

CHAP Definitely Wizards 3 – Rhyme or Reason

Content Warnings

- Bees, sharks, & snakes
- Animal attacks & injury
- Fire & burns
- Mentions of: depression, explosions, death (inc. parental death), food, exercise
- SFX: background chatter, rumbling & squeaking, wind, buzzing

[Show Theme - Intro]

THE ETERNAL TAVERN KEEPER

Rusty Quill presents Chapter and Multiverse.

[SFX: Interdimensional Tavern Ambience]

Welcome back my friend, it's a pleasure to see you as always. Oh I hadn't finished telling you about those wizards yet, had I? Don't worry. I'd be delighted to round off the story for you today. I left things on quite a cliff hanger last time didn't I? Our heroes had to contend with swarms of vicious rabbits in the third testing room, an illusory outdoor scene and their new Serpentine ally was in a whole heap of trouble.

[SFX: Portal Woosh]

MADDY

Hello and welcome to Chapter and Multiverse, the actual play podcast where we explore the same city across multiple parallel universes. I am your gamemaster, Maddy Searle, my pronouns are she/her, and today we will be

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playing Definitely Wizards by Elliott HT in which a bunch of a non-wizards have to try and pass a wizard exam. But before we go any further I must introduce our wonderful and talented players, starting with Lowri.

LOWRI

Hello, I am Lowri, she/her and I am playing Falsetto Delala the wonderful – actually no – very depressed...

(laughing)

...very depressed bard, full on black hair, long fringe, eyeliner, flannels as someone suggested earlier, he/him.

MADDY

Wonderful and Pip?

PIP

Hello I am Pip Gladwin and I will be playing Jackson Gains, the muscle wizard. Both he/him.

MADDY

Sweet. And Shamini?

SHAMINI

Hi, I'm Shamini, I use mostly she/her pronouns and I am playing Esteelia, the druid, who also uses she/her pronouns.

MADDY

Great. And Connie?

CONNIE

Hey everyone, Connie here. My pronouns are they/he and she. I am playing Spoon, he/they, teenage collector and currently has been blown up.

(laughing)

Just a little bit. Little bit blown up. A smidge.

MADDY

[SFX: Nature test room ambience, grass rustles, birds chirp]

So absolutely. Last we left off everyone was in a bit of a slough of despond as poor Falsetto's inspirational screeches did not have the desired affect and the hammers that Spoon had so handily brought forth from their cloak just exploded in people's hands and so the rabbits that were emerging from the ground in this testing room [SFX: Ground rumbles] were covering our new found friend Bryony the Snake and things are looking dire. So what do you want to do?

SHAMINI

Am I right in thinking that both Spoon and Falsetto are just collapsed on the floor being tragic?

LOWRI

So tragic. You've never seen such a tragic sight in your life.

CONNIE

I think Spoon is physically maimed more so than Falsetto is emotionally maimed.

PIP

I think Jackson has done that full Hanna-Barbera cartoon thing where he was holding the hammer and then the hammer exploded and you couldn't see him and when the smoke cleared he's standing in exactly the same position but his hair's been blown backwards, his eyebrows have gone. Cool. I'm gonna react because Bryony the Snake is...the giant muscular snake is in trouble and game recognises game so...Jackson is going to stare at his partially singed hand and be like – I don't need a hammer. I am the hammer!

(laughing)

I will hurl myself [SFX: Jump forward] at the massive rabbits and just start kicking the...kicking the non-expletive word out of them.

MADDY

Kicking the daylights out of them.

PIP

Yeah. I truly could not think of a different word. That's my whole plan and I think at this moment, just given the situation, I don't think I'm trying to make this look like it's magic. I just...I'm just beating the hell out of a bunch of rabbits.

SHAMINI

Yeah priorities.

CONNIE

Fair.

MADDY

Please give me a wild roll.

PIP

Ok. It's a 4 which meets my current wild stat.

MADDY

Amazing, yes. So you can add 1 to wild and succeed if you're not disguising it.

PIP

No I don't think I am.

MADDY

I will say that with that success you can absolutely [SFX: Rabbit squeaks, rabbits thrown] tear through these rabbits, absolutely flinging them to the side and manage to excavate this poor snake from the mountain of rabbits. There are still plenty of rabbits around, scurrying around your feet, nibbling at your ankles but Bryony is now free.

SHAMINI

Esteelia is still half ferret, half person.

MADDY

Oh yeah I forgot about that.

SHAMINI

With very small limbs. So what I think I'd like to – tell me what you think of the vibes of this GM – is I'd like to start rolling. So from laying prone on the floor, start rolling and kind of, I don't know how she's rolling with her tiny limbs but she's pushing off, build up speed and I want to, once again, try and transform myself but this time I would like to transform myself into a Tasmanian devil but the cartoon kind, not the real kind.

