

RQG – 217 – Last Stand

Content Warnings

- X – [none listed at the time of typing on the RQG Wiki for this episode]
- X

[Show Theme - Intro]

ALEX

Hello and welcome to episode 217 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

LYDIA

Lydia Nicholas

HELEN

And Helen Gould.

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ALEX

And who are you playing?

BEN

Zolf Smith.

BRYN

Hamid Saleh Haroun al-Tahan.

LYDIA

Cel Sidebottom.

HELEN

[bellowing big voice] And Azu!

(laughter)

LYDIA AS CEL

Oh yeah, you're massive!

You're so big!

ALEX

You're so unnecessarily big, in the best way possible.

So, we're atop Big Ben and there's lots of stuff going on. I feel like that's fine as a summary, does anyone disagree?

BRYN AS HAMID

Busy up here actually.

BEN AS ZOLF

Yeah, quite a lot happening.

ALEX

So, in terms of giving you a little bit more description other than just a bunch of stuff happened. I did say a wave of weird happens, so I might elaborate on that if I may a little bit.

LYDIA AS CEL

Cheers.

ALEX

If you'll remember the Babbage array of which Zolf is now a key component, by which I mean an elaborate tripod for it to sit upon.

BEN AS ZOLF

What he's saying is I'm holding it.

(laughter)

LYDIA AS CEL

In the sky.

BEN AS ZOLF

Oh, we're in the sky, yeah.

ALEX

So, the setup as it currently stands is a wave of - have you ever seen the pressure wave for an explosion?

BEN AS ZOLF

Yes.

ALEX

Where if it's far enough and it's a big enough explosion you can see that sort of sphere move out.

HELEN AS AZU

Yeah.

ALEX

So, it's that but it didn't really have a pressure wave that any of the characters could feel.

However, interestingly enough, the environment seemed to feel it, like chunks and flex of stone have sort of been blown off the top of the Tower and lots of dust has been thrown up around it and so on, but it seemed to have no material effect upon all of you. However, you all had a very odd moment of double triple then quadruple vision, then it all sort of lined back up and it all but not instantly it takes a little bit of a wibbly wobbly and then comes back

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together; and with it as well colouration sort of went iridescent within the wave, but it was a wave and then it passed.

So, as a result nothing seems to have materially changed, but it did have a certain vertigo attached to it, a certain feeling of woah, that's odd.

BEN AS ZOLF

How did the plantos react? Did they react?

ALEX

You know what I'm gonna violate initiative and then go everyone give me a perception check and if anyone gets particularly high, I'll humour you.

(laughter)

BEN AS ZOLF

21.

HELEN AS AZU

Oh, natural 20 for my first roll, so that is 31 perception.

LYDIA AS CEL

Ah, I also got 31.

BRYN AS HAMID

22.

ALEX

I am afraid that Azu's 31 is better than your 31 by virtue of getting a natural 20.

(laughter)

LYDIA AS CEL

Oh.

HELEN AS AZU

Yes!

ALEX

In terms of, I'm gonna give this just to Azu in fact.

HELEN AS AZU

Yay! I never get good perception, I'm so happy.

(laughter)

ALEX

Yes, they do seem to react, they don't all go "oh no, runaway arghhhh"; but they do all seem to have a moment of woah, like every single person including them, had a bit of a oh. Kind of like, if any of you have experienced a minor earthquake, that moment of is this...okay well whatever it is it's done now, but I don't know what that was, that kind of unsurety. So, it wasn't like a staggered for around or anything.

HELEN AS AZU

Yeah.

ALEX

So, with that in mind then I am going to now take the turn that I was sort of meant to be taking, which is the reinforcements because they're all on the same initiative turn because of that and they're all gonna be taking their turn. I will make a disclaimer now for all of the hardcore rules fans out there, which is you may have noticed I have done something which I believe the technical term is unwise, which is grossly over populate the map with things that I am responsible for.

(laughter)

BRYN AS HAMID

Yeah.

ALEX

And to stop me going completely loopy, what I've done is I've simplified the rules at my end for the MPCs.

So, you can still change the battlefield, you can still make the things happen, but I am not going to go through super intricate moves for each of them because my brain will explode and so, yeah.

LYDIA AS CEL

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I think there's 30 on the board, 50...100.

BRYN AS HAMID

There's 24 tokens on the battle map, and Alex is currently responsible for 19 of them.

ALEX

Bryn, Bryn, Bryn, there are 24 tokens visible.

(laughter)

C'mon, c'mon now.

Okay, with that in mind then I am going to be to starting with our new reinforcements who are in various stages of quite a decent looking token right the way through to almost a square block of colour, so I will appreciate everyone bearing with me. So, all of our reinforcements scatter, and clearly were briefed that something was going on and to be ready because they seem to be moving in a very coordinated way.

Ed charges towards the nearest of the creatures and unfortunately fails to connect but is prepped so that it is not going to be able to get passed him.

LYDIA AS CEL

Yay.

ALEX

Emeka is alongside ready for them to flank.

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We've got Vesseek taking a couple of pot shots at the ones near Azu, also unfortunately rolling garbage I personally have now not rolled higher than a two!

HELEN AS AZU

Oh no.

ALEX

Brutor is ready to swing into action and Barnes and Carter are guarding the... let's call it escape route for Azu off the walkway.

BRYN AS HAMID

The eastern walkway.

ALEX

The eastern walkway. Potentially unaware that Azu could just **yeet** herself vertically, I guess because you still have fly, don't you?

BRYN AS HAMID

Azu does not have fly.

HELEN AS AZU

I do not, Topaz has fly.

ALEX

Ooooooh.

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Ah, there you go then see look at them helping.

BRYN AS HAMID

You're currently too big for Topaz to carry, I think.

HELEN AS AZU

I think I would have to carry Topaz.

(laughter)

LYDIA AS CEL

Wounded camel.

ALEX

And at this stage they are not communicating anything beyond "arghhhh" or variations thereof.

LYDIA AS CEL

Can we just take a sec to like react to Brutor, because ironically I think like Cel and Azu will not have met Brutor in dog form?

HELEN AS AZU

(gasps)

Yes!

ALEX

Good point.

LYDIA AS CEL

Just be like, oh yeah sure there's like a creature with a dog head that is kind of acceptable, but for Hamid and Zolf...

BEN AS ZOLF

I have no idea that that is Brutor because why would the dog that I know now be a person with a sword?

LYDIA AS CEL

But he was a pretty like recognisable dog, right like...

