

RQG – 216 – Death from Above

Content Warnings

- Fire, bombs & explosions;
- Physical violence
- Height and falling;
- Vehicular collision;
- Discussions of: building collapse;
- Mentions of: death & apocalypse, undead & human remains, blood & gore, suicide, immolation, loss of consciousness, visual distortion;
- SFX: wind and rushing air, flapping, explosions, rumbling & roaring, distorted screaming & voices, fire, thunder, machinery & metallic scraping, brief beep.

[Show Theme - Intro]

ALEX

Hello and welcome to episode 216 of the Rusty Quill Gaming podcast. I'm your host and GM Alex Newall and with me today, I have...

BEN

Ben Meredith

Rusty Quill Gaming – 216 – Death from Above

BRYN

Bryn Monroe

LYDIA

Lydia Nicholas

HELEN

And Helen Gould.

ALEX

And who are you playing?

BEN

Zolf Smith.

BRYN

Hamid Saleh Haroun al-Tahan.

LYDIA

Cel Sidebottom.

HELEN

And Azu, but large!

(laughter)

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ALEX

Big Azu.

HELEN

Big Azu.

ALEX

You need to be saying things, “I’m going to get you”.

(laughter)

HELEN AS AZU

I don’t know if I can get, what’s the lowest I can go...[Helen attempting to deepen their voice].

(laughter)

Azu...

(laughter)

LYDIA AS CEL

Incredible work.

ALEX

Okay, as a brief recap again, you're drawing near the point where I am gonna say, you should have listened to earlier.

LYDIA AS CEL

Yeah.

ALEX

We're at the top of Elizabeth Tower which is where Big Ben is, fighting a dragon.

(laughter)

Pretty damn successfully given that it should have killed you all by now.

LYDIA AS CEL

Yeah.

ALEX

With an enormous hoard of unspeakable monstrosities now scaling the Tower, and you're now on a timer where at the end of it you either save the world or everyone dies.

BEN AS ZOLF

Yep, wee.

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HELEN AS AZU

Hooray!

ALEX

Wee.

BRYN AS HAMID

The stakes are pretty high.

ALEX

The stakes are quite high, that is true.

With that in mind, we are actually still in initiative. Guivres has succeeded in not killing Hamid, which is frankly distressing, but here we are.

BRYN AS HAMID

Hamid flew through the fire.

(laughter)

LYDIA AS CEL

Like I at least got the Buffy song beginning in my head at that point and I could see in Bryn's face [Lydia sings]

HELEN AS AZU

Me too. Me too!

[singing] fly, through the fire!

(laughter)

LYDIA AS CEL

Like I could it going through your head.

BRYN AS HAMID

Yeah, it's there, it's there just playing on the inside of my eyeballs.

(laughter)

ALEX

Cel.

LYDIA AS CEL

Yep.

ALEX

It is your turn, there are three within range of you that are currently not on the map basically due to like verticality, but I'm gonna add them sort of slightly off the Tower just so that you can keep tabs on what actually is alive, okay?

LYDIA AS CEL

Mm hmm. I think that Zolf and Azu can handle the ones on the Tower, so I will sort these out and then next round I will fly off to help with the other ones. So, bomb number one that is 26.

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ALEX

26 that's a hit [bomb explosion sound effect].

LYDIA AS CEL

Cool and 36 damage.

BRYN AS HAMID

Nice.

ALEX

Yeah, okay.

LYDIA AS CEL

That was a nice roll.

ALEX

Looks severely messed up but still alive. Well alive is a strong word...

LYDIA AS CEL

Oh, speaking of which the one last turn that survived just about, will have had another 14 damage.

ALEX

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Oh it went, yeah it went full blown whack a mole, there's a reason it's not on the map.

“Raaaaaah I'm gonna, oh no I feel bad urgh arghhhh” booop!

LYDIA AS CEL

Okay.

BRYN AS HAMID

And 14 splash damage to the other two?

LYDIA A CEL

Oh, are these ones close to each other?

ALEX

So, there is a five foot space between them.

LYDIA AS CEL

Then no, it's not gonna hit them it's when they're directly next to.

BRYN AS HAMID

Nawr, bad.

LYDIA AS CEL

But each of these, like I will have known that that is a good enough hit that they will die from the sticky next turn.

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ALEX

You would just know that, you would.

LYDIA AS CEL

Yeah.

So, then I'm gonna roll for the next one and that is a miss because I rolled a two, so that is 14.

ALEX

Nope, off into the distance.

LYDIA AS CEL

Ooh, this one I rolled 18, then plus 12 so that is 30.

ALEX

That's a good hit [bomb exploding sound effect].

LYDIA AS CEL

Let's roll the...so that's 33. Ooo, natural 20!

BRYN AS HAMID

Nice.

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ALEX

Oh, that might be a hit, by which I mean it's a crit. Oh no, roll to confirm, apologies.

LYDIA AS CEL

Yeah, no fun is allowed, 11.

ALEX

No fun is allowed, no it's just a really good hit! [bomb exploding sound effect].

LYDIA AS CEL

So, cool.

ALEX

No fun for you, only pain!

LYDIA AS CEL

And the seven D8s have given me 35.

ALEX

You have rolled really good on the damage on those three.

LYDIA AS CEL

On those ones yeah, yeah, and so all of them will be getting then 14 at the beginning of my next turn.

(laughter)

ALEX

Understood.

LYDIA AS CEL

Cool, well I just you know I have fixed one face. Now like next turn I have to move to the next face and...

(laughter)

ALEX

I just love stylistically how they all are gonna make it to the top and then go urgh.

(laughter)

LYDIA AS CEL

Yeah.

ALEX

In which case then, Hamid you are up. You have just been fire breathed to the face and you're feeling good!

(laughter)

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You're feel punchy.

