

## RQG – 55 – In Seine in the Membrane

### Content Warnings

- X
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Hi everyone. Ben here. I'd just like to take a moment to thank some of our patrons. A L Hade, Tim Ledson, Kay, Kandria Sanchez, Rock, Julie Saunders, Nake Cleveland, Rhys Lawton, Sam Greg, Ash Pile, Martin Orchard, Cheryl Peterson, Kristen Bonner, Zak Clarke, Mark Elliott, Anna O'Rourke, Erin Dombrowski, Jay Fernandez, Matt Landall, David Minchdickson, thank you all. We really appreciate your support. If you'd like to join them go to [www.patrion.com/rustyquill](http://www.patrion.com/rustyquill) and take a look at our awards.

### [Show Theme - Intro]

#### ALEX

Hello and welcome to episode 55 of the Rusty Quill Gaming podcast. I'm your host and GM Alex Newall and with me today, I have

#### JAMES

James Ross

#### BRYN

Bryn Monroe

#### LYDIA

Lydia Nicholas

Rusty Quill Gaming – [Episode] – [Title]

**BEN**

Ben Meredith

**ALEX**

And who are you playing?

**JAMES**

Sir Bertrand Macguffingham.

**BRYN**

Hamid, the eternal font of [unclear 01:08]

**LYDIA**

Sasha the stabbing dog.

**BEN**

Zolf "shut-up dad" Smith.

**(Group laughter)**

**CONTINUE!!!!**

**ALEX**

In fairness to Zolf you are having just the...

**LYDIA**

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It's been a hard time.

**BRYN**

It's been a bit of a rubbish week, two weeks, months.

**LYDIA**

We've really not dealt with the leg loss.

**(Group laughter)**

**ALEX**

Turns out, right, all of this campaign, it's just a metaphor for starting a small business and all of the horribleness that's associated with that. That's all it is.

**BRYN**

So is it particularly cathartic for you Alex?

**ALEX**

Me! No, no, no, no, shut-up dad.

**(Group Laughter)**

So, picking up where we left off, last things that happened in this season, obviously Paris is starting to go a bit....

**LYDIA**

Rioty?

**ALEX**

...wrong.

**BRYN**

I mean it's Paris and they love rioting.

**ALEX**

It's all going a bit bad and where we left off, Zolf was having a genuine breakdown in his room.

**BEN**

Yeah, I was.

**ALEX**

Hamid is totalling lacking the skills to deal with this situation. Sasha is out trying to help people with random acts of kindness I suppose.

**LYDIA**

Random acts of jumping down on top of a mugger and like not killing anyone.

**ALEX**

Wow!

**BRYN**

Batmanning.

**ALEX**

Very big of you Sasha.

**LYDIA**

Yeah, but knocking a lot of people out so statistically killing some of them.

**ALEX**

Yeah.

**(Group Laughter)**

**LYDIA**

As Arch would say, you've kicked seven people in the chest, one of them's going to have a heart attack.

**(Group Laughter)**

She's not actively really hurting people, just like getting people out of the way; grabbing babies out of burning buildings.

**ALEX**

All that kind of, all that good stuff.

**LYDIA**

Yeah, I mean I could roll and she does a twenty, should could genuinely save a child from a burning building and all of her problems would be over because she'd feel so good about that, I don't...

**ALEX**

Bertie, I appreciate him on the other hand.

**JAMES**

Bertie is doing a lot like Sasha is and it's again a lot like Batman in the sense, but more so because he's...

**BRYN**

Incredibly privileged and not doing anything to help.

**JAMES**

Not doing anything to help really. He's just indulging his own former.

**(Group laughter)**

**BEN**

Unless he just found someone in a costume pick-up.

**ALEX**

Pretty much. Yeah, jut somebody who's like mentally unstable and...

**JAMES**

Is it just, do you want to be my ward, I need a ward, will you be my ward? I need a ward.

**ALEX**

I shall call you Robin.

**JAMES**

He's got a rather more Kings Lian approach to time being crime...

**(Group Laughter)**

...so there's a certain amount of like going out in full plate armour looking super glossy walking down alleys and going like, "Oh, what am I going to do with all of these jewels? I'm feeling so clumsy" - smack of sword against large bin, echo, billow.

**LYDIA**

We will re-join both of those characters soon. First, find the date...

**BRYN**

Salt.

**JAMES**

You eventually drag yourself into bed, have a very, very poor time going to sleep and eventually do so. You find yourself on the ocean and you are on the boat that you crossed the channel in. It is a little bit choppy; it is not stormy and there is nothing happening but it is a very, this is a type of dream you are

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familiar with. This is a type of dream where you feel like you are awake but are very aware that you must be dreaming.

**BRYN**

So it's lucid.

**JAMES**

It is completely lucid.

**ALEX**

Right, what do you want then?

**JAMES**

There's no response.

**BRYN**

Breathe.

**(Laughter)**

**ALEX**

I sure hope this is in real time.

**(Group Laughter)**

**BEN**

It feels like an enormous length of time.

**JAMES**

Oh yes, in real time

**(Group Laughter)**

**BEN**

Eventually, to your practiced eye you see what appears to be an enormous storm forming on the horizon. It is potent, it's a ship-wrecker. You've seen that type before. Time again to accelerate almost time lapsing at scale in that you are watching a cyclone basically build. But at the very edge of your vision it is growing and it is growing, and it is growing. It's drawing nearer very slowly and then it suddenly comes right up to where you are, it's a very unnatural storm in that it looks like someone's taken a storm and cut it in half. All of the front is piled up. Piled up towering into the sky above you but you are in calm waters. One hundred feet away from you is the choppiest cyclone you can imagine. There's a few water spouts kicking around.

**JAMES**

Right, ok, what? Are you angry? Usually are. What d'you want?

**BEN**

Eventually you start seeing a figure walking towards you over the choppy waves. They're walking on the water. They, you...

