

## RQG – 69 – Rag Week

### Content Warnings

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#### **BEN**

Hi everyone, Ben here. I'd just like to take a moment to thank some of our patrons. Renska S, Ryan McWilliams, Thomas Feely, James Flinders, Lesley Weir. Thank you all. We really appreciate your support. If you'd like to join them, go to [www.patreon.com/rustyquill](http://www.patreon.com/rustyquill) and take a look at our rewards.

#### **[Show Theme - Intro]**

#### **ALEX**

Hello and welcome to episode 69 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

Rusty Quill Gaming – 69 – Rag Week

**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**

Grizzop drik acht Amsterdam

**ALEX**

So where we left off you were underneath Prague. You had dealt with an animated plague pit it would seem to be and were just on your way

presumably out, I don't know. You've just burnt the pit and only one of you got sick from it.

**BEN**

Yes I think...

**ALEX**

We will pick up exactly where we left because there's not really much point accelerating time.

**JAMES**

Very well so we are tracking this rogue mage, hmm. Now Mr Grizzop where...

**BRYN**

Well maybe we should wait till the morning now. We dealt with the immediate zombie threat and Sasha had a bit of a lungful of smoke. Are you ok?

**JAMES**

How do you know that this is all of the zombies? One plague pit you know. Prague is a city with a history of plagues.

**BRYN**

Oh god there are gonna be more

**BEN**

Oh ok, well we should probably tell the university then. This is their problem.  
This is one of their mages.

**LYDIA**

Sasha is going to keep trying to crawl back towards Bertie is.

**ALEX**

Of course because of his magnetic personality I'm sure.

**LYDIA**

While throwing up.

**ALEX**

Yep

**(laughing)**

**BRYN**

Just the reaction people normally have on getting close to Bertie.

**JAMES**

That reminds me of rag week

**(laughing)**

**BRYN**

Is that your catchphrase for the merchandise?

**JAMES**

It might be. I'm getting more and more catchphrases. I'm naturally epigrammatic. It's just a thing.

**ALEX**

Life's so hard for you.

**JAMES**

I know. This is why I carry out this biographer at all times. It's not a little chat, it's a Dictaphone. So on with the story.

**BRYN**

I don't know why you looked at me!

**JAMES**

Because Bertie is about to address Grizzop. So this rogue mage, sounds like you have information on him, hm, that will allow us to track him down in his lair. Is it a mountain in the shape of a skull. Hm. Is it a cave that's shaped like a snake? Is he inside a griffin or something? What...where he is? I want to cut him open.

**BEN**

Well if I knew where he was we wouldn't be having this conversation.

**JAMES**

Right fine, well do you have a way of finding him, hm?

**BEN**

Yes investigative work.

**JAMES**

Right, invest...do you have any leads?

**BEN**

Yes I was heading up to the university to visit his rooms

**JAMES**

Right, alright, we'll do that then shall we? Fine.

Oh deferred murder.

**LYDIA**

Bertie could you maybe like...I think it's dangerous with all those zombies. I think you should take the ring off now just in case they come for you.

**ALEX**

You do get another will save now.

**LYDIA**

Er 9.

**ALEX**

Tell you what those boots are going to look a lot more rubbish once they've got puke all over them because she's...she is...that's going to happen.

**LYDIA**

I'm just at your feet throwing up.

**JAMES**

Do you mind young lady. This is a sewer, not a Wetherspoons car park

**(laughing)**

**LYDIA**

Take the ring off!

**BRYN**

That was so anachronistic. It made me sad. I can just about deal with funk to funky but Wetherspoons car park. What is a car...

**BEN**

It's a cart park you didn't hear him properly.

**ALEX**

Listen Bryn! Open your ears.

**LYDIA**

It's a place where they ask questions about cutlery and they're so popular that loads of people turn up and there has to be a park for the carts.

**JAMES**

So Bertie looks at Sasha and goes – this ring, you're so keen for me to take off – Bertie takes off the ring.

**ALEX**

Immediately it passes

**JAMES**

And then Bertie puts the ring back on again.

**ALEX**

Will save

**LYDIA**

**ALEX**

No you're alright

**JAMES**

Can Bertie see her struggling at all?

**ALEX**

Yes there would be a tangible thing...it depends whether you try and hide it but it is a...at 15 you have gone – bleurgh – and fighting it.

**JAMES**

Bertie looks at her funny, takes the ring off again.

**LYDIA**

Oh for goodness sake just take the ring off.

**JAMES**

Puts it back on again

**LYDIA**

Why are you letting him do this? This time 19

**ALEX**

You shake it off. Anger's helping. Anger helps.

**LYDIA**

Just stops.

**JAMES**

Bertie takes the ring off. Hang on, now this is a ring of attract undead now, hm, and...

**LYDIA**

Yeah well some of us had a bit of an adventure in Mr Ceiling didn't we. Some of us had our organs mushed around with.

**BEN**

What?

**JAMES**

It's a long story so we first met in a tavern and...

**(laughing)**

Wibbly, wibbly, wibbly, about 20 minutes...we take 20.

**ALEX**

Taking 20 means that you have to fail at least once. That means you try to tell the whole story, get halfway and go, no wait, no, no, start again.

**JAMES**

Yeah where do you think Bertie heard his story telling from.

**ALEX**

That's so true.

**JAMES**

But full story blah, blah, blah and...

**ALEX**

You took 20, it was thrilling.

**BRYN**

After the second sentence I interrupt and suggest we move out of the sewer to have this conversation and then we resume it once we're out of the sewer again.

**JAMES**

We have the conversation as we're walking towards the teleporter.

**ALEX**

You are back at the square. There are a large number of civilians going around and they are proceeding to basically deal with this. Some police have turned up but it's zombies...

**JAMES**

I think it's important to acknowledge that young Miss Racket is at least partially undead.

**LYDIA**

No I've got maybe an undead kidney or something. Like one of the organs that Zolf stuffed back in me is maybe a little bit undead but obviously I've been healed. I'm not...I'm not actual undead. Didn't get damaged by all that channel positive energy so I'm not a zombie. Just a little bit...little bit ill. Maybe.

**JAMES**

Very well

**BRYN**

Pretty accurate summation actually

**JAMES**

Bertie is so pleased that he's actually managed to work something out on the basis of the available information that he doesn't really respond to Sasha's distress.

