were 20 less.

**BEN AS ZOLF**

Ah you don't get...ah.

**BRYN AS HAMID**

Yeah.

**ALEX**

And that's exactly...the risk of like popping behind the curtain "yeah dragons are real good at spotting when people are full of nonsense, they don't like hobbits and are really good at spotting when nonsense is happening".

**BEN AS ZOLF**

Fair play.

**ALEX**

But interestingly enough hasn't noticed the halfling, but Guivres seems very, seems to have noticed...

**BRYN AS HAMID**

Don't worry, he's about to notice the halfling.

**(laughter)**

**ALEX**

Guivres seems to have noticed Azu basically. I'm oversimplifying a little bit but seems to have noticed someone at the Clocktower.

However, I am ruling that Guivres is going to have used their turn to do so because it's an active perception check as opposed to a passive one, which uses a standard action, and the movement they used hovering doing a quick check, a passive search of the building. So, as a result, Cel you are up, and technically are sort of between Guivres and the Tower.

**LYDIA AS CEL**

But if I recall correctly, quite a long distance from Guivres, right?

**ALEX**

About 120 feet between you and Guivres.

**LYDIA AS CEL**

Yeah.

So, bombs unfortunately, really only have a range of 20 foot. While they could hit Guivres with their crossbow, it's just it's like you know, you want to throw your life away for a good reason.

**(laughter)**

Not like a D4 you know.

**ALEX**

Worked in The Hobbit.

Worked in The Hobbit!

**LYDIA AS CEL**

You know what you're not wrong, um, but no.

**ALEX**

I'll you what if you were to take ten turns perceiving Guivres for a weak spot, I'd definitely try and give you something.

**(laughter)**

**LYDIA AS CEL**

Yeah, that's what the stalking dagger's about though, right?

**ALEX**

Oh, true, very true.

**LYDIA AS CEL**

Having done a bit of the maths, there is nothing Cel can do of use, so they are going to move another...it's really hard to try and explain, but imagine this, the Tower – Guivres is directly north of it, I know that's not quite right. Cel is aiming to be at a kind of triangular point off to the west, so that if they do something big and sparkly and dangerous it kind of draws the eye away from the Tower, but they can't really do it yet.

**ALEX**

Yeah, I'm with you.

Okay, in that case then Hamid you are up.

**BRYN AS HAMID**

Okay, so Hamid is still about 220 foot south of Big Ben.

**ALEX**

Yeah.

**BRYN AS HAMID**

His single move speed is about 90 foot. So, he's gonna fly about 50 foot north, and then use the rest of his move to get more height, and then thinking that he really needs to give both Guivres and the monsters that are sort of swarming the base of the Tower, something else to think about he grips off his belt, pulls into his hand the runes start to glow, the rod of maximise.

**(laughter and gasps)**

Now, I'm still over the body of the Houses of Parliament, and you've said there are a few people there that are not technically blue veined and look almost coordinatey in some way?

**ALEX**

Nice.

Oh yeah.

Yeah.

Yeah, they look leftenanty is what they look.

**BRYN AS HAMID**

Would you say any of them are sort of quite clustered quite close to each other?

**(laughter)**

**ALEX**

Uh, I'd say there's a bunch of maybe five or so clustered right at a point where the plant meets the houses quite nicely.

**BRYN AS HAMID**

Okay, Hamid's invisibility [magic sound effect] pops into nothingness as a maximised fireball lands right in the middle of them. A fireball has a range of 840 foot, so I'm not really worried about whether I can get them, and it's maximised so that is 70 fire damage to all those people.

**HELEN AS AZU**

Wow.

**BRYN AS HAMID**

They do get a reflex save.

**ALEX**

The thing that's interesting here is, technically I should roll for them all differently, but we've don't this previously where I've roll en mass because it's a bit more swingy.

The thing that's interesting is less to do with what happened to those people, and a lot more to do with what happens near those people.

**BRYN AS HAMID**

Yeah.