BRYN AS HAMID

Hamid is probably the only one who has any context thanks to Sasha's vision on the mountain top.

(laughter)

LYDIA

Thanks.

ALEX

At this stage what it looks like is someone shoved a pug into full plate armour.

(laughter)

That's what it looks like. You've got a momentary glance, it's like "that's a pug in armour" cool.

BRYN AS HAMID

There's too much going on for anybody to question it, I think.

HELEN AS AZU

Yeah.

ALEX

Correct.

The pug in armour seems to be helping.

(laughter)

LYDIA AS CEL

Cool.

HELEN AS AZU

That was good.

ALEX

(laughter)

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I don't know what to say.

BEN AS ZOLF

Turned up with Einstein so you know.

LYDIA AS CEL

Probably on our side, yeah cool. The idea that Einstein would have a pug in armour as a good friend, is completely within the realms of possibility.

(laughter)

ALEX

You get the distinct impression that the pug in armour is a good boy, that's as far as I'm willing to go at this stage then.

(laughter)

LYDIA AS CEL

Okay.

ALEX OSCAR WILDE

Wilde is just gonna take the turn that Wilde is optimised for which is "Everyone near me just is better".

HELEN AS AZU

Hooray.

BRYN AS HAMID

That doesn't take his turn, he should be able to do other things. He can maintain singing and do other stuff.

ALEX

I'm aware of this. Wilde is doing things that you are not aware of.

BRYN AS HAMID

Yeah, fair enough. He is still doing...

ALEX

But then again, the presumption of absolute knowledge is quite frankly, check your lack of true sight privilege there Bryn.

(laughter)

BRYN AS HAMID

Just, just I am just excited for Wilde to do visible flashy things, as are a lot of listeners.

ALEX

He's already done a full-blown dragon illusion and is sustaining an illusion back at the lab, so cut the guy some slack.

(laughter)

In which case then, given the sight lines of people here, some stuff happens that people aren't going to be aware of, and that's fine.

In which case, things are gonna start getting weird from here. Weird in a way that I like, weird in the way that involves loads of dice and sadness for everyone.

HELEN AS AZU

No!

BRYN AS HAMID

[groans]

LYDIA AS CEL

No.

ALEX

Can I please get from everyone, a will save first.

LYDIA AS CEL

Oh!

HELEN AS AZU

Oh, no!

LYDIA AS CEL

I don't really do will.

BRYN AS HAMID

Is Wilde's song currently boosting will save like it was in the garden?

ALEX

Yep, by three.

BRYN AS HAMID

Cool.

HELEN AS AZU

I mean for me that makes 35.

(laughter)

ALEX

Don't worry about it.

BRYN AS HAMID

Yeah, I think I've got 29 if I've got all the bonuses correct, I rolled a 15 and I've ended up with a total of 29.

HELEN AS AZU

Nice.

BEN AS ZOLF

41.

(laughter)

BRYN AS HAMID

Nice.

ALEX

Why am I bothering to ask for them?

LYDIA AS CEL

Because Cel's is six for their actual will, ten uh, 22.

ALEX

22, understood, thank you.

LYDIA AS CEL

What does Cel become.

BRYN AS HAMID

Helen, you need to roll for Topaz as well probably.

HELEN AS AZU

(gasps)

I do! Oh no.

BRYN AS HAMID

You've got two characters to take care of, you've got to do everything twice now, like I did with Skraak.

HELEN AS AZU

I do, hang on.

LYDIA AS CEL

You've got responsibilities Helen.

HELEN AS AZU

I've got a Topaz to look after at home, oh no! Okay.

BRYN AS HAMID

Topaz doesn't have the heroes' feast bonus but does have the Wilde song bonus.

HELEN AS AZU

Yeah, but she only got a nine.

BRYN AS HAMID

Oh.

ALEX

Total?

HELEN AS AZU

Yeah.

ALEX

Understood, understood bear with me.

HELEN AS AZU

No! No, you leave my camel alone!

(laughter)

ALEX

I'll do no such thing.

HELEN AS AZU

[cries]

ALEX

Okay, could you please roll me one D4 on behalf of Topaz specifically, because I think everyone else hit the DCs which is quite...

LYDIA AS CEL

Really?! Did Cel actually hit a will DC?

ALEX

What was your total?

LYDIA AS CEL

21...oh, 22.

ALEX

Yeah, yeah.

LYDIA AS CEL

(gasps)

Oh my gosh, I think this might be first time that Cel has ever hit a will save.
They can resist to anything except, anything.

(laughter)

HELEN AS AZU

Two.

ALEX

Two, okay cool. For the sake of simplicity, we'll say this affects the following people all simultaneously, because I have got the system set up for the MPCs as well.

HELEN AS AZU

Oh no.

ALEX

So, Topaz, Vesseek, Brutor, Barnes and Carter – I rolled quite poorly. The following happens to all of them so, the Babbage array gives another sort of wave out from it, and as it hits Topaz first and then the others, they are hit by it much harder as if they're hit by that thing that is hitting the environment but not everyone else. It doesn't blow them off the Tower but suddenly they seem as if ephemeral, it's almost shocked away the solidity of their being. They don't appear to be in pain, but to all intense purposes they appear almost ghostlike.

HELEN AS AZU

Oh, they've been transported to different planes.

BRYN AS HAMID

Just turn them non-corporeal.

ALEX

Can I get an arcana check from anyone that has it? I shouldn't be getting these on the fly, but I'm willing to because you're all playing nice.

BEN AS ZOLF

What about a knowledge planes?

ALEX

Oh, a knowledge planes as well yeah actually please.

BEN AS ZOLF

Both me and Cel have that now.

LYDIA AS CEL

But I have got more in arcana.

BEN AS ZOLF

Fair enough.

15 knowledge planes.

ALEX

15.

BEN AS ZOLF

15, yeah not 50!

ALEX

I have to ask whether it's five zero or five...

(laughter)

Well, it's that kind of a party.

(laughter)

LYDIA AS CEL

31 arcana.

ALEX

Understood.

BRYN AS HAMID

I rolled garbage, I only got 21.

ALEX

Uh, Cel...

LYDIA AS CEL

Actually wait, 41!

ALEX

For 41 you just see a bunch of people get turned incorporeal, which is a whole thing! Things that you'll know from that, and you will just know this, is they're gonna be taking 50% less damage from any magic that's on this plane.

LYDIA AS CEL

Good!

ALEX

Anything mundane is just not gonna hurt them at all, but that door swings both ways they're gonna be doing less damage and receiving less.