**BEN**

You could try the Aphrodite lot. They can heal that kind of stuff.

**LYDIA**

Yeah I might...let's look at these clues.

**JAMES**

Sir Bertrand Macguffingham PI. It's got a ring to it hasn't it.

**ALEX**

At least he got it right, I was waiting for the...

**JAMES**

P-I-E. I am hungry and not just for the scent of a villain. Yes

**(laughing)**

**ALEX**

So what are people doing then? What's your game plan?

**BEN**

Going to the teleport pad.

**JAMES**

Yeah what does the teleport pad look like now? Does it look like it's in operation and what time is it?

**LYDIA**

Because we have been...

**BRYN**

Late evening now.

**LYDIA**

We went shopping and had another fight.

**ALEX**

It is powering on towards evening, yeah. Let's say that the sun is down, the moon is not yet up. That's what time it is. And so there are a number of civilians going around. The mage who was teleporting people back up is currently having a chat with a colleague by the teleportation circle. No one appears to be going up or down currently. The police are mostly looking at the zombies going – that's a zombie. Yeah. Definitely a zombie. Yeah

**JAMES**

When you say looking at the zombies, they're dead zombies.

**ALEX**

They're flat on the ground. Bits of them everywhere. It's not even a case of like they just had a hole in them. They have been either burnt away into effectively dust or you have put into so many small bits that they just gave up trying to move sort of thing.

**LYDIA**

Fragments of skull trying to eat their way around

**JAMES**

Ooh like a thing

**ALEX**

No that does not happen. What you are currently having is basically a couple of wizards are by the teleportation circle. No one appears to be teleporting anywhere currently.

**LYDIA**

Maybe we should...I know that Sasha hasn't lost any hit points but she's thrown up and she's thoroughly humiliated. Maybe ...maybe it's time for bed.

**BRYN**

I think it might be worth coming back in the morning when the teleportation service is resumed normally.

**BEN**

Yeah

**BRYN**

Who are the authorities around here. Should we tell them about what happened in the...

**BEN**

I dunno, the police?

**BRYN**

Oh you don't...I thought you lived here

**BEN**

No

**BRYN**

Oh, my mistake.

**BEN**

Just visiting. Do you mind if I crash on your sofa?

**BRYN**

Well we've got a hotel room so there's plenty of space.

**BEN**

Is that a yes?

**BRYN**

Yeah please...

**BEN**

Alright, thanks

**ALEX**

So heading back you all head back to the hotel unless anyone else has anything that they want to do, I am going to go ahead and just assume that you make it to the hotel.

**JAMES**

Bertie has this ten charge cure light wounds wand that is...even Bertie has worked out that this is cursed so he's going to try and work out in what way it is cursed.

**ALEX**

Ok how does he intend to do so?

**JAMES**

He is going to do that by casting it at his own hand.

**ALEX**

Has he got any kind of injuries that it could actually affect?

**JAMES**

Oh he's got...he's got 1 sonic damage!

**ALEX**

Yes he does

**(laughing)**

**JAMES**

He's got 1 sonic damage.

**ALEX**

So presumably then you take the cursed wand and stick it into your ear and activate.

**JAMES**

Yeah

**BRYN**

I'm so glad this is happening.

**ALEX**

Maybe look down the barrel before you pull the trigger.

**JAMES**

Just his ear, just his ear.

**ALEX**

Give me use magic device for the cursed wand that's in your ear.

**JAMES**

Hold on does this count...ok so he's rolled very poorly of 2. His use magic device skill is 3. I've got...after the last one. So that is 5 total.

**BRYN**

You just fail to use it. It doesn't do anything at all.

**ALEX**

I have got good news and bad news. The good news is you're not hurt. The bad news is, if anyone was watching it's because Bertie holding the wand that has a clear taper goes, hmm small end first, oh no, my ear's too big. Takes it, uses the wand backward, rams it in his own ear for a while. It hurts a bit but you've rammed it in your ear, take it out and go, clearly it's a wand of minor earache. It's inconvenient but it's not particularly cursed.

**(laughing)**

**JAMES**

Ok I...

**ALEX**

Have a wand of minor earache

**JAMES**

Wand of minor earache. That is now going on my character sheet

**ALEX**

10 charges. 9 left

**JAMES**

9 x...I've crossed that out. 9 x charge

**ALEX**

Minor earache

**JAMES**

...wand of minor earache

**BRYN**

Oh god.

**JAMES**

I've got a feeling that's going to come up later.

**ALEX**

I've got a feeling that it would've gone a lot worse if you'd have succeeded to put the cursed item through your brain! Stop putting things through your brain!

**JAMES**

Bertie's very much at the stage of development where he just shoves things in an orifice and sees if it works.

**BRYN**

This is the greatest Chekhov's gun that ever existed. I'm so happy.

**ALEX**

Hard cut to the Temple of Artemis. How did he get it up there? Don't ask

**(laughing)**

Please just take it out.

**JAMES**

He slipped while cleaning

**(laughing)**

**BEN**

So why is it in a...

**ALEX**

Anyway, so that happened.

**BRYN**

I am going to fill Grizzop in on the backstory of the party but I'm going to present it in as positive a way as I can manage so we don't all look like horrible, awful people.

**BEN**

As Ben asks, you're not. We're all lovely people. What don't you tell me? What do you leave out?

**JAMES**

Definitely not the curse. Bertie's curse. He definitely doesn't tell you about the curse.

**BRYN**

Yes, ok sure.

**JAMES**

Oh and again from Bertie's point of view you also don't know that he is on a quest for adventure for reasons of money. That's eliminated as a reason.

**ALEX**

It's because you're a hero.

**JAMES**

It's because I'm a hero. Bertie's a hero.

**BRYN**

So I will tell you that we are working for the meritocrats. And I'll sort of...because partly this is my pitch to you to work with us so that's...I'll tell you about most of the positives. I will explain about the misadventure in the Paris catacombs and how Sasha basically died.

**JAMES**

Bertie saved everyone

**BRYN**

But it was fine.

**JAMES**

Dave and Steve

**BEN**

Good old Dave and Steve

**LYDIA**

Sasha will not be around. She went straight up to bed so she doesn't know...like if you decide to tell all of her sad secrets...

**BRYN**

I will not. I won't be sharing Sasha's personal stuff with you.

