

## RQG – 75 – The Show Must Go On!

### Content Warnings

- X
- X

#### **BEN**

Hi everyone, Ben here. I'd just like to take a moment to thank some of our patrons. Emily Morris, Megan Penne, Laila Hunter, Lil' Dodisee, CJ Hill, Margaret Gilbertson. Thank you all. We really appreciate your support. If you'd like to join them, go to [www.patreon.com/rustyquill](http://www.patreon.com/rustyquill) and take a look at our rewards.

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

#### **ALEX**

Hello and welcome to episode 75 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

Rusty Quill Gaming – 75 – The Show Must Go On!

**LYDIA**

Lydia Nicholas

**BEN**

Ben Meredith

**ALEX**

And who are you playing?

**JAMES**

Sir Bertrand Macguffingham

**BRYN**

Hamid Saleh Haroun al-Tahan

**LYDIA**

Sasha erm...Sasha Racket. I did not do those things.

**BEN**

Grizzop drik acht Amsterdam

**ALEX**

And ack zombies! Everywhere zombies.

**BRYN**

But mostly on the pontoon.

**ALEX**

Mostly on the pontoon. So the party are currently in Prague. You're all tracing a rather, rather evil kind of necromancer, let's be honest, that's probably what they are and as it stands you are now trying to face down a bunch of zombies at the pontoon in order to unbalance some big, mega ritual that will culminate in the opera of Don Giovanni. So we are going to pick up exactly where we left off. With that in mind, Hamid it is your turn. One of the guards has fled having been bitten going – urgh. The remaining zombies are currently swarming Sasha and the one remaining guard. What do you do?

**BRYN**

So I can't really see the other pack of zombies. I guess I can see that certainly something's going on there but I don't have line of sight. What I do have is a group of three zombies in front of me facing off against a guard and Bertie about to charge into them but I still think it's worth going for these ones. And between episodes I reread my character sheet. It turns out when I cast magic missile I don't produce two missiles, I produce three!

**LYDIA**

What?

**BRYN**

So that zombie I hit last round is going to take an extra D4. I'm just gonna do it now. He takes an extra 3 damage.

**ALEX**

Fine. That's fine.

**JAMES**

Alex is really invested in these zombies. He's done loads of backstories.

**ALEX**

That one's Greg, that one's Gary. Gary and Greg have a timeshare together in the Swiss Alps. It's really beautiful.

**BRYN**

I am going to, once again, cast magic missile...

**ALEX**

Missile?

**BRYN**

[Rewinding noise] I am once again going to cast magic missile

**BEN**

Bryn just rewound!

**(laughing)**

**ALEX**

You broke Bryn

**BRYN**

And it produces three missiles. There's three zombies in front of me so guess what? They're getting one each. Oh yeah. The two closest to me take 4 damage each. The one furthest from me takes 3 damage.

**JAMES**

Can we say protractedly that Hamid does it as if he's going bowling with the three fingers just emerging and then just pew, pew, pew for each of the fingers.

**BRYN**

Yeah that sounds cool. I wish I'd thought of that.

**JAMES**

I basically didn't want to reveal...

**BRYN**

Through Bertie's legs

**JAMES**

Through Bertie's legs

**BRYN**

Because Bertie is blocking his main line of sight. He has to duck down slightly and he kind of shoots his hand from underneath. Three fingers, three missiles, shoot through Bertie's legs, loop over the guards and yeah, hit each zombie in the face.

**JAMES**

I didn't want to reveal this too much but I've kind of been forced into it. I'm actually being paid by the British Tenpin Bowling Association just to do a bit of product placement so if there are some more bowling metaphors that come up in the next combat that'll be why

**LYDIA**

You're gonna knock 'em down.

**JAMES**

I will. I'll set up and knock them down. Bowling puns. I've got a child to feed now so that's why I'm doing this product placement just so you're aware.

**ALEX**

Can you stop *splitting* the audience's attention so I can continue to discuss what's going on.

**JAMES**

Oh I'm sorry Alex. Don't get too angry, I wouldn't want you to go spare on me!  
Carry on.

**BEN**

If this continues I'm going on strike!

**ALEX**

Eh! Ah he's gone right to the gutter. So the zombies all proceed to do what they do best which is swarming. Three of them swarm around Sasha and the three that Hamid was just firing at swarm around the remaining guard however...

**LYDIA**

Do I get an attack of opportunity?

**ALEX**

Nope because they haven't left a threatened square. Now the guard was already facing off against two of them. They both attack and miss exactly the same amount. So presumably they both reach out with one arm simultaneously and he just does a sideways oop and they miss.

**BRYN**

Just turns sideways

Rusty Quill Gaming – 75 – The Show Must Go On!

**ALEX**

Yeah he literally just turns sideways and the zombies are like what is going on.

**BRYN**

That guard is so much cooler than his mate. So much cooler you guys.

**BEN**

Sorry Guard A

**LYDIA**

Yeah Guard A is running away partly because he just knew he couldn't live up to that.

**ALEX**

The rest of the zombies obviously aren't able to attack Sasha because they used all of their energy getting to her. So Sasha you are up. You are currently awash with zombies.

**LYDIA**

So I...

**ALEX**

Give me a perception check before you carry on.

**LYDIA**

18 + 10 is 28

**ALEX**

28.

**LYDIA**

I can maths

**ALEX**

So you obviously faced off against the zombies earlier in the sewer. These are remarkably different and it's most apparent in their smell.

**LYDIA**

Are they fish people?

**ALEX**

They stink. They absolutely stink.

**JAMES**

They smell of rented shoes.

**(laughing)**

**ALEX**

Oh my god James!

**JAMES**

Carry on. I've got a child to feed.

