

RQG – 68 – Funky to Funk

Content Warnings

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BEN

Hi everyone, Ben here. I'd just like to take a moment to thank some of our patrons. Sophie J, Paige Owens, Ian Troman Mason, Becca Reid, Michael Clayton. Thank you all. We really appreciate your support. If you'd like to join them, go to www.patreon.com/rustyquill and take a look at our rewards.

[Show Theme - Intro]

ALEX

Hello and welcome to episode 68 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

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BEN

Ben Meredith

ALEX

And who are you playing?

JAMES

Sir Bertrand Macguffingham

BRYN

Hamid Saleh Haroun al-Tahan

LYDIA

Sasha Racket

BEN

Grizzop drik acht Amsterdam

ALEX

Yeah because Grizzop just got a job offer I believe.

BEN

Er well yes

BRYN

Pretty much

BEN

About five seconds ago.

ALEX

Pretty much

BRYN

One combat round as I recall

BEN

Oh sorry six seconds

ALEX

Six seconds ago. I mean yeah I might take you out of combat time. I don't know, we'll see. I could do the entire episode in combat time.

BRYN

Going to be an aggressive contract negotiation in entirely combat time.

ALEX

Faster! Counter offer! Right. So what has happened, very recently you are all in Prague. You are all here because of things to do with the Simulacrum, specifically that there was reference to the university and studios being done there so presumably it's a place worth hitting up.

BRYN

We're basically looking for notes to either recover and take back to the meritocrats or to destroy so no one can ever do bad things again.

ALEX

You're just going to be round with a picture of a badly drawn robot going "have you seen this? Have you seen this?"

(laughing)

It might work.

BRYN

The thing is we know the dates so basically I think we want a list of room bookings.

ALEX

Pretty much.

BRYN

That's how universities work right.

ALEX

Yes room bookings is not actually a terrible and one I hadn't considered of and I will make quick adjustments to my notes.

BRYN

Should I have emailed you during the lead up to this session.

ALEX

No that's just a really, really innovative solution to a problem and I respect your craft

JAMES

Bertie also has a spin off bit from his side quest because he believes that Isaac Newton's contain when he finds them because they are mysterious and hidden to the ages, wooo... but they will have a secret treasure trove including, possibly, the instructions or clues or notes or whatever to find Homer's tomb.

ALEX

Indeed.

JAMES

And also the stuff that was borrowed from Hannibal's tomb.

ALEX

No doubt he was assisting in research. I mean you're entitled to it insofar while people forget the thing that was originally discovered, it's just fair game again.

JAMES

The British Museum is entirely entitled to everything that is discovered.

ALEX

Unless I discovered it.

JAMES

Unless I discovered it. Yes

ALEX

And obviously we got introduced to Grizzop because Zolf went away.

BEN

Yeah I've just realised with talk of the tombs I have three living characters in the world.

ALEX

Yes you do. Yes you do.

BRYN

You just need enough to take on the rest of the party and kill us all!

(laughing)

And just staff the podcast with just yourself.

BEN

Oh my god!

ALEX

Oh there you go, we'll do a spinoff where Ben plays all four.

(laughing)

JAMES

And who do we have with us today. Ben Meredith, Ben Meredith and Ben Meredith. And who are you playing?

LYDIA

The thing is they're quite different aren't they

BEN

They are quite different.

ALEX

Oh yeah there's a full party in there.

BRYN

I'm just saying guys, switching accents that rapidly is incredibly difficult and I definitely want to hear it recorded.

BEN

Maybe it's a patreon moment.

ALEX

But before you got introduced of course after Zolf left, Bertie managed to definitely get one up over on a merchant's seller and you just got all of the deals.

JAMES

I'm a very savvy consumer.

ALEX

Lost a fight with your own sword and ended up in a scrap with a bunch of zombies. Because, zombies, that's as far as you know. So we'll picking up exactly where we left off however things to be bearing in mind, everyone levelled. I kind of did the maths after the session and realised that you all levelled so everyone's now a level up.

(cheering)

BRYN

Oh my god are we doing it in a computer game way where it just bings and suddenly you're better than you were.

LYDIA

There's a little exclamation point hovering above Sasha's head. It's really annoying because when she's crouching behind things...

(laughing)

Bats it away and just no.

BEN

That's probably why quest givers don't go on adventures because they've got this exclamation mark.

ALEX

It's a liability.

LYDIA

If you glow all the time it must be really, really hard.

ALEX

That's why you have to go kill the rats for them because they can't fit.

LYDIA

Exactly and there's always arrows pointing directly to them which is hard when you're trying to sneak mission.

BEN

Find him! Ah!

LYDIA

Yeah it's really hard.

BRYN

Paladins have detect evil which is basically hover my cursor over and see if it turns red as well.

(laughing)

ALEX

But you have all levelled and there is no better way to start an episode than give me a will save Sasha.

LYDIA

5+4 is 9.

ALEX

You are compelled towards Bertie. Not in a sense of any kind of interest or anything like that. A sleepy kind of dreamlike quality comes over you and your feet, of their own accord, just start drawing you towards Bertie. You don't have a particular plan in mind or anything like that, you are just now walking towards Bertie but Bertie give me a perception check.

JAMES

7 – 1 is 6.

ALEX

6

BRYN

Excellent.

ALEX

Sasha is walking towards you. There you go, that's what you notice.

JAMES

Hello young lady.

LYDIA

Alright.

ALEX

Your compulsion is merely to be as close to him as possible. Not in a dodgy way, just to stand within his personal space

LYDIA

Just guarding your flank here. Just open flank.

JAMES

Thank you

LYDIA

Just guarding it. No worries.

BRYN

Are you a Priest of Artemis? Is that an Artemisian symbol?

BEN

Eh? Priest? No.

BRYN

No?

BEN

Paladin

BRYN

Oh excellent.

BEN

Hence the clank, clank

(laughing)

BRYN

That makes sense. I'm not very knowledgeable about religion

BEN

Well if it's wearing metal it's probably a paladin

BRYN

Ok. Anyway would you like a job? Are you looking for mercenary work?

BEN

Potentially. I'm already kind of on a job right now.

BRYN

Well of course I don't want to interrupt anything. Do you think there are any more...if you're a paladin can you tell if there are any more undead around? Do we need to be looking elsewhere for them?

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BEN

Not really, that's more of a clerical type.

BRYN

Oh of course, yes. Sorry

(laughing)

BEN

Precisely what that means in this universe.