**BEN**

Sure nothing about Prague, nothing about whatshisface

**JAMES**

Bertie adds a lot of supplementary detail about the rippling muscles of Dave and Steve and if you're following them down an alleyway it helps if you can just visualise their buttocks as they bob gently along.

**BEN**

I'll just earnestly be nodding along going – ah yeah very interesting.

**ALEX**

Does anyone mention a certain meritocrat who might, kind of, be dead?

**BRYN**

No

**ALEX**

Ok cool. As far as I'm aware those are the key...

**BEN**

A-Okay

**ALEX**

Ok cool. In that case morning after, however we're allowing quite a lot of cumulative thing to stack up so let's run through these slowly. Can I get a fort save from you Sasha

**LYDIA**

5 + 3. 8

**ALEX**

Your wounds reopen again

**LYDIA**

Right

**ALEX**

Can I get a will save, Bertie

**JAMES**

13

**ALEX**

13. You wake up really tired. Really, really tired. You have fatigue in fact. It's as if you never slept at all.

**LYDIA**

Sasha got up very early

**ALEX**

Shocker

**LYDIA**

And snuck out the window to go to the Temple of Artemis to get healed.

**ALEX**

Do you mean Artemis or do you mean Aphrodite? Do you mean Artemis again where you went last time?

**LYDIA**

Yeah

**ALEX**

Ok. Ok I am going to have to accelerate through that quickly

**LYDIA**

Yeah, yeah it shouldn't take long.

**ALEX**

You don't run into the same person. They just go oh you have a minor illness.

Ok cool. Unless you go through the whole rigmarole again...

**LYDIA**

No, no, no she doesn't explain. She just says – I've got some scratches last night. I need them healed up.

**ALEX**

Exactly the same as before. Bish, bash, bosh. Woah. Healed. They're quite no nonsense.

**LYDIA**

Back in the window.

**ALEX**

Everyone give me a perception check

**BEN**

Ha! Critical fail.

**JAMES**

18

**BRYN**

25

**LYDIA**

25

**ALEX**

To the two ex uni lads someone's been playing hooky.

**JAMES**

Oh, essay crisis probably. Sneaking in to deliver it late.

**ALEX**

Anyway anything happening before people go to try and teleport up to the university again?

**BEN**

Do you mention your severe fatigue?

**JAMES**

Bertie is super tired. No I am really...I wasn't drinking anything was I? No.

**BEN**

Are you ok?

**JAMES**

Very sleepy, hm

**BRYN**

While those two are talking I am going to try and just have a very quick in with Sasha that the other two won't notice

**ALEX**

Ok

**BRYN**

Are you ok Sasha?

**LYDIA**

Yeah I'm fine.

**BRYN**

I raise my eyebrows sceptically but don't push any harder.

**ALEX**

Look at you learning.

**BRYN**

Mm

**BEN**

So wait...

**JAMES**

Woke up from a good night's sleep and I am super knackered. It's like I've been on a cross country run when I was furious at everything I encountered along the way.

**BEN**

Sit down, top off

**JAMES**

Ooh

**(laughing)**

**ALEX**

I might be tired but it's a good way to start the day

**JAMES**

Excellent way to start the day. And I will now salute the sun.

**BEN**

Ok now say ahh

**JAMES**

Ahhhhhh

**BEN**

I'll do a heal check

**ALEX**

Go for it.

**BEN**

16

**ALEX**

He just didn't go to bed. Like as far as you can tell he just didn't go to bed.

**BEN**

You just look like you haven't slept.

**JAMES**

I did, I was there

**(laughing)**

I mean not much gets past Sir Bertrand Macguffingham. I was definitely there.

One man, one bed. That's my room

**BRYN**

I'm pretty sure I heard him snoring.

**BEN**

Alright well keep an eye on it but we were down a sewer with a lot of zombies.

**JAMES**

Yeah, yeah, yeah plenty of fluids blah, blah, blah

**BEN**

For the moment this might perk you up and I'll lay on hands. You're healed...oh no your at max hit points but because I have mercy for fatigue

**ALEX**

Ah of course you do.

**BEN**

You don't have fatigue anymore.

**ALEX**

Ooh. You've just had a great night's sleep instantly.

**JAMES**

Excellent. That's wonderful.

**ALEX**

A thousand bankers all cried out in lust for this...

**LYDIA**

There's a bit of me that was genuinely like that would be amazing.

**ALEX**

What would you, ahh...

**LYDIA**

All the other magic in this world...that sounds cool.

**ALEX**

The ability to just skip sleep.

**LYDIA**

Oh my...no it's the feeling. When there's no possible...

**ALEX**

Oh no I have read about that in fairness.

**LYDIA**

Yeah

**ALEX**

Anyhoo skipping ahead to heading to the teleportation circle. It's up, it's running. There's a lot more traffic this time. It is as much officials this time as

tourists and so on. Nonetheless you make yourself into the queue. It's the same wizard on duty this time who sees you, lets you cut in. He's just like oh no, that's fine. Officials – he keeps saying loudly. He looks like he's trying to pull it off as it being really canny but it mostly consists of him winking a lot and going – officials. Officials.

**JAMES**

Yeah we're definitely officials.

**ALEX**

You get to the front of the line as officials.

**JAMES**

We're opticians, we're here to treat this man's astigmatism

**ALEX**

Officials.

**JAMES**

Officials, officials

**ALEX**

And he just skips you straight to the front of the line.

**BEN**

Thanks mate.

**ALEX**

3, 2, thanks for not mentioning how incompetent I was, 1. And teleports you back up to the university.

**JAMES**

Bertie throughout all of this has been waving regally at the crowd.

**BEN**

When we get to the top I'll go – that's fine, just don't do it again.

**ALEX**

Yes you are back up at the university. For what it's worth, although there is a lot of traffic and you can see there's a lot of people who are queuing for the down teleportation, honestly it looks more or less untouched. Life is continuing as normal. There are a few students laughing in a quad which floats over your head. That kind of thing.

**JAMES**

I mean are zombie outbreaks pretty common in Prague. They seem pretty unruffled.

**BEN**

From my experience these mages don't really care about what happens down below.

**ALEX**

From...I can just pipe in, in terms of things that Hamid would know. An outbreak of zombies on all of the things that a mage university has to deal with, is fairly low.

**BRYN**

If they didn't reverse at least three spatial dimensions during a day then it was a quiet one.

**JAMES**

Animal house!