BRYN AS HAMID

Phew! Hamid is going to use a standard action this time to cast resist energy [magical sound effect].

HELEN AS AZU

Ah.

BRYN AS HAMID

So, that when the protection from energy is all used up, he's still got lots of defences against fire.

ALEX

Understood, are you doing any elaborate flight work?

BRYN AS HAMID

The move action is very much the elaborate flight work again. I want to be as annoying as possible to Guivres.

(laughter)

I was Guivres focussed on me.

I want her angry and I want her really desperate to kill me.

That's the goal here.

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HELEN AS AZU

[sighs]

ALEX

Break out your flight dice please and give me a good oppose roll.

BRYN AS HAMID

Oh.

HELEN AS AZU

Oh.

BRYN AS HAMID

18 total.

HELEN AS AZU

Oh.

ALEX

What's your flight quality?

BRYN AS HAMID

Average.

ALEX

Then congratulations.

(laughter)

Even with that poor roll, she's an angry 747!

(laughter)

BRYN AS HAMID

Yeah!

(laughter)

ALEX

Like, [dragon roaring sound effect] yeah you're "oh just god, why am I built to eat things that are too big to exist?!"

(laughter)

Yeah, you're doing laps, you'd doing loops, it's a whole problem.

This is watching a body builder try and deal with a mosquito, is what this is.

(laughter)

In which case then, you hear a voice Zolf and Azu.

HELEN AS AZU

Oh.

ALEX AS OSCAR WILDE

Between the two of you, it's Wilde [breathlessly] "I'm back, okay" because Wilde is still invisible.

(laughter)

HELEN AS AZU

Yes.

BEN AS ZOLF

Uh, that one of yours?

ALEX AS OSCAR WILDE

Yeah the first one is, I don't know... am really hoping the second one isn't.

(laughter)

HELEN AS AZU

Second one?

BEN AS ZOLF

I point at Apophis. Oh, wait I'm invisible too, it doesn't matter.

(laughter)

HELEN AS AZU

I can't see you.

(laughter)

ALEX

A comedy of errors.

BEN AS ZOLF

Yeah.

ALEX

In which case then, the swarm layer of the creatures is drawing much closer now up the Tower, where it's gonna go from, oh we're not dealing with three we're dealing with 30, we're dealing with 50 kind of things, but they're not quite there yet.

However, as they are doing so you are not able to see the doors, obviously from where you are because of the angles involved.

HELEN AS AZU

Mm hmm.

BEN AS ZOLF

Yeah.

ALEX

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But you hear a massive commotion coming from the Abbey.

HELEN AS AZU

Oh.

ALEX

And there aren't the sounds of pitched cries, but there are certainly eldritch cries, they're distant and they're coming sort of from the Abbey, but there's a certain sort of spiralling cloud above the Abbey that seems to be kicking off and...

BRYN AS HAMID

I have a very different vantage point to the rest of the party, can I see what's going on?

ALEX

Let me check my angles via satellite.

(laughter)

BRYN AS HAMID

I mean I feel like I'm just in the air high up above Parliament Square at this point, given that I've moved in all directions.

ALEX

Because I want you to be able to see, you can.

(laughter)

BRYN AS HAMID

Excellent.

ALEX

Effectively, an army of the dead is sweeping out of the Abbey and ploughing into all of the creatures that are near the entrance.

BRYN AS HAMID

Cool, they're on our side.

LYDIA AS CEL

Cool.

BEN AS ZOLF

Geoff came good.

HELEN AS AZU

Hell yeah.

BEN AS ZOLF

Good old Geoff.

ALEX

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And yet they are definitely occupied as things mostly sweep across them. A lot of frozen bodies, a lot of frozen bodies, but again these are tiny little ants, but there's more activity so you've now got the stuff going over the one that got away. You've got the stuff going over at the Abbey and we have hopefully Apophis coming down from the sky, we'll find out.

Oh, I forgot one important thing, Wilde is gonna be singing.

BEN AS ZOLF

Ah.

HELEN AS AZU

Oo, what's he singing?

ALEX

So, it's the same song as you were hearing in the Garden of Yerlik.

So, technically the entire thing is a plus one morale bonus for saving throws against charm and fear, and then a plus three competence on attack and weapon damage rolls.

BEN AS ZOLF

Yeah, okay.

LYDIA AS CEL

Plus three competence for what sorry?

ALEX

I don't think it'll affect you I think it will be far away.

LYDIA AS CEL

Oh, okay that's cool, that's fine, that's fine.

ALEX

Yeah I think you need to be just slightly closer.

LYDIA AS CEL

Okay.

ALEX

In which case, yeah so you guys are getting an extra chunk there as well.

BEN AS ZOLF

Cool.

ALEX

I forgot to rec on that one, apologies, but yeah Azu you are up with that extra bonus in play.

HELEN AS AZU

I am tempted to take Bryn's advice and just wait a little bit because none of these thigs are close enough yet that my magic area of effect is gonna do

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anything, because I would like to cast prayer again so that... which is a 40 foot burst.

ALEX

Yeah, it's a bit far yeah.

BRYN AS HAMID

Let them come. Let them come, hold the line.

BEN AS ZOLF

Yeah, because you can again like ready in action.

BRYN AS HAMID

You've got a ten foot wide bridge, that's all you need to defend is that ten foot wide walkway.

HELEN AS AZU

Yes, exactly, I'll just gut um' when they come along the walkway.

ALEX

Would you like a pithy one liner that equates to hold, hold the line, wait until you see the whites of their eyes... well they don't have eyes - wait until you see the pink of their flowers, whatever you want.

BRYN AS HAMID

Wait until you see the blue of their veins.

(laughter)

ALEX

Oooooar, good line!

HELEN AS AZU

Okay, yeah, I'm going to hold my action. When each of these things are, let's say about ten foot closer, I would like to cast prayer.