JAMES

You might describe that as a clerical error

(laughing)

Would you mind attempting to detect undead hm? Are there any other zombies around here?

BEN

Well I can look and no, usually they just walk towards you but that's more of a...

BRYN

They looked like they were coming out of that building. Should we look inside?

ALEX

Hamid and Grizzop can you give me perception checks.

BRYN

Ooh that was a Bertie roll

BEN

23

BRYN

13

ALEX

13? Grizzop that rogue one that kept screaming the word help has serious personal space issues and is a bit weird. The rest of you are far too engaged in what's actually happening to notice.

BEN

Ohh ok. I guess I'll turn to Hamid and be like – is she alright? Is she with you?
Is she with him?

BRYN

We're...

JAMES

Urgh!

BRYN

...an adventuring company.

BEN

No I just mean...

BRYN

What? Urgh!

JAMES

Even with the minimal...

BRYN

With Bertie?!

LYDIA

Oi mate what's your problem, I'm just guarding his flank in case anyone comes up.

ALEX

Finally and with it being addressed, Hamid you rolled sufficiently high enough to realise that she's basically treading in his footsteps. If he shuffles his feet her

foot is immediately behind where the other one was. She's as close as she could be.

JAMES

[Singing] She's in my shadow

BRYN

Sasha I don't think we're in immediate danger anymore, you can probably start guarding his flank now.

LYDIA

Just seems like the right thing to do. I've learned over a long time in this kind of work Hamid to listen to my intuition.

JAMES

I think this is less of a guarding exercise and more of a waltz now isn't it.

BEN

So it might be worth mentioning that I'm looking for a rogue mage. The kind of person who may create a bunch of zombies and maybe compel people to stand next to each other quite close.

BRYN

Oh!

(laughing)

ALEX

Most fearful powers

BEN

Varying levels you know.

JAMES

So a necromancer but also a romancer

(laughing)

BEN

Yes

LYDIA

One of my favourite ever characters was someone that the charisma modifier was so fricking low that she would just go into pubs and cast make friends.

JAMES

That's tragic.

LYDIA

Yeah got a lot of information that way but also love.

BRYN

I cast detect magic.

ALEX

Ok I'm going to go ahead and assume that you look at...

BRYN

Sasha

ALEX

...Sasha and concentrate

BRYN

Yep

ALEX

Ok fair enough there is a magical aura coming from Bertie not from Sasha. Specifically you are seeing a necromantic aura coming from the ring that's still upon Bertie's finger. Obviously there are magical auras which you have become familiar with already but the ring upon Bertie's finger is very clearly necromantic.

BRYN

Bertie, Bertie I definitely need to see your ring.

JAMES

It's mine and it's fabulous and you can't have it. It wouldn't go with anything you're wearing.

BRYN

I don't want to wear it!

ALEX

To your eyes it has a sickly green pulsating glow which seems to reach over unusually large distance for an item of that size.

BRYN

I'm going to try and identify it.

ALEX

Go for it.

BRYN

It's a spell craft check. 21

ALEX

21. At first glance it appears to be a ring of repel undead however given the additional knowledge of looking at it and seeing the magical auras are a bit weird and kooky it is probably having the reverse affect. It looks like it

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probably was a ring of repel undead that someone deliberately messed around with so that it would attract undead.

BRYN

When did you get that ring Bertie?

JAMES

See I was very canny and I haggled really very successfully...

ALEX

Sasha give me a perception check.

LYDIA

12 plus my new higher perception of 10. 22.

ALEX

22. The second that you get a glint of a ring you want it. Not to the point you're gonna hurt him, not to the point that you're gonna do anything weird and aggressive but you actively want that ring. That's the nature of your compulsion, that you realise you're being drawn towards that ring and you want it.

LYDIA

Is Bertie distracted talking to Hamid?

JAMES

Yes

ALEX

Oh if you want to make a sleight of hand.

BRYN

We both roll oppose perception checks.

JAMES

5 – 1 is 4.

LYDIA

14 + 12

(laughing)

Is 26

BRYN

I only rolled a 20. Surely I have a pretty big bonus for looking directly at the ring while it's happening. I don't know. It might be only +5 which is not enough.

LYDIA

Bertie has turned away and is looking at you over his shoulder, he's suspicious of you. He's not suspicious of Sasha.

JAMES

Bertie is gesturing emphatically with the ring and waving his hand. It's like he's an early Tony Blair and very briefly flicks his hand behind his shoulder for a fraction of a second, comes back and just doesn't notice that the ring is no longer on his finger.

ALEX

That is exactly what happened.

BRYN

Where did it go?

JAMES

What? Where did what go?

ALEX

The second that it's off his finger it's a vaguely expensive looking thing. You suddenly have no desire to own the thing. It's not like you're repelled by it, it's not just a ring in your hand.

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JAMES

I had a ring here a moment ago.

BRYN

Where did it go?

JAMES

It was right on my finger.

BEN

If you wouldn't mind, I've got a job to do.

BRYN

Yes we should help you.

BEN

Ok

JAMES

Yes well...

BRYN

The zombies attacked us too.

JAMES

Yes and...

BEN

Right, ok yeah I'll take it.

BRYN

There's a rogue mage around.

JAMES

Rogue is my least favourite kind of mage.

LYDIA

Are you talking about a mage that's gone dodgy or someone that is both a rogue and a mage?

JAMES

Don't worry young lady a rogue mage is my least favourite kind of mage but – Bertie takes a while to think about this – the only thing worse than being talked about...hang on...

(laughing)

LYDIA

So yeah I think checking out that building is a great idea.

BRYN

But where did the ring go? Did it fall off your finger Bertie?

JAMES

It must've done. And Bertie starts looking around as if he's looking for a contact lens on the ground.

BEN

Is the ring particularly important?

JAMES

Well I...haggling along with this bag of holding and this 6,000 of platinum

BRYN

Oh god

JAMES

Bertie takes them out and shows these to Hamid because he's dead proud of his haggling he's done.

ALEX

Ok where were you storing the platinum?

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JAMES

It will just be where his regular...

ALEX

Yeah that's fine, that's fine.

JAMES

Not in the bag.

ALEX

So the bag of holding.

BRYN

Identify roll

ALEX

Go for it.

BRYN

28

ALEX

28?

BRYN

No 19. Sorry.

ALEX

Those are two very different figures. Which one is it?

BRYN

I carried the 1 wrong!

ALEX

That's the best maths mistake

JAMES

Did you carry the 1 in the cursed bag of holding and that's why you did it so badly.

