

RQG – 67 – Ack Zombies!

Content Warnings

- X
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[Show Theme - Intro]

ALEX

Hello and welcome to episode 67 of the Rusty Quill Gaming podcast. I'm your host and GM Alex Newall and with me today, I have

JAMES

James Ross

BRYN

Bryn Monroe

LYDIA

Lydia Nicholas

BEN

Ben Meredith

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ALEX

And who are you playing?

JAMES

Sir Bertrand Macguffingham

BRYN

Hamid Saleh Haroun al-Tahan

LYDIA

Sasha Racket

BEN

Grizzop drik acht Amsterdam

(cheering)

And it's almost as long as yours!

ALEX

Now we get to have a competition of who can get their name up first.

BEN

Nah I think yours is...

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ALEX

Yeah it's pretty long, it's pretty long but it doesn't have an acht.

BEN

No. Acht.

ALEX

So yes people may have kind of twigged that that's a thing that's gonna happen given that...

BEN

Well I'm not just going to start voicing incidental NPCs am I?

ALEX

Speaking of which could you now voice the following...

JAMES

Yeah everyone needs a hobby. Just wanna feel useful.

BEN

Wait I'll do a greatest hits. Cageee. Doom. There you go.

(laughing)

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ALEX

So picking up more or less where we left off as a quick recap. You all made it to Prague. Creative differences. Zolf leaves. Admin.

(laughing)

To put it in a bit more detail, Sasha consulted a healer, managed to encounter a goblin who seemed to be with the Artemis lot along the way and generally just got told to walk it off repeatedly. Meanwhile we had Hamid, whose sister's doing an opera.

BRYN

Yeah! She's in town!

ALEX

She's doing well. She's in town. And then Bertie totally fleeced that guy.

JAMES

I know, right.

ALEX

Totally rinsed him.

LYDIA

Got great prices. Great magical items. Good stuff.

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ALEX

And I'm sure it's got a brilliant returns policy and warranties just in case there's any problems.

JAMES

That's why I buy all of my magical items from John Lewis.

(laughing)

He's a very nice man. Very cooperative

(cheering)

ALEX

UK specific humour for all those international listeners. So the last thing that happened was you all managed to come together and get sent into a teleportation circle and leave just when things were going well because someone was screaming and I am sure it was absolutely fine. Are we all ok to pick up where we left off?

LYDIA

Yes

ALEX

At which point then there is a moment of flux, we shall say. Up is down, left is right, inside is out and you're all holding hands. At which point you are now in

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a very similar stone basin to what you just left however you are immediately at the entranceway to, looking ahead, a very, very large, it seems larger close by a weird degree university. It is everything that the city is not. It is completely illogical. There seems to be walkways that are having no purpose whatsoever. The buildings are gently floating around, maybe bumping into one another a little bit and then reshifting and the stairways occasionally are just reshifting themselves and reforming...

BRYN

Like Hogwarts

ALEX

Yes expect Hogwarts you can't also fall to your death if you so much miss a step.

BRYN

Not in the sanitised children book version.

ALEX

Dark stuff went on in there man.

BRYN

If you read it in the original German

(laughing)

ALEX

So it's very impractical. It becomes clear that if you do not already know your way around you're going to have a hard time finding your way and it doesn't help that you'll see people having a conversation and then one of them will just disappear spontaneously. One of them will just fly off to another place. This is clearly not a place that has been built with pedestrians in mind or barely even humans. It's quite a sight and very disorientating at a first glance. So you appear and appear to be in the company of another equally bored mage who goes around and just gets you all to separate hands.

BRYN

Did people hear that scream when we were...

JAMES

Bertie's already drawn his sword and readied his shield because he heard the scream.

BEN

Can we get back down?

ALEX

Well yeah but you can join the queue over there. You look to your left and there is another basin which has a queue of about 50 people because you're drawing near to the end of the academic working hours.

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BEN

No but there was a scream.

ALEX

Yeah a lot of people are upset by the teleportation process.

BRYN

No, no but not like...

BEN

Outside

BRYN

Yeah

ALEX

Ok.

BEN

You're a wizard, do something about it.

ALEX

I just did. You're here.

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BEN

Teleport us back down. You've got magic. Do more magic.

ALEX

Yeah, yeah, sure. Go join that queue.

JAMES

How tall is the wizard?

ALEX

He is 5 foot nothing

JAMES

Ok Bertie stands right next to him, like two inches away, stares right down and talks into the top of his head with a very loud booming voice and this is gonna be pomp and pageantry and intimidate check.

ALEX

Give it a try. Pomp and pageantry, that was a mistake letting you have that. That was the most useful trait but such a large margin

JAMES

Ok that is total of 16

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ALEX

Total of 16. Ooh how exciting. So you proceed to give it a try.

JAMES

Right you tiny eggshell headed little man.

ALEX

There's a complaint procedure just up the street. We deal with a lot of people. Please don't make me have to do something magical to you.

JAMES

Ah that would be quite the nuisance for you wouldn't it. Hmm. Getting off your wand.

ALEX

And I am going to have to call someone here to help. I can do that.

BRYN

No I don't think that will be necessary. I just thing if you could just...I know there's a queue and I hate to break procedure. I really do hate to break it but there is someone in trouble back down there and I think they probably need our help and I just think, for once, if we could bend the rules very slightly...

ALEX

Look if you want to go help, you can go join the queue or you can try and get to the front of the queue. Ask people nicely but it's not our business. They sort themselves out. We sort ourselves out. Everyone's happy with that. If you wanna go help, that's fine.

BEN

Wait, no, hang on a minute. Look, just look at me. Do you think you're a good person? You think you're a decent person...look someone down there could be dying, right, so if you don't do anything about it you're indirectly being responsible for possibly somebody's death. Now I know...

ALEX

What are you?

BEN

A goblin

ALEX

Oh right, sorry.

BEN

Anyway...

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JAMES

Rude

BEN

Thank you, yes.

(laughing)

Yes so you might be responsible for somebody's death ok. You're a wizard, right

ALEX

Yeah

BEN

I'm a paladin, I know how easy it is to actually do your magical stuff. It's not that much effort for you is it, really? This is just you wanting to stick with procedure and I understand it's been a very late shift for you, right. It's probably been very hard, you've got a lot of annoying people but is it really worth somebody's death?

And I want to make a diplomacy check.

ALEX

Yeah obviously, give me the roll.

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BEN

Should've done that...

