

## **RQG – 215 – Tower Defence**

### **Content Warnings**

- Physical violence & injury;
- Heights, fire, bombs;
- Hivemind;
- Discussions of: death (inc. character death), magical transformation;
- Mentions of: zombies, blood, dismemberment, suicide;
- SFX: wind & rushing air, wingbeats, rumbling & rattling, clanking, roaring, explosions, building collapse.

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

#### **ALEX**

Hello and welcome to episode 215 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

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**LYDIA**

Lydia Nicholas

**HELEN**

Helen.

**(laughter)**

**ALEX**

Okay, and who are you playing?

**(laughter)**

**BEN**

Zolf Smith.

**BRYN**

Hamid Saleh Haroun al-Tahan, who's about to fight a much bigger dragon!

**LYDIA**

Yeah, Cel Sidebottom who is confused by the fact that other people are doing dances at each other...

**(laughter)**

...is taking away from the tension somewhat.

**ALEX**

And?

**(laughter)**

**HELEN**

And Azu, whahoo!

**(laughter)**

**LYDIA**

Oh, my I don't... should we use this?

**ALEX**

Yeah, no, we're using this people need to understand.

**BEN**

For the listener, Helen and I have gone a bit odd.

**HELEN**

Yeah, it's like...

**(laughter)**

**ALEX**

The stakes got too high, and the cast are struggling, and that's okay.

That's okay.

**HELEN AS AZU**

It's like in the actual campaign.

**LYDIA AS CEL**

We're just kind of gone round, there's been a stack overflow of tension and now we're in very giddy territory.

It's all silly.

**BEN AS ZOLF**

Yeah, we're **[overtalking 02:44]** memory leak.

**LYDIA AS CEL**

Yeah, like oh no what we're gonna die.

Wiggle time.

**HELEN AS AZU**

Wiggle time!

**(laughter)**

**ALEX**

So, brief recap, we're technically not doing terribly fighting a potentially unkillable dragon whilst surrounded by a hoard or potentially unkillable enemies, atop Big Ben, like actually, you're actually doing alright so far.

**LYDIA AS CEL**

Yeah.

**BEN AS ZOLF**

I think Hamid's proven they're killable.

**ALEX**

Only one of you has been turned into a fine paste.

**BEN AS ZOLF**

Um, that's not true.

**HELEN AS AZU**

Uh, no! No!

**BRYN AS HAMID**

Skraak is still alive.

I confirm Skraak is still alive.

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**HELEN AS AZU**

Yes.

**BEN AS ZOLF**

Rumours of their death have been greatly exaggerated.

**HELEN AS AZU**

**(laughter)**

Yeah, oh dear, Skraak.

**BRYN AS HAMID**

About five rounds from now Skraak is gonna plunge from the cloud line, land on the back of Guivres' neck dagger first, and it's gonna be incredible.

**(laughter)**

**LYDIA AS CEL**

Oh, cool! Yeah.

**ALEX**

I am gonna go ahead and say that, don't hold your breath on that.

**BRYN AS HAMID**

I hate you. I hate you so much.

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**ALEX**

Okay, so and one thing before we go any further which was one thing that was caught is Guivres is she/her.

**BRYN AS HAMID**

Oh, my bad!

**ALEX**

Minor correction there. In fairness, Guivres hasn't been kicking around too much as a character, she/her for Guivres.

**BEN AS ZOLF**

Yeah, she turned up, melted the Eiffel Tower.

**(laughter)**

**BRYN AS HAMID**

I apparently forgot completely!

**(laughter)**

My bad.

**ALEX**

So, without further ado then we are going to come in at Wilde's turn.

**LYDIA AS CEL AND HELEN AS AZU**

Ooo.

**ALEX**

In which case then, Wilde leaps himself off the Tower, just...

**HELEN AS AZU**

Woo!

**LYDIA AS CEL**

Makes sense, yeah.

**BRYN AS HAMID**

Course he does.

**BEN AS ZOLF**

I haven't seen this because I'm down a hole.

**ALEX**

No, you don't, sort of towards Cel and Guivres.

**LYDIA AS CEL**

Oh, makes sense, yeah.

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**HELEN AS AZU**

No!

**LYDIA AS CEL**

None of us see this Ben because he's invisible!

**BEN AS ZOLF**

Oh, that's a very good point.

**HELEN AS AZU**

Oh god, no none of us do see it.

**ALEX**

Can I get a perception check from Cel and Azu?

**HELEN AS AZU**

Yes.

**LYDIA AS CEL**

18 as low as Cel can roll really because that's a two, so you know.

**HELEN AS AZU**

I've got a 15 and I can go lower!

**(laughter)**

**ALEX**

Understood. Neither of you notice anything, wicked.

**LYDIA AS CEL**

Cool.

**ALEX**

All of the hoard that are like awash over the ground like an ocean, like a sea, swarm towards the plant specifically. They are the sort of Houses of Parliament and they are moving en mass, start thinking that sort of world war-se kind of waves from the film kind of thing.

**BEN AS ZOLF**

Ah, yeah.

**ALEX**

However, coordinated, they aren't tripping one another up it's just woomph, for a moment it feels like the city is contracting that sort of movement. A large number of them are moving sort of towards the Tower insofar as it's in the right direction, but it's too early to tell whether they are going to be climbing it or not, but I would say they seem to be coming from almost all directions. Bearing in mind that that fight happening over towards the one that got away still seems to be intermittently carrying on, but yeah there is a seeming numerable hoard all honing in towards Hamid.

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With that in mind then, can I get an escape artist check from Skraak please?

**BRYN AS HAMID**

See, he's still alive.

**BEN AS ZOLF**

Maybe.

**BRYN AS HAMID**

They're still alive.

**ALEX**

He's trying to escape this mortal coil.

**HELEN AS AZU**

No!

**BRYN AS HAMID**

Um, okay I rolled a three so, 18.

**HELEN AS AZU**

Oh.

**ALEX**

Okay.

**BRYN AS HAMID**

That die is going in the naughty corner.

**(laughter)**

**ALEX**

At this point I swore to myself I would allow you three rolls for Skraak before I start taking over. Can I get the escape artist modifier for Skraak, I'm going to be rolling in secret from now.

**BRYN AS HAMID**

Plus 15.

**LYDIA AS CEL**

Wow.

**ALEX**

And can I get the fort save modifier for Skraak please?

**BRYN AS HAMID**

Plus eight.

**ALEX**

You will not hear me ask for a roll again.

**(gasps)**

**BEN AS ZOLF**

Yeah.

**LYDIA AS CEL**

It's because he's busy flying up to land on Guivres, that's what he's doing.

**ALEX**

Azu, you are up. You for a very brief moment, thought you might have been face to face with a Guivres, but thankfully she seems otherwise occupied.

**HELEN AS AZU**

Yeah, everything is fine for a value of fine.

**(laughter)**

**ALEX**

For a value of six seconds, everything is fine!

**(laughter)**

**HELEN AS AZU**

Yeah.

Ben, what was the last thing that Zolf did? Did he just shape the stone?

**BEN AS ZOLF**

Yeah, so I leapt off down the stairwell and shaped the stone on the door.

**HELEN AS AZU**

Okay.

**BEN AS ZOLF**

Not that you know where I am.

**(laughter)**

**ALEX**

Invisible...

**LYDIA AS CEL**

She can see the stone move.

**BEN AS ZOLF**

Oh, that's true, you can see the stone moving, or hear it I guess but, yeah.

**HELEN AS AZU**

Okay.