LYDIA

Bryn used to be a teacher of physics I think, not maths directly

BRYN

No I taught maths

LYDIA

You taught maths. Sorry about the children.

ALEX

So was it 19?

BEN

Do as I say not as I do.

ALEX

It was 19. Ok, it's absolutely a cursed bag of holding.

BRYN

Bertie, put it down. Put it down. It's got a curse on it.

ALEX

It's not...apparently it doesn't have a strong necromantic vibe the same way the ring did. You didn't roll high enough to specifically tell how it is cursed but it's bad news. It's not like potentially powerful but it's enough to be tangible a problem

JAMES

What this thing? Is there something wrong with it?

BRYN

Yeah it's cursed.

JAMES

Ah...

BRYN

As was the ring. Once it would've been a ring of repel undead but it's been cursed to attract them.

JAMES

Well that's handy isn't it.

BEN

Why was she next to...

JAMES

Because of my tremendous personal magnetism. I realise you haven't known us very long Mr Grizzop but, you know, I am enormously charismatic. I draw people to me like moths to a flame and they dance around me in my orbit and then they touch me and they burn up. Mostly with desire but sometimes rage and... - Bertie continues.

LYDIA

I'm just very aware of tactics mate so I was just guarding

JAMES

Some are drawn to my wisdom for tactical reasons.

LYDIA

That's not what I said but alright.

(laughing)

BEN

Ok, no good.

BRYN

Should we look inside this building for this mage?

BEN

Yes

JAMES

I want my ring back. I think it's an enormous tactical advantage to be drawing undead to me. Would you like to have undead drawn to you?

BRYN

No!

JAMES

Or you young lady or you Mr Grizzop? No.

BEN

Not particularly, no.

JAMES

I would say that it would be an excellent idea for the zombies to come lining up to me, to queue in an orderly fashion so I may skewer them in the manner of a kebab.

BEN

Actually it was quite handy in that previous fight.

BRYN

In some ways

LYDIA

Can people, you know, fix cursed rings. Are they fixable?

BRYN

Yes

LYDIA

So something that was cursed like that wouldn't be completely useless.

BRYN

Well you could get the curse removed and the item would retain its original affect.

LYDIA

Oh alright, well I'll help you look for it Bertie.

BRYN

But clearly it's come off so it's not...

JAMES

Yes it must be around here somewhere.

BRYN

A lot of cursed items can't be removed, that's the ones you really have to worry about.

BEN

So if we all just look for the ring, hopefully we'll find it quickly and can get on with things.

LYDIA

Oh look, here it is.

BRYN

Sasha's really good at finding things.

JAMES

Very impressive, well done young lady. Thank you very much. Bertie goes to take the ring out of Sasha's hand.

LYDIA

Yeah I think it's probably not a good idea to wear it though.

BEN

Well that's why it's useful.

JAMES

But that's entirely the purpose of the...

LYDIA

But then people will...

JAMES

Bertie puts the ring straight on.

ALEX

Will save for Sasha.

LYDIA

15 + 4. 19.

ALEX

19.

LYDIA

Yeah

ALEX

Pfft. Don't know what they're going on about.

LYDIA

Yeah it's fine I think

(laughing)

JAMES

No problem at all. Now if we may briefly before we enter the building, this bag of holding should I...if it is cursed should I hang on to it because we might get is uncursed later because a bag of holding would be quite useful.

BRYN

Yes but don't use it.

JAMES

Don't use it. Right.

BRYN

Keep it...

JAMES

Keep it

BRYN

...away from any other magical items.

LYDIA

Don't hold it.

JAMES

Don't hold it?

LYDIA

No, yeah, well don't hold anything in it.

JAMES

Alright.

LYDIA

Maybe Hamid should hold it.

BRYN

No! I don't think that's a good idea.

JAMES

Very well, I shall simply...I shall simply hold it. I shall attach it to my waistband. The other matter of course is this large sum of currency. Now please tell me this currency is not cursed Hamid?

BRYN

Detect magic is still active.

ALEX

There's a middling illusion magic on it.

BRYN

Oh dear

JAMES

What?

BRYN

Can I tell any more than that?

ALEX

Give me a roll

BRYN

Spell craft again?

ALEX

Yeah, yeah

BRYN

Oh. Not a good roll. 14.

ALEX

14. Let me double check. You will get a chance to disbelieve if you start handling the currency.

BRYN

Ok I'll do that. Is that a will save?

ALEX

Yeah it's a will save.

JAMES

Hamid is about the only person that Bertie would let ruffle through his currency.

BRYN

Oh that's a very good roll. 25. No 24.

ALEX

It's really easy for you to disbelieve because he's got platinum, platinum, platinum, platinum. Passed it to you and it's about half the weight it should be and the physical shape of it doesn't even match the bars that it appears to visually have. Your best guess, you give it a bit of a sniff and something, I think he's holding bars of iron that are cut in vaguely oblong shapes to resemble platinum.

BRYN

I don't think this is platinum Bertie.

JAMES

What?

BRYN

I think someone's cast an illusion on it.

JAMES

Arghhh – Bertie lets out a roar of rage that would blow the mics entirely. But it's an enormous bellow. He's so, so angry.

ALEX

We'll do the anime thing where we zoom out, zoom out, zoom out and then it's away from the planet.

JAMES

It's a roar so loud that it has a mechanical effect of alerting all enemies nearby. That's how angry he is.

LYDIA

I can also point out that Sasha is now standing pointedly as far away from Bertie as she can.

ALEX

You know what, that's a fair point. That was a big yell. Give yourself one sonic damage because your ears were so close

(laughing)

LYDIA

Barely heard it over here. I'm far away. I think we should all stand further away from Bertie.

JAMES

I don't suppose that this rogue mage was also perhaps a gnomish merchant

BEN

No

JAMES

That's quite the nuisance.

BRYN

We'll have to deal with the merchant later. We should go in this building and search for the mage. We've been standing for far too long.

ALEX

This is what happens without Zolf. Nothing. Nothing happens.

LYDIA

We go into the building.

ALEX

Ok cool.

BEN

I will follow. This is actually my task.

(laughing)

JAMES

Bertie sulks into the building.

BRYN

Come on Bertie, we'll go and find the merchant later.

JAMES

I'll slit that gnome open.

ALEX

Perception checks for everybody.