ALEX

Yeah you had a flow going.

BEN

That's alright. 20.

ALEX

Well it helps when you roll very well. So is that a total of 20?

BEN

Yes

ALEX

[Singing] Opposed because this person does not like extra work. They failed.
I've gone singsong, don't know why. Really?

BEN

That was a pretty bad scream? And I've heard some screams

BRYN

I'm almost certain he's right and I just really think you should just help us.
Please, just please.

ALEX

I've got to balance the books. Look if you can pay go back down I'll use the exit. I'll use the entrance one to send you back down but I'm not able to do it without balancing the books.

BRYN

Fine, ok, how much?

ALEX

Call it 100, that'll be close enough.

BRYN

Fine here's 100. Now let's just go.

ALEX

Ok quick. He ushers you in, ushers you in. A couple of people in the queue are wondering what's going on. Hold hands, hold hands.

JAMES

Nothing to see here. Just a very important man and his friends.

ALEX

3, 2, 1 and immediately pops you. Up is down, left is right, inside out, spinning, twirling, twirling, twirling...

LYDIA

Twinking

ALEX

Twinking, twinking...

ALEX

You appear in the middle of the square. And it's chaos. You see the mage who just teleported you up literally hurls a fireball as you appear that rockets between the four of you by fluke and explodes at the other side of the square. There are a few people who are running from the far side of the square in random directions and the mage is looking extremely panicked.

BEN

Told ya

(laughing)

ALEX

Not the same mage. Different mage. There's one at the bottom, one at the top.

BEN

I still say it!

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LYDIA

They're all the same to you aren't they.

BEN

Humans all look alike.

ALEX

And there is no sign of guards or anything but it's been all of two and half minutes or something. Everyone give me perception checks.

BEN

Ohh it's not a strong start. 9.

LYDIA

18

BRYN

23

JAMES

2 – 1 is 1

(cheering)

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BRYN

Back in the game!

BEN

Now we have a fourth member again the equilibrium has been restored.

ALEX

So Bertie you're fairly certain that that mage has gone berserk. He's just...

BRYN

It wasn't a natural 1!

ALEX

No, no! He's gone crazy. He's only gone and blowing things up, no wonder people are screaming.

JAMES

Have you gone mad man?

ALEX

Everyone else, from the building opposite which has just had an explosion as the fireball has gone off, you see multiple lumbering shapes which all to the rest of you, you easily recognise as zombies. Multiple of them. In fact quite a lot of zombies. They don't seem to be any elaborate ones. You remember Kew Gardens for instance, those were quite weird looking. Here is your vanilla,

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run of the mill zombie. They are coming over windows, they are walking out from upper floors, flopping down and then carrying to war. The explosion blew...

LYDIA

We know which kind of hoard this is.

(laughing)

BEN

Told you it was zombies!

LYDIA

As I recall back to last week...

BEN

Hope you were paying attention.

ALEX

You get another thing where you drop the gun.

LYDIA

I'm sorry, I'm just too brilliant.

ALEX

So yes there are plenty of them. In fact in all of the chaos more than you can count. With that in mind, initiative.

BRYN

14

BEN

12

ALEX

I can't put Zolf. You're not Zolf anymore.

BEN

Grizzop.

ALEX

I don't even know how to spell that.

BEN

G-R-I-double Z-O-P

ALEX

Of course.

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BEN

As it sounds.

BRYN

Griz would be fine.

BEN

So my name is Grizzop. Sorry Ham

(laughing)

BRYN

If he wants to write Ham on his initiative sheet, I'm fine with that.

BEN

No I demand...

ALEX

So Grizzop...

BRYN

I will just be using initials...

LYDIA

It could mean something completely different in his language.

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ALEX

Grizzop, what's your initiative?

BEN

14

ALEX

14. Sasha?

LYDIA

13

ALEX

Bertie?

JAMES

12

ALEX

And Hamid?

BRYN

8

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ALEX

Hamid for 8. The hoard of zombies, unsurprisingly rolled low on their initiative just to shake things up.

JAMES

Times like this I wished I'd taken cleave.

ALEX

Ohh tell you what. Cleave.

BRYN

Yeah would've been great in this.

JAMES

It's alright I've taken dazzling display so I'm trying to try and intimidate all the zombies.

BEN

Oh that'll be incredible.

BRYN

You're got ring of repel undead.

JAMES

I know, right. It's totally gonna work. It's gonna be fine.

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BEN

Can you all make them do some sort of choreographed dance number.

JAMES

Yep whilst trying to intimidate them but if my intimidating persona is a director of music video then maybe. Maybe I can do that.

BEN

Right you lot.

JAMES

Shape up, you're not even getting equity minimum

(laughing)

ALEX

Ok cool. So with that in mind everyone's given me their initiatives. Grizzop.

BRYN

My perception roll was the highest so I'm going to take a free action yell – Bertie, zombies – because I can see he's facing the wrong way.

ALEX

Staring dead eye at a mage who's clearly panicking.

JAMES

What? What?

BRYN

Zombies over there.

ALEX

Grizzop you're up.

JAMES

Bertie turns – ah!

BEN

So I...

ALEX

Bertie you are flat footed this round.

BEN

I am going to rush forward while knocking an arrow and move to...all of these guys in the back are zombies, right?

ALEX

So to describe the layout, I should do. We have our square which has four roads running into it, like a square. The mage had just launched an explosion fireball that had gone off in the corner of the square and the zombies have come from the explosion. All the ones that were in the explosion are prone, or most of them and then the two streets that are nearest to that are filled with what looks like three zombies each at this stage and you are all stood in the middle of the basin, in the middle of the square where you just teleported in. So you can charge straight towards them and notch and arrow.

BEN

Excellent. So knocking an arrow is a free action.

ALEX

You can do it...

BRYN

No but you can do it as part of a move. It's like drawing...

BEN

Ah yeah, yeah. So yeah I'll do that.

ALEX

But it matters more for you because if you're standing still and you draw an arrow you have used a move action.

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BEN

So this is very exciting for me. 1, 2, 3, 4 and I could move...

BRYN

Woah! Four squares of movement!

BEN

I could go 5 and 6 but I don't think I need to.

BRYN

Wow!

LYDIA

Oh my god!

BEN

It's an improvement on 2. And I will channel positive energy which channels 2 D6 positive energy.

BRYN

Anyone need any healing? We're all in range.

