

RQG – 53 – You're Welcome?

Content Warnings

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- X

[Show Theme - Intro]

ALEX

Hello and welcome to episode 53 of the Rusty Quill Gaming podcast. I'm your host and GM Alex Newall and with me today, I have:

LYDIA

Lydia Nicholas.

BEN

Ben Meredith

JAMES

James Ross.

BRYN

Bryn Monroe

ALEX

And who are you playing?

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BRYN

Hamid Saleh Haroun al-Tahan.

JAMES

Sir Bertrand MacGuffingham.

BEN

Zolf Smith.

LYDIA

Sasha Rackett.

ALEX

Like pros!

LYDIA

Yay!

ALEX

Not actually pros-

JAMES

UNPAID pros!

ALEX

That's why I said "like"!

LYDIA/JAMES

Yeah!

BRYN

We've been doing this a long time.

ALEX

We have been doing this a long time.

LYDIA

Like experienced amateurs.

BRYN

53 hours, approximately. More than. Definitely more than.

ALEX

In fact today, the day that we're recording, is the day that our podcast first went live online.

EVERYONE

Ooooh!

ALEX

Not the first recording because we recorded an enormous amount ahead of time.

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BEN

And Alex didn't buy us a cake!

JAMES

Yeah!

ALEX

Hey, I-

BRYN

And it's my birthday!

ALEX

Hey, hey!

JAMES

The main reason he didn't buy us cake is because eating it would sound revolting on the edit.

(Group laughter)

BRYN

Well technically, technically it's tomorrow, but you know. Details!

ALEX

So are all of you alive? Yes. Are all of you mostly intact?

BRYN

Have you given me a shiny-

LYDIA

No, no, none of us are intact!

BEN

No! No.

LYDIA

My - I mean so Bertie's heart was broken.

BEN

Twice.

LYDIA

Er, several times, yep.

JAMES

But he fixed it!

LYDIA

Yeah, but he fixed it

(Group laughter)

LYDIA

And then it broke again. So yes, Hamid's lost his skin.

ALEX

Oh yeah, yeah.

LYDIA

Sasha's lost her friends, and Zolf's lost his legs!

BRYN

Other leg.

LYDIA

But I- I said: "Oh, why don't you grab his ankle" and he goes:

BRYN

To lose one leg Mr Zolf may be regarded a misfortune-

ALEX

[laughs]

BRYN

To lose both looks like carelessness!

LYDIA

I'd grab his ankles - he doesn't have any!

JAMES

All right, Wilde!

(Group laughter)

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BRYN

Oh my god, he has to turn up and say that!

BEN

I think I'm just gonna punch him full in the mouth!

(Raucous group laughter)

LYDIA

You might try but it's hard to get your balance!

BEN

Yeah. Most people have forgotten but I've also lost my trident and haven't had that back.

ALEX

It's just a mess.

BRYN

When did you lose your trident?

BEN

I chucked it at the monstrosity-

BRYN

Oh yeah!

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BEN

As I fell to my assum-ed death.

BRYN

Oh yeah... good times.

ALEX

Second time you've just chucked it!

LYDIA

You keep throwing stuff away!

BEN

Because I thought I was just dead, I thought I might as well try!

JAMES

He's very spiritual, he thinks it's gonna come back.

BEN

I mean it did once.

BRYN

Well yeah-

BEN

That was pretty cool.

(Group laughter)

ALEX

Mr Zolf. To lose one's trident once...

(Group laughter)

BEN

OK, OK, well if you're gonna keep taking the mickey...!

ALEX

So currently it is above ground now in the actual like offices of l'Arc d'Ordinateur, it's empty, there are a lot of people freaking out and leaving. Admittedly you didn't see them but it's not a big leap to assume a whole load of people suddenly remembering corpses shambling around having their ambitions tweaked and changed and all manner of things happening, never mind the people outside of this place, it makes sense for them to maybe want to leave.

BRYN

Poor Madeline...

ALEX

And as a result-

LYDIA

Oh your - your girlfriend.

BRYN

Well no, it didn't really go that well, the date, despite rolling a 20 on Diplomacy.

BEN

No it went very well, there just wasn't a spark.

ALEX

Turns out you can't talk people into love, who knew?

JAMES

Er [unclear 02:59]

BRYN

The game rules disagree with you!

(Group laughter)

BRYN

FYI!

JAMES

Just throwing this out there: maybe YOU can't!

(Group laughter)

BRYN

I'm a dancer, not a talker.

(Group laughter)

ALEX

It's very true. So as it stands, the party are worse for wear, above ground now at least having had a misadventure trying to just leave via the catacombs and that didn't work, having destroyed as much information as you could.

BEN

Mm hm.

ALEX

And having destroyed the power source for this entire operation.

BRYN

[laughs] By releasing four elementals and letting them fight each other.

ALEX

Hey, it worked!

LYDIA

It turns out that when you mix the four core ingredients of existence itself, they leave a kind of grey, sloppy soup...

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ALEX

Looks likes all of the things-

BRYN

Well that's profound isn't it?

BEN

It's just adding all the paints together, you get just a brown mess.

LYDIA

Yep!

ALEX

And on that note we will rejoin the party exactly where we left off, in the offices of l'Arc d'Ordinateur. I presume you are still making your way out.

BRYN

Yeah, I think it's just keep going really.

JAMES

And Bertie is at some distance behind.

ALEX

Yes, because Brutor's not happy with you at all.

JAMES

No.

ALEX

And rightly so.

LYDIA

For a dog, he's bearing a very complicated, multi-layer grudge!

JAMES

I was gonna say! Also I think the overarching, you know, morality of this is more vegan than I'd think to be expected.

(Group laughter)

BEN

Hey, but bear in mind he's a very intelligent dog, you taught him manners.

JAMES

I did teach him manners, yeah.

BEN

Like not just: lay down and roll over, actual manners!

LYDIA

Yes. [laughs]

ALEX

His fury is a testament to your Handle Animal.

BEN

Yeah.

JAMES

Mm...

ALEX

Whatever.

(Group laughter)

ALEX

So, heading out, do you head out via the main entrance, look for a side entrance?

BRYN

Side entrance.

BEN

Yeah, side entrance.

ALEX

So heading out through a side entrance you see - it's not chaos, what it is is disturbingly quiet. All of you give me Perception rolls.

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BEN

Oh dear.

JAMES

I am still further down the corridor, am I - ?

ALEX

I will say that they have come out and I will say the distance.

BEN

Oh my god is it, is it 28 Days Later?

BRYN

Yeah, that's what I was about to ask!

JAMES

(ROLL) 3

LYDIA

(ROLL) 12.

BRYN

(ROLL) 14

ALEX

3 from Bertie, 12 from Sasha.

LYDIA

Yep.

BEN

9 from Zolf.

ALEX

And-?

BRYN

14.