JAMES

4

BRYN

12

LYDIA

16

BEN

Also 16

ALEX

Ok so the two members of the party who technically should be quite good at seeing things, you start to head towards the building and it becomes very apparent that the fireball did a huge amount of structural damage at the front which made it quite difficult to dig through. As you do so and head further in, it's not a particularly large building. In fact it appears to be basically a rubbish souvenir shop insofar as, obviously everyone who's come into this square are probably going up to the university and from the university come back down. It would be, "I came to Lower Prague and all I got is this t-shirt" because except they're all such a no nonsense, you know we were talking about the brutalist efficiency thing, it's basically like...

LYDIA

I went to the university full stop.

ALEX

Yeah it is the equivalent of t-shirts that say "I went to Prague"

BEN

Prague t shirts

JAMES

Ooh, ooh, ooh Bertie sees a jar full of gonks. You know the gonks. But because this is Prague brutalism they're all grey so he takes one out, peels it off. It's just got a little tag on it with Prague on it and he sticks it on his shoulder.

ALEX

You could have a rock that says “this is rock” printed through the middle.

BEN

Is a gonk the little fluffy ball with googly eyes?

JAMES

Yeah, yeah

BEN

Because coming out of Bertie’s face it does sound like...

ALEX

It does sound like a derogatory term for Grizzop, it’s true.

JAMES

That’s just what he does. So now everyone will know I’ve been to Prague.

(laughing)

BEN

A little hat for the falcon.

ALEX

Heading in you see, unfortunately, behind the counter of this terrible souvenir shop that's just culturally alien, what looks like a pair of feet poking out from behind the counter. They are not moving but similarly they do not appear to be particularly zombified. It looks like people feet.

JAMES

Bertie taps the end of one of them with the end of his bastard sword.

ALEX

Nothing happens.

JAMES

Hello wake up. Hello.

LYDIA

Wait are they buried under the rubble?

ALEX

They're currently just behind the counter and there's a stand of clothes has fallen across them. There are just a pair of feet poking out from behind the counter.

LYDIA

Pick up the stand of clothes.

ALEX

There is a dead person who looks to have had a few chunks taken out of them by the teeth of other people.

BEN

So zombies in this world...

ALEX

You know this for a fact Grizzop. A standard zombie is not infected insofar as it won't infect people Ramiro style. However there are types of zombie that can.

BEN

Sure. What is the good way to lay a zombie to rest or like a person who would be zombified. Just cut the head off? But do in a respectful please don't wake up...basically respect that you are dead and I wish to put you to rest but also please don't stand up and try and eat me.

ALEX

The best way to tell if they are a zombie or are going to turn into one any time soon lay on hands. Positive energy, if they start burning up immediately you're fine. There may be an incubation period.

BRYN

I thinks there's a zero level spell which is prevent this corpse from ever rising as undead as well.

ALEX

Yeah there's protect corpse or something.

BEN

Paladins don't get zero level spells

BRYN

Ah

ALEX

As it stands, lay on hands would be a thing that would immediately let you know if it was about to get up and take a bite out of you but that's about it.

BEN

Ok right...

LYDIA

Lay those hands

BEN

Well I've only got seven of those a day and they heal people. Yeah, sure why not.

JAMES

Don't worry about it I got ten healing potions from that...oh!

LYDIA

Don't drink them Bertie!

BEN

I'll go up to the corpse and lay on hands.

ALEX

Nothing happens. They neither explode into flames nor get up and go – well thank you.

BEN

It looks like these zombies are not infectious so if you get bitten don't worry. Just don't die.

BRYN

Zombies can be infectious?

BEN

Yes they can pass on the zombie magic.

ALEX

I mean things that Grizzop knows. There are zombies that can turn other people into zombies, there are zombies that just carry actual plagues, there are zombies that mess around with magic. There's so many zombies. Who has the time to check what kind of zombie it is every time, honestly.

BEN

It appears to be your common garden variety zombie

(laughing)

And I will just do a quick burial rites.

JAMES

I'm sad you're dead, sorry. Kind of...

BEN

Yeah but with a little bit more...

ALEX

There's a collection of novelty "this is a Prague coin" coins that you could lay on the eyes that kind of thing.

BEN

I'm sure there's a way...an Artemisian way that's done...

JAMES

Put a gonk in its mouth.

(laughing)

LYDIA

For the boatman

ALEX

I'm going to take a break there and we'll be back in a couple of minutes!

Hi everyone, Alex here. I just wanted to take a moment to let you know about the jobs page that we have on our website. Some of you might have already noticed but if you look under the “about” tab at rustyquill.com you'll find a list of all the positions that we're looking to fill as we expand. Right now for instance we're looking for people with marketing experience, HR experience and visual artists along with multiple other roles. Any time we have a role that needs filling we post it on there and also let people know via social media. So if you want to work with us make sure to join our Facebook page or follow us on Twitter via [@therustyquill](https://twitter.com/therustyquill). Then if we mention a job and you think you're the right person for it you can go to the website for more information and start the process of joining our team. That's all for now. Thanks as always for all your support and we look forward to meeting everyone that applies.

ALEX

And welcome back. So we will be finishing off the Artemisian rite.

BEN

Yeah so Grizzop being rushed because you've got to find this thing quickly, close the corpse's eyes and says – ashes, funk to funky, now go off and join the celestial hunty. Now let's go.

(laughing)

LYDIA

What does funky mean in this world? Disco...

BEN

It means you have a natural rhythm. Of course.

Why are you all laughing?

ALEX

I don't think in character anyone is laughing?

BRYN

Hamid is entirely serious but Bryn is losing it. And is also sad that he didn't get credit for that joke. I came up with it!

LYDIA

It'll be in the credits.

ALEX

It'll be in the credits.

BEN

Yeah we want a special thanks to Bryn for that joke.

JAMES

Well is it worth perhaps searching the body or shall we proceed throughout the rest of the building?

BEN

No that's probably....it's going to be a shop attendant. I'll quickly pat them down.

JAMES

He's packing heat

BEN

26

ALEX

26, woo.

BRYN

Had a troubled past.

ALEX

26, you find a wallet which includes a picture of their family and an address...a home address. The equivalent of a social security number.

BEN

I'll grab it

BRYN

Oh my god an identity thief.

BEN

I'll grab them but leave the social security number so the authorities can do it but then I go and say sorry to the family.

ALEX

Yeah in terms of him, nothing particularly untoward or unexpected.

BEN

He was a civilian

ALEX

Yeah a complete civilian.

BEN

No it was just a civilian that got caught up in it.

ALEX

However everyone give me a perception check now that you've found that body.

