

## **RQG – 50 – Everything’s Fine**

### **Content Warnings**

- X
- X

**[Show Theme - Intro]**

**ALEX**

Hello and welcome to episode 50 5-0

**(cheering)**

I'm your host and GM Alex Newall and with me today

**BRYN**

Bryn Monroe

**JAMES**

James “I’ve Brought the Party Rings” Ross

**ALEX**

Yeah you did!

Rusty Quill Gaming – 50 – Everything’s Fine

**BEN**

Ben Meredith

**LYDIA**

Lydia “I’m Wearing a Hat” Nicholas

**ALEX**

And who are you playing?

**BEN**

He’s drunk right now, he’s a party cherry.

**BRYN**

Turns out because I’m playing Hamid the Halfling Sorcerer, one thimble of sherry is enough to make me completely wasted.

**JAMES**

Sir Bertrand “Mine’s a Carafe” Macguffingham

**(laughing)**

**BEN**

Zolf “Nothing Funny to Say” Smith

Rusty Quill Gaming – 50 – Everything’s Fine

**LYDIA**

Sasha “Sounding Resentful” Rackett.

**ALEX**

So...

**BRYN**

Sasha “It’s my Party and I’ll Cry if I Want To”

**LYDIA**

It’s my party now please get out of the room so that I can skulk in the corner alone.

**ALEX**

So picking up where we left off. Everything’s fantastic.

**BRYN**

I think Bryn’s just gone...Hamid’s just gone out...well Bryn’s gone out to the balcony to talk to his adoring public.

**ALEX**

Which ones? There’s a lot! By which I mean everyone. They like you guys a lot.

**BEN**

Do you have like a loud hailer spell.

**BRYN**

No. I’ve often thought one would be useful.

**LYDIA**

But then you met Bertie.

**ALEX**

Just get him to repeat what you say.

**BEN**

I need a translator. What for? Loudness.

**ALEX**

You do well in a lot of political circles with that.

**BEN**

That’s why he’s part of the upper crust.

**LYDIA**

“Bread” for it.

**(laughing)**

**BRYN**

Because it was a pie because I could crust.

**(laughing)**

**ALEX**

That was really good as well!

**LYDIA**

I only ever pun inadvertently.

**(laughter)**

**BEN**

It's your look of pure...why...what?

**ALEX**

Picking up where we left off. Everything is like you said awesome, you're in La Triomphe...

**LYDIA**

[singing] because we're part of a team.

**ALEX**

With Hamid surveying his fans from the balcony. Chanting the Racketts. Until one of the people on the rooftops notices that it’s Hamid and begins chanting his name and then that cry supplants the Rangers as they all are cheering your name.

**BRYN**

I bask. I don’t have anything to say. They wouldn’t hear me anyway. I look like I’m saying something but actually I’m just going yes, yes, please applaud me. It’s great.

**ALEX**

The nearest ones on the rooftop cheer more as if you’ve said something so everyone on the ground cheers more as if you’ve said something.

**JAMES**

Bertie hears this and is going to get on this clearly so he emerges onto the balcony.

**ALEX**

There’s another huge cheer.

**BRYN**

I step up, like onto a railing and do the thing that the referee at a boxing match does. I grab Bertie’s hand and just pause for the cheer to start going down and I lift his hand into the air.

**JAMES**

You're welcome! You are welcome! Yes.

**ALEX**

It's uproarious.

**LYDIA**

Sasha continues sitting at the dinner table eating dire lobster and pointedly not looking at Zolf. Just looking anywhere else in the room

**BEN**

I am sitting in a very large armchair angrily reading a paper and every so often looking over at Sasha who's not looking at me and going back to angrily reading the paper.

**LYDIA**

Are you turning the pages like [thudding noise]

**BEN**

Yeah I'm like...

**JAMES**

News, news, news. I see there's some news.

**BEN**

I'm also properly sulking. It's like look at me reading this paper because I don't care what you think because this paper is so interesting.

**ALEX**

Is it an English paper?

**BEN**

I'm going to assume so because I don't speak French!

**ALEX**

Well for all I know you could be that annoyed reading a French newspaper upside down.

**BEN**

No I can tell where a headline is, come on!

**ALEX**

Well then you get a very interesting headline. Barrett has been captured in London.

**BEN**

Oh!

**ALEX**

Superintendent Haringay, formerly Sergeant Haringay, having successfully captured Barrett has received one of the largest promotions in police history and Barrett is now awaiting multiple counts of murder, extortion and just about everything under the sun and is currently being held under extreme supervision.

**BEN**

Sasha?

**LYDIA**

Oh I'm sorry Zolf I don't have more tragedies for you to be jealous of...

**BEN**

Sasha!

**LYDIA**

...because they're not sad enough. I've got some lobster...

**BEN**

Barrett's ben captured!

**LYDIA**

What? What? No? You read that wrong, you can't read French.

**BEN**

It’s the Times! Look, look. I’ll turn the paper around. Come over here.

**LYDIA**

Still won’t look at Zolf. You’ve got to have that wrong. Takes the paper away.  
Snatch.

**ALEX**

In response to the unusual amounts of rioting and other violence in Other London in recent days, a large covert police operation was organised by Harringay and with the assistance of local hero, Gragg Coulson.

**BEN**

Gragg!

**LYDIA**

Oh yeah Gragg with his quiche!

**ALEX**

He was successfully subdued, restrained and removed and now they are sending a number of operatives down in order to provide aid to those who are obviously going to need it in the new power vacuum.