ALEX

So the rest of you notice there is a crowd of people still out front, however there isn't the numbers you would have expected of response, like if something big had happened you'd expect people to be here like dealing with it. As it is there's a few fleeing people still, there's a few people who are just broken down in tears on the square outside, but they also are getting pulled away. There's a small-ish crowd of sort of civilians on the actual Rue - you know, the encircling road, however there's not as much attention as you'd think. Hamid, you notice there's a lot of people who are quite distracted. For a start there's no traffic moving. There's a couple of horse and carts moving, things like that, but the majority of all of the automated cabs?

BRYN

Oh no...

ALEX

Have ceased moving. You see a lot of people are - no one's like freaking out, it's a lot of people who are being very inconvenienced by this and that's not on! You also notice a few of the mechanical billboards that have, in the glitzy districts you can see in the distance, are kind of stopped mid-movement and mid-change and things.

BRYN (as HAMID)

So in the ensuing panic I forgot about the ramifications on the global economic system... oh no.

ALEX

Well is mostly quiet. The hum of the city has been reduced to merely the hum of humanity.

LYDIA (as SASHA)

Does like the stock market crash mean that our gold is worth less, or more?

JAMES (as BERTIE)

"Well it is a safe-haven asset class."

JAMES

Bertie bellows across the square.

(Group laughter)

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ALEX

No one's paying you guys any attention whatsoever.

BEN (as ZOLF)

I think we need to get in oh er why don't we - oh, Bertie?

JAMES (as BERTIE)

Yes?!

BEN

Do you want to go round the corner while we let Brutor off the leash?

JAMES (as BERTIE)

Very well!

BRYN

I find in the crowd someone who looks sad and-

ALEX

Give them an angry dog?

(Group laughter)

JAMES

It's not angry at him.

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ALEX

True.

JAMES

Or because [unclear 06:44]

BRYN

Who looks like they could use a lovable pet.

ALEX

There are a large number of people who meet this criteria.

BRYN

I find the person with the kindest eyes.

BEN

Yes, yes, that's what I'm trying to say.

ALEX

You do see a certain lady, quite familiar, been on a date with. She doesn't actually seem that traumatised. Like everyone else is freaking the heck out, she's mostly dealing with people and just seems a bit nonplussed.

BRYN (as HAMID)

Madeline, Madeline!

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ALEX (as MADELINE)

Oh Hamid, hi.

BRYN (as HAMID)

Are you OK - is anyone OK?

ALEX (as MADELINE)

I dunno, I'm fine, I'm not entirely sure what's - a lot of people are saying a lot of things.

BRYN (as HAMID)

Yeah, um, it's all over now I guess, um.

ALEX (as MADELINE)

I don't really understand what's happening here.

BRYN (as HAMID)

Everyone's remembered everything.

ALEX (as MADELINE)

What?

BRYN (as HAMID)

It's a long story. Is everyone, there's no one in imminent danger, everyone's just coping?

ALEX

As you're saying that there's the cries of people who are just freaking out and beating their hands against the pavement.

BRYN (as HAMID)

Yeah, I think they'll, people will, er, probably be, um, struggling.

ALEX (as MADELINE)

I mean have you heard what they're saying, they're saying there were those, er, things walking around and-

BRYN (as HAMID)

Yep.

ALEX (as MADELINE)

And people have been sent away by a thing and-

BRYN (as HAMID)

Yep, yeah. That all happened.

ALEX (as MADELINE)

I just work the desk, I turn up, I sit at the desk and I leave, I...

BRYN (as HAMID)

Then you're lucky. And you're good to help everyone. Oh dear, er - I need to go and see if we can find, er-

ALEX (as MADELINE)

Oh, right, OK, um-

BRYN (as HAMID)

But...

ALEX

She's looking round, she's only giving you kind of half an ear because it's just - there's a lot happening, even if it's not loud.

BRYN

Yeah.

ALEX (as BRUTOR)

(whining and growling)

BRYN (as HAMID)

Would - would you like a dog?

LYDIA

(laughs)

ALEX (as BRUTOR)

(whines again)

BRYN

Hamid looks confused at himself.

ALEX

She looks at you and-

ALEX (as MADELINE)

Is everything all right Hamid? I mean given - I mean-

BRYN (as HAMID)

It will be. Um - this dog used to belong to a friend of mine and he needs a new home, and he's really lovely.

ALEX (as BRUTOR)

(whining and growling)

ALEX

As you're saying that, he's still straining with a faint growl in the direction that Bertie was.

BRYN (as HAMID)

Brutor. Brutor! Brutor!

ALEX

He's very occupied, currently.

BRYN (as HAMID)

Um he - he could just do with a proper home and not, not someone who might not appreciate him is all.

LYDIA

Not appreciate him - of the [unclear 08:52]

JAMES

Yes!

(Group laughter)

BEN

One previous owner (abusive).

(Group laughter)

ALEX

She basically reaches out, grabs it and goes:

ALEX (as MADELINE)

Well, I mean I can, but there's sort of some bigger problems here Hamid, I don't know if you've noticed?

BRYN (as HAMID)

Oh yes, no, I have noticed. We're gonna do our best to, to help deal with them all. We'll try and help, some one could come and help look after things.

ALEX (as MADELINE)

Look Hamid, I'm gonna have to go.

BRYN (as HAMID)

Yeah, of course.

ALEX (as MADELINE)

Look I'll - hold on, you know where you can find me, you've got my number.

BRYN (as HAMID)

Thank you.

ALEX (as MADELINE)

I mean...

ALEX

She gives a sort of perfunctory peck on the cheek.

JAMES

Yeah.

ALEX

And then is just like -

ALEX (as MADELINE)

I'm, I've got to go Hamid, there's things to do. And she just starts-

BRYN

I go back to the others.

ALEX (as MADELINE)

Trying to help people whilst holding a dog that's yanking her and she just looks confused.

LYDIA (as SASHA)

How was your girlfriend?

ALEX

But you know, could have gone worse.

BRYN (as HAMID)

Yes, well, shall we?

BEN (as ZOLF)

Right, OK, yeah, we need to find the, the nearest what, Meritocratic office?

BRYN (as HAMID)

We won't be able to go back to Le Triomphe, that's find another hotel nearby.

BEN (as ZOLF)

No, um, we need to...

LYDIA (as SASHA)

Well maybe we can, maybe the records have all gone nuts and they'll just assume and it's fine and they'll put us up and that's where Wilde will look for us.

BRYN (as HAMID)

Can't hurt, let's go back there.

BEN (as ZOLF)

We'll just go for a Police station.

LYDIA (as SASHA)

It's literally across the street.

BEN (as ZOLF)

Yeah, all right, it's literally across the street.

ALEX

So presumably heading to La Triomphe?

LYDIA (as SASHA)

Yep.

ALEX

Basically just crossing a street effectively. There's a lot of people who are like hitting the Hansom Cabs trying to make them move and there's a person with a horse who's you know, yelling at people to get out the way, going up on the pavement and going round.

LYDIA

(laughs) Yelling at the horse! Oi, you!