**ALEX**

You could have taken the time to etch into the floor just a little arrow pointing you to say, "I am ere".

**BEN AS ZOLF**

No, I can't write as I'm not capable of fine detail.

**ALEX**

Ah, fair play.

**HELEN AS AZU**

Ah.

**ALEX**

Okay, in that case then, Azu you are up.

**HELEN AS AZU**

Okay, so I am still on Topaz which means I have an 80 foot move/flight speed which means I can get up onto the platform.

**ALEX**

And technically you're not stood, you're hovering above the doorway above Zolf, yes.

**HELEN AS AZU**

Well, Azu is going to do hovering above the doorway, not above Zolf, this is very important I'm not going to do this above Zolf.

**(laughter)**

**ALEX**

Yeah, sure there's enough space for that.

**HELEN AS AZU**

She gets out her bag of holding and she tips out all of the marbles. [sound effect of marbles rolling along stone].

**(laughter)**

All of the marbles that she has accumulated down the holes and down the stairs.

**(laughter)**

**ALEX**

That's a really good idea!

That's a really...how many is that like?

**HELEN AS AZU**

That's so many Alex!

**BRYN AS HAMID**

Literally thousands.

**HELEN AS AZU**

Thousands of marbles.

**(laughter)**

**ALEX**

Thousands.

**HELEN AS AZU**

Potentially thousands of marbles.

**ALEX**

I feel like it's like 9,000 marbles give or take isn't Helen, something like that?

**HELEN AS AZU**

It was a lot. It was like 30 gold worth of marbles or something ridiculous like that.

**BRYN AS HAMID**

I'm pretty sure you spent 50 gold on marbles, and you used like ten of them, maybe a couple of dozen at most.

**HELEN AS AZU**

Yeah, something like that...

Yeah.

**(laughter)**

**ALEX**

Yeah, you're looking at around like at least like 9,000 marbles are now pouring. Ah, so you're just upending the bag of holding and it just goes booooooarr marbles! Booooooooarrrrr!

**HELEN AS AZU**

Hehehe yes! And Alex you have yourself to thank for this because I remember at the time that it was pointed out to me how many marbles I had, you were like, that could legitimately be of use!

**(laughter)**

**ALEX**

Yeah.

**HELEN AS AZU**

And it has been of use.

**(laughter)**

**ALEX**

Would you like the good news or would you like the bad news?

**HELENN AS AZU**

Um, yes.

**(laughter)**

**ALEX**

Okay, so the good news is a torrential wave of marbles starts pouring into that space, just pouring and pouring and pouring.

Technically, for this many, you might actually have had to, if this was real life, hold it for a while, because of the diameters...

**(laughter)**

...but I don't care. So, I'm just plopping them out all in one go, and they are pouring down into that hole. I'd say that probably one or two ping out the sides of the Tower at lower levels, just by virtue of velocity and...

**(laughter)**

One other thing though which is your bad news is it's loud. This is like ten thousand marbles just going [Alex making a sound effect of marbles].

**HELEN AS AZU**

I bet.

**LYDIA AS CEL**

Uh, no, Alex it's about 9,000!

**(laughter)**

Over 9,000 but about 9,000.

**ALEX**

You're right, you're right.

**LYDIA AS CEL**

So, like if that's a DC you know, Guivres can't hear it's under ten thousand marbles, that's an important distinction.

**HELEN AS AZU**

There's also a massive dragon nearby and people clomping around, so I feel like it's not loud, loud. It's all very loud, we're in a loud place.

**BEN AS ZOLF**

The entire city of London just did a scream, so you know...

**(laughter)**

**ALEX**

And also like to be clear, you've effectively filled this stairwell and it just, I mean Zolf is levitating so it's effectively like bumping Zolf upwards as it fills up.

**(laughter)**

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**BEN AS ZOLF**

Yeah.

**ALEX**

Oh my god you've turned Big Ben into a marble run.

**BRYN AS HAMID AND LYDIA AS CEL**

Yeah.

**(laughter)**

**BEN AS ZOLF**

We'll never see it, but it's a ridiculous all the skele- like wha wha wha wha wha  
whaaaaa...

**(laughter)**

Inside Elizabeth Tower like tumbling over wooooah!

**BRYN AS HAMID**

I vote the camera of the campaign's focus just cuts into marble Olympics for  
the next three minutes.

**(laughter)**

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While Alex describes in minute detail which marble keeps overtaking which other marble on a race to the bottom of the Tower.

**(laughter)**

**ALEX**

Okay, what I'm gonna do is ask if Azu wants to use a move action, is what I'm gonna do instead!

**(laughter)**

**HELEN AS AZU**

Yes, Azu will then fly up onto the platform, assuming that Zolf is going to join her there.

**ALEX**

Sure.

In which case then Zolf you are up.

**BEN AS ZOLF**

Alright, so into the headphones as I start moving... ooh it's a good point actually, how far down am I in the stairwell?

**ALEX**

15 feet.

**BEN AS ZOLF**

15 okay, cool. Yeah, so as I'm moving, I'll be to like Babbage like, "right I'm almost gonna get you set up. Start talking me through how" and then while he's talking, I'll move up 15 feet and then I'll sort of do the classic come and drag myself sort of up the glass with me hands whilst levitating, and so, 15...20.

**(laughter)**

**ALEX**

Like a space gondolier.

**BEN AS ZOLF**

...25...30...35...yeah 40 I'll put it there. Okay, yeah and I'm gonna put Babbage down in front of me in one of the central four squares of the platform, I'm pinging it for GM's benefit, but I'm putting him there.

**HELEN AS AZU**

Yeah.

**BEN AS ZOLF**

But he's as central as I can mechanically get him because of how the squares land.

**ALEX**

No, I get you, I get you.

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Babbage yeah is able to start walking you through it, then to be clear you are effectively gonna be taking an extendable sort of aerial placing it down. You're going to be connecting that into the array.

The cable has a certain amount of slack, but we're not talking hundreds of feet, and then you have the weight.

**BEN AS ZOLF**

Yeah, so I kind of like you know I use my standard action to start setting that up so however far I can get. What I am trying to do is if it's allowed, kind of nestling the Babbage box underneath the tripod, so it's all occupying a single square if that's possible, I don't know how big the apparatus is.

**ALEX**

I'm gonna say that's possible.

**BEN AS ZOLF**

Cool.

**ALEX**

Otherwise, that is a comically large backpack.

**BEN AS ZOLF**

Yeah, so yeah I've... it's all occupying the same square and I'm like fiddling with the buttons and following Babbage's instructions to get it all set up.

**ALEX**

Understood, in which case Ben, the root creatures are hurling themselves up the walls, we're not just talking like climbing, they're move speed is utterly unaffected by the verticality, and as you'll remember like they were able to sink themselves into the stone and so on, so they are just hurtling themselves up the walls of parliament, and there is frankly an equal amount moving up the Tower. However, it seems like that's just there's so much stuff that frankly it's just taking what it can get.

Meanwhile, Guivres beelines towards Hamid and in so doing passes comparatively near to the Tower.

In terms of distance, Guivres may not be able to turn well, but Guivres can move a pace and rockets along by 250 feet.

**BRYN AS HAMID**

Oh my!

**ALEX**

Like there is non-mechanical shockwave from the movement, and as doing so turns, takes a deep breath and then [dragon roaring sound effect] at Elizabeth Tower.

**BRYN AS HAMID**

Flyby.

**BEN AS ZOLF**

So, here for clarification there Alex, if I've taken Babbage off, is the object just going to get melted?

**ALEX**

Here's what's gonna happen for that okay.