**JAMES**

Oh my God, it's Jesus!

**(Group Laughter)**

Hey Zolf, have you heard?

**BEN**

Oh, sorry, it's Buddy Christ.

**(Group Laughter)**

**BRYN**

Quite a cameo isn't it?

**(Group Laughter)**

I'm impressed Alex managed to book him.

**(Group Laughter)**

**BEN**

So it's a humanoid figure and at this distance it looks normal size. The figure approaches and as the sort of curtain of rain and storm passes you see him step out into the car. It is a figure that has little in the way of a face. It is, again, to your eye, it's like someone has taken the water from the very deepest parts of the ocean you've ever seen and plonked it in front of you in a humanoid shape. It does not look like a person. It has arms-ish. It has legs-ish and it's walking-ish but it is a deep, deep, murky black. You get a very intense vibe. Not an evil vibe, but a very intense vibe. It's like you're looking at that huge storm and you squeeeeeze it into a tiny little space. And it walks towards the boat and then stands off the boat and faces you. It's super intense. Gives me a will save

**BRYN**

I was going to say I'm pretty shaken by that. That's some spooky magic audit. Fifteen [Crosstalk]. I've got stuff.

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**ALEX**

If you can make it higher than 15 it matters.

**BRYN**

I've got plus two, bonus saved to a motion [unclear 06:59] is it?

**ALEX**

I will count it.

**BRYN**

Ok.

**ALEX**

I will count it.

**BRYN**

Ok, so 17 then.

**JAMES**

You are on the exact border of what you can handle before it just overwhelms you in sheer fear and it's just stood there and it is staring at you completely impassively.

**ALEX**

Ok, what? Consider me frightened. You're a God. Yes, vey powerful. What! Why am I here? What are you doing? It reaches it's hand out and then suddenly all at once shoots up from the water a tripod and it shoots into its hand. It holds it and then throws it onto the bow and it clatters at your feet.

**JAMES**

I don't, what am I supposed, brilliant, I've got a bad back. What do you want? What am I going to do? Nothing I've done has helped. I'm not good at this. I don't know what I'm doing.

**ALEX**

It steps onto the boat which has a sort of, it's only small so it can...

**BEN**

I'm going to scramble that from.

**ALEX**

As it steps onto the boat it disintegrates [sound of loud, heavy plunge]. You plunge into the water. It is not choppy water; it is just normal. The storm is still raging. It warps over to you on the water and looks down at you as you are struggling to tread water. You realise that up to this point you hadn't noticed you had your legs in the stream. Now you don't. Now you're struggling to swim as you're missing bits that you've been used to swimming with and you've realised that your arm, which didn't have ports, now does have the port and it's not moving anymore and you're starting to struggle to

Rusty Quill Gaming – [Episode] – [Title]

float. The trident is floating next to you. The creature stands above you impassively and looks at you and looks at the trident and looks back.

**JAMES**

I am not going to be intimidated by or strung under blackmail even if it is a god so I'm just going to stop swimming and let myself sink below the waves trying to keep eye contact as much as I can because it's too high.

**(Group Laughter)**

How came down God.

**LYDIA**

Alpha as...

**BEN**

Yeah, famously [Crosstalk]. Just trying to, trying to....

**JAMES**

I'm not going to be blackmailed into believing in a god.

**BEN**

Is he blackmailing you there or is he just, is what he's giving you really is just heavy handed simpers.

**JAMES**

Well, I dunno. Feels like intimidation to me.

**BEN**

Symbolism, is that what he's offering?

**JAMES**

You're ok. Poseidon's not a subtle god, your sign.

**LYDIA**

Yep. I mean he might be trying to lend you a hand.

**BEN**

Maybe.

**LYDIA**

More like a pat on the back really. Hey look! I'm important.

**BEN**

So, you sink beneath the waves. The last thing you see is their face staring impassively at you as you sink and you sink into the darkness. You wake up the next morning.

**JAMES**

Is there like, I'm assuming there's like a crystal decanter of water.

**BEN**

Yes, yes, there is.

**JAMES**

I will grab the crystal decanter from as hard as I can against the window.

**BEN**

Ok

**JAMES**

In just outpouring of...

**BEN**

It smashes through the window rather than the counter breaking and it just tumbles out into the street.

**LYDIA**

Is there a shout of somebody "Ooiii, my neighbour's squashed a baby.

**(Group Laughter)**

**JAMES**

Not again! My wards.

**(Group Laughter)**

There is not. Everyone apart from Zolf give me a perception check.

Rusty Quill Gaming – [Episode] – [Title]

**BEN**

So this is the morning and we're all back in.

**JAMES**

Yep, I'm handling it.

**LYDIA**

Ok.

**BEN**

Four.

**JAMES**

Back on four.

**ALEX**

Twenty-two.

**JAMES**

Twenty-two.

**LYDIA**

Twenty.

**BRYN**

Twenty.

**ALEX**

Sasha, as you are entering back into the hotel room you hear a shattering coming from Zolf's room. Hamid, you are woken up by it. It's surprising you could hear it over the sound of Bertie snoring in his room.

**BEN**

Has Hamid fallen asleep against the door?

**ALEX**

Yes.

**BRYN**

Ahhh, because he loves you. [Buh, buh, buh, buh, buh].

**SASHA**

[Purring sound].

**ALEX**

Sasha, you are now fatigued having been up all night.

**SASHA**

What does that mean? Mechanically?

**ALEX**

[Unclear 10:46] roles until you sleep.

**JAMES**

However, your night went actually really well.

**SASHA**

Oooh.

**JAMES**

I rolled for this. It went very, very well. You genuinely feel like you made a difference out there.

**SASHA**

A decanter that was about to fall....high reflexes.

**(Group Laughter)**

**ALEX**

Most of the things that you have dealt with though were acts of desperation and then you weren't really rescuing from any bad guys. It was mostly just, you know, two people who are doing it. You take out both of them and then go "stop it!" and they do and they leave. It was lots of breaking up fights rather than actually like huge heroics but there were multiple cases where there were vulnerable people who would have been caught in that crossfire.

