

## **RQG – [73] – [Phantom Funtimes]**

### **Content Warnings**

- X
- X

### **BEN**

Hi everyone, Ben here. I'd just like to take a moment to thank some of our patrons; Owen Thompson, Dustin Leyman, Elliott Williams, Amy Dotter, Jeremy. Thank you all, we really appreciate your support. If you'd like to join them, go to [www.patreon.com/RustyQuill](http://www.patreon.com/RustyQuill) and take a look at our rewards.

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

### **ALEX**

Hello, and welcome to episode 73 of the Rusty Quill Gaming podcast. I'm your host and GM Alex Newall and with me today, I have...

### **JAMES**

James Ross

Rusty Quill Gaming – [73] – [Phantom Funtimes]

**BRYN**

Bryn Monroe

**LYDIA**

Lydia Nicholas

**BEN**

Ben Meredith

**ALEX**

And who are you playing?

**JAMES**

Sir Bertrand MacGuffingham.

**BRYN**

Hamid Saleh Haroun al Tahan. I'm so upset none of you remembered that last time!

**LYDIA**

I did, remember?

**BRYN**

Oh yeah, you did, thanks...

**LYDIA**

Yeah, I did. Yeah! Sasha Racket.

**BEN**

Grizzop drik acht Amsterdam

**ALEX**

So, we all pick up where we left off, where I believe you had found a spooky house in the spooky district.

**LYDIA**

And something screamed.

**ALEX**

And something made a scream.

**BRYN**

I think Bertie kicks in the gate and we charge in.

**JAMES**

Of course Bertie kicks in the gate and we charge in!

**ALEX**

Okay, cool. Wow. Context right...

[0:01:09 talking over one another]

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**[Go, go, go... ]**

**[Cut to the chase!]**

Right, you kick in the gate.

**JAMES**

Yep, Bertie kicks the gate. What check would you like?

**BEN**

It succeeds. Congratulations!

**(Group laughter)**

***[Whooping and laughter]***

So if we keep this [0:01:20] won't be able to react – just keep...

[0:01:22 talking over one another]

**JAMES**

And we win...

**(Group laughter)**

***[Cheering]***

**BRYN**

Bertie kicks the rusty gate.

**ALEX**

Give me a Strength Check.

**JAMES**

**[Rolls dice]**

**ALEX**

While you're doing, that I will say that we are in Prague.

**JAMES**

Ohhhhh, that is awful. Six total.

**ALEX**

You hurt your foot, by which I mean you just fall a bit over backwards and lose balance.

**JAMES/BERTIE**

Damn, well that was anti-climactic! Alright...

**ALEX**

Thank goodness I slowed things down – there was almost progress there, woohoo!

**LYDIA**

Rusty Quill Gaming – [73] – [Phantom Funtimes]

Sasha looks at the lock. Is it even healthy enough to be picked? Is it rusted?

**ALEX**

Er, no.

**LYDIA**

No? Okay. Climbs over the gate.

**JAMES**

Bertie slashes at the Gordian knot of the remaining [0:01:57].

**ALEX**

It parts easily and quickly.

**JAMES/BERTIE**

‘Why didn’t I think of that before?’

**LYDIA**

Sasha is halfway up the gate, so swinging...

**(Laughter)**

... uncomfortably!

**ALEX**

And also, for the one person who this is the first episode that they're listening to, they're hunting a rogue magician in Prague. Keep going!

[0:02:11 talking over one another]

I shall keep dropping info in. Keep going.

**JAMES/BERTIE**

'Very well!' And we look around. What's in the grounds?

**ALEX**

Spook. Loads of it!

**JAMES**

Lots of spook!

**BEN**

Where did the scream come from? Inside the house?

**ALEX**

Inside the house.

**BEN/GRIZZOP**

'The scream is coming from inside the house – let's get in there.'

**LYDIA/SASHA**

'Run towards it.'

**ALEX**

Okay. You run up the gravel path. To the left are some weeping willows, the scariest of trees. To the right are more weeping willows because I've run out of trees that I know are objectively scary!

**JAMES**

I know the scariest... the scariest is an oak in a sheet with a couple of eyes cut out!

**(Laughter)**

That's really scary!

***[Howling sound]***

**BRYN**

I think anyone worried about climate change will tell you that the scariest tree is no tree at all.

***[Woooooaaaaahhhh...]***

**LYDIA**

Or the scariest tree is mass plantations of pines which don't actually really add anything to the...

**BRYN**

Or if the Happsburgs, it's your family tree!

**(Laughter)**

**[Ohhh...]**

**[Heyyy...]**

**ALEX**

Funny you should say that! So, as you...

**JAMES**

When you say scary, you mean arousing, really, don't you... ?

**BRYN**

To a Happsburg, yes!

**(Laughter)**

**ALEX**

Oh, I knew this would happen – we've lost the momentum!

**LYDIA**

We're driving towards something!

**JAMES**

Okay!

**ALEX**

As you run up the drive...

**(Laughter)**

... there's spooky things on the left, and spooky things on the right. As you run up the drive with spookiness all around you – spooky trees – and the gravel path which is leading up, it's almost objectively just a bit too spooky.

**JAMES/BERTIE**

'Spooky gravel!' Bertie kicks the spooky gravel.

**ALEX**

Correct! So, there is ahead of you a large, call it a mansion for lack of a better word. It has the pillars out front holding the veranda-y front, and balconies overlooking it from the top. In fairness, it isn't in a huge amount of disrepair, but it has clearly been empty a long time. The front is locked. All the ground floor windows are boarded, and the top floor windows are not boarded and at some point a few kids have probably thrown stones through the windows, things like that, and, yeah, it looks like it has a small amount of grounds, more than you'd expect given that it's, you know, a city. So obviously they were once upon a time very rich and very, very well to do. But, as it stands, heading up towards the veranda you hear the same cry again...

***[screaming noise]***

**LYDIA**

Maybe it's a bat. I like bats!

**JAMES**

... Bertie...

**LYDIA**

... A giant bat.

**ALEX**

Give me a Perception Check.

**LYDIA**

... I could ride it!

**[Rolls dice]**

**JAMES**

A natural 20.

**ALEX**

A natural 20. In the house, probably upper floor, potentially attic, hard to say because the windows are so broken and, like, it probably has some warped inside.

**JAMES**

In which case I'll knock now and say, 'That's above us'.

**LYDIA**

And Sasha climbs up the wall.

**ALEX**

Give me a Climb Check.

**LYDIA**

**[Rolls dice]**

17.

**ALEX**

Okay. You start climbing up. It's comparatively easy. There's colonnades, there's bannisters and so on, and you make it up on to the top of the veranda so it's tiled roofing and to your left is balcony and to your right is a balcony, and you are exactly over the front door.

**LYDIA**

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My greatest nemesis ... slightly sloping elderly roofs!

**(Group laughter)**

**ALEX**

It is slightly sloping!

**LYDIA**

Ohh, this might trigger a phobia!

**(Group laughter)**

Does the wound across her shoulder begin to smart?

**ALEX**

Technically, you do need to make an Acrobatics Check to move, however, the DC is solo I'm not going to bother.

**LYDIA**

Okay. So we'll just, you know, sneak climb towards wherever it is. Just keep climbing.

**ALEX**

You will climb up, in. You're on the second floor.

**LYDIA**

Er up.

**ALEX**

Up again?

**LYDIA**

I like up.

**ALEX**

Okay, you're going to have to give me another Climb Check.

**LYDIA**

**[Rolls dice]**

18.

**ALEX**

You succeed, so...

**[Lydia whoops]**

... you've made it up onto the third storey. Like I said, it's sort of a mansion house. It is three storeys and then a sloped roof which seems to have, like, a converted attic space kind of thing.

**LYDIA/SASHA**

I'll look in the window first. 'Aha! Inspect the window for traps!'

**ALEX**

Look at you!!

**(Group laughter)**

Give me a Perception Check.

**LYDIA**

**[Rolls dice]**

Oohhh...

**ALEX**

Old Lydia wouldn't have learned that lesson!

**LYDIA**

19 plus ten – 29.

**ALEX**

29. You are looking into a room. It is covered in sheets, in so far as...

**JAMES/BERTIE**

Ghosts, ghosts!

**[All shouting at once!]**

Rusty Quill Gaming – [73] – [Phantom Funtimes]

**ALEX**

They are spooky sheets!

**LYDIA**

Aaaaaahhhh... !!

**BRYN**

They are ghosts of furniture...

**(Group laughter)**

... and remember guys, Bertie hates furniture.