**(laughing)**

**ALEX**

That time they turned the quad inside out and it was full of beings from another plane, like that was awkward. Zombies is fine.

**BEN**

Getting very unseen university vibes.

**ALEX**

Yeah, yeah.

**BRYN**

Time loops that's what you've got to be really careful of.

**ALEX**

They take ages to notice, that's the problem with them

**BRYN**

Time loops that's what you've got to be really careful of.

**ALEX**

They take ages to notice, that's the problem with them. Argh...

**BRYN**

Time loops that's what...

**(laughing)**

Right, rule of three!

**ALEX**

No, denied! So...

**JAMES**

During that 72 hours I have noticed however many it was, was the number three.

**ALEX**

So what are doing then?

**BRYN**

Heading to the rooms of...

**BEN**

No.

**ALEX**

Denied

**BEN**

Remember the thing. Right so I should explain a little bit more. So I'm tracing the rogue mage, went to talk to the wizardly council, whatever they have. High council, big house. They were telling me lies and I managed to find out that in fact it's one of them who is the rogue one.

**JAMES**

A member of the wizard's council. Corruption within. Who is the power behind the throne, hmm. Who is the puppet master? If they're behind the

throne does that mean that the puppet is controlled from below? What does that look like? How deep does this rabbit hole go and more importantly how deep does that man's rabbit hole go?

**BEN**

We need to work out the greasy emerald in the mix.

**JAMES**

Ooh the greasy emerald.

**BEN**

Yeah so the guy we're looking for is called Franz Kafka and I'm going back there to challenge them. They've been telling me porkies and they shouldn't have been

**BRYN**

Are we going to see just him or the whole council?

**BEN**

Well I dunno where he is. If I knew where he was I'd be hunting him

**BRYN**

Ah ok

**BEN**

The council because they've been lying to me for some reason.

**LYDIA**

So what are they trying to cover for him?

**BEN**

No they're probably just embarrassed

**JAMES**

Would it then not perhaps be better in order to save the blushes of the council who I believe are, your employers in this matter to confront Mr Kafka independently and bring them a solution other than a problem

**BEN**

I wanna know why they're lying to me

**JAMES**

I suspect that this is information we could find out rather more directly from Mr Kafka himself.

**BEN**

Yeah alright. Whichever way round. Let's go to his rooms.

**JAMES**

Very well. Where are they?

I'm presuming we know that already

**ALEX**

Grizzop does. Obviously. It wasn't hard anyway insofar as it's just what is the most official looking building. Ah, that one that's just glowing with a celestial light. Fair enough that makes sense.

Heading in. Ok heading to the most expensive looking room, it's very easy to trace where the seats of power are.

**BEN**

This one's got Professor Kafka written on it.

**ALEX**

Yeah shocker, yeah. Effectively you start heading through into a...

**LYDIA**

Office elms...

**ALEX**

Oh no, no

**LYDIA**

3pm to 3:15pm on every other Thursday of the second month

**BEN**

And there's an A5 piece of paper with a flyer for that book he wrote that no one's read.

**ALEX**

So heading to what is obvious, certainly to Hamid more than anyone else, but to anyone really to the biggest elaborate building that still has people going in and out of it. It's got a very clear plaque outside which floats above the ground which literally says...

**LYDIA**

Kafka's house

**BEN**

Chez Kafka

**ALEX**

It just has councilman's offices basically. Heading up however, there's a couple of mages, they look bored again mostly. They appear to be playing some version of a magical game of hoops and rings that are all prestidigitated to just pass the time. But they are directly in your way and won't let you in.

**LYDIA**

Can I sneak past?

**ALEX**

You can certainly try

**LYDIA**

Cast invisibility on me.

**JAMES**

You can sneak past anyway. Hamid should cast invisibility on Bertie

**LYDIA**

Fair enough. Sneaking past...

**ALEX**

Did you just appropriate a spell because you want it now.

**JAMES**

Well I mean Bertie's, by a significant margin, the least stealthy member of this party

**LYDIA**

**ALEX**

Spot the problem with clank, clank, clank, I'm invisible. Clank, clank, clank

**BEN**

Just take your shoes off

**ALEX**

Oh of course, of course.

**LYDIA**

That would make him silent. Sasha got 29

**BRYN**

I'm going to tell Bertie to go and talk to them. Just engage them in conversation Bertie, it can be about anything you like

**JAMES**

Very well. He's not going to be good looking for clues anyway

**BEN**

That's a good point. I'll roll stealth. That is...only 16

**ALEX**

16. So Bertie begins a conversation with them, Sasha takes her opportunity and stealths by with aplomb. Meanwhile Grizzop also attempts to stealth by

with aplomb at which point the two guards go – oi, see you. At which point the other one goes – we’re so good. We’re so good.

**JAMES**

You are great aren’t you. You are

**ALEX**

Yes we are. And I’m going to take a break there.

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Hi everyone, Alex here. I just wanted to take a moment to let you know about the jobs page that we have on our website. Some of you might have already noticed but if you look under the “about” tab at rustyquill.com you’ll find a list of all the positions that we’re looking to fill as we expand. Right now for instance we’re looking for people with marketing experience, HR experience and visual artists along with multiple other roles. Any time we have a role that needs filling we post it on there and also let people know via social media. So if you want to work with us make sure to join our Facebook page or follow us on Twitter via @therustyquill. Then if we mention a job and you think you’re the right person for it you can go to the website for more information and start the process of joining our team. That’s all for now. Thanks as always for all your support and we look forward to meeting everyone that applies.

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**ALEX**

And welcome back. So we will stick with Sasha for now heading into the building.

**BRYN**

I'm going to, out of sight, cast invisibility on myself and attempt to sneak past as well.

**ALEX**

It's very easy to get out of sight when they're paying attention to someone like Bertie

**BRYN**

And my stealth roll was 23 anyway

**ALEX**

Yeah it's fine, you're as invisible as anything.

**BEN**

I mean if they're just genuinely engaged in conversation with Bertie, I'll stay standing where I was and then just slowly sidle into the building.

**ALEX**

So everyone bear with me.

**LYDIA**

How dim are the wizards?

**ALEX**

So both wizards are apparently not as incompetent as you thought but nonetheless are incompetent to let both of you in because they rolled incredibly low even if they do have special enchantments that came into play because they rolled so low. That's fine. So yeah both Grizzop and Hamid manage to get in because as the conversation progresses with Bertie it gets more engaging. Give me a diplomacy roll to cover the rest of this conversation. Roll well.