JAMES

10

BEN

18

BRYN

15

LYDIA

19

ALEX

You see there is, at the back, what looks like a stock room that appears to have been trashed.

LYDIA

Open the door to the stock room. Oh wait, how would I have seen that it was trashed...

ALEX

The door is ajar.

LYDIA

Is it, eh.

JAMES

Bertie with sword and shield drawn, and it's not Sir Everard Macguffingham's bastard sword that has been drawn.

ALEX

I don't know what the problem would be there.

JAMES

Ooh you know what. Ok, this is what Bertie does. Bertie kicks open the door and he just chucks Sir Everard Macguffingham's sword just through the door. So he briefly gets a moment. And he's like – there we are, scout ahead. And then just walks in normally.

ALEX

Before you do. Light begins to emit from the sword filling the room. The room is now lit where it was now dark before coming from the sword.

JAMES

That's handy

ALEX

Yes

JAMES

Bertie continues with his regular less chatty and irritating sword and shield and looks around the room.

ALEX

Looking around the room it appears to have been trashed because an enormous amount of zombies appear to have traipsed their way through and they're not coordinated and boxes were on the floor. In fact you can see that it looks like a hole has been broken in what looks to be a back wall, however that appears to lean downwards. Possibly it used to be a midden or something similar, ages ago but you know, these things get converted a lot. So in the back of the shop, behind the counter there is a hole in the wall however it looks like something broke up from the floor really and took a bit of the wall out with it. So something has come from underground there.

JAMES

Appear to have found the source of the zombies, hmm. Come from below.
Bertie kicks the sword across the floor in the direction of the hole so it's just leaning on the edge.

BRYN

But before we go into the underground looking for the zombies do we have all the supplies we might need.

BEN

I do.

BRYN

Oh brilliant, you're great.

(laughing)

BEN

Thanks

ALEX

Grizzop's gonna leave not because he thinks any of you are a problem, it's just they're irritating. They're really quite socially inept.

LYDIA

Bertie, Bertie, I think that glow-y sword is probably worth quite a bit. I dunno about kicking it.

JAMES

Oh I dunno...

LYDIA

Appraise sword.

ALEX

Give me a roll.

LYDIA

17 + 8.

ALEX

So...

LYDIA

Maths teacher. 25

ALEX

So at a glance already yeah, it's worth loads. It's worth loads and loads. You remember meta that Bryn was throwing around a figure of north of about 20

grand, something like that. However the second that you go over to it and obviously pick it up to actually have a look at it. Guess the weight, see the weighting of it. You hear of course unbeknownst to you – hello.

LYDIA

Oh my

ALEX

Oh my!

LYDIA

Alright mate

ALEX

You alright?

LYDIA

Yeah. Yeah. How much do you think you're worth then?

ALEX

There is a brief moment where it feels like a bunch of your memories are quickly being flicked through. It's not actually unpleasant insofar as you dealt with Mr Ceiling directly, he messed around in your head. That was like someone with grubby fingers poking through, it was horrible. This is a very light touch. He's just flicking through going, oh I suppose I'm quite valuable yes although a certain Macguffingham couldn't seem to care.

LYDIA

It's a bit unusual for him not caring about the monetary value of something.

ALEX

Well some people don't like being upstaged. What can I say?

JAMES

Bertie can only hear half of this conversation.

ALEX

You're only hearing what Sasha is saying

BEN

I was gonna say, I just lean over to Hamid and go – what's going on? Have I come in halfway through a thing?

BRYN

Yeah there's a lot of history...

BEN

Just because we need to get on.

ALEX

I just want to know that you've got a real style to you. I've been noticing the way you work, I mean you've got a certain tactical acumen which frankly Macguffinghams lack. If there's anything you can do to help him along in that regard I'd really appreciate it.

LYDIA

I think Bertie's as likely to listen to me as he is to be able to understand another human being's point of view.

ALEX

Listen, if there's one thing I've learnt....

JAMES

Enough praise young lady and Bertie swipes the sword out of her hand and sheathes it quickly

(laughing)

He's taking that remark entirely at face value because he thinks that both of those things are quite high because they're things in which one might have ability and therefore his is quite good.

(laughing)

BRYN

Ok can we go looking for the source of the zombies now?

JAMES

Downwards and onwards to the second death of all zombies, yes.

BEN

I'd suggest a little bit of tact and maybe stealth.

JAMES

Why? Bertie charges down.

ALEX

To answer your initial question by the way regarding to the appraise. Rather than being able to give you an exact figure because you don't know all of its abilities, as it stands, that might be worth more than all of the money that the party has accrued to this point, collectively.

LYDIA

Just, I mean don't lose it Bertie is what I'm saying.

ALEX

So heading down into the tunnel. Shocker. Leads to sewers. Heading down they're good sewers. They're well maintained, they're well made, they're super-efficient. It's a lot better than the Other London stuff, that was an

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ancient thing where they just kind of cobbled it together. This had planning. Whoever did this knew what they were doing.

JAMES

Well structured. Almost in-Prague-nable

(groaning)

LYDIA

Very Prague-matic

ALEX

Ah clever! Yeah so heading down there you are in a, what looks like a standard length of tunnel. There is however a zombie which is currently in basically a mire in the water. So there's a side path on either side of the central channel of water and it is mired in to the water. It looks like to be tangled up in something making really rubbish efforts to get up. Just going uhh.

JAMES

Can Bertie do a survival check to track the zombies or...

ALEX

Yeah that would be survival check

JAMES

He's at -1 unfortunately but it's worth a go. 3 – 1 is 2.

ALEX

Tell you what, that zombie, probably from the same lot that were up there.

JAMES

Oh definitely. Definitely. I believe this zombie was from the same batch of zombies that we encountered on the surface.

LYDIA

Great insight mate. Great.

BRYN

Do you want to maybe kill it Bertie?

JAMES

Yes – Bertie, do the roll or...

ALEX

Here's the thing, technically you should be coup de gras-ing because it's helpless and it's basically pinned however it's not even worth rolling. Your minimum will...

BRYN

Take 10

ALEX

Yeah your minimum will absolutely annihilate it so just destroy it how you will. Its arms and legs are pinned beneath a log which it hasn't the coordination to get off it.

JAMES

Bertie just takes one pretty heft slice right through a neck going downwards so it's a chunk and part of it peeled off.

ALEX

We will skip ahead to it turns out that cutting off the head wasn't enough. You did have to do a bit more.

JAMES

Bit more slice and dice

ALEX

Bit more slice and dice. It was exceedingly easy.