ALEX

Oi, you, the only thing that's functioning! Carry on...

(Group laughter)

JAMES

Good work!

JAMES (as BERTIE)

Giddy up! Giddy up, well done!

LYDIA

Well done horse! Good horse!

ALEX

You head up the stairs and into the foyer. There are, there's a sort of hushed conversation happening with a few footmen and the concierge at the desk and they're just sort of having a concerned conversation and the concierge looks up, sees you and goes:

ALEX (as CONCIERGE)

Oh I'm so sorry, I'm so sorry, and the lift's not working at the moment, you'll have to be taking the stairs, but we are working on it, we absolutely promise that.

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BRYN (as HAMID)

That's fine.

LYDIA (as SASHA)

That's all right. And we can eat yesterday's feast.

ALEX (as CONCIERGE)

Oh I - I wouldn't dream of it, we'll get some cold meat sent up or something.

BEN (as ZOLF)

Where's the nearest Police station?

ALEX (as CONCIERGE)

Er, if you give me one second, sir.

ALEX

He begins sort of sketching out, pulling a local map and putting on the Police station.

BEN (as ZOLF)

And also, do you, do you have a wheelchair?

ALEX (as CONCIERGE)

I can certainly arrange one sir, it'll take a small moment. Oh my goodness! Sir! What happened?! I - we - I, is everything all right?

BEN (as ZOLF)

I'm gonna cover it with not knowing your business, and please get me that wheelchair.

ALEX

In fairness by the way it has been a week, so it's not so much like - oh my goodness you've been hit by something as-

BEN

Yeah, yeah, yeah, yeah, no.

ALEX

Wow, something's happened to you in the last week.

BEN

Yeah.

LYDIA

Sasha has put Zolf down in a very nice chair.

ALEX (as CONCIERGE)

Oh right, er, certainly sir.

ALEX

He (snaps fingers) pulls over a couple of footmen, forces them to stop having their hushed conversation and off they run. He finishes, passes you a map and-

LYDIA (as SASHA)

(groans loudly)

LYDIA

She stretches her back.

LYDIA (as SASHA)

Ow! Not that it's a problem! Ah! Right, six hours, ow!

BEN (as ZOLF)

Thank you, right. Yeah.

ALEX

And then he makes an absolute point of definitely not looking at your legs in any way whatsoever and having any kind of conversation that is definitely not to do with anything that has changed recently because that would be wildly unprofessional.

BEN (as ZOLF)

Er thanks Sasha. Yeah, um.

JAMES (as BERTIE)

So glad I wasn't carrying you for all that time, that would have been really tiring and uncomfortable!

LYDIA

She's not deliberately making a point, it's just-

BEN

Bertie is...

LYDIA

Her back hurts quite a bit.

LYDIA (as SASHA)

You know when I said that there was a weird sort of tension in my shoulders?

BEN

Yeah.

LYDIA (as SASHA)

There's like, like skin-

ALEX

Give me a Perception check, Sasha.

LYDIA

(ROLL)

ALEX

19. You pull your hand away and there's a small amount of blood on your back.

LYDIA (as SASHA)

Er Zolf, Zolf, are you bleeding?

BEN (as ZOLF)

Er, I'll check?

ALEX

You're fine.

BEN (as ZOLF)

Er, no. I'll have a look at your back.

LYDIA (as SASHA)

Alright. Well, I mean maybe in a, in a room off, because there's a lot of, there's lot of people around here.

BEN (as ZOLF)

Yeah, yeah, sure, we'll get somewhere to - yeah, let's go. Let's go.

LYDIA

Um - if I take the leather jacket off, is the shape of the massive falcon all in blood through my shirt?

ALEX

It's not as glamorous as that, honestly! It's just weeping.

LYDIA

Weeping with, OK.

LYDIA (as SASHA)

Er, yeah, you don't have, could you make it hurt a bit less maybe. Is that, is that-?

BEN (as ZOLF)

Yeah, sure. I absolutely can. I will blow my Bless into it, that's just a wee healing spell.

ALEX

Yep.

BEN (as ZOLF)

Boop. Er, yes.

ALEX

It's instantly healed, there's no proper damage there, it's just not healed, healing as it should.

BEN

And it just stop hurting because it's actually just been fixed.

ALEX

It immediately stops hurting.

LYDIA (as SASHA)

All right, well, there we go!

BEN (as ZOLF)

Yeah, well, sorry again, thank you for carrying me out there.

LYDIA (as SASHA)

There's no need to be sorry, like you saved us multiple times.

BEN (as ZOLF)

Yeah, yeah. Well I've been thinking about it. I might - I might take those legs. Its influence has obviously been removed from-

LYDIA (as SASHA)

You think?

BEN (as ZOLF)

Well I've been so useless.

LYDIA (as SASHA)

You, you haven't been useless Zolf, you saved us when we were fighting the monster, well we weren't really fighting the monster but still we needed to fight the monster to save the world, like, you got right up there even with no legs!

BEN (as ZOLF)

Yeah.

LYDIA (as SASHA)

Which actually makes you braver, really-

BEN (as ZOLF)

Yeah, but-

LYDIA (as SASHA)

Than people that do have them, and you kept throwing spells at it, and you helped save the day. So I don't know about this "useless" that you're talking about.

BEN (as ZOLF)

Well... all right. Well, sure, but-

LYDIA (as SASHA)

It is a bit harder to sneak with you on my back, but I can learn! I managed to-

(Group laughter)

LYDIA (as SASHA)

I managed to re-learn to throw daggers with three fingers so I can, I can learn to sneak with a dwarf on my back.

BEN (as ZOLF)

It might, this might be - no. This, it's - I need to sort myself out. I'm not useful as a mercenary like this so I might as well take it because, you know, its

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influence is gone and quite honestly I don't care what the church might say or any problems they have with this.

LYDIA (as SASHA)

You what? But like if you, if you annoy the church like don't you lose your magic?

BEN (as ZOLF)

Well the church is just people really. They can stamp their feet and get irritated all they want, but-

LYDIA (as SASHA)

But it's Poseidon that matters?

BEN (as ZOLF)

Mainly.

LYDIA (as SASHA)

Well I've got the legs right here.

BEN (as ZOLF)

Well they need to be fitted - we tried this before!

LYDIA (as SASHA)

OK.

BEN (as ZOLF)

But yeah. Keep hold of them and I'll get that sorted out-

LYDIA (as SASHA)

All right.

BEN (as ZOLF)

Once this, once the dust settles. We, yeah, we need to make a report, tell the Police what's happened, so.

LYDIA (as SASHA)

OK.

ALEX

In the time that this has taken they have provided a wheelchair and you have a map to the nearest Police station.

BEN (as ZOLF)

Right, so I'm a bit more set up. I imagine some people are gonna want to get some rest, but-

LYDIA (as SASHA)

I think if we stay here and rest, Wilde will find us and-

BEN (as ZOLF)

I don't think we've got time. I think we need to do this as soon as we can, because the effects of this will only spread and get worse before they get better.