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You feel like you've done good but you're knackered. It was just all night.  
You're still asleep Bertie so you don't get to know how [Crosstalk].

**JAMES**

How was Bertie's night?

**ALEX**

You don't get to know until you wake up.

**JAMES**

Ah, ok.

**ALEX**

So, this is the situation. You have come in to, Hamid is flustered at the door to Zolf.

**BRYN**

I rush into Zolf's room wearing the same clothes I was wearing yesterday. They are crumpled and eyeliner is still streaked down my face.

**LYDIA**

Is it not [Crosstalk].

**ALEX**

I'm sorry but sympathy is 100% to Zolf. Your slight mucking up of make-up is very low on the [Crosstalk] pity order.

**LYDIA**

And have you pressed or digitated your make-up to look perfect in brief?[Crosstalk].

**JAMES**

Noooo.

**BEN**

It's very disobeying.

**LYDIA**

And also I used to to do a lot. Can you [Crosstalk] in.

**JAMES**

Err, no, I mean I just slammed it.

**ALEX**

So you both, well Hamid rushes in you said.

**LYDIA**

Hmmm.

**JAMES**

I'm gonna kind of stare at you and just lie back down and put the covers over my head so I...

**ALEX**

No.

**(Group Laughter)**

What, are you?

**JAMES**

I'm fine.

**ALEX**

Well, no, but I'm glad, ok.

**LYDIA**

Right, I'm going to go to bed and we'll lie down on the bed in her room in her clothes.

**BRYN**

Give me a will save.

**LYDIA**

Trying to, so exhausted that she will fall asleep.

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**BRYN**

Give me a will save.

**LYDIA**

Twenty!

**ALEX**

Natural, natural twenty?

**BRYN**

Natural twenty?

**LYDIA**

Natural twenty.

**ALEX**

You sleep and you finally see you haven't actually properly slept in about three days. You actually sleep. You are the sleep of the dead. You are completely comatosed asleep. Do you have anything you particularly want to do Hamid?

**BRYN**

Oh yeah.

**ALEX**

In the morning?

**BRYN**

I'm just going to sit down next to Zolf's bed as he's hiding under the covers. Zolf, I don't think I ever told you why I wanted to become an adventurer.

**BEN**

I'm not in the mood for this. Not everything can be fixed by the heart to heart you know. Just go chat to Sasha or Bertie or something. Just leave me alone.

**BRYN**

You need to hear this Zolf. I know you don't want to but you need to.

**BEN**

Why? Why? Is it because, I dunno, a heroic dwarf saved your life or, or, or you saw a poster of me and it's all very inspirational? It's not how the real world works. Might be for you. You, just leave me alone.

**BRYN**

No, it's not Zolf. I made mistakes. I did things. People got hurt. Stuff I regret. I'm trying to make up for them. And we've made mistakes since we started working together. I know that, I know you feel like the things we're doing aren't good enough and I know you know I feel the same and I've failed and I've got hurt and I've got other people hurt and I haven't helped when I've wanted to help but that doesn't mean we should stop trying. We're just people. We're all people and we're not perfect. It doesn't matter if we make mistakes. What matters is that we don't give up. Is that we keep trying to do good; we keep trying to help but we make up for the mistakes. We don't let

the mistakes become all we are. We don't let the mistake be the final thing, the final word on us. We don't let the mistake be the only thing we ever contributed to this world. Shutting off that computer was not a mistake. It's led to some consequences, some horrible consequences but that doesn't mean it was wrong and the thing that would be wrong is giving up on that decision; is letting that be the last thing we do. If we go out there, if we keep helping then that's what matters.

**BEN**

Are you finished?

**LYDIA**

Snoring sounds from both of them.

**(Group Laughter)**

**ALEX**

Oh yeah, there's nothing from anyone else.

**JAMES**

Or some solid pathetic fallacy from the world hymn.

**(Group Chuckle)**

**ALEX**

I'm going to accelerate time at this point [Imitates sound of a bugle]. The day wears on. Bertie, with no-one to wake him up and having been up slightly late, sleeps through the day. Sasha sleeps through the day, having been up all night trying to help people. Zolf sulks through the day. Well, I say sulk. This is

perfectly legitimate, just a lie, and that was incredibly unfair of me. Hamid, what do you do? You have an entire day where no-one is available to do anything. What do you do?

**BRYN**

I clean myself up, get myself dressed, have a very small breakfast [crying].

**ALEX**

What do you say there?

**BRYN**

There is no food. Great. I'm going to head outside and I'm going to try and do what I've just said we should do which is what I've now realised is what Sasha was doing, and she's helping people and I'm going to try and help people and I'm going to do it in a very different way.

**ALEX**

How are you Sasha?

**BRYN**

I'm going to mediate. I'm going to reassure, I'm going to comfort people, I'm going to persuade other people to help each other. I'm going to, the first thing I'm going to do is probably go down and say every bit of food in this hotel, every bit of food you have left, send it out onto the streets. Spread it.

**ALEX**

Role play, all play with me. So you come down, the concierge is there, he is talking to a member of staff very, very heatedly a member of staff, as you are coming down, sees you, snorts and walks out. The [unclear 17:11] goes part fallen. They leave so there's just the concierge at the desk. He sees you, strains himself or kind of composes himself. "I'm very sorry Sir, is there a problem? What can I do?".

**BRYN**

[Crosstalk] ...apologise for. You're very low on food. There isn't much left is there.

**LYDIA**

I'm so sorry Sir.

**BRYN**

No, no, no. I didn't ask you to bring me food. I asked you a simple question about the state of the kitchens.

**LYDIA**

We've actually been bringing in a wizard to supply the fresh food as all of the perishables have already expired and...