Guivres is moving quick, but not quick to the point where no one would get a reaction, and because people had movement leftover, I think it's reasonable for one of you to place yourselves between Guivres and the device and to human shield it without a reflex save. This is not a sneaky thing, this is something and you had movement leftover, I'm fudging it slightly, but frankly I think it's better this way.

So, I am happy for one of you, you will have to occupy the square to the east of it to act as effectively a shield for the device.

**HELEN AS AZU**

Okay, I'm happy to do that because Zolf you're setting it up.

**BEN AS ZOLF**

Yeah, I think that makes sense.

**HELEN AS AZU**

Okay.

**BEN AS ZOLF**

And you are larger, you just have more mass than I do so...

**HELEN AS AZU**

Yeah, I'll do that.

**ALEX**

So, yeah Guivres rockets along and booooph [dragon blowing fire sound effect].

Can I get a reflex save from Hamid and from Cel please?

**LYDIA AS CEL**

Ooh, 18.

**BRYN AS HAMID**

17.

**ALEX**

You both just manage to shield your eyes.

Wilde, you have no idea of, is invisible. As far as we're concerned it is Zolf and Azu only okay?

**BEN AS ZOLF AND HELEN AS AZU**

Okay.

**ALEX**

Can I please get a reflex save from both of you?

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**BEN AS ZOLF**

That's good [sighs].

**HELEN AS AZU**

That's bad – ten!

**BEN AS ZOLF**

24.

**ALEX**

In which case then, strap in I've got some rolling to do!

**BEN AS ZOLF**

Is Topaz also included in...

**ALEX**

Oh yes Topaz is included, can I get a reflex save for Topaz.

**BEN AS ZOLF**

Now remember Helen, Topaz takes half his damage, I take 1.5 damage.

**HELEN AS AZU**

Yep. Topaz only gets 16.

**(laughter)**

**ALEX**

Right, I have finished rolling the dice you will have noticed that you wouldn't hear anything because there was a lot, and it took a while.

Everyone on the Tower by which I mean Azu and Zolf, and Azu you are shielding Babbage because I'm feeling generous.

**HELEN AS AZU**

Thank you.

**BRYN AS HAMID**

And Topaz is there too.

**ALEX**

And Topaz. So, here's the thing...everyone takes 122 fire damage.

I honest to god rolled it 122 with 120 just, whoop!

**BEN AS ZOLF**

Do you know what that means?

It means Topaz takes one damage and I take three.

**(laughter)**

I've got loads of hit points!

**LYDIA AS CEL**

Listeners seriously there were while the dice were rolling, so many heartfelt conversations about like, you know if the characters die but we still manage to like set the device off, then really it's a good poetic ending...like there was so much heartfelt.

Like, it's fine I can lose these characters you know, and it will be okay. It will be okay, and there's like ding!

**(laughter)**

**BEN AS ZOLF**

Alex, I'll just let you know I still have nine temporary health, so I'm still okay.

**ALEX**

No that's fine, I can do this all day, that's fine.

**(laughter)**

**BEN AS ZOLF**

That's fine, I don't care.

**HELEN AS AZU**

That's the problem.

**BEN AS ZOLF**

I'm standing up against the universe here. I'm proud of myself.

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You can't take that away from me.

**(laughter)**

**HELEN AS AZU**

I'm proud of you too.

**(laughter)**

**ALEX**

In terms of a description for everyone else, thankfully Cel and Hamid passed their reflex save so they can see what's happening.

[dragon breathing fire sound effect] Just pour heat rolls out.

Sections of the roof liquify.

Huge chunks of masonry are just chucked out into space and then fall down into the hoards squishing them Lord of the Rings trebuchet style, for those of you who care.

**BEN AS ZOLF**

Guivres probably got some time with them then.

**(laughter)**

**ALEX**

The glass parts of the roof all shatter, and most of the walkway starts to buckle, but is still functional.

**BEN AS ZOLF**

So, are we on grill here...we're not...

**HELEN AS AZU**

Filigreed wasn't it, so the metal bit is...

**ALEX**

You're on a sort of like Victorian-esq wrought iron, it's not iron spoilers, but like...well not spoilers, it's frankly a posher metal than iron in a fantasy metal way.

**BEN AS ZOLF**

Okay.

Spitfield.

**ALEX**

But it is certainly warped from the heat and a little bit precarious now.

**BEN AS ZOLF**

Okay, we're not falling...yet.

**ALEX**

And, yeah, just from the outside looking in, the top of the Tower has just exploded and because everyone's still technically invisible, right? Or is Zolf not invisible now, I've lost track.

**BEN AS ZOLF**

No, no we're all invisible, the only thing...

**HELEN AS AZU**

It's only Hamid who's visible.

**BEN AS ZOLF**

Yeah, and it's Hamid and Babbage.

**ALEX**

Yeah, so at the moment then the device can still be seen, seemingly unharmed and Hamid you now find yourself a lot more face to face with a Guivres, who is up in your grill and immediately facing off at you, but has no standard action.

**(laughter)**

**BEN AS ZOLF**

Yeah, she used it, you're welcome!

**(laughter)**

**ALEX**

Which is a very, very important factor.

Cel, you are up.

**LYDIA AS CEL**

How far away is the dragon from Cel?

**ALEX**

You're at about 200 feet give or take.

**LYDIA AS CEL**

Oh for goodness sake, wherever Cel goes like they can't frickin' hit this dragon. I was either trying to fly towards the thing, and then it flew away!

**BRYN AS HAMID**

I mean it flew 250 foot like that's the problem, that's a lot of movement.

**LYDIA AS CEL**

Yeah.

Well, the thing is, what would make sense for Cel to do is to bomb the things that are crawling up the Tower, but that would attract the attention of the dragon.

So...

**ALEX**

So, here's the thing, I'm going to throw you some help because it's getting very abstract with all this vertical movement, okay.

**LYDIA AS CEL**

Yeah.

**ALEX**

You could attack things climbing up the Tower on the far side from which Guivres is. So, unless Guivres has omniscience.

**(laughter)**

**LYDIA AS CEL**

They're quite loud.

**ALEX**

The issue you're gonna have is that once you attack, you're invisibility, you didn't go greater did you Hamid, you went lesser.

**BRYN AS HAMID**

No.

**ALEX**

So as a result, once you attack you'll stop being invisible, which means you're waiting for something to notice you.

**LYDIA AS CEL**

That's fine, because then they can fly away, and also their blood is literally boiling, so if they get attacked in the right way they will kill most things that attack.

**ALEX**

And the benefit is the blood is gonna fall down, and is definitely gonna hit something, because you can't even see the ground anymore!

**LYDIA AS CEL**

Yeah, probably.

**ALEX**

It's all valid targets.

**LYDIA AS CEL**

Woo! Does it look like anything is nearing the top of the Tower, any of the crawly climby things?

**ALEX**

Yeah, you think you can see three that are approaching the top of the Tower.

**LYDIA AS CEL**

Okay.

**ALEX**

If you look towards the base of the Tower, it's innumerable, but in terms of ones that have a lead, you're looking at yeah maybe around three.

**LYDIA AS CEL**

And these are plenty things?

**ALEX**

They are the root type creatures that you have encountered previously, interpret that how you will.

**LYDIA AS CEL**

Cool.

In which case my move speed currently is 60 so I can move to being within, let's say within 15 foot of them. I want to throw an exfoliant bomb at the one that is highest up the Tower.

**ALEX**

Okay, cool, give me the attack roll.

**LYDIA AS CEL**

Oh, I rolled 19 so that is 29.