**ALEX**

So, you hurl, I say hurl technically it's a little pea that then explodes, right?

**(laughter)**

**BRYN AS HAMID**

Yeah. [sound effect of an explosion].

**ALEX**

**BOOM!**

So, there's an enormous explosion on the roofs of Parliament, and as it does so a few things happen simultaneously. First, is a huge section of the roof just implodes, it just collapses inwards, it's an old building and that's a very big explosion.

Secondly, as it does so it reveals that the interior of the houses is almost entirely plant matter, but loose plant matter, not one big single thing. So, it kind of implodes but in a kind of spongy way, I guess.

**HELEN AS AZU AND LYDIA AS CEL**

Urgh.

**ALEX**

In addition to that, the plant though the main body the main bud is sort of within range of that, takes some damage.

At which point could everyone please give me a will save.

Rusty Quill Gaming – 214 - Guivres

**HELEN AS AZU**

Oh no.

**BEN AS ZOLF**

Is this against fear or poison?

**ALEX**

It is against fear.

**BEN AS ZOLF**

Everybody gets a plus four instead of a plus one due to the hero's feast.

**HELEN AS AZU**

Ooh, wonderful.

**ALEX**

That might tip it over actually.

**(laughter)**

**BEN AS ZOLF**

Yeah.

**LYDIA AS CEL**

Yeah.

Rusty Quill Gaming – 214 - Guivres

Cel's will is trash, so...

**BRYN AS HAMID**

Natural 20.

**ALEX**

Nice.

**LYDIA AS CEL**

Cel's is 24.

**BEN AS ZOLF**

30.

**BRYN AS HAMID**

Do I need to roll for Skraak as well?

**ALEX**

Uh, yes you do.

**LYDIA AS CEL**

Yay, that's a good sign everyone, that's a good sign.

**BRYN AS HAMID**

That means he's still alive.

**(laughter)**

**ALEX**

Oh no I'd continue to get you to roll even if he wasn't.

**HELEN AS AZU**

Give me a second because I'm just trying to find out if I am default immune to fear.

**BEN AS ZOLF**

By your level you're immune to fear and immune to disease I think so...

**HELEN AS AZU**

Yes!

At third level is a paladin's immune to fear magical or otherwise.

**BEN AS ZOLF**

There you go.

**ALEX**

And there you go, yep.

**HELEN AS AZU**

So, I'm fine.

**(laughter)**

**ALEX**

You don't need to roll.

You have transcended dice in this particular encounter.

**HELEN AS AZU**

[sings] ahhhhhh.

**ALEX**

And what was Skraak's?

**BRYN AS HAMID**

Well, I rolled a natural 20 for Hamid and a 19 for Skraak, so that was a good pair. So, Skraak's total sadly is only 27.

**ALEX**

Okay, cool, and what was Hamid's one more time, because I think this is all good?

**BRYN AS HAMID**

Well, the natural 20 means the total is 36 by my reckoning?

**HELEN AS AZU**

Wow!

**LYDIA AS CEL**

Good lord.

**ALEX**

So, there is a sudden screaming cry that seems to come from everywhere at once, and then you realise it is coming from everywhere at once. As every single creature that you can see whether upon a building, whether on the ground, whether blue veined or not, apart from yourselves throws their head up in the air and screams for a moment. [screaming sound effect]

It is a very loud, a very painful sound to hear and very, very unnerving and carries with it a magical pressure upon the mind.

I'm afraid everyone, apart from Cel, takes it and handles it.

**(laughter)**

**BEN AS ZOLF**

Takes it does not mean [overtalking 47:11]

**HELEN AS AZU**

The indignation.

**BRYN AS HAMID**

[overtalking 47:11] strange phrasing there Alex, yeah.

**ALEX**

Quiet, quiet all of you...

**LYDIA AS CEL**

Cel gets the wibblies, Cel has mechanical wibblies.

**ALEX**

And Cel is now shaken...