**JAMES**

Pomp and pageantry

**ALEX**

Of course

**JAMES**

Oh, erm, 13

**ALEX**

Oh you manage it but it's not nearly as interesting as you'd hoped because it's starting to deteriorate into a discussion bureaucratic process.

**JAMES**

So what A levels did you get

**(laughing)**

**ALEX**

Yeah it's not great

**LYDIA**

That sounds like a great, great preparation for a career

**JAMES**

Standing still

**LYDIA**

It's hard to get a decent job

**ALEX**

So Sasha we'll say that you're being careful to make sure that you don't set off any ridiculous magical traps or something and whilst you're still doing a scope the other two end up turning up. For the sake of my ease because I don't want to split the party four ways in this location.

**LYDIA**

Gonna check the door traps

**ALEX**

Which door? You've just gone into the main building. So heading into the building...

**LYDIA**

Then we see, I assume, a list of names with the room number and their office hours.

**ALEX**

So heading into the building, it's large on the inside. Shocker. The front porch is...

**LYDIA**

I thought it would be smaller on the inside for ease of searching.

**ALEX**

The front porch, what looks from the outside like a fairly humble-ish porch, nice wooden door, nice wooden eaves, you head into and it's a great hall. It has got a roaring fireplace, huge eaves and so on but instead of having dining tables or anything like that, it's full of large comfy looking chairs which are gently floating around like they're on an air hockey table for ease of movement and there's, what looks to be, a coat rack however as you watch you see that it gently shuffles itself as it's cleaning the coats whilst it holds them. It's all very excessive. There are two doors; one to the left, one to the right. Both are large sets of double doors in this great hall. It may turn out to be slightly harder to search this building than initially looked from the fairly straightforward, if elaborate, building.

**LYDIA**

There's no signs at all

**ALEX**

At this point, no.

**LYDIA**

Go through the left one.

**ALEX**

The others are with you at this point. Ok

**BRYN**

I'm invisible so I'll whisper – I'm still here.

**LYDIA**

What? Wait, wait, wait...who? Who? Oh, Hamid.

**ALEX**

Conscience it's been so long. How are you?

**LYDIA**

I was thinking I was having an emotional moment but I think she's suspicious enough.

**ALEX**

I think there's enough going on that we'd air on the side of caution for now.

**LYDIA**

It's fine, it's fine. It's Hamid, great.

**ALEX**

Heading through the doors on the left. They are large and it's kind of hard to open them in such a way that it's unobvious given that they're 12 foot tall and even if you pull it ajar it's still a 12 foot door coming ajar but again it's quite empty. It leads through to a carpeted corridor with a set of stairs, again carpeted heading up. This one's a little more humble. Maybe the great hall thing is a bit of a flashy manoeuvre to just get people a bit wowed. This is a bit more functionary and yeah, there is a plaque on the side which is a list of offices. One of the names you already recognise. I will list them for you now, see if you can spot it. So it has them listed by, shocker, what you would recognise Hamid as all of the magical schools. Each magical school has a head. Enchantment, Sigmund Freud. Illusion, El Darian. That name should ring a bell.

**LYDIA**

No

**ALEX**

Sasha's tutor. Sasha's tutor is down there as El Darian, head of illusion.

**LYDIA**

Oh right. Oh.

**ALEX**

Head of conjuration, Mr Einstein (Albert). It's the only one that's written like that. Don't know why. Transmutation, Marie Curie. Abjuration, just has Elizabeth. No surname, just Elizabeth. Divination, Henrietta Codswallop. And necromancy, is Franz Kafka. They all have the relative room numbers on them as well.

**LYDIA**

That is weird

**BRYN**

What's weird Sasha?

**LYDIA**

Nothing.

**BEN**

Right ok

**(laughing)**

Let's go to Kafka's room them

**ALEX**

So Kafka's room is actually...

**BEN**

Looks like he's head of neck-romancy

**(laughing)**

**ALEX**

He is the only one that appears to have an office below the ground floor.

**LYDIA**

Why? Why would you put the one that raises the dead, the one that works with buried things below the ground?

**BRYN**

But there's not really a ground level here because the whole thing's in the sky.

**LYDIA**

It's like they're asking for trouble though. They've given him a dark basement. They've given the mad scientist who raises the dead, a dark basement to do his dirty, evil work in.

**BEN**

He's probably got a cloak with a high collar and a really tiny beard

**LYDIA**

I bet he does all of his work...what's his office hours? Oh they're at night!

**(laughing)**

**ALEX**

Funnily enough...so heading down the stairs I presume?

**LYDIA**

Yep going down the stairs.

**ALEX**

You activate the trap. A voice immediately booms out loudly and clearly echoing through the room – I'm not doing tutorials. Leave me alone

**(laughing)**

That's all that happens

**BRYN**

Hamid almost by instinct before his conscious mind has registered has started to turn and walk the other way. And he's like oh no, we should go on anyway.

**JAMES**

I've graduated

**ALEX**

And I'm earing all of my clothes. This isn't that dream. It's not that dream

**BRYN**

When invisibility spell wears off you will see that Hamid is magically wearing academic robes to blend in.

**ALEX**

Of course. So heading down the stairs...

**LYDIA**

Keep checking for traps now.

**ALEX**

I will skip ahead all of the rolls. There doesn't appear to be any more. It is a well-lit, carpeted corridor with actually quite tasteless wallpaper. It's kind of chintzy almost. It's a bit pink and floral. Heading down, heading down you eventually get to a door that just a nice humble little brass plaque, "Franz Kafka" and it's a wooden door you can't see through

**LYDIA**

I will...is it locked?

**ALEX**

Yes

**LYDIA**

Pick...check for traps and then pick the lock

**ALEX**

Good news/bad news. There's no traps. It doesn't appear to have any kind of keyhole. Might be a magical door and by might I mean you're 99% certain it's a magical door.

**JAMES**

That's what he wants you to think,

**LYDIA**

It's true but he also wants you to think...

**ALEX**

Cut to Bertie. Well yeah so honestly like once I'd finished my schooling years I just wanted to travel. I just wanted to find myself because a lot of people go straight into academia and they don't...they don't really experience... you know so yeah I actually, I went to Paris for a while. It's really nice. I mean it's so different there.

**JAMES**

It really is, isn't it.