**BRYN AS HAMID**

Nice.

**ALEX**

Yeah, you're fine. So, it's a strong hit.

**LYDIA AS CEL**

So, that means that I am rolling seven D8 plus 14 splash damage.

**BRYN AS HAMID**

Nice!

**(laughter)**

**ALEX**

You're gonna be doing chunky damage on this.

**LYDIA AS CEL**

I managed to roll absolute garbage, so the total is only 29.

**ALEX**

That's still a hefty whack.

**HELEN AS AZU**

Yeah.

**BEN AS ZOLF**

Yeah, still damage.

**LYDIA AS CEL**

Yeah, I know it's damage, but it's just like I rolled one, two, three...

**BEN AS ZOLF**

Ooh.

**ALEX**

Ooh.

**HELEN AS AZU**

Ah.

**ALEX**

I feel your pain, I did the same with the dragon.

**(laughter)**

**BRYN AS HAMID**

Bugger off.

**(laughter)**

**HELEN AS AZU**

Oh well.

**LYDIA AS CEL**

So anyway yes, that is 29 damage.

Also, I can declare bombs sticky so, that's just...

**ALEX**

So, to be clear your invisibility [magic sound effect] sort of pops as you take the offensive action.

**LYDIA AS CEL**

Yeah.

**ALEX**

Nothing seems to have noticed you at first, but then there's an explosion one of them seems very badly like shredded by it, and they all start looking around for you, and I am gonna roll because there's a lot going... uh no they've rolled really high, they notice you, at which point you can see all of the other root monsters that are sort of in your line of sight all turn to sort of see you.

**LYDIA AS CEL**

That's cool.

**ALEX**

However, you're a decent distance so if they were gonna try and hit you, unless they've got range stuff, they're gonna have to leap.

**LYDIA AS CEL**

Yep.

**ALEX**

Bearing in mind they could have range stuff, that's not come up, but you're not against the Tower is what I'm getting at for listener's benefit.

**LYDIA AS CEL**

Yeah, yeah, yeah.

Is the thing that I hit, dead?

**ALEX**

No.

**LYDIA AS CEL**

In which case, remember the bomb is sticky, so it's gonna get 12 damage next turn.

**ALEX**

Noted.

**LYDIA AS CEL**

Okay.

**ALEX**

In which case then Hamid, it is your turn.

You are currently in a lot of ways living the dream, by which I mean you have enormous dragon wings. You're flying using them. You're powerful. You're

exploding things, and you're fighting a dragon which in an RPG is in a lot of ways the goal, everything beyond this is bonus.

**BRYN AS HAMID**

Hamid, as Guivres was shooting towards him, was scared but ready until Guivres turned their head and fire bombed the top of the Tower, at which point was just like "no, no! Not them, me. Not them, me!"

**LYDIA AS CEL**

Aw.

**BRYN AS HAMID**

But he waits for Guivres to approach, and flings out his two hands, one directly at Guivres' face. He's been floating about 50 foot above the roof of the Houses of Parliament, and literally any person who is still on the roof more or less directly below Guivres will do as the second hand shoots at them, and he calls light...

**(gasps)**

...which shoots in the reverse direction, raising from the person on the roof, shooting up and illuminating Guivres. He will once again be using the rod of maximise. He's casting, what's it called, lightening arc – there has to be two targets, so I'm hoping there's still someone beneath Guivres alive on the roof that can act as the other target basically.

Rusty Quill Gaming – 215 - Tower Defence

**ALEX**

There is.

**BRYN AS HAMID**

Good, good.

**ALEX**

Does this allow spell resistance?

**BRYN AS HAMID**

Yes.

**HELEN AS AZU**

How many uses of that thing do you have?

**BRYN AS HAMID**

The rod?

**HELEN AS AZU**

Mm.

**BRYN AS HAMID**

Three. So, this is my second.

**HELEN AS AZU**

Oh! I thought you only had one so...

**(laughter)**

**LYDIA AS CEL**

Yeah, this is bonus.

**BRYN AS HAMID**

Yeah.

Do you need me to roll the spell resistance then?

**ALEX**

I do, and I need you to roll well.

**HELEN AS AZU**

Oh, good luck, good luck, good luck.

**LYDIA AS CEL**

Oh.

**BRYN AS HAMID**

Which die, which die is going to be friendly to me... c'mon...

**ALEX**

Pick your friendliest die.

**BRYN AS HAMID**

24.

**BEN AS ZOLF**

[whispers] That's pretty good.

**ALEX**

Insufficient.

**(gasps!)**

**BEN AS ZOLF**

Dragons' suck!

**(laughter)**

**ALEX**

Dragons are wildly magical, wildly magical.

**HELEN AS AZU**

This is now a "we hate dragons" podcast.

**(laughter)**

**ALEX**

The arc of lining, I'm assuming on a failed spell resistance there's no additional, that's incredibly rare in pathfinder.

**BRYN AS HAMID**

Oh yeah, yeah, no it just means I think as well as one of the two targets, I think it just means the spell fails completely because it's got nothing to anchor between.

**ALEX**

Unfortunately, effectively, I'm gonna say that the arc can go off, meaning that from your perspective you know there's someone on the rooftop.

**BRYN AS HAMID**

Yeah.

**ALEX**

But unfortunately, it just scatters across the scales which glow golden light for a second and then, dissipates.

**BRYN AS HAMID**

Yeah, I mean the person on the roof does get a reflex save against the 78 damage that I just did just FYI.

**HELEN AS AZU**

Oh!

**BRYN AS HAMID**

If you want to take that, I don't know.

Rusty Quill Gaming – 215 - Tower Defence

Yeah, Hamid is going to follow Skraak's example from earlier, he's gonna use his move action not to fly in a straight line, not to flee, but to effectively he's gonna fly in close to Guivres.

**ALEX**

Yeah, I'm with you.

**BRYN AS HAMID**

He's gonna start to circle round the dragon's body.  
He's gonna be a fighter attacking a capital ship.

**ALEX**

Yeah, I'm with you.

**BRYN AS HAMID**

And you know reducing the range is actually the most effective rather than extending it.

**ALEX**

I understand.

**BRYN AS HAMID**

I assume that's gonna take a fly skill check.

**ALEX**

What I am gonna do for this, is I'm actually nerfing ever so slightly the dragon in one way, which is the flight stuff.

**BRYN AS HAMID**

Yeah.

**ALEX**

I'm gonna do opposed flight checks to see who gets the upper hand by virtue of it

**BRYN AS HAMID**

Yeah.

**HELEN AS AZU**

Oh.

**ALEX**

Bearing in mind mechanically for your benefit Bryn, you'll know that that means, this thing is very clear to you, has the clumsy rating for flight.

**BRYN AS HAMID**

Yeah.

Hamid cannot beat the dragon, but he may be able to keep it away from the rest of you long enough.

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**LYDIA AS CEL**

[screeching] Oh no.

**HELEN AS AZU**

Oh.

**BEN AS ZOLF**

You've only got to survive a minute, I think.

**HELEN AS AZU**

And how long has it been already?

**LYDIA AS CEL**

No, it's a minute from now.

**HELEN AS AZU**

Oh.

**ALEX**

A minute from now.

**BEN AS ZOLF**

Yeah, assuming I turn it on next round, I think Babbage said it would take about a minute.

**ALEX**

I'm gonna say basically yeah, like your set ups done, it took a round to set up, you've done that bit, yeah it's from next round.

**BEN AS ZOLF**

Yeah.

**HELEN AS AZU**

Has it only been like a couple of rounds? I feel like we've been doing this for ages.