**LYDIA**

Wait. What? I don't understand. That's...I mean the thing is Barrett was evil and horrendous but the thing is while he was there the ceilings didn't cave in and there wasn't rock growing up the walls. People generally ate. I don't...like if he's not there are they going to look after them. Are they going to take care of people or is it just going to be fighting again? I mean sometimes stable horror is better than what came before it. I don't understand what's going on.

**BEN**

Yeah well maybe someone will step into the power vacuum quickly or, I don't know, Harringay seemed like a decent guy. Maybe he's going to...

**LYDIA**

Yeah maybe he'll look after everyone there.

**BEN**

Also Sasha, I'm sorry. Alright. I'm sorry. That was out of line. I just...I'm still depressurising from everything that's happened and...yeah. Do what you want with that information.

**LYDIA**

Ok, fine. Whatever. That...yeah...ok...good...cheers. Right, cool.

**BEN**

Can I have my paper back?

Rusty Quill Gaming – 50 – Everything's Fine

**LYDIA**

Right, give me a sec. Read, read, read. Yeah ok.

**(laughing)**

Yeah ok you can have it. There you go.

**BEN**

Thanks

**LYDIA**

Alright, good.

**BEN**

Nice

**LYDIA**

No it's fine. Would you like me to get you anything from the table while I'm up?

**BEN**

Maybe a claw.

**LYDIA**

Ok I'll get...there you go.

**BRYN**

Meanwhile on the balcony...

**(laughing)**

**ALEX**

I wasn't going to stop that for anything!

**BRYN**

I have, by the merely presence of hand gestures, divided the crowds outside into two. Assigned one half to Bertie and one half to myself and we're now having a competition to see who's half of the crowd can cheer louder.

**ALEX**

Hanging out of this. There is no winner.

**JAMES**

Can I have a suggestion for a non geographical...

**(laughing)**

**ALEX**

They say submarine!

**JAMES**

I heard submarine.

**ALEX**

Cheese monkey!

**(laughing)**

**JAMES**

Bertie's arm is sore from waving!

**BRYN**

Hamid has wave coming out of his ears.

**LYDIA**

Have you taught Brutor to wave?

**JAMES**

That's a thing I can do.

**ALEX**

Handle animal.

**BRYN**

Dress him like the...

**JAMES**

It does not go well!  $2 + 7$  is 9.

**ALEX**

He's too busy staring adoringly into your face in a manipulated way to wave.

**JAMES**

When are you going to let that go Alex? When?

**LYDIA**

Continue hating Bertie, that's genuinely what he does. It's a skill. Well done James, we still hate you!

**ALEX**

Skipping ahead to the next morning. There is a knock at the door. Does anyone open it?

**JAMES**

We have servants to do that for us!

**ALEX**

Correct! You have passed the test. One of your servants open it. More servants come in. They are carrying sacks. They look around for a moment. Quickly get a temporary table set up by the entrance. They begin emptying the

sacks which are full of envelopes. Then some more and some more and some more.

**BEN**

What is this?

**ALEX**

And some more and there is a large pile. Eventually someone comes up and say we selected the ones we thought you would be most interested with and have arranged for the rest to be stored at your leisure. Also we thought that you would want this delivered personally and one of them hands a telegram to Hamid.

**BEN**

What are these?

**BRYN**

Fan mail!

**ALEX**

It's your mail sir.

**BEN**

Six bags?!

**JAMES**

Bertie flops backwards onto the table and starts rolling around!

**(laughing)**

I am covered in glory, this is brilliant!

**BRYN**

Have you never sent a note to a soprano after a particularly moving aria or something like that?

**BEN**

Do I look like the kind of dwarf who sends a note to a soprano after a particularly moving aria?

**JAMES**

I prefer a good bass tenor myself.

**LYDIA**

Hamid are you saying that all these people know where we live?

**BRYN**

No they know where we are. That's not the same thing.

**BEN**

I mean that's just as bad.

**BRYN**

They're literally watching from outside. I mean we're on the balcony waving...yeah obviously they know where we are.

**LYDIA**

I think we should get another place to stay.

**BRYN**

Well I mean we need to discuss what we're going to do next.

**LYDIA**

Get somewhere where less people know where we are.

**JAMES**

Well I'm still awaiting the delivery of the Circlet of Command. The crowning glory of the Carthogen empire.

**BRYN**

I'm just going to read this telegram.

**ALEX**

DEAREST SON STOP SO PROUD STOP INBOUND STOP SO PROUD STOP

**BRYN**

Hamid starts shaking.

**BEN**

You alright?

**BRYN**

I'm fine. I'm totally fine. Everything is fine. I'm really, really good.

**BEN**

Is somebody sending you death threats? Give that here.

**BRYN**

No! I snatch it away.

**BEN**

Alright. What?

**BRYN**

...uh...ah...parents coming.

**BEN**

What?!

**LYDIA**

Wait? Are you alright? Do we need to get you to a safe place?

**BRYN**

I'm fine! I'm fine! I'm totally fine!

**LYDIA**

Are you sure that you don't need a safe place? I can chuck in some daggers for you.

**BRYN**

They're...p...proud of me.

**BEN**

Ok

**BRYN**

I look really confused.

**JAMES**

That shouldn't a surprise hmm?

**LYDIA**

Yeah like aren't you...

**JAMES**

You saved the world!

**BRYN**

Aren't you pretty successful at stuff?

**BRYN**

Yes...yeah...no. That makes sense. Mmm.

**JAMES**

Well good. I see no further need for investigation on this matter.

**BEN**

Ok well yes familial issues aside, we will need to discuss where we're going next. Probably...