ALEX

Understood, understood.

In which case then, Zolf you are up.

BEN AS ZOLF

Uh, cool, I cast searing light on the one on my side which is further away.

ALEX

Yeah.

BEN AS ZOLF

Is it undead?

ALEX

It has multiple templates of which one of them is undead.

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BEN AS ZOLF

Is it sensitive to bright light?

ALEX

That's a good question, let me check. No, it's not.

BEN AS ZOLF

In which case I mutter "this place isn't for you" and hold out my hand and a bright white ray fires out of it and blasts into the thing dealing ten D6 damage.

HELEN AS AZU

Oo.

LYDIA AS CEL

Nice.

BEN AS ZOLF

It's a solid roll, 39.

ALEX

39?

BEN AS ZOLF

Yeah.

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ALEX

So, you pour damage into it humps of it just chuck out into space. Technically, it's still moving.

(laughter)

BEN AS ZOLF

So, Lyd you were estimating it's 40 or 41 hit points.

(laughter)

ALEX

But yeah, this thing is on its absolute last legs but it is still here.

BRYN AS HAMID

Wait, wait that was a damage effect, did you apply Wilde's competence bonus?

BEN AS ZOLF

Oh, you're jok- yes 40. 40 damage.

ALEX

Bwahhhh.

(laughter)

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LYDIA AS CEL

Yay!

BEN AS ZOLF

There you go.

BRYN AS HAMID

That three, so it went from 39 to 42, I think.

BEN AS ZOLF

Oh yeah, 42, yeah 42.

ALEX

Bwah! Obliterated.

(laughter)

BEN AS ZOLF

Good stuff.

ALEX

This is why I keep layering you up and see what bonuses we remember.

BEN AS ZOLF

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And I will take a five foot step out into the gantry, just to give myself a little more room between me and Babbage so that you know he's less threatened.

ALEX

Understood.

Can I please get a perception check from both of you.

BEN AS ZOLF

Mm, 17.

HELEN AS AZU

Oh dear, 13.

BEN AS ZOLF

Nailed it.

ALEX

I think 17 would probably hit it but 13 won't.

HELEN AS AZU

Okay.

ALEX

You can smell smoke coming from beneath you.

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HELEN AS AZU

Uh oh!

BEN AS ZOLF

Cool, good stuff.

ALEX

In which chase then, our friends move!

So, let's do a quick check on these bad boys.

HELEN AS AZU

Oh, they can move fast.

LYDIA AS CEL

Oh dear.

BRYN AS HAMID

Attack of opportunity?

HELEN AS AZU

Yeah, I've got reach now.

ALEX

You have reach...

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BEN AS ZOLF

Yeah.

ALEX

...this will trigger an attack of opportunity, yes for Azu.

HELEN AS AZU

Okay, oh crikey alright, let's do a roll with all of these.

(laughter)

LYDIA AS CEL

Maths!

BRYN AS HAMID

It's a single D20 plus 21, I don't know what you're complaining about, it's simple.

HELEN AS AZU

Okay.

(laughter)

BEN AS ZOLF

Natural 20? Or a natural one?

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LYDIA AS CEL

Natural one.

BEN AS ZOLF

Natural one.

LYDIA AS CEL

Natural 20 wha- oh no! I thought she was budding up so like natural two.

BEN AS ZOLF

Although, you know, fumbles are house rule, they don't actually exist so it could be 22.

LYDIA AS CEL

Yeah.

HELEN AS AZU

Uh yeah, that's a natural one, yes.

ALEX

Okay in which case then that is not a hit. Can I get you to roll a D20 please and don't hit a one.

HELEN AS AZU

Is this just to not like chop myself in half.

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BRYN AS HAMID

Spin round too far and chop Babbage in half.

(gasps)

(laughter)

BEN AS ZOLF

Helen's face.

ALEX

Face.

(laughter)

LYDIA AS CEL

I quite genuinely really wasn't sure if the camera had frozen.

(laughter)

HELEN AS AZU

That one was a five.

ALEX

Okay, yeah you don't drop your axe or anything elaborate, you just muck it up furiously.

HELEN AS AZU

But is it my face, it's not fair Alex! It's not fair.

ALEX

I know. I know if it's any consolation you're gonna get plenty of time to hit things before you go down.

BEN AS ZOLF

Also, you did ready in action right, so your prayer will go off.

BRYN AS HAMID

Yeah.

ALEX

That's true.

HELEN AS AZU

Yeah, prayer goes off [magical sound effect], there's no saving throws for this but there is spell resistance if that matters.

ALEX

It does not for these.

HELEN AS AZU

Uh okay so Zolf, okay more maths for you Ben.

BEN AS ZOLF

Yeah!

HELEN AS AZU

You now have plus one oh and me.

(laughter)

BRYN AS HAMID

And Wilde and Babbage, and Topaz who is still there.

HELEN AS AZU

[whispers] Oh god.

BEN AS ZOLF

What kind of bonus is this Helen?

HELEN AS AZU

Luck, I don't think we've got one of those yet.

BEN AS ZOLF

I don't think I have a luck one yet, no I don't.

(laughter)

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Right, another...

ALEX

[sings] Gotta catch em' all, circumstantial bonuses.

BEN AS ZOLF

So, a luck bonus of plus one to...

HELEN AS AZU

Attack rolls.

Weapon damage rolls.

Saves.

Skill checks.

BRYN AS HAMID

I love this game. I love it so much.

(laughter)

HELEN AS AZU

Alex, all of our opponents within 40 feet which is you know all of them, so they'll all get minus one to that.

ALEX

In which case then, understood, thank you for that Helen.

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Zolf you can take in an attack opportunity because the other ones coming up the other way for you.