**BEN**

Is this all the furniture he's killed over the years, back to haunt him?!

**(Group laughter)**

**ALEX**

So... note...

**JAMES/BERTIE**

'The nightmares again! No!'

**[Lydia laughs]**

**ALEX**

So, it is full of furniture covered in sheets. It looks like it was probably a bedroom of some kind, insofar as, you know, there's a bed and everything else is covered in sheets, but it's not that big a leap of logic – there's nothing else particularly of interest in there, really. There doesn't even appear to be any valuables. The stuff that looks left looks like someone left it 'cos it's more expensive to move it and store it than to just put a sheet on it and leave it.

**LYDIA**

I will sneak in and look around.

**ALEX**

What's everyone else doing?

**BRYN**

I am going to be casting Acid Splash to open the door to wear it away enough that we can go through.

**ALEX**

Give me a single roll on the Acid Splash.

**BRYN**

**[Rolls dice]**

17.

***[sound of acid burning]***

It comes D3 damage, each one... I can cast an infinite number...

**ALEX**

It comes off... the lock... the lock is as bad as anything else, in fact you didn't even really need to give the roll. If you are willing to walk up, you can just go poke it (*tsssss...*) poke it (*tsssss...*)...

**BRYN**

But I can do that while moving towards it, saving valuable time.

**ALEX**

It's already gone by the time you get to the door. Anyone else doing anything?

**JAMES**

Well, Bertie was going to fly up to the second floor where Sasha is...

**LYDIA**

I'm on the third floor...

**JAMES**

Third floor, sorry. The third floor.

**LYDIA**

But you can take the second.

**ALEX**

I swear if you split yourselves among four floors simultaneously...

**BEN/GRIZZOP**

‘Yeah, I’m gonna... I’ll go to the basement you cover the ground.’

**LYDIA/SASHA**

‘Amazing, yes!’

**JAMES/BERTIE**

‘Yeah! Let’s do it!’

**BEN**

I’m not joking.

**LYDIA**

I’m not either.

**BEN**

No!

**LYDIA**

I mean, that’s entirely in character!

**BRYN/HAMID**

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'I'm not taking a floor to myself, do you know how squishy I am?! And I used up all my spells hiding from my... past...'

**JAMES**

The rules of genre horror dictate that upon encountering a spooky house we all need...

**BEN**

... you have to split up to cover more ground faster!

**JAMES/BERTIE**

'We've got an opera to get to!'

**(Group laughter)**

**JAMES**

Bertie pops on his...

**ALEX**

Oh god, you are the Fred of the group!

**ALL**

Yes!!

**(Group laughter)**

**JAMES**

Bertie pops on his flying boots...

**LYDIA/SASHA**

‘We need to split up!’

**JAMES/BERTIE**

‘We need to split up... !’

**(Group laughter)**

... Don Giovanni is calling me to the second floor...

**LYDIA**

This sounds like a couple of my break-ups!

**(Group laughter)**

**JAMES**

Bertie, yeah, he’s going to fly to the second floor. Where Sasha isn’t!

**ALEX**

So Bertie’s... give me a Perception Check.

**JAMES**

**[Rolls dice]**

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Natural 20.

**ALEX**

Natural 20.

**JAMES**

Which is 19.

**ALEX**

It's full of spooky furniture that's been covered in sheets. Drawing room, nothing of note. Not even footsteps on the floor which is covered in dust.

**BEN**

We go in the front door and up the stairs.

**ALEX**

Okay. There is a...

***[scream...]***

... everyone, give me a Perception Check.

**[Sound of dice being rolled]**

**BEN**

Oh, for goodness' sake! Out of a natural 20 comes a natural one!

**ALEX**

Naturally!

**LYDIA**

18.

**ALEX**

Yep.

**BRYN**

13.

**JAMES**

13.

**ALEX**

I love it when the dice behave! Sasha, you are managing to pinpoint that the scream is definitely coming from the floor above you, the one that was sort of built into the roof. Everyone else – there was a scream. It was definitely not anyone in your party. It didn't really sound particularly human.

**BEN/GRIZZOP**

'Wait – if this is over a plague pit, they might be coming from... there might be one downstairs as well. I think I heard from down there.'

**BRYN/HAMID**

‘But we should stick together. We can go there later.’

**BEN/GRIZZOP**

‘No, I can sneak off just to make sure, you know, scout it out! You lot can deal with the thing up there and I’ll go check the one down...’

**BRYN/HAMID**

‘... that’s just not a good plan!’

**BEN/GRIZZOP**

‘It’s perfectly fine... we cover more ground this way. It’s quicker!’

**ALEX**

Sasha, what are you doing?

***[A player shrieks]***

**LYDIA**

Trying to find my way up into the attic.

**ALEX**

Okay, cool. Erm, in which case then, heading out into the corridor presumably. So, in the corridor what you do see is there is a very large atrium space. Naturally, the people coming in through the front door will have seen this as well. The very large atrium space has you know those large square, but still

kind of like circular stairway style where, you know, big chandelier and then it has the stairs leading around it all the way down to the bottom, so you could lean over the bannister and see Grizzop and Hamid having this conversation at the bottom. Bertie, you haven't got in the window yet so I will be with you in a second, however, you're at the top of that so you will need to find some kind of attic ladder in order to get up higher because there is no normal stairway leading any higher that you can see.

**LYDIA**

Sasha is in kind of sneak mode. So, she's going to throw something very soft on their heads!

**(Laughter)**

She doesn't want to shout! There's a screamy thing upstairs!

**JAMES**

Did you pick up any Gonks in the gift shop?!

**(Laughter)**

**LYDIA**

Oh no... there's just... frigging Monkey Island taught me this – they were on sale, everything!

**JAMES/BERTIE**

'Why didn't you buy the banana skin and the empty can? Gah!'

**LYDIA**

What do I have?

**BEN**

Fire?

**BRYN**

A bomb!

**LYDIA**

I could throw playing cards down at them.

**BRYN**

Have them in a sock...

**JAMES**

Do you have an astonishingly ripe quiche left?

**(Group laughter)**

**ALEX**

If you haven't removed it from the thing, it is in there.

**LYDIA**

I don't have it because I ate it.

**ALEX**

I believe you ate it!

**LYDIA**

Yeah.

**ALEX**

The only one who's packing quiche right now is you!

**JAMES**

No, no, no, I...

[0:11:03 talking over one another]

**ALEX**

Oh, goodness me!

**LYDIA**

I'm gonna throw a playing card down at them. I've got a pack.

**ALEX**

Okay.

***[Sound of individual playing cards being thrown]***

**LYDIA**

I'm going to throw it like...

**ALEX**

Yeah, I know! Oh, fine. Give me a Ranged Attack roll...

**LYDIA**

Thank you.

**[Rolls dice]**

14 plus eight is 22.

**ALEX**

14 plus eight.

**LYDIA**

Yes. Is 22.

**ALEX**

Yes. So, pick your target.

**LYDIA**

Hamid!

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**ALEX**

It hurts when it hits you in the back of the head.

**BRYN/HAMID**

Ow! Wait, what was...

**BEN**

Draw an arrow!

**BRYN/HAMID**

‘Oh, I think it was a playing card.’ I instinctively look up and see Sasha...

**LYDIA**

I’m waving... Like, so Sasha has ducked back but is waving because she’s not an idiot – she knows that people sometimes shoot...

**ALEX**

... arrow through the hand!

**LYDIA**

Ooh...

**ALEX**

No, it’s fine!

**BRYN/HAMID**

‘We should go upstairs.’

**BEN/GRIZZOP**

‘Nope.’

**LYDIA/SASHA**

Gestures wildly...

**BEN/GRIZZOP**

‘You go upstairs, I’ll go downstairs.’

**LYDIA**

Okay, so the shapes that Sasha’s making look a bit like charades for a big, big house in the country. Just giant, giant, huge – square, triangle, up...

**BEN**

Wait – if you describe that, aren’t you cheating at charades?!

**(Group laughter)**

**LYDIA**

Okay, fine! She very skilfully explains that she...

**BEN**

... she speaks sign language!

**LYDIA**

... heard screams. Yeah, but neither do you... neither of you do...

**BRYN**

Yeah, it's just like a complete conversation blank.

**LYDIA**

Yeah, just. No.

**BRYN/HAMID**

'She wants us to go up there...'

**ALEX**

Bertie – you are still hovering outside with your, you used your boots, right?

**JAMES**

Yes.

**ALEX**

So the tiny little wings on the heels of both boots are '*ftftftftftftftftft*' ...