BEN

Yeah in a 30 foot radius. The save is 16

ALEX

16

BEN

So that is actually relevant for now because I have damage...

ALEX

Because there's quite a lot of combat and it's on the board and it really unbalances the game if I do one roll for all of them but slows the game down a lot if I do one separate roll for 20/30 people whatever. What I'm going to do is split them into three groups and do one save per group.

BEN

Sounds cool. So the left most group.

ALEX

And what was the save to beat?

BEN

16

ALEX

So worth mentioning at this point that the save is...

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BRYN

For half damage?

ALEX

For half damage against channel positive energy and also zombies are a bit weird in that their fort and reflex saves are 0 and a will of 3 so they're...this is the only save that they even stand a chance against. One group of them fail. Another group of them...

BEN

The middle group.

ALEX

16 was it?

BEN

Yep

ALEX

Fail. The last group. Succeed.

BEN

Right so everyone in the left and middle group take 6 damage and the right take 3.

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ALEX

Ok one second please. Grizzop describe channel positive energy.

LYDIA

Because he's not wet now.

ALEX

Yeah. It's not water based. It's a whole new person.

BEN

Sure I let out a yell and bush my buckler.

ALEX

Give me a goblin yell. Just one.

BEN

Argh!

ALEX

Love it.

BEN

Yeah so he's quite ferocious, quite feral and he bangs the buckler with the symbol of Artemis against the breastplate and a great wave of healing energy accompanied by...

ALEX

Moonlight

BEN

...yeah sort of like a...

LYDIA

And dancing.

BRYN

[Singing] and love and romance

(laughing)

Will face the zombies

ALEX

So the zombies pair up?

BRYN

And dance.

JAMES

Ah can we have the choreographed dance now.

BEN

Yes

BRYN

It's going to be thrilling

(cheers)

BEN

So there's a wave of silvery light and you hear the rush of trees going past.

ALEX

However it's all lovely for everyone in the realm of that, everyone in the sphere of that it feels lovely. But you do watch the edge of it rush up against the zombies and then it literally looks like it's burning them. There's no flames but everything short of that, it's a manky skin peel away from it and they recoil from it. It really messes up a lot of them very quickly.

LYDIA

Urgh

ALEX

So Sasha, you're up.

LYDIA

I step forward one pace and I throw a bomb at that zombie which is a zombie who's next to two other zombies in the right group that got a will save. So they're looking a bit less manky.

ALEX

They're less absolutely annihilated.

LYDIA

And I'm throwing at one zombie that is in a group of three.

ALEX

Go for it.

LYDIA

And I got a 6+7 is 13.

ALEX

13. That is a hit. So how much damage are you doing and what type?

LYDIA

4 of fire damage plus 2 splash which I assume is to the two people on either side.

ALEX

So 4 fire, 2 splash. They are all still ok. They took damage, absolutely, but they look pretty dangerous still. Bertie, you're up.

JAMES

So Bertie is flat footed. Please explain to me what that means.

ALEX

So I'll tell you what, I am going to look up the exact definition so that that way I'm never caught out by it.

BRYN

It means you don't get your dex bonus to armour and if...

JAMES

Oh no what a nuisance to Bertie

BRYN

No I mean now he's acting he'll cease to be flatfooted unless you want him to lose his action completely.

ALEX

No he's not gonna to lose his action. So for flat footed it basically means that you lose your dexterity to your defence if people attacked you before you acted. It's basically there to help...

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BRYN

And they get sneak attack damage.

ALEX

Yeah sneak attack damage, things like that. So if these were sneaky rogues and they had beat you in imitative it would be really bad but they're zombies

JAMES

And they're far away.

ALEX

And they're far away and they move really slowly and there's just lots of them. That's their thing.

JAMES

Ok Bertie has an exciting emerald ring that can compel undead.

ALEX

Yes he does.

LYDIA

Which was a steal at 20 gold.

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JAMES

I know. I know, right.

ALEX

They threw in the emerald ring for free.

LYDIA

Oh right, oh god.

ALEX

So that's how you know it's good.

JAMES

Don't worry everyone, don't worry. Just yesterday I received this emerald ring...

BRYN

Six seconds.

JAMES

...repel undead. He pops it on to his little finger on his left hand. What happens?

ALEX

What happens?

LYDIA

Waves it at zombies. So what we all see is Bertie like waving...a royal wave.

JAMES

That's exactly it. He's doing the hand turn.

ALEX

Sasha give me a will save.

LYDIA

Oh gosh

BRYN

Oh Jesus

LYDIA

So $6 + 3 = 9$.

ALEX

A wave of calm washes over you.

LYDIA

It's nice being *partly* undead.

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ALEX

But then you manage to shake it off. That was a bit weird. Every zombie in the square turns their head to look at Bertie

(laughing)

Every, single one turns their head to look straight at Bertie.

JAMES

You're right I am fabulous.

ALEX

There is a simultaneous [groaning noise] from every single zombie.

JAMES

Mechanically is attracting undead such a problem for the tank? Surely that's what you actually want

BEN

No, well it depends what the undead it. If it's like five vampires you probably don't.

LYDIA

That is the exact kind of scenario where you can imagine a splash...

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JAMES

Take me.

LYDIA

Five gentlemen in one...

(laughing)

And nothing else!

JAMES

I like your big shirts

LYDIA

That went exactly the way I wanted it.

ALEX

What you're doing to do is I'm going to describe this ring and then you're gonna mishear me and it's gonna be ring of attracting undead or attractive undead. Ring of bloody stunning undead.

Anyway, Bertie that will have been your round because you talked too much.

JAMES

Yeah fair enough.

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ALEX

Hamid you're up. You have discerned that every, single zombie went and looked at Bertie. Something's definitely up there.

BRYN

That's weird

(laughing)

Hamid backs off so he's standing next to the other wizard because, you know, we're safer in flocks

(laughing)

BEN

Is there any combat that hasn't started Hamid's turn with "I back off"

ALEX

Occasionally he vomits.

LYDIA

Sometimes he's started off with his back against a wall.

ALEX

That's true, that's true and then he has to find a corridor to back away down.

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BRYN

And apparently I cast scorching ray targeting the guy next to our new friend, although since he's just insulted my battle tactics perhaps I don't.

BEN

Ben did that, Grizzop didn't.

BRYN

Yes our new friend who I like very much after his persuasive efforts upstairs is standing next to the zombie so I target that one with scorching ray.

ALEX

Go for it.