BEN AS ZOLF

Yes indeed. Oh god, just calculate my bonus.

(laughter)

HELEN AS AZU

Yeah, I'm gonna say that I missed because I was not used to being so large.

LYDIA AS CEL

Raaaaah, oh.

(laughter)

BEN AS ZOLF

Plus eight, 24.

ALEX

24 I think is a hit.

BEN AS ZOLF

Yeah, I bloomin' hope so and then...

ALEX

Yeah it is, it's a hit.

BEN AS ZOLF

So, that is, oh my god, 13 normal damage, and an additional six fire damage.

ALEX

Six of it was fire, I'll just check one thing then.

BEN AS ZOLF

Oh cause they're plants yeah, maybe.

ALEX

No, I thought I'd check but no, I'm too smart for that.

However, this bad boy down to the south who hasn't, so to be clear there's now one of these root guardians on each of the walkways into the central space. One of them is still stood to the south of the group and is not on the main stair.

It suddenly plunges its hands into the ground and then some blue light starts rocketing up it in their pulses, you know, whoam, whoam, whoam, whoam, whoam and sort of accelerating.

HELEN AS AZU

I don't like that.

LYDIA AS CEL

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Nope, not pro [sound effect].

ALEX

And then a bolt of lightening shoots down seemingly from nowhere in the sky, and hits Azu.

LYDIA AS CEL

Nooooooo, not good!

ALEX

Give me a reflex save.

HELEN AS AZU

16.

ALEX

16, okay.

HELEN AS AZU

Oh, 17.

(laughter)

ALEX

Yeah, that's high enough okay so you're taking half on this.

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HELEN AS AZU

Okay.

ALEX

You take four damage.

(laughter)

Brilliant, however, a bunch more make the top of the parapet.

HELEN AS AZU

Okay.

BEN AS ZOLF

Oh boy.

BRYN AS HAMID

It's cool, they're just lining up to die you guys. They're just lining up to die.

BEN AS ZOLF

Oooph there's a lot.

HELEN AS AZU

That's a lot.

BRYN AS HAMID

Okay that is quite...

ALEX

A further seven pop up around the parapet, all on the side that Cel has not covered. The three that Cel has hit climb up to the top...

“Urgh!”

“Urghhh!”

“Bleurgh!”

(laughter)

And the thing is every single one of them will make the top and then “urgh!”

(laughter)

It’s just fabulous!

LYDIA AS CEL

It’s just the way the numbers work.

BRYN AS HAMID

What I’m hearing is we need more Cels. One Cel on each side please.

LYDIA AS CEL

Yeah.

BEN AS ZOLF

Yeah.

ALEX

Now, the large Apophis appearing thing has continued to plummet from the sky moving way faster than it has any right too. Admittedly the cloud covering London is a lot lower than it should be, it's still mostly smog even with since the change etc, but nonetheless voomph! Rocketing it.

At the very last second seemingly it swerves suddenly out the way so it isn't ploughing into Guivres, revealing the vengeance behind it...

BRYN AS HAMID

Yeah!

LYDIA AS CEL

Hooray!

ALEX

...in a true suicide dive.

(gasps)

HELEN AS AZU

Nooo!

BEN AS ZOLF

Earhart.

ALEX

You can see all of the crew members are jumping from the side of the vessel as it falls, and opening shoots as they do, but the vengeance itself is ploughing due Guivres and...

HELEN AS AZU

Oh, Amelia.

ALEX

Oh, it's a good hit!

(gasps)

It's a really good hit. I'm not gonna roll out all the damage this second, but basically it impales Guivres and destroys itself upon her.

BEN AS ZOLF

Wow.

ALEX

She never sees it coming but it drives Guivres down into the city and crushes her against the earth as what is left of the ship just obliterates itself upon her.

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HELEN AS AZU

Ah, it was so spikey as well, wasn't it?!

LYDIA AS CEL

Good lord.

It was so spikey, yeah.

BEN AS ZOLF

It was very spikey.

ALEX

And we'll take a break there.

[mid show break 18:55]

And welcome back.

So, we have a heavily impaled Guivres currently eating dirt, right in front of Hamid I might add.

(laughter)

Like this is like crunch, right in front of Hamid, but Cel you are up.

LYDIA AS CEL

So, on the side of the Clocktower that I can see, there are no more planty folks.

ALEX

Ah, so that's an error at my part, I apologise. I will now add the ones that are now in range of you but not at the Tower's level.

BEN AS ZOLF

Ah, so many lads.

HELEN AS AZU

There's so many lads.

ALEX

A further four.

LYDIA AS CEL

A further four.

ALEX

Uh, no you know what I'm gonna be fair to you on this one, three of them are bunched together.

BEN AS ZOLF

Ooo.

LYDIA AS CEL

Do I help on the other side...no I...

ALEX

To be clear for listeners at this point, the Tower is getting a little bit overwhelmed.

BEN AS ZOLF

Yeah we can see what one, two, three, four, five, six, seven, eight, yeah nine like on our bit and then an additional four for Cel's clockface.

LYDIA AS CEL

You know what it doesn't matter, because if Cel flies onto another face, they will only be able to do like one shot so it may as well do these.

HELEN AS AZU

Yeah.

LYDIA AS CEL

So, there are three in a bunch so I will start by hitting the one in the middle, not hitting, bowling at, that is 22.

ALEX

22, it's a close miss.

LYDIA AS CEL

Mm, try again... ooo, 26.

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ALEX

26, that's a hit.

LYDIA AS CEL

Cool, that does 30 damage to the one in the middle and 14 to the ones on either side.

ALEX

Understood.

LYDIA AS CEL

You know what I should have done the two on either side shouldn't I and then I would have got the one in the middle with two splash hits – what a fool I am!

ALEX

In fairness, there is a lot going on.