LYDIA AS CEL

Bad.

ALEX

And also because you rolled ridiculously high.

LYDIA AS CEL

Yeah.

ALEX

The likelihood is it's gonna be a short effect...

LYDIA AS CEL

Oh right.

ALEX

...and the idea that something would just be permanent like that is beyond feasible. So, you don't know how long it's gonna last but you think it's probably a temporary effect.

LYDIA AS CEL

Cool, cool.

ALEX

Okay, in which case then we are fresh to Azu, and technically Topaz, so because Topaz is acting on your terms and I think that's gonna be relevant.

HELEN AS AZU

Okay.

ALEX

I'm so sorry I misspoke, it's Azu and what used to be Topaz.

HELEN AS AZU

Don't you... Don't, you bad man!

(laughter)

ALEX

You're so much more generous with me than I deserve Helen, you know that, right?

HELEN AS AZU

Yeah, it's cause deep down I like you very much.

Right, Hamid is flying, right?

BRYN AS HAMID

Yeah.

ALEX

Very much so, he's been zipping around.

(laughter)

BRYN AS HAMID

I'm ten foot above the floor so my feet are at your shoulder level.

HELEN AS AZU

Do I know that Wilde is there, or do I just know that he's around?

ALEX

As far as I'm aware according to my trackers, Wilde should still be capable of flight.

BRYN AS HAMID

Yeah.

HELEN AS AZU

Oh, Wilde can fly?

BRYN AS HAMID

Yeah, the fly spell Hamid cast would have lasted way longer than the fight.

ALEX

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And there's not been anything to interrupt that.

HELEN AS AZU

Yeah, okay then, yes Azu is going to hit the plant creature, horrible thing that is directly north of her, technically we're getting four attacks, so we're gonna hit this and just see if it dies first.

ALEX

You're gonna try and hit this, let's be clear.

HELEN AS AZU

I'm not incorporeal.

(laughter)

Okay, that's 13 plus 21 which is...

BRYN AS HAMID

Yeah, that's a hit.

(laughter)

I'm not the GM, but...

BEN AS ZOLF

That's a hit.

ALEX

Oh, yeah, no that yeah.

Yeah, Bryn's response was accurate.

(gasps)

Wait, wai- wa- wait! 21?

HELEN AS AZU

Yeah.

ALEX

I'd like to congratulate you, Helen.

HELEN AS AZU

Yeah.

ALEX

You've done something that is said you would eventually achieve.

HELEN AS AZU

Oh!

ALEX

You have in fact transcended dice!

(laughter)

HELEN AS AZU

YES!

ALEX

I will require you to roll to see if you fumble, however you have just hit these creatures, as long as that's your modifier.

(laughter)

Just don't worry about it, it's fine, it's more a question of how much damage would you like to do as opposed to whether you're hit.

(laughter)

LYDIA AS CEL

Yeah.

HELEN AS AZU

In which case it is two D8 plus 14.

ALEX

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Two D8 plus 14?

HELEN AS AZU

Yes.

ALEX

Congratulations your ability to transcend dice continues unabated.

(laughter)

Please describe how you, with ease, just cease this thing from existing.

HELEN AS AZU

I'd like to chop its head off [chopping sound effect] and then have the head and the body both tumble down the Clocktower.

ALEX

Understood, yes those have both happened, there is a brief foul smell as it catches in the flames beneath you.

LYDIA AS CEL

Urgh.

ALEX

In which case then you've still got a whole bunch of stuff you can do besides.

HELEN AS AZU

Yes, I'm gonna hit this one next. The one to the south of me which okay we'll just f[BLEEP] hit the thing, sorry.

(laughter)

That's a natural one!

(laughter)

BEN AS ZOLF

Well, there you go, you managed to miss.

ALEX

You managed to miss, despite the fact that you don't need to roll dice anymore.

(laughter)

Thank you, I need you to know I will give you something nice later for affording me this, this is a very rare opportunity for me, and I appreciate it.

HELEN AS AZU

I don't believe you.

BEN AS ZOLF

Oh no you'll have to use your other two massive bonuses on it.

ALEX

It's true.

HELEN AS AZU

I will.

ALEX

But it is hypothetically possible to get all ones.

BEN AS ZOLF AND HELEN AS AZU

Mmm.

(laughter)

ALEX

I choose to dream.

HELEN AS AZU

Okay, so if I miss on that attack then I immediately try and take my third attack.

ALEX

Yep, go on, go on.

HELEN AS AZU

That is...

ALEX

Is it not one?

HELEN AS AZU

It's not one, but the bonus has changed to 16.

ALEX

Oh!

HELEN AS AZU

So, that is 25.

ALEX

Yeah, it's still a hit.

HELEN AS AZU

Yeah, where's my two D8?

ALEX

What's the minimum damage you can roll?

HELEN AS AZU

14.

ALEX

You can transcend dice on this one as well.

(laughter)

They have taken as far as I am aware the right amount that it's fine, you can just be gone them.

HELEN AS AZU

Good.

ALEX

Any particular flare, as you use this one as well?

HELEN AS AZU

I don't know, I'm just... all I'm thinking is just bisect them all.

(laughter)

ALEX

Yeah, go for it, go for it.

That word exists for a reason.

HELEN AS AZU

Yeah.

BRYN AS HAMID

[laughter and overtalking 17:04] though bisect them along differ axis.

HELEN AS AZU

Yeah.

ALEX

Oh, I like that, I like that and don't be afraid to bisect along depth.

(laughter)

LYDIA AS CEL

By the end you should have such an array of images that you could essentially teach a kind of MRI/CT scan anatomy class based on what's going on.

(laughter)

HELEN AS AZU

I like the idea of it being like a cartoon thing where you just see like a haze of like dust and like whirling and then the thing just falls over dead.

(laughter)

ALEX

So, one thing occurs to me, and I could with a check in with you Bryn, can you five foot step whilst taking a full attack?

BRYN AS HAMID

Yeah, not in the middle, either before or after.

ALEX

Ah, there we go. In which case yeah, you're fine.

I think that might be everything if that was your full attack then because you're not going to be able to run away this turn or anything.

HELEN AS AZU

I am not. I think I might tell Topaz to flee though, and I think that's a free action to instruct my mount to do something.

ALEX

And your mount will be able to act immediately because the way we are doing initiative, and technically provokes an attack of opportunity but, it doesn't matter.

HELEN AS AZU

Oh, good.

ALEX

It's quite hard to punch ghosts. Takes a lot of effort.

