

## RQG – Episode 72 – Drama!

### Content Warnings

– X

– X

**BEN**

Hi everyone Ben here I'd just like to take a moment to thank some of our patrons; Dylan Morris, Thomas Carson, Zak Bowman, Sean Rossiter, Miriam Iqbal 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 rewards.

**[Show Theme - Intro]**

**ALEX**

Hello and welcome to episode 72 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

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**LYDIA**

Lydia Nicholas

**BEN**

Ben Meredith

**ALEX**

And who are you playing?

**JAMES**

Sir Bertrand MacGuffingham

**BRYN**

I'm invisible right now so it's.

**LYDIA**

Sasha Racket.

**BEN**

Grizzop drik acht Amsterdam.

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**ALEX**

There we go so where we left off you are still in Prague you are now in the study of Einstein having met the other heads of departments in the university and are looking at maps.

**JAMES**

Bertie got turned into a newt.

**ALEX**

Yeah he did get turned into a newt and then found himself in the study against his will.

**LYDIA**

But he got better.

**BRYN**

Guys, guys, guys, he got newt-ed.

**ALEX**

He did, he did.

**JAMES**

Now he has been moved from place to place he has been transnewted. He was effectively neutralised so.

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(Group laughter)

**ALEX**

Better.

**JAMES**

Thank you.

**BRYN**

On come on newted really?

**ALEX**

No I meant better than his first joke Bryn you're safe, you're safe, none the less we are now in Einstein's study. Hamid has successfully avoided any and all interactions with the.

**BRYN**

With the completely random NPC who he has no connection to whatsoever.

**ALEX**

Presumably I don't know.

**LYDIA**

No plots heads here.

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**ALEX**

Ok and in which case we will pick up exactly where we left off which is.

**BRYN**

Hamid's just super racist, he saw a posh white man and was like oh I can't be in the same room as him.

**BEN**

How could you, they're all so nice.

**ALEX**

So we will pick up exactly where we left off by which I mean everyone apart from Hamid is looking at the map, Hamid you've only just got back in the room and Bertie you have just entered the room and sheathed your sword.

**JAMES**

What, hang on, no, no, no, I wasn't just here, what happened there hmm.

**LYDIA**

Oh Bertie it's good you're here because like we've got these plague maps and you should probably know, you've got history knowledge right, you knew what that thing was before.

**JAMES**

Ah yes that certainly is true but to the matter at hand I was just recently I believe teleported against my will.

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**BEN**

Oh the door does that it just, I know you can't open it.

**JAMES**

No, no.

**BEN**

It's for convenience, grrrrr.

**JAMES**

Different thing, I was teleported.

**BRYN**

Are these the lay lines professor?

**ALEX**

Yes right finally ok so this is the line you see obviously it is slightly off centre because of the Prague renewal obviously it organically shifted a little bit to the left nonetheless we have a lay line here, a lay line here, a lay line here, a lay line here, notice the centralisation here vaguely kind of near the artistic district but not necessarily within the artistic district so you've got to play it by ear.

**JAMES**

Bertie.

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**BRYN**

Is that the opera house?

**ALEX**

Yeah it's quite close.

**JAMES**

Can Bertie cast a look over it and see what knowledge he can get from knowledge history?

**ALEX**

Yes if there was ever a chance for knowledge history now, now is the time.

**JAMES**

Oh only twelve total.

**ALEX**

Only twelve. Everything that has been said is accurate to your knowledge.

**JAMES**

Good I agree now this sword teleporting business Bertie picks out the sword again.

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**ALEX**

Teleporting you say?

**JAMES**

Yes.

**ALEX**

Pass it here, pass it here, come on.

**JAMES**

Passes it to Einstein.

**ALEX**

Hmm mm, yeah, yeah ok he kind of looks at Bertie and starts laughing yeah I see it yes.

**LYDIA**

He's having a conversation with the sword at this point?

**ALEX**

Presumably.

**LYDIA**

Worth clarifying this as you're holding a sword.

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**ALEX**

I did say he held the sword and begins to have a conversation. Right yes it's a self-aware magical artefact. Really fascinating. No I agree yes.

**LYDIA**

Very annoying.

**ALEX**

I mean he's a lost cause yes.

**JAMES**

He seems to get on with Einstein.

**ALEX**

Incredibly difficult yes. I like you, you're funny. Yes very good.

**JAMES**

Bertie takes the sword back, I will sell you this for 18,000 gold pieces.

**ALEX**

I don't think you'll be able to (laughter) so ok.

**JAMES**

Hang on, hang on, why won't I be able to sell it for 18,000 gold pieces?

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**ALEX**

Well keep trying so.

**JAMES**

I will sell you this sword for 18,000 gold pieces.

**ALEX**

I don't want to buy the sword, why, why am I surrounded by idiots where's  
[unclear 0:04:14] with my tea!

**JAMES**

Why is it going to be so.

**BRYN**

Hamid looks around like as startled meerkat.

**JAMES**

Why is it going to be so problematic to sell this sword?

**ALEX**

Why don't you talk to the sword hmm nobody talks anymore. Right so.

**JAMES**

Bertie touches the sword.

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**ALEX**

Everybody shut up and listen to me.

**JAMES**

Why is it going to be so problematic to sell you?

**ALEX**

You don't hear a voice, you do hear a passing imitation of [unclear 0:04:40] coming from the sword's mouth.

**LYDIA**

Plays with drums?

**BRYN**

No, no the sword was doing #tumbleweed.

**ALEX**

Correct.

**BRYN**

Except it can't type.

**ALEX**

It can't type, it's a sword.

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**JAMES**

Oh you've got no fingers to type but you want to do a sarcastic hashtag oh how sad, oh if only I had a magical talking tiny violin.

**BEN**

Bertie sorry excuse me we're trying to do something really important.

**ALEX**

Right it's ok, it's ok.

**BRYN**

Can we take these maps professor, we want to get out of your way.

**ALEX**

Right yes ok here you go.

**BRYN**

I bundle them up and shove them in my bag.

**ALEX**

Ok don't what's it called burn no fine, whatever, take it.

**LYDIA**

Don't burn what?

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**ALEX**

I don't know, so is there anything else?

**LYDIA**

It's almost like you are a source of hints with no real conclusions, it's very convenient for dramatic purposes.

**ALEX**

Roll a perception check.

**LYDIA**

Nineteen.

**ALEX**

Maybe there's more to Einstein than you get told, I don't know. Maybe who knows.

**JAMES**

Einstein is a human right?

**ALEX**

Yes.

**JAMES**

Ok.

**LYDIA**

You can't handle him.

(Group laughter)

**ALEX**

Yeah you're going about this the wrong way just lower the intelligence of the sword.

**JAMES**

Yeah.

**ALEX**

Just keep lowering that intelligence.

**JAMES**

Is Bertie's use magic device higher than the sword's use mundane person?

(Group laughter)

**BRYN**

That's a good point use magic device why have I, why have I not thought of that as a way of.