**JAMES/BERTIE**

'God, I'm majestic!'

**(Group laughter)**

Rusty Quill Gaming – [73] – [Phantom Funtimes]

‘Like a wine warehouse on the wing!’

**ALEX**

Brief gust of wind – ooh, steady!

**(Laughter)**

**JAMES/BERTIE**

‘I’m still majestic!’

**(Group laughter)**

Right, what does the window in front of Bertie look like?

**ALEX**

It is whole. There’s no holes in it. That’s a weird sentence. But it has solid panes of glass. It’s not particularly valuable. It’s single-paned and it has got, you know the squared panes of glass, small panes. It’s just a standard manor house window.

**JAMES**

Yeah. Can Bertie open it easily?

**ALEX**

No, it’s locked.

**JAMES**

Bertie smashes the window with his sword.

**ALEX**

Shotgun. You could probably just put your hand through it – it is single pane.  
You go in. There is a crash from the rest of the house...

**LYDIA/SASHA**

'Oh, just come up!'

**ALEX**

... I'm not going to expect any of you to believe it is anything other than Bertie desperately trying to...

**JAMES**

Bertie... Bertie at this point, he pops on the Ring of Attract Undead. Taps his Gonk... (sings) "Never gonna give you up... !"

**ALEX**

Give me a Will Save.

**LYDIA**

**[Rolls dice]**

Six plus three is nine.

**ALEX**

You do have a compulsion, I'm afraid, to be close to Bertie...

**[Lydia sighs]**

... on the bright side, you can pinpoint exactly where he is in the house.

**LYDIA/SASHA**

'Alright. I'm coming down, but only...

**ALEX**

... you don't need to sprint – you want to be there...

**LYDIA/SASHA**

'I'm coming down but only to convince you all to come up. Like, while I feel that I should come down to do this, ultimately our goal should be to go up.'

**BEN/GRIZZOP**

'I'll go down to make sure the plague pit's okay, and you lot go and deal with the scream from upstairs.'

**BRYN/HAMID**

'We shouldn't split up.'

**BEN/GRIZZOP**

'Look, we need to cover more ground, we don't have the time.'

**JAMES/BERTIE**

And it cuts to Bertie. Bertie's got the sword and he's just, like, bashing at the furniture, (singing) "Zombies, Zombies, give me your answer do..."

**ALEX (singing)**

"Rolling a Perception Check to see if they hear you..."

**(Group laughter)**

**[James rolls dice]**

Okay, carry on...

**JAMES/BERTIE**

As there's no obvious response, he walks out into the corridor, taps the sword against the shield, (sings) "Zombies, come out to plaay-yay! Zombieeeeees!"

**BRYN/HAMID**

'I'm going upstairs.

**ALEX (as Sword)**

'A piece of advice, if it's Zombies that we're facing I strongly recommend raw meat! Pulls them every time, honestly.'

**JAMES/BERTIE**

'Really?'

**ALEX (as Sword)**

‘Oh yes, it’s great – you should try it!’

**JAMES**

Hang on, Bertie...

**ALEX (as Sword)**

‘Just don’t wrap me in it, ‘cos, you know, it’s a bit distasteful and it dulls the blade.’

**JAMES**

We’ve got four days’ worth of rations left but that won’t be fresh meat by now by any stretch!

**ALEX (as Sword)**

‘The grubbier, the better.’

**JAMES/BERTIE**

‘Yeah.’

**LYDIA/SASHA**

Like, so Sasha is coming downstairs as all of this happens. ‘Bertie, can you take off the ring – it’s not tactically advisable for you to...’

**ALEX**

... and you're now as immediately close to him as you can be again.

**JAMES/BERTIE**

'Hello!'

**LYDIA/SASHA**

... standing back to back... 'Right!' As close as possible, 'Right, could you take the ring off, we've explained this.'

**JAMES/BERTIE**

'Right, but it's going to attract all of the undead to me, you see...'

**LYDIA/SASHA**

'Yeah...'

**JAMES/BERTIE**

'... I'll be a focal point for their attacks and I will slay them gloriously! Present company excepted, obviously!'

**LYDIA/SASHA**

'How about... how about... I'm not undead, I'm just, y'know ... vitally challenged!'

**[Sniggers]**

**JAMES/BERTIE**

‘Very well. This must be this political correctness I have been hearing so much about recently!’

**LYDIA/SASHA**

‘Just gimme the ring and then they’ll come to me, but I won’t have to be attached to you and we don’t have to do this.’

**JAMES/BERTIE**

‘Very well!’ Bertie detaches the ring. Bertie gets down on one knee, very sarcastically, and presents the ring to Sasha...

**[Sound of dice being rolled]**

**ALEX**

Don’t mind me, you carry on.

**LYDIA**

Er, Sasha, er, looks really frustrated and tries to think of something that a charismatic person would do, but then just takes the ring...

**[James laughs]**

**JAMES/BERTIE**

‘Miss Racket, will you make me, I mean, just one of several indifferent people in your presence? Hmm?’

**LYDIA/SASHA**

‘No. Just give me, just gimme the ring...’

**JAMES/BERTIE**

[0:16:03]

**LYDIA/SASHA**

‘Stop, I just... no!’

**ALEX (singing)**

“Everyone, give me perception checks, do do doo, da do do dooo.”

**[Sound of dice being rolled]**

**JAMES**

Nine.

**LYDIA**

27.

**BEN**

16.

**BRYN**

29.

**ALEX**

Okeydoke.

**JAMES**

I'm rolling like poop this session.

**ALEX**

Okay, so you all gave me Perception Checks.

**BRYN**

Yep.

**LYDIA**

Yep.

**ALEX**

Sasha, something appears to be moving near the ceiling.

**LYDIA/SASHA**

'Something's moving near the ceiling!'

**JAMES**

Bertie stands up – draws his sword...

**LYDIA/SASHA**

Rusty Quill Gaming – [73] – [Phantom Funtimes]

‘Mr Ceiling, is that you?’

**JAMES/BERTIE**

‘Mr Ceiling?’

**ALEX**

There is no action. There is no movement. There is just...

**LYDIA/SASHA**

‘Hamid!’

**ALEX**

... there was something, now it’s gone.

**LYDIA/SASHA**

‘Hamid! You can see magic stuff. You come up here right now!’

**BRYN/HAMID**

I arrive in the room – I rolled 29 on my Perception Check, and I will now proceed to cast Detect Magic upon myself.

**ALEX**

On yourself? You do not appear to be more than normally magical. I'm being, I'm being... I'm being glib.

**BRYN (absolutely deadpan)**

That was hilarious.

**ALEX**

Yeah, I know.

**BRYN**

You should do it more.

**(Group laughter)**

**JAMES**

Oooh, somebody's been in a warm room for most of the afternoon!

**ALEX**

Did things get chilly?

**LYDIA**

No, the opposite!

**ALEX**

Yeah! So, you spot nothing unusual. Detect Magic isn't a thing that allows you to, like, see through walls and stuff like that. There is nothing beyond the normal magic necromantic aura of that ring.

**BRYN/HAMID**

'What did you see, Sasha?'

**LYDIA/SASHA**

‘Just something... something wrong.’

**BRYN/HAMID**

‘Where?’

**LYDIA/SASHA**

‘Above us. Like, where the sound came from.’

**JAMES/BERTIE**

Erm, Bertie asks the sword, Hakim, can you see anything here, hmmm?’

**BRYN/HAMID**

‘Is there a way into the attic?’

**LYDIA/SASHA**

‘I haven’t found it yet...’

**JAMES/BERTIE**

‘Really?!’

**LYDIA/SASHA**

‘... but we can punch through if we need to.’

**BRYN**

We look around for a ladder or something.

**JAMES**

How high is the ceiling?

**ALEX**

Er, normal ceiling height.

**JAMES**

So, Bertie, who is...

**ALEX**

You could get your sword, jab directly upwards, and the tip would be buried in the ceiling.

**JAMES**

Bertie's six five and he's got a Bastard Sword which is the height of a child so he's just going to attack the ceiling – take a chunk out of the ceiling.

**ALEX**

Go for it! Hack at the ceiling!

**JAMES**

**[Rolls dice]**

Rusty Quill Gaming – [73] – [Phantom Funtimes]

Rolled a four. What modifiers would you like me to enter there? Just a Standard Attack it's there, is...

**[Rolls dice]**

...that makes a total of 16.

**ALEX**

16? You hit the ceiling. The ceiling takes the hit condition. A chunk of plaster falls, it goes...