HELEN AS AZU

Yes. I've got to yell at Topaz to get off the walkway thing, because even though she is incorporeal that does not mean that she cannot die.

ALEX

In which case then, I'm allowing you to indicate a direction to flee, given that as an incorporeal flying camel, every single direction is valid.

(laughter)

HELEN AS AZU

I want her to flee passed me away from the plant thing, so towards Barnes and Carter who are to my right.

BRYN AS HAMID

She does still have wings, she can also flee upwards as well as across.

ALEX

Yeah, any direction, like I said up, down you could flee vertically into the Tower – it's all good.

HELEN AS AZU

No, I want her to go this way because also that will mean she is among friends too.

LYDIA AS CEL

Ah.

ALEX

Understood.

So, Topaz is now kind of chilling with Barnes and Carter.

HELEN AS AZU

Yes.

ALEX

Quite the trio.

In which case then, Zolf you are up.

BEN AS ZOLF

I cast sanctuary on Babbage [magical sound effect].

ALEX

Good call. Is there anything further that you're doing?

BEN AS ZOLF

No.

ALEX

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I would say that Babbage, as a reminder for you, Babbage when you were getting your briefing said you can go above the Tower to a degree, but not to just disappear into the sky because proximities are a thing.

BEN AS ZOLF

Yeah, I'm not moving.

ALEX

Understood.

In which case then, the following happens, a bunch more of our bad guys turn up.

HELEN AS AZU

Okay.

LYDIA AS CEL

Oh.

ALEX

But before we deal with those, we'll deal with the ones that we've already got. In which case, one of them...

LYDIA AS CEL

Ooo is one of them going to try and slash Cel... C'mon!

ALEX

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Another one takes an enormous leap at Azu.

HELEN AS AZU

Oh.

LYDIA AS CEL

Oh, that's not good, Azu doesn't have caustic blood.

ALEX

Manages to land on the walkway.

BRYN AS HAMID

Sounds like that's triggers an attack of opportunity to me, because Azu has reach.

HELEN AS AZU

I do have reach now.

ALEX

Triggering an attack of opportunity, that's correct.

HELEN AS AZU

Do I only make the one attack?

ALEX

Yes.

HELEN AS AZU

Okay.

So, that is 27.

ALEX

It's a hit [sound effect]

HELEN AS AZU

And I rolled two twos, so that is a mere 18 damage.

ALEX

It isn't immediately dead.

Another one tries to leap onto the platform and succeeds [sound effect]. At which point the platform collapses.

HELEN AS AZU

(gasps)

No!

ALEX

So, who can and cannot fly currently?

BEN AS ZOLF

Everyone except for Azu is fine, or an enemy that you don't care about.

LYDIA AS CEL

Yeah.

HELEN AS AZU

I'm the only one who's not fine.

ALEX

Azu, please give me a reflex save.

HELEN AS AZU

Oh, b[BLEEP] [BLEEP] [BLEEP]

(laughter)

BEN AS ZOLF

Helen, you've got loads of hit points.

(laughter)

ALEX

Got loads of hit points.

HELEN AS AZU

Yeah, but it's a clock, it's sharp!

(laughter)

ALEX

And on fire.

BEN AS ZOLF

Loads of hit points.

HELEN AS AZU

No.

LYDIA AS CEL

It's fall damage that's the scary thing.

BRYN AS HAMID

Yeah.

ALEX

Time gets us all in the end, Helen.

BEN AS ZOLF

Whah whah.

LYDIA AS CEL

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That just... that for sensitivity reasons that needs to be cut for like psychic damage.

(laughter)

As someone who speaks the English language, I feel offended.

BEN AS ZOLF

Yeah, I'm upset.

(laughter)

HELEN AS AZU

Oh, Alex!

ALEX

What's your reflex save?

HELEN AS AZU

I got a natural one, Alex.

BRYN AS HAMID

I would like to use the feat lucky halfling.

BEN AS ZOLF

Yeah!

LYDIA AS CEL

Yay!

ALEX

Could you please share with us the feat lucky halfling.

BRYN AS HAMID

Once per day, one ally when they roll a save I can, before the GM announces the result of the save but after they've rolled, I can use this feat to substitute my own reflex save roll for theirs.

LYDIA AS CEL

(gasps)

Aren't you amazing.

ALEX

I have yet to announce the results Bryn, what an excellent use of your feat.

BEN AS ZOLF

Yeah who knows, Azu might have succeeded on that natural one, we just don't know!

(laughter)

BRYN AS HAMID

Oh, oh, 24 total.

BEN AS ZOLF

That's pretty good.

ALEX

(laughter)

You owe Bryn something big and shiny!

HELEN AS AZU

Oh, I do.

ALEX

And I don't know what.

(laughter)

HELEN AS AZU

I'm making a note of that.

ALEX

So, the platform [building collapse sound effect] collapses.

(laughter)

It collapses under the weight of all of these creatures upon it and tumbles down into the flaming gears beneath taking all of the ones that were upon it. Wilde is fine still flying not that you can see as he's invisible. Hamid is fine flying, not that you can see him – oh you can see him, that's fine.

BRYN AS HAMID

No, I'm visible...oh yeah.

ALEX

Azu, you manage to take a leap and catch the edge of the Tower, either leaping...actually no it will be along the walkway as that's nearest. So, you will effectively be hanging off the side on the inside gap.

HELEN AS AZU

Okay.

BEN AS ZOLF

So, is because it was Hamid's feat, is Hamid like holding Azu up by her collar and gave her just enough purchase to....

ALEX

Yeah, well we'll say that Azu took the leap was like her a finger spread too short, and Hamid was like "yah!"

(laughter)

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Just gave the tiniest momentum nudge enough to land onto the ledge.

BEN AS ZOLF

Just bounced off the back of her head knocking her forward.

(laughter)

HELEN AS AZU

In RPG halfling yeet you.

(laughter)

BRYN AS HAMID

I tried to catch you as you leapt and realised that was not gonna work.

(laughter)

Because I cannot lift Azu even at the best of times...

HELEN AS AZU

Just push me instead.

(laughter)

BRYN AS HAMID

...let alone giant Azu, but it did give you just enough of a lift.

HELEN AS AZU

Aw.

ALEX

And on that I am gonna take a break and we will be back in a couple of minutes, because that's a good beat.

LYDIA AS CEL

Just leave Azu dangling by the fingertips like...

BEN AS ZOLF

Yeah.

ALEX

She's fine.

LYDIA AS CEL

No adverts, no break ahhh.