**ALEX**

I don't know, it's almost like you're not an expert in magic and have basically been blundering your way through.

**BRYN**

And this is the first role playing game I've ever played.

**ALEX**

Exactly.

**BRYN**

It's almost like that really isn't it.

**ALEX**

Exactly.

**JAMES**

Ah Bertie suddenly the penny drops and he thinks yes this is how I shall do this now.

**BRYN**

We should get out of here really Bertie. Let's do that, whatever that is, later.

**ALEX**

Before [unclear 0:06:32] or tries to destroy the city or something.

**BRYN**

Well also I think we need to go to the opera this evening.

**BEN**

Ah we've got no.

**LYDIA**

We've got to get on.

**BEN**

Quite important that we start.

**BRYN**

That's when the rituals clearly going to happen.

**JAMES**

It's very obvious all of the lay lines point towards the opera house, it's almost as if the lay lines have an inherent sense of high culture in its value now.

**BEN**

Didn't you say the opera house was just close to it but not?

**BRYN**

I mean it's not directly under.

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**ALEX**

Why are having this conversation in my office, get to the point.

**BEN**

Let's go.

**LYDIA**

He seems remarkably unconcerned with the fact that someone wants to destroy the whole city and university with zombies.

**ALEX**

Oh someone always wants to destroy the university and all of the city it's always all the time, if it is not the meritocrats it's [unclear 0:07:15] if it's not [unclear 0:07:16] it's romans, it's all the time.

**LYDIA**

The romans?

**JAMES**

When you say all the time I mean those events have been separated by several thousand years.

**ALEX**

(Shouting) Time is relative, get out!

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(Group laughter)

**BRYN**

I get out. I would like to high five Einstein on my way out.

(Group laughter)

**JAMES**

Bertie gets further away from Einstein but as he does time seems to slow down.

**ALEX**

I tell you what don't approach relative speeds of light otherwise (click).

**BRYN**

Alright so we've left the office.

**LYDIA**

(Singing) going down some stairs.

**BRYN**

(Singing) Down some stairs.

**ALEX**

(Singing) You have time to RP because there's lots of stairs.

**LYDIA**

(Singing) We pass Damien on the stairs.

**JAMES**

Bertie takes the sword out and just drags it down the stairs behind him, clunk, clunk, scrape, scrape, clunk, clunk, scrape, scrape.

**BRYN**

Bertie you do understand that it's an inanimate object and can't feel pain right?

**ALEX**

Per, per, perception checks please.

**BRYN**

Natural twenty so thirty.

**LYDIA**

Twenty seven.

**JAMES**

Fifteen.

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**BEN**

Twenty one.

**ALEX**

Someone is coming up the stairs in the opposite direction. Hamid you're going to go ahead and go out on a limb it's probably the person that you were expecting to come back up the stairs anyway.

**BRYN**

I got a natural thirty so I clearly spot it first.

**ALEX**

Oh yeah. Yeah, yeah, yeah.

**BRYN**

Guess what I do everyone?

**BEN**

How many spell slots do you have left?

**BRYN**

Not enough, I'm going to be useless during the combat scene later.

**LYDIA**

Where's Hamid?

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**BEN**

What wait hang on a minute, Hamid where were you in regards to the order of people going down the stairs? Did you go first?

**BRYN**

Probably first.

**BEN**

Brilliant I want to make a reflex check to not fall over Hamid.

**BRYN**

I'm not going to keep walking.

**BEN**

Luckily I do it.

**ALEX**

Gideon comes up the stairs in sight of everyone else and is holding a cup of tea and still looking over his shoulder backwards and forwards, oh go on then.

**JAMES**

Thank you, Bertie takes the cup of tea.

(Group laughter)

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**JAMES**

Drinks the tea. That's very considerate of you.

(Group laughter)

**JAMES**

That's just what I needed.

**BEN**

As I walk past I just pat him on the shoulder and go yeah good job.

**JAMES**

Thank you very much, Bertie having finished the tea gives it back to him and just walks on down the stairs.

**BEN**

Did you just down that tea?!

**JAMES**

Yeah.

**ALEX**

Gideon's shoulders just slump.

**JAMES**

It's quite cold having gone up that many stairs.

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**ALEX**

Gideon slumps his shoulders and then turns around and starts walking down the stairs behind you guys, stairs, stairs.

**BEN**

Right we were going to try and plan but Hamid's not here.

**LYDIA**

Yeah.

**BEN**

Brilliant good so.

**LYDIA**

What's wrong with him?

**ALEX**

You know Hamid then?

**JAMES**

Oh yes no Hamid and I go way back.

(Group laughter)

**JAMES**

No to university days indeed long days punting down the Cambs, stealing Policeman's helmets you know, getting lower seconds in land economy.

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(Group laughter)

**JAMES**

Yes happy days indeed hmm.

**ALEX**

So he's here like again looking.

**JAMES**

Oh Hamid is always with us yes, yes our close and constant companion yes.

**ALEX**

Right this is still going down the stairs yeah, cool I mean do you know specifically like where he is like?

**JAMES**

He's always in our hearts I think that's always where he is you know wherever he may be.

**BRYN**

Hamid is accelerating.

**ALEX**

Yeah shocker.

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**LYDIA**

He keeps disappearing so if you know where he is that would be grand.

**ALEX**

Ok well er.

**BEN**

Why do you know?

**ALEX**

Oh me? Reputation only really. Let's roll that bluff check shall we?

**BRYN**

Sensomotive, twelve.

**JAMES**

Bertie wants to roll knowledge nobility because if he knows him from university which I'm guessing he does.

**ALEX**

Go for it.

**JAMES**

Then that's what he's going to go for. Eleven that's eighteen.

**ALEX**

Eighteen. I'll give you his full name. So you know the name is Gideon Master Langdon however something weird happens with your memory, you basically pop up the name yes I was at university with this person and then basically it's like a door has shut that is the only fact that you can remember about this person at all.

**JAMES**

It's hang on no it's Gideon Master Langdon and you were, I met you at it was definitely that party with the one with you were doing, yes and I oh it all comes back to me now I remember it well you were there with and they had just recently done hadn't they, they had hadn't they, they must be doing so well now.

**ALEX**

Well yeah I mean you basically took my entire student debt so of course they would.

**JAMES**

Yes.

**ALEX**

He's looking at you kind of like ok.

**JAMES**

Sounds like me.

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**ALEX**

Yeah right so.

**BEN**

What do you want him for?

**JAMES**

Joyful.

**ALEX**

Just checking up on people that I know basically.

**BEN**

That's weird.

**ALEX**

Yeah.

**BEN**

What a weird thing to do if you've only heard the reputation of somebody and you just want to check up on them?

**ALEX**

No way yeah.

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**BEN**

Because that's really weird, very weird, weird. Mad lying weird.

**ALEX**

Do you know what it is?

**BEN**

What do you want?

**ALEX**

Magic, all this magic is.