**(laughter)**

**BRYN AS HAMID**

Yeah.

**ALEX**

It's because a lot's happening.

**BRYN AS HAMID**

Six combat rounds.

**HELEN AS AZU**

Oh my god.

**ALEX**

Okay, so what was the fly check?

**BRYN AS HAMID**

26.

**ALEX**

Okay, cool, so I'm gonna give you this information because I'm trying to be fair, and this is all simultaneous action.

It's super clear to you immediately, this was a really good call. She is almost wallowing in the air to try and account for this as a factor. Metter, I will true garbage, true, true garbage...

**(laughter)**

So, you're gonna be getting a bunch of modifiers here for the fact that she can't really handle you up here.

**BRYN AS HAMID**

Good, good, good.

**ALEX**

It's like fighting a fly with a broad sword.

**BRYN AS HAMID**

Yeah.

**BEN AS ZOLF**

Hmm, just wondering if dragons have spell resistance when you're inside them?

**(laughter)**

**BRYN AS HAMID**

I mean obviously, obviously I have been considering the fly down her throat move here Ben. What do you take me for some sort of amateur?!

**(laughter)**

**ALEX**

I'll tell you what, I'm gonna do something I wouldn't normally do, and this is going to annoy hardcore rules fans.

Give me a knowledge arcana, Bryn.

**BRYN AS HAMID**

Huh, then I roll the 19, sure. I mean that means that lots...37.

**ALEX**

As far as you're concerned, and as far as anyone is concerned in this world, spell resistance so for dragons is located in the scales.

**BRYN AS HAMID**

Yeah, yeah that's what I thought.

**ALEX**

Yeah, just gonna leave you with that thought.

**BRYN AS HAMID**

Yeah.

**ALEX**

Meanwhile, can I get a perception check from everyone?

**LYDIA AS CEL**

Ooo.

**BEN AS ZOLF**

28.

**HELEN AS AZU**

20.

**LYDIA AS CEL**

22.

**ALEX**

So, Zolf specifically, even though you're working on this you sort of you catch something out the corner of your eye, and unless you are mistaken, that is Apophis...

**(gasps)**

...throwing himself up from amongst the city and is beelining towards Guivres.

**BEN AS ZOLF**

Uh.

**LYDIA AS CEL**

See Apophis is here.

**BEN AS ZOLF**

Now, he's a...

Blue veins...

**(laughter)**

**BRYN AS HAMID**

Don't you dare, not two!

**ALEX**

And I'll take a break there.

**[mid show break 28:11]**

Hello everyone, it's Helen here and today I'm talking to you about a new show on the RQ network called, "I Am In Eskew". A mind-bending surrealist horror drama, that's perfect for anyone who's into creators like Junji Ito and David Lynch. I am into both of those creators so it's certainly going on my list. The show follows David Ward who is trapped just beyond the human world in a murderous city, which also happens to be alive.

A mysterious woman helps them to survive, but she has motives of her own, namely, to burn Eskew down.

Search for "I Am In Askew" on all podcast platforms, or visit [iamineskew.com](http://iamineskew.com) to find out more about what's going on in this bizarre world.

Happy listening everyone.

**ALEX**

And welcome back.

So, you asked a comparatively minor question that I forget.

**(laughter)**

**BEN AS ZOLF**

[strange voice] Have they got blue veins.

**ALEX**

No blue veins, not even little blue veins, no blue, veins.

No blue veins.

**LYDIA AS CEL**

It's a good dragon.

**ALEX**

It's very, very difficult to get sneaked up on by a dragon. It seems that Apophis has been loitering amongst the actual buildings and then has suddenly sort of leapt upwards, and it's clear that Guivres has noticed this, because it's pretty much in Guivres' eyeline; and is surprised.

I'll leave it at that.

**HELEN AS AZU**

If Apophis is here, who else from Cairo is here?

**BEN AS ZOLF**

Ah.

**BRYN AS HAMID**

Well, Apophis was in convocation with the other meritocrats out in China, I think. So, there are still four living meritocrats.

**BEN AS ZOLF**

Yeah.

**ALEX**

Rusty Quill Gaming – 215 - Tower Defence

So, in terms of the rest of things, the swarm are now properly swarming up the Tower at this point.

**BRYN AS HAMID**

Rude.

**ALEX**

So, there is a lot of that around. I would say you're looking at from Cel's perspective you're looking at one more round and then the first of them is gonna start breaching the top of the Tower.

Meanwhile, Azu you are up.

**HELEN AS AZU**

I want to cast shield other on Babbage.

I want to activate my armour.

I want to tell Topaz to guard Babbage.

Those are the three things I want to do. I know I can't do all of them, but let me check.

**(laughter)**

**BEN AS ZOLF**

Now, I was gonna say is that a standard action, because that might be a bonus action.

**BRYN AS HAMID**

Yeah.

**HELEN AS AZU**

That's what I'm wondering, because I don't...

**BRYN AS HAMID**

Ordering Topaz to do something should be at most a move action as likely a free action, because of your various things.

**BEN AS ZOLF**

Yeah.

**BRYN AS HAMID**

I think you can do all three basically.

**HELEN AS AZU**

Wow! Okay.

**BEN AS ZOLF**

Bonus free, and standard and you're good.

**ALEX**

You happen to have an incredibly efficient combo there.

**HELEN AS AZU**

Alright, so, I cast shield other on Babbage which is the same spell that Zolf used. So, anything that happens to Babbage is halved and will happen to me instead.

**ALEX**

I will need you to remember that please.

**HELEN AS AZU**

Okay, so that gives Babbage plus one deflection, plus one resistance for saves.

**ALEX**

Babbage is feeling very special right now.

**HELEN AS AZU**

Aw, good. He is extremely special.

**ALEX**

If he had cheeks, they'd be rosy.

**BEN AS ZOLF AND LYDIA AS CEL**

Aw.

**HELEN AS AZU**

Okay, Azu says to Topaz “protect him” [camel sound effects] indicating the Babbage apparatus and Babbage himself; and I’m not sure how the armour is activated? I think Azu is going to say “Aphrodite, it’s now or never” [magical sound effect]

**(laughter)**

**ALEX**

Nice, and how does it look? Because in the description it basically says “badass” but that’s pretty much it really.

**(laughter)**

**HELEN AS AZU**

Yes.

Now, this I am still technically invisible because this is not an offensive action.

**ALEX**

We’re doing the movie magic thing where we can see you but there’s a slightly wobbly filter, and that’s how we know you’re invisible.

**HELEN AS AZU**

Okay.

Azu is now 12 feet 12 inches tall.

**(laughter)**

**LYDIA AS CEL**

[screeches] What?!

**HELEN AS AZU**

Weighing whatever 240 x 8 is.

**(laughter)**

**LYDIA AS CEL**

Respect.

**HELEN AS AZU**

She is not mechanically large.

**BEN AS ZOLF**

Wait, sorry, hang on. Does that mean she's over a ton?

**BRYN AS HAMID**

Yeah, Azu's over a ton and a half.

**HELEN AS AZU**

Yes.

Rusty Quill Gaming – 215 - Tower Defence

**ALEX**

Weighing over one metric ton!

**BEN AS ZOLF**

Good lord.

**HELEN AS AZU**

Ding. Ding. Ding!

**(laughter)**

**BEN AS ZOLF**

Oh my goodness.

**LYDIA AS CEL**

Do not step on the glass roof!

**BRYN AS HAMID**

I mean hopefully this thing you're standing on can support you?!

**(laughter)**

**ALEX**

There we go. I'm just embiggening you on the map there.