(laughter)

LYDIA AS CEL

Yeah, but Cel is like plus a million intelligence, you know.

HELEN AS AZU

Yeah, you're doing great.

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BRYN AS HAMID

Or is that intelligence or wisdom, though?

(laughter)

LYDIA AS CEL

Not wisdom, they are not wise.

(laughter)

Okay, then gonna hit one of the ones on the side, let's say the one on the left side. 11 plus...so that is 23.

ALEX

It's a hit, [bomb exploding sound effect] just!

LYDIA AS CEL

Cool and that does 20 damage.

ALEX

Okay.

LYDIA AS CEL

So that one is now 34 and the one in the middle gets 14 splash damage. So, that one has had...

ALEX

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The one in the middle just dies, just blargh and falls off.

LYDIA AS CEL

Yeah, they've got one more bomb, can I reach the third one on that side? It's a bit of a fudge, I think.

ALEX

What's your throw distance, what's your range?

LYDIA AS CEL

It's only 20 foot.

ALEX

No.

LYDIA AS CEL

No.

ALEX

It's too far out, but it's not at the top of the Tower yet.

LYDIA AS CEL

Cool.

Then I will go for the one that has already had 14 of splash damage. It is unlikely to hit because my bonus...

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ALEX

Ah, give it a go. Give it a go.

LYDIA AS CEL

My bonus for this is oh, natural 20 so 27.

BEN AS ZOLF

Oh, rolls confirm.

ALEX

I mean he's probably gonna pop either way.

LYDIA AS CEL

No, seven.

ALEX

It's still a hit [bomb exploding sound effect] give me the damage.

LYDIA AS CEL

Cool, yeah and the damage was 20, so they've now had 34 and they'll expect another 14.

ALEX

I do like it when your maths is easy, I've got two people with 34 kicking around who are also gonna poke their head up and go "hello, ah".

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LYDIA AS CEL

Yeah, yeah, yeah.

BEN AS ZOLF

You are doing work on that side.

HELEN AS AZU

Yeah, thank you.

LYDIA AS CEL

Yeah, but nearly out of bombs so will have to switch tactics soon.

ALEX

In which case, anything further from Cel?

LYDIA AS CEL

Well, that is a full attack action so that's kind of all they can do.

ALEX

I'd be surprised, I mean you could maybe yell "have at you" or something.

(laughter)

LYDIA AS CEL

Uh, no, no they are focussed.

ALEX

In which case then, Hamid you are up.

BRYN AS HAMID

Okay, so Hamid doesn't have time to take in what's just happened. He doesn't have time to call out to the newly arrived friends, the crew of the vengeance, who he presumes are the people he knows.

He takes another standard fly action of 90 foot, he is going to be heading towards the Tower now in a straight line, but not completely straight because he's also rising, because he wants a good vantage point.

ALEX

Yep.

Yeah, yeah.

BRYN AS HAMID

Because the range of the spell fireball is 840 foot!

LYDIA AS CEL

Yep.

ALEX

It is quite big innit?

HELEN AS AZU

Yes, it is.

BRYN AS HAMID

Pretty big, and by my reckoning if he has line of sight he can hit the south west corner of the Tower and catch four things in a fireball simultaneously, possibly even five.

ALEX

That's correct.

BRYN AS HAMID

Because he could possibly hit the one next to Zolf too.

ALEX

I think you could hit the one next to Zolf, what's the width?

BRYN AS HAMID

It's a 20 radius.

ALEX

No, you won't, but you'll hit all the rest.

BRYN AS HAMID

So, Hamid is closer to the Tower, but he was... he started 200 feet away and he's moved 90 but not all of it was directly towards the Tower, but that doesn't matter, because a fireball travels much faster than he does.

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ALEX

It's true, that is how they work.

BRYN AS HAMID

And explodes on the south west corner.

ALEX

And doesn't even need to aim which is distressing.

BRYN AS HAMID

Beautiful isn't it.

ALEX

I assume we're not maximising?

BRYN AS HAMID

We have not maximised this fireball.

Oh well that was a very poor roll for fireball damage.

(laughter)

LYDIA AS CEL

For fireball, it's like oh no it's only 60...

BEN AS ZOLF

Yeah.

BRYN AS HAMID

40 damage.

LYDIA AS CEL

Oh no how small, how sad.

ALEX

40 damage?

BRYN AS HAMID

Yes.

BEN AS ZOLF

Hits them on the nose I think.

BRYN AS HAMID

Reflex save for half?

ALEX

Oh, reflex for half fair, fair because they are mooks we'll do the standard thing we do which is that I roll for all of them at once because I am a lazy, lazy boy. What was the DC?

BRYN AS HAMID

18.

ALEX

Character sheet's work, yeah, nah [fireball sound effect].

(laughter)

The Tower gives an ever so slightly ominous groan and the platform that Azu and Zolf are on gives an especially ominous groan.

However, nothing collapses and yeah, you clear that entire corner. Good job! Anything else you would like to do beyond rocket around like a tactical nuke?

BRYN AS HAMID

I've taken my move action. I've taken my standard action.

ALEX

Understood, in which case then Wilde continues to sing so it's the best thing Wilde can be doing for you all right now.

Azu you are up, give me a perception check please.

HELEN AS AZU

25.

ALEX

25, you now recognise that there is a fire underneath you.

(gasps)

The gears and the mechanisms of the clock are grinding and they seem to be catching a flame underneath you.

HELEN AS AZU

Azu says, “Zolf, we’re on fire!”

(laughter)

BEN AS ZOLF

Alright.

ALEX

You can now continue to take your turn as was, but that is an important piece of information contextually that you would now know.

HELEN AS AZU

Very important, okay.

ALEX

Actually, I’ll give you one extra thing.

HELEN AS AZU

Yeah.