BEN AS ZOLF

It's alright all the incorporeal MPCs will help get her up.

(laughter)

LYDIA AS CEL

Yeah.

[mid show break 23:53]

ALEX

And welcome back.

So, with Bryn successfully managing to deny me yet another kill.

(laughter)

If we look at the total number of hit points that I guess is should have handed out by this point, it's getting quite high.

BRYN AS HAMID

Don't hurt Azu on my watch, Alexander!

(laughter)

ALEX

Then I'll just take you first and it'll be much easier.

HELEN AS AZU

No!

ALEX

Speaking of, I've still got a bunch more stuff to do on this turn.

BRYN AS HAMID

(laughter)

Oh god.

HELEN AS AZU

Oh no.

LYDIA AS CEL

There's like five monsters that we can see there.

ALEX

So, we get a further six creatures climb up around the edge, and you see that some of the ones that were already up there that have been doing some movement, but not attacking, start to be doing some odd behaviours, you notice that their feet that are also roots seem to be starting to take root a bit more, they seem to be preparing for nonsense is what they presume to be preparing to do.

LYDIA AS CEL

No, we're not putting up with that, that's not gonna happen.

ALEX

It is clear that they are all in the south-west corner of the Tower, is where most of the nonsense seems to be originating.

LYDIA AS CEL

But there's some climbing up the walls on all sides?

ALEX

Yes, they are climbing up the walls on all sides and I will say as well for the sake of ease, yeah there is fighting happening to do with your MPC buddies, they seem to be keeping the north-east corner clear for you.

LYDIA AS CEL

Cool.

ALEX

But, again, there's only so much they can do.

BEN AS ZOLF

Since half of them are ghosts.

(laughter)

ALEX

With that in mind Zolf, can I get a perception check for you please, you're the only one who really has the angles.

BEN AS ZOLF

15.

ALEX

15, okay. The fight between Apophis and the injured Guivres appears to be going not great. It would seem that everything in London is coming to this location and a significant chunk of it is now climbing upon Apophis.

(gasps)

So, Apophis is now trying to keep Guivres, who is wounded, at bay but is also being utterly swarmed, it's like watching someone be attacked by, I don't know killer bees or something, it's just innumerable amounts are swarming upon him, he is still fighting, but it's not going well.

BEN AS ZOLF

That's fine, he's got loads of hit points it will take more than 20 seconds to kill him and that's all we need.

(laughter)

ALEX

Ben is cold.

I like it, but he's cold.

BEN AS ZOLF

Canonically don't like the meritocrats anymore, so...

(laughter)

F[BLEEP] him.

ALEX

In which case then Cel, you are up.

LYDIA AS CEL

Yeah, gonna throw first bomb at so in the south-west corner there are two of the planty monsters that are next to each other who are putting down roots...

ALEX

Yeah.

LYDIA AS CEL

...on the east side. First bomb will be thrown at the...one I guess that's the south of the pair. This is not a hit because Cel rolled a four. Only even a 19.

ALEX

Uh, yeah that's a miss.

LYDIA AS CEL

But they have got a four, so we'll keep going. Oo, so that's 17 plus ten plus six.

ALEX

(laughter)

Yes. [exploding sound effect]

LYDIA AS CEL

Atrocious roll, total of 27.

ALEX

Of damage?

LYDIA AS CEL

Yeah, 27 damage.

ALEX

Nice and strong?

LYDIA AS CEL

Yeah and 14 splash to the one next to it.

ALEX

Understood.

LYDIA AS CEL

And that's a sticky bomb. So, the one that got hit will take another 14 damage next turn.

Let's try and hit again!

Oooh, 15 plus ten I don't even need to add on my bonuses so that's already 25, a hit, yes?

ALEX

That's a hit. Can I confirm which one you're attacking?

LYDIA AS CEL

The one that's to the north.

ALEX

Yeah, that's fine.

LYDIA AS CEL

That is 29 damage to that northern one who's already taken ["bleurgh" plant cries sound effect] 14 damage. Does it die?

ALEX

Yep.

BRYN AS HAMID

Yeah.

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LYDIA AS CEL

Cool, and 14 damage...

ALEX

Sorry, the “bleurgh” is the technical term for death.

BEN AS ZOLF

Cool.

(laughter)

LYDIA AS CEL

Yeah, it’s cool, we really need to be precise here and so I appreciate the science.

And yeah, another 14 to the one on the south.

ALEX

Yeah, so “Bleurghhhhhhh”.

LYDIA AS CEL

That one’s also bleurgh, cool, cool.

ALEX

You are very good at dismissing hoards of creatures.

LYDIA AS CEL

Uh, yeah well not really anymore, Cel has one more bomb left. Checking range, I don't think that Cel can hit...

ALEX

Anything further from Cel then? That was a full attack so I'm thinking unlikely.

LYDIA AS CEL

Yeah.

BEN AS ZOLF

Bryn are you planning something?

(laughter)

A green circle has appeared on the map.

BRYN AS HAMID

Yeah, I would say that that is an accurate description of what I am doing.

(laughter)

BEN AS ZOLF

But what are you doing non-visually?

ALEX

What are you doing, given that it's your turn, why don't you let me know that's a big circle you've drawn over almost all of the enemies in a [overtalking 29:38]

BRYN AS HAMID

So, Alex I happen to have drawn on the map to scale, a 20 foot radius circle.

ALEX

Oh, have you?!

BRYN AS HAMID

Now you may remember from previously episodes, that 20 foot happens to be the specific radius of a spell I used, rarely I admit, but I have in fact used it before, it's the spell fireball.

(laughter)

ALEX

Sorry, a fireball?!

Okay, alright, slow down.

BRYN AS HAMID

Yeah.

I've been debating internally whether to cast fly on Azu or to try and fireball these enemies and obviously you know there's an emotional choice versus a logical choice, and self-sacrifice is you know easy and the risk of sacrificing a

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friend is hard, but I think Azu is going to be okay. I think Azu has a lot of strength right now and is gonna be able to climb alright.

ALEX

Also, fireballs are really satisfying.

BRYN AS HAMID

No, no, no that's...

(laughter)

Let's disrupt whatever they're doing and buy enough time for this to finish, everything else has to be secondary, even if it might destroy Hamid if this choice is wrong.

So, Hamid casts fireball. I've centred on the point I've picked out on the map which is to the south-west corner and catches the two that remain planted, and two of the ones that are just appearing over the edge.

ALEX

Yeah.

Yep, which would make our entire west and south clear, which is quite cool.

