

RQG – 064 – Swords, Severance and Sass

Content Warnings

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Hi everyone, Ben here. I just like to take a moment to thank some of our patrons. Dylan Baldanza, Maura Manninen, Ray Valentine, Dai, Greg Mayer. Thank you all. We really appreciate your support. If you'd like to join them go to www.patron.com/rustyquill and take a look at our awards.

[Show Theme - Intro]

ALEX

Hello and welcome to episode 64 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

BEN

Ben Meredith

ALEX

And who are you playing?

JAMES

Sir Bertrand MacGuffingham

BRYN

Hamid Saleh Haroun al-Tahan

LYDIA

Sasha Racket

BEN

Zolf Smith

ALEX

Brief recap. So we escaped Paris.

BRYN

Oh God...

ALEX

We made it and leaving Wilde on the way...

BRYN

One episode. We got one episode when nothing bad happened.

ALEX

You got onto a ship, admittedly saw a lot of Paris explode. Death by [unclear: 2:25] most likely. And then you had a nice day of sleep...

BRYN

And rest....

ALEX

And then...

BRYN

And rest and relaxation...

ALEX

And then Bertie decided that he really... really wanted to dictate to Harrison Cambell what the next novel would be, having searched his room, and it all kind of escalated. Long story short, Bertie is hanging over the side of the ship, greased...

LYDIA

Yeah, Zolf is murderous...

BEN

Umm...

ALEX

Zolf is murderous and has been convinced that he just gets to decide when Bertie comes back on deck, at this point.

LYDIA

And Sasha's having enough fun to forget that she's just been diagnosed with a degenerative magical disease.

[Group laughter]

BEN

Wee... isn't this podcast fun everybody.

ALEX

But more importantly, the person who has real problems here, Hamid read a book he didn't like...

BEN

It's an incredible book.

JAMES

It means Hamid is going to be on Bertie's side, when it comes to Cambell judgment time.

ALEX

Picking up where we left off, Zolf, what is your intention for how long to leave him hanging over the side of that ship?

BEN

As long as it takes him to get back up.

ALEX

In that case, I'm going to ask everyone else... I mean kind of unrelated, what they want to do with the rest of their day?

BEN

Fume.

ALEX

OK.

LYDIA

Eat a snack and stare over the ship side, just seeing the little scrabbly Bertie legs, and slide down again, scrabble, scrabble, scrabble, slide..., scrabble, scrabble, scrabble, slide... The fact that he never seems to come up with a new strategy...

JAMES

Yes...

[Laughter]

JAMES

It's traditional now!!

[Laughter]

ALEX

Hit points recover, based on rest. This is so pleasant and calming for you, that I'm going to give you five temporary hit points...

[Group laughter]

LYDIA

An extra five, on top of my normal?

ALEX

An extra five, they'll be gone by the end of the day. Hamid...

BEN

[unclear: 4:08] someone punch me, it'll be great...

LYDIA

I feel a little warm inside.

BRYN

Well I spent the whole morning reading this novel, that frankly is barely fit to be my toilet paper, umm...

ALEX

You don't know...

[Laughter]

ALEX

And your afternoon?

BRYN

Wondering where everyone is.

[Laughter]

BRYN

But not going on deck to find them... it's fine... I'm comfortable up there.

ALEX

Yeah...

BRYN

And dangerous. I mean, I might go over the side...

[Group laughter].

JAMES

[unclear: 4:37] that will be awful...

[Laughter]

ALEX

As the sun sets...

LYDIA

Scrabble, scrabble, scrabble, slide...

[Laughter]

LYDIA

Scrabble, scrabble, scrabble, slide...

BEN

He's been there for a full day...

ALEX

And the night starts drawing in...

BEN

Oh no...

ALEX

You see the benefit is, your basic clothes were given to you by the crew when you first came on board and there was a warm coat in there and things. You finally... and it has taken you... oh... like eight, nine hours... you finally, one slow thing at a time, you realise that what you need to do is scrape your hands off from the grease, but you spend like 40 minutes, because as you scrape it off from one, the grease goes onto the other, and there's this big thing, you finally climb your way back up, shivering... your hands clawed onto the side of the vessel, pull yourself over, and... I'm going to allow you not to fall, just plant your feet on the side of the ship.

LYDIA

Sasha hands him a chicken drumstick.

ALEX

You have not taken cold damage, but you are now fatigued.

JAMES

How does that manifest itself [unclear: 5:39]?

ALEX

You take minus penalties on basically everything, until you sleep and in this case warm up.

JAMES

Including intimidate...

ALEX/BEN

Yes...

ALEX

... because I'm going to mess you up...

BEN

Alright. I'm just sitting on a barrel, staring at it...

ALEX

Yeah.

BEN

Bertie doesn't notice.

[Laughter]

BEN

Bertie is very cold. He takes the drumstick, because it is food. He does notice that. And he stomps inside... "Mr MacGuffingham..."

JAMES

That's Sir Bertrand to you Mr Smith...

BEN

No it's not.

JAMES

Yes it is...

BEN

I think I know what title to address you by...

JAMES

It is SIR BERTRAND...

BEN

No... it's MR...

JAMES

It's definitely... SIR BERTRAND...

BEN

Master MacGuffingham...

JAMES

Look it's you versus [unclear: 6:25] on this chum...

[Group laughter]

BRYN

Head shot...

BEN

I don't even know what that means...

JAMES

Exactly...

[Group laughter]

BEN

I'm going to have to dock your pay Mr MacGuffingham....

JAMES

Oh really... Mr Smith...

BEN

Yes.

JAMES

What possible justification could you have for doing that...

BEN

Damages...

JAMES

Damages Mr Smith...

BEN

Damages against a person.

JAMES

Oh really...

BEN

Specifically, traumatic and emotional stress...

[Laughter]

JAMES

Are these forthcoming injuries, Mr Smith?

BEN

They are...

JAMES

Are they really?

BEN

YES.

JAMES

Oh...

BEN

Yes.

LYDIA

Sasha looks up from her dumpling... “Now kiss” ...

[Group laughter]...

LYDIA

Goes back to chewing...

JAMES

Bertie draws his sword...

BEN

Captain Earhart...

ALEX

Is currently not here. She’s off on a different side of the deck, pointedly doing other things...

BEN

Oh... OK.

JAMES

So, I have left my white gloves in my compartment, but if I had not, I’d be slapping you across the face with one, challenging you to a duel...

LYDIA

Definitely now kiss...