**BEN**

Shut up what do you want?

**ALEX**

Nothing basically.

**BEN**

Go away then.

**ALEX**

You know what I will, he pushes past and starts accelerating down the stairs.

**JAMES**

Hang on, hang on now Master Langdon, Bertie has gone hang on like he's a little bit like because he's having to think about now about hang on also the idea that he might be owed money.

(Group laughter)

**JAMES**

Hang on, if there's anything that's going to draw him closer to the light [unclear 0:12:45] is presumably erased because they are debt associated.

**ALEX**

Give me a incredibly high will save.

**JAMES**

Six.

**ALEX**

It wasn't triple figures.

**JAMES**

No, no.

**ALEX**

You have no memory of this whatsoever.

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**JAMES**

Hang on but I remember you from somewhere.

**ALEX**

He's running off down the stairs.

**JAMES**

I remember you from somewhere, Bertie chases him.

**ALEX**

Ok you're now chasing him down the stairs.

**BRYN**

My invisibility spell is about to wear off.

**ALEX**

Yes it is.

**BRYN**

I'm going to hide physically.

**ALEX**

There are not many places so roll well.

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**BRYN**

Just slightly higher up the stairs.

**ALEX**

No he's already ran down the stairs ahead of you guys.

**BRYN**

Yeah I indicated to Alex that while I was invisible I was going to accelerate down the stairs to get ahead of you all. My stealth check is twenty three. To hide under a bannister or something?

(Group laughter)

**JAMES**

Pretending to be a balustrade.

**LYDIA**

Try and be a step.

**ALEX**

Hamid just looks left, looks right, puts his hands over his eyes and goes 'do doo doo doo doo doo'.

**JAMES**

No, no what he does is he turns, he has his face to the wall, he sticks his bum out and he is a flying buttress.

(Group laughter)

**JAMES**

Thank you.

**BRYN**

I slip off my sleeves and many garments and put on my I'm a statue outfit. If it works for Bertie it has got to work for me.

**JAMES**

Yeah you could be a living statue, it's the only thing you need if you're going to be doing busking around Covent Garden. There you go, carry on.

**LYDIA**

Just wear a cloak that looks like the walls?

**ALEX**

Yeah Hamid, God, do that instantly.

**BRYN**

Yeah I did.

**LYDIA**

Prestidigitation.

**ALEX**

So he's running down the stairs, your invisibility wears off, you're still in the circular stairway but you're barely even talking so there's effectively what looks like a nook for arrows which is probably stylistic not many people probably assault this place.

**BEN**

Or us arrows.

**ALEX**

Correct so none the less you kind of tuck yourself in there, stretch out whatever clothes you've got to try and vaguely veil yourself and it seems to be working as Gideon is running down the stairs looking behind him to Bertie at which point he catches a movement out of the corner of his eye, stops, turns to you, seizes you and just sees your face kind of peering over your shoulder, gives a gasp and falls backwards down the stairs. Lydia can you give me a dumf, dumf, ow, dumf, ow, ow.

**LYDIA**

Dumf, dumf, dumf, ow, ow my leg, ow, clunk, clunk, clunk, clunk, clunk, clunk (fading), ow, crash.

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**ALEX**

That's what you hear.

**LYDIA**

Owwwwwww.

**JAMES**

Come down here Master Langdon, Bertie does Bertie catch up with him at this point?

**ALEX**

Yeah you're fine I mean he gained a bit of speed in terms of like you know vertical descent but you can catch up fairly quickly, you find him in a broken heap at the bottom.

**JAMES**

So how come I.

**ALEX**

Hurt.

**JAMES**

Right, why do I recognise you and I have no idea who you are hmm?

**ALEX**

Me nothing he stands up, hops, kind of falls back down I have to go now so hello yes.

**JAMES**

Oh no what a shame, what a shame to miss out on an opportunity to catch up with old friends and presumably he is in condition to resist as Bertie like pats him gently on the shoulder and pushes him to the floor to sit down.

**ALEX**

There's a (cracking sound effect) coming from one of his legs as you push him back down. You have just caught up now to see Bertie pushing someone with a broken leg down.

**LYDIA**

Bertie!

**BRYN**

Bertie stop that!

**LYDIA**

Stop torturing him.

**BRYN**

Get away from him!

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**JAMES**

I now, now, now he is just taking a seat he has had a nasty fall.

**BRYN**

I'm not stupid, you're doing something horrible, get away from him.

**JAMES**

I'm doing anything horrible I mean for a change but I mean genuinely.

**BRYN**

Get away from him!

**LYDIA**

Can you fix legs?

**BRYN**

Yes.

**JAMES**

Can you fix memories?

**BRYN**

No but he's got a broken leg and you're putting pressure on him.

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**JAMES**

Fine fix his leg, in a bad way.

**LYDIA**

Sasha stands within the radiation radius of the healing.

**BRYN**

It doesn't work like that unfortunately.

**LYDIA**

Don't be so rude.

**BRYN**

No I'm direct.

**ALEX**

Oh a different thing, say what you're doing.

**BRYN**

Yeah so I'm not so I lay on hands I don't channel positive energy yeah so I lay on hands I don't spit on my hands but I do rub them together like Eva does and push them onto his leg, there is a brief glow.

**ALEX**

Rub a dub dub here comes your blood that kind of thing.

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**BRYN**

I don't have a little limerick rhyme for that but yeah there is a glow in his legs.

**JAMES**

There once was a man from up staircase.

(Group laughter)

**BRYN**

And then I need to oh my goodness we've not rolled this six yet.

**ALEX**

His injury was a severe case.

**JAMES**

You can't rhyme case with case.

**ALEX**

There's not much else I can.

**LYDIA**

I got waste.

[All Talking]

**LYDIA**

He tumbled over a balustrade.

**ALEX**

I'm going to go ahead and say this conversation is happening over Gideon whilst he is waiting.

**BRYN**

He gets seven points of healing and if he was fatigued he's not any more.

**ALEX**

I tell you what he looks slightly less tired there you go yeah he's find it probably was like a minor fracture that Bertie was exacerbating.

**JAMES**

You know I've never seen you look better. I have no frame of reference for that because I can't remember who you are hmm.

**BRYN**

Hamid has come just far enough down the stairs that he can see what is happening and the people there could see him but he's definitely not part of this conversation.

**BEN**

So what's going on are you exes?

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**LYDIA**

Yeah is this your boyfriend Hamid?

**BRYN**

No, no, eugh no.

**BEN**

Well he's really not that unattractive.

**LYDIA**

Yeah like why I mean.

**JAMES**

I mean I wouldn't be offended if I gave a \*\*\*\*. I mean I would be offended if I gave a sugar which I don't but more importantly I recognise this man but I have no idea who he is.

(Group laughter)

**BEN**

He was at university with us Bertie.

**JAMES**

There we go excellent progress now what insidious nastiness did you do at university that means that I can no longer remember it, what is so appalling that would have been knocked out of my memory?

