

## **RQG – 102 – Look Busy!**

### **Content Warnings**

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**[Show Theme - Intro]**

**ALEX**

Hello and welcome to episode 102 of the Rusty Quill Gaming podcast. I'm your host and GM Alex Newall and with me today, I have

**BEN**

Ben Meredith

**BRYN**

Bryn Monroe

**LYDIA**

Lydia Nicholas

**HELEN**

And Helen Gould

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**ALEX**

And who are you playing?

**BEN**

Grizzop drik acht Amsterdam

**BRYN**

Hamid Saleh Haroun al-Tahan

**LYDIA**

Sasha Rackett

**HELEN**

And Azu.

**ALEX**

And technically nothing has gone wrong yet.

**HELEN**

Ah.

**BRYN**

We've transported ... teleported in to the middle of a forge as far as I can work out. An industrial forge.

**LYDIA**

Oh, Goblins.

**ALEX**

I mean quite the assumption there.

**LYDIA**

Is that what they like doing, forging?

**BRYN**

I mean in magic. I don't know if that's true in D&D or Pathfinder, what we playing, what is this game?

**BEN**

Pathfinder, yeah.

**BRYN**

Give me some rules.

**LYDIA**

I think it's doing what the [unclear 00:02:41], I think goblins do.

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**BEN**

We're playing Vampire Masquerade, I don't know what you're talking about.

**ALEX**

It's all gone to a weird place really quickly. I looked down at my notes, I looked up and we're playing a different game.

**LYDIA**

I've been playing Call of Ktulu for months.

**(Group laughter)**

**ALEX**

Real long play. Yeah nice.

**LYDIA**

Yeah, taken ages.

**ALEX**

So, yes, I get to do the fresh thing of, you're in Damascus.

**LYDIA**

Yay.

**BEN**

Hooray.

**ALEX**

Investigating the simulacrum and you find yourself in the middle of ... let's find out, give me some perception checks. First impressions. You only get one chance.

**HELEN**

Oh, don't say that.

**BRYN**

11.

**ALEX**

11.

**BEN**

29.

**LYDIA**

21.

**HELEN**

16.

**LYDIA**

Oh, wait, no, 22 I forgot I had 12 perception not 11. I'm very perceiving.

**ALEX**

Ok. So, all of you realise you are in a factory. A large factory. And it is chocker with goblins, just chocker. And full of massive machinery which appears to have a certain element of automation to it rather than it just being you know, average ...

**BRYN**

Would you like to explain the word chocker to our American listeners ...

**ALEX**

No.

**BRYN**

... because I don't think that's a piece of slang that will ...

**ALEX**

It's the collective noun for goblins.

**BRYN**

... translate.

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**(Group laughter)**

**ALEX**

It's a chocker of goblins.

**LYDIA**

Yeah, it's a very technical term, it comes up in British parlance all the time.

**(Group laughter)**

Want some chips mate, yeah, governor, chocker of goblins.

**ALEX**

I'm really, really tempted to now have everything to do with goblin culture life, like cheeky Nando's is actually a very, very coming of age ritual ...

**(Group laughter)**

... yes, the young goblin has to go out and seek a cheeky Nando's.

**(Group laughter)**

**ALEX**

So, yes, it is absolutely ...

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**HELEN**

And, and if he passes with flying colours it's quite good.

**ALEX**

And they get to enter their full state of BABS.

**LYDIA**

Failure is very interesting.

**ALEX**

And this is the leader of our tribe the Archbishop of Anterbury.

**(Group laughter)**

So, yes, you are all in a massive factory full off ...

**HELEN**

No, riding a bantasaurusrex ... ah ...

**ALEX**

... full of goblins and it is, from the outside looking in to everyone apart from Grizzop controlled chaos. It is just a frenzy of activity and half of it looks pointless. Grizzop to your eyes, tell you what they got this place down. Like as far as goblins working on things go, this is ...

**BEN**

I mean I don't know too much because I think we need to [unclear 00:05:01] with goblins.

**ALEX**

Oh yeah, from the stories that you've heard this is well over and above ...

**BEN**

Yeah.

**ALEX**

... but what I would say is that to your eye there's just the slight change of ... it just looks like a lot of people really getting on with stuff instead of the faffing that, oh my God, every other Sentient race does, just all of the faff. Specifically Hamid giving you slightly more insight because of that perception check.

**BRYN**

They all look so tall.

**ALEX**

You are on the shop floor, specifically, and it appears to be that they are working with metals and to your eye, straight off the bat you can see it is Damaskan adamantine like as far as luck goes you've lucked out where you've landed. You also see that there is, way up above, a foreman's office. There appears to be someone looking down but there doesn't seem to be more than

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that. Only about half of the factory floor have noticed you, the other half are just busy getting on with stuff. But you can see the ripples sort of growing out.