BEN

Not particularly sure I care...

JAMES

In that case Bertie just slaps him with the back of his left hand across the face...

LYDIA

Wow...

BEN

I'll take it... "Right, what happens next"...

JAMES

Then we name the hour, we name the weapons... and we fight...

BEN

No...

JAMES

Then I'll stab you here... This is simply how it works, Mr Smith.

[Laughter]

BEN

Really.

JAMES

Yes. Honour has been offered, honour fails to be satisfied hmm... you've impugned my honour therefore it is well within my rights to simply fillet you now...

BEN

Bertie... you are more than capable of impugning your own honour, and you do it on a daily basis...

JAMES

SIR BERTRAND...

ALEX

Captain Earhart wonders over nonchalantly... leans against things. If either of you look to her, she just gives a gesture of... do carry on... she's just kind of ideally passing her time.

LYDIA

Does she sort of lean next to Sasha?

ALEX

Yeah... yeah... Her and Sasha are just standing there.

LYDIA

Have a bucket of chicken.

ALEX

Yeah, Earhart reaches over absently...

LYDIA

Like a KFC bucket... like...

ALEX

You know what... she leans over very quietly and just whispers... "so what did I miss?"

[Laughter]

LYDIA

Sasha gives an update.

ALEX

Continue.

BEN

It's come to my attention, that you attempted to murder Harrison Cambell...

JAMES

Oh, no murder Mr Smith, simply inspire the creative spirit to an enthusiastic revision of the first draft of his next novel.

BEN

Bertie, do you understand what the law is? And I don't want the answer beneath you.

JAMES

[Laughter]

ALEX

You know what, why don't you give me that linguistics check, just to... just to remember how much you do know about law. What's your modifier there?

JAMES

Err... 5 and that is a total of 14.

ALEX

14. You know professional lawyer level now of law... from just that arbitrary question, you could probably define it, in terms of itself.

JAMES

Bertie does so. "Well if we begin with matters of tort..."

[Group laughter]

JAMES

... continues, very much in this vein.

BEN

I let him tire himself out.

JAMES

It doesn't happen... [unclear: 9:39] exactly the same place.

ALEX

Three minutes in, Earhart leans over to Sasha going...

LYDIA

He's begin to talk about aerial and maritime law and how those might be combined in airship law...

ALEX

So Sasha... I mean precedent... I don't know... what's precedent...

LYDIA

Is she talking about the law, or them?

ALEX

The law.

LYDIA

Oh right, so precedent is when something's happened before and then that means that a judge knows what to do when it happens again...

ALEX

Oh, that's really interesting....

LYDIA

Yeah, right... so...

ALEX

Another couple of minutes pass, if you're just going to wait for him to burn himself out...

BEN

Oh yeah... yeah...

JAMES

So in summary... I know quite a lot about the law.

[Group laughter]

ALEX

You know what, with the rolls and the scores that you got, you gave a really effective working definition of the law for basically any graduate student to go “oh [unclear: 10:18] to that.

LYDIA

Is Sasha now trained in law as well?

[Group laughter]

ALEX

I’m going to give you temporary +5 to all linguistic checks relating to the law, until the end of the day.

LYDIA

Oh OK. That’s cool. I’m really set up for a very specific [unclear: 10:31]

[Group laughter]

JAMES

An arm wrestle with a law undergraduate, that’s basically it...

BEN

So you understand that’s basically attempted murder.

JAMES

It’s only attempted murder, if I had the intention of murdering him... hmm... this is simply endangerment of life.

BEN

Alright, well that's still a crime in it?

JAMES

A matter of civil negligence, Mr Smith...

BEN

Also, doesn't that definition really rely on the witnesses... you know if everyone says you attempted to murder him, the victim, anyone who was there, except for yourself... maybe a court of law might consider it to be attempted murder, because they have nothing else to go on. Can I go for a linguistics check to trot out the appropriate legal arguments.

BRYN

Truth spells.

BEN

Truth spells... [unclear: 11:13]

BRYN

We live in a world where there is... [unclear: 11:15]

ALEX

You can compel people to tell the truth.

JAMES

A truth spell cast on myself, Mr Smith, for I... have nothing to hide.

ALEX

Everyone give me a perception check.

BRYN

I'm still in the lounge.

ALEX

You too.

BRYN

9.

LYDIA

25.

BEN

18.

JAMES

2.

[Laughter]

ALEX

I love our dice, because they just know...

BRYN

They know...

ALEX

They know what I want.

BRYN

They do know...

ALEX

It was expensive, getting automatic, [unclear: 11:41] specific dice I can control from my laptop, but it was worth it...

LYDIA

Haha... yeah and then when you upgraded them to work from your mind [unclear: 11:49].

ALEX

I'm so happy. So...

LYDIA

The equipment is rattling around, on your head is quite...

ALEX

Funnily enough, the two who are currently engaged in... I only want to call it sparring, because it's just not coming out that way, a little bit distracted... everyone else...

BRYN

Flirting.

ALEX

Yeah...

JAMES

I've challenged him to a duel, Bertie has challenged Zolf to a duel, and turning him down, means that he has like the right to gut him...

ALEX

So, everyone else, there is some kind of disturbance coming from... you're obviously at the bow of the ship, because that's where Cambell was. At the very, very stern of the ship, there is some kind of disturbance. Earhart ideally kind of looks up and then wonders over to whatever the disturbance is. You can hear it as well. There is yelling and beating feet on the roof above you. it sounds like something's going wrong. Sasha you hear similar.

LYDIA

Just for the record, Zolf, he is right though... continues to eat chicken, and wonders to the bottom... the back of the ship.

JAMES

You see I'm not entirely surprised that Miss Racket has a knowledge of the common law hmm...

ALEX

Oh, it's a shame you walked away.

LYDIA

She doesn't understand that insult.

BEN

Right

LYDIA

Wait... wait for now... because he just gave me a temporary +5...

[Laughter]

LYDIA

Well done... does she understand that insult... $10+3+5 = 18$.

BEN

Yep.

LYDIA

Just throws the chicken bone over her head aiming for Bertie...

ALEX

No arbitrary rolls today. It hits.

[Group laughter]

LYDIA

Slimy... you're already greasy, so you barely notice.

JAMES

Yeah, Bertie's very fixated on his current [unclear: 13:19].

BRYN

Hamid comes to the bottom of the short stairway, up on to deck and goes “is everything OK up there”.