LYDIA (as SASHA)

Fine.

BEN (as ZOLF)

It's fine, if you need-

BRYN (as HAMID)

But we can't just tell ordinary Police Officers at the Police station, like-

LYDIA (as SASHA)

That's the thing.

BEN (as ZOLF)

Yes but that's why we then ask them to get us to a Meritocratic officer.

LYDIA (as SASHA)

All right, let's go then. All right? OK.

BRYN (as HAMID)

OK.

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LYDIA (as SASHA)

Right, OK.

BEN (as ZOLF)

OK.

JAMES (as BERTIE)

Er, one moment...

JAMES

Bertie goes to the desk and asks the desk clerk to send a message as soon as they are able to chase the serpent of command along its route and get it sent to the hotel.

ALEX

They have no idea what you're referring to.

JAMES

Yep.

ALEX

And just go-

ALEX (as CONCIERGE)

OK, er, yeah, certainly sir. We'll send that when we can.

ALEX

They seem a bit nonplussed but that's about it.

JAMES (as BERTIE)

Good!

JAMES

Then Bertie tips them and pats them on the cheek.

JAMES (as BERTIE)

Well done!

ALEX

They are all very much occupied with far bigger issues than your message right now.

JAMES

Yep. Fair enough.

ALEX

OK, as you all head to leave, an arm snakes out and grab's Sasha's.

LYDIA (as SASHA)

(screams in fright) Argh!

ALEX

The mechanical man, who everyone forgot about, who's been stood beside the door, out of the way, where he's been told.

LYDIA

Yep.

ALEX

Has reached out and grabbed you.

LYDIA (as SASHA)

(yells in fright) Argh! Argh, argh!

BEN

Oh that's [unclear 15:50]

ALEX

In the alarm, he holds out a card.

LYDIA (as SASHA)

Argh! It's still - they're not supposed to be alive! Argh, argh!

JAMES

Bertie draws his sword and hacks at the arm that's holding Sasha.

[SFX: A swish and a thud]

ALEX

There's a rend of grating metal, it makes no move to stop or move in any way.

BRYN (as HAMID)

That's a, that-

JAMES

He has a quick-

[SFX: A swish and a thud]

BEN (as ZOLF)

Guys, guys, stop, stop! It's trying to give you a message!

ALL

(yelling and screaming - absolute chaos)

[SFX: A swish and a thud]

[SFX: A swish and a thud]

ALEX

All of the footmen are panicking.

LYDIA (as SASHA)

OK, OK, OK. What-?

ALEX

Eventually you are now - add to your inventory one arm, because it's been hacked off at the elbow.

LYDIA

Oh, excellent!

JAMES

We've both got one!

LYDIA

Is it a proper magical one?

ALEX

It is, er it is a mechanical one.

LYDIA

(disappointed) Oh, a mechanical arm. Magical legs, mechanical arm...

BRYN

I take the card from its other hand.

BRYN (as HAMID)

You know, I think it was just programmed to do that.

ALEX

It says: "Sasha, thank you. Find the one that got away. Love Brock."

LYDIA (as SASHA)

Er, OK.

LYDIA

She just collapses in a pile of sobbing.

ALEX

It - the mechanical man sort of slowly, doesn't implode but you know, winds down on itself and then just has slumped.

LYDIA

You see basically the same thing happen to Sasha, but faster!

(Group laughter)

JAMES

Bertie kicks the mechanical man and knocks it over.

[SFX: Thud]

JAMES (as BERTIE)

Yeah, that showed you didn't it! Yeah!

[SFX: Thud]

JAMES

And keeps kicking it.

[SFX: Thud]

[SFX: Thud]

ALEX

So with Bertie yelling at the problem-

(Group laughter)

ALEX

While Sasha actually uncharacteristically yeah, has been a bit overwhelmed.

BRYN

Yeah, normally if someone's crying it's Hamid! (laughs)

ALEX

I was gonna say it's - as much as it's classic, yeah, Hamid's not the one crying, it's-

BRYN

In a puddle of his own vomit.

ALEX

Yeah, it's scary. It's a scary change.

BRYN (as HAMID)

That's been at most three times!

(Group laughter)

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ALEX

And maybe one of those wasn't even real, like three, sort of so...

BRYN

That's true, yeah.

(Group laughter)

ALEX

So, yeah, so.

BEN (as ZOLF)

Sasha, do you want to maybe just go up to your room and, and-

LYDIA (as SASHA)

No, there's more to be done. There's more, it's not over yet. It's not over!
There's one that got away.

LYDIA

And shoves the note in Zolf's face.

BEN (as ZOLF)

I don't know what that means.

LYDIA (as SASHA)

Well neither do I.

JAMES (as BERTIE)

One - one what?

LYDIA (as SASHA)

I don't know. I don't know whether there's any more messages coming, I thought I'd said goodbye and yet there's still, there's more messages, what does this even mean? OK I'm like - what? What one got away?

BRYN (as HAMID)

We'll work it out. We'll work it out, all right? We, this-

LYDIA (as SASHA)

If, if, if, if this thing has a note somehow does that mean we're still in a simulation?

BEN (as ZOLF)

It could have been a dead man's drop when - so if somebody dies they, they arrange for certain things to happen upon their death so to make sure-

LYDIA (as SASHA)

Well how would he know if he was dead that there, one had got away?

JAMES (as BERTIE)

He is within the system.

BEN (as ZOLF)

Yeah.

JAMES (as BERTIE)

Or at least was. And it seems that the system controlled all of these things all around Paris so it's not beyond the realms of possibility that he would have some influence over this mechanical man?

LYDIA (as SASHA)

Well I guess all that we know then is that it's not over and there's something out there that we need to find and we've got no details as to what or where.

JAMES (as BERTIE)

Well at least we know there's only one of them.

BEN (as ZOLF)

We'll talk about this in the report. Like we need, we'll not do this in the hotel lobby.

ALEX

Whilst all the footmen are still faffing and fretting.

BEN

If they're faffing it means they're not listening!

ALEX

Oh they're not listening! You know what, in the time it's taken you to have this conversation one of them's run off and managed to find a net and has

proceeded to throw it over the mechanical man, because that'll solve the problem!

BRYN

Amazing.

JAMES

Yeah!

BEN

I'm helping!

(Group laughter)

JAMES (as BERTIE)

Very well - to the authorities, hm, shall we?

BEN (as ZOLF)

Yes, let's do that.

ALEX

Heading back out? It's only a very short walk to the nearest station, however there are a lot of people on the street, in fact it's very clear that a lot of people have come out from inside buildings, out onto the streets. There's a lot of groups and gangs, one person being part of a group to then run off and talk to another one on the street corner, no one really knows what's going on.

BEN

(sings quietly, from *Les Misérables*) "Do you hear the people sing...?"

(Group laughter)

BRYN (as HAMID)

It seems like all of Paris is in chaos, the Police might have more than they can handle already.

BEN (as ZOLF)

I think what we have to say is more important.