BRYN

That's definitely a hit. 22 on a range touch against an undead.

ALEX

Yes, yes, god yes.

BRYN

They've probably got range touch AC of 5 or 6.

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ALEX

Let's put something in context, a bit meta gamey it's fine. Zombies are so rubbish that they can either move or hit you per turn. You're fine. That hits.

BRYN

19 fire damage.

ALEX

It explodes. It doesn't burst into flames. It just [exploding noise] and then bits of zombie start raining down.

BRYN

1 – nil – nil – nil

BEN

Does anybody here speak Dutch?

BRYN

No

BEN

Ok so incomprehensible swearword

ALEX

At which point, it's the zombies' turn. Now let's have a look at their move speed shall we.

BEN

Is it slower than Zolf's?

ALEX

Let's see what their move speed is. They are way faster than I thought. It's just mainly that they can only do one thing or another. So every single zombie can move 30 feet.

BRYN

Damn that's faster than me.

BEN

Just trundle along.

BRYN

Gonna be backing off some more guys.

BEN

This is good because they're just bunching up and we're just using area affect things.

ALEX

A few of them get up from prone and that's their full turn.

BEN

You don't have cleave do you James?

JAMES

Nope

ALEX

So every single zombie, all of them, starts moving towards to Bertie. And by starts I mean they move their 30 foot speed. They don't get to attack as well and just swarm towards you. There's no tactics there. There's no kind of encircling. They just beeline straight towards Bertie. The ones that were prone after the fireball explosion all stand up and three more appear from two entrances either side of the explosion

LYDIA

Is that two on one side and one on the other or three from each?

ALEX

Yes. Two on one side and one on the other. And on that I will take a break and be back in a couple of minutes.

Hi everyone, Alex here with a quick message. We've been running ads during Rusty Quill Gaming for a while now. We always wanted this podcast to be free

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to listen to so that means that we've needed to run adverts in order to provide the income we need to keep the lights on at Rusty Towers. Now, as part of this process we need to provide some information about what kind of listeners we have so that we can get better adverts that pay us more money and allow us to make even more free content. Now that's where you come in. If you head over to rustyquill.com or follow the direct link the show notes, you'll find a short questionnaire to fill in. All information you provide is anonymous and you don't need to answer anything you don't want to. It's super easy and takes less than five minutes but we would hugely appreciate it if you could take the time to fill it in. It's a great way to show us your support without spending any money and it will genuinely help us to make more content available in the future so thanks in advance from me and everyone else at Rusty Towers and now it's time to get back the farce...I mean show.

ALEX

And welcome back. So we've got zombies. Zombie everywhere. Ack zombies. So Grizzop you are up...oh I apologise there is a wizard there. The wizard stands there and goes – I'm out. Every single spell I prepared was teleported apart from that one which I always keep for self-defence.

(laughing)

Grizzop you're up.

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BEN

Ok cool. So I channel positive energy.

ALEX

And just mess it up.

BEN

I hit every single zombie.

ALEX

Yep I will do the save. 16 right.

BEN

Yeah

ALEX

Wow. Ok. So the three that are closest to Bertie are unaffected.

BEN

Well they take half damage.

ALEX

Well yeah they take half damage. Everything else within range failed.

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BEN

So everything that failed takes 5 and the guys who passed take 10.

ALEX

Ok I think you may have taken most of them out already

LYDIA

Hurray

ALEX

So you took out a formidable...

BEN

I took out six of them

ALEX

Six zombies simultaneously.

BEN

1 – 0 – 6

BRYN

I was about to point out that everyone except the guy who did not back away...but not anymore.

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ALEX

Yeah so that's a forminimal amount of zombie killing

BRYN

A forminimal? I think you'll find it's formaximal.

ALEX

Sasha you're up.

LYDIA

Step forward one and throws a bomb at that dude

ALEX

The two emerging that have only just arrived.

LYDIA

Yep and...

ALEX

Give me an attack roll again.

LYDIA

So that is 16 + 7. A bit better this time.

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BRYN

That's definitely a hit

ALEX

It's a hit. It's a hard hit.

LYDIA

And that does 2 whole damage.

BEN

But with a splash of 2.

LYDIA

2 whole damage but with a splash of 2. So 2 for everyone. 2s all around, 2s, 2s, 2s.

ALEX

Goodness me. So they are now on,...

LYDIA

New person's turned up and just taken out a whole...

BRYN

They've taken 4 because they took 2 from Ben as well.

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ALEX

Yeah, yeah as in like...yeah.

LYDIA

Someone's turned up and done some big showboating and Sasha "I Solved Everything" Racket has come in and throw a bomb and hit them right in the face.

BRYN

You definitely didn't build that one right. You must've been off your game.

LYDIA

Very little damage there. The zombies just shake it off.

ALEX

In theory ingredients that's all it is. You can only work with what you're given.

LYDIA

Yeah it's totally there's nothing that needs to be...

ALEX

It's lucky you managed to get it to bang at all, most people...

LYDIA

Yeah exactly. I mean I've been appraising the chemicals...

Rusty Quill Gaming – 67 – Ack Zombies!

ALEX

While we carry this on. Bertie you're up.

JAMES

Bertie's eyes narrow at the approaching zombies.

Sorry fans. No autographs

(laughing)

ALEX

How are attracting undead and treating this as the best thing that ever happened to you!

JAMES

They're queuing up so I can kill them

ALEX

Bertie I hate you!

JAMES

Yeah. Bertie raises, for the first time, Sir Everard Macguffingham's bastard sword and attacks the zombie closest to him.

Rusty Quill Gaming – 67 – Ack Zombies!

ALEX

Hello.

JAMES

Wha-?

ALEX

What's the problem?

JAMES

Zombies

ALEX

Zombies ay? Let me tell you about a zombie

JAMES

I mean in a minute.

ALEX

Yeah ok

(laughing)

LYDIA

Is the turn over?

Rusty Quill Gaming – 67 – Ack Zombies!

JAMES

12. So with attack bonus that roll is 22

ALEX

Ooh yeah that hits

JAMES

Ok so I'm rolling for damage

ALEX

Yep, yep.

JAMES

D10 plus 7 is 12. So the damage is D10 plus 7 which is 12

ALEX

That's from full health to zero health hit for that zombie and whilst you're swinging it the sword gives a certain "highoo" as you do it. Only you can hear it.