ALEX

Someone pushes passed you looking very concerned and rushes up onto the deck. There is definite things to the point where the other two of you, stuffs going on on the deck, whether you bother to pay attention doesn't matter, but there is an increasing amount of yelling. All of this is in Gnomish. Can anyone apart from Bertie understand this?

LYDIA

No.

JAMES

Bertie understands it, but doesn't understand that he understands it.

ALEX

Bertie, you hear a lot of people yelling in English, the only problem is, I don't think you're listening.

JAMES

Err... no not really. I mean like... you know, he's aware of the sounds that are being made.

ALEX

That's fine, that's fine.

LYDIA

If it was literally fire... fire... poor people on fire...

JAMES

He wouldn't notice.

[Laughter]

JAMES

It was fire... fire... some sort of property on fire... then it would be like ahh... yeah.. [unclear: 14:07] my attention.

ALEX

So, carry on.

BEN

You know what... I'm bored of this. I'm bored of you. When we get to Prague, you're fired. I no longer have need of your services. Go and do your stupid poo dimension avoidance heroics somewhere else. You've done nothing but endanger this mission, repeatedly with your arrogance, your pig-headedness, your absolutely insufferable entitlement, be gone.

JAMES

Very well, Mr Smith, hmm... and Bertie sheathes his sword... I have matters of my own to attend to in Prague. I wish your party the very best of good fortune.

ALEX

There is the sound of a gunshot from the rear of the vessel. Sasha, you have been approaching. There is a huge crowd around the entrance way to below decks. You cannot see what they're all faffing over, but Earhart looks angry... and all of the other gnomes are... it looks like they're trying to beat someone up, or something.

LYDIA

Can you climb onto the rigging to look down?

ALEX

Absolutely. You're not even going to get a check, it's fine. What you see is the majority of the crew who were on deck, are all fighting to get to two gnomes. Two very well dressed gnomes, identical standing next to one another, looking at everyone fairly unconcerned. The Captain is furious. Her gun is pointed at them, it's smoking. Apparently, nothing has happened - you just have an entire crew of people fighting to get at these people, and they are all yelling in gnomish. You don't know what, but...

LYDIA

Do I recognise them?

ALEX

Funnily enough, funny you should say that... speak of poo dimensions and they will come...

[Laughter].

ALEX

Yep, that's what you see.

BRYN

What can I see from the bottom of the stairs? Just a bunch of gnomish bodies?

ALEX

You see loads of gnomish legs, and a pair of well-dressed gnomish legs, on the far side of them.

JAMES

Two pairs of them...

ALEX

Two pairs... I do apologise...

BRYN

What was that bang? What's going on?

ALEX

No one is paying you any attention.

BRYN

I'm going to go up on deck, cautiously.

ALEX

Guess what you see.

LYDIA

Bertie... Bertie you've got company.

ALEX

You two...

JAMES

Err... well I must dress... umm...

JAMES

And Bertie goes into the bit where his armour was snatched, and starts putting it on.

ALEX

The two gnomes catch sight of Sasha on the rigging and go "Sasha Racket..., if you would be so kind as to tell everyone we're not a problem, we can go ahead and proceed".

LYDIA

I mean... guys... these people are really a problem, but only specifically for Bertie... so...

ALEX

The crew immediately stopped trying to get hold of them, and just stand and the Captain kind of waves them off, although the Captain, very still stern and stone faced... they begin having a conversation in gnomish. You have no idea what it is.

BEN

I'm going to get down and walk over to Sasha.

ALEX

Guess what you see?

BEN

Oh yeah...

ALEX

Gnomish conversations...

BEN

Oh that... good... good... hopefully he gets sent a... dimension...

LYDIA

Ahh... you really hope that?

BEN

Well, he's fired. I couldn't care less what happens to him.

BRYN

Let's waste him...

BEN

Yes.

LYDIA

I mean, I don't know how I feel about that. Zolf... does that mean that I'm the only person that sort of takes most of the big hits...

BEN

Umm... that's actually me. When I lost my leg... I stopped it...

LYDIA

Yeah... from rocks...

BEN

Yeah... but now I can get back and we'll hire more people...

JAMES

Err... well outside Bertie has put on his armour. Is he aware of any of the gnomish happenings?

ALEX

Give me a perception check.

JAMES

16-1 is 15. Yes.

ALEX

Yes, you are aware that your gnomish supervisors are on board and they're having a whispered... not whispered... having a quiet conversation with the Captain, who looks angry.

JAMES

Oh it never rains but it fiddle sticking pours does it...

[Laughter]

JAMES

Well, fudge these muddle fiddle stickers...

ALEX

Sir Bertrand...

JAMES

I do hope they had some sugar right down their necks...

[Group laughter]

ALEX

Sir Bertrand, if you would be so kind as to call your Captain off, we would hate to have to remove her more forcefully. Earhart looks... super annoyed at that.

JAMES

Oh yes, Captain, it might be best if you simply allow these gentlemen to board.

ALEX

She turns to you and is puce. Why are there people on my vessel, that know you? How did they get here? Why are they here?

JAMES

A very famous, Magic and Magic.

LYDIA

Magic... Sasha tries to answer the question.

BEN

It's magic.

LYDIA

It's magic.

BRYN

Umm... perhaps I might be of some assistance Captain? I can probably explain the situation. I'm really terribly sorry about this. I mean it must be an awful inconvenience.

ALEX

She strides over.

BRYN

I can probably at least help you understand it. I'm afraid I can't do anything about it. I'm really sorry.

ALEX

She grabs you by the scruff and goes "we are going to have a conversation in my cabin..."

BRYN

Of course... yes...

BEN

Wait, wait, wait, wait, wait, wait. I'm coming too. I'm responsible for these guys.

ALEX

She reaches over and grabs you by the scruff, despite the fact that she probably couldn't pull you along, if she wanted to...

BEN

No...

ALEX

And begins trying to pull you both to her cabin.

BEN

I walk with her.

LYDIA

Sasha wonders...

BRYN

I would try, but I'm not currently on my feet, because she's taller than I am...

[Laughter]

LYDIA

Sasha just follows... she's still with a bucket of chicken...

[Laughter]

ALEX

She carries on, pushes Zolf and Hamid into her cabin, turns, sees Sasha there, and goes... we're fine. You can come in here if you want, I don't mind.

LYDIA

Hands her some chicken.

ALEX

Thanks. Closes the door, and lets you step in first. OK, cool.

JAMES

The chicken is basically like tobacco with a currency on this ship.