ALEX

You can see there's a bunch of these things down there in amongst the sort of clock mechanism and so on, and they're not having a good time of it.

HELEN AS AZU

Are they getting ground into a nasty paste?

ALEX

It's no, the clock mechanism is not really turning anymore. It looks like something's jammed it all up, but they are very much on fire.

HELEN AS AZU

I wonder if it was the marbles.

(laughter)

Alex, how dare you! How dare you!

ALEX

It's stopping them come up from underneath you. It's a good job, doing really well. You got a bunch of creatures on fire and they can't get out the door at the top. I think that's very good.

HELEN AS AZU

Well, I rolled 39 to hit the one in front of me so...

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(laughter)

LYDIA AS CEL

Yes!

BEN AS ZOLF

So there.

ALEX

Good grief.

The fact that you say I rolled a 39, was it a crit? No of course not.

(laughter)

HELEN AS AZU

No it was a 17.

(laughter)

ALEX

Yeah, it's a strong hit, eviscerate the thing, explode it into a billion pieces.

HELEN AS AZU

Okay, here goes first damage roll, that's 25 on the first hit.

LYDIA AS CEL

Nice, nice!

HELEN AS AZU

I'm gonna hit the thing again.

ALEX

Probably, statistically yes.

(laughter)

HELEN AS AZU

Oh yes, I have to roll to hit it sorry I was assuming there.

(laughter)

Ooh, that's only 27 to hit.

ALEX

It's a hit.

BRYN AS HAMID

We've established consistently that 24 hits and 22 doesn't. We don't know about 23.

(laughter)

HELEN AS AZU

But one can make some guesses.

And that is a ooo, not so good, so that's a then another 17 damage to the thing in front of me.

BRYN AS HAMID

Oh, I think the damage is higher, I don't think you've added Wilde's bonuses.

HELEN AS AZU

You're right! That's another 20 damage and then 28 from before.

ALEX

Regardless, the thing's very dead! With or without the bonuses, it's extremely cleaved!

(laughter)

It's less like felling a tree than picking up a weed, it's horrendous and vicious.

(laughter)

And yeah you eviscerate this thing and it just the pieces of it fall down and fuel the flames beneath you as the walkway continues to grow.

HELEN AS AZU

No I'm gonna stay where I am.

ALEX

Okay, in which case then, Zolf you are up.

BEN AS ZOLF

So, I still have the headphones on.

ALEX

Yes, you're doing cool guy headphones.

BEN AS ZOLF

Is Babbage like is he talking through, is he conscious is he doing like a weird brain meld mumble, I don't know?

ALEX

So, have you ever heard number station?

BEN AS ZOLF

Yes.

ALEX

16, 15, three...

BEN AS ZOLF

Okay.

ALEX

...two, but that has been accelerating so it's like [speed talking] three, two, nine, eight [gibberish fast talking]...

BEN AS ZOLF

Okay.

ALEX

...and he's just running quicker and quicker and quicker.

BEN AS ZOLF

In which case, I'm not going to interrupt him however, if I recall it from when he was telling me to set him up, I know he has to be connected to the antenna, but can he be moved?

ALEX

Yes.

BEN AS ZOLF

Fine, in which case I will move away, I will take the attack of opportunity.

ALEX

It will take the attack of opportunity, not a terrible roll, 27.

BEN AS ZOLF

Ah see I mean that's probably a hit but actually I've got so many bloomin' bonuses.

(laughter)

Uh, what's my AC?

LYDIA AS CEL

It is quadratics.

BEN AS ZOLF

Yeah.

ALEX

You don't want this to hit you.

BEN AS ZOLF

Well, it might do so whatever, take that.

Yeah, it hits me...yeah it hits me.

ALEX

Okay, cool.

BEN AS ZOLF

My AC is 23.

ALEX

So, it feels for damage as it sort of slashes into you, but not much not too bad.
Give me a DC20 fort save please.

BEN AS ZOLF

Oh no! Oh, I got 30.

(laughter)

ALEX

30, okay cool.

So, what proceeds to happen is it slashes at you and it slashes into your
metallic leg [metal clanging sound effect].

BEN AS ZOLF

Sure.

ALEX

And it grates across it, and as you see it slashing, you see it's leaving a spore
trail as it does so.

BEN AS ZOLF

Yeah.

ALEX

The spores land upon the metalwork and so on and immediately begins to sort of propagate out into a vine structure, limited to the foot where it can't seem to gain any purchase.

BEN AS ZOLF

Good stuff.

Now, here's a question Alex that I've never asked before, can I Jefferson the leg?

ALEX

You can, and in terms of...

BEN AS ZOLF

What sort of action?

(laughter)

ALEX

So, in terms of that, normally I would say that for standard magical prosthesis it can be like standard and blah blah blah. I'm fine for you to do it as part of a move action because we have established these are super high end tech stuff.

BEN AS ZOLF

Uh, yeah and also here's a question, do the boots only function as a pair?

ALEX

Yes, I'm afraid so yes.

BEN AS ZOLF

Then I keep the leg, but I say to Azu the reason that I took a normal move action is I say to Azu, "I'm going up, make yourself scarce" and I grab the tripod and Babbage and float 35 foot into the air.

ALEX

Good shout.

HELEN AS AZU

Very good!

ALEX

Good shout.

HELEN AS AZU

I can't believe that hadn't occurred to me as a thing you could do.

ALEX

In which case then, is that your turn?

BEN AS ZOLF

Yeah, I used all of it on that one.

(laughter)

ALEX

Understood, so a few more friends make it to the top of the Tower.

BEN AS ZOLF

Oh, I guess actually sorry, quick question, I said I used all of that – would grabbing Babbage be a standard action?

ALEX

So, at the moment all you've used is a move action plus grabbing Babbage, right?

BEN AS ZOLF

Yeah, the bulk of it was being hit.