**JAMES**

I also have a massive amount of carthogen jewels to fence and an enormous invaluable pair of legs.

**BRYN**

Well isn't Zolf going to use the legs?

**LYDIA**

Don't you want to walk around Zolf?

**BRYN**

I mean if they’re not evil obviously I didn’t think...

**BEN**

I’m not using the products of that thing.

**LYDIA**

Oh well...

**BRYN**

We’ve all been using the products of that thing for years Zolf. She...it was running the entire financial system.

**BEN**

No I’m not. I’m not. No.

**LYDIA**

If they didn’t wither up in your spells then they’re probably not evil right.

**BEN**

That’s not the point. They’re the product of countless deaths.

**LYDIA**

We’re the product of countless deaths Zolf. Like...

**JAMES**

That’s how parenting works. Eventually they die.

**LYDIA**

We’re all just the product of the people that managed to survive by slashing up as many other people as they could. I mean apparently one of my parents was some kind of gang lord. I don’t know how many people he slashed up. It doesn’t mean that I’m evil. Probably. I mean I don’t know maybe it does.

**BRYN**

They might’ve been stolen. I mean that thing didn’t seem very good...

**BEN**

Not very good at what?

**BRYN**

Coming up with original ideas. I’m just saying that at the very least the schema might have been purloined from somewhere.

**LYDIA**

From copying someone’s legs for instance.

**BRYN**

Yeah I mean I just don’t think that as legs they’re inherently evil.

**LYDIA**

Are you going to blame Bertie for all of the ills that the upper crust have done to all of us?

**BRYN**

Well maybe if you don't want them Zolf maybe we should sell them and from the proceeds we should buy you something different as legs and then we can split the remainder four ways.

**LYDIA**

I mean do you think I'm evil because me being alive is the product of that thing apparently fixing me up again?

**BEN**

No.

**LYDIA**

Sometimes you've just got take what you can get and these seem good and they're made for the sockets in your legs now.

**BEN**

Right. I don't want them.

**LYDIA**

I suppose it’s your legs. It’s your body.

**BEN**

I will find another way to sort this out. I’m not having a reminder of...we did still effectively murder about 23,000 minds.

**BRYN**

They were already dead.

**BEN**

Yeah and we can justify it to ourselves as much as we want.

**LYDIA**

I wasn’t actually having a problem justifying it before now. But now...

**ALEX**

There is a knock at the door.

**JAMES**

Enter

**ALEX**

Sir Bertrand?

**JAMES**

Yes

**ALEX**

We think it appropriate that someone open the door.

**BRYN**

I wave at one of the servants.

**ALEX**

They come over and open it. Two unnecessarily sinister gnomes stand on the other side of the door.

**JAMES**

Bertie rolls his eyes.

**BEN**

I’m sorry is this relevant, we’ve got something quite important to talk about.

**ALEX**

I believe Sir Bertrand will find this relevant. Would you please bear with us one moment. We apologise for the inconvenience.

**BEN**

I suppose so.

**ALEX**

Sir Bertrand. We have been made aware of your most recent efforts.

**JAMES**

Vast heroism. World saving epoch defining heroism. I might say discovering mysteries lost to the ages and saving the world. Pretty heroic I'd say.

**BRYN**

I mean I know I'm biased but he was really impressive.

**LYDIA**

And he saved some legs in distress as well.

**JAMES**

Very sad legs. Bertie takes the legs out and tips them slightly forward as if they were sad.

**ALEX**

They pull out a pad and sort of note it, pass it to the other one. The other one notes it. Again perfectly coordinated. In view of your recent actions both with the Diadem in addition to your actions regarding more importantly the events at l'Arc de Ordinateur you may consider your contract completed, null and voided. Thank you.

**JAMES**

What?

**BRYN**

Wait what?!

**ALEX**

They turn and begin leaving.

**JAMES**

What? What? Hang on. What?

**ALEX**

Is there a problem Sir Bertrand? Should you wish to enter into a new contract we would be happy to entertain the nation.

**JAMES**

No, no, no, that's fine. So you're saying that this whole business is sorted. That the Macguffingham estate is no longer in any sort of debt whatsoever.

**ALEX**

Acts of heroism are calculated with the number of affected parties. Given that the number of affected parties are approximately most of humanity excluding the Americas we can consider you having fully paid your contractual debts. Congratulations, you are the first Macguffingham in three generations to

Rusty Quill Gaming – 50 – Everything’s Fine

achieve this. Congratulations. Should you sire an heir we will again of course be in touch. Thank you.

**BRYN**

Bertie congratulations!

**JAMES**

Excellent. Right, I’m off. See you later. Lovely meeting you, lovely meeting you at Sasha and Zolf. Hamid, I will see you at the next Old Boys of Trinity meeting. Toodoloo.

**BEN**

Leave the legs

**JAMES**

What?

**BEN**

They’re Rangers property and you’re no longer part of them.

**JAMES**

Alright fine. I’ll take a quarter of the legs. Thought you didn’t want them?

**BEN**

Still want the proceeds.

**JAMES**

Fine, let's sell them and then I will leave and never see you again.

**BEN**

Right well thanks for all the help I suppose.

**JAMES**

Good. Chop, chop let's get these sold.

**BRYN**

You don't...you're really just going to go Bertie?

**JAMES**

Yep

**BRYN**

Oh ok.

**JAMES**

Bertie does not notice this.

**BEN**

Good well if you wouldn't mind leaving because we're going to have a discussion about where we're going next which doesn't involve you.

**LYDIA**

Bye Brutor.

**ALEX**

Presumably you head out of the flat.