[Laughter]

LYDIA

Sasha is just incredibly relaxed. This is... this is happy heaven.

JAMES

It's like being in really fat prison...

LYDIA

There's food, there's lots.... There's places to climb, there's lot of people having arguments that people that aren't her... it's great.

[Laughter]

ALEX

So, to Bertie...

JAMES

Umm...

ALEX

The two gnomes look around. Give me a perception check.

JAMES

18-1 is 17.

ALEX

There is a shimmer to the air, and then they sort of give a nod. The crew, whilst casting them side long glances, get back on with their work, and the two well-dressed gnomes step towards you. Well, Sir Bertrand, it appears that we should probably have a conversation. Are you amenable to this?

JAMES

Yes, yes, is it about my saving the World, that I just did in Paris?

ALEX

In fact it is.

JAMES

Oh excellent.

ALEX

Right well, as you are no doubt aware, we of course have to provide you with supplementary resources and rewards, based on your performance as a vessel for your ancestors Will. With this in mind, we have come to address the disparity between what has been provided to you, and your actions to this date.

JAMES

Yes, indeed I have been exceedingly resourceful on the basis of exceedingly meagre resources umm... indeed I believe Article C, subsection blah, blah, blah blah... like just pointing out, where in the contract that is, takes a good 45 seconds...

ALEX

Absolutely...

JAMES

Suggests that by a certain interpretation, that doing such heroic deeds on the basis of such limited resources, that indeed the benefits in terms of things drawn down from the contract, in terms of resources, will be significantly amplified. And here are my calculations, as such. Bertie goes on [unclear: 21:38]

ALEX

I am going to accelerate this conversation... this conversation is in English, if any of you speak English... oh wait you do, you wouldn't have been able to understand it anyway. The jargon and legal ease is completely opaque. It takes five minutes of just backwards and forth, at high speed, until they don't register any kind of surprise that you are suddenly incredible at this, until eventually the conversation concludes with... and as such, yes, we do concede that certain points that you have raised in this verbally binding conversation,

and as such we are happy to reward you for your recent deeds, on the understanding that the scale of the deeds that you do, must of course continue in this vein, or increase or decrease of scale at this point would be considered a temporary lapse with reductions in reward. They then reach into one of their pockets, just a breast pocket, and pull out a full-sized bastard sword, for you. It takes one of them, pulls it out to their arm's length, passes it to the other one, who then continues pulling it out from their jacket pocket, and then hand it over to you. It is a gorgeous sword. It is yours... whilst magical, yours is kind of at the lower end of magical, this thing looks amazing. It has razor edges to it. It is gleaming almost silvery on the blade.

LYDIA

These are all things one would expect of a sword...

[Group laughter]

BRYN

It's really swordy guys...

LYDIA

It's made of metal.

BRYN

It's extremely sword-ful.

LYDIA

It's got a handle.

ALEX

The handle appears to be made of actual gold, the practicality aside, it appears to be made of actual gold.

JAMES

Magical gold, that means it's sort of soft and crumbly and a bit rubbish.

ALEX

Correct.

JAMES

OK.

ALEX

It has a design of a Maltese falcon, worked into it naturally. The workmanship is nothing like you've ever seen.

BEN

On the pommel or on the... [unclear: 23:27]

ALEX

It is inset with gems, and as you watch, you can see that the design of the falcon slightly shifts. It has been enchanted in such a way that the falcon appears to be alive but holding a pose, rather than actually static. They then reach over and hand it to you and goes "as per the terms of the contract, please feel free to receive at this point, the sword of your anxiety, Sir Everard MacGuffingham. We hope that it aids you in your work of course and in breach of the terms, as previously stated, this will be confiscated and a value equal to its worth will also be deducted from any future payments. Is this understood?"

JAMES

Yes, although given where you are probably hiding it, I will probably wipe it down first thing.

[Group laughter]

ALEX

They turn, look at each other, don't register any kind of joke, look back and go... Yes, with that, we bid you adieu... have a good day. They just turn, walk towards the stairway down into the lower decks, and just walk down into the lower decks.

JAMES

Bertie takes the sword. Has a look at it.

ALEX

Add 1 Sir Everard McGuffingham of bastard sword to your inventory.

JAMES

Cracking. Bertie goes “hello gorgeous”.

ALEX

A voice appears in your head going “hello” and we’ll take a break there.

[Group laughter]

JAMES

Suri, is that you

[Group laughter]

ALEX

Hi everyone, Alex here with a quick message. We’ve been running ads just Rusty Quill gaming for a while now. We always wanted this podcast to be free to listen to, so that means that we’ve needed to run adverts in order to provide the income we need to keep the lights on at Rusty Towers. Now, as part of this process, we need to provide some information about what kind of listeners we have, so that we can get better adverts that pay us more money and allow us to make even more free content. Now that’s where you come in. If you head on over to Rustyquill.com or follow the direct link in the show notes, you’ll find a short questionnaire to fill in. All information you provide is anonymous and you don’t need to answer anything you don’t want to. It’s super easy and takes less than five minutes, but we would hugely appreciate it if you could take the time to fill it in. It’s a great way to show us your support without spending any money and it will genuinely help us to make more content available in the future. So thanks in advance from me and everyone else at Rusty Towers and now, let’s get back to the farce... I mean show.

ALEX

And welcome back. So the voice has just into your head. It came from apparently nowhere.

JAMES

What? Oh God... it's the voice of my conscious is this... look...

ALEX

You're a scrawny one aren't you?

JAMES

What?

ALEX

Goodness me, it's been a while since I've had to work with something like this.

JAMES

Am I being un-[unclear: 27:08] by my own conscious?

LYDIA

You're being negged by a sword...

[Group laughter]

JAMES

It is...

ALEX

Let's have a look in here. There is a disorienting moment where a selection of apparently random memories briefly flick through your mind. Do you remember that time when you were riding, and you fell off the horse, and you kicked the horse and it let you get back on. There was the time when you were at a banquet that you didn't want to do, so you just ate all the food and left. Just random stuff. Finally, it finishes.

JAMES

Is there a common uniting theme?

ALEX

There is not. It's just arbitrary memories.

LYDIA

It's just that you happen, in most of the memories to being a selfish ass...

[Laughter]

JAMES

There's no pattern there at all for this. I refuse to acknowledge a pattern, even if I was capable of acknowledging that as a series of pathological behaviours.

LYDIA

It's just that it's in all of your memories.