Sasha ...

**LYDIA**

Ooh, is there a gift shop?

**(Group laughter)**

**ALEX**

What you do see is that they are definitely making a lot of products. So, you're looking at this with your sort of eye devices rather than anything else. This is basically like an industrial process. This isn't like oh we'll make 10 and we'll stop. This is churning stuff out, so whoever's, like, put this together, this is the whole hog.

**LYDIA**

But are they making good quality things or are these rubbish daggers?

**ALEX**

You ... all you're able to see is raw product going in at the moment. You're not able to see like the finished thing because the conveyor belt moves literally beyond the room that you're in.

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**LYDIA**

Lots of clanging.

**BRYN**

So, if I'm remembering like the World briefing from way back in London ...

**HELEN**

Bryn's super-power emerges.

**(Laughter)**

**LYDIA**

Making notes.

**BRYN**

Memories are made.

**LYDIA**

Remembering things.

**ALEX**

Basic bookkeeping.

**BRYN**

There was the implication from being in **Gusset** that Damascan industry was a lot less productive than it used to be. Like, they just weren't producing that much anymore. Is it a surprise that there's this much activity going on?

**ALEX**

I'm gonna give you all a fresh alternative check because at least two of the characters were not here for all of those discussions. So, with that in mind can I get a knowledge history, if possible, or if anyone thinks they've got anything relevant let me know. Not arcana.

**BRYN**

I probably don't, yeah, I was hoping for knowledge economics which is another thing I don't have.

**BEN**

Geography?

**ALEX**

Geography I'd allow, yeah.

**BEN**

16.

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**ALEX**

So, we've got a 16 on the table for Grizzop for geography anything else, anyone else got any knowledges?

**BRYN**

I think this might be the only relevant one.

**LYDIA**

I mean if local or ... yeah, I assume you took my device and appraise ...

**ALEX**

Yeah, yeah ...

**LYDIA**

... and sang in to it.

**ALEX**

... I'm talking specifically like knowledges.

So, Grizzop, things that you know about Damascus, well Damascus used to be really famous for making like really good swords ages ago.

**BEN**

Yeah, I think I've heard of Damascus, yeah.

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**ALEX**

And people ... and people lost that ability to make it apparently. And then recently there has been talk that people have sort of rediscovered this and really been ...

**BEN**

How recently?

**ALEX**

Within the last sort of couple of years, tops.

**BEN**

I'm gonna turn to the group and say ... um, you know the stuff in Paris, since when has that all been going on.

**HELEN**

Quite a while.

**ALEX**

Unless you're talking ... does anyone apart from Grizzop speak goblin?

**HELEN**

No.

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**BRYN**

No.

**LYDIA**

No.

**ALEX**

Ok, so to everyone apart from Grizzop it's just ... you hear the chatter of goblins sort of spreading and they are all reacting. People are dropping stuff, people are climbing up on to railings to point. And you're very much like just a noise of ... like it doesn't take a huge leap to assume that everyone's going Ohhh! And pointing and like climbing up on railings and like looking around machines and stuff.

**HELEN**

This is a very Mad Max Thunderdome.

**ALEX**

Oh, yeah, but times 10 and everyone's like this big.

**LYDIA**

Oh.

**ALEX**

Grizzop what you hear is lots of chatter and the general consensus seems to be that you're the inspectors and basically the chatter starts turning to oh look there's a ... yap, yap, yap, yap, yap ... oh right, yeah, oh .. yeah, I'm hitting a hammer, oh ... oh hammer hitting ...

**BEN**

Just a second ...

**ALEX**

... oh yeah, yeah. Oh, yes ...

**BEN**

Take us to the foreman.

**ALEX**

Yes, yes, right yeah, ok.

**BEN**

Right, while he's taking us there I go ... so he's sprinting off towards the foreman's ... hurry up a bit ... I'm just, I'm just wondering ...

**LYDIA**

Oh no, there's a whole house full of Grizzops I'm tired already.

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**ALEX**

Sir, problems ...

What's up ...

We're, I thought we were ...

Thank heavens ...

**BEN**

As fast.

**ALEX**

Oh, so sorry, would you like us to find you some kind of wheeled vehicles.

**BEN**

Just point us there and we'll go at our own pace.

**BRYN**

No, we'll go ...

**BEN**

Is this in goblin?

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**ALEX**

Yes, do that.

**BRYN**

Ok.

**BEN**

Because that shows that a foreign language is ...