JAMES

Do you mind? Bertie cries to the surprise of everybody else in the square as he swings the sword in and it neatly slices from the zombie's left ear to the right ear sending the scalp skidding across like a grim frisbee.

(laughing)

To the far corner of the square and the zombie just drops like a stone.

ALEX

Hats off.

(groans)

This is going to be a thing. Strap in.

JAMES

Bertie sheathes Sir Everard Macguffingham's sword, gets out the other one

(laughing)

He doesn't care that there's a pack of zombies approaching him. Now shhh.

Takes the other one out of his pack, doesn't matter if he loses an action round, doesn't matter if he's flat footed. Just takes out the original. Just hush you.

ALEX

That's fine. I will allow. Come off the second that you let go of the sword for now. And Hamid you're up. Bertie just yelled "quiet you" or whatever it was for no reason whatsoever

Rusty Quill Gaming – 67 – Ack Zombies!

BRYN

I know the sword can talk. I've held it.

ALEX

Oh yes you do, you do.

BRYN

I'm not confused.

LYDIA

Bamboozled

(laughing)

ALEX

You're doing dot to dots.

BRYN

I am going to usher back the other wizard just to safety.

ALEX

He's happy to be ushered.

BRYN

I also think that scorching ray seems like overkill against these guys.

Rusty Quill Gaming – 67 – Ack Zombies!

ALEX

It's kind of lumping it all into one place.

BRYN

So I'm going to go back to an old favourite.

ALEX

Yes!

BRYN

It's time for a magic missile.

ALEX

Pew, pew, pew

BRYN

And these days my cast level is high enough that when I cast it, I cast two missiles or one from each pew.

(laughing)

So there's still two zombies in front of...

JAMES

Bertie

BRYN

Bertie. And it hits automatically so to the first zombie I do 2 damage and to the second zombie I do...

BEN

Managed to cop a D4, how'd you do that?

BRYN

...3 damage.

ALEX

Ok.

BRYN

And they've both already taken...

BEN

Oh a bunch

BRYN

5 from previous stuff.

ALEX

Yeah that's fine. And with that in mind the zombies' turn. A bunch more zombies appear. Three more at the entrance to the left of the explosion, four more crawling out over the debris and detritus and fallen, not comrades, mulch of the ones that were exploded coming out from the building and another two coming out from the side. So there are now another 1, 2, 3, 4, 5, 6, 7, 8, 9, 10, 11, 12, 13 zombies on the board.

LYDIA

That's a lot.

ALEX

And the ones that are nearest to Bertie, one takes a formidable attack at Bertie. Are you ready for...

BEN

Bertie we've all got a DC at 18 or 20 so...

ALEX

What was your AC?

JAMES

Bertie's AC is 20.

ALEX

I am assuming that short of you kneeling and offering yourself to them they're probably not going to be able to hit you but nonetheless they miss. So one of them, in fairness, it just scrabbles at your armour and tries to do a slam attack and just thunk, it ricochets off your shield incredibly easily.

JAMES

Are you still here?

ALEX

Another one attacks. Ooh a natural 20.

BEN

I was going to say that previous one was just a man slapping your armour.

JAMES

Basically.

ALEX

And confirmed with a natural 20

EVERYONE

Ohhhh!

BEN

We decided not to have cascading confirmed.

ALEX

We do not have cascading otherwise it would kill you guys one day, guaranteed. But it does confirm a critical which is a formidable 2 D6 +4. 13 damage from a single zombie.

JAMES

So describe what happens.

ALEX

So the first one just sort of goes [mumbling noise] and you laugh it off, it's ridiculous.

JAMES

What are you even for?

ALEX

Whilst you're laughing, another one sort of slams for you and manages to get its hand lodged between your breastplate and your neck and proceeds to just scrape at your neck and it's just digging, grabbing and yanking chunks of skin. It was a fluke. It was an absolute fluke hit but there is a lot of blood coming out from where you have been gouged because they managed to land a fluky incredibly hard hit on you. Like one in a 400 chance hit.

Rusty Quill Gaming – 67 – Ack Zombies!

BEN

It's all gone a bit Night of the Living Dead hasn't it.

LYDIA

Is it catching? Is this particular form of zombie-ishness catching?

ALEX

Catching zombies are a thing, we'll have to find out.

LYDIA

Oh no! Not zombie Bertie!

BEN

I don't want to have to deal with zombie Bertie!

(laughing)

BRYN

Guys it'll be fine, it'll be less offensive

(laughing)

LYDIA

Bertie's just echoing what the sword says.

Rusty Quill Gaming – 67 – Ack Zombies!

ALEX

It'll be worse. It'll be all like anti-living propaganda.

JAMES

Oh yeah you breathers.

BEN

It's been five minutes and he's already come up with an epitaph.

ALEX

So after that attack obviously everything else is already on the table. So Grizzop you're up unless more zombies turn up.

BEN

Just shout out – calm down you guys and then channel positive energy again to save. So D16

BRYN

Would you like to save or would you like to be healed Bertie?

JAMES

Bertie's not gonna save.

ALEX

Ooh! Mr Natural 20 over here just got another natural 20.

BEN

Is that no damage?

ALEX

So the...

LYDIA

Have you thought about playing a zombie?

ALEX

So the ones coming out of the explosion and the ones coming from the left hand side again take full damage. The ones from the right hand side take half damage and the one that was picking a fight with Bertie just shrugs it off. Like natural 20 again.

BRYN

These two were there already, did they advance.

ALEX

Good point.

BEN

Yeah because I was going to say otherwise the alleyway is warded or something.

ALEX

They will advance there

BRYN

And they've both taken 4 damage already.

BEN

Yeah so let's see how this...

BRYN

Get a nice high roll this time.

BEN

That's very good. So that's 9 to the ones that failed and 4 to the ones that succeeded and then 0 to Captain Savey.

ALEX

Ok so...

BRYN

You regain 9 hit points.

JAMES

Oh lovely. Bertie's now up to 40 hit points.

Rusty Quill Gaming – 67 – Ack Zombies!

BEN

Alex you took me away.

ALEX

You all look the same to me!

BEN

How dare you! You put them on the spear back down

ALEX

Well he did. He did. The two that came in from the right, they were on borrowed time anyway. They're gone.

LYDIA

Because of all of that damage that my bombs did

ALEX

Yeah!

BEN

Genuinely they did like 6 damage.