BRYN

Grizzop do you have any way to tell which way the zombies came from? Are you a tracker?

BEN

I shall have a listen. And then do a survival check

ALEX

Yeah give a survival check

JAMES

Of course a Paladin of Artemis. Hunters, trackers and also I hear goblins are good at that sort of thing, although you're not allowed to say that these days are you. Health and safety...

(groaning)

He's probably good at it though.

ALEX

This is so much worse than if you'd just been antagonistic.

JAMES

I know, I know, I know. Bertie's a terrible person. Bertie's a terrible person. Sometimes he doesn't realise he's a terrible person and that's what makes him a worse person.

BEN

So I said survival check before flipping my character sheet over and forgetting that I have a -1 at it. So can I change that to a perception check?

ALEX

No you can give a survival check because it is tracking.

BEN

14

ALEX

14. You are able to discern what Sasha is able to discern even just at a glance which is that there's quite a clear path leading in one direction insofar as like, oh no, there's another toe. There's some dirt. Blood, leading across the wall for a bit.

BEN

There's a trail of body parts

LYDIA

Harry Styles in bits...

JAMES

And we have known them by the trail of death.

BRYN

So this way I guess. Come on everybody.

JAMES

Good excellent and Bertie starts singing a merry song.

BEN

Wait, no, hang on a minute...

LYDIA

Bertie how about you let me go on ahead, alright. Can you just be a bit quieter...

BRYN

She can scout.

LYDIA

Yeah

BRYN

Ooh Sasha can I just try something quickly?

LYDIA

Er no?

BRYN

It'll be fine, I promise

LYDIA

Really? When are things fine Hamid? They're often not fine.

BRYN

There's a spell I want to try.

LYDIA

Right that...ok, not on me then. Yourself...

BRYN

Shall I cast it on myself first and you can see what it does.

LYDIA

Right, yeah

BRYN

Hamid casts invisibility.

ALEX

It works!

LYDIA

Alright yeah you can do that

(laughing)

Wait, wait, wait, is he there? Is he there? Hamid? Chops her hand through the space that she thought Hamid was...

BRYN

Ow!

BRYN

Oh right, oh sorry Hamid I thought you'd teleported or something.

BEN

So he's not just really small.

(laughing)

BRYN

I made myself invisible.

BEN

Oh right, that's useful.

LYDIA

Yeah, alright.

BRYN

Can I try it on you now Sasha?

LYDIA

I mean...will you reappear?

BRYN

Yeah it should last about – shuffles papers, shuffles papers, shuffling...

ALEX

Character takes a moment to realise that they've just cast a spell for the first time ever with no prep or research at all.

BRYN

Shuffling papers...five minutes.

LYDIA

Yeah but would Hamid know?

BRYN

Yes. It'll last about five minutes I think.

LYDIA

You think?

BRYN

Well I've never cast it before.

LYDIA

Well how about you cast it on me and I'll sneak anyway so...

BEN

Just whatever you do, let's get is moving.

LYDIA

Yeah ok, let's go invisible.

BRYN

I cast invisibility on Sasha.

ALEX

I'm presuming she doesn't resist. It works. Sasha is now invisible.

LYDIA

Right, alright, see you guys in a bit.

BRYN

We'll wait here until you call for us Sasha.

BEN

Yeah I was gonna say I'll go with her but actually with that I probably keep back.

BRYN

Well also we can't tell where she's gone.

LYDIA

No, no, gonna...

BRYN

Line of sight.

JAMES

Oh yeah.

ALEX

So Sasha goes ahead.

JAMES

She's got no bars.

ALEX

After a very, very short distance there is a turn in the tunnel which leads off to the left. It looks like something's broken through the wall rather than being a

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natural part of the tunnel. There's a little bit of water running down there.
Give me a perception check.

LYDIA

Only a 6 + 10. So only 16.

ALEX

You hear a faint murmur down, what looks like a significantly more earth and less sewer-y tunnel. It doesn't look like the catacombs. You remember the catacombs?

LYDIA

Yeah

ALEX

This doesn't have the same vibe. It's quite dry for a start. It's not wet.

LYDIA

I assume it's very dark.

ALEX

It's very, very dark and it looks like it is mostly earth rather than that kind of warren that you're used to.

LYDIA

Does the murmuring sound more like errr brains or spell magic, spell magic, make zombies, make zombies, make zombies, very clever, very complex stuff.

ALEX

Maybe if you were to head further in you might be able to...

LYDIA

I'll head further in.

ALEX

Ok fair enough.

BRYN

So something a bit strange guys. I didn't know that spell yesterday.

BEN

I'm going to roll a spell craft thing

JAMES

Would Bertie have a knowledge roll for better...

BEN

That was a critical fail.

JAMES

Well you critically failed...

BEN

Yeah my...

BRYN

Knowledge arcana would be more appropriate than spell craft.

BEN

I still got a critical fail. Well actually I can't roll knowledge arcana.

BRYN

That's what I wondered, yeah.

JAMES

Nor can I. There's nothing that Bertie would know...

ALEX

Give me a knowledge history Bertie

JAMES

Ok. Thank you for letting me use that skill which I've got 2 points in.

ALEX

I never tell you, you can't, you just rarely use it.

JAMES

Is that a 9 or a 6? That's either 8 or 11.

ALEX

Either 8 or 11. It's probably roman. That's what it'll be.

JAMES

Probably roman.

ALEX

I mean that's the whole meritocrat thing.

JAMES

Are you actually Roman?

BRYN

No.

JAMES

Oh well I'm out of ideas.

ALEX

So your knowledge spell craft, tell you what that Bertie guy, moron. He's obviously fae. He's obviously fae. He's small, he has a cheerful, mischievous misdemeanour, he's definitely one of the kind of wood spirit-y, mischievous. You know the fae. The fae.

BEN

Well are you not one of them?

BRYN

One of what?

JAMES

Excuse me, Bertie raises a hand

(laughing)

ALEX

Back to Sasha

LYDIA

Sneaking, sneaking, really, really sneaking. Very aware that sound is much more important than vision right now so invisibility, if anything, has made climbing harder.

ALEX

Definitely the zombies, the zombies are murmuring. Definitely zombies, holy...there's a lot.

LYDIA

Right. Sneak back

(laughing)

BEN

So, you know, the fae folk. The gentry.

JAMES

Bertie points and jabs his finger at his own face twice.

BEN

What you're one of them?

JAMES

Yes

BEN

Really?