**LYDIA**

Oh nice.

**ALEX**

Nice.

**BEN**

... it just, it just indicates that ...

**HELEN**

Really useful on an audio podcast Ben.

**BEN**

Sorry, yes, Alex we can hold up our fingers in an L-shape ...

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**ALEX**

I hold up my fingers and go in goblin.

**HELEN**

Yeah, the signal for loser is ...

**(Group laughter)**

**ALEX**

So, yes, this is in goblin and it's just oh right, I mean ... is there anything we can do to help, I mean ...

**BEN**

No, just take us to the foreman, we need to see them immediately and this lot don't go so fast ... just point me there and we'll take them up at their pace.

**ALEX**

Ok, right.

A goblin just flashes a double thumbs up with a very big spikey grin and then just sprints off towards the foreman's ... and just keeps pointing the whole way, basically yelling, that's the foreman up there, that's the foreman, go in the foreman's office, he's the foreman.

**LYDIA**

As walking, like I wish I had that many teeth, it's like having 20 daggers of your own.

**BEN**

It's pretty great.

**(Group laughter)**

So, basically Damascus like started producing adamantine about a couple of years ago and I'm thinking if we're on the trail of what we are on and maybe if that whole stuff in Paris started a couple of years ago ...

**BRYN**

It was a bit longer than that, more like five or six and I mean ...

**BEN**

Ok.

**BRYN**

... and I mean given the economic thing that Mr. Ceiling was running it must have been even longer like the world's been relying on that technology for a while now.

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**BEN**

Fair enough, maybe not but we're gonna go see the foreman now so we should get our stories straight.

Oh, this lot think we're the inspectors.

**HELEN**

Where is he.

**BEN**

Let's just riff on that and see how much information we can get right.

**LYDIA**

Or we could just say that we're, we're in charge ...

**HELEN**

That would be lying.

**BEN**

Yes, it would be lying.

**BRYN**

Uh, I, I was thinking we could pretend to be foreign investors.

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**ALEX**

Gangway at which point a massive cart full of raw materials just rockets through the middle of this conversation.

Sorry ...

**LYDIA**

I'm willing to inspect any of the sharper products.

**BEN**

They already think, they already think we're the inspectors so let's just play along with that.

**BRYN**

I mean the foreman might not.

**BEN**

Let's see.

**BRYN**

Ok.

**ALEX**

Heading to the foreman's?

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**BRYN**

Yeah.

**ALEX**

Presumably, I have to ask these questions.

**LYDA**

Yeah, yeah, yeah, yeah, yeah.

**ALEX**

Cool. So, yeah, heading towards the foreman's you head past the goblin who was helping out earlier and he's just like stairs, upstairs, that's where we go.

**BEN**

Ok.

**ALEX**

He starts miming going upstairs to all of the people who don't speak goblin, thumbs up and then gets back to his work which mostly consists, from your ears, of hearing inspectors, yeah, seriously I, I helped them out I'm sorted me. Heading up and, yeah, it is an absolutely quintessential for anyone who knows their like British style like ... you know the foreman office in the corner where it has big like almost floor to ceiling slightly grubby windows and it's in the corner of the warehouse ...

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**BRYN**

A man should be there with mutton chops and a top hat with the hands behind the back going excellent, the wheels of industry.

**(Group laughter)**

**ALEX**

That's what we're going for here.

**HELEN**

Smoking something.

**BRYN**

Yeah.

**ALEX**

That's what we're going for.

**BEN**

The children aren't working hard enough, deny them food.

**(Group laughter)**

That's very much the look at first.

**ALEX**

What is slightly problematic though is that at no point is this made for anything other than goblins sized. So, yeah, you can make it up the stairs, even if it is a little bit more like rock climbing cause the ... it's all wrong, but you hit the point where it's like where Hamid's house was built cause they have the understanding that humans might rock up. So, we might have to make it so it's physically possible for taller races to get in, yeah, not so much. Like to Grizzop this is all like perfectly in proportion, Hamid as well. Sasha you might be able to get away with it doing the sort of Gandalf stoop thing ...

**LYDIA**

Yeah.

**ALEX**

Azu you're like, you're literally more than twice the height of some of the people here and it was built for them.

**HELEN**

Yeah.

**BEN**

The [unclear 00:12:58] of your breast plate too big to get through the door.

**ALEX**

It is, you know what it's like if you try to go in it's gonna be like watching someone try to crawl through a doggy door for like a chihuahua, like your head's gonna get in and then it's like oh.

**HELEN**

You're probably broader than they are tall.

**LYDIA**

Yeah.

**ALEX**

Yeah, I'd say that's about fair.