**JAMES**

Yeah. With the legs

**BEN**

Ay, ay, ay

**JAMES**

Going to sell these then are we?

**BEN**

Yes but not right now because we're doing important things.

**JAMES**

Fine. And Bertie is staying there in order to make sure he gets one quarter of the legs' money because it was like 20 grand I think from...

**LYDIA**

30.

**JAMES**

30 grand so that's...

**ALEX**

They were 30 per leg.

**JAMES**

30 per leg.

**BEN**

And there was an arm.

**BRYN**

Are we going to sell that arm you got as well Sasha?

**LYDIA**

Oh you saw that? Right. Yes that can also go into the pile.

**BEN**

Oh Sasha I expected that much of Bertie but not you.

**LYDIA**

What! It's loot.

**BEN**

At least go in a bedroom. I have no interest in you hearing about our future plans if you are no longer going to be any part of the Rangers. Now get out of my earshot.

**JAMES**

Very well. Bertie goes off in the direction of...

**ALEX**

The balcony for some more basking?

**JAMES**

Yeah the balcony. Goes up to the balcony for more basking.

**BEN**

Right as sorely tempted to put on the legs just to annoy Bertie. So the next thing on the list we'll have to find a replacement for him.

**BRYN**

Yeah we probably need a...

**LYDIA**

Fighter.

**BEN**

Basically we need another one of those sentient bricks that we had.

**LYDIA**

We need something that means that I can get...they absorb the front of the monsters so I can get around the back and really dig in.

**BEN**

And I think next is probably what Cairo do we reckon?

**LYDIA**

No we're going to go north remember? We're going to get a gyrocopter.  
We're going to fly.

**ALEX**

There's a knock at the door.

**BEN**

What is it?

**BRYN**

I wave a servant.

**ALEX**

The door opens to Oscar Wilde who is looking a bit nonplussed at the reaction. He's holding a letter. Sorry I can come back later if you...do you need...

**BEN**

No please come in.

**LYDIA**

We've had a lot of news is the thing.

**ALEX**

Well I should hope so

**BEN**

As you can see from the drifts on the table.

**ALEX**

Comes in, closes the door. Yes good isn't it.

**BEN**

No.

**ALEX**

This one's for you by the way. Hands it to Sasha.

**LYDIA**

A bit of fan mail?

**ALEX**

It’s a telegram.

**LYDIA**

Oh right, ok.

**ALEX**

Yeah. Sits down. So I think I should update you quickly.

**BRYN**

Shall we get Bertie back in the room first?

**ALEX**

Yeah sure, sure. Well good news all round actually for a change. Firstly you were correct to send us off looking. There was a fluidics expert and some others working in London on that. That’s been shut down. They hadn’t acquired any specimens. Same in Cairo. Also, quite proud of myself on this one, we managed to summon most of the meritocratic forces to examine the crater. There’s nothing left whatsoever. Good job there. Presumably you’re quite happy about Barrett as well.

**LYDIA**

I mean I don’t know if I believe it, it’s quite strange.

**BEN**

Sasha’s a bit concerned about the state of Other London.

**LYDIA**

The people...the left behind.

**ALEX**

Oh I wouldn’t worry, I wouldn’t worry about it. Guivres, the French Meritocrat, the one who’s also responsible for England. Guivres has decided that the Other London situation has been left long enough and has been arranging for funds and aid to be sent down in order to bring them fully into the city and to expand the realms of the city downwards. They will be receiving a number of amenities and other help.

**BEN**

We’re not having any of this whole like hey you poor lot get out.

**ALEX**

Oh no. No, no, no. They’re assembling a Council of people who are considered high up in the Other London community in order to guide the efforts. They will be receiving the help but they won’t be told what to do.

**BRYN**

Is Gragg on the Council?

**ALEX**

Funny thing about Gragg...

**BEN**

Would you want him on the Council? I know he liked quiche but he...

**ALEX**

He declined a place.

**LYDIA**

Ahh

**ALEX**

Well you say ah, I mean he makes an excellent meal and as far as I understand he's now...he's now going to be running a restaurant chain or something.

**BRYN**

Good at cooking, wasn't...

**JAMES**

Gragg's the Bakers.

**EVERYONE**

Ohhhhhh!

**ALEX**

Yes!

**BRYN**

I apologise for anybody who's not British.

**JAMES**

There, there, have a sandwich

**(laughing)**

**BEN**

But not from Greggs.

**JAMES**

No, from Graggs.

**LYDIA**

Have a sausage roll, it's made of eel.

**BEN**

Oh I want one of those. They're awful but I do like them.

**JAMES**

Yeah they're not good. Anyway carry on.

**ALEX**

So the question is what to do with you all now. I'd like to thank you for services rendered and time to discuss payment and retirement I suppose.

**BRYN**

Well there's still a lot to do.

**BEN**

We're in step one of six.

**LYDIA**

Where's the Simulacrum though?

**ALEX**

Ah yes. Well long story short, with the majority of the Ordinateurs destroyed it was very clear to us that the majority of the plans must've been found amongst them.

**LYDIA**

I turn to Zolf and say are these memories real because this is all working out spookily well.

**BEN**

Oh no that's so possible. Oh no.

**LYDIA**

I don't know if I believe all of this. I don't know...it's too right.

**ALEX**

He leans across to Sir Bertrand and goes I almost thought I was dreaming but this is ridiculous.

**JAMES**

That's not funny Mr Wilde.

**ALEX**

Really?

**JAMES**

Yeah

**ALEX**

Oh.