(laughing)

MADDY

Yes.

SHAMINI

Just a little tornado for some reason. Very unlike the biologically accurate species.

MADDY

I will say that yes there have been very cartoon-y things happening in this series already so you can absolutely do that. Please give me a wild roll.

SHAMINI

I dunno how I'm...I'm just not gonna try and disguise this either.

CONNIE

Yeah! Gloves have come off!

SHAMINI

1.

LOWRI

Nice!

MADDY

Yeah. So add 1 to wild if you're not disguising it and it is successful. [SFX: Rolling on ground, tornado starts to form, rabbit squeaks] So what are you trying to achieve with your new found Tasmanian form?

SHAMINI

I would like you to see the little whirlwind and then just the rabbits flying everywhere I go, just being flung aside. Rabbits everywhere.

MADDY

Yeah, absolutely. You manage clear a path through the sea of rabbits [SFX: Tornado fade away, rabbits cease to squeak] to the door at the other side but as you are doing so, the second hidden part of the room comes to life. The trees...I mentioned the few fake trees that were decorating this room but unfortunately these trees are also sentient and [SFX: Wood crackles and bends] their branches come and try and grapple you.

SHAMINI

I kind of love it because Esteelia's really into trees and I'm gonna...yeah, I'm loving them giving me a lovely big hug/crush. I don't know.

MADDY

Yeah the trees aren't particularly...they're not gonna try and injure you in any way, they're just going to hold you in place so you can't leave and so they're just giving you a lovely big hug and you're just like oh this is great.

SHAMINI

This is ok. Yeah.

CONNIE

I think at this point Spoon sits up [SFX: Sit up] and we see that the explosion has completely blown off both their hat and their beard.

LOWRI

No!

PIP

Oh no!

CONNIE

Revealing the cursed hat underneath which I think is a newsboy cap but has teeth. Has really blunt teeth nomming on to their forehead and we see that Spoon's face is...they look like a 17 year old kid, maybe a month on testosterone. They've got little freckles and kind of fly away red bits of hair underneath the teeth and these bright black eyes. They sit up, they don't realise their disguise has been blown and they go – Auntie Esteelia, I'll help you, I'll redeem myself. They pick themselves up and they're gonna fling a finger forward to cast singe which is a wizard spell, produce a small flame like a built in lighter. I think what happens is they press it against one of the barks but nothing happens and they go – oh, oh right, of course, yes I need some gasoline. And they reach into their pocket and they try to douse the trees. [SFX: Oil pour begins] This is not a magical gas, it's regular oil. They're just dousing the trees in oil and trying to touch singe to the trees.

MADDY

Incredible. I love it. Please give me a wizard roll.

CONNIE

Yes. Yes. It's...I keep rolling 6s. It is a 6.

PIP

Oh no.

MADDY

Oh no. I'm gonna say, I haven't used it yet and I think I really like this idea so I'm going to give you inspiration and let you roll again.

CONNIE

Thank you. When the GMs like, Connie please roll better. That is a 5 which works because my wizard stat is a 5.

MADDY

Excellent. Amazing. So yeah, absolutely, you're just dousing these trees, these sentient trees in oil [SFX: Oil pour ends, magical poof, flames erupt] and as you touch your finger to it they just set alight and luckily as they burst into flames they flinch back [SFX: Wood bends and crackles] and let Esteelia go so that Esteelia does not catch on fire as well. It's a close run thing but it is absolutely a success. Oh, if you're at a 5 you add 1 to wizard so now you can't cast any more wizard spells until you've succeeded at a wild roll.

CONNIE

Yep.

LOWRI

Falsetto's just going to morosely walk up to Spoon and just put their hand heavily on their face and just drag it down. Not hard or anything, just being like – the arsonist of the trees has brought me from my knees. And just like...wander towards the door in almost like a fugue state, so depressed.

CONNIE

Jeez.

MADDY

The rabbits who were flung aside by the Tasmanian whirlwind are slowly starting to get back on their feet and starting to crawl back but if you're quick you can get through the door before they are fully back to full strength.

SHAMINI

I think Esteelia's going to turn back into her normal form [SFX: Magical poof, gently falls onto grass] as she drops onto the ground and just looks at Spoon standing there with his various collection of things and just be like – you have saved me. You are the greatest wizard ever. Look at the orb again, pointing at Spoon, grabs Spoon's hand and runs for the door, if you'll allow.

CONNIE

Absolutely.