ALEX

Moving forwards through the crowds, no one's really paying you any attention. As you head out into the city into some more crowded streets and so on it becomes quite difficult to move and as you're approaching the Police station you see quite a large crowd are swarming at the front and there is a Policeman stood giving a speech in French. For those of you who speak it, the equivalent of: "Ladies and gentlemen we understand that there has been some kind of systematic problem, it's fine, everything's under control, please return to your homes, everything will be dealt with soon, we're not gonna to be able to tell you anything more here, there's no reason-" and it just goes on and on. And no one's, everyone's asking: "What about my refrigeration?!" and just - anything. It's a lot of people who are very concerned by minor things, currently.

Rusty Quill Gaming – 53 – You're Welcome?

BEN (as ZOLF)

Um, Bertie - we might have to use your particular talents to get ourselves to the front of that crowd so we can catch up to a Police officer.

JAMES (as BERTIE)

Very well. Um -

JAMES

So how big is the crowd?

ALEX

100 people.

JAMES

How far is it to the Policeman?

ALEX

60 feet.

BEN

Please don't throw me!

JAMES

And how many-

(Group laughter)

JAMES

And roughly how people are between the Policeman and the party?

ALEX

In a direct line? Maybe a small 35, if you include the whole crowd though it is more than 100.

JAMES

Right, there we are. Very well. So Bertie, who does not speak French...

ALEX

No!

(Group laughter)

JAMES

This points... announces, of course he does, in English:

ALEX

Give me a roll of an Intimidate check.

JAMES

And then I will RP it.

ALEX

Yep.

Rusty Quill Gaming – 53 – You're Welcome?

JAMES

(ROLL) 17 plus 10 is 27.

ALEX

You succeed!

(Group laughter)

JAMES (as BERTIE)

Sir Bertrand McGuffingham, the hero of the hour is here! I've saved you, Paris!

JAMES

Not a single word of this is in French, no one can understand him.

JAMES (as BERTIE)

You'd better be grateful!

JAMES

Bertie picks up one of them by the neck and just physically moves them out of the way.

LYDIA

(laughs)

JAMES (as BERTIE)

Yes, the hero of the hour is here, with his companions, or should I say accessories! Make way, make way!

JAMES

Shove! One falls over into a puddle, another lands on a child, the child starts crying.

JAMES (as BERTIE)

I have come to speak to the long arm of the law, to impose some order and discipline over this chaos. You are welcome, Paris! Get out of my way!

JAMES

Slap! Probably a woman falls backwards into the arms of her enraged but terrified husband.

(Group laughter)

JAMES (as BERTIE)

Yes, I see you there Paris!

ALEX

This entire speech has been in flawless French. You are not aware of this, Bertie. The rest of you have definitely heard that.

BEN (as ZOLF)

I didn't understand a word of that!

BRYN (as HAMID)

Imagine what you think Bertie would say.

Rusty Quill Gaming – 53 – You're Welcome?

BEN (as ZOLF)

Something about people being poor and pointless?

LYDIA (as SASHA)

Like that, but in French.

BRYN (as HAMID)

Yeah.

BEN (as ZOLF)

When did he - when did he-?

LYDIA (as SASHA)

It was insulting enough that even I understood it.

ALEX

We will presume you are still speaking as this happens, but we will accelerate to-

JAMES (as BERTIE)

YOU ARE POOR AND INSUFFICIENTLY GRATEFUL!

(Group laughter)

ALEX

You have made it to the front of the queue, there is a very, very angry but cautious-looking Policeman.

JAMES (as BERTIE)

You there, minor functionary!

LYDIA

We're pushing - I'm like, so Sasha is pushing Zolf in the wheelchair behind Bertie sort of nodding at the-

BEN

Sorry!

LYDIA

All right, yeah, here go! Oh, you know what he's like!

(Group laughter)

ALEX

The Policeman's just there at the front going:

ALEX (as MALE POLICE OFFICER)

I'm sorry, I don't really know what you're doing here, I've been telling everyone else what's happened.

BEN (as ZOLF)

Bertie, Bertie, can you get out the way please?

Rusty Quill Gaming – 53 – You're Welcome?

JAMES

Can Bertie understand what the Policeman's saying?

ALEX

Yes. Because presumably he's speaking English.

JAMES (as BERTIE)

You know your English is remarkably good!

(Group laughter)

ALEX

He looks to the rest of them, looks back to Bertie.

BEN (as ZOLF)

Bertie...

ALEX

So-

BEN (as ZOLF)

Bertie...

LYDIA (as SASHA)

Er, we need a Meritocrat, mate.

Rusty Quill Gaming – 53 – You're Welcome?

BEN (as ZOLF)

You're speaking French...

LYDIA (as SASHA)

To, to the Policeman.

JAMES (as BERTIE)

(protracted spitting and "ptooie" noises) Eurgh! Argh! Oh, that's revolting!

Argh! And had what - had, but I don't know, maybe I'm one of those undiscovered geniuses!

(Group laughter)

LYDIA (as SASHA)

We need a Meritocrat and we need it now.

ALEX (as MALE POLICE OFFICER)

You and me both. But look, you're gonna have to go home-

ALEX

Out over the top of everyone:

ALEX (as MALE POLICE OFFICER)

You're gonna have to return home, there's nothing you can be doing out here.

LYDIA (as SASHA)

There is though. We're kind of, we're sort of, we were involved, er we're on a Meritocratic mission. Honest mate, this isn't-

LYDIA

She pulls out one of the magical legs.

LYDIA (as SASHA)

This is like - look, we were, we, we went, we destroyed part of it, like we-

ALEX

He just looks confused and not-believing.

BEN (as ZOLF)

Did we get some sort of token or something to be like-?

JAMES

No.

BEN (as ZOLF)

No we didn't OK.

LYDIA (as SASHA)

Nope.

BRYN (as HAMID)

We know what happened under l'Arc d'Ordinateur.

JAMES (as BERTIE)

And as a result we need to speak to your superiors, and I imagine that's rather a long list of people.

BRYN (as HAMID)

Or we could just start telling everyone in this crowd. I think we all know what would be the better choice.

ALEX (as MALE POLICE OFFICER)

Oh for god's sake.

ALEX

He then just gestures for a couple of men to just show you in and sit you in the waiting room, and then he carries on talking to the rest of the group. The person who sits you down says; "Someone will be with you soon." And then just walks off and leave you in the waiting room. It's very busy, with a lot of people being very annoyed at contraptions.

BRYN (as HAMID)

So um...

LYDIA (as SASHA)

We should have waited for Wilde.

BRYN (as HAMID)

Well he'll probably find us if, well after-

BEN (as ZOLF)

When did you - since when did you speak French?

JAMES (as BERTIE)

I don't know. Since about five or ten minutes ago. I'm very gifted.

BEN (as ZOLF)

Yeah...

BRYN

I'm gonna start looking for an office that says "Captain" - I assume?

ALEX

(laughs)

BEN

"Le Captain".