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BRYN

No I think he means fae...like a fae from...

JAMES

Yes

BEN

A changeling

BRYN

No, I'm a halfling.

BEN

No but learning all that, have you not got changing blood or something?

BRYN

No

BEN

You must have some kind of heritage.

BRYN

Yeah halfling

LYDIA

A friend is the Wicked Witch of the West

(laughing)

ALEX

Speaking of which, Sasha returns. I'm compressing time here.

BRYN

Are you calling me a munchkin?

LYDIA

No!

BRYN

That is an offensive term.

BEN

We shouldn't be shouting.

BRYN

She shouldn't be racist.

LYDIA

That's not what I was saying!

ALEX

Are we listening to an argument between two invisible people

(laughing)

BRYN

I forgot I was still invisible!

BEN

So did I!

(laughing)

ALEX

Nothing's every going to get done in this campaign again. I miss Zolf so much.
I miss him so much.

(laughing)

He was my ally. He kept things moving and now he's gone.

BEN

And now we're going to sad about Poseidon.

LYDIA

No I mean the magic...like a fairy

BRYN

No, oh, I like women.

BEN

What? Not like that

LYDIA

No, no, no. Why would that be a problem?! We're talking about...

BRYN

But that's the term people used for it

JAMES

Oh I believe they're said to have magical origin and that you have half fairy, half fae folk.

BEN

Yeah exactly that.

BRYN

Oh no my entire family are halflings, like going back loads of generations.

BEN

It's the only reason I can think of why you know how to cast spells.

BRYN

It's not the first...

LYDIA

Yeah anyway there's a lot of zombies.

JAMES

Ooh zombies. Brilliant! Excellent!

BEN

Remember you got pretty gnarled up by two.

LYDIA

There's a lot of them and I'm out of bombs.

BEN

Ok maybe an alternate route. Which way did they go because we could probably follow it overground.

LYDIA

That way and then there's another turn into the tunnel around so – gestures but forgets she's invisible.

BEN

Right I probably don't have enough arrows.

ALEX

You both appear visible because enough time has now passed.

LYDIA

That way, yeah

JAMES

Excellent, very well.

LYDIA

Hang on a minute. Can't you do that channel positive thing you did.

ALEX

Channel positive attitude

JAMES

I'm really bored.

BEN

No

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JAMES

Can we stop at the services. I need a wee

BRYN

How many zombies?

LYDIA

Well just enough to be really loud.

BEN

10, 30, 100?

LYDIA

I didn't go in.

ALEX

You have no idea. It was kind of echoey.

BEN

Just lots?

LYDIA

Yeah. I mean to be fair there was an echo so it could be on really enthusiastic

(laughing)

BEN

Well I suppose if we get to a choke point I could probably hold them back.

JAMES

Ehhh so bored.

LYDIA

Let's just go then

JAMES

Let's do it!

LYDIA

How about you deal with both your swords.

LYDIA

No one's fine. I think two would be greedy and Bertie stomps off while taking Sir Everard Macguffingham's sword, dipping it in some sewage and then poking it back in the scabbard. He's not keen on this sword.

LYDIA

He's got a problem with the sword.

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BEN

No he might die

BRYN

We should go and help him

LYDIA

Yeah

BRYN

We've got to take care of the zombies. I know it's not the ideal circumstances but if they get loose into the city above and start attacking more people that would be pretty bad.

BEN

Yeah we should go get supplies like bombs

LYDIA

That's a good idea actually. Bertie, come back.

BEN

Fire

BRYN

I've got fire

BEN

Ok let's go then

LYDIA

Alright Bertie wait there, we're going to buy a bunch of bombs.

ALEX

For the sake of my sanity I am accelerating time. You have gone, you have purchased multiple copies of the closest thing you could find at short notice is alchemist fire but lots of them. You have managed to get a cutthroat deal. We will sort out the pricing later. You have five flasks of alchemist fire.

JAMES

While this is happening there's a brief montage shot of Bertie in the Czech brutalist equivalent of one of those little cars you put a couple of coins in to occupy a petulant child outside.

(laughing)

And now we're back in the sewers.

ALEX

Except there's no bounce to it, it just goes forwards, backwards.

So you're all back where you are but you now have some alchemist fire. That was the only thing you could find.

LYDIA

Right, down there.

JAMES

Excellent, very well we should proceed. Now, was it through here?

LYDIA

Up that little passage.

ALEX

Heading to the passage, it's even apparent to Bertie where they came from because there's the definite smell of lots of zombies coming from there now.

JAMES

And Bertie finds an appropriate choke point. Is there a doorway or something?

ALEX

The entrance to this sort of tunnel from the sewer is one person wide at best.

JAMES

Bertie stands in there and then gets his ring out, pops the ring of now attack undead on his...

ALEX

Will save from Sasha

LYDIA

17 + 4 is 21.

ALEX

Don't know what came over you earlier. It must've just been sheer ring lust. Wouldn't be the first time you've been desperate for a shiny thing.

BRYN

I like the thing that she's still desperately attracted to the ring but her innate hatred of Bertie is overcoming it personally. She's getting a bonus because it's Bertie.

ALEX

Yeah I'm ok with that. I'm ok with that. However everyone give me a perception check.

JAMES

16

ALEX

Nice.

BEN

How dark is it in here?

ALEX

It is pretty dark. There's not much in the way of artificial or natural light.

JAMES

Bertie's flicks on his shoulder falcon light.

ALEX

Sure so now you have the equivalent of a torch down there.

BEN

I've got dark vision

LYDIA

22

BRYN

12

BEN

24

ALEX

Ok Bertie you hear that there is a definite uptick in zombie noises. Hamid even you can get it with that check. For Sasha and for Grizzop the number of zombies is probably pushing like at least 50. More than that you're not going to be able to hear for the simple reason that it just...the reverberation you don't know. You can guarantee there's probably at least 40 zombies down there. A lot, a lot.

LYDIA

We defeated like 20 with almost no hassle.

JAMES

And we've got a checkpoint and things can be tossed over Bertie's head and fired past his head.

LYDIA

Sounds good

BEN

The alchemist fire is split half and half between Grizzop and Sasha

LYDIA

Fine

ALEX

So staying where you are there is an uptick in the number of zombie noises. A minute passes and nothing else happens. Give me another check Sasha.

LYDIA

10

ALEX

You know what, it might be a choke point but you can choke this point more. Maybe by...

LYDIA

Yeah I'll get in there with my daggers.