JAMES

Yeah... coincidence is a funny thing.

ALEX

The catalogue of your life ceases. Oh we have a lot of work to do, don't we?

LYDIA

Cel's sword... the one annoying sword [unclear: 28:10]

JAMES

Bertie holds the sword up. Anyone want this? Anyone?

ALEX

Everyone looks at you a bit weird. Look I'm going to skip passed that bit. You and me are going to be working together with a while.

JAMES

Is this Sir Everard MacGuffingham isn't it?

ALEX

Goodness, no. What a guy though, what a guy, what a guy.

JAMES

Yeah, that's the sort of thing Sir Everard McGuffingham would say though isn't it?

[Group laughter]

ALEX

Well... you know when a dog spends a lot of time with its owner, they sort of reflect one another. It's sort of like that. But magic, and I'm a sword...

[Group laughter]

LYDIA

Remember how Brutor started being snobbish to everyone... and an outfit for every occasion... Wasn't a real human...

JAMES

Well, Mr Sword, you're in for a fiddle-sticking treat aren't you?

ALEX

Well, I feel like we should probably get acquainted. Is there anything you'd particularly like to hit right now?

JAMES

Yes...

ALEX

Well go ahead... we'll give it a bit of a trial run, right?

JAMES

Excellent.

BRYN

Give it the old college try.

ALEX

Absolutely.

JAMES

Right, umm... Bertie continues his search for Harrison Cambell.

[Group laughter]

ALEX

OK. So, cutting to the interior of the cabin, Earhart has sat down. Looks kind of weary with the situation, presses her fingers to her nose, for a moment, pulls off her goggles and her hat, places them on the side.

LYDIA

Is she bald underneath?

ALEX

She's not.

LYDIA

Ahh...

ALEX

Look, OK. You get a free pass. You have to... it's the way the Harlequin's work, but I'm asking you. I need this stuff to stop. I like a good time. the stuff with Sir Bertrand was hilarious... apart from the whole you know... passenger over the side, who's paying me money thing. I can probably smooth that over. Gnomes who I have no knowledge of randomly appearing in my ship and basically commandeering it because there's nothing I can do to stop them, kind of high up on the list that I don't want.

BEN

That's Bertie's responsibilities, so you're going to want to talk to him.

ALEX

You're the person who literally 30 seconds ago, told me they are my responsibility... furthermore you told me that when you got on this vessel...

BEN

Oh, no, no, no, sorry...

ALEX

... That they are...

BEN

Yes... these two are my responsibility. I've just fired Bertie.

ALEX

YOU'VE FIRED BERTIE!!!

BEN

Yes.

ALEX

You can't... but I suppose you can... but... I'm... I shouldn't ask why because... I guess it's obvious... but still...

[Group laughter]

BEN

This is a conversation for another time.

ALEX

Yes, lets... yeah... sorry... oh...

BEN

Those two gnomes are his lawyers because his family farted all their money up the wall, 'cause they're idiots.

ALEX

You mean... it doesn't surprise me.

BEN

They're there to try and make sure that he doesn't act like an idiot, but he continuously acts like an idiot. They're probably here to ask him why he's acting like an idiot. They're no danger to you, they'll probably leave straightaway.

ALEX

Look, I basically have to draw a line on this OK?

BEN

Fine.

ALEX

If anything more happens, like you get a free pass, Zolf, but the rest of your people don't... and...

BEN

Do what you want to Bertie. I don't care.

ALEX

OK. You know what, that's fair enough. Do you require any warning, or can I just go ahead and do it?

BEN

Just do what you want.

BRYN

Umm... what?

LYDIA

Wait, wait, wait... I would like some warning, before you throw me over the side.

ALEX

That's fair enough.

BRYN

No, no no I mean Bertie...

BEN

These two are still under me...

ALEX

No, no no their fine.

BRYN

We're nearly in Prague, right?

ALEX

Oh yeah...

BRYN

The problem will go away when we're there. We're all leaving and...

LYDIA

We'll go away...

BRYN

And it won't be any more trouble. I mean... I think we can just go to Prague, right?

BEN

Us three are going to Prague, yeah.

BRYN

Well, Bertie's going to?

BEN

If he wants to get their independently, and if he survives whatever Captain Earhart has for him, yeah, sure why not. He's dead to me.

BRYN

What?

BEN

He might literally be dead to me.

ALEX

She's looking at all of this, and it's very, very clear that this is not a level of like inter-party politics that she normally has to engage with.

ALEX

Look, you are all getting off in Prague. I am not responsible if one more thing happens, involving him, or I'm afraid the rest of you. You have spent my goodwill, Zolf, obviously you get a free pass. I'm kind of done. Feel free to stay, eat, but I'm kind of done. She just goes and sits behind her desk and then breaks out some charts and begins some work on there quietly.

BRYN

As soon as she turns away, I'm going to leave, but I mean politely, but I'm going to rush off and try and find Bertie.

ALEX

OK, cool. Outside onto the deck, Hamid, you rush out, and you see Bertie prowling around the deck, with what appears to be a brand new, extremely shiny sword. What are Sasha and Zolf doing?

LYDIA

But, Zolf, I'm not saying that firing him is a bad move, I'm just saying that you might want to have... like a break... have maybe a nap, or something. It seems quite stressful right now.

BEN

The only break I want to have is from Bertie.

LYDIA

Yeah, exactly. So maybe just go to your cabin, chill... for a bit...

ALEX

Both of you give me a perception check.

BEN

10.

LYDIA

25.

ALEX

Wow... There is someone else in this room. You can hear them. They appear to be quietly behind the Captain's desk, but you can hear that there's someone there. Someone is trying not to be heard.

LYDIA

Cambell? Cambell?... Cambell's in this room.

ALEX

No.

[Group laughter]

LYDIA

Look mate, I think this probably is actually the best place for you.

ALEX

The Captain looks up. Looks at Sasha and just... just... gives a weary, weary glance at Sasha.

BEN

I will leave the room.

ALEX

Please just... no more... just let this play out OK? Just... you're great...

LYDIA

I just... I know he's here.

ALEX

Yeah, I get it. Just please just... leave...

LYDIA

Yep... I... alright... yep. Good. Good chat...

[Group laughter]

LYDIA

Nice... it's been fun..

ALEX

Sasha, please leave.

LYDIA

I'm going now.

[Group laughter]

LYDIA

Great ship.