BRYN

Yes, something like that - I mean-

ALEX

"El capitaine-" no, wait...

(Group laughter)

BRYN

I don't know what ranks there are in the French Parisian Police Force in this era, of this particular world?

ALEX

Give me a Stealth check to hide in plain sight, because you're going places you shouldn't be.

BRYN

I'm - no, I'm not hiding!

ALEX

The second that you are attempting to leave the waiting room, a harassed looking female officer comes back and she's going:

ALEX (as FEMALE POLICE OFFICER)

Look no, just please, just wait in the waiting room, we'll deal with you the same way we deal with everyone else, just will you please wait.

BRYN (as HAMID)

Now listen to me.

BRYN

I draw myself up to my full height.

ALEX

Whoa now!

(Group laughter)

JAMES

Bertie, when this is about to happen, Bertie takes one pace and just stands directly behind Hamid.

BRYN (as HAMID)

This has been an incredibly long day. We have just saved the (redacted) world, and we know exactly what has happened to every single one of your stupid contraptions. They not going to start working. This is not a problem you can solve. Get me talking to someone who understands the situation in this city and do it now! There is nothing more important.

ALEX

Give me a Diplomacy roll.

BRYN

(ROLL) 22.

ALEX

It looks like at the very last second she might just go: you know, forget it, it's a kook. She hesitates.

ALEX (as FEMALE POLICE OFFICER)

Just wait here.

ALEX

Wanders off. I say "wanders", strides purposefully off. She comes back with another female officer, another sergeant actually.

ALEX (as FEMALE SERGEANT)

Right. I understand that you have something that's important to tell me. Better make this good, I'm extremely busy right now.

BRYN (as HAMID)

I can only presume this is probably the worst day you've ever seen, because the entirety of Paris's infrastructure has just shut down.

ALEX (as FEMALE SERGEANT)

Sounds about right.

BRYN (as HAMID)

Would you like to know why?

ALEX (as FEMALE SERGEANT)

If you think you know, please come with me.

ALEX

She gestures for you to come into the office, she hasn't paid any attention to the rest of the group.

BEN (as ZOLF)

Um Hamid, what's going on?

BRYN (as HAMID)

I'm explaining the situation.

BEN (as ZOLF)

And who's she?

ALEX

Bertie - by the way, Bertie, you have also understood everything that everyone's saying now, it's a brave new English-speaking world!

JAMES (as BERTIE)

I'm getting good at this you know! English is a very influential language.

(Group laughter)

JAMES (as BERTIE)

In the immediate power vacuum, British soft power and cultural inputs have sped all the way over to Paris!

(Group laughter)

ALEX

I'd never want to see inside that head... Never!

(Group laughter)

Rusty Quill Gaming – 53 – You're Welcome?

JAMES

Imagine going to a coronation or jubilee street party, that's what it looks like

ALEX

All the time!

JAMES

Forever and ever. Just stamping on a human face.

(Group laughter)

JAMES

Carry on!

BRYN (as HAMID)

This is the er, the Sergeant here.

BEN (as ZOLF)

Sergeant?. We don't wanna talk to a Sergeant.

BRYN (as HAMID)

I need to explain enough to get us up the chain.

BEN (as ZOLF)

OK, just-

Rusty Quill Gaming – 53 – You're Welcome?

BRYN (as HAMID)

No one is taking us seriously. Better fix that.

BEN (as ZOLF)

All right well better keep it, keep it light.

(Group laughter)

JAMES (as BERTIE)

We'll throw in a song and dance number perhaps Mr Smith!

(Group laughter and chatter)

BRYN

I [unclear 27:35] clearly ignore that instruction!

BEN (as ZOLF)

On information!

ALEX

She leads Hamid in towards an office.

ALEX (as FEMALE SERGEANT)

Make it good!

BRYN (as HAMID)

(ROLL) 29.

ALEX (as FEMALE SERGEANT)

Make it good! Make it very good!

(Group laughter)

BRYN (as HAMID)

We have spent the last week living under the l'Arc d'Ordinateur with the being that was in control of that entire institution and, it would appear, in control of most of Paris. This was not a benevolent being. This was not your friend, this was not your protector, this was your overlord. And it was harvesting people from your city. And it had dreams of replacing the Meritocrats. Myself and my three friends have dealt with this problem and you are welcome.

JAMES

There's a little of Bertie's influence, yes? Pats him on the shoulder.

(Group laughter)

JAMES (as BERTIE)

Well done!

ALEX

From outside the room!

(Group laughter)

JAMES

Taps on the door!

(Group laughter)

BRYN (as HAMID)

And that is not even the most serious thing we learned in the last week. Because this being is attempting to do the same in Cairo and in London. And we desperately need to speak to someone of the utmost importance who is capable of making important decisions about Meritocratic policy across Europe and beyond to explain the situation in detail and deliver a full report of our activity, because we are in fact Meritocratic agents here on important business.

ALEX

She, whilst you have been speaking, appears to have been won over by sheer force of Will. She definitely wasn't impressed at the start but by the end something about your tone, something about the way you were handling yourself-

LYDIA

What, just on the edge of falling apart?

ALEX

Maybe the fact that you're covered in burns and have clearly seen a heck of a lot of stuff and are accompanied by other people who are in a suitably shabby condition, but nonetheless she goes and fetches *her* superior. Congratulations,

you made it to the top of the chain of the Police station. We will skip repeating this process

(Group laughter)

ALEX

Ad infinitum. It boils down to: you have no evidence of the fact that you are working as Meritocratic agents.

BRYN

No.

ALEX

However it is a simple enough thing to check when all of the messaging systems work.

LYDIA

Right.

ALEX

So because everyone's occupied at the moment they are asking at least somewhat more politely for you to continue waiting a little bit longer and they will send a runner to fetch someone.

BRYN

Am I convinced they are dealing with us as important?

Rusty Quill Gaming – 53 – You're Welcome?

ALEX

Yes.

BRYN

Then I am relaxed and polite.

ALEX

They are - it has passed into, they are clearly erring on the side of caution which is not you send someone to go fetch the Meritocrat.

BRYN

No, obviously.

ALEX

But nonetheless they are treating it with the attention it deserves but-

ALEX (as POLICE CHIEF)

everything's going crazy.

BRYN (as HAMID)

No no, I understand that.

ALEX (as POLICE CHIEF)

I do not have the time to chase up every avenue.

BRYN (as HAMID)

I'm not expecting perfection, but I'm expecting to be treated as something more than just another annoyance. And if I have achieved that, I consider that a job well done.

ALEX

You have another maybe hour before someone actually comes back.

LYDIA

Sasha's asleep.

ALEX

If there's anything that you want to do in that time, but you will be in the waiting room unless you decide to wander off.

BRYN

I'm gonna go round the corner, buy some food and a bottle of wine and bring it back.

LYDIA

Asleep.

ALEX

It takes a while for you to work your way out through the crowd and back in through the crowd.