**ALEX**

Then stop. We need to be out there helping. You need to be helping. Any food you've got left start giving it away - on the street, outside.

**LYDIA**

I can't really do that Sir as there's not really that much to give. One of the staff members stole what was left and...

**BRYN**

It doesn't matter how much there is, anything that is left, anything at all. He looks around, takes a moment, reaches over and very, very apologetically passes you the bowl of peanuts and drops it in front of you like there is a bowl of nuts behind the counter. He puts it in front of you and goes, "I'm afraid that's about it, Sir". Again we've been using a wizard but he didn't turn up today. We haven't heard why but it's not too hard to guess.

**BEN**

Yes.

**BRYN**

Where's your family?

**BEN**

No family for me, Sir.

**BRYN**

Who are your friends?

**BEN**

My job is my life, ha.

**BRYN**

Don't spend this time serving us. Go out there and help everyone. This city is falling apart and everyone needs to be doing everything they can to put it back together. .

**BEN**

Well Sir, I suppose....

**BRYN**

We're not worth it. Don't serve us.

**ALEX**

If Bertie could hear this he'll be so angry. So angry.

**(Group Laughter)**

**LYDIA**

To Sasha it feels it is a bit like martyr [Laughter].

**BRYN**

It's very Hamid. It's very Hamid. Well if you'll forgive me Sir, erm, and you'll pardon my forthrightness, I can't help everyone but I suppose I can look after this place. Better one small piece of calm than none.

**BEN**

I suppose that's fair.

**BRYN**

Are you heading out?

**BEN**

Yes.

**BRYN**

Well look after yourself Sir. [He gestures the gargoyles part for you]. You head out and I think we'll take a break there and be back in a couple of minutes.

**[Music].**

**FEMALE**

Hey, hey, you, yeah, no, you with the face, yeah. I know I shouldn't be here but got in like a wet ferret slipping through the hands of a moisturiser salesman. You know me. I just needed to let you know about this deal, right. You head over to [rustyquill.com](http://rustyquill.com) and follow the links to the store or go on [redbubble.com](http://redbubble.com) and search for us. I've been appraising this stuff and it is good. There's all sorts of stuff in there. You want Brutor's face on a mug - you got it. You want Hamid's face on the wall - it's there. You want Bertie's face? Why? Yeah, well I gotta go now but you just remember, right. Head over to [russellquill.com](http://russellquill.com), follow the links. Tell them I sent you. I just wondered though, are you going to eat all that eel quiche?

Rusty Quill Gaming – [Episode] – [Title]

**ALEX**

And welcome back. Bertie, you wake up.

**JAMES**

[Sound of waking up].

**ALEX**

It is about 10 pm at night. The apartment is dark, no-one seems to be in as far as you can tell and, er, give me perception check.

**BRYN**

Four.

**BEN**

Classic Bertie.

**ALEX**

And everything is fine.

**JAMES**

Ah, well that's a relief, excellent, er, but to reflect back on the previous night's activities, which you're content about because you rolled.

**BRYN**

Yes, I did.

**JAMES**

[unclear 20:58]

**BEN**

You were very successful in your goal. The entire time you managed to find one person who looked like they were eyeing up their chances to mug someone and beat them senseless. A lot of people were very, very encouraging of this. It's almost like a certain bloodthirstiness has come into the streets which you're quite comfortable with. If anything it was like when you were beating up this very short mugger that the crowd were calling you to carry on doing it but honestly it started to feel a bit tasteless really, so you're just sort of...

**BEN**

Got bored

**ALEX**

...left in there and loudly declared your name to the crowd and their...

**JAMES**

Bertrand Macguffingham, scourge of crime.

**ALEX**

...and then they kind of headed back because I mean you'd done it really and it took you about three hours to find a crime as it was so there.[Crosstalk]

**JAMES**

Any more crimes, more crimes, anyone, anyone, cri-yimes, clank, clank, clank, clank -how to play-yay [Laughter] - anyone?

**ALEX**

There are, nowhere, none. Then you have gone home, slept the sleep of the one and have had no food, wake up hungry to an empty apartment.

**BEN**

I do have some fortified iron rations remaining from Cyprus...

**ALEX**

Ok.

**BEN**

So I have a nibble.

**ALEX**

It's thoroughly bland and unenjoyable.

**JAMES**

It is tasteless.

**ALEX**

Do you have any plans for the rest of this day, well the evening?

**JAMES**

Well it's 10 o'clock so do I realise it's that time when I've said four?

**ALEX**

You do.

**JAMES**

Ok.

**ALEX**

Because the apartment's dark and it's night out.

**LYDIA**

I've just woken up very quickly though.

**[Laughter]**

**JAMES**

That's a surprisingly refreshing catnap.

**ALEX**

No, because now it's raining.

**LYDIA**

Ohhhh!

**ALEX**

In fact it's raining quite a lot.

**JAMES**

The city who sleeps. Sir Bertrand Macguffingham, enemy of the criminal mind, protector of the weak and the innocent.

**ALEX**

Hamid, you come in the door.

**BRYN**

As this monologue is [Crosstalk/laughter].

**ALEX**

You are extremely wet. Let's see how you did.

**JAMES**

The criminal has a natural fear, being a superstitious sort.

**ALEX**

Hamid enters.

**JAMES**

I shall be the falcon there.

**[Group Laughter]**

**ALEX**

Hamid enters. You are wet and dispirited. You were working very hard to try and mediate things but frankly no-one was listening. You didn't make things worse but the only people that you did manage to meet, equal parts were fleeting, beating things, mostly inanimate objects. There was a decent amount of looting. The best effect that you managed to do was a couple of stores didn't get looted because when you tried to talk them out of it they ended up just leaving, thinking that you were some kind of magical police enforcement or something similar. You have just come in to a Bertie standing, surveying Paris.

**JAMES**

Majestically arms fly. [Laughter] When they need me they shall make the falcon signal [Laughter].