[Group laughter]

LYDIA

Can you handle this **[unclear: 34:20]**

ALEX

Pinching the bridge of her nose... please Sasha just... get out of here...

LYDIA

Walking backwards... **[unclear: 34:24]**

ALEX

Just get of here... Please...

LYDIA

I think you've handled this all great. Alright. So cheers...

ALEX

Watch out for the clunk... please Sasha, just get out.

LYDIA

Right. Yep. OK. Closes the door. Just great...

[Group laughter]

LYDIA

I really admire how you're dealing with this.

[Group laughter]

ALEX

So...

BRYN

Bertie... Bertie... what have you been doing, what is going on?

JAMES

Well I've got... my ancestral sword back... Look at this...

BRYN

Oh, is that relevant right now? I am impressed... let's talk about it later. What have you been doing? The Captain has just said if there's any more trouble, she's going to throw you overboard, for real this time...

JAMES

Well, umm... Harrison Cambell hmm...

BRYN

Oh, the... author guy...

JAMES

If you can call him that...

BRYN

I know, right...

JAMES

Isn't he dreadful?...

BRYN

Trash...

JAMES

Just appalling...

BRYN

[unclear: 35:13]

JAMES

Absolute rubbish.

ALEX

Give me a perception check Zolf.

[Group laughter]

BEN

That's an 18.

ALEX

Oh yeah... yeah... yeah... yeah... you've come out to this.

BEN

Well, I look Hamid in the eyes... [unclear: 35:26]

BRYN

What?...

BEN

And I am going to walk passed them both.

JAMES

I love it if the party splits on the discussion of criticisms...

[Group laughter]

JAMES

Not even the B story.... Like the F story...

[Group laughter]

BRYN

Clearly, that's also not relevant right now. You need to go to the cabin and stay there 'til we land in the morning. Like you seriously cannot afford to get anyone else annoyed at you. Zolf said he fired you.

JAMES

Ahh... but we have a duty... Hamid... a duty to literature... to art itself... umm...

BRYN

No we really don't...

JAMES

Yes we do.

BRYN

I think the most important consideration... is you living

JAMES

Art Transends the form... what are we if we are not creative beings... guided towards the light of further creation. Man will love, he may die, but their work will live beyond them. I simply won't help

BRYN

I can't sleep...

JAMES

Harrison Cambell.

ALEX

You go for it. OK. So it's a will save for Bertie, right?

BRYN

Will safe for Bertie.

JAMES

Oh 3...

BRYN

He falls asleep... bumph...

JAMES

I simply want to help Harrison Cambell become the best author... [sound effect]

[Group laughter]

ALEX

Face down on the deck, there's a moment, all of the crew look around. There's a quiet... [clapping]

BRYN

I grab Bertie by one leg, look around, shake my head at myself, and slowly drag him off the deck...

[Group laughter]

ALEX

OK.

BRYN

No one's going to help me.

ALEX

OK. That's true. That's very true. So you're taking him down into his room, I presume, yes?

BRYN

Yeah... so it will take me about 4 minutes... or just how long the spell will last...

ALEX

Sure.

BRYN

To bundle him back into his room. I mean try and take his sword, and put it in my bag of holding?

ALEX

OK. Zolf, you're below decks. You don't know any of this is happening. Sasha...

LYDIA

... follows, helps and ties Bertie up, while he's asleep.

BRYN

Yeah, Hamid will probably go along with that. I make... yeah...

ALEX

When you pick up the sword there's a.... "hello" ...

BRYN

Oh... hi...

ALEX

There's a weird disorienting moment, where a bunch of random memories flit across. "now why can't I get this. I could do stuff..."

BRYN

Oh my God you're a... sentient magical item. How much are you worth? I don't even want to think about it. I shove him in the bag of holdings...

[Group laughter]

ALEX

OK.

LYDIA

Yeah... Sasha, fortunately was really busy doing her favourite knot, to tie up Bertie, so didn't hear the "how much was that worth!"

ALEX

Unless anyone has an issue with this, I'm going to go ahead and skip to tomorrow morning.

BRYN

So when Bertie wakes up, I will explain to him that we're doing this for his own good, because I don't want him to die.

ALEX

So, once you've done that, what is happening with you Bertie? You are able to wake up, but you do within the next few minutes.

JAMES

Let's say, for reasons for plot, he sleeps all night.

ALEX

That is fine.

LYDIA

It's been a busy day.

JAMES

It has been a busy day.

ALEX

Everyone OK for me to skip ahead til the morning?

EVERYONE

Yes.

ALEX

It is a new fresh day.

LYDIA

Hurray...

BRYN

What a bright new day...

[Group laughter]

BEN

That's me referencing one of James' stand-up routines...

ALEX

I know...

BEN

... which will only make sense if you've seen his excellent... one of his excellent shows...

JAMES

It's easily done, so you should get a copy.

LYDIA

Is Sasha's hammock soaked in blood?

ALEX

Yes it is.

LYDIA

Wa-hey...

ALEX

I am presuming that you might want to burn a spell to just keep her as she was.

BEN

Yeah, sure, I'll get rid of... err...

LYDIA

Seems like that's a morning routine...

BEN

I'll get rid of...

BRYN

One less spell a day for Zolf from now on.

BEN

I'll get rid of comprehend languages...

ALEX

Err... you're never going to use it.

BEN

Exactly.

[Group laughter]

JAMES

Is that comprehend languages [unclear: 38:57]

BEN

Yes.

ALEX

The entirely gnomish crew knows about their day.

BEN

I had comprehend languages yesterday. I have different ones each time.

JAMES

OK.

BEN

Thought, this would be useful.

ALEX

Is Bertie untied or left tied?

LYDIA

Left tied.

ALEX

That's one vote for left tied.

BRYN

Yeah, but I've slept in the same room, because there's two bunks.

ALEX

That's fine. It is clear that you are approaching Prague. You can all see from portholes, from on the deck, wherever you chose to be, you are approaching the city of Prague. You wake up, have a look. Prague is weird... it takes a moment to process what you're seeing. Prague, the city, spans out beneath you, mostly quite low. Squat buildings. It's not got much to it. There's no... there doesn't seem to be much elaborateness with the décor or anything like that. It looks functional, efficient, but that's about it. Then your eyes look up to above where you are. There's an entire, apparently, city, floating above where the ship is currently.

BRYN

I... Hamid has been to Prague before.

ALEX

Correct.

BRYN

This is what he expected to see.

ALEX

This is absolutely as it should be.

BRYN

Excellent.