**HELEN**

I can't, I can't actually ... she pokes her head in the door and then ...

**(Group laughter)**

... states how the rest of her does not fit.

**BEN**

The foreman's sat behind the desk going, oh ... I mean that works.

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**LYDIA**

Well, they've failed that point of the inspection.

**(Group laughter)**

**ALEX**

So, the goblin like sees you all ...

**LYDIA**

Insufficient door.

**ALEX**

... and then like in goblin first it's just hello ...

**BEN**

Hello. Inspectorate here, here on an inspection.

**ALEX**

Oh, right, um, ok, um shall we widen the door, we can widen the door.

**HELEN**

That would be wise.

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**BEN**

How quick would that take?

**ALEX**

A few minutes.

**BEN**

Yeah, go for it.

**ALEX**

Alright, give us a second.

**BEN**

In English.

**ALEX**

Just give us a second. You hear him reach over and basically over the tannoy, it's just noise ... like you can't actually make anything out. Grizzop you also can't make anything out cause it's that (makes a noise) ...

**(Group laughter)**

... but you see like random points of the factory suddenly all start running up with loads of tools and they start dashing up the stairs and immediately begin literally just hammering and chiselling in to this sort of corrugated iron work, like foreman's office, like the side of it.

**HELEN**

Am I the only one that's tired already.

**(Group laughter)**

**BEN**

This is what efficiency looks like.

**ALEX**

And it's just a cacophony and just over the top of it you have the sort of goblin foreman going oh how can we help you today ... bang, bang, bang, bang, bang, bang ... sorry that we didn't, we weren't aware that ... bang, bang, bang, bang, bang ...

**BEN**

That's not a problem, surprise inspection.

**ALEX**

These things happen, yeah.

**BEN**

Yeah, they do. We need to review your inventory and also for the benefit of my colleagues shall we speak in English?

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**ALEX**

Oh, yeah, sorry.

**BEN**

Thank you very much.

**LYDIA**

Why would they speak English.

**ALEX**

Hello.

**LYDIA**

Oh, hello.

**HELEN**

Hello.

**ALEX**

His English is very good but he just seems a bit thrown by the whole situation.

Right, so, the inventory and, uh, what else are you wanting to see?

**BEN**

The inventory first would be best, thank you.

**ALEX**

Alright.

**BEN**

And then a brief history of the plant and ... and upgrades and upkeeps you may have for the last couple of years.

**ALEX**

Oh, you want to inspect the tourist route?

You know, history, you know, in only two short years we have managed to generate ...

**BEN**

No, no, no ... I need the real one with the bookkeeping and the, you know, the inventory.

**LYDIA**

And the tourist one.

**BEN**

Well the tourist one might help but, yeah, just we actually need the proper run down of the efficiency and how you've increased your output, what you've bought to increase your output. You know a general accounting because we're inspectors.

**ALEX**

Oh right, ok, ok, that's fine. Right, it is gonna take me a little while to get it together I mean ...

**BEN**

Yeah, that's fine.

**ALEX**

... ok, right, in which case then if I can see you downstairs in about 10 minutes we'll be able to go ahead.

**BRYN**

Sure.

**BEN**

Yeah, yeah. Yes, my colleagues and I think that's a fine idea.

**ALEX**

Ok. Azu backs out again.

**HELEN**

Amidst the ...

**(Laughter)**

**ALEX**

All of the goblins they're like on top of one another, they're on top of bannisters, they're on top of you and they all ... all you hear is this chatter which Grizzop for you is just no don't move we're just doing the measurements. They're all pushing you back and they're like going, ok ... just measuring you.

**HELEN**

Oh.

**ALEX**

Give them like a minute.

**BEN**

She sounds like ... stop still ... great time.

**ALEX**

Within a couple of minutes they have rebuilt the door so that Azu can fit in. There is the awkward issue though of like it goes floor to ceiling and then you have the issue of you're basically doubled ... like you can sit in the room maybe, probably lying down, you can scooch in ...

**(Group laughter)**

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... but unless they rebuild the foreman's office that's the best you're gonna get. But, yeah, they sort of ... eventually the foreman sort of gestures for you to head down with him, down to the bottom and leads you to basically the equivalent of big hangar doors. So, you've got a conveyor coming in at one end, heading out of the other, and you're heading towards the one that heads out of the other end. And it's just the hangar doors and he goes right ok, has everyone got their safety gear on?

**BRYN**

Bong, bong ...

**HELEN**

Also bong, bong ...

**(Group laughter)**

**ALEX**

Great.

**LYDIA**

Sasha dodges something.