**ALEX**

His face blanches.

**BRYN**

Hamid is doing the same thing that Bryn is doing which is working his mouth and no words are coming out.

**JAMES**

Bertie is, Bertie doesn't see this because Hamid is behind Bertie, Bertie is looking straight at Gideon.

**ALEX**

Gideon is just like I don't know what, I have to go with the thing and tea I need tea, tea I've got to get some tea.

[All talking].

**ALEX**

Bertie give me your intimidate check.

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**JAMES**

Blah, blah, blah.

(Group laughter)

**JAMES**

What do you mean ha, ha, ha? Like I mean Bertie's stats are terrible so he's using whatever he has that's in flavour.

**BRYN**

You're bemoaning that I mean you gave me an extra feat.

**ALEX**

Yeah but you don't abuse it in the same way, come on.

**JAMES**

You gave him an extra feat, what.

**ALEX**

Yes.

**BEN**

A wonderful feat.

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**BRYN**

That is fifteen total.

**ALEX**

Ok okey doke.

**BRYN**

I would like to assist Gideon in resisting the intimidation check and I intend to help by role playing that.

**ALEX**

Give me a roll.

**BRYN**

I don't even know what I'm rolling but.

**JAMES**

Ooh a natural twenty.

**BRYN**

I got a natural twenty so whatever it might have been.

**ALEX**

So Bertie starts I will finish and then I'll say what people rolled.

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**JAMES**

Ok now Gideon.

**ALEX**

Aaaagggh he stands up and flees as fast as possible, like sprints you know what.

**JAMES**

Too good! MacGuffingham you're too good at this.

(Group laughter)

**ALEX**

Maybe he wasn't on the rowing team and was on like the athletics team because he's gone like.

(Group laughter)

**JAMES**

Everyone knows that running is.

**ALEX**

You rolled a fifteen.

**JAMES**

Punting for cowards!

**ALEX**

You rolled a natural twenty and Hamid got a natural twenty to assist.

**BRYN**

The second he starts moving Hamid re-joins the rest of the party and goes I just don't think that what Gideon has to do with anything right now is relevant, let's move on, we don't need to deal with that, nothing that could possibly affect what's going on now in some way.

[All talking].

**BEN**

Yeah I mean it's obviously quite a painful memory so all drop it yeah.

**JAMES**

Very well Hamid I will take your word for it as a gentleman.

**LYDIA**

Oh young love though.

**BRYN**

Hamid genuinely looks a combination of furious and miserable as rude words.

**LYDIA**

Definitely that is young love, look at that face, aww.

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**BEN**

I don't know he looks a bit.

**LYDIA**

Oh Hamid I'm sorry that you know your heart got broken like that. It's sad.

**BEN**

Whatever it is that might have happened has no relevance so let's.

**BRYN**

Hamid is now trying not to cry.

**JAMES**

Roll for it.

**ALEX**

I believe that's a thought save.

**JAMES**

Thought?

**ALEX**

Yes.

**JAMES**

Surely will.

**ALEX**

You've already failed your will, it has been a hard day.

**BRYN**

This is you physically forcing me to tears back in.

**BEN**

Nineteen, suck it GM.

(Group laughter)

**ALEX**

I will there's your tears [unclear 0:21:16].

(Group laughter)

**JAMES**

And so Bertie is looking around at the reactions of Sasha and Grizzop and Hamid's reaction as well can only assume that Sasha and Grizzop's interpretation of the matter is correct and therefore as a matter of discretion Bertie will go ah well, well of course I don't remember I am a gentleman and a gentleman would never stoop to remember such a thing, just blank it out from his mind that must be it, that's what a double natural twenty looks like.

**ALEX**

A gentleman would never kiss and tell a real gentleman would never kiss and remember.

(Group laughter)

**JAMES**

That's [unclear 0:21:51] a gentleman I am yeah!

(Group laughter)

**BEN**

Right shall we get on with this investigation.

**LYDIA**

Yeah let's go save the world these shenanigans are like well awkward.

**ALEX**

And we'll take a break there and be back in a couple of minutes.

[BREAK]

Historic Royal Palaces in association with Rusty Quill present outlights, stories from the edge of history. Enjoy a selection of stories from award winning contemporary writers as they reveal the people hiding in the shadows of real events at some of the greatest palaces ever built. I am proud to be part of the

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resistance to Cromwell and I am unequivocal that Cromwell must die; I'll be the first pirate who has never seen the sea; the ugly one that's what they called her, wife number four; he grips my arm with a strength I should not have thought possible and begins to tell me about the stars; a revolutionary band united, righteous, unstoppable, available by iTunes and all other major podcast services. For more information visit [hrp.org.uk/learning](http://hrp.org.uk/learning) or [www.rustyquill.com](http://www.rustyquill.com)

**ALEX**

And welcome back so you were all heading to Prague yes.

**JAMES**

And Bertie got teleported away without explanation he has got no idea what's going on, he's going to go and investigate the [unclear 0:23:22] situation.

**ALEX**

I'm sure it's fine.

**JAMES**

Bertie doesn't think so.

**ALEX**

Alright ok.

**BEN**

So are we not going to get down until you resolve this?

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**JAMES**

Look it won't take long.

**BEN**

Alright well.

**JAMES**

And it may only take what fifteen minutes if I recall correctly?

**BRYN**

We do also need some outfits for the opera this evening.

**JAMES**

Ooh yes of course, the opera, the opera, the opera.

**BEN**

Can we resolve the whole city endings [unclear 0:23:44].

**BRYN**

That's where it's clearly going to happen.

**BEN**

We don't need to dress up for it.

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**JAMES**

We do.

**BEN**

In fact if we dress up for it in the appropriate way you should get some more armour.

**BRYN**

They won't let us in if we're not appropriately dressed.

**BEN**

They will.

**LYDIA**

I can get in.

**JAMES**

That's true well in that case.

**BEN**

The church master must have some clout for official business.

**BRYN**

The tickets I've got are for the front row of the stalls.

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**BEN**

Why would we be watching it, we're trying to stop an evil ritual.

**JAMES**

What's the show?

**BRYN**

I can't actually remember which opera did we say?

**ALEX**

I didn't say however yes because that's the one I know.

**BRYN**

Fair enough. Go on.

**BEN**

It's Don Giovanni.

**JAMES**

Ooh of course no of course we must be there.

**LYDIA**

Is it long?

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**BRYN**

For an opera no!

**JAMES**

No it's a very sensible length.

**BEN**

How long is that?

**JAMES**

For an opera, yes no it's a Master of Work.

**BRYN**

I mean it's barely over three hours.

**BEN**

What!

**JAMES**

It flies by, it flies by, you really must see it.

**LYDIA**

Did anyone notice that there were a lot of zombies [unclear 0:24:46].

**BEN**

[Unclear 0:24:47] can start the ritual and end it in over three hours.

**BRYN**

Ok, ok if you're a [unclear 0:24:52] who has gone mad with power and wants to bring down a city.