BRYN

Yep.

ALEX

But you've got the time.

BRYN

I can walk through people's legs.

ALEX

Yeah, basically. And for what it's worth, the shop next door, tiny little "mom & pop" operation, they're completely fine.

LYDIA

They're doing great business!

ALEX

Between them they're probably like one and a half centuries of age in there.

JAMES

(laughs)

ALEX

And they're just: these things happen! Oh...

LYDIA

They must be doing great business because-

Rusty Quill Gaming – 53 – You're Welcome?

ALEX

They are queued out of the door.

LYDIA

Yep.

ALEX

People are queuing up for it, they're having a great day.

JAMES (as BERTIE)

People are queuing, British soft power- [obscured by laughter 31:19]

(Group laughter)

LYDIA

(groans)

BEN

I think I heard somebody say "Thank you!"

BRYN

I bring back bread and cheese and wine.

ALEX

Finally, you are all shown into the office of the first Sergeant who actually spoke to you.

Rusty Quill Gaming – 53 – You're Welcome?

BRYN

Also I probably drink a healing potion.

ALEX

Sure.

BRYN

Because I'm still really badly hurt!

ALEX

That makes sense.

BEN

I look a bit hurt when you drink that healing potion.

BRYN

(ROLL) Er, 8.

ALEX

So you open the door and Wilde is in there. He is lounging but in a concerned way...

(Group laughter)

BRYN (as HAMID)

Oscar...

ALEX

He is managing to sit with legs crossed over someone else's desk with a glass in hand, but there's a slight frown. He looks like someone who both has the situation in hand but you really kind of wish he didn't almost.

BRYN (as HAMID)

Oscar, I genuinely never thought I would even be slightly pleased to see you.

JAMES (as BERTIE)

I'm still not...

ALEX (as OSCAR WILDE)

You would be amazed how many times people say that. (laughs)

BEN (as ZOLF)

Right.

LYDIA (as SASHA)

Not - not amazed actually. No you're - you're-

JAMES (as BERTIE)

No, I find that very plausible.

LYDIA (as SASHA)

Yeah, no one likes you but you've got a lot of power, like, that's how it works.

BEN (as ZOLF)

So let's just make the situation very clear.

ALEX (as OSCAR WILDE)

Thank you very much Sergeant, if we can have the room.

ALEX

And he closes the door.

BEN (as ZOLF)

None of us. None of us are in the mood right now for any of your witticisms or cleverness.

ALEX

Looks down at you, looks up.

BEN (as ZOLF)

Right?

ALEX (as OSCAR WILDE)

I do see that.

BEN (as ZOLF)

You thought I was grumpy last time, I am murderous this time. So none of that, and we're gonna deliver our report, and you're gonna say "thank you very much" and you're gonna leave and you're gonna deal with it and then we're gonna go to bed.

JAMES (as BERTIE)

Well we're gonna get paid and *then* we're gonna go to bed,

BEN (as ZOLF)

(whispers) Maybe...

(Group laughter)

ALEX

We'll see. He goes behind the desk, sits down. All of you grab a chair.

BEN (as ZOLF)

Thank you, I have one.

ALEX

As you all sit down he sort of leans across to Hamid:

ALEX (as OSCAR WILDE)

I don't see why he's allowed to make jokes and I'm not. Right, so do report.

LYDIA (as SASHA)

I can see exactly why he's allowed to make jokes and you're not.

ALEX

OK so rather than RP a two hour, three hour long conversation where what you do is tell us everything that we've just listened to do, we're just gonna boil

that down to tell us what information is sort of transferred, because otherwise we will be here for another four episodes and I'm not sure everyone wants to listen to it again.

JAMES

Mm.

BEN (as ZOLF)

So-

LYDIA

Oh I don't know, I thought it was pretty fun.

(Group laughter)

BEN

Underneath l'Arc d'Ordinateur, giant brain computer, right? So this giant brain computer is controlling, er, well, obviously most of Paris. It's controlling a lot of the financial institutions, it was able to get us a room in the fanciest place in the world. For unknown reasons it is planting more of itself. It has started doing so in Cairo, possibly London and possibly other cities, it plans to do so with other things. François Henri built it, but it wiped his memory so much that it scrubbed him into a zombie, François Henri is now dead. Won't mention who killed him.

ALEX

Sure.

BEN

It was editing people's memories so that it wasn't found. So if you check the annuals of the l'Arc d'Ordinateur and also the newspaper you will find lots of people get their wonderful best jobs ever because their memories were being edited in order to make them believe it.

LYDIA

So we are telling him about the Meritocrat?

BEN

Yep.

BRYN

Yep.

ALEX

Bolla Smok.

BRYN

Yes, the mad one.

ALEX

The apparently dead Meritocrat.

BEN

We will leave out basically the personal stuff.

LYDIA

So, Brock and Brutor.

JAMES

Yeah, Bertie's not gonna mention Brutor even though he maybe has a sneaking suspicion that Brutor might be the one that got away.

LYDIA

Because obviously Brutor is the most important creature in the universe.

JAMES

Obviously!

ALEX

Have you *been* on our forums?

(Group laughter)

BRYN

I'm gonna stress especially that this thing wanted to supplant the authority of the Meritocrats because that's the kind of thing that should get them worried enough to care in a serious way. I am intending to add that we found designs and plans and that we burnt them, because I do not mind Wilde knowing that, even if he is angry about that, I want him to know that that is the level of importance we attach to this thing never ever seeing the light of day again.

BEN

Well if he starts saying that I will not argue because it's already be said but we'll be like - hm. Hm.

ALEX

OK. Anything else, last chance?

BEN

Er, it was being powered by some caged elementals which we destroyed and it's completely powered down.

LYDIA

And we do tell him about the whole fact that its defence mechanism was-

BRYN

Yep. Oh yeah.

LYDIA

The imaginary experience of destroying a big metal machine.

BRYN

The simulation.

BEN

So that's the kind of power level we're dealing with.

JAMES (as BERTIE)

And when this is all over I'm still going to murder you...

BRYN

Oh one last thing - everyone who was in the Ordinateurs has all their memories back and they're all really, really freaked out.

ALEX

OK.

BEN

Oh-

LYDIA

And there's a lot of like zombie corpse things lying around.

BEN

Yeah, and there might be a worldwide economic crash. Um - so last thing as well, we'll mention that we found evidence that Henri may have helped in the construction of the Simulacrum.

BRYN

But we won't tell him that we know it was Tesla that wrote the notebook.

ALEX

Yep, OK.

BRYN

And therefore is probably the Simulacrum's designer. I don't think we share that.

BEN

Just very much - yeah, just very much: Henri helped.

BRYN

Yeah.

BEN

There's the link with what we're currently actually up to.

ALEX

I understand. So at first Wilde makes for a very irritating listener, keeps interrupting. Keeps asking for details that frankly don't seem to matter. However as you keep adding layers and it grows more and more grave and more and more severe he does at least finally shut up.

LYDIA

Gosh, that's ingenious.