**ALEX**

Do you have anything to say?

**JAMES**

Gosh, I look majestic right now.

**BRYN**

Erm, no.

**ALEX**

I am going to speed time ahead yet more.

**LYDIA**

Yep. Sasha goes out again.

**ALEX**

Do you go out all night?

**LYDIA**

Yep.

**ALEX**

Ok.

**JAMES**

Bertie also goes out fighting crime in a very similar way to last night.

**ALEX**

Second roll, ok. So Zolf, you find yourself back on the open ocean. You find yourself back on the boat.

**JAMES**

Yep.

**ALEX**

The entire same dream plays itself out. The humanoid figure is there. He steps up. This time he doesn't pass you the trident, he's holding it. As he steps towards you from that cyclone every step he takes, he gets bigger and bigger and bigger till eventually he's bigger than the cyclone. He's an enormous, godly figure striding the landscape. He kneels down onto one knee, puts his face towards yours, and then reaches his hand out and there's a weird warping of perception so the hand that's reaching out is actually normal, human size. As you're looking down it, you look back up and the figure has suddenly gone from that huge, towering figure to something human. You are there without your legs and it's offering you a hand to pick you up.

**BRYN**

Do you want to talk?

**JAMES**

I don't know what happens if I grab your hand. I don't know if I can agree to anything right now. I don't, if you're looking for some kind of holy crusader to spread the word you're looking at the wrong door.

**BRYN**

I don't know if I can do this anymore.

**JAMES**

You know how much I screwed up before. The only thing that for Damey was trying to help my friend but that was because I got them into a mess. That wasn't noble. That was just guilt.

**BRYN**

Right, fine. I'm just going to keep doing this aren't I, so I'll grab it at hand.

**ALEX**

You awake to a searing pain at the stumps of both of your legs. Hamid give me a perception check then both of you will pull me out.

**BRYN**

Alright.

**ALEX**

Sixteen. You awake to Zolf screaming in his bed and thrashing under the covers.

**JAMES**

I'll rush in.

**ALEX**

Zolf is covered in covers and thrashing manically. You see that the sink in his room is overflowing. The ground all around the bed is sodden. There is water

Rusty Quill Gaming – [Episode] – [Title]

pouring into the room from that sink. It looks like he has been deliberately flooding the room or something.

**JAMES**

I am going to try and pull the cover off him.

**ALEX**

You manage to do so.

**JAMES**

Just to give him a bit more freedom. Chuck it towards the door.

**ALEX**

Zolf, are you awake to Hamid over you? Your legs no longer hurt but you have only just this second, you have been waking up going, "Oh, my God". You're in absolute agony. Instantly stops.

**BRYN**

Hamid grabs your hand.

**BEN**

So from here.

**ALEX**

Right.

**BEN**

What's wrong?

**ALEX**

You look down. The sockets for your legs you see are basically one is on the end of the bed. The other one is buried in the wall at the far end of the bed. Where the bottom half of your leg should be you see a pair of legs, briny almost, literally made of water.

**BRYN**

Sea legs?

**LYDIA**

Ahhh, you've got sea legs.

**ALEX**

Basically as you're watching the water from the sink flows up and finishes forming the legs at the base of your legs. You have the bizarre ability to see the stumps that were there and they're in ragged shape from whatever those sockets were but the water seamlessly makes a seal at the stumps and goes into two fully formed legs, both of them.

**LYDIA**

Made of water?

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**ALEX**

Made of water.

**JAMES**

Ahhhhh, so weird, body horror, ohharr.

**ALEX**

Hamid, give me a perception check.

**BRYN**

Check! Natural one.

**ALEX**

Carry on.

**[Group Laughter]**

**BRYN**

This isn't what I agreed to. This isn't what I want. What are you doing?

**JAMES**

I look nonplussed.

**LYDIA**

Mechanically nonplussed. I have the trait nonplussed.

**BEN**

Well what d'you want? Brilliant, well what is this? I don't know what you want?

**BRYN**

Sir, I don't say anything. I just give Zolf a hug.

**ALEX**

I'm going to accelerate time to the following day after everyone wakes up. It's late afternoon. Everyone give me a perception check. Everyone give me a perception check.

**BRYN**

Fifteen.

**BEN**

Twenty-three.

**LYDIA**

Twenty.

**JAMES**

Twenty.

**ALEX**

Mmmmm! Very impressive. All of you have heard as Sonny was sleeping, waking up and sleeping again and so on the distinct sounds of what sounds like a war zone developing outside and very, very distant but over the course of the day drawing nearer there are the distinct sounds of combat of some kind, lots of cries, lots of yells. Eventually a stone comes in through a window on the back room [smashing sound] and lands in the sort of hallway of the apartment. That is what wakes you all up.

**JAMES**

Well, err, gentlemen and lady, it would appear that Paris has fallen once again into disorder. It becomes one man's duty to spready law and order where there is chaos. That man is Falcon Man. Yes, I, Sir Bertrand Macguffingham shall stride out manfully into the streets and resolve this crisis in Paris himself. You are of course welcome to join me. Also I'm hungry. We haven't had room service for days. I'm starving. Let us literally go out and steal some food.

**ALEX**

I think everyone's starving Bertie. I agree we should go out there and try and calm everything down. That would require us to stay calm as well thought.

**LYDIA**

Has anyone checked on Zolf?

**ALEX**

He's still there.

**LYDIA**

Zolf, we're heading out for food and saving the world. You wanna come?

**JAMES**

Yeah, I'll open the door and walk out.

**[Group Shouts]**

**LYDIA**

Wait, how tall is he? How long are the legs?

**ALEX**

How tall is he?

**JAMES**

Four foot three.

**LYDIA**

Alright.

**ALEX**

I mean it's still fourth leg.

**JAMES**

What it is, they're good looking legs, very shapely calves. There's something different about you Mr Smith. I can't quite put my finger on it. Oh yes, you've got legs made of fiddle sticking water. What the sugar is up with that?