**ALEX**

They aren't as bad as, you remember you got nauseated by those fungus things, but that was because it was literally a weapon. This, it is just short of it but they stink, their bodies are sloughed off, bits of flesh in the water currents. They're in much worse condition and they look putrescent almost. So touching them feels like a bad idea with your bare hands. Stop stroking them!

**LYDIA**

So Sasha, while shouting at the others about how she's ill equipped, was checking in her bag of holding and realised that she has 2x alchemist fire left from when we went shopping earlier for zombie equipment. So she is going to step back, take a five foot step back and then throw alchemist fire in the middle of that.

**ALEX**

In the middle of that mini horde.

**LYDIA**

Although they're all damp so it might not do the same amount of damage...

Rusty Quill Gaming – 75 – The Show Must Go On!

**(laughing)**

...as it did to the ones earlier.

**ALEX**

You're doing that thing you do where you go ahead and jump the gun.

**LYDIA**

I'm just very...Sasha's fangirling over the fact that these creatures from Nate Crowley's *The Sea Hates a Coward* which is a great book and I'm being paid to product place it.

**ALEX**

Roll the attack

**BRYN**

What we really need is...

**JAMES**

Why couldn't I get that endorsement rather than this ten pin bowling lark

**BRYN**

What we really need is an alchemist's electricity rather than alchemist's fire

**LYDIA**

An alchemist's damp.

**(laughing)**

**JAMES**

An alchemist dehumidifier.

**ALEX**

Alchemist's damp is just a spritzer, you're just like [spraying noise] "no!"

**BRYN**

Alchemist's damp is my burlesque name!

**(laughing)**

**ALEX**

Roll the attack. Roll the attack

**BRYN**

I'm pretty sure I stole this recurring joke from James but I don't care I like it.

**JAMES**

It's a nice way of doing lazy innuendo. Carry on.

Rusty Quill Gaming – 75 – The Show Must Go On!

**LYDIA**

So I rolled an 18. If that's a thrown thing do I get an 8?

**BRYN**

Yes

**ALEX**

You know what just the roll itself, zombies are not known for their AC. You're fine.

**LYDIA**

Ok so I hit it

**ALEX**

You throw it and you hit right in the middle. So the one in the middle takes damage and then the ones around the outside take splash. So with that in mind then you have to roll a D6 please

**LYDIA**

6

**BRYN**

Nice!

**ALEX**

6

**BRYN**

So central zombie takes 6 damage and surrounding zombies take 1 damage.

**LYDIA**

I only have one alchemist fire

**BRYN**

Is the central zombie on fire?

**ALEX**

The central zombie is not on fire.

**BRYN**

Ohhh

**ALEX**

The central zombie is really damp as was previously established. Grizzop you are up. Sasha seems to be holding her own so far.

**BEN**

Good work Sasha. And I'm going to shoot the middle zombie and I'm going to use rapid shot so I'm going to take an additional attack but I'm going to choose

Rusty Quill Gaming – 75 – The Show Must Go On!

my target afterwards and I am within, yeah, I'm within 30 feet so I'm getting +1 to my AC...AC? My to hit and to my damage. So the first one taking -2 so 19

**ALEX**

Ok that's a hit.

**BEN**

It takes 3 damage

**ALEX**

Ok and that was the one in the middle yeah?

**BEN**

Yeah

**ALEX**

Ok.

**BEN**

Is it still up?

**ALEX**

Yep

**BEN**

I'm going to shoot it again. Yeah I rolled a 17

**ALEX**

Yeah

**BEN**

And it takes 6 damage

**ALEX**

Ok so the one that you've been aiming at. The first one blows the majority of its face and head away. It's just...and it splats. It is unpleasant and it goes everywhere and yet more of that horrible smell even makes it way to you now. The second one blasts off its right shoulder and takes off a huge chunk of it. It's still technically moving but it looks on its absolute last legs. Bits of it are falling off, it's staggering around. It barely looks able to hold itself together.

The remaining guard who is facing off against three zombies takes a five foot step away so he can still attack and then does so unsuccessfully by exactly the same amount of miss as the two that he just dodged. The guard who has been bitten and is fleeing continues to flee. Away from the encounter to the point where I can remove him from the map. Exactly one encounter's worth away.

Bertie you are up

Rusty Quill Gaming – 75 – The Show Must Go On!

**JAMES**

Right, it's not possible to charge in a very slightly offset line.

**BRYN**

No

**ALEX**

I'm afraid not.

**JAMES**

Ok

**BRYN**

So he's completely ruined your charge by stepping to there but you can still move into the middle of them and start using cleave.

**JAMES**

Yeah

**ALEX**

Oh you have cleave now

**JAMES**

Bertie has cleave now so that's what Bertie's gonna do.

**ALEX**

So you move right into the middle of the zombies exactly where the guard just managed to break away

**JAMES**

Using a knight's move for people who are watching this.

**ALEX**

The guard who was previously unaware of you focusing, as he was, on the zombies in front of him, turns and sees a shining beacon of hope

**JAMES**

Stand aside red shirt. Sir Bertrand Macguffingham is here.

**ALEX**

The guards are indeed wearing red shirts.

**JAMES**

Bertie does that and then he strikes at the zombie that is facing off against the guard.

**ALEX**

Ok so give me the attack roll. A hit...

**JAMES**

16 plus...

**ALEX**

Yep, yep, that's a hit. So roll your damage

**JAMES**

15

**BRYN**

Dead zombie? Dead zombie.

**ALEX**

Yes the zombie is extremely dead. To describe it exactly, you wield a sword back...actually tell me what you were intending to do.