**(laughing)**

I've got this little bag, do you want to just put your hand in it. Do you want to see what's in there? Genuinely that's what he's going to do. He's so bored.

**ALEX**

I'm going to cut back to Sasha and we'll see how that plays out.

**LYDIA**

Hamid, do you have any idea how you pick a magical lock?

**BRYN**

Well you can cast the unlock spell

**LYDIA**

Well I can't

**BRYN**

No me neither.

**BEN**

Grizzop

**LYDIA**

Grizzop?

**BEN**

No I can't.

**LYDIA**

Well what was your plan then?

**BEN**

To go and chat to the council.

**LYDIA**

Right well let's...fine

**BEN**

We could check his rooms. Like his bedroom

**LYDIA**

I mean I suspect they'll be locked but maybe...

**BEN**

Maybe they have a normal lock

**LYDIA**

Maybe it's for fun. Maybe he decided just for some quaint reason to have a pickable lock. Honestly I'm better than a lot of the wizards here, they find it easier to cast a spell than...

**BRYN**

Yeah they would

**LYDIA**

So actually they should just put frigging locks on

**JAMES**

Is that the only entrance to the room?

**ALEX**

You haven't explored.

**LYDIA**

It's a basement so I assume so.

**JAMES**

Well if I were a mad scientist I would have an emergency exit.

**LYDIA**

Mm right, Grizzop, any ideas about emergency exits or should I start climbing around the underside of a floating wizard city?

**BEN**

I'm not the wizard here. Yeah I can have a look around but I've got no idea what they might have.

**LYDIA**

Great, great, great.

**BRYN**

We probably shouldn't climb on the outside of the floating city. That doesn't sound like a good idea to me. I mean let's have a look around, there might be another way in but we might have to track him down somewhere else. I mean he might be inside. We could knock.

**BEN**

Unlikely but give it a go if you want.

**BRYN**

I knock.

**ALEX**

There is a scuffle from inside and then the door opens. An extremely short, extremely wild haired human, male stands there going – yes?

**BRYN**

Professor Kafka?

**ALEX**

What no? Why would I be Kafka? He's gone. He just heads back in and starts walking around

**BRYN**

Wait, what? I'm gonna follow him inside.

**ALEX**

What do you want? Why are you here?

**BRYN**

I was looking for Professor Kafka. My essay is late.

**ALEX**

Kafka doesn't do tutorials. You know he doesn't do tutorials. You heard the thing with the thing

**BRYN**

Yeah but I just needed to talk to him about it.

**ALEX**

Well talk to one of the others. I'm busy.

**BRYN**

Who are you?

**ALEX**

Who am I?

**BRYN**

Yes

**ALEX**

He just kind of turns and gestures to himself. He's a mess. He's a complete mess. He's technically wearing wizard robes. They are inside out. There are labels and stitching and so on. His tie is wild and to everyone else he looks like he hasn't slept in a while.

**JAMES**

Please let this character's name be John Mess. Sorry carry on

**ALEX**

So you not do conjuration?

**BRYN**

No

**ALEX**

Well then fine. It's Einstein. Ok. Now what? What do you want? Why are you here?

**BRYN**

Why are you in Professor Kafka's room Professor?

**ALEX**

I'm professoring!

He proceeds to just carry on faffing with things.

**JAMES**

Sense motive surely

**BEN**

I'll ignore him and just get on with my own investigation.

**ALEX**

He genuinely doesn't seem to care.

**BEN**

Brilliant.

**ALEX**

So give me a perception check for searching

**BEN**

18

**ALEX**

18. Anyone else helping?

**LYDIA**

I mean I suppose Sasha is looking for things

**BRYN**

I'm going to...

**LYDIA**

18

**BRYN**

...continue trying to distract Einstein.

**ALEX**

Sure. Grizzop and Sasha, both of you start searching. It begins readily apparently whilst, even if Hamid wasn't distracting Einstein, he's rubbish at searching. In fact whilst you are searching he gets annoyed at one point. You see him cast a spell. If you want to know what it is you can spell craft

**BRYN**

16

**ALEX**

It's unseen servant and that proceeds to start searching. An invisible force starts searching through things a little more effectively. He mostly will check a desk, he'll then go over to a different part of the room, check and then go back to where he's already checked and then check the same things again because he's just clearly a little bit addled or something because he's not paying attention. You guys are way more efficient. So heading down there, the first thing you see is it's not really the basement room you'd have expected. It's quite...it's as if a little old lady lived here. It's got floral patterns on the wall. It's got little crystal chandeliers, doilies for all the things. It's absolutely tasteless, has some lovely bay windows which actually overlook the rest of Prague. It looks like he's clinging on underneath rather than in some dank basement. And heading through, having a check, it becomes apparent whilst you're having a check that there's nothing really interesting here. In fact it's

ridiculously banal. It's not even like there's a spell book around or anything. It's mostly like you find a diary which is just must see Sarah in three days and discuss the wedding. It...

**JAMES**

Today I had an egg for my breakfast.

**ALEX**

Yeah it's the most...

**BEN**

I was just thinking today I woke up and I was a beetle.

**ALEX**

Going through...there doesn't appear to be anything of even vague, remotely useful thing however during your search you do discern what appears to be, at first, a breeze from the bay windows. Yeah of course, no problem. But both of you are like those bay windows are closed and look really, really good. With proper seals, it's the equivalent of what we have now with double glazing. There shouldn't be a breeze coming from them so there's something squiffy going on there. Cut back to Bertie. One of the mages is examining the wand whilst the other one's head is currently in the bag and is like – like a wand of earache. Really? I've never...

**JAMES**

Yeah that's what I have worked out. I shoved it in my ear and my ear hurt so I can only deduce from these basic presets using my diamond sharp mind that it is a wand of minor earache. It was only a minor earache.

**ALEX**

Give me a sec. He grabs the one whose head is in the bag, pulls it up, the head's still on. That's good. And then he proceeds to go – oi hold still – and uses the wand on him. Immediately the person drops to their knees and starts holding their face and screaming as blood comes out from between their hands.

I'm going to cut back to...

**JAMES**

Wand of minor earache then

**(laughing)**

How are your ears?

**ALEX**

Cutting to Hamid in the office with the others chatting to Einstein.

Well obviously I'm here because I have to search.

**BRYN**

What are you looking for Professor? Maybe I could help you

**ALEX**

I don't know what I'm looking for, if I knew what I was looking for, I'd know where to look. God.