ALEX

The two that were in the middle picking a fight with Bertie just as one gives...I mean zombies can't smile, they have no emotions but just as one begins to grin at the fact that it's torn a chunk out of Bertie [exploding noise], explodes into bits of chunks of flesh and they're both gone and the remainder...

BEN

Even through the critical?

LYDIA

I thought the guy got a 20?

ALEX

But the 20 still only means that they take half damage. They were so close to it anyway that they've gone anyway. The remainder each took, what was the half damage

LYDIA

4

BEN

Yeah 4

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ALEX

4 and 4...so there you go. That was your channel positive energy [exploding noise], a ridiculously successful one.

BEN

I'm out. I'm spent

JAMES

Is that all the ones you can have on that?

BEN

Yeah I get 3.

BRYN

It's now 10 – 1 – 0

ALEX

Sasha you're up

LYDIA

Yes this is upsetting.

BEN

Quick stab him in the back!

Rusty Quill Gaming – 67 – Ack Zombies!

LYDIA

Step forward one and throw a bomb at this guy, the one who has a zombie on three sides.

ALEX

The one who is just crawling through the detritus of the fire wall.

LYDIA

Yeah we can do something. It can be useful. A 9 + 7 so 16

ALEX

It's a fine hit.

LYDIA

Ok

ALEX

Zombies known for their numbers, not their dodging.

LYDIA

It's fine, this is totally gonna do some damage.

JAMES

You say that, very few of them pay tax.

Rusty Quill Gaming – 67 – Ack Zombies!

LYDIA

Ooh yes, 6, 7, 8. 8.

ALEX

8

LYDIA

Plus 2 splash

BRYN

8 to that one, 2 to the other three.

ALEX

The one that took 8 is dead.

LYDIA

Ooh explode-y

ALEX

The remaining took an extra 2 damage. Bit like an arm is missing from one, a chunk of torso is missing from the other.

LYDIA

I'm totally softening them up for the rest of you

Rusty Quill Gaming – 67 – Ack Zombies!

ALEX

Bertie you are up. Your nemesis has been defeated for you. Bad form.

JAMES

Dissolving on me eh? The cowards way out.

(laughing)

Bertie having...he's now got his less chatty sword in hand

ALEX

Boo. Boo.

JAMES

Is now going to charge at the lead zombie of the group that are coming...

BRYN

From the left.

JAMES

From the left

ALEX

I want you to know if you'd have taken cleave and the quick, quipping sword it would've been a fun day for me.

JAMES

I know, I know but we need to have a character moment to establish this. It's not happening yet and Bertie doesn't have cleave. It's more in line with Bertie's character for him to just go – no, shut up.

ALEX

This is my time to shine wearing the ring of death.

LYDIA

And my time to shine is all times.

JAMES

So we'll deal with that plot point later.

ALEX

Give me attack rolls.

JAMES

The attack roll is 20...yeah 20.

ALEX

Yes

Rusty Quill Gaming – 67 – Ack Zombies!

JAMES

Yeah. 12 damage

ALEX

12 damage. Again full health to no health. Go for it how you will.

JAMES

Bertie again takes a swing and aims low this time and slices through one leg and then the other leg diagonally and one pops off to one side and one pops off to the other and again just slaps down, face down, so even if the zombie is still “alive”, it’s just chewing at the mud.

ALEX

There is a deafening silence and an absence of comedic quip

(laughing)

JAMES

Bertie just touches the sheathed sword’s pommel and is like – yeah I can do this without you.

(laughing)

See that, see those. That was good wasn’t it.

Rusty Quill Gaming – 67 – Ack Zombies!

ALEX

I'm just saying I could give you a...

JAMES

Bertie takes his fingers straight off it

(groans and laughing)

LYDIA

He even had a quip!

JAMES

Bertie puts the finger back down – see what I did there? Did you see what I did there?

ALEX

We're going to...

JAMES

Takes it off.

BRYN

Dominance games with a sword.

Rusty Quill Gaming – 67 – Ack Zombies!

ALEX

That is your six seconds. Hamid you're up.

BRYN

Well everyone seems to be doing fine. They probably don't need my help very much but as Sasha was kind enough to point out she has been softening some up.

ALEX

Pew? Pew, pew

BRYN

So pew, pew

ALEX

Pew, pew

BRYN

Two more missiles at this one and this one who got injured by Sasha's bomb. 2 damage against one of them, 5 damage against the other.

ALEX

The one that took 5 is dead.

BRYN

Yeah!

ALEX

The other one takes it to the face. The top half of its head comes off. There is just a jaw, the rest of the body keeps moving because these are not Romero zombies.

BRYN

And I am safely ensconced on the other side of the square just where a mage should be.

ALEX

The zombies all move for Bertie. Now this one cannot take a five foot step because it's a zombie so it moves. This one moves, this one moves. Bertie is now almost completely surrounded.

BRYN

If they get attacked they'll be flanking bonuses.

ALEX

Indeed but technically because they're zombies none of them can attack this round because they're going [groaning noise]. Grizzop you're up.

Rusty Quill Gaming – 67 – Ack Zombies!

BEN

Right er....

ALEX

I should point out, no more zombies came.

BEN

Sure. So briefly turn to Sasha and saw – no you've been a great help they hate fire – and then fire off two arrows. So I have rapid shot so I can do two attacks.

ALEX

Which two?

BEN

The two behind Bertie

ALEX

That makes sense

LYDIA

Help?

BRYN

You also have precise shots so you don't take...

Rusty Quill Gaming – 67 – Ack Zombies!

LYDIA

Blooming help

(laughing)

Help!

BEN

Yes I have precise shot so I don't take damage firing into a melee.

BRYN

And you've also got point blank shots.

LYDIA

Help! Help!

ALEX

I think you're getting out of the range of the mics at this point!

LYDIA

Help!

BEN

Right so the first one, ooh 18. I don't have the crit range of that so...

Rusty Quill Gaming – 67 – Ack Zombies!

ALEX

Hit.

BEN

A hit, it takes 6 damage. Second one I hit...well no I don't, it's 17

ALEX

Hit

BEN

It takes 5 damage

ALEX

Dead!

LYDIA

Help!

(laughing)

BEN

12.

BRYN

This new boy's alright. We should hire him.

BEN

See this is what happens when I build a character properly instead of Zolf, a ramshackle...

BRYN

I think the two of you probably collaborated and you set up an encounter just to make him look good so we'd want to hire him.