**JAMES**

So Bertie is attempting to protect the guard who's mostly shivering and quivering and argh recoiling in fear. So Bertie takes his sword and he raises it over the head of the guard, that he stands a full head and a half above because of his stature and breeding, swings it down in an arc straight past the face in a downward descending arc, past the face of the guard straight into the chest of the zombie

**ALEX**

And in so doing hits what's clearly been a build up gas pocket. It explodes. And I mean it literally boom. Bits of zombie go absolutely everywhere. Now with that in mind, could you go ahead and give me a fortitude save please.

**JAMES**

Yes what am I rolling there?

**ALEX**

Bearing in mind that you have damage constitution so your fort save is lower.

**BRYN**

Yeah so normally you'd add a 7 to this roll but instead of that you've got 3.

**JAMES**

8 + 3 is 11

**ALEX**

Good for you. No more context required.

**BRYN**

Cleave gives you a second attack.

**ALEX**

Do it again. Do it again.

**JAMES**

Ok and so following straight through Bertie continues with the arc on the same sword completely uninterrupted, goes straight into the zombie that's...

**ALEX**

I wish you had great cleave so you could just pop, pop, pop, pop

**JAMES**

That would be a single swoosh.

**ALEX**

Not yet but soon.

**JAMES**

Ok. That is  $5 + 12$  is 17

**ALEX**

It's a hit.

**BEN**

Unsurprisingly.

**JAMES**

Damage is...that's another 15

**ALEX**

It's dead!

**BRYN**

That one was pretty close to death already.

**JAMES**

Straight into the rib cage again at exactly the same height.

**ALEX**

And again another gas pocket explodes. Give me a fort save.

**JAMES**

Oh dear, that's 5 total.

**ALEX**

I am sure that everything is fine.

**JAMES**

That smelt revolting like the taste of overwarmed catering packed chips produced in a cafeteria with ideas above its station.

**ALEX**

You say as it...

**JAMES**

At Mega Bowl!

**(laughing)**

**ALEX**

Oh for goodness sake! Have you ever seen those cartoons where a goo comes out of them and they peel themselves away from the wall and half of the...you have that.

**LYDIA**

I've seen that but drawn on the side of a games machine that they have in the arcades at...

**JAMES**

At a bowling alley! Yes!

**LYDIA**

When you're trying to play splat the thing.

**ALEX**

Bertie takes 2 psychic damage for starting this.

**(laughing)**

Anyway...

**JAMES**

Ah that's like you've taken 2 damage of food out of the mouth of my child there Alex.

**ALEX**

That's fine. I'm good with that. I am not a benevolent god.

**BEN**

Do you know where you won't be taking psychic damage because you'll be having such a good time? The Mega Bowl!

**ALEX**

*Everyone takes 1 psychic damage!*

**BRYN**

Hey, hey, hey.

**ALEX**

So...

**LYDIA**

Bryn's just been rolling with it.

Rusty Quill Gaming – 75 – The Show Must Go On!

**ALEX**

Bertie covered in zombie goo...I'm not engaging...

**BEN**

Stay in your lane Lydia!

**(laughing)**

**ALEX**

2 psychic damage! I hope you're marking this down!

**BEN**

No

**JAMES**

Carry on.

**ALEX**

Oh. You'll allow us to. Ok. Hamid you're up

**BRYN**

Hamid thinks that Bertie's probably got this and doesn't realise the goo is probably gonna kill him. So he's currently hiding around the corner of one of these little warehouse buildings, he's going to move forward so he's hiding around the corner of one of the other warehouse buildings peaking around

Rusty Quill Gaming – 75 – The Show Must Go On!

and looking at the four zombies in front of Sasha and once again he casts magic missile.

**ALEX**

Shaking things up there.

**BRYN**

It's....I'm almost out of spells and it's the one effective one I have left.

**ALEX**

Oh you've already used your burning rays today

**BRYN**

Oh yeah

**ALEX**

Ok so yes, doosh, doosh, doosh. None of them die, all of them get sufficiently messed up to make it seem like you did a decent amount of work. And the zombies. One of them, the one remaining one, because it's a zombie attacks Bertie and...what's your AC?

**JAMES**

20

Rusty Quill Gaming – 75 – The Show Must Go On!

**ALEX**

Fails. The remaining zombie...

**JAMES**

Slap, slap, slap

**ALEX**

The remaining zombies...

**LYDIA**

Like dead fish. Like rotting trout.

**ALEX**

...all just shuffle towards Sasha in such a way that they continue to attack but not this round. And then Sasha you are up. You are once again surrounded by now flaming zombies who I believe taking...

**BEN**

I thought they weren't on fire?

**JAMES**

The one in the middle wasn't.

**ALEX**

There is fire on the ground which they are walking through I believe so they are still taking...

**BRYN**

No only the one who got hit if he's still on fire would take additional damage.

**ALEX**

Ah he's not still on fire, very well. In which case Sasha you are surrounded by zombies.

**LYDIA**

Just rinse and repeat. Five foot step back...

**BRYN**

If you throw something from there you will take an attack of opportunity because one of the zombies is still threatening you.

**LYDIA**

It's worth it, that's all she can do...

**BRYN**

Fair enough.

Rusty Quill Gaming – 75 – The Show Must Go On!

**LYDIA**

If she stepped further back then two of them could...

**BRYN**

You could acrobatic away

**LYDIA**

Ooh yes, I forgot that.

**ALEX**

Zombies. Not known for dealing with acrobatics.

**BRYN**

You could acrobatics wherever you like basically because you're so bad ass.

**LYDIA**

I'm gonna do, she's just gonna do a roly poly backwards. It's going to be incredibly mundane compared to her usual thing but it's one of those roly polys that keeps going for ages.

**(laughing)**

**JAMES**

A roly poly poly

**LYDIA**

A roly roly poly poly. Yes

**(laughing)**

**BRYN**

A rolyolyolyoly poly

**ALEX**

Could you please roll...