ALEX

Yeah get really, really close. Really close. Like maybe guarding both the left and right of his hip close.

LYDIA

Just when they come in, both daggers.

JAMES

Bertie for some reason, he doesn't know why, hears that Patrick Swayze song from Ghost

(laughing)

He can't identify it.

ALEX

No more zombies are coming up this way.

LYDIA

I think we're going to have to go down there.

JAMES

Bertie will try one more thing and Bertie takes his shield and he whacks his sword against it. Come on zombies. Dinner time. Bang, bang, bang, bang. Dinner time.

ALEX

There's a moment of pause and then from further down the tunnel [roaring noise]. Nothing seems to be coming this way. There's just a lot of noise.

JAMES

Oh come on!

LYDIA

Maybe there's some reason they can't get up the tunnel. Maybe there's some kind of barrier against it.

BEN

Shall I just scout ahead?

LYDIA

Yeah

(laughing)

BEN

So stealth check

ALEX

Yes

BEN

Not very good. 14

ALEX

14. Ok heading down the tunnel, after a short distance it starts getting narrower and narrower, Bertie would have a hard time here. It's readily apparent that probably a bunch of zombies just dug their way through by brute forcing their way through and upwards in a specific direction. Eventually you see that it opens out into a more open space at the end of this tunnel. There doesn't appear to be movement or anything at the other end of this tunnel as far as you can see. You can continue to that opening if you wish.

BEN

Yeah I'll go to that opening to make sure that...

ALEX

And you have dark vision?

BEN

Yeah up to 60 foot

ALEX

There is a massive pit. That pit has a ridiculous number, hundreds of zombies. All of which appear to be basically buried haphazardly, randomly and they're all just wiggling around aimlessly. It looks like maybe the top layer brute forced their way through this tunnel.

BEN

It's a zombie well.

ALEX

But give me a knowledge history

BEN

No

ALEX

See you're all getting up in my grill about knowledge history, it turns out really relevant in Prague. Jumping the gun as always.

BEN

I can't.

ALEX

In which case then...

LYDIA

I know nothing

BEN

I've got knowledge religion

ALEX

Give me knowledge religion because it would also cover it.

BEN

That is 23

ALEX

Yeah you covered this in your healing and looking after the sick portion of your education. There were cases a long time ago where plague was a thing in Prague. It looks like it's an old plague pit. As for why it is now...

BEN

I'm going to take a wild guess and say a rogue wizard came down and went you should all be zombies now and they were like, yes boss. Let's go boss.

JAMES

That's the thing about zombies, really susceptible to peer pressure

(laughing)

BEN

Easily led.

JAMES

Yeah. Smoking. All of it.

ALEX

All he has to do is wear a bright red jacket and...

BEN

Does it make me look cool? Yeah, yeah it does. Ok I'll buy five.

(laughing)

JAMES

Every single zombie's wearing a leather jacket

ALEX

Give me a perception check

BEN

Perception...that's 12

ALEX

Yeah loads of zombies. That's what you see.

BEN

Cool. I'll climb back up and inform my new found friends.

ALEX

Loads of zombies.

BEN

There's a...looks like a plague pit which somebody has zombified.

BRYN

Hundreds you say?

BEN

Yeah

BRYN

We probably can't take that on. We should probably inform the authorities.

JAMES

Toss a bomb down there or something.

BEN

I was gonna say we could roll some alchemist fire down there.

LYDIA

Yeah sounds good.

BRYN

Ok

JAMES

Just the one, do we think that's the lot or are there likely to be more.

BEN

Well that probably won't get all of them and...

ALEX

Give me knowledge history James

JAMES

12. No hang on, I've done the sums wrong. I'm terribly sorry that is 13

ALEX

13. So you similarly come to the conclusion of it being a plague pit but also you have vague memories that Prague had quite an issue with plague if you remember. Like ages ago it was dealt with but there's probably more than just one pit but why would anyone be keeping track of these things if it's this old. Vague memories, nothing more.

LYDIA

Are these bodies really decomposed.

ALEX

Yes

JAMES

I've got a vague memory of something...something you said early. Something funky...disco fever...no, no...

LYDIA

The fact that Sasha has to hear what Bertie's saying. Can I do another will check for being so put off...

ALEX

I'm afraid you are remaining close for now.

LYDIA

Maybe it's a good idea to take that ring off before we go up there.

BRYN

If there's hundreds of them Bertie she's probably right.

JAMES

Oh very well.

LYDIA

Let's just throw all the fire down

BRYN

Yeah get all the alchemist fire down there at once I guess.

BEN

Yeah chuck them

ALEX

Ok are you going to the edge of the tunnel and chucking them or are you going to try and roll...basically how. How do you want to do it?

LYDIA

Just go to the edge of the pit

ALEX

Give me a perception check Sasha

LYDIA

2 + 10. 12.

ALEX

Yeah burn them. Burn all them. Yeah nothing there.

LYDIA

Burn

ALEX

This old thing's rubbish unless they are shiny. So you chuck one, they immediately go up like dry wood. No water's made it down here. It's actually

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dry to your senses and it becomes apparent you won't even need 2. They just [burning noise]. It just starts catching easily. In fact...

BRYN

Is it getting quite hot in here?

ALEX

It's getting quite hot and smoke, acrid, foul smelling smoke is immediately starting to plume straight up the tunnel.

BRYN

Guys we should get out of here. Come on.

ALEX

Fort saves from everyone

JAMES

26

BEN

27

LYDIA

10

BRYN

Natural 20 so 23.

ALEX

Sasha begins vomiting so hard just due to the stench and so on that in order to make it out of the tunnel you're going to have to drag her. Let's go ahead and presume that happens.

JAMES

Bertie does that.

BEN

Handy we have a huge metal man with us.

ALEX

Yeah the rest of you, it's fine but you drag her out and the second that you're in the sewer it's fresh as anything.

(laughing)

BRYN

Ah the sweet, sweet smell of not smoke. Oh what is that though?

ALEX

And I think we'll end the episode there. So it took an entire episode but you made it, what, 50 feet, maybe 100.

BEN

Yep

ALEX

I've got a good feeling.

LYDIA

If you look in terms of body count, it's a very productive episode

BEN

What experience does Sasha get from all those zombies.

ALEX

Canonically you do not get experience from each individual zombie it will be treated as a single encounter. I'm not dealing with this.

BRYN

I think the real episode was the friends we made along the way

(laughing)

EVERYONE

Bye!

[Show Theme - Outro]

ALEX

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