**BRYN AS HAMID**

Yeah, accurate.

**HELEN AS AZU**

Thank you.

**BEN AS ZOLF**

Also, to be fair you haven't got off Topaz yet, so...

**(gasps)**

**HELEN AS AZU**

Oh, I will have got off Topaz.

**BEN AS ZOLF**

Okay, okay, okay.

**BRYN AS HAMID**

No, it's fine you don't get off Topaz, you just grow and your feet hit the floor...

**(laughter)**

**BEN AS ZOLF**

Oh yeah.

**BRYN AS HAMID**

...and you grow up so Topaz just walks through your legs.

**(laughter)**

**BEN AS ZOLF**

No, you do that sort little backwards scoot that you do.

**(laughter)**

**LYDIA AS CEL**

Somehow it is glamorous and elegant.

**BEN AS ZOLF**

Oh yeah no, very much so, very heroic.

**HELEN AS AZU**

Okay, I get a plus two enhancement bonus to my armour, which I think means... yeah I think that stacks because I don't think I've got any other bonuses that...

**BRYN AS HAMID**

Yeah, that all stacks with the existing effects.

Rusty Quill Gaming – 215 - Tower Defence

**BEN AS ZOLF**

Yeah.

**HELEN AS AZU**

My axe has also grown alongside me.

**(laughter)**

**BRYN AS HAMID**

Oh my.

**ALEX**

In which case then, is there anything else that you can squeeze into this turn?

**HELEN AS AZU**

Just the detail that my armour is covered in roses now.

**BEN AS ZOLF AND BRYN AS HAMID**

Ah, yes!

**HELEN AS AZU**

Like carved in yeah, lovely.

**ALEX**

Good call.

In which case, Zolf is it Zolf's... it's Zolf's turn.

**BEN AS ZOLF**

It's Zolf's go, have I set up Babbage?

**ALEX**

The device is now set up if you choose you can activate it.

**BEN AS ZOLF**

I hit the go switch and then I cast resist energy fire on him.

**ALEX**

Okay, understood. Anything else? You're actually well placed to continue blocking Guivres etc same as Azu is.

**BEN AS ZOLF**

Yeah, no I stay next to him because I've got reach to two attacks opportunity. He's got resist energy 20 for the next 110 minutes so, he's got resist energy 20 on fire.

**BRYN AS HAMID**

Uh, I think you've not updated the effect of resist energy to your level. I believe at the cast level you're at resist energy provides resist energy of 30.

**BEN AS ZOLF**

Oh god, it's at eleventh level, I thought I assumed 12, yeah, no sorry, it's resist energy 30, thank you Bryn.

**ALEX**

Yeah.

**BEN AS ZOLF**

I mean he's not gonna be hit by Guivres anymore, but you know just in case.

**BRYN AS HAMID**

Hopefully not, yeah.

**ALEX**

In which case then the first of the creatures manages to make the side, basically manages to breach the top of the wall, I'm just gonna add them now, please bear with me.

So, this one has just started to climb up so that means that now Azu and Zolf you can see the first of the guardians are sort of popping their head over, although it seems mostly frankly looking at Cel.

**BEN AS ZOLF**

Cool.

**LYDIA AS CEL**

Is this the one that I already hit?

**ALEX**

You have already hit this, yeah.

**LYDIA AS CEL**

Okay.

**ALEX**

Like a chunk of its arm is blown off. A shoulder's missing, and if it had guts, they'd be falling out, but they're not.

**LYDIA AS CEL**

Cool.

**ALEX**

The two lower ones obviously are continuing to climb up as well, there may be some on other sides of the Tower that you can't see, but broadly speaking the Tower is now under siege as it were.

Meanwhile, Guivres beelines straight towards Apophis, and then goes for a bite.

**LYDIA AS CEL**

Oh dear.

**ALEX**

Just a standard old bit to the neck [dragon growling and a bite sound effect] and then snaps on an Apophis that isn't there that dissolves into notes of light.

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**LYDIA AS CEL**

[yells] Wilde!

**HELEN AS AZU AND BEN AS ZOLF**

Wayyyyy!

**ALEX**

But wastes an entire turn doing it and is now 250 feet give or take away from the Tower.

**BEN AS ZOLF**

Nice.

**LYDIA AS CEL**

He's such a good boy.

**(laughter)**

**HELEN AS AZU**

He is.

**LYDIA AS CEL**

What a good Wilde.

**(laughter)**

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**ALEX**

Who's a fluffy MPC!

**(laughter)**

**LYDIA AS CEL**

Who's a fluffy MPC, who did a good job.

**ALEX**

But yeah, Guivres is now currently...

**BEN AS ZOLF**

Like, what?!

**ALEX**

...casting about in the state of what can best be described as [Alex imitates dumb surprise] "what?!"

**(laughter)**

Meanwhile, Cel you are now up.

**LYDIA AS CEL**

Right top of my turn, that creature that I hit gets an additional 14 points of damage.

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**ALEX**

14, 000.

**LYDIA AS CEL**

Yeah, it's 14 splash the defoliant on plants.

**BEN AS ZOLF**

Nice.

**ALEX**

So, interestingly...

**LYDIA AS CEL**

Yep.

**ALEX**

...it reaches the top and then just [sound effect] crunches away and then falls backwards off the Tower.

**(laughter)**

**BEN AS ZOLF**

Yay!

**LYDIA AS CEL**

I was really hoping that like so the idea of like Azu and Zolf and like were squared up and then goes raaaaha urghhh.

**(laughter)**

**ALEX**

That's exactly what happened.

**LYDIA AS CEL**

And Cel just yells "I've got this!"

**HELEN AS AZU**

Aw.

**LYDIA AS CEL**

At least one face of the Tower, because there are three other faces of the Tower...

**BEN AS ZOLF**

Yeah.

**LYDIA AS CEL**

...that given the range of bombs, they probably can't help you with.

So, how many other creatures can I see on this face of the Tower, that are within range?

**ALEX**

Two that are within range. There are many upcoming, but there are only two that are within range.

**LYDIA AS CEL**

Urgh, I...are they next to each other?

**ALEX**

Yes.

**LYDIA AS CEL**

Okay, well I throw the first bomb at one of them.

**ALEX**

Yeah, could be the attack [overtalking 37:53].

**BRYN AS HAMID**

Yeah, just throw two bombs, one at each and if they both hit, they'll both be dead.

**(laughter)**

**LYDIA AS CEL**

Yeah, yeah, yeah.

Exactly they both get splash from the other.

**BEN AS ZOLF**

Yeah, from the other.

**LYDIA AS CEL**

Yeah, c'mon be good, be good, 22.

**ALEX**

22 is a miss, but very, very, very close miss.

**BRYN AS HAMID**

Lyd what attack bonus are you applying?

**LYDIA AS CEL**

Ten.

**BRYN AS HAMID**

Okay, if you are not applying the feet rapid shot, would that instead be 12?  
Because you can get two attacks from just using haste without applying rapid shot.

**LYDIA AS CEL**

Oh, fine, yeah okay. I am going to trust with the fact that Bryn knows the maths and that works better, so I'm basically back to my normal four attacks.

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**ALEX**

In which case, that's a hit.

**LYDIA AS CEL**

Okay, cool. 23.

**ALEX**

23 damage?

**LYDIA AS CEL**

Yeah, and there is 14 splash damage to whichever is next to it.

**ALEX**

Understood, next. Yeah.

**LYDIA AS CEL**

Then I immediately bomb at the other one, and to that is 20.