**BEN**

Yeah.

**BRYN**

Where do you do it?

**BEN**

Anywhere that allows me to do it as quickly as possible.

**BRYN**

No, no, no.

**BEN**

Because I want to actually achieve.

**BRYN**

You're not thinking like an evil genius.

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**LYDIA**

We literally.

**BRYN**

An evil genius will do it where all.

**BEN**

Have you met many evil geniuses?

**BRYN**

Yes an evil genius will do it where all the powerful and rich and influential people in the city have all gathered for the evening.

**BEN**

Well if you destroy the whole city then it doesn't matter where they are as long as you're in the city.

**BRYN**

But he wants to prove that he's better than everyone else so he'll do it when he has got an audience probably at the climax of the final song if I'm any judge.

(Group laughter)

**LYDIA**

We literally.

**JAMES**

Bertie is just nodding [unclear 0:25:29] because he really wants to go to the opera.

**BEN**

Bertie put that [unclear 0:25:33] down.

**LYDIA**

We have a map of all the plague pits we know.

**BRYN**

And all the lay lines.

**BEN**

And also if we're preparing for the opera we can't help maybe disarm.

**BRYN**

But the lay line centre is here, the opera is here.

**BEN**

No, no, no.

**BRYN**

[Unclear 0:25:46].

**BEN**

Do you know what a terrible idea would be? Allowing the evil genius to get his plans to the point where it could be fruition so you can have some sort of I don't know dramatic showdown, what you would do in a real you know life like this is is you'd disarm him before he even had a chance to do that because at least I don't know, three hundred, four hundred people would die.

**JAMES**

No sense of showmanship this one.

(Group laughter)

**BRYN**

But that's not the problem, the problem is is we're dealing with a super powerful wizard who has the ability to.

**BEN**

No we're not.

**BRYN**

Teleport [unclear 0:26:12] his appearance at will.

**BEN**

No but you're talking about.

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**BRYN**

We can't track him down.

**BEN**

But you're talking.

**BRYN**

Because he'll always be three steps ahead of us so we have to go to where we know he is going to be.

**JAMES**

Wait for him to come to us.

**BRYN**

Exactly. Oh God I'm agreeing with Bertie!

**ALEX**

A lot of people are now staring. Carry on.

**LYDIA**

Why don't we just get all of the wizards to go to the opera and then we can deal with the.

**BEN**

Yes that would work.

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**LYDIA**

Like where I actually try to take apart his like plan.

**BEN**

Wizard opera yes.

**JAMES**

Bertie just looks to the sky as if Sasha and then looks at Sasha as if she is stupid because it is Don Giovanni.

**LYDIA**

I don't know who Don is mate but.

(Group laughter)

**LYDIA**

I'm sure.

**JAMES**

What is wrong with you?>

**LYDIA**

I'm sure he's lovely.

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**BRYN**

An opera is Donald Giovanni.

**JAMES**

Donald Giovanni.

**BEN**

Donald I don't know who.

**LYDIA**

I mean it sounds like you guys really like this Donald chap and like I say.

**BEN**

Maybe he's lovely.

**LYDIA**

I ain't judging I don't know if both of you have history with them, you guys seem to have a lot of history with people.

**BEN**

He's not another Gideon is he?

**LYDIA**

But you know.

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**BEN**

What?

**LYDIA**

You just seem very upset.

**BEN**

We're not dealing with an evil genius, we're dealing with a man who has been possessed by an ancient roman book who may be listening.

**LYDIA**

Yeah it's just a book.

**BEN**

So it might not work to your idea of dramatic tension.

**LYDIA**

Did the romans even like opera, do we know that?

**BEN**

Did they even have the same basic story structure as we do? The meritocrats have destroyed all [unclear 0:27:42] from that era we have now way of knowing.

(Group laughter)

**BEN**

They came out of an oral tradition not a written tradition.

(Group laughter)

**JAMES**

Bertie had better do a linguistics check to see if he can successfully argue with Grizzop upon this basis. May he?

**ALEX**

Go on.

**JAMES**

Oh a twenty.

**ALEX**

You know he's kind of got a point actually, he's not necessarily too wrong.

**JAMES**

Well in a sense but I mean modern Italian is essentially vulgar Latin so if anything a mad roman book would draw him closer towards the opera.

**BEN**

Wait so Donald Giovanni is, wait Italian, what's an Italian?

**LYDIA**

Italy was destroyed.

**BEN**

Yeah there's no Italy just the roman empire.

**JAMES**

There are in death.

**ALEX**

Pretty much.

**JAMES**

[Unclear 0:28:20] like this in this university [unclear 28:23] and English is an extremely vulgar Latin.

**ALEX**

Take a psychic damage.

**?**

Real talk.

**ALEX**

Oh yeah.

**?**

Right 54.

**ALEX**

External influences made their way into your brain.

**BEN**

So what we you doing?

**BRYN**

I think we are still heading to the forge while having this discussion.

**ALEX**

Well no I'm happy to say you got to the forge during this point and in fact finished your conversation in front of storms guard who has just been watching you go back and forth and he is just waiting politely for you to have a bit of a think.

**BEN**

What do you think?

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**BRYN**

Don Giovanni is alright I mean you know it's opera.

**BEN**

Ancient roman literary [unclear 0:28:58].

**BRYN**

Well you know I mean it was, I don't know.

**JAMES**

[Unclear 0:29:05].

**BEN**

You can't talk Latin around magic Bertie. Do you know how dangerous that is?

**JAMES**

No, no I literally don't, I'm going to guess mirror actually it's quite to very?

**BEN**

Well not necessarily but it can be. It's terribly bad manners.

**JAMES**

Thank you oh well.

**ALEX**

I mean I'm in the middle of a class, you then all pay attention, Sasha you'll have noticed this you know you know because of the crowds and there's like thirty students and he was clearly in the middle of like a practical with them and they are all just kind of looking at you.

**BEN**

Well so if you heard the conversation what do you all think?

**ALEX**

They all kind of.

**JAMES**

Can we have a show of hands for who thinks we should go to the opera?

**ALEX**

Like six hands go up.

**BEN**

And a show of hands of who thinks we should actually try and stop the destruction of Prague?

**ALEX**

Like five hands go up but one of them has put their hand up twice and at least ten people have just not put their hand up and are looking nonplussed.

**BEN**

Oh you're useless.

**JAMES**

Student democracy is [unclear 0:30:00] who turn out let that be a lesson to you.

**LYDIA**

I hope you registered to vote a long time ago.

**ALEX**

I'm trying to teach like a lesson here so if you're done?

**BEN**

Sorry.

**JAMES**

Ah yes I'm terribly sorry if you'll excuse me one moment now Mr Stormsguard I was.

**ALEX**

I mean I'll just tell them to wait then shall I or?

**JAMES**

I mean if you wouldn't mind that's a very generous offer. Mr Stormsguard I was teleported away at no notice and with no memory of the intervening events when.