**BEN**

Is Albert Einstein actually a 13 year old girl?

**(laughing)**

**BRYN**

Professor just while I've got you here...

**ALEX**

What?

**BRYN**

Can I ask you one question

**ALEX**

Yes what?

**BRYN**

If I didn't know a spell two days ago and now I do, how would that work.

**ALEX**

If you've been subjected to any strange occurrences to do with magical mind alteration or maybe you have, let's be honest it's magic, you probably ate something funny. This happens all the time.

**BRYN**

Really?

**ALEX**

You'd be surprised. Let's see, are you fae?

**BRYN**

No! Why does everyone keep asking that?

**ALEX**

It's very common

**BEN**

Told you

**ALEX**

It's a perfectly...thank you...it's a perfectly logical reasonable assumption. You could be fae, you could be sorcerer, you could be going through some kind of biological chain...have you been to the outer planes?

**BRYN**

No

**ALEX**

Well then it's probably fae

**BRYN**

I'm definitely not fae. How could I tell if I was a sorcerer?

**ALEX**

Ok erm...

**BRYN**

I mean they're really rare aren't they?

**ALEX**

Well there's a really simple...just, ok what spells have you prepared today?

**BRYN**

None

**ALEX**

Well then cast a spell

**BRYN**

Ok. I cast dancing lights.

**ALEX**

Ok great so you're not a wizard. He then pulls in close and goes – you're not tiny. Ok you're probably a sorcerer. It's not that big a deal. They're just rare, that's all. And then he carries on faffing around

**BRYN**

Oh. Ok

**ALEX**

Cut to Sasha and Grizzop...I say cut to, you're in the same room you're just at the opposite end

**BEN**

Pan to

**ALEX**

Pan slightly across via an unseen servant searching a desk

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**BEN**

Can you feel that?

**LYDIA**

Yeah

**BEN**

I'm thinking secret passage

**LYDIA**

So am I

**BEN**

Are there any suspicious bookcases?

**LYDIA**

Would this be hunt for traps? Would that apply?

**ALEX**

It would just be a standard perception check to see what's afoot I'm afraid

**BEN**

I'll assist. I'll do an aid action on Sasha

**ALEX**

Sure

**LYDIA**

Liking Grizzop more. Less of a show stealer. Sasha is becoming very slightly less resentful, maybe because she's got other things to resent

**BEN**

I think I give you a +2.

**LYDIA**

Yeah I got 22 + 2. 24

**ALEX**

24. So examining the bay windows you discern that a breeze is coming from the bay windows but the breeze doesn't actually line up with the creases of the door. Where the door jam is. Your best guess, someone did magic in that and there's definitely a door there but it's not a bay window.

**LYDIA**

Can we feel exactly where...

**ALEX**

You can feel exactly where, you're like there's a door breeze coming in the middle of this window. It's not lining up at all where the breezes should be

coming. There's definitely a door but when you're patting it feels like the door is there. The only thing you can discern is a...basically a breeze where there shouldn't be one.

**LYDIA**

Hamid?

**BRYN**

Yeah

**LYDIA**

How are you with seeing through illusions and stuff?

**BRYN**

Oh, not great. Professor is there an illusion over there.

**LYDIA**

Great scorn for stealth

**ALEX**

He turns, has a look and goes – uh maybe. This isn't really my speciality.

**BRYN**

You could probably dispel it though, right

**ALEX**

Thank you. Thank you so much. Jeez why didn't I think of that? God. And then he dispels it. Dispel is only a much lower level spell

**BRYN**

So if I was a sorcerer what would that mean? What's going to happen to me?

**ALEX**

He's dispelling over his shoulder whilst looking at you...

**BRYN**

I know, I'm keeping him distracted.

**ALEX**

Yeah it's amazingly easy. You're not even going to have to roll for it. So to answer the question first, he starts heading into – well, look, ok have you traced your ancestry back beyond a certain amount because it's very common that someone has magical talent

**BRYN**

It's just halflings

**ALEX**

Well it's probably not just halflings

**BRYN**

They were just business people

**ALEX**

He's now just getting exasperated. To the actual door that was an illusion that's gone there is now what looks like an actual kind of basement-y door with what looks like a wooden door. Has a lock, an actual mechanical lock and it was clearly hidden behind this illusion of a window.

**LYDIA**

I knew it. I knew the necromancer wouldn't have all of this nice, fancy stuff. It's gonna be a dank basement. I bet that it's a portal to a dank basement in a dank city under a dank...

**ALEX**

Hard cut to Bertie. So the first...still nameless, let's be honest you didn't ask their names. Why would you. The first guard wizard who cast the...

**JAMES**

I feel like they should both be called Oliver.

**(laughing)**

**ALEX**

I'm going to allow that. They're both called Oliver. There's Oliver and Ollie

**JAMES**

Can they both be wearing blue boating blazers

**ALEX**

Yes.

**JAMES**

Thank you

**ALEX**

Yes they can. That's fine. At which point...

**JAMES**

I'm now much less invested...

**BRYN**

Over their wizard robes

**(laughing)**

**BEN**

So they're like puffing out really ridiculously.

**ALEX**

So the first one who went down, blood coming out from the hands, the one who cast the spell from the wand starts panicking going – ah, oh my god, argh, oh no, erm...er...er... - and just freezes.

**BEN**

I think I know what Bryn's gonna say, give him a health potion

**(laughing)**

**BRYN**

No I was about to say that but then I remembered that we didn't actually have any.

**ALEX**

Meanwhile the one who's had it cast upon, looks up and they just...it looks like someone's punched them really hard in the face. It's not breaking their face or anything but it does just look like someone's clocked them, like a prize fighter has clocked them in the face. They're crying. So Oliver's crying whilst Oliver's freezing and panicking and then a small crowd starts coming up at the base of the path that leads up towards this building. For what it's worth no one seems particularly concerned. Mostly people think it's hilarious and ridiculous. Again the stakes get quite high when you're dealing with magic so it's mostly just one Oliver is panicking whilst the other one is bleeding. The Oliver who isn't bleeding and crying just going – what do I do? What do I do? What do I do?

What do I do? Ha, hu, hum. He's holding the wand and brandishing it wildly like he doesn't know what to do with it.

**JAMES**

Well perhaps Oliver you should put that down.