ALEX

As you are well aware Hamid, the city below is for the functioning parts of the city that require normality. Of course, the study of magic, and all that that entails, is of course kept separate from these people, less that they are harmed.

BEN

So what you're saying is, they didn't even bother with the ivory tower then. They just...

ALEX

Ivory's really, really like gauche. Just build a university and associated city in the sky, flying...

BEN

It's where you get your blue sky thinking.

EVERYONE

Yeah...

ALEX

He knows... he knows...

LYDIA

I think the concept of one city, above another is completely... Sasha's just like... gosh yeah, that's what I expect from [unclear: 40:34]

ALEX

The city that is floating...

BRYN

There's isn't underground, that's kind of nice it is...

LYDIA

Yeah...

JAMES

The three major cities you've seen, two have had one city on another city...

LYDIA

And the other one, had tunnels underneath...

JAMES

Yeah...

LYDIA

Full of monsters...

ALEX

This city is... gorgeous. It is... the one that's floating... absolutely stunning. For a start the architectures completely impossible. Absolutely impossible. It has the weirdest curves and things to it. Hamid, from previous experience you know that certain rooms are bigger on the inside, certain buildings will relocate based on the convenience of the people in there.

BRYN

Yeah... pocket dimensions...

ALEX

Like, why wouldn't you... yeah, yeah... Like they have no issues to do with food. It could be entirely self-sustaining, but as a gesture of goodwill and for the economy, they try to make sure that they use as many natural foods from below as possible, like...

JAMES

I bet drainage is a problem, [unclear: 41:24]

BRYN

No.

ALEX

No, pocket dimensions...

JAMES

No, [unclear: 41:26]

ALEX

Sasha, from your knowledge local, speaking from the gnomes earlier, a lot of this is also stuff that you are already aware, and were waiting to hear. You also know that there's loads of goodwill between the two. The people who are basically on the ground, it's OK. Like, magic has a lot of problems associated with it, because this isn't the magic of Paris or England, which are very industrialised and so on. This is high academic research and so on. Things sometimes explode. Everyone was actually eventually quite glad to just kind of be shot of the whole thing. There's loads of communication between the two, and everyone who's living on the ground, kind of the attitude is... God I wouldn't want to be around that many wizards anyway, they're insufferable.

LYDIA

Can the people below get enough light?

ALEX

Yes. There is a peculiar element to this... the optics of what's going on where you look down, expecting to see a great big shadow spread out. There isn't one.

LYDIA

Why didn't they just build two separate cities?

BEN

Wizards...

LYDIA

Yeah... OK. In character...

BRYN

I mean they wanted to show off... When you've got that much magic power, you get quite... you know... high and mighty about it.

ALEX

Zolf, of course, having spent your time mostly on the coasts, this is kind of new territory to you. It is extremely impressive and what's more, it's not like hunks of rock are floating and they have built on them. The buildings are squared off

where their foundations should be, and the foundations themselves are turned into enormous works of art and moving frescos and all kinds of nonsense. Bertie, obviously you have woken up and can see this tied to a bed outside the porthole. The ship starts coming in and as you get closer, you see that there's huge amounts of things just flying around the city. Some have wings, you occasionally see people, literally just teleporting and popping into existence in doorways and then walking through them, all kinds of things. And there's movement of people between the ground and the actual floating city. This ship starts descending towards the city on the ground, rather than the floating university town, let's call it. It starts descending and approaching... yeah, whilst it could have given the impression that maybe the people down here were living poorly, as you approach it's just... the buildings are just kind of straightforward. What it is clear is, there's no Governmental state buildings. There's nothing in the way of big elaborate things. It's very more down to earth. Again, from Hamid and Sasha's perspective, from speaking to people, there was a cultural shift where the people who were not engaging in all the magic ridiculousness up there, kind of had a reverse attitude, which was... the in thing at the moment, is being plain, and being efficient, being straightforward, being clear cut. There are very kind of... straightforward people, who look down on all of the garrulousness and garishness that associates with all of the floating city.

JAMES

Like a modernists clear lines, [unclear: 44:14], plain, function, function, function.

ALEX

Absolutely. Absolutely... but... also the...

LYDIA

Upstairs is Art Deco, downstairs is brutalist...

ALEX

Yes. And what's more, the people on the ground level, are living really well. They're actually living better than the majority of cities in sort of this region of the World. It's bringing in loads of business, everything is well balanced.

LYDIA

Yeah, we get the idea. It's nice.

ALEX

As you come into land, you basically draw up to a... what looks to be another airport, but there are no other vessels there, and everything is empty, currently.

JAMES

While this is happening, in between waking up and landing, Bertie intends to escape from the ropes.

ALEX

That's fine.

BRYN

Bertie, Bertie, Bertie, I've got your sword... I'm keeping it safe. I'm going to give it back to you as soon as we're safely off this ship. The Captain has a very powerful magic wand or something, and I'm pretty sure she could probably kill you any time she wanted, even without the threat of throwing you overboard. Let's just get off the ship safely, and then...

JAMES

That fine, Hamid. You will be pleased to hear that I absolutely and entirely agree with you. Indeed, I think we should be the very first people off the ship.

[Laughter]

BRYN

Excellent.

ALEX

The ship comes in.

BRYN

I'll undie you then.

JAMES

Thankyou Hamid.

ALEX

The ship comes into dock, a few of the crew obviously leap overboard and start having conversations with some officials, who are already there. It pulls into a hanger. Almost identical to the one that you left in Paris. It's basically a carbon copy. They pull up to a gantry, the board is placed across, and then the crew start going about their way. And the Captain is up on deck and I will assume that you untie Bertie at this point, so that he can [unclear: 45:53].

BRYN

I untie Bertie, yeah...

ALEX

Sure. The crew are going about their business. The Captain is at the helm, talking with a bunch of officials. And you are now in Prague.

JAMES

Bertie... like hustle, hustle, hustle come on... come on Hamid. We must get ready... and he is first... first down the gangplank or the stairwell, or whatever it is... waiting other people to get off. Other passengers to disembark... umm...

ALEX

The dowdy woman gets off. Takes a moment to go talk to the Captain. It's clear that she's complaining to the Captain, the Captain gives a withering look and then just stands there stone faced, until the woman leaves. The rest of the crew continuing going there are no other passengers. It was just those two.

BEN

I'll leave with Sasha. Yes?