**[clunking noise on metal as the plaster falls]**

... on your armour.

**JAMES**

But it's not, like, the plaster's not so damaged that, like, there's whole chunks coming down?

**LYDIA**

The plaster isn't haunted!

**ALEX**

No.

**JAMES**

Right.

**ALEX**

At no point did the house go...

*[Rooooooooooooaarrrrr... om nom nom nom...]*

... and swallow you whole!

**JAMES/BERTIE**

‘Call yourself a haunted house, do you?!’

**ALEX (as Sword)**

‘It doesn’t really call itself anything yet!’

**JAMES/BERTIE**

‘Yeah, well...’

**BRYN**

I’m still looking round for a ladder or a way to access the attic.

**ALEX**

Give me a Perception Check. I am not going to use, for future fans, by the way, I am never going to use the standard search rules of, like...

**BRYN**

**[Rolls dice]**

14.

**ALEX**

... each five foot square perception – it would take days. 14? You find no way upstairs.

**BRYN**

There's nothing, there's no hatch or anything like that?

**ALEX**

No.

**JAMES/BERTIE**

'I suggest we check other rooms there. There was the staircase – did the staircase go up further?'

**BRYN/HAMID**

'No.'

**LYDIA/SASHA**

'No.' Were there windows that went into the attic?

**ALEX**

There was one attic window, yes.

**LYDIA**

Right, yes...

**ALEX**

... very high, very narrow. You don't think you'll be able to fit in. You'll be able to, like, climb up and see in, but when I say narrow, you know those little archways that you get above, like, doorways for instance? And it's just about too small for you to fit through, really.

**LYDIA**

Sasha doesn't believe that exists!

**(Laughter)**

**ALEX**

Sasha can try and squeeze her way through.

**LYDIA/SASHA**

Sasha's challenge-accepted-mode kicks into gear. 'I'm going to climb up the outside and see if I can see or squeeze in anywhere, anything.'

**JAMES**

Is there anything in Bertie's knowledge of, sort of, fancy houses that might enable him to work out some clues from the architecture, as in servants' quarters... ?

**LYDIA**

... servants' quarters...

**ALEX**

What knowledges do you have?

**JAMES**

Nobility, history...

**ALEX**

I'll allow a Knowledge History for this type of building.

**JAMES**

Alright, give that a go!

**[Rolls dice]**

Oh, it's not very good – seven.

**ALEX**

Seven? I'll tell you what, spooky house...

**JAMES**

Yep.

**ALEX**

... things to look out for in a spooky house: one, ghosts; okay?

**(Laughter)**

... two, werewolves...

**JAMES**

We... werewolves, yeah.

**ALEX**

... three, vampires...

**JAMES**

Vampires!

**ALEX**

... chandeliers – not chandeliers, er, what are the, like, candlestick doors...

**LYDIA**

... haunted chandeliers!

**JAMES**

... candlesticks, secret passages...

**ALEX**

... books, you know, books that open...

**JAMES**

Oh, how to open secret passages! Yep.

**ALEX**

Bookcases, erm, other things to look out for is an...

**JAMES**

Bertie narrates all of this out loud in exactly this tone of voice...

**ALEX**

... secret wives in the attic – that's a, that's one...

**BRYN**

Hamid goes round and starts pulling at anything that's on a wall in case it opens a secret passage.

**ALEX**

It does!

**(Group laughter)**

There is a '*kerchunk*' as a candelabra next to a bookcase had opened...

**BRYN**

Elves just have this weird thing where they detect secret passages occasionally, I assume because they're so sensitive to drafts...

**(Group laughter)**

**ALEX**

They have a spidey sense!

**(Laughter)**

**LYDIA**

Must be...

[0:20:38 talking over one another]

**ALEX**

... any-hoo...

**BRYN/HAMID**

'I sense a secret passage!'

**(Group laughter)**

**ALEX**

The door opens and, yes, it looks like there is...

**BRYN/HAMID**

‘Bertie, well done!’

**ALEX**

... another stairway leading up into the attic.

**JAMES/BERTIE**

‘I am a genius! To the attic!’

**LYDIA**

Sasha crawls back in the window.

**ALEX (as Sword)**

‘I would watch out for werewolves though...’

**JAMES/BERTIE**

‘Yes, good point!’

**BRYN/HAMID**

‘Bertie, maybe you should go up first in case the thing there attacks us?’

**JAMES/BERTIE**

‘Yeah, excellent suggestion! Now, Bertie...’

**ALEX (as Sword)**

‘A piece of advice – on condition that they spread your deeds if you die horribly. This is the things you’ve got to watch out for.’

**JAMES/BERTIE**

‘Why would I want my deeds spread?’

**ALEX (as Sword)**

‘You know, so that the whole fame thing...’

**JAMES/BERTIE**

‘Oh yes! Sorry! Deeds! I thought you meant deeds in property deeds!’

**(Group laughter)**

[0:21:15 talking over one another]

‘... what are you doing – have you taken leave of your senses? For goodness sake! Right. There we are. Yes. Remember, if I have died heroically to broadcast it hither and yon!’

**BRYN/HAMID**

‘Well of course!’

**ALEX (as Sword)**

‘It might be worth putting that in paper...’

**JAMES/BERTIE**

‘Yes, it’s probably best to formalise that arrangement at some stage. Right! Er, tally-ho!’ And Bertie marches up the stairs. Sword drawn.

**ALEX**

Okay.

[0:21:38 talking over one another]

That’s fine, that’s fine. I mean, I was going to cut to you, but now I don’t want to!

**BEN**

Oh, sorry!

**LYDIA**

Ooooooohhhhhh!

**ALEX**

No, no! Now I’m going to...

**BEN**

Well, obviously me and you have the same sense of narrative timings.

**ALEX**

Yes, we do, but nonetheless, you pre-empted it...

**BEN**

No, no, that's okay, that's okay.

**ALEX**

... so Bertie...

**JAMES**

Bertie marches up the stairs to the attic.

**ALEX**

Yeah, you get to the top of the stairs, cut to Grizzop. So...

**(Group laughter)**

... presumably hunting away for a stairway down.

**BEN**

Yes.

**ALEX**

Funnily enough, not hidden. There is a basement.

**BEN**

Right, I'm going to start sneaking.

**ALEX**

A very obvious one.

**BEN**

I'm going to start sneaking with my...

**LYDIA**

... shiny – like those, kind of, arrow...

**?? (singing)**

Welcome to the [0:22:11]

**(Group laughter)**

**LYDIA (singing)**

... bright shining light...

**BEN/GRIZZOP**

'Stay away from the light – it's all gone wrong...'

**JAMES (singing)**

'Where everybody knows your name...'

**(Group laughter)**

**BEN/GRIZZOP**

‘Basements—the Las Vegas of houses.’

**ALEX**

Give me a Stealth Check.

**LYDIA (singing)**

‘Basement time, la la la la la la basement time... !’

**BRYN**

**[Rolls dice]**

Oh no... er, 13.

**ALEX**

13?

**BRYN**

Yep.

**JAMES**

You walk downstairs and all the zombies immediately turn to see you!

**BRYN**

Bertie!

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**ALEX**

So, you open the basement door... just do a roll...

**BEN**

Mmm hmm...

**[Rolls dice]**

***[old, heavy basement-door-opening creaking noises]***

**ALEX**

A quick look...

**(Group laughter)**

You are start heading down the stairs. It's dark, but that's not a problem for you.

**BEN**

Nope.

**ALEX**

Because?

**BEN**

I have dark vision. It's great!

**ALEX**

Yeah, you do! So, heading down into the basement, what you see is it has been stripped out in the way the rest of the house hasn't. There are bare walls, there. It looks like there was once a wine cellar so there's wine racks and things, but wine is both expensive and easy to remove. However, what you do see is there is a mound of disturbed earth in the middle of the basement. It doesn't look like it's not a cave or anything, something potentially very, very deep down has been disturbing earth and it's, kind of, mounded up a little bit. Give me a Perception Check.

**BEN**

**[Rolls dice]**

Er, that is a 24.

**ALEX**

A 24? There is the ever so faint sound of loads of zombies buried deep, deep down underneath this basement.

**BEN**

Alright!

**ALEX**

And I'm going to take a break there and be back in a couple of minutes to see if you're alive.

**(Laughter)**

And welcome back! So Grizzop's now dead, so cut to...

**BEN**

Ohhhh...

**(James laughs)**

**BRYN**

Shouldn't have wandered off alone, that'll teach ya. I hope your next character doesn't do it.