**JAMES**

If it was anybody else Bertie would just like take this as this is the correct answer because this is so like, yes, I want to retire with a massive amount of money and then go and live in Morocco and be oiled. That’s his end game but given that it’s Oscar Wilde he’s a bit more suspicious. So can I attempt something like a sense motive check or something like that which I’ve got -1 for.

**ALEX**

Sure

**JAMES**

13 – 1 is 12.

**ALEX**

He seems on a level although he’s making a lot less puns than normal.

**LYDIA**

Hamid. Hamid. I don’t think is right. Can I talk to you in the other room?

**BRYN**

Yeah. What’s...why...

**LYDIA**

I think we should just all go and discuss....

**BEN**

Hang on a minute, have you got any news for me?

**ALEX**

Oh sorry yes, regarding that, I've been making arrangements, again about the legs. I understand that you have a set yourself although given the situation I can't exactly see you wanting to walk off in a brand new pair. Obviously I thought you might prefer an alternative. I've been speaking to...

**LYDIA**

He's got a massive horse. Massive horse for you. You're going to ride a massive horse all the time.

**BEN**

I'm going to be a centaur.

**ALEX**

I've been speaking to Bishop Julian. I realise...

**BEN**

Bishop?

**ALEX**

Julian

**BEN**

Ok and he's?

**ALEX**

I realise he's of the Apollo Church and we have sent out missives to Poseidon but you tend to linger around the coast as people so we're still waiting back. Julian has agreed to perform a restoration for you should you wish?

**BEN**

Oh so I get both my legs back?

**ALEX**

Yes

**BEN**

What a perfect solution. Anything else at all? Like how are my parents?

**ALEX**

Your parents?

**BEN**

Yeah.

**ALEX**

We haven't got message to them yet but I suspect they're proud.

**BEN**

Oh no they're dead.

**JAMES**

Dead proud!

**BEN**

Right. Yes Mr Wilde, if you wouldn't mind, we'd just like to have a bit of a...

**ALEX**

I'm feeling a bit like a gift horse here right now. Would you like to check my teeth?

**BEN**

Why don't you go and check your own teeth in the hallway?

**ALEX**

Fair enough. He turns around and heads back to the hallway.

**JAMES**

He is about to get his teeth knocked out and scattered all over the floor.

**LYDIA**

Sasha is going to look at the telegram that was given to her.

**ALEX**

It has two sentences on it.

**LYDIA**

In case it has any bad news. She's desperately hoping that it's bad news because that would make her feel like some of the rest of it might be real.

**ALEX**

It says GO BACK STOP GET OUT STOP.

**LYDIA**

Guys look at this. Someone is still trying to get a message to me. Go back. Go back. Get out of here. We are still...something is wrong.

**BEN**

This is all too good to be true. Genuinely this is too good to be true.

**LYDIA**

We need to go back to the crater and see what's going on. It's too neat. You really think they'd write off your contract like that?

**BEN**

It's not even that. It's the whole we've just decided that Simulacrum's not important anymore. We don't need you to do that.

**BRYN**

That's a bit strange, yeah.

**BEN**

Also your parents just coming over, so proud.

**BRYN**

Well...

**LYDIA**

Why wouldn't his parents be proud?

**BEN**

No, no, no, no just the fact that it was so [clicking noise]. Everything's like that [clicking noise]

**BRYN**

Hamid just starts to cry sadly.

**JAMES**

So are we saying that Mr Ceiling changed our memories and that none of this is real?

**LYDIA**

I don't know how long stuff hasn't been real. Like maybe it's just from the time that we ran away from the place. Like I just...let's go back to the crater. I just want to see it for myself.

**JAMES**

I propose a test. If none of this is real then I could murder Oscar Wilde with complete impunity.

**LYDIA**

Not necessarily Bertie. We don't know...you know when we were...

**JAMES**

You know what I'd enjoy right now? Some silence.

**BEN**

No, no, no...

**LYDIA**

Remember when we were in the canteen in the Ordinateurs and people were just moving around and around us. They were still real. We were still real. There were just slight tweaks.

**BEN**

Yeah I think that might actually be Wilde and he's still probably meritocratic contact so you will still be arrested and executed.

**LYDIA**

Not necessarily murderable right now. Let's just go back to the crater right now.

**JAMES**

Very well.

**ALEX**

You're heading out. Oscar Wilde's obviously there in the porch.

**BRYN**

Hamid sits down and starts eating.

**BEN**

Hamid. Hamid.

**LYDIA**

Hamid you're coming with us.

**JAMES**

Hamid

**BEN**

Look we've had this discussion with Sasha. Deal with grief with later. Deal with problem now.

**BRYN**

What's the point?

**BEN**

What do you mean what's the point?

**BRYN**

If it can control all our perceptions this strongly, how can we possible fight against it?

**BEN**

Alright go jump off a balcony. See you later.

**LYDIA**

Don't say that!

**JAMES**

Don't follow his advice.

**BEN**

Are you going to do that? Are you going to go and jump off a balcony?

**BRYN**

No

**BEN**

Right so you still...there is still a point isn't there. Because you're not willing to just do that. So come with us and sort it out.

**LYDIA**

We don't know. There might be a way through this Hamid and we don't know how much of this stuff is real. Some of the discussions we've had have been in that room I think. I don't know if that was a false memory either. Let's just go to the crater.

**BRYN**

If we can't trust our own perceptions of reality then nothing we can do can make any difference.

**JAMES**

Ooohh someone did A level philosophy. Oooh!

**BEN**

Hang on a minute. Go in the magic room. The null room.

**BRYN**

But if you don't believe any of this is real. What's even to say that we're awake right now? What's even to say that we're actually in the building we think we're in.