**BRYN**

What have you done?

**JAMES**

What the sugar in fiddlestick, what the mother fiddle stickering sugar!

**LYDIA**

Do they leave wet footprints?

**ALEX**

No, they don't.

**LYDIA**

Raaaaaa! She runs behind him, like, "they don't leave wet footprints!"

**JAMES**

Bertrand pokes him in the thigh.

Rusty Quill Gaming – [Episode] – [Title]

**ALEX**

Does his finger go in?

**BRYN**

Yes.

**JAMES**

Whooooo!

**BEN**

Oooh, it's lamina flow legs.

**JAMES**

And Bertie just passes his hand through it.

**BEN**

And successfully do so.

**JAMES**

This is really very soothing.

**BEN**

The water passes and then it takes a weird moment to readjust itself but yeah, you can pass your hands through [Crosstalk].

**JAMES**

I'm going to, [unclear 31:26] look, look, what's this happening, it's an impression, this is Moses, look, vooooooo.

**LYDIA**

Bertie, that's kind of, that's kind of intimate. That's someone's legs!

**JAMES**

Should I [unclear 31:34] the white wine spritzer first, is that what you're getting at?

**BEN**

Bertie.

**LYDIA**

No, [woosh woosh sound]. You can't just grope people like that, even if they are made of water.

**JAMES**

That's proper fancy that it. Cor!

**LYDIA**

D'you have magic legs?

**JAMES**

What audio is this by the way? The filthiest look I've ever seen Ben hold as a character in my life said Bertie. Oh my God!

**BEN**

I only came out because I haven't eaten in three days and we should probably go and get some food.

**LYDIA**

Yeah, we should, and get some, maybe, yes and maybe some high boots.

**BEN**

No. I don't know what this is and I don't know what kind of trick Posiedon thinks he's playing. I don't know what this is supposed to mean. Just oh, look, you get some free legs.

**LYDIA**

Well the rest of us have got free legs so, you know, I didn't fancy mine so to be fair, it's not like you're getting any bonuses Zolf, unless...

**JAMES**

Do they do magic stuff?

**BEN**

I don't know and I don't care. This is not what...

**JAMES**

I wonder what I could get if I dedicated myself religiously - Errrrrm?

**BEN**

It means Posiedon still has faith in you Zolf.

**JAMES**

Well maybe I don't have faith in Posiedon. Maybe, maybe...

**LYDIA**

He seems to be demonstrating...

**JAMES**

No, no!

**LYDIA**

Oh! Faith in him as in like you think he's a good god?

**BEN**

Yeah, I don't know why we done stupid dreams and symbolism and rubbish like that, and not anything just, oh, I just want to have a conversation.

**JAMES**

Well, sorry, mid-term conversation. Now...

**BEN**

Not with you.

**JAMES**

...now, well Posiedon has placed great faith in you, blah, blah, blah...

**BEN**

Anyone but you.

**JAMES**

Slight grievance is really very heavy handed.

**BEN**

Why don't we go and get some food?

**LYDIA**

Sash, she's been spending all this time out and she's got local knowledge.

Would she know where there are places.

**BEN**

Give me a knowledge local.

**LYDIA**

Yep, yep, knowledge up, check. Ooooooh, 30.

**BEN**

No. All of the places that you are aware of are either sort of spent for food or are currently sort of in a lockdown for some reason as in yeah, you could

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probably rob the police station because they probably have a reserve of food but that'll probably be a really rubbish idea.

**JAMES**

A heist for a sandwich!

**[Group Laughter]**

**LYDIA**

Yeah, alright, well we might need to leave Paris to get some food. It's been remarkable really. Within four days the food supply has broken down. What a telling thing of modern civilisation.

**JAMES**

Eat well while the thought occurs. Is it necessary to leave Paris to acquire food? Can we not fight evil and find lunch at the same time? Who stocks Paris, hmmm? Like a scourge of evil the Falcon Man and his brave assistants must defeat, hmmm? What does the name Le Gormond mean to you?

**LYDIA**

It means a gangster.

**JAMES**

With massive amounts of food, hmmm? Gormond tasty things.

**LYDIA**

Rights, I think maybe one place if you want to see what's going down is to go towards that area of town but we don't know our way around Bertie. We don't know where the gangs hang out so not really that easy for anyone to do. How about we just head out and then, you know, to buy some boots and ask around. We got money, we can find some food

**BEN**

We can all hear what's outside, so we're heading out.

**BRYN**

There's still the distinct sounds of combat in the distance. It's not going to be that simple.

**BEN**

It's not on your street.

**LYDIA**

I can get out and I'll look for food, don't worry.

**BRYN**

We should go out together.

**BEN**

Yes, I agree.

**LYDIA**

If anything, Sasha looks nervous at that point doesn't she.

**JAMES**

Onwards, a noble quest, for dinner.

**ALEX**

Yeah, if you two, pointing at Sasha and Bertie, want to go down I just need to chat to Hamid, alone please.

**LYDIA**

Alright. I will go with Bertie you say, ok.

**JAMES**

[unclear 35:36]

**LYDIA**

Run. Walks out and just doesn't give him any time to keep up with her.

**JAMES**

Young lady, young lady, you're going slightly too quickly. One moment [SOUNDS] hang on. I'm [unclear 35:45] as well you know.

**BEN**

And disappears into the distance. Just Zolf and Hamid in the increasingly shabby looking presidential apartment which has had no service now for a few times, a few days.

**JAMES**

Erm, sorry for dismissing your...

**BEN**

You don't need to apologise to me Zolf.

**JAMES**

Yeah, just...

**BEN**

But thank you. I appreciate you being honest but just a pep talk is, this is not the kind of situation that can be solved by that but I appreciated that you also have things that you need to work through yourself. Just been spending far too long trying to hold things together. You've done a lot.