**ALEX**

Ah, that's another close miss I'm afraid.

**LYDIA AS CEL**

That's cool I've got another third one, 25.

**ALEX**

A hit! It's a good hit.

**LYDIA AS CEL**

I load up seven D8s.

**ALEX**

So, all together, too many D8s, and that's coming from someone who is in control of the dragon.

**LYDIA AS CEL**

27.

**ALEX**

**(laughter)**

**LYDIA AS CEL**

And then that does 14 splash damage to the one that's next to it.

**ALEX**

The second one that you hit [explosive sound effect] falls away.

**LYDIA AS CEL**

The other one that got 23 originally and now has had another 14.

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**ALEX**

Is still kicking around but looks really unhealthy.

**LYDIA AS CEL**

Okay. It's going to get another 14 because it's a sticky bomb the beginning of my next round.

**ALEX**

You think this probably isn't going to make it over the top of the Tower either.

**LYDIA AS CEL**

Okay, cool.

**ALEX**

You think there's gonna be a bit of whack a mole here where they keep showing up and going "hello...uuuhhhh".

**(laughter)**

In which case then, Hamid you're up, and weirdly enough...alive!

**HELEN AS AZU**

[sighs]

**BRYN AS HAMID**

Yeah, but I still need to be the one distracting Guivres.

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I would like to fly to approximately 200 foot away from Guivres.

**ALEX**

Towards the Tower or in a third direction?

**BRYN AS HAMID**

No, I want to draw her away from the Tower as much as possible.

**ALEX**

Yeah, sure. So, you're probably heading south then something like that.

**BRYN AS HAMID**

Yeah, so I've got 90 foot of movement so I can loop around a bit, but I need to end at about 200 foot away from her.

**ALEX**

Understood.

**BRYN AS HAMID**

And keep pulling her away from the Tower ideally.

I'm then gonna cast a spell, I don't think it's gonna work, but since probably nothing I do is gonna work, why should I let that stop me.

**(laughter)**

So, again I've got another new...

**ALEX**

In a lot of ways that's the moral of the campaign.

**(laughter)**

**BRYN AS HAMID**

Yeah, and another new fifth level spell, so I just used lightening arc for the first time, which I've had for a while and not cast before, but at our last level up I also gained the spell constricting coils.

**LYDIA AS CEL**

Ooo.

**ALEX**

I want this one to work.

**HELEN AS AZU**

Me too.

**BRYN AS HAMID**

So, a sort of illusory dragon bursts into the air around Guivres and it's a very much long thin one, and it sort of twists and starts to wrap itself around Guivres' form, and then brings its wings in to try and lock Guivres up.

So, firstly obviously we have the spell resistance roll.

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**ALEX**

Roll well.

**BRYN AS HAMID**

Yeah.

**HELEN AS AZU**

Please roll well, this will be so cool. I really want this for you.

**BRYN AS HAMID**

18 so that's a total of 29!

**LYDIA AS CEL**

Ooo, oh please.

**BEN AS ZOLF**

Oh, that's high.

**ALEX**

Bear with me, I'm looking it up, there's a lot here.

**HELEN AS AZU**

I'm focussing so hard on like that little bit of Alex's face like it's...

**ALEX**

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It's close, I'll tell you that for free, give me a second...yeah, it works.

**(gasps!)**

**HELEN AS AZU**

Cool.

**BRYN AS HAMID**

Okay, now assuming that Guivres is not immune to paralysis effects, and dragons often are, but...

**ALEX**

Is immune to paralysis I'm afraid.

**BRYN AS HAMID**

Yeah, no effect. The spell has no effect.

**HELEN AS AZU**

But it looks cool.

**LYDIA AS CEL**

Oh.

**BRYN AS HAMID**

That's not true actually, because the damage will still apply.

**(laughter)**

**HELEN AS AZU**

Ooo, I'm gonna look this up.

**BRYN AS HAMID**

It's a tiny amount of damage, but it still applies. Will save to negate the damage effect DC20.

**ALEX**

I'll roll, it's a decent roll, give me a second, what was it?

**BRYN AS HAMID**

DC20 will save.

**ALEX**

Nah, passes the will save.

**BRYN AS HAMID**

Yeah, so that would have negated it even if she wasn't immune to paralysis, but I suspected as much.

**ALEX**

Sorry, dragons are the worst.

**BRYN AS HAMID**

Yeah.

**LYDIA AS CEL**

But they're distracted now by yet another dragon.

**(laughter)**

**BRYN AS HAMID**

That dragon instantly ceases to exist as the will save reverses it.

**ALEX**

But isn't that always the way, you wait for one dragon and then three come along at once!

**(laughter)**

**BEN AS ZOLF**

Yes!

**ALEX**

Okay, in which case then, bluh bluh bluh, bluh bluh bluh, bluh bluh bluuuuuuuh.  
Everyone give me a perception check.

**BEN AS ZOLF**

31.

**HELEN AS AZU**

15.

**BRYN AS HAMID**

28.

**LYDIA AS CEL**

32.

**ALEX**

Cel and Zolf.

**BEN AS ZOLF**

Hello.

**ALEX**

I don't know why you're probably casting around you know, head on a swivel keeping an eye out for threats.

There is something big and dark just breaking cloud cover immediately above.

**BRYN AS HAMID**

It's the vengeance!

It's the vengeance!

**(gasps)**

C'mon, c'mon team.

**ALEX**

Something big and dark.

**LYDIA AS CEL**

Bigger than the vengeance?

**ALEX**

No, no could be vengeance size, it's hard to call.

**LYDIA AS CEL**

Oh.

**BEN AS ZOLF**

Or Bolla Smok, surprise, surprise!

**ALEX**

Just breaking cover from the clouds, but it's still too far away to see, you can just see that you know that you have like the shadow, then you have the break through?

**BEN AS ZOLF**

Yeah.

**ALEX**

Currently you can see the looming shadow.

**BEN AS ZOLF**

What shape is the shadow, does it have a wingspan?

**ALEX**

Can't tell you.

**BEN AS ZOLF**

[sighs] Fair enough.

[unclear 43:40] his hand being like "I'm gonna [unclear/laughter 43:42]"

**(laughter)**

**ALEX**

Less of that [Alex blows a raspberry].

**BRYN AS HAMID**

We've already used the fake meritocrat turns up to help gambit. I feel like if it's another meritocrat, that's just lazy.

**HELEN AS AZU**

Maybe it's just a Monty Python foot.

**ALEX**

In which case, Azu it's your turn.

**HELEN AS AZU**

I mean, I can't see anyone or anything really can I?

**ALEX**

Currently, no weirdly. I mean you can see a Guivres, but...

**HELEN AS AZU**

There's nothing I can do about that.

**ALEX**

You get the distinct impression you're in the calm before the storm.

**HELEN AS AZU**

Then all I'm going to do I think, actually you know what I'm just gonna hold it, I've got no one to attack, I was going to say I might move, but the only place to move is to one or the other side of the platform and if something appears on the other side I've got to move back to go and hit it so...

**BRYN AS HAMID**

I mean it's you on one walkway Zolf on the other it's you know you're back to back with the [macguffing 44:35] between you, holding on until the world is saved at this point.

**BEN AS ZOLF**

Yeah.

Classic.

**LYDIA AS CEL**

Pretty cool.

**ALEX**

What you're thinking just holding your action and waiting for something to go off?

**HELEN AS AZU**

Basically, yeah.

**ALEX**

Hey, it's fine, it's fine for what it's worth if I was playing you, I'd be doing the same.

**HELEN AS AZU**

Yeah.