ALEX

I'm gonna say it has to be a standard action because you're picking up the antenna in one hand, the array in the other, you've got cables, it's gonna be too faffy.

BEN AS ZOLF

That's fine, yeah. Absolutely, yeah, yeah, no.

Completely reasonable.

I'm going to be trying to put Babbage on my back again so I've got a free hand.

(laughter)

ALEX

You should be able to but you're not able to currently because you're holding a glaive and the antenna and the thing. I'm going to allow you to pick stuff up but you're...

BEN AS ZOLF

Oh, I dropped the glaive.

ALEX

Oh, you dropped the glaive?

BEN AS ZOLF

I dropped the glaive.

ALEX

Cool, in which case you'll be able to put it on your back and you're not going to take penalties, but it is a standard action to pick him up.

BEN AS ZOLF

Okay, and also I think for flavour and because it's got a beautiful symmetry, I imagine I drop the glaive and it bounces and drops into the flaming Clocktower.

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ALEX

Oh of course it does.

BEN AS ZOLF

Yeah.

ALEX

Of course it does, because I mean...

BEN AS ZOLF

There goes another weapon! I've just got to get rid of my armour and we're back to where I'm comfortable.

(laughter)

Oh, sorry, Alex, the spell resistance supply to that spore effect?

ALEX

No.

BEN AS ZOLF

Okay fine, need to check.

ALEX

Keep trying.

Keep trying.

(laughter)

You were layering those stuff on.

So, a bunch more of our friends make it up to the rooftop on the side that Cel isn't single handedly keeping clear, because of those two of those go

"Huh, urgh!"

"Huh, urgh!"

One of them finally manages to make it up to the Tower. Of the remainder, another one charges towards Azu provoking an attack of opportunity as a fresh round, so you can take it.

HELEN AS AZU

That is 33 to hit.

ALEX

Hit [magical sound effect].

HELEN AS AZU

17 damage.

ALEX

Understood.

HELEN AS AZU

Can I hit it again?

ALEX

No.

HELEN AS AZU

Okay.

ALEX

Unless you have something very elaborate and special that I'm not aware of.

HELEN AS AZU

No.

(laughter)

ALEX

At which point one of them has run up to basically face off against Azu.
Another one is gonna take a running leap and try to cover the distance.

(gasps)

BRYN AS HAMID

Oh my god.

ALEX

And manages landing on the thing. The entire platform gives a very ominous urrrrrr under the additional weight.

HELEN AS AZU

Crikey.

ALEX

Another one pushes forwards to hit Azu on the far side, so Azu is now surrounded and the one more of them...we're getting there I promise. Another one tries to take a running leap onto the platform, fails, leaps and then just drops down into the space below.

BEN AS ZOLF

Wah wah.

ALEX

And then a final one...

BRYN AS HAMID

So, I think we've forgotten one element that's on this platform, so Wilde is there and invisible, but I am sure he can take care of himself, but Topaz is also here.

ALEX

Uh, fair point.

HELEN AS AZU

Yeah, Topaz is also large.

ALEX

So, what we're gonna do is in which case you are correct though the last one takes a running leap and succeeds and now Azu is effectively surrounded on all sides, on this platform which gives another very ominous creak.

HELEN AS AZU

Have to get off this thing.

ALEX

I am aware that Topaz and Wilde are both capable of flight so, it's not like they're putting any weight on it, but you are now surrounded on all sides Azu, although you are beside Topaz who's got your back.

In which case then, our Apophis who we've yet to decide whether is real or not.

(laughter)

Certainly, seems to be real as he falls upon Guivres and begins savaging her while she is down on the ground. [dragons fighting sound effects] With a wild abandon, they properly tear into one other and start trashing themselves around in the city destroying buildings as they do so. It looks very much like Apophis is working to keep Guivres occupied. It's less super intelligent magical

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beings than a big dragony brawl, and it looks for a while like certainly Apophis has the upper hand as Guivres definitely is injured by the vengeance. Hard to tell how far, but it's still stuck in her, so there's a sight.

Cel, you are up.

LYDIA AS CEL

I think it makes most sense to leave the one that is on this edge and position myself 60 feet on like the opposite corner, that kind of south west thing so that I can do one attack and then will probably be able to do four next turn.

ALEX

Sounds good to me.

LYDIA AS CEL

So, I want to move 60 foot and be flying, the promise that all my bombs do splash damage so I can't actually hit the ones that are near Azu, because they will all also damage Azu.

BEN AS ZOLF

Ah.

BRYN AS HAMID

I think it would still be worth it. Like Azu can take 14 splash damage and being surrounded by these things that might blue vein her, is terrifying.

(laughter)

LYDIA AS CEL

Okay, in which case yeah Cel is gonna move there and that means they can only do one attack, I think. So, I am just gonna throw one defoliant bomb at, okay I'm gonna attack the one that's to the east of Azu, because while the splash damage will hit Azu, it should also hit the two plants on either side.

ALEX

Yeah, that sounds right to me.

HELEN AS AZU

That's okay.

LYDIA AS CEL

So, you will be taking 14 splash from me hitting these things.

HELEN AS AZU

I can handle it Lyd, I promise.

(laughter)

LYDIA AS CEL

Okay, do you want me to roll that?

ALEX

So, give us the roll.

LYDIA AS CEL

Yep, ooo natural 20.

ALEX

Roll to confirm?

LYDIA AS CEL

No, that's fine.

ALEX

Okay, no.

LYDIA AS CEL

I haven't even ever confirmed a...

ALEX

Psst psst, I don't think you need to.

LYDIA AS CEL

I don't see the point, I go ooo that's a nice one...35 damage to the main boy.

ALEX

He explodes into pieces.

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LYDIA AS CEL

Oh, cool and then 14 damage to north boy and south boy and Azu in the middle.