BEN

No there was a man from the internet, I'm assuming a man. No there was a person on the internet called **Boatie**, who has written a guide to paladins and I followed that because I'm not really good at system stuff.

ALEX

Also peek behind the curtain, I had a completely different plan to introduce this character and it did not come off.

LYDIA

Help!

ALEX

So Sasha, you're up. Time to help.

Rusty Quill Gaming – 67 – Ack Zombies!

LYDIA

Help! Sasha is going...ok so 40...so then that's 5.

ALEX

Assuming that Grizzop lets you through his way

BEN

Yes

LYDIA

That's then 15

ALEX

15 because it goes 5, 10, 5, 10 on diagonals.

LYDIA

Then 20. Then can I do an acrobatics through...

BRYN

Yes

LYDIA

Acrobatics through to here

Rusty Quill Gaming – 67 – Ack Zombies!

ALEX

Then give me the roll. You will not have a difficult time with this if you're going to fluff it.

LYDIA

So that's 8 + 11 so 19

ALEX

You're fine.

LYDIA

Right and then I'm gonna stab that one.

ALEX

Now because it's a zombie...

BRYN

They are immune to sneak attacks

ALEX

They cannot get sneak attacks

LYDIA

Help!

Rusty Quill Gaming – 67 – Ack Zombies!

(laughing)

ALEX

Give me the roll.

BRYN

You still get flanking bonus.

ALEX

You will still get the bonus to hit but not the damage.

LYDIA

I don't need any help to hit.

ALEX

So give the roll but you're almost certainly gonna hit.

LYDIA

18

ALEX

18?

LYDIA

Yeah 8 + 10 because of all of the flanking

ALEX

Yeah you hit. You hit well. Give me the damage roll

LYDIA

Just with a D4 though. Help!

(laughing)

D4 – 1. 1 damage.

ALEX

It gets worse. So I'm going to go through you rolled a 1. Cool. So good news/bad news. The good news is that whilst zombies resistant to certain types of attack the piercing from your daggers is not what they're resistant to. Bad news is you did only do 1 damage because they don't have sneak attack so you sort of stab them, you get right in the spleen, you pull it out, you've got a spleen on the end of the dagger and the zombie didn't really notice or care. But you've got a spleen.

LYDIA

Instead they go round like...

(laughing)

The same keeps...

Rusty Quill Gaming – 67 – Ack Zombies!

ALEX

Just get it on ice, just get it on ice.

JAMES

The zombie only has eyes for Bertie so...

ALEX

Bertie you're up. You are surrounded by zombies.

JAMES

Well you say surrounded, there's only 3 and there' no more on the way.

ALEX

It only takes 3 to surround.

JAMES

Alright, fair enough

LYDIA

Is surround a technical thing?

ALEX

No

Rusty Quill Gaming – 67 – Ack Zombies!

LYDIA

Oh right

ALEX

I'm just being obtuse

BEN

But they're not flanking you

ALEX

No they are not because they have no tactics. I love zombies, they're so easy to run and yet I still manage to screw it up.

JAMES

I'm going to take a...this is going to be a character moment rather than a combat moment because I've basically got...I'm basically being assaulted by three children

ALEX

Who did 13 damage on you in a single hit

JAMES

Yeah I mean that was one but that was a fluke.

Rusty Quill Gaming – 67 – Ack Zombies!

BEN

And he's to Zolf now.

JAMES

He's gone to Zolf now.

LYDIA

That was in the past.

ALEX

Stop living in the past. God.

JAMES

Got to move on, got to move on from the past.

ALEX

Spraying out of the side there whilst you're speaking.

JAMES

So what Bertie is now going to do is with the regular bastard sword in hand he's also now going to pull out Sir Everard Macguffingham's sword and...

ALEX

Provoking an attack of opportunity which cannot happen because they're zombies.

JAMES

And he's going to attempt a dazzling display. He's not attempting to intimidate the zombies, he's attempting to intimidate Sir Everard Macguffingham's sword.

(laughing)

LYDIA

Yes!

ALEX

Right, just...just...just give me a second to process this. So you're trying to use both swords to intimidate one of the swords that you're using in the dazzling display.

BRYN

You do technically have a shield which we normally forget.

JAMES

He's done whatever....so this is a character moment, he's temporarily stowed the shield.

LYDIA

You've dropped the shield.

Rusty Quill Gaming – 67 – Ack Zombies!

JAMES

I've dropped the shield, so what Bertie is attempting to do here, he's not attempting to inflict the intimidated condition on the sword or whatever, this is entirely a moment of going to the sword – yeah I can do this.

ALEX

Ok. Give me the roll.

JAMES

Ok

BRYN

He'll be dual wielding so he'll be taking a -6.

ALEX

Yes he will. Give me the roll.

JAMES

Oh that's 6

(laughing)

That is 6.

ALEX

So you draw both swords and then sensing what you're going to do the sword just goes – wow. You then start to proceed wowing. Looks twirling [sword noises]. Bang, Everard's sword hits you straight in the face dealing you 1 damage and you are sure, you are sure that it was the sword that did that, not you. You are 100% positive that you nailed it and you know because he follows it up with – oops.

JAMES

I don't take gip from cutlery

ALEX

I can be a very good friend or not. That's your turn. And I think...Hamid you're up.

BRYN

There's three left, I don't know how badly they are but Bertie...clearly something's going on with Bertie because he's just hit himself in the face with a sword.

LYDIA

Maybe it has a magical affect to work on Bertie.

ALEX

It must be that ring. It's a ring of idiocy.

Rusty Quill Gaming – 67 – Ack Zombies!

BRYN

I'm going to make sure I actually help him so I'm going to go back towards my big guns, move towards the enemy

LYDIA

What? Leadership's going to Hamid's head.

BRYN

I know, right. Yeah. And then I cast scorching ray. Loads. 21 on a range touch attack

ALEX

Go, go and the damage? Even your minimum damage I think will kill this.

BRYN

That is a pretty poor roll. 15.

ALEX

They're already damaged. You blow it away. The front of it just...ok the zombies, that's Sasha...

BEN

These are the two zombies

Rusty Quill Gaming – 67 – Ack Zombies!

ALEX

The two zombies both take an attack on Bertie. Really hoping for another crit. It's a miss. Ooh it's a 19. It's not a 20.

BRYN

What's the attack bonus, is that not enough to beat his armour?

ALEX

Oh it's a hit, it's not a crit. I was hoping for something that really bites. Pun intended.