**BEN**

Alright let's...this telegram seems to be the only thing that's saying something bad. Let's go back. We need to get in that crater.

**LYDIA**

I think something might be punching through and trying to give us a message which means it's still worth getting a message.

**BRYN**

It's good cheesecake at least.

**LYDIA**

Well great and we know that that was real because we had...

**BRYN**

Good dream cake.

**BEN**

Right can we all please...

**LYDIA**

Right comes back and pushes Zolf forward with one hand while he's eating cheesecake from the other hand.

**BEN**

Thank you.

**LYDIA**

It's not so bad Hamid, we just need to check stuff out.

**ALEX**

It tastes delicious.

**JAMES**

Bertie grabs some cheesecake as well and a little slice for Brutor.

**ALEX**

Wilde's there in the doorway. Leaving?

**BEN**

Yeah we've just got an errand to run. If you wait here, we'll be back in like, give it half an hour.

**ALEX**

Sure, ok.

**BEN**

Oh have some of the cheesecake, it's lovely.

**BRYN**

Come on Oscar. We can eat it together.

**ALEX**

Ok

**BEN**

Hamid really?

**BRYN**

Hamid hasn't stood up. Hamid's not in the slightest bit persuaded by anything you've said. He's just going to sit there and eat the cheesecake.

**BEN**

This could be it if you stay here. This could be it.

**BRYN**

It doesn't matter anyway. How will we ever know we've won. How will we ever know what's real again?

**BEN**

We can try.

**BRYN**

Good luck.

**BEN**

Alright I thought you were a little bit more...whatever. Yeah fine, let's go.

**ALEX**

Ok so heading into the lobby there is a throng of people crushed across the front.

**LYDIA**

We head out the back.

**ALEX**

Yeah. The maître d' who's there, of course, please right this way. He gestures you out to the back. He also opens the door and goes there's actually a tunnel

Rusty Quill Gaming – 50 – Everything’s Fine

that leads to a separate building that we own because obviously this kind of situation happens.

**BEN**

Oh good

**LYDIA**

Oh great, yeah cheers. Tunnels. I like tunnels.

**ALEX**

Gestures for you to head in. It’s carpeted. There’s pictures and so on. It’s a short walk.

**BEN**

Oh actually sorry. Could we just borrow some rope?

**ALEX**

I can arrange for it if you give me a couple of moments.

**BEN**

Yes please. Please. Rope and maybe some hooks.

**ALEX**

A few moments pass. He comes back with the rope and passes it to you.

**LYDIA**

I put it in my bag of holding.

**ALEX**

There's about 100 foot.

**BEN**

Thank you. Head down the tunnel to the other place.

**JAMES**

So we're now at the lip of the crater?

**ALEX**

There is still a crowd around the crater and a bunch of paladins. They're all cheering as you're coming nearby and paladins obviously let you nearby. Is there anything that I can do for you...

**LYDIA**

Can you do any spells that get rid of mind altering spells?

**ALEX**

Yes. Not myself but I mean we've got plenty of people who are able to do that. Why do you ask?

**LYDIA**

I just think it'd be nice to make sure that we've got rid of maybe the lingering effects of the computer's...the stuff it was doing to some people's minds. Just want to be double sure you know. Right. I don't know much about this magic

stuff so maybe it's good to do it twice. I don't know. Zolf? Does that sound right? Yep

**BEN**

I think we should probably go down first. Because you can never be sure what people cast on you until they've done it.

**LYDIA**

Oh right, gosh, that's quite worrying. I hadn't thought about that before.

**(laughing)**

**BEN**

Weird blind spot in your paranoia!

**ALEX**

It makes sense though. You just opened up whole new vistas of paranoia.

**LYDIA**

Right look over near the crater.

**ALEX**

It looks traversable. There's plenty of sort of corridors and so on that come out into just a crater.

**LYDIA**

Look around and shout does anyone happen to have any telegrams for me?  
Just asking. Just...any telegrams? Cryptic telegrams? Anyone? No. Alright  
well...

**BEN**

I'll tie this up then.

**ALEX**

There's literally foundation, like reinforced foundations poking out all over the  
place.

**BEN**

I'm just going...I'm to take 20 and just do it perfectly.

**ALEX**

That's fine.

**LYDIA**

What were the words on the telegram to me again?

**ALEX**

GO BACK STOP GET OUT STOP.

**LYDIA**

I keep staring at it. This is weird. Hamid’s right. It’s proper weird.

**BEN**

It is proper weird but unlike him we’re not giving up.

**LYDIA**

We shouldn’t have left him...

**BEN**

If he wants to stuff his face...

**JAMES**

He’ll be much happier on a full stomach.

**ALEX**

So it’s not a sheer vertical cliff face. It is traversable on foot without having to do rock climbing. So if you’re willing to take the time you can go down without having to roll a climb check.

**BEN**

We’re not being hurried?

**ALEX**

No, there’s no state.

**JAMES**

Might I suggest that given past experience that I, Sir Bertrand Macguffingham go down first.

**BEN**

Yes

**LYDIA**

Sure

**BEN**

Yes that is a very sensible idea.

**ALEX**

Yeah that's fine. You make it to the base. You realise that you are probably on the ceiling of that was the cavern which, given that everything's imploded, should have caved in but is just...there is a layer of rubble which from the top looks a lot like a caved in cavern but you are one floor up.

**JAMES**

How fragile does it look?

**ALEX**

Jump up and down.

**JAMES**

Bertie jumps up and down. Stamps on the floor a lot.