MADDY

[SFX: Nature test room ambience ends]

You can hear the sound of a quill scratching from the orb and just going – [SFX: Quill scratching paper, orb voice effect] hmm, yes, interesting, good, very good. And you don't know what he's writing, could be anything. And so yes, absolutely, you make your way towards the final door and it doesn't have a number written on it. It just has the words "the final test". [SFX: Stone door scrapes open] And so as you open the door it is pitch black in this room. You cannot see a single thing and then suddenly [SFX: Spotlights turn on] boof, boof, boof, three spotlights go on shining down on three giant automatons. Three giant stone automatons. They've got these massive chunky cogs and wheels making them work and they're just standing still at the moment and you can see that around each of their necks is three pieces of metal and those of you with enhanced spatial reasoning can figure out that these three pieces fit together to make a key and there is in fact a door at the other end of the room that has also been lit by a spotlight and it appears that your task is to retrieve the pieces of the key from each of these automatons and open the final door.

[SFX: Ominous room ambience]

SHAMINI

This test centre has really good lighting. We should talk to whoever does the set design because this is some nice work.

CONNIE

It's actually very impressive.

SHAMINI

Yeah, yeah.

CONNIE

Falsetto maybe you could rent this place out to perform.

LOWRI

You're just saying that to make me feel better.

CONNIE

No, I mean it. The rhyme you did right before we went through the final door was really amazing and I like the eyeliner, I suppose, and the fringe and the burnt cape but I also really liked old Falsetto.

LOWRI

Well maybe it's something to think about. I was actually thinking, Esteelia, I don't know how you feel about set design but I haven't filled that position yet for the tour so...

SHAMINI

Me?

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LOWRI

I was thinking we could have a nature forest vibe.

SHAMINI

Yes!

LOWRI

And Jackson I've been meaning to ask you, you really like lifting things.

PIP

Yeah, it's basically my whole deal.

LOWRI

So I dunno, maybe we could do with some kind of roadie.

PIP

Sure, yeah.

LOWRI

I mean obviously Spoon you're the SFX.

CONNIE

Oh. I was hoping I could maybe be, I dunno, like a manager or some sort of...

LOWRI

Falsetto cups your face. [SFX: Gentle touch]

CONNIE

Oh.

LOWRI

And doesn't say anything.

(laughing)

And walks off.

CONNIE

Wait Falsetto. Let me prove myself. If you're impressed by my performance in this final room will you make me your manager instead of the sound effects person. I don't want to be fully work again.

LOWRI

Life is but a test. What can we do but show our best.

SHAMINI

Falsetto you're back. You've got it back. You've got your spark.

LOWRI

I hate Falsetto so much!

(laughing)

PIP

As Falsetto's walked away Jackson's gonna say – I mean he seems real upset about this. I know it's maybe like a new phase for him but I think we need...I think we need the old Falsetto back guys.

SHAMINI

Ok so we've gotta think something positive. Happiness. I mean the new music is really nice though.

CONNIE

It's a little dirge-y. It makes me feel kind of depressed, like I just wanna lie down in a ditch and die.

SHAMINI

Ok, ok we need a serious intervention I think. Falsetto?

LOWRI

Falsetto's on their knees in front of a automaton with the spotlight on them just declaring – what is the human race if not cogs to be kept in place.

SHAMINI

Oh god, ok, that's bad.

PIP

Oh boy.

CONNIE

Well the old Falsetto loved flattery, loved compliments. Maybe that's how we do it.

SHAMINI

For sure. Falsetto?

PIP

Yeah. I think we go and stand around them in a circle.

CONNIE

Yeah in like a semi-circle.

SHAMINI

Standing in the right place they've got the lighting coming off, we're evenly spaced, maybe kneeling.

MADDY

I think a very helpful spotlight [SFX: Spotlight turns on] just falls on you as well.
Just absolutely setting the scene.

SHAMINI

We're gonna get the breeze back again [SFX: Breeze comes, fabric rustles] so
that we've got, again, Falsetto's hair and cloak starts going and I think as we're
all talking I'm gonna summon some bees

(laughing)

The bees are backing music ok. [SFX: Bee buzz begins]

CONNIE

Oh yes!

SHAMINI

So there's just this low hum that's just gonna build as we're giving the
compliments, ok.

PIP

I love it.

SHAMINI

Falsetto you are the most amazing performer. The power of your words are greater than the power of nature. It's like the power of the sun and the river and fire all together bursting out of you. It's amazing.

LOWRI

No, stop. Come on. Carry on. I'm gonna give up music.