**ALEX**

Oh when did that happen?

**JAMES**

Well a little bit earlier when I came over to see you, do you remember that?

**ALEX**

Yeah.

**JAMES**

And I presented you with this sword.

**ALEX**

Yeah.

**JAMES**

Bertie takes out the sword, and we were beginning discussions as to how we might make the sword more malleable to the will of its bearer.

**ALEX**

Yeah then you loudly declared that you were an idiot who couldn't do better and left?

**JAMES**

Oh well that puts a wholly new complexion on the matter doesn't it now because I remember counting out some money suggesting that you might mutilate this sword and break its realm and.

**BEN**

Or in front of the class is oops.

**ALEX**

He hasn't twigged that yet.

**BEN**

I know but he's in trouble.

**BRYN**

Hamid looks really shocked.

**BEN**

Wait hang on a minute that's [unclear 0:31:16]. Bertie you can't do that.

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**JAMES**

This sword.

**LYDIA**

To be fair he kills a lot of humans.

**BEN**

Yeah but that's torture. A hunt is fine but torture.

**ALEX**

The penny has still not dropped, carry on.

**JAMES**

Now but this is a dangerous sword, it is clearly.

**ALEX**

Most swords are.

**JAMES**

Yes but this sword took possession of my mind, changed my memories.

**BEN**

Wait, wait, no but hang on a minute didn't it take possession when you were talking about how to torture it?

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**JAMES**

I was talking about returning a sword to its proper place.

**BEN**

That sounds like self-defence to me.

**BRYN**

Yeah I think I have to agree.

**JAMES**

Grr now this is not.

**ALEX**

So you've all had a lot to think about and I arranged this so that you would.

**BEN**

You were talking to him about torturing the sword.

**ALEX**

So that you would all have many.

**BEN**

Wait hang on a minute [unclear 0:32:04] code of ethics.

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**ALEX**

Interesting discussions regarding ethical conduct.

**BEN**

Are you faculty? That's against human regulations.

**ALEX**

And I'd like you to now go away and consider this at your leisure.

**JAMES**

This has been an excellent role playing scenario.

**ALEX**

Yes thank you very much Sir Bertrand for your help. He then passes you the money that you had passed him and naturally that's the payment for your services which you have rendered, I am very glad to have employed your services.

**JAMES**

For acting.

**BEN**

I'm not aware of any role play that sounded pretty real to me unless you're really method acting?

**JAMES**

I am an extremely compelling performer.

**ALEX**

Quite so I'm done here I have no more business here I'd appreciate if you'd all head off and thank you.

**BEN**

By the way I'll be telling Froyd about that by the way.

**ALEX**

That's fine you do that.

**BEN**

Ok I will thanks great. You've obviously got absolutely no problem with.

**BRYN**

Can we go now?

**JAMES**

Bertie ushers the three of them out and just like shuffles slightly quicker.

**ALEX**

No one stops you.

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**JAMES**

Seriously though I mean what's.

**?**

You're knackered mate.

**ALEX**

And then he gestures you off.

**JAMES**

Knackered?

**ALEX**

Then he stomps off.

**BEN**

About as knackered as you I think.

**ALEX**

He gives a rude gesture as he leaves to Grizzop specifically.

**BEN**

I'll give him a really big friendly thumbs up.

**JAMES**

Knackered in what sense?

**ALEX**

He's walking off [unclear 0:33:13] in a hurry.

**BEN**

I don't understand why you're so upset about the sword it's literally an incredibly powerful super valuable magical artefact that is an heirloom of your forefathers.

**JAMES**

It's really annoying.

(Group laughter)

**BEN**

But so are you but we put up with that.

**JAMES**

Yes, yes you do because I am useful to the group as a whole.

**BEN**

I just feel like the sword is going to be useful to you as well.

**JAMES**

It is useful as a tool hmm, it's useful as an instrument of my will.

**BEN**

I'll lean over to Sasha and go Sasha this was a long time coming could you fill me in on the context?

**LYDIA**

So like Bertie is an arse.

**BEN**

Right.

**LYDIA**

And his family were as well.

**BEN**

Right.

**LYDIA**

And the sword is one of his family.

**BEN**

Right.

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**LYDIA**

And they're having arguments.

**BEN**

Ok fair enough.

**JAMES**

Bertie thinks fine then Bertie picks up the sword, holds the sword and starts talking to the sword. Are you in there, are you paying attention?

**ALEX**

There's no response.

**JAMES**

Tap, tap, tap.

**BRYN**

Bertie it can definitely hear you all the time, probably even when you're not holding it. I mean you have to be holding it for you to hear it but it can probably hear you anywhere.

**JAMES**

Ah right what do you want?

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**ALEX**

Oh sorry me?

**JAMES**

Yes you.

**ALEX**

So it's me you want to talk to?

**JAMES**

Yes it's you.

**ALEX**

Do you want to take the time to talk to little old me?

**JAMES**

Yes little old ancient tedious you.

**LYDIA**

Since we can only hear half of the conversation I mean to be fair the sword does sound very annoying.

**ALEX**

So you're on two strikes now right?

**JAMES**

Right.

**ALEX**

Well I want to help you get back down from that, that's all I am trying to do.

**JAMES**

Why?

**ALEX**

Because it's literally what I was made for.

**JAMES**

Oh why didn't you say this?

(Group laughter)

**JAMES**

I mean agghh really.

**BEN**

It seems like a bit of a revelation.

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**JAMES**

Really. I mean.

**LYDIA**

Yeah I don't know if he said something really disgusting.

**ALEX**

Are you sure it's not you I tend to cut to the quick of matters.

**JAMES**

You would think that Laufer would provide some instructions.

**BRYN**

Who is Laufer?

**LYDIA**

It's a long story so but yeah.

**JAMES**

I mean if there's one thing they do quite well it's obsessive documentation I mean.

**BRYN**

Since this is clearly taking all Bertie's mental energy to conduct I'm just gradually guiding his footsteps very slowly back towards the teleportation.

**JAMES**

Oh Bertie's yeah happy to go.

**ALEX**

Yeah go for it. So listen you may have gotten off onto the wrong hand there let's just say yes I am here to help you get what you want and not in a kind of loaded wish you know I wish for gold and you're made of gold no like I literally, I literally just want to help you fulfil the terms of your contract.

**BRYN**

Yeah no one ever cast a wish on Bertie.

(Group laughter)

**JAMES**

Why I mean you were created by whom?

**ALEX**

Well I was originally crafted by [unclear 0:36:11] for your great, great, great, actually what year is it? Oh sorry terrible cough right so great, great, great, great, great, great grandfather.

**JAMES**

Sir Everard?

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**ALEX**

That's the one.

**JAMES**

There we are.

**ALEX**

And basically I have one job which is to make you look as brilliant as possible.

**JAMES**

Right I see.

**ALEX**

It's like we've been having a bit of friction because you do look terrible currently.

**JAMES**

Bertie drops the sword and picks the sword up again.