**BRYN**

If you were to describe this move with a metaphor would it be similar to the spin of a bowling ball as it travels down a lane. And you know the way you get that sort of...

**ALEX**

I will kill the party

**BRYN**

...tropic affect where it looks like it's rolling in one direction while moving in the other direction.

**ALEX**

I. Will. Kill. The. Party

**LYDIA**

Yeah just exactly...

**BRYN**

I don't know why that metaphor popped into my head.

**BEN**

Where could we have that experience? I'm wondering.

**JAMES**

Super Bowl Croydon

**BEN**

There you go

**LYDIA**

It's like that but even smoother.

**ALEX**

You haven't yet rolled a natural 1 but you could.

**LYDIA**

Those little discs used to play air hockey. Just moves so smoothly.

Rusty Quill Gaming – 75 – The Show Must Go On!

**ALEX**

The DC for your acrobatics check just went up.

**BEN**

Where can we do some air hockey?

**LYDIA**

Yeah can we play that?

**(laughing)**

So that's 11 + 12. 23.

**ALEX**

I'm afraid that is sufficiently high...

**(laughing)**

...even with genuinely the increased DC you successfully acrobat away from the zombies.

**LYDIA**

Roly roly poly poly roly poly

**BEN**

So Sasha rolls back next to Grizzop

**LYDIA**

Yeah she just comes to a halt. It's frustrating really he remains standing but...

**(laughing)**

...right next to him.

**ALEX**

Then roll your attack. [Whispers] natural 1, natural 1, natural 1

**LYDIA**

I did. Oh my god. It was a natural 1

**BEN**

I was gonna wait but when you pop up I'll just look over and go – whatcha.

**ALEX**

So you pop up and say “whatcha”, she goes “argh”. Drops the alchemist fire at her feet taking...

**BRYN**

D6

Rusty Quill Gaming – 75 – The Show Must Go On!

**ALEX**

6 fire damage

**BEN**

And I'll take 1 splash damage.

**ALEX**

Yep Grizzop takes 1 splash damage and we'll find out if you're on fire next round. Yes I can summon natural 1s. I just don't do it often. Grizzop you're up. You've just been on fire.

**LYDIA**

I'm frustrated but it was appropriate for the plot

**(laughing)**

The showman in me is happy, the player is grumpy. Grumpy, happy.

**BEN**

Argh blimey, alright. I will pop off two shots against, so first of all the closest zombie to me. Again taking that -2. Definitely within 30 foot. I rolled a 17 so that's a hit.

**ALEX**

That's a hit

Rusty Quill Gaming – 75 – The Show Must Go On!

**BEN**

Dealing it 6 damage.

**ALEX**

6 damage. Let me check the zombie. D-d-dead.

**BEN**

Cool

**ALEX**

It explodes in mush and filth.

**BEN**

Sure, I've already fired my next arrow so through the goo another arrow flies and, oh, I actually have to check. 18

**ALEX**

That's another hit.

**BEN**

Hits the zombie behind it dealing 3 damage.

**ALEX**

Zombie behind it...

**BRYN**

That was the really badly hurt one.

**ALEX**

...explodes spraying goo everywhere. If this was an art exhibit you would've...you know what, it's like a game of Splatoon. That's what it is. And you just...you're just painting the town literally red.

**BEN**

And then I am going to just shuffle five foot out of the burning area.

**ALEX**

The remaining hardcore guard flanks...attempts to flank the zombie without provoking an attack of opportunity.

**BRYN**

Circles around behind it, swings and pow.

**ALEX**

Gets a hit. Deals max damage for what he could do and the zombie

**BRYN**

Dies!

Rusty Quill Gaming – 75 – The Show Must Go On!

**ALEX**

Does die.

**BRYN**

Yay!

**ALEX**

And explodes. Bertie give me a reflex...a fortitude save

**JAMES**

12

**ALEX**

Good to know

**JAMES**

Alright.

**ALEX**

The guard also – argh. Bang, boom. As he's going argh [choking noise] gets a mouthful of zombie. And we will take a break there.

**BEN**

I was gonna say maybe we should give him a name but now I'm not so sure.

**(laughing)**

**ALEX**

And welcome back. So as the guard proceeds to chew on whatever just entered his mouth which was mostly zombie...

**BRYN**

Urghhh

**ALEX**

...Bertie you're up. You've managed to clear your mouth from what used to be zombie.

**LYDIA**

If you enjoy zombie fish horror then I know a book for you

**(laughing)**

**BEN**

Why not read it at Mega Bowl?

**(laughing)**

**ALEX**

I've got more natural 1s in me.

**LYDIA**

But seriously The Sea Hates Cowards is great.

**JAMES**

Where Bertie is, he is at the base of all of the pontoons and he is facing down towards the other base of the pontoon where the other cluster of zombies are so he is now going to charge at them.

**ALEX**

I will allow that to happen

**JAMES**

Like a 14 weight bowl...-ing ball

**(laughing)**

**ALEX**

That's fine you can say...

**JAMES**

In the arms of a seasoned professional being tossed down an ultra-polished, clear pine bowling alley.

**ALEX**

Halfway there you start to get tired. This fight's run much longer now that your con is damaged. You'll be taking a penalty on this one that negates the bonus to your charge. Don't pick a fight with your GM. They control the world.

**JAMES**

Fine, alright. Now Bertie lays into the zombie that he's now with.

**ALEX**

Give me an attack with no bonuses from your charge.

**JAMES**

That is...

**ALEX**

Don't know why I bother, you hit.

**JAMES**

24. Yeah. With 10 damage.

**ALEX**

[Exploding noise]. Bertie give me a fort save

Rusty Quill Gaming – 75 – The Show Must Go On!