CONNIE

Falsetto you can't do that. I guess it's my turn. Falsetto ever since we met at that night school that I'm pretty sure was just a multi-level marketing front scam, you showed me how beautiful magic could be because up until that point my only exposure to magic was stealing magical items. I thought it was power to be pilfered and traded, not embraced and used as art. More than that Falsetto you're our leader and you're my friend. I'm an orphan. I grew up in the streets and I think Spoon launches into a horrifically tragic backstory I've never brought up before but how their parents were killed by Korgal the Conqueror or something like this. It's horrific. And they route it back – but you give me hope in humanity again with the music you used to make. You're like the older uncle, brother I never had. So please come back to us.

LOWRI

The magic was always in you Spoon. That's what the friends we made along the way or something, I don't know.

SHAMINI

Esteelia's just gonna add – also it was in the books that we read when we were training to be wizards which we are.

(laughing)

LOWRI

Falsetto just throws some glitter in the air. [SFX: Glitter sparkles] [Crying].
Magic.

SHAMINI

Jackson, Jackson we need you.

PIP

Ok, ok. Ok we're getting there. We got glitter. We're getting there. Ok, ok. I'll lean in close and whisper – Falsetto I'm going to tell you something that I've never told anybody else.

LOWRI

Yes.

PIP

I'm not a real wizard.

(laughing)

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I can't do magic. I'm just...I'm just jacked bro. And you...and you today, more than any of the rest of us, you've been shooting spells man. You're a real wizard. So snap out of it man we need our leader back.

LOWRI

Falsetto's hand grips your bulging shoulder muscle, [SFX: Hand grabs shoulder] forehead to forehead.

PIP

They're to the ears they're just so big. It's scary and awful.

SHAMINI

The buzzing is forming a note as well and I'm just going to start chanting in the background of your upcoming speech – Falsetto. Falsetto.

LOWRI

Do you know what, Jackson, you have trusted me with some information that is really important and oh my god I'm not gonna let you down. [SFX: Triumphant guitar riff, bee buzzing stops] Let's assemble these keys!

(cheering)

PIP

We all just sprint off into different directions.

(laughing)

MADDY

And as soon as you start sprinting off in different directions the automatons sense movement and spring to life and bear down upon you with their massive fists.

[SFX: Stone limbs scrape, cogs turn]

LOWRI

Oh no.

MADDY

So what do you want to do about that?

LOWRI

I mean Falsetto is amped up and is going to cast shield on everyone.

CONNIE

Yes Falsetto!

MADDY

Amazing. Please give me a wizard roll.

LOWRI

Uh oh. Oh no. That's a 6.

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MADDY

Oh no.

LOWRI

Come on. Have you no sense of story dice.

(laughing)

MADDY

I'm going to say with Falsetto's new found sense of joy again can roll again.

LOWRI

Come on. Come on this time. It's another 6.

(laughing)

PIP

Sometimes the dice tell a story.

MADDY

Yeah they do. Yeah. So please roll again for the consequences to your actions.

PIP

One more 6. One more 6. One more...

LOWRI

It was a 2.

PIP

Well that's...

LOWRI

Boring!

MADDY

Nothing happens. So you don't need to add 1 to your wild but yeah, unfortunately the shield, [SFX: Magical burst, shimmer] you see it flicker, there's this blue light that shimmers around everyone for about half a second and then just dies. [SFX: Spell sputters out]

CONNIE

We don't need wizard magic. Let's let loose everyone. Screw the rules. Let's be ourselves.

PIP

No, we'll straight up fail if we do that.

(laughing)

CONNIE

Wait, hold on, I'm dodging between the hammer fists, I grab a cloth. Just a regular cloth, not magical, a black cloth out of my pocket and I throw it over the orb so it can't see what's happening.

LOWRI

Yes! Yes! Oh my god, Spoon, yes!

MADDY

That's an object interaction, that's not a roll. That happens. And you just hear a muffled voice from under the orb like – oh, oh, my feed seems to not be working. Excuse me just let me shut down the...

CONNIE

Orb OS. It's shutting down Orb OS.

MADDY

Let me shut down Orb OS and start again.

PIP

Delightful.

LOWRI

Amazing.

MADDY

Turn it off and turn it on again. I'll be right back. And so now you have the time while the orb is off. Yeah it just falls to the ground as it's turned off and so you know that the proctor is back when the orb starts floating again.

PIP

Great.

LOWRI

Jackson, punch them!

(laughing)

PIP

Sure. That's...that's what I do. Is there literally nothing else in this room, just these three machines?

MADDY

Yeah it is an absolute void. You're not even sure where the room begins and ends because it's just so dark apart from these spotlights that are tracking these automatons very well.

PIP

Of course.

MADDY

So there's probably someone up there doing some very great lighting work.