**BEN**

It's me, Lonesome Laura.

**(Group laughter)**

**ALEX**

Bertie, give me a perception check.

**JAMES**

I picked up a D10 there as if to predict my score...

Rusty Quill Gaming – [73] – [Phantom Funtimes]

**[Rolls dice]**

Er, (laughs), four. Less than a D20 after modifiers.

**ALEX**

Four? Oh, this is going to go very badly for you!

**JAMES**

Yep.

**ALEX**

Alright, okay. Let me just do a quick roll here.

**[Rolls dice]**

What's your touch AC?

**JAMES**

It'll be super-low – 11.

**ALEX**

I'll roll another one here.

**[Sound of dice being rolled]**

Ooh, right. Okay, so this happened! So, you reach the top of the stairs. You poke your head just above the lip of the attic...

**JAMES**

Mmm hmm...

**ALEX**

... at which point you see hovering, barely visible, immediately above you so, effectively, where it's feet should be is where your head is...

**JAMES**

Yep.

**ALEX**

... is a full, sort of, spectral figure, by which I mean it has huge oversized, over-elongated arms, it has glowing points where the eyes should be, it has a sort of swept cloak look to it and it keeps fading in and out of visibility...

**JAMES**

... very nasty...

**ALEX**

... no legs to speak of whatsoever. It gives a...

**LYDIA**

... I mean, they're there, but you wouldn't wanna...

[0:26:06 talking over one another]

**JAMES**

... no, nothing to write home about those utterly unremarkable calves!

**(Group laughter)**

**ALEX**

... it goes...

**LYDIA**

... its ankles!

***[Screeching/screaming noise]***

**ALEX**

... reaches it's hand and sweeps it at your head. The hand goes in one ear, quite literally through your head, and out the other.

**JAMES**

'Oh, it's like advice about what I should be doing with my life!'

**(Group laughter)**

**ALEX**

... is what you would have said if it weren't for the crippling agony as you take five negative damage and five con-drain...

**JAMES (in a high-pitched squeal)**

Oooohhhhhh...

**ALEX**

Time to explain con-drain. Would you care to do the honours, Bryn?

**BRYN**

It, you just, your hit points go down, you just have fewer. It's not that you're injured, you just don't have them anymore. You are physically weaker.

**ALEX**

Your con is now five less until someone magically fixes you, no matter how much you rest, no matter how much you try and, like, chill out, you are now five-con less.

**BRYN**

So your con has gone down to 11, which means you've lost three bonus, so you have just lost 15 hit points from your total...

**JAMES**

**[sucks air through teeth]**

**BRYN**

... so that's not...

**LYDIA**

... my word!

**BRYN**

... that you, you haven't taken that damage, you just have 15 fewer.

**JAMES**

Okay.

**ALEX**

Give me a Reflex Save.

**JAMES**

Er, hang on – I need to do some maths here! Er...

**ALEX**

Just write the words, 'all is lost'!

**JAMES**

Right, okay. Er, so Reflex save..

**ALEX**

Yep.

**JAMES**

**[Rolls dice]**

Er, oh, it's pretty good – 20. Not natural.

**ALEX**

You manage to not tumble backwards, but that was one of the most fundamentally unpleasant experiences in your life.

**JAMES/BERTIE**

'Ugh, it reminds me of Rag Week!'

**(Group laughter)**

**ALEX**

I am going to allow everyone to roll initiative, however, this is stretching it a little bit, Grizzop, you are still in the basement so unaware and, the others, technically you don't know what's going on so please factor that in.

**LYDIA**

I'm right behind Bertie.

**ALEX**

You never said you went up the stairs.

**BRYN**

Yeah, we said we would follow him...

**LYDIA**

Everyone was talking very loudly and I am trying not to talk over people...

**ALEX**

Sure, nonetheless, what I said stands because you cannot see it.

**LYDIA**

Okay...

**[Rolls dice]**

Right, I've got three anyway.

**BRYN**

Me too.

**ALEX**

Okay.

**JAMES**

Er, 12.

**LYDIA**

I've got three plus four.

**ALEX**

Pencil for me. So Bertie, that shook you out of your reverie. You get to go first.

**JAMES**

Right.

**ALEX (also as Sword)**

The sword immediately says, 'Watch out, undead incorporeal, it will absolutely mash you up. I can cut it, but if it hits you, you're going to hurt'.

**JAMES/BERTIE**

'Right. Er...' So what's, so Bertie's AC remains at 20, which is quite high...

**ALEX**

However, it was against your touch AC, so...

**BRYN**

Rusty Quill Gaming – [73] – [Phantom Funtimes]

... it ignores all armour, so you're effectively an 11.

**ALEX**

... it can effectively just reach through and grab you.

**JAMES**

Is this the sort of nasty thing that Bertie might plausibly take down in a single, very powerful hit, and is there just the one of them?

**ALEX**

Do you have any relevant knowledges, I believe the answer is no.

**JAMES**

Okay, fair enough.

**ALEX**

Therefore you do not know...

**JAMES**

No, no.

**ALEX**

... therefore make a snap decision and go with it because that's the kind of timing that you're at.

**JAMES**

Right, erm, so Bertie is... Bertie's going to Power Attack it!

**ALEX**

Okay, cool. Give me the roll, then!

**JAMES**

**[Rolls dice]**

Oh dear...

**ALEX**

... remembering to deduct the accuracy for the sake of the power, obviously.

**JAMES**

Yes.

**ALEX**

So if you're doing the Power Attack that will be for a minus one, we'll assume, on that one. So what's your roll?

**JAMES**

Yes. Erm, that is four plus 11 – that is 15.

**ALEX (also as Sword)**

15. Okay. You do not hit. You swing at it and it immediately bends itself, bends its head and then immediately re-rights itself having missed it. The sword pipes up one more time, 'This might be a tricky one!' And, with that in mind, the Wraith takes its turn.

**JAMES**

Oh dear.

**ALEX**

It goes straight for your head again.

**[Rolls dice]**

Aaaaannd gets a natural one!

**[Everyone cheers!]**

You lucky...! It sweeps out, misjudges it and flies out of the roof for a moment.

You hear outside a...

***[strangled screech]***

... and then it flies back in from the roof.

**JAMES/BERTIE**

'Yeah, a bit nippy out!'

**(Laughter)**

**ALEX**

Sasha, you're up.

**LYDIA**

So, you'd come out of the hole of the staircase, right, so that I can jump behind?

**ALEX**

He is at the top of the staircase, you are on the staircase. He is stood at the top of the staircase. You...

**LYDIA**

... slip out from behind him.

**ALEX**

Uh huh...

**LYDIA**

... do I need to make a roll for that because he's in the way?

**ALEX**

If you want to get past Bertie you are going to need to make an Acrobatic Roll otherwise you will provoke an attack opportunity from the ghost.

**LYDIA**

Okay.

**[Rolls dice]**

13 plus 12... 25.

**ALEX**

Yeah... you're fine, carry on!

**LYDIA**

Barely worth rolling Acrobatics now. Okay, so I sneak past him and then I'll want to... since the ghost has been flanked, I assume, attack the ghost?

**ALEX**

It is only flanked if you are there.

**LYDIA**

Okay, I'll go there.

**ALEX**

So yeah, you acrobatic past it to the far side of the ghost...

**LYDIA**

Yes, which... so I am now undeadly acrobatics and I will sneak attack the ghost.

**ALEX**

Okay.

**LYDIA**

Which I assume will do no damage out of character...

**ALEX**

Gimme the roll.

**LYDIA**

**[Rolls dice]**

Oh, two.

**ALEX**

Are your daggers magical in any way?

**LYDIA**

Nope!

***[swishing sound (a bit like Zorro whipping his sword through the air)]***

**JAMES**

She missed anyway – she rolled a two.

**ALEX**

True.

**JAMES**

She doesn't even know yet.

**ALEX**

I thought I'd be nice and ask if your daggers are magical before...

**LYDIA**

Yeah, out of character I'm pretty sure that there's...

***[swishing sound again]***

**ALEX**

You miss, in fact, it's not even that you pass through – it manages to avoid you quite easily on that one.

**LYDIA/SASHA**

'I don't know, I'm really – Hamid! We need some magic!'

**ALEX**

Hamid, it's your turn!

**BRYN**

Can I see it past Bertie if I'm sort of underneath him on the stairs?

**ALEX**

Partially.

**BRYN**

Okay, I'm going to cast a Scorching Ray.

**LYDIA**

Between his legs?