**HELEN AS AZU**

Uh oh.

**ALEX**

...for...

**LYDIA AS CEL**

Oh, don't make me useless in the final battle, Alex.

**ALEX**

...for four rounds...

No, you're not staggered, what that is, is you're taking a minus two penalty on attack rolls, saving throws, skill checks and ability checks. You are not frightened or panicked, because you rolled high enough that you're only shaken.

So, for four rounds you're taking a minus two on stuff basically.

**LYDIA AS CEL**

That's not good.

**HELEN AS AZU**

But this isn't an effect that's gonna get worse if not treated, right?

**ALEX**

No.

**LYDIA AS CEL**

Cool.

**ALEX**

This was just a "well, that was weird" because the scream does stop, it just goes on and on and on and on.

It's this thing was hurt and then everyone goes "argh!" and in terms of the plant itself, blue light starts sort of shining out from it as if you had like a light bulb in a vase and then you smashed it a little bit, do you know what I mean...?

**HELEN AS AZU AND LYDIA AS CEL**

Mm hmm.

**ALEX**

So, it's shining out from it.

You can already see though Hamid, the plant itself is starting to knit itself back together.

**HELEN AS AZU**

Rusty Quill Gaming – 214 - Guivres

Wow.

**ALEX**

But it is a very odd sensation to hear an entire city scream at once.

**BRYN AS HAMID**

It's fine, I was attracting attention, doing minor damage.

**ALEX**

Guivres also is screaming at the same point [dragon roar sound effect] and then turns wholeheartedly to look somehow despite the scale, and somehow despite the distance right into Hamid's eyes; and I'll end the episode there.

**HELEN AS AZU**

Oh, Bryn!

**BRYN AS HAMID**

I think he might be the bigger dragon you guys.

**BEN AS ZOLF**

Mm.

**ALEX**

I think you may have picked fight.

I think you may have picked...

**BRYN AS HAMID**

This is not a contest of dominance I am going to win!

**(laughter)**

**BEN AS ZOLF**

Do you know what Hamid we'll see about that, you've got backup.

**LYDIA AS CEL**

Yeah.

**ALEX**

Plus, you've got loads of hit points, it's fine!

**BRYN AS HAMID**

Um!

**(laughter)**

[high pitched] That's not how I would characterise it!

**(laughter)**

**BEN AS ZOLF**

You've got a few.

**BRYN AS HAMID**

I've got some.

**(laughter)**

I've certainly got more than before.

**(laughter)**

So, you know, that's nice. That's nice.

**ALEX**

Why don't we find out and leave the audience guessing, but I'm gonna call it by there.

**BEN AS ZOLF**

Extra 130 hit points and he's still...argh can't go wrong.

**(laughter)**

**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](http://rustyquill.com). Rate and review us online. Tweet us @therustyquill, visit us on Facebook, or email us via mail at [mail@rustyquill.com](mailto:mail@rustyquill.com). Join our community on Discord, or via Reddit at [r/rustyquill](https://www.reddit.com/r/rustyquill). Thanks for listening.

**ALEX**

...which has a door that appears to have been [something breaks in the background] wedged open

**BRYN**

Uh.

**BEN**

Lyd?

**LYDIA**

Oh no, no I'm fine.

**(laughter)**

**BEN**

Good.

**LYDIA**

I just wanted to move the camera and I did a bad job of that.

**(laughter)**

**HELEN**

Oh no!

**LYDIA**

Woah, oh!

**(laughter)**

**HELEN**

A little rollercoaster ride.

**ALEX**

Fight Lydia, fight.

Go for the eyes.

**(laughter)**

**LYDIA**

I really, I just wanted to look normal.

**BEN**

The chickens are in the house.

**(laughter)**

**ALEX**

They're in the walls man, they're in the walls!

**(laughter)**

**LYDIA**

Okay, I just wanted you to be able to see my face.

**(laughter)**

That's not gonna happen.