**JAMES**

5

**BRYN**

Oh dear

**ALEX**

Good to know. I'll put two exclamation marks next to your name

**JAMES**

[Spluttering noise]

**ALEX**

Worst day ever

**JAMES**

Urgh

**LYDIA**

Is this what it's like being poor?

**JAMES**

This is what poor people's wine tastes like.

**(laughing)**

**ALEX**

Hamid you're up

**LYDIA**

Or coca cola served from any competing entertainment complex. You know they don't mix it right. They let the syrup go all...

**ALEX**

You're going to do a check to see if you're on fire and you're still following this line of argument.

**LYDIA**

Sasha's been on fire before.

**BEN**

I mean I hear that Super Bowl Croydon serves coke whereas the Hollywood Bowl down the road only serves Pepsi.

**ALEX**

How did this happen? How did *this* happen?

**BRYN**

James has a child to feed Alex!

**JAMES**

And also natural gift for leadership

**(laughing)**

**ALEX**

It's an overpowered feat. Hamid, you're up.

**BRYN**

Hamid sees one single zombie left right in the corner. The number 7 zombie he thinks of it as. He takes a five foot step, lines it up. He carefully loads his crossbow. He goes up on tiptoes. He takes a very careful step swinging one leg behind the other...

**LYDIA**

Doesn't cross the white line that happens to be...

**(laughing)**

**BRYN**

And just at the perfect point in his motion bringing his crossbow gradually up sighting straight into the zombie he fires. And probably misses. That's a 9.

**ALEX**

That is a miss. [Twanging noise] it makes as it ricochets off Bertie's armour. Not harming him but enough to be annoying.

**JAMES**

What? What? Is there a wasp here?

**ALEX**

The remaining zombie hearing the noise turns and moves towards Bertie.

Sasha you're up.

**LYDIA**

Am I on fire?

**ALEX**

I don't know. Let's find out together. No.

**LYDIA**

Yay!

**ALEX**

You didn't anger me enough.

**LYDIA**

You know who is on fire?

**ALEX**

Surely some kind of bowling person?

**LYDIA**

Someone that had done really well at bowling

**(laughing)**

**ALEX**

Yeah that's what I thought! I saw that one coming.

**BEN**

It's me doing really well at bowling. Damn.

**LYDIA**

Sasha doesn't have anything left to throw?

**JAMES**

Daggers?

**ALEX**

Insults?

**LYDIA**

She's got...yeah to be fair she could throw a dagger but I mean...

**ALEX**

Pick what you're doing and decide.

**LYDIA**

Yep ok so I mean Sasha was a bit distracted by being on fire so after a tiny bit of fumbling she finds...as she fumbles she's going to find a dagger statistically because she's covered in daggers and so the linings of her clothes are also covered in daggers. So she rolled a 7 but she gets an 8 added to that so that's 15

**ALEX**

Bad news. So that's not a hit. Worse news you threw a dagger into melee which means there is a slim chance you could hit Bertie in all of his shiny armoured glory.

**LYDIA**

That won't even hurt him

**ALEX**

I'll roll the attack for the sake of ease. I rolled an 18

**BRYN**

Plus Sasha's attack bonus of 8 – 4 for being in melee, still hits Bertie's AC of 20

Rusty Quill Gaming – 75 – The Show Must Go On!

**ALEX**

Boom! Could you please roll...

**BRYN**

D4 – 1

**ALEX**

D4 – 1 on Bertie please

**LYDIA**

Oh! 2 – 1. 1

**ALEX**

So an arrow dings off the left shoulder. What? What? A dagger sinks into the right shoulder – ah! What. You are getting attacked by your own party.

**JAMES**

Do you mind?!

**(laughing)**

**ALEX**

Grizzop you're up.

Rusty Quill Gaming – 75 – The Show Must Go On!

**JAMES**

Busy!

**ALEX**

Try to make it three for three on people attacking Bertie

**BRYN**

Do it. Do it!

**BEN**

Well I am going to do another rapid shot. I'm firing into melee but have a feat which means I don't take a penalty for that.

**BRYN**

So it is impossible for you to hit Bertie.

**BEN**

Unless I choose to with my second arrow.

**ALEX**

No, no, do you choose to hit Bertie?

**BEN**

I fire. I'm definitely going to shoot the zombie first. I hit on a 17.

**ALEX**

Yep, yep

**BEN**

And I do 7 damage.

**ALEX**

It explodes. Bertie give me a fort save

**JAMES**

That is 12

**ALEX**

Ok.

**BEN**

And then I'm going to fire the next arrow into the ground at Bertie's feet.

What I thought we were doing a thing?

**(laughing)**

**ALEX**

All of the zombies are dead. Congratulations. The remaining guard, having seen you all deal with the problem, manages to wipe...start wiping gunk off

Rusty Quill Gaming – 75 – The Show Must Go On!

him and starts heading over to basically thank you all. He stinks. However not a patch as much as Bertie. He just reeks. It is like rotten fish...

**JAMES**

This is the smell of Lynx Africa

**ALEX**

...it is gangrene, it is just the worst.

**LYDIA**

Right so I don't know that much about formal events but I'm thinking that we're gonna need to deal with this before we go to the opera

**JAMES**

Prestidigitate me, prestidigitate me now. Prestidigitate me. Prestidigitate me right now.

**BRYN**

Hamid casts prestidigitation

**LYDIA**

But if that has a mechanical affect then it can't...

**BRYN**

Exactly, so it will do a superficial cleaning so you'll look ok and cover some of the smell, maybe but if there's a mechanical component to the smell, I can't deal with that.

**ALEX**

Could you roll me a D6 Bertie.

**JAMES**

1

**ALEX**

I'm afraid that whilst clean you still kind of hum. It has gone from a natural stench to just...

**BEN**

Has anyone got a hose?