PIP

I am gonna...I will unsling my...again that's a wizard roll. I might as well max out my wild stat, let's do it. I think I'm just gonna tackle one of the legs of one of these things. Because obviously the necklace that we need is up top right so I wanna get this thing horizontal so that we can get...so that the others can get to it easier so I think I just run full tilt like a train at one of its ankles and then I'm just intending to knock it over, try and knock it off balance and as I run at it I shout – I'm not casting a spell.

(laughing)

MADDY

Yes. Please give me a wild roll.

PIP

That's a 3. I have 5 in wild right now so that is a success.

MADDY

Amazing, yep. Success. Absolutely. So you will add 1 to wild.

PIP

I will. I'm not disguising it at all.

MADDY

Yeah you add 1 to Wild so you're at 6 so you can't cast another wild spell, you have to cast a wizard spell next and succeed in order to cast wild. If you cast another wild spell and your wild stat goes higher than 6 then you're caught and you fail the test so, yeah, you definitely have to cast a wizard spell next and succeed if you want to keep this going. So yes, please describe to me how you level one of these automatons, these towering automatons, probably three times the size of you.

PIP

As I described I think I charge at it screaming and I drop my shoulder just before I slam into its ankle [SFX: Crash] and knock it off balance and hopefully tip it over.

MADDY

Yeah and you hear a deep voice [SFX: Gravelly automaton voice] going – uh oh – as it slowly starts to tip over [SFX: Stone begins to fall] and it's like a tree falling in a forest. It eventually manages to slam down on the ground. [SFX: Crashing stone] The whole floor shakes with its force and you are able to snatch the key from around its neck [SFX: Chain rips off neck] but there are still two left who are bearing down upon you with their terrible, terrible fists and at this point, I think it is time to take a short break and we'll be right back.

[BREAK 24:41]

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And we're back. So with one of the automatons down, two left, what are we doing? Who is going to try and fell the next one?

SHAMINI

Having seen Jackson Gains incredible tactics, Esteelia is going to try a similar manoeuvre but using the power of bees. [SFX: Bee buzz returns]

(laughing)

She does a dramatic bee hand, waves her hand up at the swarm of bees that were previously helping to provide background music for an emotional moment and now swarm around the automaton's head, round and round, spinning them about, knocking their head back and then another branch of the swarm under their feet so as they step back to regain their balance, they maybe trip.

MADDY

Amazing. I need this to succeed. Wild roll for me please.

SHAMINI

1.

PIP

Yo, nice.

MADDY

I assume you're not trying to disguise it. The proctor is not watching but...

SHAMINI

I'm not trying to disguise it but that does put my wild up to 6 so that's where that is.

MADDY

I think I'm gonna have to be harsh and say that the stats still do go up even if the proctor's not watching.

PIP

No, yeah makes sense.

MADDY

Please describe how these bees manage to fell this giant.

SHAMINI

Well there's a swarm of bees around its head [SFX: Loud swarm buzz] and another swarm tripping it up at its feet as it comes crashing down [SFX: Stone crashes, bee buzzes fade away] surrounded by bees but all of the bees get out of the way before it hits the ground. None of them get squashed. They're all fine. Bryony is just wrapped around my neck just watching, like, ooh good bee work [SFX: Snake hiss]. And Edward's just hanging out of my hair, just waking up from a nap, just maybe has missed a few things but is having a nice day.

LOWRI

Eating some cake crumbs that are still in your hair. Having a little snooze.

SHAMINI

Yeah and then just fall asleep again, yeah.

MADDY

Wonderful. And you manage to grab necklace number two from this felled giant. And there is one left. As the two that you have dropped start to slowly try and push themselves back up you have your chance to get at the third one without any hindrance. So who's going to go for it?

CONNIE

Spoon steps forward after putting the curtain on the orb. Turns around, sees this final automaton, they're gonna reach up to their cursed hat and say – alright, it's time to break the curse and the only way possible is to tell it to destroy everything. And they rip the hat off of their head and slam it onto the ground where a poof of smoke erupts and I think if it works an armoured land shark is going to appear. [SFX: Poof of smoke, hat slammed down] It's a shark but it has feet and legs and massive chomping teeth. So I will roll for wild if that's...

LOWRI

Amazing.

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PIP

I'm just gonna say it now, I'm petitioning for a Spoon prequel.

SHAMINI

Yes. We need to understand.

PIP

Yeah, I just want it on record.

MADDY

Yeah and please roll with advantage. I want a land shark please.

CONNIE

Ok well one was a 2, one was a 4. I was at 5. I go up to 6. So I think three of us are at 6 now.

MADDY

Amazing.

PIP

I think that's danger zone right. Doesn't a bad thing happen if we all go to 6.

LOWRI

I'm on 4.