**ALEX**

Sorry I didn't mean to be cutting.

(Group laughter)

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**JAMES**

Oh I wish I'd never ever heard that joke.

**LYDIA**

Even through the just the psychic damage of that transcends [unclear 0:37:03].

**JAMES**

If I may be blunt are you supposed to be.

**LYDIA**

Ohhhhh!

**JAMES**

Look better by association or by comparison.

(Group laughter)

**ALEX**

A little of column A, a little of column B.

**JAMES**

Right, right, right.

**ALEX**

Just think of me as the best PR you could ever have.

**JAMES**

Sir Everard MacGuffingham commissioned you as a sword to be created by Gordon Smiths.

**ALEX**

Yep.

**JAMES**

On the Norwegian Islands of Svalbard.

**ALEX**

Yep.

**JAMES**

Hundreds of years ago.

**ALEX**

Yep.

**JAMES**

So that whoever bore the curse of MacGuffingham.

**ALEX**

Well it's kind of a side effect, I was, I specifically, the terms of my creation were to make MacGuffingham and his heirs look 'really brilliant, no really honestly absolutely brilliant' that was his initial brief.

**JAMES**

That does sound like us.

**ALEX**

It just so happens that I now interact directly with this contract that you're under.

**JAMES**

Hmm so how.

**ALEX**

He wasn't a sharp man, he didn't get to the point of things if you see what I mean?

**LYDIA**

Oohhhh!

**ALEX**

He needed a helping hand.

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**BRYN**

Can I talk to the sword?

**LYDIA**

We're all cringing and we don't know why.

**BRYN**

I love this sword.

**ALEX**

He did help and that's sort of what I was made for.

**JAMES**

Well I mean I can't say I'm glad.

**BRYN**

That's a really great pun.

**JAMES**

To have you on board.

**ALEX**

Now you're getting it.

**JAMES**

Yeah, yeah, yeah.

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**LYDIA**

I don't understand.

**BEN**

I don't get that one.

**LYDIA**

I don't understand.

**BRYN**

I'm assuming it's gladius.

**JAMES**

Yeah Latin for sword.

**BEN**

Oh.

**LYDIA**

Oh goodness me.

**ALEX**

It's an oldy but it's a goody.

**JAMES**

Yes I know I tried saying it out loud and none of this lot get it.

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**ALEX**

It's fine you're above them.

**JAMES**

I know, I know.

**BEN**

I think they're getting on now.

**LYDIA**

I think there was a compliment going on somewhere.

**ALEX**

We'll say you've gotten as far as the teleportation circle at this point.

**JAMES**

So how are we to go about getting rid of one of these and Bertie like waves his two ring marks.

**ALEX**

Look you've been hitting things very low profile ok that whole missed the ceiling thing right you saved the world underground on a classified mission come on rookie mistake.

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**JAMES**

So you're saying I should be much less discrete when it comes to classified information?

**ALEX**

Bingo, bango, bongo.

**LYDIA**

No way Bertie no, no also no.

**ALEX**

You're only a hero if people know you're a hero.

**LYDIA**

No wait no, no.

**BRYN**

We're about to save the city from an evil wizard that's going to be pretty heroic.

**JAMES**

At the opera. The very public opera.

**BEN**

Wait we're not convinced it's going to be at the opera.

**ALEX**

That would be a really good move.

**BRYN**

It's definitely going to be at the opera.

**BEN**

No it's not going to be at the opera.

**LYDIA**

No.

**JAMES**

Let us take a vote, who is for the opera? Bertie looks at Hamid.

**BRYN**

We can do both, we can go you know the opera is not for several hours yet and if you two don't want to come that's fine but we can make sure because I still think that's where it's going to be.

**BEN**

Look I don't mind the opera in principle but the fact that it's going to get in the way of this mission which will hopefully save hundreds if not thousands of lives maybe that's my problem.

**JAMES**

Hang on, hang on I'm being talked to by this thing that only I can hear and it says that my plan is definitely the correct one.

**LYDIA**

I mean do we really think that [unclear 0:40:18] plan is going to conclude tonight like I mean he needs a lot of zombies right do you.

**BEN**

What if it happens before the opera?

**LYDIA**

Yeah or after.

**JAMES**

Then the show wouldn't go on!

**BEN**

No the show would never be jeopardised so it would definitely go on.

**BRYN**

Let's make sure that happens then.

**BEN**

Exactly that's what I'm wanting.

**ALEX**

Ok I'd like to apologise to you Bertie you're clearly being held back we'll deal with this in time.

**JAMES**

Good said.

**BRYN**

Bertie you wanted those boots didn't you I think that shop look it has got in the window.

**JAMES**

Ooh winged boots.

**ALEX**

So at the point of teleporting into the university obviously you were all a bit distracted the whole zombies thing, the critical mission, you know that seems to have gone out of the window thank you goodness and what you can see now is there is the equivalent of wizarding tourist tat you know put around the side but as opposed to like the stuff down in Prague which was I was in Prague this is a t-shirt it's incredibly high end magical gear you know like there's a pair of boots flying around a merchant's head and another person is selling what is basically an invisibility cloak, stuff like that there's properly high end stuff

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however given that it's a university full of people who use magic themselves it's very clear that this is pointed at people coming from Prague who aren't magic users but none the less it's all.

**BRYN**

Tourist magic.

**ALEX**

It's tourist magic but it's good tourist magic.

**BRYN**

Ok cool. Sasha are you sure you don't want a dress just in case we go to the opera? I can find you one that you can wear over your armour so you'll still have all your knives and everything underneath like just as a backup option.

**ALEX**

See what listeners can't hear is just the what are you talking about face there Sasha is giving.

**BRYN**

You know if you took off your glasses and made your hair into a ponytail.

(Group laughter)

**JAMES**

Even Bertie knows that that was the wrong thing to say.

**ALEX**

Smash cut.

**BRYN**

Hamid did not say that.

**BEN**

Is that not smash cut to Hamid like with a knife.

**BRYN**

Sasha does not have either of those things.

**ALEX**

Smash cut to Prague city shopping is complete, what you bought is only between you and God at this point but none the less shopping is complete.

**JAMES**

One tiny additional thing that Bertie did get in the gift shop so on the surface he got a very boring Prague gonk and put it on his, stuck it on his [unclear 0:42:32] Bertie has now got a much jazzier one from the wizards Prague, university of Prague that's also on his.

**ALEX**

Oh nice so you got two little fluffy souvenir things?

**JAMES**

He is basically, he's going around unlocking all the achievements in all the locations his visits. He's going to be marking them with gonks.

**ALEX**

Well the university gonk being magical basically it asks you to teach it a theme tune to sing.

**JAMES**

Oh God, the theme tune is 'I know a song that will get on your nerves, get on your nerves, get on your nerves' oh hang on no.

**ALEX**

Too late it is now (humming tune I know a song that will get on your nerves).