**LYDIA**

Why don't we just...you could go for a swim Bertie. Take your armour off, dive in the docks and then swim

**JAMES**

And will that genuinely make me any cleaner?

Rusty Quill Gaming – 75 – The Show Must Go On!

**BEN**

I'm gonna look for a hose.

**ALEX**

You know what, yes, it is a dock. It is not hard to find a hose.

**BEN**

So I'm going to make a range attack at Bertie

**(laughing)**

**JAMES**

Fine

**BEN**

Alright I'm not gonna make a range attack. Alright, brace yourself. Hose

**ALEX**

You know what, it's weird, it's almost like now that your con has taken a massive hit, water's just colder and more awful

**JAMES**

I don't like this

**ALEX**

Yes you successfully hose him down.

**JAMES**

It's gone right back in.

**ALEX**

On the third try you manage to get rid of the stench to the point where one has to actually be close in order to smell anything. Bertie you can still smell it, everyone else it's passable. You can get away with that.

**BEN**

Right well opera time?

**LYDIA**

Yeah I think we should stop off by a shop that sells stuff that explodes because these things don't really respond to daggers in the way that a well-bred and respectable monster should

**JAMES**

I'd also like to get some sort of mask or something to cover this up

**BEN**

Well just put your helmet down.

**JAMES**

It has been down. It's got grills in it.

**BRYN**

The other zombies didn't do that though. That was just the ones here. Do you think they're different to the normal zombies?

**JAMES**

Well let's go shopping and find out.

**BEN**

Yeah I need more arrows.

**ALEX**

Bing, bing, bing, shopping trip, shopping trip, bing, bing, bing, bing, bing.  
Everyone grab what you need to and make the appropriate deduction. So briefly go around what you've bought. Sasha?

**LYDIA**

I bought 5 alchemist fires.

**ALEX**

Wicked. Grizzop?

**BEN**

I bought some more arrows.

**ALEX**

Yep. Bertie?

**JAMES**

Bertie bought two things. He bought a gas mask that will protect him against poison and bits going bleh, bleh, bleh in his mouth and he also bought a solid gold bowtie that he can wear with his armour to make it...

**ALEX**

A solid gold bowtie.

**JAMES**

It's a very low carat. Like it's more gold plated.

**ALEX**

Ok a gold plated bowtie, that's fine.

**JAMES**

A gold plated bowtie so that then his armour is proper formal wear appropriate.

Rusty Quill Gaming – 75 – The Show Must Go On!

**ALEX**

You will be spending 60 gold on that gold plated bowtie

**JAMES**

Worth it

**(laughing)**

**ALEX**

Hamid are you buying anything?

**BRYN**

I am buying...

**LYDIA**

How on earth did the Macguffinghams get into so much debt?

**ALEX**

We'll never know!

**BRYN**

...non horrible clothing. Not proper formal wear because we don't have time for a fitting but some slightly fancier clothing in the size of Sasha and Grizzop.

Rusty Quill Gaming – 75 – The Show Must Go On!

**ALEX**

Ok roll me a wisdom check...no a perception check better. Roll me a perception check for both of them to check if it fits.

**JAMES**

Bertie assists. Bertie clearly assists. This is a sartorial judgment, Bertie offers assistance.

**ALEX**

Of course

**LYDIA**

Bertie's assistance doesn't help

**JAMES**

What am I rolling?

**ALEX**

So first what did Hamid roll?

**BRYN**

A 2 so 12.

**ALEX**

Ok would you care to assist on that Bertie?

**JAMES**

Bertie would but I think Bertie's going to use knowledge nobility because it's formal clothes for the opera

**ALEX**

Yeah go for it.

**JAMES**

That's  $17 + 7$  is 24

**ALEX**

Ok because you're assisting you turn his 2 to an 3...

**BRYN**

A 4. +2

**ALEX**

Yep. Ok and roll for Grizzop, Hamid.

**BRYN**

19.

**ALEX**

Yep

**JAMES**

And Bertie assists again with a 13.

**ALEX**

Grizzop you're looking sharp.

**BEN**

I'm not putting it on.

**ALEX**

No as in like should you choose to...

**BRYN**

I'm buying clothes and putting them in my bag of holding. I haven't mentioned that I've bought these clothes.

**ALEX**

Then I will tell Hamid, Grizzop's suit is *sharp*. Sasha's is functional.

**LYDIA**

Oh wait well if it's functional...

**JAMES**

It emphasises the minimal conditions of decency and hygiene.

**ALEX**

You now have an hour before show starts. What with the shopping and faffing and debriefing a guard which basically consisted of – are you ok? Yeah. Great.

**LYDIA**

Maybe have a bath maybe.

**ALEX**

Yeah exactly. What do you do?

**LYDIA**

Well let's get to this opera. Maybe we can sneak in.

**BRYN**

We've got tickets

**LYDIA**

Oh

**BEN**

Why don't we just tell the guards mad scientist mage necromancer is going to do a horrible ritual here. Can we please come in and deal with it? Thanks very much

Rusty Quill Gaming – 75 – The Show Must Go On!

**LYDIA**

Maybe we should cancel the opera because there's going to be a really...

**JAMES**

No. The show must go on!

**BEN**

Well let's walk and talk ok, because we've got an hour before the show starts before a load of people turn up that can potentially die.

**LYDIA**

Someone has called in a necromancy threat basically. We shouldn't be running this...

**JAMES**

If we change out lifestyles then the necromancers have won.

**BEN**

I'm going to start moving now so...

**BRYN**

Yes absolutely let's go.

**BEN**

I'm going to start running

**LYDIA**

It's different from doing that and sensible precautions

**BRYN**

We can use the hour to assess the ground. To look at what...to get a sense of how the opera house is inside and...