**BEN AS ZOLF**

It's a full defence mode.

**ALEX**

In which case, Zolf you're up.

**BEN AS ZOLF**

Uh, yes.

**ALEX**

You now have nothing further to do with the apparatus by the way, Babbage was like “you push that button and then you just make sure I don’t explode”.

**BEN AS ZOLF**

Yeah, so I draw a little circle around Babbage, and I cast sanctuary.

**ALEX**

Okay.

**BEN AS ZOLF**

If anyone wants to try and attack him needs to pass a will save equal to my spell cast DC, obviously area effects attacks ignore this because they just cover the area, and I take a step to my...I’m on the other gantry okay.

**ALEX**

Yeah, that’s fine.

**BEN AS ZOLF**

I’m just standing there with my glaive out.

**ALEX**

Understood.

**BRYN AS HAMID**

You've got all 4½ foot of Zolf defending one gantry and all 12½ foot of Azu defending the other.

**(laughter)**

**BEN AS ZOLF**

Yeah.

**LYDIA AS CEL**

Hey, with his reach weapon, they're threatening about the same area.

**BRYN AS HAMID**

Absolutely.

**HELEN AS AZU**

Yeah.

**BEN AS ZOLF**

That's true.

**ALEX**

At which point, a number of the root creatures manage to pop up above the parapet on other sides.

**BRYN AS HAMID**

Boo.

**LYDIA AS CEL**

Nooooooo.

**HELEN AS AZU**

Okay.

**ALEX**

Four crop up.

They are all on the south side because Cel's been keeping an eye on the north side.

**BEN AS ZOLF**

Yep, good stuff.

**ALEX**

From the view of anyone who can see down the sides, stuff is now swarming towards the Tower. Enough has been going on that they've either gotten wise or something, but stuff is swarming up the Tower.

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As they do so though, the cloud cover breaks...

**(gasps)**

...and hack as it maybe...

**BRYN AS HAMID**

Yes!

**ALEX**

Apophis...

**BEN AS ZOLF**

The real one?!

**HELEN AS AZU**

**(gasps)**

The real one?!

**BRYN AS HAMID**

We still don't know.

**ALEX**

Is plummeting from cloud cover, think peregrine falcon wings tucked in.

**BEN AS ZOLF**

Ah.

**ALEX**

Covering huge amounts of distance, vast amounts of distance unfortunately, it's not gonna be enough to make it to basically Guivres or anything similar this round, it's not gonna happen, the distances are too great, clouds don't work like that, but Apophis seems to be running way quicker than Apophis' move speed.

**BEN AS ZOLF**

Yeah.

Yeah.

**ALEX**

This looks like a possible suicide run.

**(gasps)**

**BEN AS ZOLF**

Yeah.

**ALEX**

Because it is just straight to the ground as fast as you can get.

**BRYN AS HAMID**

I love it. I love if it's another illusion and Wilde is just like, "well it worked the first time".

**(laughter)**

**HELEN AS AZU**

But, Wilde wouldn't put it right above us.

**BRYN AS HAMID**

Yeah.

**ALEX**

At which point, Guivres...

**LYDIA AS CEL**

Rolls his eyes "not another dragon, like three in a row!"

**(laughter)**

"C'mon, I'm not that stupid!"

**ALEX**

Looks up, notices and ignores it, and sweeps towards Hamid.

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**BEN AS ZOLF**

Fool me twice, shame on arghhhhhh.

**(laughter)**

**BRYN AS HAMID**

That's what I was going for, that was part of the plan.

**ALEX**

How far away are you?

**BRYN AS HAMID**

About 200 foot.

**ALEX**

Woomph! Right up to your face.

**BRYN AS HAMID**

Yeah.

**ALEX**

Takes a deep breath.

**(gasps)**

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**BEN AS ZOLF**

Run!

**HELEN AS AZU**

Oh god.

**BRYN AS HAMID**

Probably a reflex save?

**ALEX**

Everyone give me a reflex save [sighs] yep.

**LYDIA AS CEL**

Oh dear.

**ALEX**

Low DCs for anyone that isn't Hamid. High DCs for Hamid.

**BEN AS ZOLF**

15.

**ALEX**

Okay.

**HELEN AS AZU**

19 for Azu, 30 for Topaz.

**BRYN AS HAMID**

Natural 20.

**HELEN AS AZU**

**(gasps)**

Congrats!

**BEN AS ZOLF**

Nat 20!

**LYDIA AS CEL**

27, but that's a lot less interesting than...

**ALEX**

Everyone else isn't blinded.

Was that a nat. 20 on the reflex save?

**BRYN AS HAMID**

Natural 20, 31 total.

**ALEX**

**(laughter)**

**LYDIA AS CEL**

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[squealing] This is [unclear/overtalking/laughter 48:00].

**HELEN AS AZU**

Ah, our little boy!

**ALEX**

Fabulous, in which case you're gonna be taking some damage to your magic fire forcefield but...

**BRYN AS HAMID**

Half damage at least.

**BEN AS ZOLF**

[whispers] You haven't been hit yet.

**ALEX**

Here we go, entertain yourselves as I roll my billion dice.

**(laughter)**

116 halved.

**BRYN AS HAMID**

Alright, okay that's fine. [breathing fire sound effect]

**ALEX**

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Just your world goes white.

**BRYN AS HAMID**

Hamid takes 58 fire damage.

**BEN AS ZOLF**

It's fine, you've got loads of temporary hit points.

**(laughter)**

**HELEN AS AZU**

Aw, just don't get hit again.

**LYDIA AS CEL**

I'm like Hamid cops more damage than that.

**ALEX**

You have been in the mid, congratulations not many players sit in the middle of a dragon's fire breath and go, "this is exactly where I want to be"

**(laughter)**

**BRYN AS HAMID**

No, no, no, no the reflex save means he did something successful to dodge and therefore reduce the damage. So, I like to think that instead of just sitting

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there waiting for the fire, rather than backing off where he could be more accurately targeted, he flew into it!

**(gasps)**

Towards the smallest part of the cone to burst out the very small bit of the cone of fire.

**BEN AS ZOLF**

Yeah.

**ALEX**

Nice.

**BEN AS ZOLF**

Yeah, yeah.

**BRYN AS HAMID**

Taking some but by being, for now, mostly okay.

**BEN AS ZOLF**

You just dodged the like translucent bit of the flame.

**BRYN AS HAMID**

Yeah.

**HELEN AS AZU**

Yeah, just don't do it again.

**(laughter)**

**LYDIA AS CEL**

I mean Hamid has done more damage than this to himself on purpose.

**BEN AS ZOLF**

True.

**HELEN AS AZU**

That's true.

**ALEX**

And I think this is a sensible place to end the episode with you, frankly surviving! In a way I was not ready for, but here we are nonetheless, congratulations, we're now way off-piste, Hamid's alive, Cel's alive like this isn't the ending I planned at all, but it's going very well.

**BEN AS ZOLF**

Helen, he planned for us to live.

**(laughter)**

**BRYN AS HAMID**

If I can keep the dragon away from the rest of you, I'm doing my job.

**BEN AS ZOLF**

Good stuff. Good stuff.

**ALEX**

But yeah, I'm gonna end the episode there, we get to still bounce on...

**HELEN AS AZU**

Oh god.

**(laughter)**

**ALEX**

...with this image and see what happens while the rest of you are left on tender hooks, but until then, bye everyone.

**EVERYONE**

Bye!

**[Show Theme - Outro]**

**ALEX**

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## Rusty Quill Gaming – 215 - Tower Defence

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