**ALEX**

Hu, hu, hu.

**JAMES**

Bertie puts his hand out and just takes it gently.

**ALEX**

Yeah Oliver's just there kind of shaking going – I'm gonna get expelled, I can't get expelled.

**JAMES**

What have you done Oliver? What have you done to Oliver here?

**ALEX**

Oh god, what am I going to do?

**JAMES**

This is very serious

**ALEX**

You've got to help me! He reaches out and grabs you – what am I gonna do?

**JAMES**

Oh Oliver. Oliver, Oliver, Oliver. Don't worry about thing. I'm going to sort all of this out and make all these problems go away

**ALEX**

Oh god help me

**JAMES**

Don't worry, come with me. Bertie takes the other Oliver who's still weeping. Just takes them both around the shoulders and just gently ushers them into the building.

**(laughing)**

**BRYN**

Brilliant

**ALEX**

Cut back to Kafka's office.

**LYDIA**

Pick that lock

**ALEX**

Disable device

**LYDIA**

Find disable device. Ooh 17

**ALEX**

17

**BEN**

Just roll a 5!

**(laughing)**

**ALEX**

That's what happens when you optimise like anything.

**LYDIA**

Yeah I...

**BRYN**

She's got so many skill points she might as well max some skills out.

**LYDIA**

The thing is what else am I gonna put them in. Because I don't...I specifically don't put them in the social ones because that would be against the character.

**BEN**

It's exactly what rogues do.

**LYDIA**

So she should be super good at bluff but I haven't added anything to it.

**ALEX**

Oh it all makes sense

**LYDIA**

And sense motive I've deliberately not put any in but she's still got 7.

**ALEX**

So you have disabled the lock. It seems to be perfectly mundane and has no traps associated with it or anything. In fact it was kind of...a surprisingly simple, for someone who went to the big effort of having a big illusion you'd think he'd have a good lock

**LYDIA**

I'm betting that he assumed that all of the people here are completely impractical and so he would defeat them with the device of not using a magic lock

**ALEX**

Whilst you're saying that at the other side of the room – look, ok then you have a mummy, ok and you have a daddy and one of them has the magic, sometimes it goes screwy. It's not that big a deal. I mean, ok, you would be the first sorcerer in what, like 200 years, so what? Ok, it's not a big deal. It's just a thing

**BRYN**

Hamid just looks stunned. He has run out of words.

**ALEX**

Right thank you, god. He turns, looks at the door. There's a door there.

**BEN**

Well done there is

**LYDIA**

Yeah

**ALEX**

Out of the way, I've clearly solved the mystery.

He starts wandering up to the door.

**LYDIA**

I think we should probably go with him. He'll get lost.

**BRYN**

He might need our help

**BEN**

Well we probably want your big...the big guy...what's his name? Barry?

**BRYN**

Bertie

**LYDIA**

That'll do. That'll do. Barry

**ALEX**

Everyone give me a perception check who is in that room

**LYDIA**

Critical fail

**ALEX**

Critical fail

**BEN**

Ooh blimey. That is a 23

**ALEX**

23

**BRYN**

13

**ALEX**

13. Ok. Sasha, you hear that there are screams further up and into the building. Hamid, there's weeping coming from further up and into the building where you came from. Grizzop, there's also what's definitely the sound of Barry comforting someone.

**BEN**

It looks like Barry's found his way in.

**(crying noise)**

**BRYN**

That is the sound people often make with Bertie. I should stress his name is Bertie. He does have that effect on people

**LYDIA**

Let's go find Barry!

**BEN**

It sounds like he's punched someone in the face

**BRYN**

You two keep an eye on the professor, I'll go and get Bertie and bring him down here.

**LYDIA**

It is generally best to leave Bertie handing to Hamid.

**ALEX**

I will cut to Bertie

**LYDIA**

It's not that he's at better at it, it's just that nobody else wants to do it

**(laughing)**

**ALEX**

You are currently in the main hall with two Olivers. What do you do?

**JAMES**

I think now Bertie's in the building he's just gonna try and catch up with the others. He's gonna bring the sad Olivers with him because you never know when you might need somebody to stand on a raised plate to test if it's a trap

**(laughing)**

That's what true leadership looks like!

**ALEX**

Giving that you're picking your route at random. Highs or lows.

**JAMES**

Lows

**ALEX**

You go through the right hand door to a completely different part of the building.

**JAMES**

Ok

**BRYN**

I follow the sound of sobbing

**ALEX**

You eventually...

**BRYN**

I'm scurrying

**ALEX**

...see heading through the far side of the door...

**BRYN**

Bertie! Bertie!

**JAMES**

What?

**BRYN**

This way!

**JAMES**

Oh excellent. Now...

**ALEX**

He's carrying a weeping person and someone who looks like they might've been shot with an arrow or something. There's quite a lot of blood.

**BRYN**

Oh no, what happened?

**JAMES**

Oh we had a little accident, hm, Oliver here has wounded Oliver very, very badly.

**ALEX**

Oliver runs up to you, non bloodied Oliver, and starts grabbing you going – I can't be expelled. What am I going to tell my parents? What am I going to do?

**BRYN**

He can't be expelled Hamid.

**BRYN**

It's really not that bad. You'll be fine.

**JAMES**

Bertie makes a...Bertie glowers at Hamid to communicate silently...

**ALEX**

What am I going to do? What am I gonna do? I can't be expelled. I can't do this

**BRYN**

You'll be fine. They'll understand that it was a complete accident. Just be honest if they ask you. He's clearly not that badly injured. It just looks worse because it's on the face.

**JAMES**

Bertie glowers much harder at Hamid.

**ALEX**

Oh god, oh god

**BRYN**

Just calm down, just calm down. It's going to be ok. You'll be fine. Just sit down. Sit down. Head between your knees. Breathe. Breathe. Breathe. Bertie they went that way. I'll catch up. Downstairs

**ALEX**

And I think I'll just wrap the episode there with Hamid comforting someone else that being expelled is fine. They'll be no long term ramifications.

**LYDIA**

Your parents will totally still love you

**(laughing)**

**BRYN**

And five years later you'll wake up in a strange hotel room with a bigot, someone with trust issues and someone new who's actually quite nice. I don't have any dirt on him. And wonder how you got there. It'll be fine. Keep breathing!

**EVERYONE**

Bye!

**[Show Theme - Outro]**

**ALEX**

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