BRYN

Ohhh

ALEX

Deals 10 damage

LYDIA

That's quite a lot.

BRYN

Pretty sure all the humour was in your head. In your head. In your head.

Rusty Quill Gaming – 67 – Ack Zombies!

ALEX

This one manages to swing at the other side of your armour. Whang. Flink.
Only goes and gets you on exactly the same side as the other.

JAMES

Oh do you mind!

ALEX

Blood, blood, blood. And I am going to continue the round with Grizzop.
You're up. Bertie's having a hard time, he's getting really messed up by these
zombies. Clearly these CR half zombies are just...

BEN

Very dangerous

JAMES

If I thought it was a serious encounter then I would play it seriously to win it.
As it is I'm...

BEN

Cool so as I have line of sight on the both of them I'm going to make an attack
on each of them. So one...so 26

ALEX

Yes

Rusty Quill Gaming – 67 – Ack Zombies!

BEN

So that takes 3 damage

ALEX

I believe it's still alive. Just

BEN

And the other...ah they don't have...so that is a lot. 27 I think.

ALEX

Yeah hit

BEN

And that's another 3 damage

ALEX

And they are both still standing just. Both shots went right through their heads, right between their eyes and they threw their heads back and went, errr, and then carried on.

BEN

They don't care about things like organs.

Rusty Quill Gaming – 67 – Ack Zombies!

ALEX

I know. It's so unhelpful. Sasha, you're up

LYDIA

If I have the two attacks can I reach both of them or can I only do two on that one.

ALEX

Yes you can and don't forget you've got a flanking bonus

LYDIA

Woo. Sasha is going to double stab that dude with a flanking bonus.

ALEX

Stab, stab, stab, stab, stab

LYDIA

Ooh 5 + 8. 13

ALEX

Ok that's a hit. An easy hit.

LYDIA

Ok and...

Rusty Quill Gaming – 67 – Ack Zombies!

ALEX

And that's just for the one attack. Do you wanna roll the other attack as well?

LYDIA

Oh I suppose. Fine, do that. Ooh 1.

ALEX

Ok so give me the hit first.

LYDIA

Ok so Sasha having been, in her eyes, shown up gets her daggers out for the finishing off these guys. First stab. Aha, 4 – 1. 3 damage on this guy.

ALEX

It dies

LYDIA

Woo!

BRYN

That must be why the second attack missed.

ALEX

Stab in through the liver, get the liver, yank and accidentally pull the whole spine as well. It still falls apart.

LYDIA

Yeah. Then get the other dagger out.

ALEX

Kind of not expecting the spine to be missing, you grab, yank and immediately before you realise what has happened, stab it with the other one, through the zombie, out the other side and manage to basically get your entire arm caught up in what's left of the zombie

BEN

Gross

ALEX

So you're now just one arm is zombie

LYDIA

Do I...as it was falling and I punched forward did my hand go into the skull so I now have a little skull puppet

ALEX

Yes

(laughing)

I'm glad we had this chat.

Rusty Quill Gaming – 67 – Ack Zombies!

LYDIA

With a dagger coming out of its eye.

ALEX

Bertie give me a perception check

JAMES

2 – 1 is 1!

(laughing)

ALEX

You are under attack by a fully bodied zombie and a zombie head. Genuinely haven't twigged yet that her hand's inside it.

JAMES

Right

LYDIA

Oh my gosh

JAMES

Ok

ALEX

You are still dual wielding

JAMES

Yeah Bertie is still dual wielding. So Bertie has...Bertie's just going to attack the...he's going to dual wield why not. Why not. And he's going to attack the main zombie that's straight in front of him because that's the zombie that attacked him and hurt him quite badly a minute ago wasn't it

ALEX

Yes

JAMES

So he's going to cut that one

LYDIA

There is a weird like head zombie on the side but the other zombie literally has his hand inside your breastplate ripping out chunks of flesh

ALEX

It's still holding bits of you and looking at you dead in the eyes as it goes, nom, nom, nom

Rusty Quill Gaming – 67 – Ack Zombies!

JAMES

So Bertie's going to take both swords and attempt to thrust them straight at the zombie that's physically attached to him

LYDIA

Piercing damage. Don't recommend.

JAMES

That is 9 plus...so I'm...

ALEX

So it's basically roll a normal attack

BRYN

Yep and then -6

ALEX

And then -6 to it.

JAMES

So it's 3 which means...

BRYN

You still get that bonus.

Rusty Quill Gaming – 67 – Ack Zombies!

JAMES

Yeah exactly. So that is 13 and 12.

BRYN

Well you have to roll separately for the two of them

JAMES

Oh sorry, ok

ALEX

So 13

JAMES

13. No critical fail. Critical fail was with the second sword and the second sword was Sir Everard Macguffingham's sword because that was the offhand.

ALEX

So your sword strikes true. Straight. Give me the damage

BEN

It might be largely pointless

JAMES

5.

Rusty Quill Gaming – 67 – Ack Zombies!

ALEX

Dead! So you strike through. Then you have another one. The sword loudly and clearly goes – I don't share. Roll damage against yourself.

JAMES

Er...

BRYN

That's 11 damage

JAMES

Yeah 11 damage

ALEX

It deals 11 damage at you.

LYDIA

To what? To his other hand?

ALEX

This sword doesn't share.

JAMES

What happens to Bertie's right arm? Bertie's sword arm?

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ALEX

Bertie's sword arm is very badly injured. I'm not going to institute a called shot rule or anything like that

BRYN

I act last in the initiative round I believe.

ALEX

Yes

BRYN

I use my action to walk over to Grizzop and go – hi, I'm Hamid. Are you looking for a job?

ALEX

And we will end the episode there!

(laughing)

That all worked out quite nicely.

BEN

That was a pretty smooth...I was bit worried about the introduction but that went ok.

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BRYN

You were awesome in...

LYDIA

Yeah you were fine, fine. It was ok. You were a bit of an assist I guess. That was...

BEN

Support class.

LYDIA

Fine yeah

JAMES

It's important to have an aptitude test rather than relying on a competency based interview or insisting that educational background alone is sufficient for a position with some degree of technical...

LYDIA

We should be careful about cultural fit here. Superiority fit.

ALEX

Look it's not that we think you can't do the job but we don't know if you're right for the job.

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(groaning)

BEN

I think on that note...

EVERYONE

Bye!

[Show Theme - Outro]

ALEX

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