BRYN AS HAMID

47 damage total, reflex save for half.

HELEN AS AZU

Wow.

ALEX

Okay, let's... I will roll a single save for all of them for the sake of expediency, let's hope I roll well for me and poor for you.

(laughter)

What's the DC on reflex save?

BRYN AS HAMID

18.

ALEX

(laughter)

They all bleurgh!

(laughter)

You are all doing distressing well! I might just have to deconstruct you all manually at this point.

Yeah, you successfully explode a good corner of the Tower and take all of them out in a single blast. It's very elaborate and frankly distressing for me, but there we are.

LYDIA AS CEL

Cool.

ALEX

Would you like to do anything else? Perhaps a third or fourth fireball in a single turn, who knows...

BRYN AS HAMID

Uh, no that's me I will stay hovering where I am.

(laughter)

ALEX

In which case, reinforcements turn up, they're all... I'm gonna be honest, there's a moment for Azu, even at foot height, you'll be able to see Barnes and Carter looking a little confused as they were mid-run to fight enemies that aren't there, and then have pivoted to mid-run more enemies that aren't there.

(laughter)

So, as a result they move up to their nearest as a pair.

LYDIA AS CEL

Oh no little incorporeal boys.

(laughter)

BEN AS ZOLF

Which is in the south-east corner for reference.

ALEX

Yes, that is correct.

(laughter)

However, given that they're a little bit incorporeal at the moment doesn't do a huge amount...

(laughter)

...but it's very threatening. It's very threatening for them, what I would say though is you see at the end of their turns, they start to seem to solidify back into normality again.

LYDIA AS CEL

Oo.

HELEN AS AZU

Oh good.

ALEX

Wilde meanwhile, does a thing that you can't see. Making Wilde invisible was very helpful for me.

(laughter)

In which case then, everyone please give me a perception check.

HELEN AS AZU

Ooo, okay.

BEN AS ZOLF

21.

HELEN AS AZU

Ah, only a 19 this time.

LYDIA AS CEL

22.

BRYN AS HAMID

25.

ALEX

There is a deep, bassy explosion from the distance [explosion sound effect]

HELEN AS AZU

Oh.

ALEX

And a mushroom cloud seems to be arising from where the one that got away used to be.

BRYN AS HAMID

Oh, I don't like that.

HELEN AS AZU

Oh.

BEN AS ZOLF

No, that's fine. That's good, that is Ada Lovelace's like plan, remember that she mentioned.

(laughter)

BRYN AS HAMID

Oh, no.

ALEX

In terms of scale, we're not talking has destroyed London, but we are talking maybe a city block has gone away.

HELEN AS AZU

Ooo, that's a lot.

ALEX

It's a big boom!

A biiig, big boom, and yes it is somewhat distracting, but immediately followed by another vraughhhhh from the Babbage array.

Could everyone please give me a will save.

LYDIA AS CEL

Oh dear.

BEN AS ZOLF

Ah, not quite as good as last time.

HELEN AS AZU

No, me neither.

BEN AS ZOLF

37.

HELEN AS AZU

23.

BRYN AS HAMID

28.

LYDIA AS CEL

20.

ALEX

That's fine, let me do another quick roll for a couple of other people.

BRYN AS HAMID

Do we need Topaz again?

HELEN AS AZU

Oh.

ALEX

Oh, yes and Topaz please.

HELEN AS AZU

Oh, Topaz does slightly better than me and gets a 24.

LYDIA AS CEL

oo.

ALEX

Lydia, can I please get you to roll one D4 for me please.

HELEN AS AZU

Oh.

LYDIA AS CEL

I can, ah this will be relaxing...

(laughter)

I rolled a one.

ALEX

A one, okay. Topaz, basically what happens here is a crackling static accompanies the wave this time, and the world gets significantly weirder temporarily. That double vision becomes a [deck-a-vision 34:23] let's say lots of different colours and the distances between them gets larger. The strength of it is larger and everyone who failed that save, who will be for you lot Topaz and Cel and Azu.

LYDIA AS CEL

Oh.

HELEN AS AZU

Oh, no.

No! I'm still dangling off the Tower!!

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LYDIA AS CEL

Maybe you'll be lighter, easier to pull yourself up.

ALEX

Take 40 psychic damage.

LYDIA AS CEL

Oh, okay.

ALEX

As it just goes [explosive sound effect]

BEN AS ZOLF

Woo! There you go.

LYDIA AS CEL

Does that take from the temporary hit points?

BRYN AS HAMID

Yes.

BEN AS ZOLF

Yeah, it will do.

LYDIA AS CEL

Cool.

ALEX

Now, in terms of our beasties at the top, it does have the added benefit of clearing temporarily, all remaining beasties I believe.

LYDIA AS CEL

Oh man! Why did I bother wasting my bombs on them!

(laughter)

ALEX

However, it does also clearly hit Ed very hard.

HELEN AS AZU

Oh no.

BEN AS ZOLF

That makes sense.

(laughter)

BRYN AS HAMID

Rude.

(laughter)

BEN AS ZOLF

But not wrong.

(laughter)

ALEX

Brutor very hard and Carter seems incredibly hit.

BEN AS ZOLF

Ah.

BRYN AS HAMID

Oh dear.

HELEN AS AZU

Oh.

ALEX

Incredibly hit.

Weirdly enough everyone else rolled really, really high! Like really super high on the will saves so you've gotten lucky there.

Additionally, Zolf you get a communication via the Babbage array.

BEN AS ZOLF

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Oh, good?

HELEN AS AZU

Oh.

ALEX

It is Ada.

BEN AS ZOLF

Okay.

HELEN AS AZU

Oh.

ALEX AS ADA LOVELACE

And you just get a “still here”.

HELEN AS AZU

Oh, good.

BEN AS ZOLF

[whispers] good to hear.

Yep, Babbage is on it.

ALEX

At which point, Azu you are up, you have been hit hard but are still okay, currently as far you can tell there's no enemies, everything's fine. By which I mean there is an enormous writhing swarm of them immediately beneath your feet, aflame and desperately reaching for you as if from the more of hell itself, but unable to climb.

(laughter)

BRYN AS HAMID

Just, Alex.

HELEN AS AZU

Thank you. Thank you for the visual.

(laughter)

BEN AS ZOLF

Sounds cool.

HELEN AS AZU

Appreciate that. I'm gonna attempt to haul myself up to safety because I am dangling.

ALEX

So, because your strength check is so ludicrously high.