**JAMES**

Yeah, well maybe you don't wanna hear my opinion but I think you've been given those legs by Posiedon because he wants you to have a choice about what to do next.

**BEN**

Yeah, well.

**JAMES**

He's not deciding for you but now you can choose whatever you think is wrong.

**BEN**

I just don't feel like I deserve it. I don't know why I have them. I don't know why he's given it to me. I just don't know.

**JAMES**

Maybe it doesn't mean anything to you but I think you deserve them Zolf and I think anyone except yourself would say the same if they knew everything you've done.

**BEN**

Well, that's appreciated.

**JAMES**

Shall we go?

**BEN**

Yeah, yeah, let's go, before we start crying or something stupid.

**ALEX**

We cut to

**JAMES**

Hamid tries really hard not to cry.

**[Group Laughter]**

**ALEX**

[unclear 37:31] on his own face. Just hanking pretty quickly while [Crosstalk].

**LYDIA**

Like a whirlwind.

**JAMES**

I'm just holding his sleeves up to his face and the handkerchief's come flying out.

**[Group Laughter]**

**ALEX**

We will cut to Sasha; you having gone down the stairs and coming out at the bottom of the stairs with Bertie still clanking and talking to himself in the stairwell. Give me a perception check.

**LYDIA**

Twenty, natural 20.

**BRYN**

Nice. You see the concierge is stood at the door talking with someone on the far side who you recognise. He's on the far side of the gargoyle as the concierge is sort of calling down the steps. He is Oscar Wilde and he looks irritated because every time, he keeps trying to push past the gargoyles and then an eight foot, you know-ish tall gargoyle quietly and gently just goes "uhh" and pushes him so hard back into the street he ends up on his arse.

**LYDIA**

Sasha will slip through the gargoyles who part for her eyes seen as before? 38:26. I would say "Alright Oscar? What have you got for us this time? I hope it includes dinner.

**ALEX**

He stands, straightens his hair very, very, carefully, straightens his jacket.

**LYDIA**

No, no, you were fine as you were before.

**ALEX**

Raises an eyebrow, comes up and goes "where are the rest Sasha?".

**LYDIA**

They're deciding what they want to do today.

**ALEX**

What are you yelling as you come out of the stairwell, as he asks that question?

**JAMES**

Oh, well, Bertie is still, he's checked with the concierge as to whether his post has arrived because he's...

**ALEX**

No post has arrived.

**JAMES**

No post. You know the Royal Mail has really gone downhill since the development of constitutional monarchy. I can't help but feel that a dose of absolutism would really put the fire back into them.

**ALEX**

Ok, so we've got....

**JAMES**

Youuuuu [shouted], ha, ha, ha, ha.

**BRYN**

Hello Bertie, how are you?

**JAMES**

Furious. How are you?

**BRYN**

You do look good angry.

**JAMES**

Mmmm. Bertie tries and pulls like a sort of smile on just to kind of like squeal.

**ALEX**

It doesn't work. You kind of come out looking like a vague grimace which I can only do for the people at this table which is a sort of ...

**BRYN**

So basically Bertie looks furiously constipated.

**ALEX**

Hamid and Zolf, you make it down the stairs and Zolf, you make it down the stairs for a start. Oscar looks at you. Don't say anything. Raises an eyebrow.

**BEN**

Don't.

**LYDIA**

Er, Sasha.

**BEN**

What do you want?

**LYDIA**

[unclear 39:51] I wouldn't mate.

**ALEX**

Fair enough.

**BEN**

I don't know about you, I think it's time to leave.

**BRYN**

Yeah, yeah.

**BEN**

What's been done to help Paris?

**BRYN**

Walk with me.

**ALEX**

He turns round and starts walking.

**BRYN**

I'm going to stare daggers at the back. Sure that that was some kind of wordplay.

**[Group Laughter]**

**ALEX**

Do you follow?

**BEN**

Yeah, yeah.

**ALEX**

Ok, so he's walking down the street you are on. It's getting a very post-apocalyptic vibe by this point

**LYDIA**

Wait, wait, wait. Sasha really enjoys like gesturing to them to let Hamid and Zolf...

**ALEX**

Oh yeah, they have to be gestured as well.

**LYDIA**

And then, right, where's Bertie, Bertie tries to walk through as well and slams into the [Crosstalk].

**ALEX**

Well, what does Bertie do?

**JAMES**

This is very convincing. How do they do it?

**[Group Laughter]**

Rusty Quill Gaming – [Episode] – [Title]

**LYDIA**

Just give it...[Crosstalk]

**JAMES**

Steady on there now chaps. I do need to get through.

**LYDIA**

Just pauses enough to begin giggling and then says, "Good luck pigeon catching mates".

**JAMES**

Right, Sasha.

**LYDIA**

Yeah, there was good times.

**JAMES**

Yeah, was alright.

**LYDIA**

Have fun with the standing.

**JAMES**

Yes.

**LYDIA**

Looks like a nice change of perspective.

**ALEX**

Looks up. Looks down. Looks to Sasha. Shrugs its shoulders.

**LYDIA**

Well, have a good one. Hope I see you again mate.

**ALEX**

So heading with Wilde. Wilde's body language is ve-e-ry different from normal.

**BEN**

Is it quite serious for once?

**ALEX**

You know what, it's guarded. As he's walking down the middle of the street, there is no traffic, there are a number of those upturned carriages. A couple of them might have been set on fire. Every mechanical man that you see has either been pushed over, which, by the way will have taken an enormous amount of force. They are heavy, or has been vandalised in some way, had stuff drawn on them, had [Crosstalk].

Rusty Quill Gaming – [Episode] – [Title]

**JAMES**

This [unclear 41:45] is getting really sloppy.

**ALEX**

As well walking down [Crosstalk].

**JAMES**

I think the market's been flooded? Think there's too many of them.

**BEN**

Also the market over there is flooded.

**[Group Laughter++]**

**BRYN**

Nice!