**ALEX**

Are you going to take any penalties for firing into mêlée combat on that ray?

**BRYN**

Yes.

**ALEX**

Okay. Don't hit Bertie!

**BRYN**

**[Rolls dice]**

That was not a great roll. That's an 11.

**ALEX**

Total?

**BRYN**

Yeah, so the penalty for firing it to [0:31:49] is minus four...

**BEN**

So, seven...

**ALEX**

Ten, nine, eight, seven...

**BRYN**

Yeah.

**ALEX**

So, you fire your scorching way... way? It's way off!

**(Group laughter)**

Your scorching ray is way off.

**LYDIA**

It's going ray-way, way-ray, ray...

**ALEX**

Way, ray...

**ALEX and LYDIA**

Hey, hey, hey...

**ALEX**

... that ray is way off! You fire it. It zips past both of them and manages to kindle a very, very small fire in the wood beside the Wraith. It does not catch.

**JAMES/BERTIE**

‘That was really classy, but irrelevant.’

**(Group laughter)**

**ALEX**

Bertie, you’re now up again!

**JAMES**

Yeah, Bertie attacks with a Standard Attack.

**ALEX**

Grizzop, give me a Perception Check, actually, sorry.

**BEN**

**[Rolls dice]**

Er, 13.

**ALEX**

13? All is well, you are dealing with zombies. What are you doing? And try and keep it...

**BEN**

Do I have one of the alchemist's fires?

**ALEX**

Yes.

**BEN**

Cool. So, I am going to start digging.

**ALEX**

Okay.

**BEN**

Actually, no. I'm going to look around for a shovel!

**ALEX**

There are no shovels in the basement. It looks like the floor was once paved, has now risen and the paving has sort of cracked.

**BEN**

Rakes, trowels, floorboards... okay, any sort of digging implement or implement that can be used for digging?

**ALEX**

You could break one of the wine racks easily and start using that.

**BEN**

Great. Yeah, I'll start that. Yeah, I start digging down.

**ALEX**

Okay.

**BEN**

'Cos I need to open up the zombies so I can chuck a bomb in them.

**ALEX**

Sure. Bertie, you're up.

**JAMES**

Erm, regular attack.

**ALEX**

Okay.

**JAMES**

**[Rolls dice]**

Ooh, that's a bit better. That is 28.

**ALEX**

It is a hit! Roll damage.

**JAMES**

**[Rolls dice]**

Er, 16.

**ALEX**

You got 16 damage?

**JAMES**

Yes. D10 plus eight.

**ALEX**

Okay. The Wraith...

**JAMES**

... pretty good against a Wraith...

**ALEX**

... I'll take the description on this one, so you swing across and the blade begins to glow as it gets closer and closer to the Wraith, the creature, and when it reaches the point where the Wraith is, rather than seeing it tear through, at first you see the Wraith, sort of, form around it and start to wrap around it as if it had hit a hanging ribbon or something similar, and only when you've made it at least halfway through does it begin to...

***[shearing noise]***

... and you slice cleanly through the bottom third, say, which tatters down as if it's in a slight wind and then wraps away. The bottom is now hanging slightly ragged. It gives another...

***[strangled screech]***

**JAMES/BERTIE**

'Yes, yes, I've heard that! Yes!'

**(Laughter)**

**ALEX**

.. and that's what happens! Do you move as well, you've done an attack only so far?

**JAMES/BERTIE**

There's no reason why he would. I don't think there is a reason why he would. He would just stand and ready himself. Yeah.

**ALEX**

Okeydoke. The Wraith is not happy with you! The Wraith hits you again! Let's roll.

**[Rolls dice]**

**JAMES**

Does the Wraith get any hit firstly if Sasha's wearing the Ring of Attract Undead?

**ALEX**

Yes.

**JAMES**

Oooh, okay.

**ALEX**

It misses.

**LYDIA**

Not undead. It's dead.

**JAMES**

Oh, it's dead. Dead-dead!

**LYDIA**

It's a ghost.

**ALEX**

***[swishing sound]***

It swings for you and misses this time.

**JAMES/BERTIE**

'Oh, waft like a spooky curtain! Yes!'

**ALEX**

Sasha, you're up.

**LYDIA**

I'm going to try and stab it again.

**ALEX**

For future reference, Bertie, if you hadn't have hit it, it would have gone for her. You are now the priority. Sorry.

**JAMES**

Oh, okay.

**LYDIA**

That's cool. I'm gonna try uselessly and hopelessly to stab it again. And since I'm flanking, if I were to hit it, and it were to take any kind of mundane damage, I might do quite some.

**[Rolls dice]**

This is pointless.

**(Group laughter)**

So, nine plus eight, so 17.

**ALEX**

17? You miss even hitting it at first, but close, like, it actually has to go 'ooh, hang on, ooh' and does a weird contortion in order to avoid you.

**LYDIA**

Rusty Quill Gaming – [73] – [Phantom Funtimes]

Right. I'm getting the hang of this!

**(Group laughter)**

**ALEX**

Hamid, you're up.

**BRYN**

I cast Magic Missile.

**ALEX**

Pew pew pew...

**BRYN**

I'm now on five so that means, not just pew pew, but indeed, PEW PEW PEW!

Three missiles...

**ALEX**

Pew pew pew...

**BRYN**

... stream out and definitely hit it! Yeah, you can't dodge this one!

**[Rolls dice]**

Er, I do nine plus three. 12 damage.

**ALEX**

Look at you guys getting better...

*[strangled screech fading slightly]*

... and you're all, like, this is scary, but you are kind of annihilating it! And Grizzop.

**BEN**

I continue to dig.

**ALEX**

You continue to dig. You are digging.

**BEN**

**(Laughs)**

Another six seconds of digging.

**ALEX**

Digging happens!

**BEN**

Rusty Quill Gaming – [73] – [Phantom Funtimes]

If only we had some positive energy in dealing with the undead up in this battle – I mean, I've got more undead down here so really you guys should be able to deal with that.

**(Laughter)**

**JAMES**

We're covering more ground!

**(Group laughter)**

I don't know what your problem is!

**(Group laughter)**

**ALEX**

Bertie, you're up next.

**JAMES**

Okay, Bertie takes another Standard Attack.

**ALEX**

Okay.

**[Sound of dice being rolled]**

**JAMES**

Er, 17.

**ALEX**

That is a miss.

**JAMES**

Aarrgghh...

***[swishing sound]***

... Bertie takes a swish and it nips out of the way. Wafts.

**ALEX**

**[Sound of dice being rolled]**

It hits you...

**[everyone gasps]**

... dealing...

**JAMES**

No, no, no, no...

**ALEX**

... four negative damage and one, you got lucky, con drain...

**BRYN**

Lucky that [0:36:43] ten which doesn't change anything.

**ALEX**

... you're starting to feel... quite bad. Like, beyond hangover...

**BRYN**

No, no, you feel like a normal person, rather than an awesome person.

**ALEX**

That's what I said!

**(Group laughter)**

You feel terrible. How could anyone live like this?!

**JAMES/BERTIE**

'This is what it must be like to be common!'

**(Group laughter)**

'Auuugggghhh...'

**LYDIA**

I don't want to live like common people...

**JAMES/BERTIE**

'I don't want to live however common people live!'

**BRYN/BEN**

I don't want to die like a common person!

**LYDIA**

Don't want a supermarket.

**JAMES/BERTIE**

Don't want to watch my life slowly slide out of view...

**(Group laughter)**

**LYDIA**

Drinking, yes?

**JAMES/BERTIE**

Yes!

**(Group laughter)**

**ALEX**

Sasha. With that in mind, you're up.

**LYDIA**

Yeah! I'm gonna try pointlessly, dah-de-dah-de-dah...

**[Rolls dice]**

... yeah, seven plus eight. She, again...

***[slashing noises]***

**BRYN**

You look really cool while missing it completely!

**(Group laughter)**

**ALEX**

You're doing that thing you've done previously...

**LYDIA**

15.

**ALEX**

... you're getting too hung up on the style!

**JAMES**

It's the fighting equivalent of air guitar.

**(Group laughter)**

**LYDIA**

Yeah!

**(she laughs)**

**ALEX**

Hamid, you're up!

**BRYN**

I cast Magic Missile! Pew pew pew!

**[Rolls dice]**

Much less good this time. Ten.

**ALEX**

A much less good ten.

**BRYN**

Yeah, ten is much less good than 12.

**ALEX**

Okay, Grizzop. You dig. Digging happens.

**BEN**

Great.