JAMES

[unclear: 46:44]

LYDIA

As going passed the dowdy woman, after that sort of going up to the Captain, like... err... cheers for the ride, it was a genuine pleasure, apart from all the trouble that we caused... so I'm good... [unclear: 46:56]... thanks for that.

ALEX

You, specifically are welcome back, Sasha. Not for free, but you're welcome.

BRYN

I give an apologetic wave to the Captain and just...

JAMES

All passengers...

BRYN

Slink off embarrassingly...

JAMES

Definitely more passengers somewhere on board...

BEN

Sorry about all that, but he's an idiot. And I walk off...

JAMES

It must be around here somewhere... hang on...

ALEX

She takes a moment and gestures for Zolf to come back. A piece of advice. In this city, keep an eye out for the rings, and this is Spades territory, OK?

BEN

That doesn't mean anything to me.

ALEX

So, just as a heads up, like everyone here are from the Spades.

BEN

Right, fine, bye.

ALEX

She just gestures for you to go, gives a kind of shake of the head.

JAMES

Hang on... hang on Bertie...

ALEX

Everyone's finished disembarking... they're beginning to open the side of the hull and shipping out crates.

JAMES

No... no... no... one moment. Shipping out crate you see... umm... lets... umm... It's important of course to make sure that there is no contraband here. And everything of course must be inspected. All of the crates.

ALEX

The Captain gives a very warning glance to Bertie...

LYDIA

Bertie...

ALEX

She leans over and goes... No... like... there is a clear message in this. You will be doing a perception check to discern it. The clear message is, no checking these crates irrespective of your things, is a really bad idea. Let's assume everything's legitimate whilst the custom officials are here. Would you guess any of this whatsoever...

JAMES

Perception check [unclear: 48:19] receive that message... oh natural 20.

ALEX

Turns out you know when people are trying to evade tax.

JAMES

Yeah...

[Group laughter]

JAMES

Bertie picks that up entirely, and as a result, goes on to say... of course... no I completely understand my Captain. Of course your cargo is [unclear: 48:37] absolutely your responsibility now. It would be of course the greatest shame if my search for my literary hero... umm... Mr Harrison Cambell, would in any way interfere with your unloading, umm... it would be a great shame if any noise or commotion were to perhaps rouse the attention of authorities and perhaps an undue level of scrutiny, I myself am a man of...

LYDIA

Cast sleep Hamid...

JAMES

Of discretion... and I completely understand...

BRYN

He does realise we're standing right here.

ALEX

The Captain goes... fair enough. Goes talks to the custom officials. They looked shocked... rush off. The Captain then goes I'd say you have...

BRYN

No hang on a minute, he... he just wants to try and either kill or intimidate him...

ALEX

I know... you've got about five minutes before they come back and arrest you Bertie, for being a... an illegal immigrant...

JAMES

What! I think you'll find I'm an ex-patriot.

ALEX

4.59, 4.58...

JAMES

Well I never...

ALEX

4.57...

JAMES

This is the worst kind of discrimination. The kind that affects me!

ALEX

4.56...

LYDIA

Buddy, how about we head over there?

JAMES

Dah... fine...

BEN

Umm... right... so I guess the Rangers are going to find themselves somewhere to sleep. So, Sasha, Hamid, you coming?

LYDIA

I'm... let's just get Bertie out of the way of the custom officials, because he can lead them to us... right...

BEN

No he can't... no he can't... because we're going to leave... and he's an idiot.

BRYN

Zolf, I'm going to come with you, but... I really would like to have a chat about this whole thing. I mean we should go and stay at the university. They've got lovely rooms and...

BEN

Brilliant. Get him out of my sight. Move him somewhere else.

JAMES

Coincidence Hamid... I am also heading to the university, on a matter of great questing significance... umm... a matter in which...

BEN

I'm done... I'm done... fine... find me if you want to, I'm leaving...

JAMES

I would greatly request, admire and respect the talents of a man such as yourself.

ALEX

A group of men in uniforms and carrying what look to be non-lethal admittedly cudgels and so on, are appearing at the hanger entrance, and seem to be having a hushed discussion and looking over to the ship.

LYDIA

Sasha melts into the crowd.

[Laughter]

BRYN

Bertie, I need to talk to Zolf. I mean... we'll be at the university - you'll be at the university. Perhaps we can just get there separately while Zolf deals with what's going on. And I think we'll need to have a chat about it all as well.

ALEX

[unclear: 51:02] Megaphone... Attention everyone...

BRYN

Quickly let me give you this back...

ALEX

... everyone on the vessel.

JAMES

That doesn't apply to us, we're no longer on the vessel. Hamid, how long have we known each other.

BRYN

I pull the sword out of the bag of holding, holding it very gingerly, trying not to make a physic connection to it, I hold it towards Bertie.

ALEX

It's fine, I've got a plan. You don't hear that obviously.

BRYN

I shudder and twitch.

JAMES

Bertie takes the sword.

ALEX

OK.

BRYN

I scamper off after Zolf.

ALEX

OK.

JAMES

Oh Hamid... Hamid...

ALEX

We will be boarding this vessel. Please everybody stand with your papers ready.

JAMES

How visible are the guards from where...

ALEX

Extremely...

JAMES

Extremely visible, and they've definitely clocked him...

ALEX

They are currently running over to you. There are multiple exits from here that they haven't covered. They're just coming over now.

JAMES

Bertie sees the approaching customs officials, remembers what happened last time he tried to negotiate his way through customs

[Group laughter]

JAMES

... in France...

ALEX

I sort of saw that coming...

JAMES

[unclear: 52:04] grasp of the language whatsoever and just quietly as he can, clanks away....

[Group laughter]

ALEX

And I think we will close the episode there. Nothing like starting in a new city, with the parties split as many ways as is physically possible. Great.

LYDIA

Everyone's not talking to each other... wow...

ALEX

Welcome to Prague, lesson learned... don't give you nice things, you'll just ruin them, which is why you can't have nice things.

BRYN

I'm trying Alex, I'm trying. Trying to hold it together... with spit and hope...

BEN

Err... while you spat on my hope.

[Group laughter]

BEN

Really grim...

BRYN

Makes it stickier...

BEN

Well. What have you been eating?

ALEX

Nonetheless, tune in next time when I have to corral this back into some semblance of a narrative.

LYDIA

More people squealing at each other about their emotions.

BEN

Yeah...

LYDIA

With occasional swords...

ALEX

We'll work on that tagline. See you next time guys...

EVERYONE

Bye!

[Show Theme - Outro]

ALEX

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