SHAMINI

You're on 4, ok. It's alright Falsetto's hopefully going to save us.

MADDY

Ok, absolutely. So how does this land shark manifest and what does it do?

CONNIE

It's massive. [SFX: Shark appears, grows] Like at first it's about the size of a horse and then as the spell takes hold it becomes absolutely ginormous. Like a massive shadow falls over the crumbled remains of the two automatons and it towers over the third one and it lifts up like a clawed paw/fin [SFX: Armored fin raised] and just slams it down on the third automaton [SFX: Stone crash] and brick and mortar and stone just go flying everywhere and the key...a part of the key flies through the air. [SFX: key sparkles, chain grabbed, landing sound] Spoon jumps up and grabs it and lands back down.

LOWRI

Yes!

MADDY

Incredible.

CONNIE

We better hurry though because this thing's outta control.

LOWRI

That's my team – screams Falsetto from the background completely thinking that they helped and did nothing.

(laughing)

MADDY

So now your task is to get through the door before the automatons get back up and before the land shark eats you. So how would like to achieve that?

LOWRI

Where is the door?

MADDY

The door is probably about 40 feet away.

LOWRI

Like it's just at our level?

MADDY

Yeah it's just at your level. It's not high up in the air. It's just an ordinary door.

LOWRI

With an inflated self of importance Falsetto is just gonna shout – team to the door.

CONNIE

Yes leader.

SHAMINI

As Spoon is running having landed back down dramatically, I would like to get the swarm of bees [SFX: Bee Buzz returns briefly] to come under Spoon's feet and just lift them up so they're just surfing towards the door.

LOWRI

Yes!

PIP

I think Jackson is just staring up at this kaiju that is now in the room with us smashing up these automatons, just staring at it open mouthed and just like – bro, what's your routine?

(laughing)

I gotta know.

LOWRI

Falsetto's gonna, as he runs, grab you by the arm [SFX: Arm grabbed] and trying to encourage you, obviously can do nothing to pull you...

PIP

It's like trying to pull a wall.

CONNIE

If it's ok for me to chime in as the shark real fast, in response to Jackson just goes – [SFX: Booming land shark voice] never skip leg day! And slams down.

PIP

Does it seem like the shark is aggressive towards us also or is just smushing up the automatons.

CONNIE

I'll leave it up to the GM. I've got nothing.

MADDY

I think as the words used "destroy everything" so...

PIP

So we passed the exam but now there's a giant shark monster which may destroy the world.

SHAMINI

Can I grab the orb as we go as well because we really need to take this orb.

MADDY

Yeah, yeah.

SHAMINI

However, important rules question, if I have to roll again for the bee surfing I'm going to have to do something drastic in order to not have the orb come back and...because my wild is at 6 already. So I'm gonna have to try and use one of my props, presumably to convince the orb. So can I pick up the orb and shake the orb a bit. I wanna get the proctor back.

MADDY

Yeah the orb starts to light up [SFX: Orb turns on] and starts to float by itself again and is like – [SFX: Orb voice] oh sorry about that. What's going on here?

SHAMINI

We're running and I'm going to be like – no worries – and I'm going to take Edward from my hair and I'm going to be like – my wizard familiar has helped us defeat these three automatons. Well done Edward. Can I take that as use of my prop in order to remove 1 point from wild.

MADDY

Yes you can and so you may roll for bee surfing.

SHAMINI

And now I'm gonna roll for the bee surfing. The bees surfing is a 4. My wild is 5 so that's fine. So that works.

MADDY

Great. And you were disguising it with the familiar so you don't need to...yeah. So with all that admin out the way. Absolutely. Is it everyone that's on the bee surfing or is just Spoon?

SHAMINI

It's just Spoon, sorry.

MADDY

That's fair. That's fair.

SHAMINI

Spoon was very inspirational and Spoon needs to be flying at this point.

MADDY

Spoon is precious and must be protected at all costs.

PIP

Yeah.

MADDY

[SFX: Ominous room ambience ends]

And so Spoon is aloft on a surfboard of bees. [SFX: Brief bee buzzing] Everyone else is running straight towards the door trying to avoid the jaws of this giant

land shark and as the orb floats behind you, you all manage to get through the door [SFX: Stone door scraping, armoured shark slamming into stone] and shut it and you hear a massive slam as this land shark just rams against the door and luckily it's a very magical place, the land shark is trapped in there. They don't want those automatons getting out. So land shark is not going to get out either. And so you find yourself back in that cold cavernous hall with the stars on the ceiling and there is a kerfuffle coming from inside the orb. You hear a door opening and you hear a voice saying [SFX: New orb voice] – oh what's going on here? I thought...I asked you to keep an eye on things while I was away, not run tests while I was away. The other voice, the "proctor" says [SFX: Orb voice] – oh I'm sorry I misunderstood. I thought that you were insinuating that I carry on your duties while you were on holiday. I'm terribly sorry but these very talented young wizards are certainly worthy of getting their qualification. I have recorded everything. I have detailed notes. The other goes [SFX: New orb voice] – well this is most irregular, what do you have to say for yourselves? And a jet of light shoots out pointing at each of you, gesturing for you to speak up for yourselves.