**ALEX**

You see, I'm starting to miss Zolf less. I feel like things are starting to play out.

**BEN**

Well, no because, well, yeah, because with Zolf it would be, 'you tried to go up the stairs, you move two squares'.

**(Group laughter)**

**ALEX**

It's starting to feel familiar and quite comfortable. I like it!

**JAMES**

He should be here, trying to help!

**BEN**

I am helping.

**ALEX**

He's looking at the big picture. You're covering more ground! We've been over this. Bertie, you're up!

**JAMES**

Bertie makes another Standard Attack!

**ALEX**

This is turning into not the... it's turning into a slugging match which was not what I expected!

**JAMES**

**[Rolls dice]**

Yeah. That is 20 total.

**ALEX**

20. You hit!

**LYDIA**

Woooo!

**JAMES**

Really? Er, D10 plus eight which is, that's good, nine, nine damage.

**ALEX**

Nine damage.

**JAMES**

That is literally the minimum amount of damage you can do! Nine. That's good!

**(Bryn laughs)**

**ALEX**

Okeydoke. This time you slam it from up top and you manage to carve off, basically, an arm. A whole arm has come off.

***[strangled screeching]***

It does not seem to be very happy with you! If Attract Undead would have been having an effect, I think that might be forgotten for now. It goes immediately for you with the other hand...

**JAMES**

Noooo....

***[strangled screech]***

**[Rolls dice]**

Rusty Quill Gaming – [73] – [Phantom Funtimes]

**BRYN**

Roll a one, roll a one, roll a one...

**JAMES**

Ohhh, that's not a one!

**ALEX**

It does not threaten a critical, but it definitely hits.

**JAMES**

Jesus.

**ALEX**

It deals...

**[Rolls dice]**

... two negative damage...

**[Rolls dice]**

... and two con damage, sorry con drain...

**BRYN**

You're down to eight.

**JAMES**

So what does that do to my...

[0:39:27 talking over one another]

**ALEX**

You feel worse than common people!

**BRYN**

... you need another five hit points.

**JAMES**

I need another five... oh yeah...

**BRYN**

... from your total.

**ALEX**

Sasha, you're up. Bertie looks tired and pale, he looks wan.

**LYDIA/SASHA**

'Don't really care.'

**(Group laughter)**

I'm gonna...

**ALEX**

I mean, you're correct, I just thought I'd give you the info!

**LYDIA**

**[Rolls dice]**

... slash...

**BRYN**

I mean, it's so good that I'm killing this thing so quickly before it can do anything more to Bertie!

**(Group laughter)**

**LYDIA**

... slash this ghost... 16.

**ALEX**

16. You miss again.

***[swishing noises]***

It's not even that you're, like, stabbing it and then it's not doing an effect. You have yet to make contact with the creature.

**LYDIA**

Frustrating.

**(Alex laughs)**

It's probably something Bertie did.

**(James laughs)**

**BRYN**

If you are getting a flanking bonus, don't forget your plus twos.

**LYDIA**

Oh, okay. Oh I had forgotten those.

**BRYN**

Oh so you hit 18 on that one!

**ALEX**

If it's 18, I mean, I don't think the other would have been affected, this one you hit!

**LYDIA**

YAAAAYYYYYYYYY!

**ALEX**

Your blade sinks in to the hilt. It does not notice or have any effect whatsoever.

**(Group laughter)**

**LYDIA**

Wiggles it around inside the Wraith...

**JAMES**

... be hurt!

**LYDIA**

Go on! Oh my god, it's like skeleton. What's wrong with you?!

**(Group laughter)**

**ALEX**

Hamid, you're up.

**BRYN**

I cast Magic Missile. I can do this all day, if by all day you mean the next five combat rounds!

**[Rolls dice]**

12 again.

**ALEX**

12 again.

**JAMES**

Surely this thing is dead?

**ALEX**

Yes!

**ALL**

Yaaaayyyyyy...!

**ALEX**

You blast it. A piece of face blasts off. Another piece of face blasts off. As the one remaining eye looks at you...

***[makes clicking noise]***

... pew pew!

**(Group laughter)**

***[strangled screech fading out]***

Rusty Quill Gaming – [73] – [Phantom Funtimes]

It explodes into motes of light which drift downwards and don't have an aria of affect on you all.

**LYDIA**

Nice.

**JAMES**

Oh good, yeah. I was really worried about that 'cos I knew exactly what this thing did all the time.

**BRYN**

Yep.

**BEN**

Good choice with the magic missile. Very good choice.

**BRYN**

Yeah, that's why I chose it.

**BEN**

Very tactical. Strategic, even.

**LYDIA**

Totally, it's great!

**ALEX (singing)**

Dah dah dah dah da da daaaaaahhh... you've killed the Wraith.

**LYDIA**

Yaaaaayyyyyy...

**ALEX**

Bertie...

**LYDIA**

... have a phoenix down!

**ALEX**

... you feel so bad, you feel so bad! It's like someone took all the hangovers you ever did and made you do them all again, at once, whilst eating a soup that you don't like, it's just so bad!

**BRYN**

You've got the consumption.

**ALEX**

Coughing into the hanky...

***[coughing noises]***

**JAMES**

Delicate!

**(Laughter)**

**LYDIA**

Tuberculosis, which is actually code for syphilis.

**ALEX/BRYN**

Yep!

**LYDIA**

Weird how in all of those films all of those ladies of the night and rascalion young men get TB.

**[Mmmm...]**

**[Yeah!]**

Odd, that!

**JAMES**

Funny that!

**ALEX**

All of that coughing!

**LYDIA**

Yeah!

**JAMES/BERTIE**

‘Oh, this reminds me of Aunt Dora’s cooking.’

**BRYN/HAMID**

‘Bertie, you seem pretty, uh...’

**LYDIA/SASHA**

‘He's got syphilis.’

**(Group laughter)**

**JAMES/BERTIE**

‘I do, but that's irrelevant.’

**(Group laughter)**

**??**

Well that’s [0:42:10].

**(Group laughter)**

**ALEX**

Cut to Grizzop.

**BEN**

Er, I'm digging!

**ALEX**

You are digging. You dig, you dig. In fact, it doesn't take you long to unearth a single, mostly mouldy, finger... eugh... eeuugghh... it's kind of scratching upwards...

**LYDIA**

It's a worm!

**ALEX**

... and it's literally just a single finger with a little bit of bone poking out the end, it's just going...

**[Ngngngngngngngng.....]**

**BEN**

Oh, it's just a finger?

**ALEX**

It's just a finger. The rest of it is presumably buried, it's just, eugh, eeuugghh...

**BEN**

I've got to keep digging past it...

**ALEX**

Okay, cool.

**BEN**

... 'cos I need to open up the zombie hole.

**ALEX**

It's not long before you uncover the top of a zombie's head and an eye and it's just...

**[aauggghhhh...]**

... there doesn't seem to be a cavernous hole. It seems very much like it's just dirt all the way down, I don't think, like, to your eye, you don't feel like you're about to dig and go, 'Ha haaaa, a big convenient cavern!' It's more like a pile of dirt with some bodies that are trying to get out in it.

**BEN**

Fair enough. Er, I will shoot this one in the head!

**ALEX**

Again, not [0:43:04] zombie so it's not an instant kill. I'm going to go ahead and skip ahead to just...

**[pppphhhhfffftttt...]**

... keep dying, dying...

**BEN**

I was going to say, I still think it's, you know, whatever it is, like, helpless, so I just do a *coup de grace* and...

**ALEX**

Yeah, I...

**BEN**

... head or no!

**ALEX**

... it's dead, it's fine. It's dead.

**BEN**

Cool. And then I'll dig past it!

**ALEX**

Give me a Perception Check.

**BEN**

Er, me?

**ALEX**

Yes.

**BEN**

**[Rolls dice]**

**(Group laughter)**

**ALEX**

All is well...

**BEN**

Nine.

**ALEX**

... one down 399-ish, presumably to go!

**BEN**

Well if there's that many, eventually a hole will appear!

**ALEX**

Bertie.

**JAMES**

I just want to just very quickly check about the constitution damage. Okay, so he's lost eight points, sorry, drains, drains...

**ALEX**

So he's been drained.

**JAMES**

... he's been drained eight points.

**ALEX**

Explain the difference again, 'cos it's a biiiiiig difference in this game and you'd think they would make it clearer. Drain: something has, sort of, magically sucked your life force out permanently until someone helps push some back into you, which means you are now just permanently a weaker, less fortitudinous person. If it was damage, you took a hit to your soul and you need a lie down and you have a lie down, and then it comes back one point per day and...