**ALEX**

A few of the shop fronts have obviously been looted at some point. A few of them have been, you know, taken out. A few railings have been torn out. Looks like people have gone to town. Everyone gets [Crosstalk] from insane.

**BRYN**

Ohhhh noooo.

**LYDIA**

Oh, it's the river joke. It's a river joke.

**BEN**

Come on, that's brilliant. [Crosstalk. The river approach, it's called The Seine, In Seine, common.

**BRYN**

You know the best jokes are the ones you have to explain [Crosstalk].

**ALEX**

Everyone give me a perception check.

**BEN**

To see whether we get that. Eight.

**[Group Laughter]**

**BYRN**

Thirteen.

**LYDIA**

Twenty.

**JAMES**

Sixteen.

**ALEX**

Sasha, you spot a pattern in all the ones that have been torn out. Almost every single building that has been looted store food or stocked food or provided food. A food seller, a restaurant, whatever, not all of them but to your practiced eye all the ones that were done properly, all of the ones that were done in an organised professional way, all of them that were hit held food. Everything that was kind of amateurish, anything that had someone just taking as job was valuables.

**LYDIA**

Yeah. Because it would have already occurred to her having lived in places where there were breakdowns in infrastructure but it was quite strange for a whole city to be completely empty of food within just about two or three days.

**ALEX**

And to your eye, every place that had food. I don't just mean sort of like; you know it's like literally every single one that could have conceivably held food has been hit.

**LYDIA**

Right, so look, I mean it's a bit fitting really. Almost too neat but I think guys, I think that like Ormond, might be controlling Paris by its food. Someone better than me would be able to make a better pun. Like Ormond has taken over all the food.

**ALEX**

Whilst kind of absent mindedly almost like his heart's not in it just goes yeah, he's trying to get a better bite of the apple and he just carries on walking. It was weak. Even for AI that was weak and he's just examining all of the street corners and he's making a point of sticking to the middle of the road.

**BEN**

Well then Bertie's right. We should go after the Ormond. We can't leave Paris in this state. If he's controlling the food we go after him and take him down and we make sure the food gets distributed properly.

**ALEX**

Again, whilst walking, [unclear 44:26] not your problem.

**JAMES**

Lunch is my problem.

**ALEX**

We've got bigger problems than [unclear 44:31] right now.

**JAMES**

Yes, my tummy is rumbling. Listen, my fancy is some foie gras. Now I think it tastes better when it's produced more cruelly.

**LYDIA**

Who is dealing with the Le Gormond problem and what is the bigger problem?  
You've got to tell us stuff if you ask us to walk with you.

**ALEX**

He turns around and actually has a frown on his face. You all have a job that's more important than this right now, ok. We need to get you to Prague. We need to get you to Prague now.

**BEN**

Why?

**ALEX**

Why? Because someone's making an opportunistic bid here but not just here. There's other things going on and right now what do you think would be worse than anything coming out right now? Please carry on walking.

**JAMES**

Well like in terms of broth facts, I mean it's just not substantial enough.

**ALEX**

Let me break it down Bertie, ok, are you ready? The kitchen's on fire.

**JAMES**

Buuuuuuh!

**ALEX**

He's really struggling to simplify it enough for Bertie; like you can see him actively straining. A bunch of soldiers turn up [Crosstalk] and offer to put out the fire for you.

**JAMES**

Mmmmmh!

**ALEX**

All they ask is that you pay them. You pay them, right. How much would you pay them?

**JAMES**

Some pounds.

**BEN**

You know what Mr Wilde, I'm sure the situation in Prague is very urgent and we should probably go there as soon as possible but we are responsible for what has happened to the people of Paris and we will be the ones to help deal with it. Good day. Gentlemen, Sasha? I start walking in the other direction. Hamid.

**SASHA**

I'm following Wilde.

**BEN**

Get back in.

**ALEX**

Wilde turns around and for the first time all of you see him actually angry. It is a very uncharacteristic change in his face. He has a very severe frown. His features suddenly look significantly more angular. He turns, looks at Hamid, reaches out and clicks his fingers. Give me a will save.

**BEN**

Seventeen.

**ALEX**

Seventeen. You are held in place. He starts walking over to you very, very, slowly and calmly. You are like mid-walk held perfectly stationery. He makes it up to you, moves into Hamid's ear and says quietly so that only Hamid can hear, "bigger things are played here Hamid, we don't need to be at each other's throats but we do need to leave, now. He clicks his fingers again and you are un-held.

**BEN**

One of my hands spontaneously turns into a claw and grabs Oscar Wilde by the lapels and says I understand the gravity of the situation Mr Wilde. How about for once in your life you actually dispense some information...

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**ALEX**

We don't have time for your guilt Hamid.

**BRYN**

Both of you stop arguing.

**ALEX**

If you would follow me I will explain. Everyone give me a perception check.

**BRYN**

Oh, critical fail.

**ALEX**

If it's any consolation this one's really important so you are back on task.

**[Group Laughter]**

**BEN**

Seventeen.

**LYDIA**

Twenty-three.

**JAMES**

Twenty-six

**ALEX**

Everyone apart from Bertie's. Four figures step out from amongst the abandoned buildings. You are completely surrounded. And we'll close the episode there. It's all gone a bit dark. It's all got a bit dark. But all going well. Any issues, problems?

**JAMES**

Falcon man feels like he needs a gritty reboot already.

**[Group Laughter]**

**BEN**

I feel like Oscar Wilde could probably have solved this problem in one sentence. I'm sure there's a one sentence summary of what's going on in Prague but unfortunately [Crosstalk] that never happens, so.

**ALEX**

If it's any consolation for falcon man, he is neither the hero Paris needs nor [Laughter].

**BEN**

And on that note.

**EVERYONE**

**BYE BYE.**

**[Show Theme - Outro]**

Rusty Quill Gaming – [Episode] – [Title]

## **ALEX**

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