**BEN**

Yeah alright, I'm going into the basement.

**LYDIA**

I mean I'm obviously not gonna talk to the guards because I...I think that would be...I think I shouldn't do it but just...we absolutely should cancel the opera.

**BEN**

Yeah I'm on it.

**ALEX**

You proceed to the opera house. You occasionally have to stop and let Bertie catch up. You are suffering. I'm so tired, this is the worst day every kind of suffering. Eventually...

**JAMES**

Oh can I drink a potion of Red Bull strength?

**(laughing)**

**ALEX**

If you want to drink a potion of bull strength you go nuts if you've got one.

**JAMES**

No, no it's alright. I haven't got one. Cut that out. It's not even funny to justify the accent of a product placement. Don't bother with it.

**ALEX**

I might keep it as punishment for all the bowling. So...

**BEN**

And thus is the power he wields.

**ALEX**

So you make it to the opera house. People are just entering now. You actually made good time. Again Sasha's knowledge local from before is just...I'm sure it's left and a right. It's very easy. And you get to the opera house. The opera house itself is a huge, sprawling gothic structure which is all designed to make it look bigger than it is.

**BRYN**

I bought one more thing when we were shopping

**ALEX**

Go on.

**BRYN**

Bunch of flowers

**ALEX**

Fair

**BRYN**

They're in my bag of holding.

**ALEX**

Very fair.

**JAMES**

Ooh, ooh sorry. Bertie has also bought because he's going to the opera...so he will also have bought red roses that he can throw at the stage and he will have bought a bag of boiled sweets.

**ALEX**

Fair. Very fair. So the audience are just making their way in now. They are clearly the crème de la crème. This is a big thing and you see a...there is what is effectively massive banners hanging on either side of cast in there in their costumes for this opera. One of them is the absolute spitting image of Hamid.

**BEN**

Oh she looks like you

**ALEX**

Like it's very, very clear that...I mean if it weren't for the name written on the bottom as well which is Tahan. The resemblance is uncanny.

**BEN**

Is that your surname?

**BRYN**

Yes that's my sister.

**BEN**

Oh right, nice. Well shame she's gonna have her show cancelled. Let's go.

**BRYN**

You can't possibly cancel this show. Look at all the people here.

**BEN**

What about the people that are gonna die?

**LYDIA**

What matters more to you mate? Your sister being alive or your sister showing off.

**BRYN**

If we alert the necromancer to the fact we know his plans he might change them.

**BEN**

Not if I shoot him in the head first.

**LYDIA**

Yeah

**BRYN**

We won't find him. He won't turn up unless the opera's happening.

**BEN**

He's probably already here.

**JAMES**

Quick. Quick. Time is of the essence. If we don't put an order in now then we won't have drinks at the interval

**(laughing)**

**BEN**

I'm going to run up to somebody behind a desk and go – I need to speak to your manager.

**ALEX**

They look at you...

**BEN**

Paladin of Artemis.

**ALEX**

Ok

**BEN**

Right now. Go.

**ALEX**

Yeah ok. Wow. Ok. You're shouty. They head off and they speak into a speaking tube and then they stand awkwardly.

**BEN**

Right minutes are ticking, people might die. Let's go, let's go, let's go.

Rusty Quill Gaming – 75 – The Show Must Go On!

**ALEX**

Please do not say things like that in...

**BEN**

Yeah I know so get me the manager and I'll stop saying things like that.

**ALEX**

They're on their way

**BEN**

Good

**JAMES**

Could I have a programme please?

**ALEX**

Oh yes absolutely

**JAMES**

Thank you

**ALEX**

They settle into a far more easy patter with Sir Bertrand. Now were you interested in the premium booklet? It does include biographies of all of the...

**JAMES**

Oh yes please. Oh thank you. Bertie takes it and picks it up and opens it. Ooh it's a pop up one, that's very fancy.

**BEN**

Grizzop is drumming on the counter.

**ALEX**

You might actually also be interested in...we have a brochure of our future performances that are upcoming and the Prague National Orchestra are going to be doing a selection which I think is going to be absolutely exceptional.

**BEN**

Where's the manager?

**LYDIA**

You're probably not because this place is probably gonna to fall into the ground where there's a pit of...

**BRYN**

I don't think it's that serious.

**ALEX**

At which point the manager turns up. She is really severe looking. There's a reason that she's not on the front desk. Her hair is pulled back to the point

where it looks painful. She is very sharp, ridiculously clean and she strides up and just – yes?

**BEN**

I'm a Paladin of Artemis. I'm on the trail of a dangerous necromancer. We have reason to believe he's preparing something below this building. You need to cancel and evacuate immediately.

**ALEX**

I'm fairly certain if it was a necromancer the wizards would probably send someone.

**BEN**

Yeah me. They've sent me.

**ALEX**

Right, right. So what are you proposing?

**BEN**

You close it so people don't die

**LYDIA**

Yeah he's right

Rusty Quill Gaming – 75 – The Show Must Go On!

**BRYN**

I don't think we're quite at that...

**BEN**

There have been zombie outbreaks across the city right now.

**BRYN**

...quite that serious.

**ALEX**

Audience members are now starting to see this scene building and are murmuring. Why don't we have this discussion in my office?

**BEN**

Yeah sure. I'll put my hand on her back, as high as I can reach, and talk quietly to her and I'm going to make a persuade check.

**ALEX**

Ok. So we'll have this as she is opening the door and trying to lead you out of the public eye basically.

**BEN**

Cool so I'm going to make a persuasion.

**BRYN**

I'm going to hinder

**ALEX**

It's diplomacy

**BRYN**

I'm not going to actively try and diplomacy the opposite but I'm going to make a hindrance check to take away 2 from his roll

**LYDIA**

There are so many things I just genuinely don't know you can do.