**JAMES**

... gradually. Oh, okay.

**ALEX**

... and bed rest would help you. You're now just a bit weak. You're weaker than the average person in terms of your basic health...

**JAMES**

Yeah.

**ALEX**

... until Artemis and someone of cleric, not Grizzop, comes along and does a proper, like, see to for you.

**JAMES**

Right. See to?

**ALEX**

A see to, as in they see to you!

**JAMES**

Oh sorry, I thought you were describing Bertie's new social class!

**(Laughter)**

Like, woah, that's draining the...

**ALEX**

... untouchable!

**JAMES**

That was gold, by the way, in terms of...

[0:44:41 talking over one another]

... just so you're aware!

**ALEX**

So, alright...

**LYDIA**

I knew what you were getting at, I'm just too sleepy.

**JAMES**

No, that's fine!

**LYDIA**

Good line. Well done!

**ALEX**

Whilst it's a pleasant, cool temperature in that house, it's still INCREDIBLY hot here!

**JAMES**

Yeah, I will accept any compliments in writing, that's also fine!!

**(Laughter)**

Okay, so Bertie is feeling none too perky, but he...

**BRYN**

... but we still have a job to do!

**JAMES**

... so is there...

**ALEX (as Sword)**

'Hats off to you, that did kill one of your ancestors so, you know, kudos!'

**JAMES/BERTIE**

'I mean, that specific one?'

**ALEX (as Sword)**

'No, no, come on, give me some credit! One of them did get it, which was really awkward!'

**JAMES/BERTIE**

'Oh really, how terrible.'

**BRYN/HAMID**

'Erm, Grizz is in the basement. We should go down there and see if he needs help, but then we should definitely see about getting you to a temple, mate.'

**JAMES/BERTIE**

‘Yes, I would agree with that.’

**BRYN/HAMID**

‘Will you do your best to be at the opera this evening?!’

**JAMES/BERTIE**

‘Oh my goodness, I might miss the opera!’

**(Group laughter)**

‘I mean, can you rent a priest and take them to the opera? Do we have a spare ticket? Can they heal me while we sit and watch?’

**BRYN**

‘Well, we’ve got four tickets – I don’t know if Sasha wants to come. I’ve got tickets for the stalls. This isn’t important right now. Let’s get down to the basement!’

**JAMES**

Erm, Bertie has a very cursory search of the room.

**ALEX**

Give me a cursory Perception Check.

**JAMES**

**[Rolls dice]**

Er, oh, 16.

**ALEX**

16? So, in the attic space, now that you actually have time to look around properly, it is a sloped ceiling and, actually...

**JAMES/BERTIE**

‘The real treasure is architectural!’

**ALEX**

... so, as you search this attic space and you have a bit more time to look around, in the sloped ceilings you see, high up, the single window that was casting a, basically, a God beam, you know, across, heading through, and then to the end there’s a few broken crates and so on. And then, sort of, parting them aside – I mean, shifting a crate, it made you slightly breathless – anyway...

**LYDIA**

‘I hate furniture!’

**(Group laughter)**

**BRYN**

He's still just as strong, he just has less stamina.

**ALEX**

That's what I mean. He moved two crates.... whoooooo...

**JAMES**

**(Laughs)**

A bit fast – can do it!

**ALEX**

What you find at the back is what appears to be a skeleton...

**[Gasp!]**

... still wearing clothes. It currently is hugging a chest, and it is wearing expensive jewellery as well, still, like, draped around its neck and, like, a tiara askew on the skull, and it's draped upon a chest.

**JAMES/BERTIE**

'Who has taste in expensive jewellery?'

**LYDIA/SASHA**

'Er, hellooo! Some of the jewels.' Brushes you aside and is surprised when you actually...

**JAMES/BERTIE**

‘Very well, ah well, let’s, erm...’

**LYDIA/SASHA**

‘Check... wait, I’m just checking this chest for traps.’

**BRYN/HAMID**

‘Er, can we speed up, just in case Grizz needs help downstairs?’

**LYDIA/SASHA**

‘Okay, okay, fine. I’ll just very quickly...’

**BRYN**

‘I’m sort of hovering on the staircase.’

**LYDIA/SASHA**

‘... very quickly, very quickly for traps.’ Er, that was... so I’ve checked it and that was 25.

**ALEX**

25? There are no traps. In fact, I’m going to skip ahead to Disable Device Check because the lock is so, sooooo rubbish...

**LYDIA**

Yep.

**ALEX**

... that you can just... it's withered, it's knackered, at some point you realise, 'Oh right', you know, you've been picking at it with your picks, picking picking, and you go, oh for god's sake, put your picks away, grab it and just pull and...

**[kthunk...]**

**LYDIA**

Wooh!

**ALEX**

... you open the chest. At first, it looks like there's nothing particularly exciting in there...

**LYDIA**

Ohhhh...

**ALEX**

... there's a couple of silk gowns...

**LYDIA**

... ooooh...

**ALEX**

... and they're high-end and expensive, and they don't appear to have been particularly damaged. Like, the chest must have been pretty decent once upon a time...

**LYDIA**

... maybe magic!

**ALEX**

... underneath, though, you find very easily what looks like a bag of monies.

**JAMES**

Ooohhh. How should we record this loot on our counter sheet?

**ALEX**

You should record this loot collect...

**JAMES**

Bunch of jewellery, bag of money. We'll divide it up later.

**ALEX**

Bunch of jewellery, bag of money. Correct.

**LYDIA**

Alright, grab a load of this.

**ALEX**

Cut to Grizzop!

**BEN**

I'm digging!

**ALEX**

You dig, you dig. Give me a Reflex Save.

**BEN**

**[Rolls dice]**

Er, 16.

**ALEX**

There is a sudden upheaval of the dirt and where once there was a, sort of, one and then you found another one and you took that out, suddenly there's a brief shudder and then an upheaval and about six or seven arms start poking up, and there's a massive beginning of movement as things begin to tumultuously drag themselves up out of the dirt. It's happening directly under your feet, however, you hopscotch across the remaining flagstones back towards the stairs of the...

**LYDIA**

... sounds really cool...

**ALEX**

... cellar...

**LYDIA**

... are the, like, flagstones falling away from him as he jumps over?

**ALEX**

Oh yeah! It looks amazing and there's no one there to see it, again! But, er, eventually...

**BEN**

I don't have that much of an ego!

**ALEX**

... the earth begins to churn and churn, and more and more zombies begin pulling their way out from the dirt.

**BEN**

Cool.

**BRYN/HAMID**

'I just have this really strong feeling that he's downstairs in the basement and probably needs our help.'

**LYDIA/SASHA**

'How much do you think this dress is worth?'

**ALEX**

And I'll end the episode there!

**(Group laughter)**

So, yes, I'm sure everything is still fine. Honestly, I didn't expect you to go into a slugging match with the thing that every time it touches you makes you weaker.

**JAMES**

What, what else would ... what else would Bertie do?

**LYDIA**

Yeah, what were the choices?

**ALEX**

Ah, I dunno, I dunno, like...

**JAMES**

Would he, would he run away?

**ALEX**

... at some point maybe.

**JAMES**

Because he wouldn't win a running wraith (race)!

**(Group laughter)**

**[Screaming with laughter]**

**[Applause]**

**ALEX**

I think we're just going to end it on that one!

**[Show Theme - Outro]**

**ALEX**

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**ALEX**

... covered in dust. Hamid/Zolf... er...

**BEN**

Ohhhhhh... it hurts...

**LYDIA**

All these Bens look the same to you, don't they?

**(Group laughter)**

Just because they've got the exact same body, eyes, face, hair and glasses...

**BRYN**

Literally the same person!

**BEN**

You monster!

**ALEX**

I'm an animal!

**BRYN**

The person I feel most sorry for is our lovely fan who apparently [0:50:52]

Hamid and Zolf...

**ALL**

Ohhhhhhhh...

**BEN**

Torture.

**ALEX**

As we're recording this, they're still doing that...

**BEN**

I know!

**ALEX**

Anyway, Hamid and Grizzop, what are you doing?

**LYDIA**

Sharing sexy letters!

**(Laughter)**

**BEN**

Sorry, that threw me off my game!

**JAMES**

Cannot stop thinking about it...

**(Group laughter)**

**BEN**

Ever since I left I've regretted it!

**(Laughter)**

**BRYN**

I'll write one from...

**BEN**

Don't start, because then I'll cry and you'll...

**BRYN**

We'll all start crying...