[SFX: Quiet corridor ambience]

LOWRI

Falsetto, again, amped up on the success of their team will hold the ball. I want you think of Eragon in Lord of the Rings when he's holding the palantir and he reveals himself to Sam. Looking direct into, what he assumes, is the camera. Who knows – have you witnessed the destruction that we have wreaked on your petty little test. We are the mightiest wizards of all time. And just throws the ball on the floor.

(laughing)

MADDY

It awkwardly clunks and then bounces a little bit and rolls along the floor [SFX: Glass bumps floor, rolls] and then starts floating by itself again. Oh, that was rather...[SFX: New orb voice] I'm not sure how to feel about that. I'm having some feelings and I'm not sure how to process them.

LOWRI

Can I roll wizard to try to convince them.

MADDY

Yeah please do.

LOWRI

Oh. It's a 4 and my wizard is currently 2.

MADDY

Oh. As the test is over we can just use this a measure of success and we don't need to go into the whole consequences part. The orb speaks out [SFX: New orb voice] – I've never seen someone so impudent. A wizard would never be so brash as that. You, the one with all the muscles, what have you got to say for yourself?

PIP

Well we passed your tests and I think that means that you gotta give us our wizard licences because we passed your tests. It doesn't matter what situation...maybe you had the wrong person giving the tests, we don't know that. We just came here at the point in time you left this joker in charge and then we passed the tests because we're wizards man.

LOWRI

Yeah man!

PIP

We're wizards. And then I think for the first time in this entire game I'm going to try and cast a wizard spell.

(gasps)

LOWRI

Which one?

PIP

I'm gonna see if I'm successful first.

MADDY

I think just for the fact of Jackson doing something wizard-y you can have inspiration and roll twice.

PIP

That's very kind. It's a 2 and a 5. My wizard is at 3. As he's saying – because we're wizards man – he's going to use a simple illusion to make, behind the other three, not himself, just the other three a sort of illusory version [SFX: Sparkles, magic sound] of each one of them except they're super jacked as well, like coming up like looming shadows up behind them but sparkly and translucent and flexing in that moment just to punctuate the point.

LOWRI

Falsetto throws a handful of glitter in the air. [SFX: Glitter sparkles]

(laughing)

PIP

Just instinctively.

MADDY

Incredible. So the voice grumbles a bit and is like [SFX: New orb voice] – well I see that you must have at least done something to get through those rooms in the first place and let me just see here – and you hear the rustling of paper as he looks through the other man's notes just taking...taking a few minutes to have a look, then he pauses and says [SFX: New orb voice] – alright, fine, as long as you don't tell anyone about this whole affair then of course by the power vested in me as Yandolf the Yellow of the Wizard Practitioner Centre you shall pass.

(laughing)

LOWRI

How did we not see this coming?

CONNIE

Oh my goodness. Thank you so much Yandolf.

MADDY

Yes it's me. Yandolf the Yellow, I'm very famous. Alright. Now I'm going to unpack my things after my very lovely holiday. Goodbye. And the orb just scratches on the ground. [SFX: Glass cracks]

LOWRI

Wizards!

SHAMINI

We're definitely wizards!

LOWRI

How can I express my feelings today. We won. We deserve. We're a family.

Yay!

(laughing)

PIP

I hug everyone at once. [SFX: Muscular group hug]

SHAMINI

Can't breathe. Jackson. Jackson.

PIP

Oh sorry. Sorry.

MADDY

I would like to ask each and every one of you what do you do with your new found wizard licence and what does the near future look like for your character? I will ask Spoon what they are up to.

[SFX: Corridor ambience ends, calm wrap up music]

CONNIE

Well the first thing after Jackson lets us all go from a hug, Spoon's gonna turn to Falsetto and go – does that mean I can be your manager?

LOWRI

Falsetto will put a hand on your shoulder [SFX: Hand on shoulder] – Spoon, the power was always in you. Yes. Yes you can be my manager.

CONNIE

Thank you. Thank you so much Mr. Falsetto. You won't regret this.

LOWRI

I can think of no one better. Just in case it is relevant to the other characters what Falsetto's going to do is tour and there are positions going on this tour. It's probably like a mix of spoken words and no indie because that was a dark time.