HELEN AS AZU

Yeah.

ALEX

I'm happy to just say it will cost half your movement, but no checks, you just can.

BRYN AS HAMID

Yay.

ALEX

You're at the level of magical strength where you can one-handed like one fingered pull up, so like you're fine, don't worry about it.

LYDIA AS CEL

All those calisthenics paid off.

(laughter)

HELEN AS AZU

Alright then.

BRYN AS HAMID

I knew Azu would be okay.

ALEX

Though it is a brute force thing, you're not doing a triple flip, you're just going [Alex makes a hoisting himself up noise].

HELEN AS AZU

Yes, I think that is what I am doing. So, I am just going to move myself onto the walkway.

ALEX

Yep, Topaz by the way is also now corporeal so it's a squish, but you're fine.

HELEN AS AZU

Good. This is Kiko, right?

ALEX

Yes, north-east corner is Kiko.

HELEN AS AZU

And this is Emeka?

ALEX

Correct, north-east corner as well.

BRYN AS HAMID

What's the range on channel positive energy?

HELEN AS AZU

30 feet.

BRYN AS HAMID

Okay, so it wouldn't hit everyone who got hurt, but given that quite a few people just took damage I'm wondering if like...

HELEN AS AZU

That is what I was thinking, especially because Einstein is out.

BRYN AS HAMID

Yeah.

BEN AS ZOLF

Good shout.

BRYN AS HAMID

I think it won't hit Cel, Wilde, Barnes or Carter, but it should hit everyone else, I reckon?

HELEN AS AZU

Yes, I'm going to do that.

Okay, everybody gets [similar to a bell chiming sound effect] only 16 hit points back.

BEN AS ZOLF

[overtalking 37:44]

ALEX

Did that get as far as Carter?

HELEN AS AZU AND BEN AS ZOLF

No.

ALEX

Understood.

It seems to have gone a long for what's it worth, they weren't on their last legs or anything, but it seems to have been a very like useful move let's put it that way, a lot of people who were taking a moment looking a bit haggard suddenly seem to knit themselves back together and are still attacking the things clawing up the walls on all sides.

HELEN AS AZU

Good.

ALEX

Anything further?

LYDIA AS CEL

Does Einstein wake up?

ALEX

(gasps)

He does! Thank you! You're correct.

HELEN AS AZU

That's originally why I moved that far because I was going to do a lay on hands, but channel positive energy is a much better call.

ALEX

Thank you I totally forgot, yeah. Einstein wakes up, it was only 16, right?

BRYN AS HAMID

Yeah.

HELEN AS AZU

Yes.

ALEX

So, he still...

(laughter)

So, Einstein wakes up to like what a 12 foot tall Azu just staring down at him.

HELEN AS AZU

Yes.

(laughter)

ALEX AS EINSTEIN

And all you get is a “uh, AH AH AHHH are you, you?!”

HELEN AS AZU

Yes, what happened?

ALEX AS EINSTEIN

Uh, surprise!!

Help!

(laughter)

HELEN AS AZU

I think we only have six seconds, so I think that’s probably all we’re going to say.

ALEX

That’s it, that’s all you’ve got time for.

Einstein wakes up, looks up at a giant enormous atlas of Azu and says, surprise, help.

Well, it’s more like surprise! Help! As opposed to surprise, help!

(laughter)

Grammar matters, I'm not good at it.

In which case then Zolf, I believe you are up. From your perspective, before you do, could you please pass me a perception roll, because you have an elevated position that is giving you a better view of things.

BEN AS ZOLF

Yes, 28 with a natural good roll.

ALEX

28, okay you're getting a lot of info here so bear with me.

HELEN AS AZU

Oh.

BEN AS ZOLF

Okay.

ALEX

The dust is still in the air from the mushroom cloud that only went seconds ago.

You can clearly see a large number of flying humanoids are beelining towards the Tower. You think given the timings you might get away with it, they might probably arrive after whatever's gonna happen is gonna happen given the

timings you have been given, but they all like they seem to be beelining this way.

BEN AS ZOLF

Yeah.

ALEX

To the other side, I'm sort of giving you a quick vista view, you can't see London beneath the sort of hoard of creatures at this point. The Tower is completely swarmed by them from the base right up to the top, which is clear in fairness, but you can't really see the Tower at this point anymore.

BEN AS ZOLF

Yeah.

ALEX

And Guivres [dragon roaring sound effect] seems to be extricating herself from Apophis. It seems less that she is engaged in a pitch fight, all of her attention seems at the Tower and she is attempted to extricate herself and because the hoard is starting to overwhelm Apophis, you think she might be able to get herself free. She's definitely though mortally wounded, even if she makes it to the top, she's not going to survive this fight. I just think it's useful for you to have that context before making any decisions.

BEN AS ZOLF

Yep. I cast life pact on Babbage [magical sound effect].

ALEX

Understood. Could you walk us through it because I don't think you've cast that before?

BEN AS ZOLF

Yeah. I bind the life force of the targets to a mystical pact, if any target is reduced to fewer than zero hit points that target automatically triggers the power of the pact. The triggering of the target drains one hit point from all of the target, to of at least one hit point and within 30 feet of the triggering target. These hit points are applied to the triggering target as magical healing, this healing can prevent the triggering creature from dying, if the attack would cause the target to have an amount of negative hit points he could [unclear 41:00] constitution score. This healing cannot raise the triggering target above one hit any excess hit points drained from the other targets are wasted, this is basically if Guivres breathes fire at us I don't immediately die, Babbage immediately dies, I give them a hit point so that they don't immediately die.

ALEX

Understood.

Cool.

Very sensible.

Clever, I like that.

That is a good idea.

BEN AS ZOLF

Its duration is 11 minutes and it can be triggered once per round.

ALEX

Okay, cool so I'll tell you what I've set a reminder, if after 11 minutes after this combat it hasn't triggered I will have to let you know, okay?

BEN AS ZOLF

Yeah.

(laughter)

ALEX

So, that would only be what 110 rounds from now...

(laughter)

BEN AS ZOLF

Yeah, I think technically if we're both reduced to zero hit points we're gonna try and take hit points from each other, and then it just won't work, but basically I'm thinking I will probably have hit points.

LYDIA AS CEL

You've got loads of them.

BEN AS ZOLF

Yeah, I've got loads of hit points, Babbage [overtalking 41:47] less.

ALEX

I'm gonna be interested to see how that interacts with sanctuary if it all goes off.

BEN AS ZOLF

Uh, well no sanctuary doesn't affect area of reflex attacks it's only specific attacks, so it doesn't matter.