**JAMES**

So will Bertie. Bertie's going to do it by gently humming in a broad operatic, like a lovely baritone.

**ALEX**

Give me the roll, then describe. I don't know if it's a lovely baritone.

**JAMES**

Bertie rolled 11. I don't know what his...

**ALEX**

Diplomacy

**JAMES**

Oh...

**BRYN**

I rolled a 2 but my diplomacy is 13 so that's technically a success.

**ALEX**

You successfully hinder

**JAMES**

I've got 16

**ALEX**

You successfully hinder.

**BEN**

I got a 19 so I go down to 15

**JAMES**

Bertie hinders by humming "I know a song that'll get on your nerves, get on your nerves"

**ALEX**

So what specifically are you trying to achieve?

**BEN**

I'm trying to get her to either...well at the initial point let us have a look around and secondly to cancel and evacuate because basically...well am I successful or...

**LYDIA**

Your diplomacy's not -3. Your diplomacy is 7

**BEN**

Yeah that's why I got 19 and then produced a 15

**LYDIA**

Oh! Sorry

**BEN**

That's alright.

**ALEX**

So the woman lets you Grizzop in and Sasha and then to Hamid and Bertie turns and says – I'm so sorry that your night's been interrupted. Please accept these complimentary drinks on our behalf.

**JAMES**

Ooh

**ALEX**

At which point she closes the door unless you stop her.

**LYDIA**

Sasha is not gonna let the door be shut.

**ALEX**

Ok.

**LYDIA**

No the customers need to hear this. This is urgent. You're trying to shut us up. You're trying to...this is dangerous.

**ALEX**

I am not. I am not trying to shut you up. What I'm trying to do is stop a panic. Do you understand what I mean?

**BRYN**

I'm just going to wait outside the door and listen

**LYDIA**

People should run out of this building.

**ALEX**

She gestures you into the office and then sits behind her desk. Look, ok you might be right. I'm not saying that you a liar or anything like that but I am saying that an enormous amount of money, an enormous amount of people...

**BEN**

But...

**ALEX**

Let me finish. I will allow you to have a look around. Go backstage etc. if you can provide me proof of any kind of nefarious action...

**BEN**

What's your name?

**ALEX**

Samantha

**BEN**

Full name please. You're an employee. I need to know your name

**ALEX**

She reaches over to her paperwork and hands it in front of you. It's Samantha Debouche

**BEN**

I'll be keeping this and I'll be letting the Temple of Artemis know that you were mildly helpful but if anything goes wrong and if any very high profile citizens of Prague, maybe any of the elite, the mayor, senators, anything like that, I will let them know that you are personally responsible for the deaths of those individuals because you did not allow the Temple of Artemis to, in partnership with the University of Prague, do their full job.

**ALEX**

She again, she doesn't seem hugely phased. She's just like – I have done everything...

**BEN**

Give me those passes now.

**ALEX**

She gives you the pass and gives you another one. There are more but she is presuming that both Hamid and Bertie are just patrons.

**BEN**

We need two more for our friends.

**ALEX**

Fine

**BEN**

Thank you

**ALEX**

I ask only that you please, if you find something bring it to myself or another manager...

**LYDIA**

Just to let you know that what we will find most likely is exploded pieces of rotted zombies as we have just dealt with in three separate locations.

**ALEX**

We have security throughout the building...

**BEN**

You're wasting our time. Goodbye. And I'll walk out.

**ALEX**

You just hear – hm. And the door is closed. You are back in the atrium. The majority of the audience in this time have made their way in. I will cut to Hamid and Bertie as they are entering. What have you been doing in your interim time?

**JAMES**

We've been putting...we've been going to the bar to put in our order for interval drinks.

**BRYN**

I have been looking around. I am trying to spot...I am trying to get a sense of where the exits are, get a sense of the shape of the building. If there needs to be an evacuation what's the best way to get people out. Where are the choke points? I am assessing the location.

**JAMES**

Bertie knows what Hamid would order so just gone and ordered it anyway.

**ALEX**

So with you having gotten your backstage passes, maybe not getting everyone on board but at least enough to facilitate you and with the audience filing in, we'll end the episode there and we'll be back next time.

**BRYN**

For the opera? Have you got sound effects ready for the opera? Have you purchased the score or a performance of Don Giovanni?

**ALEX**

I think you'll find Don Giovanni is in the public domain

**BRYN**

Oh amazing.

**LYDIA**

Ehhh

**ALEX**

Look on my works. But yeah...

**JAMES**

Look on my works they are in the public domain. Everyone can look at my works.

**ALEX**

Look on my works for they are not mine.

**(laughing)**

**LYDIA**

I made this!

**ALEX**

But yeah we will return next time. Could've gone worse but again could've gone better as well.

**BRYN**

It's always fun when the party's working at cross purposes. That leads to the best experiences.

**BEN**

Yeah it's always a shame when some people are trying to not innocent civilians killed and one of them is trying to, I dunno, forward their sister's career

**(laughing)**

**BRYN**

Some things are more important!

**ALEX**

We'll end the episode there. Bye guys!

**EVERYONE**

Bye!

**[Show Theme - Outro]**

**ALEX**

Rusty Quill Gaming is a podcast distributed by Rusty Quill and licensed under a creative commons attribution, non-commercial share alike 4.0 international license. Today's episode was directed by Alexander J Newall and produced by Hannah Preisinger. To subscribe, buy merchandise, or join our Patron, visit

Rusty Quill Gaming – 75 – The Show Must Go On!

rustyquill.com. Rate and review us online. Tweet us @therustyquill, visit us on Facebook, or email us at mail@rustyquill.com. Join our community on Discord, or via Reddit at r/rustyquill. Thanks for listening.