SHAMINI

A little bit of indie. We loved the indie.

LOWRI

I think we're probably going to have 80s rock vibes with spoken words sprinkled in just to inspire people and try and create a bit of good in the world or that's what Falsetto likes to think they're doing.

CONNIE

I think Spoon's in the backstage area. They're the manager and the stage manager and they're telling back up dancers – you have to pick up your feet more. Mr Falsetto is going to fire you expeditiously if you are trying to steal the spotlight from him and is just going down a checklist and has Ray Bans on over their head they've blown up.

LOWRI

Please can you also still have your wizard pipe with the bubbles because that is what inspired.

CONNIE

Now where's Mr Bubbles? Thank you. Takes it and sucks on the pipe.

MADDY

Where does Jackson fit into this happy scene of touring around the world?

LOWRI

Jackson you can absolutely be an audience member in this if you don't wanna be part of it. No one has to do this.

PIP

I think he would like to be part of it. I think...I don't think Jackson goes on the whole world tour, I think Jackson goes for the first leg, many scenes of him carrying huge stacks of amps on his back and that kind of thing. People will build the whole stage and then it's like we actually needed it 20 feet that way and he'll just pick up the whole thing and walk it 20 feet and put it down. But after that Jackson is gonna go back to Chapter and he's gonna open a magical gymnasium and just trying to encourage wizards to work out. Encourage a little bit of...get some fitness in there because it's a lifestyle of dusty old tomes and that kind of thing and he opens, not a wizards only gym of course but a magically accepting gym for all people.

LOWRI

That sounds wonderful.

PIP

The gym is called Gainesville.

MADDY

Incredible. And what is Esteelia doing? Is Esteelia part of the tour?

SHAMINI

Esteelia is 100% working on the set design, getting very creative with it. If you guys are up for it, I think at one point a little way into the tour she will gather everyone together, maybe borrow Jackson if he's gone back to start the gym just temporarily and just be like – one thing, I have this idea for an amazing new set design. We are going to need a large number of snakes and a large number of carnivorous rabbits and she just slams down the plans to the test centre. Heist planning.

(gasps and laughing)

PIP

Maddy.

MADDY

Mm huh.

PIP

Can you please write very simply an RPG called Wizard Heist.

(laughing)

Because I think that's the sequel.

SHAMINI

Oh yeah.

LOWRI

And a prequel. I *love* how we're manifesting this.

PIP

Yeah, yeah.

CONNIE

Yeah this show really sets up both the prequels and the sequel very clearly.

PIP

Gotta have both.

LOWRI

The Spoon's prequel right. Not stealing that. It's the Spoon's prequel.

MADDY

Much like Lucas George the author of War and Stars we started with episode 4 right here. I shall leave that open for future possibilities. But thank you so much for playing and thank you so much for listening. It's been a wonderful adventure with these Definitely Wizards.

LOWRI

Definitely.

PIP

Yeah.

MADDY

And I would like to ask each of you please to let me know where we can find you on the internet and if you have anything to plug, starting with Pip.

PIP

Yes hello, I can be found @Pip_Gladwin on Twitter and I can also be found doing stuff with Realms of Peril and Glory podcast, other stuff on Rusty Quill and just generally mooching around on the internet talking about tabletop RPGs.

MADDY

Nice. And Shamini?

SHAMINI

I am on @SBundell at Twitter and you can regularly catch me playing adventures and talking about science and being very, very nerdy with the RPGeeks.

MADDY

Amazing. And Lowri?

LOWRI

You can find me @LowriTweets and also I produce Enthusiasm and I'm on some of those episodes as well.

MADDY

And Connie?

CONNIE

Hey everyone. Connie, pronouns are they/he and she. You can find me on Twitter @ByConnieChang. That's B-Y-C-O-N-N-I-E-C-H-A-N-G. Outside of that I am also the GM and creative producer for Transplaner RPG, a D&D actual play so follow us on Twitter for that.

MADDY

Please do. And you can find me on Twitter @maddy_abstract where there are links to all the things that I do. We hope to see you next time on Chapter and Multiverse but until then from all of us here in the space between worlds, goodbye.

EVERYONE

Bye!

LOWRI

Thank you Chapter. Goodnight!

PIP

See you next time!

SHAMINI

Bees! Zzzz.

(laughing)

PIP

Oh the bees!

[Show Theme - Outro]

THE ETERNAL TAFERN KEEPER

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CHAP Definitely Wizards 3 – Rhyme or Reason

edited by Lowri Ann Davies, Tessa Vroom, Maddy Searle and Cathy Rinella,
with music by Nico Vettese. Thank you for listening.