**ALEX**

It sounds a lot like you're jumping up and down on stone. Like it's rubble. You're still on rubble, it's just...

**BEN**

Where's the staircase then in relation to this?

**ALEX**

It looks like it's over to one side. Maybe 100 yards to one side.

**JAMES**

Go down the staircase.

**LYDIA**

Giving Zolf a piggy back.

**ALEX**

So heading to the staircase, it's the staircase that you came up the second time after you'd fetched the legs. So down here it's awash with stains of like whatever that fluid was. It's all drained away now but there are stains. Heading down you find yourself at the double doored entrance to the cavern.

**JAMES**

Open the doors.

**ALEX**

Heading in, the cavern is untouched.

**JAMES**

Hang on a minute.

**BEN**

Yep

**LYDIA**

What the brains are still in there?

**ALEX**

All the jars are still there, all the brains are still there. Give me a perception check?

**JAMES**

8 – 1 is 7.

**BEN**

16

**LYDIA**

16 + 9. 25.

**ALEX**

There is a faint glow coming from the control room.

**LYDIA**

Right...

**BEN**

Oh I've got my spells back. Good!

**LYDIA**

Just so that we're clear about who realised that it was all wrong.

**JAMES**

Ah what I see this as is another opportunity for Sir Bertrand Macguffingham to save the day by smashing up the control centre. I did it so well the first time.

**LYDIA**

Did you though? I don't know.

**JAMES**

Almost certainly yes. If there is one thing that I know with absolute certainty, it's that I'm brilliant at...

**LYDIA**

We are actually in the middle of the super computer that wants us dead.

**BEN**

Well done, yeah, it had be going. Sorry.

**LYDIA**

Let's get in there and smash it up again.

**BEN**

Or talk...I don't know what it wants.

**LYDIA**

Hello Mr Ceiling?

**ALEX**

There's no answer.

**BEN**

Let's go to the control room.

**ALEX**

There's no control panel there. There's just a plain wooden door built into the room, into the wall.

**LYDIA**

Right ok...

**ALEX**

The detritus from the creature that you destroyed is not there either.

**BEN**

Is there damage or...

**ALEX**

No. Pristine.

**BEN**

Right. Open the door. Bertie get ready.

**JAMES**

Bertie unsheathes his sword.

**LYDIA**

Yep. Well I've kind of got...I'm giving Zolf a piggy back here so maybe you could...

**JAMES**

I'll carry him if you like.

**BEN**

No, no...you'd be much more useful if you fought without me on your back.  
Just open the door with one hand.

**JAMES**

Very well. Bertie opens the door.

**ALEX**

Who steps through first?

**JAMES**

Bertie.

**ALEX**

Ok. As you open the door you can see a room on the far side of it. It has all four of you in, Hamid as well. All in the exact poses that you were at with Hamid literally having pushed buttons like at the control panel and everything's perfectly still on the far side of the door. Bertie you walk through.

**JAMES**

Gosh I am handsome!

**(laughing)**

**ALEX**

He walks through and disappears.

**LYDIA**

We should get Hamid. We should get Hamid. We need Hamid. This is...Zolf we can't go through this. We're going to leave him in some kind of trapped reality.

**BEN**

Ok. Just leave me here. Go get him.

**LYDIA**

Right ok. I can totally convince him about...

**BEN**

Just knock him out and drag him if you have to.

**ALEX**

Cut to Hamid. You are currently sat, presumably with Oscar Wilde.

**BRYN**

I ate so much cheesecake Oscar.

**ALEX**

I'm so sorry. I mean I probably should've done something but you know, you seemed happy at the time.

**BRYN**

It was glorious!

**ALEX**

You alright? You seem off.

**BRYN**

So full.

**ALEX**

I tell you what, I'll go get you something. He goes to snap one of the waiters. No one's there. Oh for goodness sake. He stands up, goes over to the door, heads out.

**BRYN**

It's fine. It's fine. I'm just gonna...

**ALEX**

There's a knock

**BRYN**

Just going to take a nap.

**ALEX**

It’s a knock that feels vaguely familiar. It’s very regular. Knock, knock, knock.  
Knock, knock, knock.

**BRYN**

I just...oh dear

**ALEX**

Knock, knock, knock. Knock, knock, knock.

**BRYN**

With effort I lift my head from the table and glance around the room for the servants.

**ALEX**

Knock, knock, knock. There aren’t any there. Knock, knock, knock. Knock, knock, knock. Knock, knock, knock.

**BRYN**

I stumble and stagger to the door

**ALEX**

Knock, knock, knock

**BRYN**

And open it.

**ALEX**

Sasha's mechanical man is stood on the other side of the door.

**BRYN**

I squint up at him. What?

**ALEX**

An extremely distorted voice comes out of the mechanical man. Go back. Get out.

**BRYN**

What?

**ALEX**

There's a bit of a delay. Go back. Get out.

**BRYN**

Back where? Out of what?

**ALEX**

It reaches out and grabs your hand surprisingly delicately for something so large and then it drops down on one knee and it holds your hand in its other hand.

**BRYN**

This is beautiful.

**ALEX**

And it looks eye to eye. Sometimes you have to try.

**BRYN**

I vomit on it

**(laughing)**

**LYDIA**

Ah Bryn’s smug face as well!

**BRYN**

Hamid’s going to exceed a fluid on the scene as per usual!

**ALEX**

You feel better.

**BRYN**

Yes I do.

**ALEX**

It tilts his head a moment.

**BRYN**

Oh sorry. I cast prestidigitation and clean the vomit off it.

**ALEX**

You don't get to give up. Sasha needs you.

**BRYN**

Is there still a chance?