ALEX

Understood.

LYDIA AS CEL

Sorry about the splash damage, in fact Cel yells “Sorry about the splash damage!”

(laughter)

HELEN AS AZU

Azu booms “it’s alright!”

BEN AS ZOLF

I’m so big.

(laughter)

HELEN AS AZU

I’m a hefty girl.

ALEX

Anything else Cel?

LYDIA AS CEL

No, I've moved and I've bombed, that is what makes Cel happy.

ALEX

Hamid you are up.

BRYN AS HAMID

Okay, I don't think Topaz has taken an attack yet so, Topaz can fly and is still invisible, probably?

But Hamid can see...

ALEX

Yes.

HELEN AS AZU

Yes to both because the last thing I told Topaz to do was to guard Babbage. Babbage is now taken, so Topaz is sort of in auto pilot which is keeping herself safe, I would think.

BRYN AS HAMID

Yeah, Hamid can now see Azu alone on the metal griddle surrounded by an increasing number of plant monsters, and he's not losing her.

HELEN AS AZU

Aw.

BRYN AS HAMID

Just no, not happening.

HELEN AS AZU

Yeah, I will say that I probably can't get back on Topaz and fly around because I'm so massive.

BRYN AS HAMID

Yeah.

ALEX

You can see Cel there helping because Cel has been attacking so Cel is blowing stuff up.

BRYN AS HAMID

Oh that's true yeah.

Yeah.

LYDIA AS CEL

But obviously you couldn't see most of it because that was on the opposite side of the Tower, so it seems like Cel has just been sodding off somewhere and is only just now turned up!

(laughter)

What a lazy Cel.

BRYN AS HAMID

Almost every turn that Hamid has been flying around he's been gaining height, so he has a bit of height to spare. So, he's gonna tuck his wings in and angle himself and dive towards the top of the Tower and just get as much speed as he possibly can.

Now, mechanically I think that's still only 180 foot, but I just think the flavour is important that he is ignoring everything except speed, and if I've correctly tracked his decision, his position then 180 foot should get him more or less wherever he wants on the battle map.

ALEX

More or less actually, yeah. From the angle you're coming in you're not gonna be able to get to the north west corner, like beyond the scale of the Tower, but that's about it, on the actual Tower, yeah you should be fine.

BRYN AS HAMID

Cool, Hamid screeches to a halt ten foot in the air on the other side of the walkway from Azu ready. No actually he's gonna be directly above, ten foot above Azu, five foot to the side ready to help her out next round.

HELEN AS AZU

Hello.

(laughter)

ALEX

At which point then...

BRYN AS HAMID

I say ten foot above, I mean ten foot in the air so actually his feet are at shoulder height since she's currently 12 foot tall.

(laughter)

"You okay?"

HELEN AS AZU

Uh, yep, just gotta get off this thing!

ALEX

Okay, so with Hamid screeching to a halt at that point, there is the sound of something teleporting [magical sound effect].

(gasps)

BRYN AS HAMID

Oh no.

ALEX AS EINSTEIN

And then what you have is just a "ARGHHHHHHH".

LYDIA AS CEL

Yes! I called it! I called it!

ALEX

An incredibly, incredibly haggard looking, heavily bleeding Einstein.

(gasps)

Pops to the top of the Tower accompanied by a multitude of heavily armed people ready to help out.

LYDIA AS CEL

Yay!

ALEX

Specifically, Ed, Vesseek, Emeka, Brutor, Barnes, Carter and Kiko.

BEN AS ZOLF

Woah, woah, woah, woah, you can't just throw Brutor in there and like, yeah.

(laughter)

ALEX

I kid you not, a fully armed heavily weaponised Macguffingham heir is also in amongst that mix.

BEN AS ZOLF

Wow.

ALEX

They all pop in all like in one corner ready, Einstein collapses as this happens.

(gasps)

LYDIA AS CEL

No!

ALEX

And everyone charges.

Within your hands Zolf, the Babbage array suddenly gives a sort of electrifying shudder, and then a ripple sort of shockwave of energy throws itself outwards from the array, and as it does so everyone has a momentary complete case of vertigo and the world starts to look very, very odd for a moment before returning to normal, and I'll end the episode there.

HELEN AS AZU, BEN AS ZOLF AND LYDIA AS CEL

Uhhhhh.

ALEX

Good news bad news, I'm just gonna keep doing good news bad news all the way down, it's fine.

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BEN AS ZOLF

I guess he's gone off.

HELEN AS AZU

It seems a bit soon for that.

BEN AS ZOLF

Well, I mean they were speculating, he said "oh we might be about a minute" but you know maybe it...

BRYN AS HAMID

It might just be a step in the process.

LYDIA AS CEL AND HELEN AS AZU

Yeah.

BEN AS ZOLF

Maybe me going higher gave him a better connection, who knows – I don't know.

HELEN AS AZU

Oh yeah.

ALEX

We'll have to find out next week...

LYDIA AS CEL

Oh no.

ALEX

...but until then enjoy the weird and enjoy the peril.

(laughter)

BEN AS ZOLF

Yeah.

ALEX

Bye everyone.

EVERYONE

Bye!

[Show Theme - Outro]

ALEX

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ALEX

Okay, everyone ready?

LYDIA

Mm hmm.

ALEX

Hello, and welcome epi- I did that at the same time as clicking the mouse, how stupid can you get!

(laughter)

I'd like to fire me now.

HELEN

No.

BEN

Right, hello and welcome to Rusty Quill Gaming.

(laughter)

BRYN

You've probably still got as many as three or four episodes to start getting it right Alex.

(laughter)

HELEN

Yeah.

ALEX

I might come up with an out on the final episode.

(laughter)

BEN

Mother[BLEEP]

(laughter)