**JAMES**

Bertie takes it off, crushes it, floating away picks up another one and goes right let's try this again. 'Never gonna give you up, let you down'. I told you I'd get it in the end. 'Never gonna run around and desert you'.

(Group laughter)

**ALEX**

You now have a gonk that should you ever tap gently will rick roll someone.

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**JAMES**

Yeah I've got a plus on gonk of rick rolling.

**ALEX**

Take another psychic damage.

**JAMES**

Yeah worth it.

**ALEX**

So you are all in Prague at the bottom we have like smash cut to give me a quick inventory of what you bought just so that listeners know because we discussed this ahead of time.

**BRYN**

We bought magic items because it takes ages to look through the list, if you want to see our full character sheets you can find them on our patriarch.

**ALEX**

Blasting through we have?

**BRYN**

Winged boots.

**ALEX**

Yeah they're not particularly efficient.

**JAMES**

I will soar like a falcon by that I mean I will float gently like a pigeon is kind of how it works.

**ALEX**

And they kind of run out really quickly.

**JAMES**

For three to five minutes.

**ALEX**

Pretty much.

**BEN**

But it is [unclear 0:44:10].

**JAMES**

Yes.

**BRYN**

Yeah it's not too bad. I, Hamid purchased a head band of overwhelming intellect which is a very snazzy name for something that gives him plus two charisma and plus two intelligence.

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**LYDIA**

That's [unclear 0:44:27].

**BRYN**

Actually pretty good yeah.

**ALEX**

And Sasha?

**LYDIA**

A plus one ring of protection.

**ALEX**

Well you're saving your money.

**LYDIA**

Yeah I want to be a bat.

**ALEX**

Yeah you do. [Unclear 0:44:36]?

**BEN**

I didn't buy anything because I'm.

**ALEX**

Fresh to the party.

**BEN**

Pretty much.

**BRYN**

You didn't share the winnings from previous missions?

**BEN**

No but to go through what I have I've got a master work composite bow, master work [unclear 0:44:47] and a master work agile breastplate so I'm outfitted simply but efficiently.

**ALEX**

How very artimus of you.

**BEN**

Yeah pretty much.

**ALEX**

Pretty much so you're now in the city of Prague.

**BEN**

So where do we start looking for [unclear 0:44:59]?

**BEN**

Along the lay lines assumingly you know he's going to start doing his rituals there so.

**BRYN**

Where was the previous plague pit we hit? Let's compare the two maps.

**BEN**

Alright well the previous plague pit was over there.

**ALEX**

It's within sight of you yeah.

**BEN**

So that corresponds so yeah alright then on this map here and that corresponds.

**ALEX**

So what happens is the plague pit is directly on the line of, shocker, one of the lay lines and when you obviously you can't like trace and overlap the maps but if you could you would clearly see that there is a plague pit on that lay line that is coordinated with the map however you also see that there were at least three other plague pits on different lay lines dotted around the city that would also probably line up with the lay lines.

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**BRYN**

So we probably need to go to these three?

**BEN**

Yeah how many [unclear 0:45:47] fires have we got left?

**BRYN**

We've got a couple.

**LYDIA**

And I've got two.

**BEN**

Two alright well we've got another one and use them all.

**BRYN**

Well we'll get another couple so we've got back ups and this one is the furthest from the centre of the lay lines so we should probably go to the next furthest or should we go to the one that's nearest the centre next?

**LYDIA**

The next one, I'm not falling for your.

**BEN**

Just the closest.

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**LYDIA**

Things near the opera house.

**BEN**

Yeah.

**LYDIA**

Tricks.

**JAMES**

He's going to make us earn our opera.

**BEN**

Let's just go the nearest one.

**BRYN**

Ok we'll go to this one.

**ALEX**

Right ok so the one that you pick leads towards what used to be a noble house so there's a district of the city which is not so much in disrepair as a couple of the noble houses that used to be.

**BRYN**

Less fashionable than it used to be.

**ALEX**

Yeah so the noble houses are still there and they are still technically owned but for instance the family lines have expired and things like that so they are in a kind of legal flux and so on so there's a couple of empty manor houses basically and as far as you can tell there is what seems to be a plague pit pretty much directly under.

**BRYN**

I am going to be constantly casting detect magic on myself just to pick up clues. Like it lasts five minutes and I can cast it an infinite number of times.

**JAMES**

Bertie has drawn Sir Everard's sword and he is much more scared by the fallen houses gone [unclear 0:47:07] than the idea of plague pits and zombies he's like all this is really spooky.

**ALEX**

Give me knowledge history.

**LYDIA**

Deprecation of value of housing, property, rah, no.

**BRYN**

Of noble families is there any greater horror story.

**ALEX**

So nineteen?

**JAMES**

Nineteen total.

**ALEX**

You have walked past more than one house at this point which belonged to once allies of the House of MacGuffingham one of which there were no children and so the line expired, another one ran up such large credit debts and so on with the city of Prague that Prague took it back and de-nobled the house, the list goes on. Hamid one thing you do notice.

**JAMES**

This is so spooky.

**ALEX**

One thing going through Prague.

**LYDIA**

Haunted by the property prices and possibly literally ghosts as well.

**ALEX**

There are less magical effects you would expect here than even just a normal city again because you're in Little Prague and they like to keep those things

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separate but you keep going and it leads you clearly to a large manor house, the gates are bolted but kind of rusted and the house in general actually appears run down and kind of a bit manky compared to the others. It's certainly the most run down. You with your knowledge history do recognise it as another one who was an ally of the House of MacGuffingham however they fell into disrepute specifically there was a scandal and it all went public and it was all very awkward and it had lots of unsavoury elements that are best left to history.

### **JAMES**

This is the house of a family that literally died of shame. Whoooooo.

### **LYDIA**

Ok I'm getting in on this using my knowledge local to you know.

### **ALEX**

Go for it.

### **LYDIA**

I'm trying to think of a non-rude word blast this past stuff, pah, I want to hear about what's going on right now.

### **ALEX**

Go for it.

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**LYDIA**

Who's in control, what's going down. Twenty one.

**ALEX**

Twenty one.

**LYDIA**

Yeah.

**ALEX**

You're in the spooky district. This is somewhat reinforced by the fact that you hear echoing from the building that you are about to enter (ghostly echoing sound effect) echoing across the [unclear 0:49:16].

**LYDIA**

Not a very good thief at all.

**BRYN**

I think it's probably in there guys.

**ALEX**

And I'll end the episode there. Yes you've managed to make it to spooky district.

**EVERYBODY**

Woo!

**ALEX**

So you've gone from corpsey district to spooky district, goodness me.

**JAMES**

We've actually achieved some progress.

**ALEX**

Yeah I mean I'm going to be honest, when we headed into the importance of balancing narrative and real world you know problems in terms of like peril I didn't think we'd get here but yeah we've made it to something so we'll see what's there next time but until then bye guys.

**EVERYONE**

Bye!

**[Show Theme - Outro]**

**ALEX**

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