ALEX

Ahhhh, fair play.

BEN AS ZOLF

Yeah.

ALEX

In that case then, the hoard may actually gain a little ground, by which I mean 25 further creatures make the top of the wall.

BEN AS ZOLF

[overtalking 42:08]

LYDIA AS CEL

There's so many! Like they surround the thing.

HELEN AS AZU

Literally, it's becoming a [morea 42:14] situation.

ALEX

However, that might be the least of you worries.

HELEN AS AZU

Oh no.

LYDIA AS CEL

Oh, cool, more worries, I always like more worries.

ALEX

As Guivres...

HELEN AS AZU

Oh no.

ALEX

...final check...

(sighs)

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Yeah, so, Guivres manages to extricate herself from Apophis beelines upwards taking a deep breath, in it goes, she shoots slightly passed the Tower and proceeds to fire breath specifically Zolf and Babbage.

(gasps)

BEN AS ZOLF

I think in like the split second I have kind of curled myself protectively around Babbage.

LYDIA AS CEL

Oh.

ALEX AS OSCAR WILDE

Yeah, understood.

At which point you also feel someone grabbing your shoulders, holding close and going “we’ve got this”.

(gasps)

BEN AS ZOLF

Okay.

ALEX

You recognise Wilde’s voice.

BEN AS ZOLF

Yeah, yeah, yeah, I just hope the idiot isn't here. He's going to die before me that's a stupid idea unless he's got some magical scuff.

HELEN AS AZU

But he loves you!

(laughter)

BEN AS ZOLF

It's not relevant right now!

(laughter)

Got a world to save.

HELEN AS AZU

That doesn't matter when, it's love, Benjamin!

(laughter)

ALEX

Yeah, your love is irrelevant, your days are [overtalking – optimal? 43:30].

LYDIA AS CEL

Please, please and anyone I love all of you, don't like sacrifice yourself for a sweet gesture, like I would rather be able to have a pint with you afterwards, like...

(laughter)

BEN AS ZOLF

See, Lyd gets it. Lyd gets it.

LYDIA AS CEL

Just like, there...

BEN AS ZOLF

The man's made of paper.

(laughter)

And no amount of love will stop the breath of a dragon.

(gasps)

ALEX

Can everyone apart from Zolf and presumably Wilde, please give me a reflex save.

HELEN AS AZU

Oh, okay, right.

BRYN AS HAMID

18.

HELEN AS AZU

Topaz gets 15. Azu gets 24.

LYDIA AS CEL

Cel's is 20.

ALEX

In which case then, Guivres takes a deep breath and rocketing up explodes fire breath out towards Zolf, Babbage and presumably Wilde. Everyone instinctively shades their eyes so they can't see what's happening. Zolf, I am astonished it's within one damage it's been every time, you take 120 fire damage.

LYDIA AS CEL

(gasps)

Oph.

BEN AS ZOLF

Uh, 120?

ALEX

As will depending I...the thing is I need the reflex save, I think you're gonna make it.

BEN AS ZOLF

Okay, is this evil?

ALEX

It's just fire, but you get a reflex for half.

BEN AS ZOLF

Oh yeah, okay.

ALEX

Basically, you don't get things to remove it apart from your reflex save, so roll well on your reflex save.

BEN AS ZOLF

Well, reflex is my worst thing and this is a dragon, so it's very unlikely...24.

ALEX

Not enough.

BEN AS ZOLF

Yeah, fine.

ALEX

You get hit by 120 fire damage as does presumably Wilde, as does Babbage.

BEN AS ZOLF

Okay.

HELEN AS AZU

Oh my god.

ALEX

But that triggers a bunch of stuff so, walk us through your trigger Zolf.

(gasps)

BEN AS ZOLF

My triggers, what about my triggers?

ALEX

Sanctuary and stuff like that.

BEN AS ZOLF

I mean, no nothing happens. I go down, I suck a point out of Babbage, it's not enough, I'm unconscious.

ALEX

Understood.

BEN AS ZOLF

There was nothing more than that.

ALEX

Understood, in which case then yeah, the flames just envelope Babbage, envelope Zolf, obviously none of you can see any of this beyond... Zolf, you see white.

BEN AS ZOLF

Yep.

ALEX

Obviously, at that point there is an enormous [magical sound effect] blast from the roof of the Tower, massive, absolutely huge, and everything whites out for everyone.

HELEN AS AZU

Oh.

ALEX

And I'm going to end the episode there.

HELEN AS AZU

Oh, please let us wake up and Gandalf be there.

(laughter)

BEN AS ZOLF

If Wilde's just martyred himself, I'm gonna be furious.

(laughter)

HELEN AS AZU

Yeah, Zolf will never forgive him.

BEN AS ZOLF

Nope.

BRYN AS HAMID

Is Zolf technically just unconscious, rather than dead?

BEN AS ZOLF

I'm on minus three hit points.

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I have loads of hit points!

BRYN AS HAMID

Yeah. Although the falling damage might be enough to finish you.

ALEX

Into the flaming pit of hell during a large bright explosion, yeah.

BRYN AS HAMID AND BEN AS ZOLF

Yeah.

HELEN AS AZU

Ah.

LYDIA AS CEL

No.

ALEX

In which case, I'll see you all next week.

EVERYONE

Bye!

[Show Theme - Outro]

ALEX

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LYDIA

So, everyone just keeps going “yeah, yeah” when you’ve asked things like “have you ever seen a pressure wave of an explosion, and have you ever experienced a minor earthquake?”

HELEN

Well on TV.

LYDIA

And I’m like, no!

HELEN

And yes there was the famous minor earthquake in Lincolnshire of about 2008.

(laughter)

I’m serious! I’m serious, it knocked books off my shelf.

BEN

The only one I could have had was when Buncefield exploded, but I slept through that.

(laughter)

None of my family did, but...

ALEX

At the risk of oversharing in a way that may get cut, I did once experience an earthquake whilst in a hot tub and was asked whether I had farted.

(laughter)

LYDIA

So profoundly powerful bottom!

ALEX

I had not to be clear, but that was the question is “was that you?” it’s like wha-wha-

(laughter)

As fences are moving in the background like wha- c’mon, give me some credit!

BEN

Alex Newell, he of the powerful anus.

(laughter)

ALEX

Fear me!

(laughter)

BEN

My anus has rifling dammit!

(laughter)

HELEN

Oh no.

ALEX

I've tread a thousand yards.

(laughter)