JAMES

(laughs)

ALEX

It takes a while, because you're being very careful in what you're saying and there's lots of shared looks for, like, every third sentence or so.

BRYN

Yeah...

ALEX

Finally it's evening, it's late evening and he leans back and sort of considers it for a while, pours himself a drink, he fiddles around in the Sergeant's desk and finds a bottle of what looks to be whiskey or something similar, pours himself one and offers it for the rest.

BEN (as ZOLF)

Please.

ALEX (as OSCAR WILDE)

Hm. Who else have you told?

LYDIA (as SASHA)

No one really.

BRYN

Yeah, no one. We gave the barest details to the Sergeant and the Captain here just to make sure they understood how important it was for us to talk to-

BEN

Oh, and there is a mother of a journalist, Amelie-Rose's mother - Amelie was killed investigating this so it would be nice if maybe you could just help.

ALEX (as OSCAR WILDE)

Do you have anywhere to stay?

BEN

Um-

LYDIA (as SASHA)

They seem to

BEN

Yeah, the Grand hasn't kicked us out yet.

LYDIA (as SASHA)

-want us back at the hotel, until they update their records or whatever. Don't really know now.

ALEX

He reaches in, pulls out a very, very good-looking wallet, it appears to be embroidered in some way, and passes you a card, puts it away in his jacket pocket.

ALEX (as OSCAR WILDE)

If anyone ever asks for evidence that you're working with us again, show them that. Now-

BEN (as ZOLF)

That would have been handy the first time round.

ALEX

He just gives you a look and then carries on.

ALEX (as OSCAR WILDE)

Return to the Triomphe and wait for us there. This is gonna take a while and - how are you guys at rubbing sticks to make fire, because I feel like that's the way it's going.

ALEX

Stands up, puts the glass away.

ALEX (as OSCAR WILDE)

Is there anything else I need to know?

ALEX

He opens the door.

BEN

Do - do you know a good prosthetic surgeon?

ALEX (as OSCAR WILDE)

Leave it with me.

ALEX

Closes the door and just goes.

BRYN (as HAMID)

Well guys, we saved the world.

BEN (as ZOLF)

Maybe.

BRYN (as HAMID)

Who fancies a party?

LYDIA (as SASHA)

Not really, no.

BEN (as ZOLF)

I'm just gonna go to bed.

LYDIA (as SASHA)

It's quite tiring saving the world. Didn't - didn't save all of it, it's a shame.

BEN (as ZOLF)

In the - in the morning.

ALEX

So you all head back-

BRYN

Head back to La Triomphe and fall over, I imagine.

ALEX

You get back to La Triomphe, they've managed to light some candles in the foyer and there's a nice cold platter for you up there.

BRYN

It's like the end of The Avengers, when they're sitting in that shawarma place, and they all just look exhausted. And they're not talking to each other, because although they saved the world it's just too traumatic to enjoy.

LYDIA

Or like the end of Lord of the Rings where suddenly they're sitting around drinking pints.

ALEX

As we pan out from the image of you all sat around the table-

LYDIA

Eating some cold lobster.

ALEX

Eating some cold meats.

BRYN

Hamid slips his sleeves off and back on and then suddenly he's wearing a party hat.

(Group laughter)

JAMES

It's at a jaunty angle and somehow the streamers coming off the top just look really sad.

BRYN

Yep. Absolutely.

JAMES

Really creepy.

LYDIA

And the silence of the room is sort of interrupted by the continual CRUNCH as Sasha is breaking apart the lobster to get at the juicy flesh inside.

ALEX

We keep panning back.

LYDIA

CRUNCH!

ALEX

Across a-

LYDIA

Crunch!

ALEX

Eerily dark Paris.

LYDIA

Crunch!

ALEX

The hum of the city reduced to a frightened murmur.

LYDIA

(Whispers) Crunch!

ALEX

As we zoom out further.

LYDIA

(Whispers) Crunch!

ALEX

And the only lights left in the entirety of Paris in any real concentration are those on Eiffel's folly. And we will end season one there.

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ALL

Oooh!

ALEX

You made it through it! You made it through a season!

BRYN

Just. Barely. Sort of.

LYDIA

Yep!

BEN

Hey, we did the prologue as well.

ALEX

True.

LYDIA

Yeah!

ALEX

Prologues aren't a season they're a prologue, *but-*

BEN

Yeah, but I mean it was a multi-part prologue.

ALEX

It was, it was. So we've made it through season 1.

LYDIA

Gosh. It's quite emotionally exhausting.

ALEX

Congratulations. I feel like it should be monumental and instead not only are the characters exhausted, we all kind of are as well.

BEN

Saving the world is hard.

LYDIA

Yeah!

ALEX

It is!

LYDIA

And adventure's really gruelling!

ALEX

As it should be! As it should be. Any immediate thoughts, feelings, fears?

JAMES

If saving the world was easy, everyone would be doing it.

(Group laughter)

BRYN

I want shiny things!

JAMES

Yeah, I've got loads of like ancient Carthaginian treasures to fence

LYDIA

Don't worry...

JAMES

-and I've got like this very fancy hat that's gonna make me very pretty that's on the way that won't arrive and it's like - why is there no online tracking of this sort of thing?

ALEX

Oh there was. It's gone now.

JAMES

Oh...

BEN

I want a ceremony. I want the Princess to put a medal round my neck and my big hairy friend to go raaaaaaagh! And the music will play: (hums theme from *Jurassic Park*)

(Group laughter)

ALEX

We will close there, we will be back again soon. And obviously we - I think we will do maybe a catch-up season one thing where we discuss what's happened and so on, but thanks for following us for this entire season, we look forward to season two. We can open with some loot and happiness.

JAMES

Yes!

ALEX

And oh - you know what? Congratulations, you have all levelled up!

ALL

(cheering)

BRYN

So you're saying that by level 3 we've already saved the world once.

ALEX

No, no, no, no. Possibly twice.

BRYN

So what we are we gonna be doing by level 10?

LYDIA

And we really broke the world as well-

JAMES

Well...

LYDIA

Like we saved it but there's probably a lot of people falling out of helicopters in the sky.

BRYN

Just remember guys, there are other worlds than this one.

LYDIA

Oooh... there's the flaming poo dimension!

(Group laughter)

JAMES

Yeah, we saved the flaming poo dimension as well, for some reason.

(Group laughter)

ALEX

Are you just gonna call it like - we've ruined this one. Try again? Yeah, just play in a shift. Just try again!

(Group laughter)

ALEX

Right, well, whilst we discussing the nuances of levelling and I'm gonna be honest, like, levelling and a half because I held off for a while.

LYDIA & BEN

Yeah.

ALEX

We will rejoin-

BEN

Let's just go straight to level 5.

BRYN

Yeah, level 4's dull!

ALEX

Right, I'm gonna be telling off my players and we will all join you again soon.

Bye guys!

EVERYONE

Bye!

[Show Theme - Outro]

ALEX

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