**ALEX**

There's an easy way to find out.

**BRYN**

Hamid bolts for the...he doesn't even use an elevator, he goes straight for the stairs as fast as his tiny, little legs will carry him, he's going to run towards L'Arc De Triomphe.

**ALEX**

Cut back to everyone's who back in the crater. Bertie has gone through a door and disappeared. Nothing has changed on the other side of the scene apart from the fact that there's only one Bertie on the other side of the door and it's the one that's frozen.

**LYDIA**

I put Zolf down and say look I'm going to get Hamid. I can't leave him in this place. You alright here?

**BEN**

Yes fine.

**LYDIA**

I give him a dagger.

**BEN**

I've got spells.

**LYDIA**

I've got 14 daggers. I give him a dagger. It's a good dagger, look after it.

**BEN**

I will.

**LYDIA**

It's one of my favourites. One of my 14 favourites. And I run up where we came from.

**ALEX**

So you're running back up the way we come.

**LYDIA**

Yeah.

**ALEX**

Ok. Cut back to Hamid. As you’re running and the crowd at the front doors aren’t there anymore. Give me a perception check.

**BRYN**

18

**ALEX**

So you head out. You start presumably, still on foot, just bolting it. It is a runnable distance, like I said, you’re only across the way. You notice there’s a billboard on the side. It just says “Look after her for me”.

**BRYN**

I do a very poor salute at the building. I have no idea to salute but I want to acknowledge it in some way.

**BEN**

You are ok kid!

**(laughing)**

**BRYN**

There’s some situations that just doesn’t cover...

**ALEX**

So running as fast as you can, just beelining straight for it. Just as you reach the lip of the crater you see Sasha just having hauled herself back up the rope to the top of the crater.

**BRYN**

I’m sorry. I’m sorry. I should’ve...I’m sorry.

**LYDIA**

It’s ok. We’ve found...basically none of it’s real. Just come with me.

**ALEX**

So we will cut ahead to back into...I’m presuming that you’re heading back into the chamber.

**LYDIA**

Yeah. I left Zolf here but I left him with a good dagger so he’s probably alright.

**ALEX**

Zolf cut to you.

**BEN**

Cool.

**ALEX**

Nothing happens for a while. Eventually Sasha and Hamid make their way in through the cavern towards you.

**LYDIA**

See look there's this door Hamid, I don't if you know any magic stuff about how this...and Bertie went through and then...

**BRYN**

We're way beyond what I've ever learned.

**BEN**

This is some big, bad juju.

**(laughing)**

**BRYN**

That's a technical term. Well done Zolf.

**LYDIA**

Bertie's already through there so we don't really have much choice. We just go through.

**BRYN**

Well let's go through.

**BEN**

Carry please.

**LYDIA**

Yep ok.

**BEN**

Oh here’s your dagger back.

**LYDIA**

Right thanks. Stow it away and you can’t even tell where it’s hidden in the folds of the leather jacket. And then pick Zolf up but still like awkwardly and holding another dagger just out. Right let’s go. Hamid behind me. Steps through.

**BRYN**

Yep. I follow.

**ALEX**

Time skips. You all find yourselves in the positions that you were relative in that room. Hamid your hands are hovering above the board. Zolf you’re still craned up mid conversation with Mr Ceiling. I will never forgive any of you for that!

**(laughing)**

Sasha, you’re in a ready stance and Bertie you’re there. Hamid your hand is already down on the button and another one already on a lever. All you need to do is push and pull.

**BRYN**

Yeah do it.

**ALEX**

You do it?

**BRYN**

I mean it worked so well last time!

**ALEX**

Everything goes black. Instantly. You know that sound you can get where there’s air conditioning that you didn’t really realise was on until it stops and then you realise the silence. Imagine the biggest version of that possible. Just winding down. Winding down. Zolf. The room’s still there. Everything’s fine. Lights have just gone off but all of them. At once. There is the faint sound of machinery colling, things slowing down and then an echoing silence. An echoing silence.

**BEN**

Right all the lights went out.

**BRYN**

Was that the right thing to do?

**BEN**

All the lights have gone out.

**LYDIA**

Seems like you just switched it off. That was easier than expected.

**BEN**

I guess it's a last defence.

**ALEX**

There's a hiss from the chamber behind you.

**BEN**

Sasha. Sasha. Walk forward three paces.

**(laughing)**

**JAMES**

This is a nightmare!

**(laughing)**

**ALEX**

And we’ll close it there. We make such niche references. Such niche references.

**BEN**

Hey they brought it back. It’s fine. People know about it now.

**LYDIA**

It’s a real thing. Just google it. Google everything

**BEN**

It’s nightmare with a K because it’s a funny joke. Lights come back on and we all get out of bed. For our first day as the Rangers. Oh working with that Bertie chap, he seems nice

**BRYN**

Let’s hope we come up with a better name though!

**ALEX**

Right we’ll wrap there and we hoe you tune in next week for...

**BEN**

Please tune in. I hope there’s not another layer of this.

**LYDIA**

I don't know what's going on anymore!

**BEN**

I've already made the Inception joke, I'm not going to make another one. I used that, that's done.

**ALEX**

So thanks all. And we'll see you next week!

Oh working with that Bertie chap, he seems nice

**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 [rustyquill.com](http://rustyquill.com). Rate and review us online. Tweet us @therustyquill, visit us on Facebook, or email us at [mail@rustyquill.com](mailto:mail@rustyquill.com). Join our community on Discord, or via Reddit at [r/rustyquill](https://www.reddit.com/r/rustyquill). Thanks for listening.