**(Group laughter)**

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**ALEX**

I'm so sorry, I'm so sorry, oh I'm so sorry ... a couple of goblins run off they come back and then one of them is just holding two goblin sized hard hats, kind of giving like a shrug shoulder ...

**LYDIA**

Half of one of the top hats on one ... the front of her head and ...

**(Group laughter)**

... the other on the back.

**BRYN**

Uh, I will take one.

**ALEX**

Yeah, takes off his own hat and passes it to you.

**HELEN**

Oh.

**ALEX**

Again, double thumbs up, big grin. Clearly this is, this is ...

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**BRYN**

I return the gesture.

**ALEX**

... rushes off for the ... I want to say forum admin, and he's not a forum admin that's a completely ...

**LYDIA**

Foreman.

**BEN**

Foreman.

**ALEX**

... thank you.

**(Group laughter)**

**LYDIA**

Millennials, oh.

**ALEX**

So, the foreman's there and then he sort of gestures for them to move the hangar doors and one of the goblins ... oh right, struttles up, pulls the lever, the hangar doors slide open.

Azu they might be hangar doors to goblins like to you, you might actually be able to jump up and like touch the top of these doors if you tried.

**HELEN**

That, that's fine.

**ALEX**

But, yeah, heading out you see crates and crates and crates all wooden, palletted, they seem to be good to go and they are stocked up outside.

**BRYN**

And where's this shipment going to?

**ALEX**

Oh, tell me what, if you give me a second, checks the clipboard, he sprints ... everyone's sprinting all the time, sprints over to the far end of the room and sprints back, ok, so we have here, uh, Paris. We have here London. We have here, uh ... oh, interesting, we have here Australia, that's a weird one, and we have basically, we have some orders on back but that's everything that's in here.

**BRYN**

Of course, we'd like to take a random sampling of just a few of the cases, and just check inside if that's ok?

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**ALEX**

Oh, of course, I mean you can't take anything but sure ...

**BRYN**

No, no, no, just to ...

**ALEX**

... give me a second.

**BRYN**

... just to verify the contents.

**ALEX**

Runs over, grabs a crow bar ...

**BRYN**

And obviously I'll be looking through the entire shipping and handling records at some point.

**ALEX**

Of course, pick a box, pick a box, any box.

**BRYN**

That box.

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**ALEX**

That box it is ...

**BRYN**

And that one as well please.

**ALEX**

... and that one over there runs over to the first one.

**BRYN**

Just two, two will be enough won't it?

**BEN**

Two will be fine.

**HELEN**

Admin role play.

**(Group laughter)**

**ALEX**

He's shaking, he's clearly a foreman who's like ...

**BEN**

Azu, do you want to give him a hand?

**ALEX**

... ok. Azu goes and opens the box.

**LYDIA**

Does it break the crowbar.

**ALEX**

Give me a strength check.

**HELEN**

Ok.

**LYDIA**

Don't roll too high.

**HELEN**

That's 13.

**ALEX**

Yeah, so he opened it enough so that you can get your purchase in and then you just kind of ... is this ok ... yeah, yeah, yeah ... tear the entire side of the pallet open ...

**(Group laughter)**

... and what you see arrayed in there are, it appears to be like a large number of mechanical parts. Sasha, you might be able to figure out what they are but no one else is ...

**LYDIA**

I would like ...

**ALEX**

... it's just machine stuff.

**LYDIA**

... I would like to roll whatever it is partly to check that they don't remind me of parts that went in to the simulacrum.

**ALEX**

Sure, sure.

**LYDIA**

What should I add to that. My ...

**BEN**

Disable device.

**LYDIA**

... I've got Disable device.

**ALEX**

Yeah, Disable device is the closest in Pathfinder.

**LYDIA**

18.

**ALEX**

So, good news, bad news. The bad news is it is definitely the same metal that you were seeing with the simulacrum. It's definitely adamantine that's in there. However, you don't recognise these parts. You know what they are but you didn't see them in the simulacrum. It's bearings, it looks like they've made a huge amount of like Damaskan adamantine bearings which makes a lot of sense I suppose if you oil them up they're basically never gonna wear down ever. So, as far as moving parts go, yeah, makes a lot of sense. It doesn't appear to have a specific function. It's just an enormous number of mechanical bearings that are just stacked and stacked and stacked and stacked.

**LYDIA**

I mean technically you could put them in a very large army of simulacrums if they just needed smoothly moving joints but ...

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**ALEX**

I have no idea what you're talking about.

**LYDIA**

... but you could also just, you know, put them in a bicycle.

**BEN**

They go in mostly anything.

**ALEX**

Anyway, um, enormous person, hello, could you open that one for me, I'd really appreciate it inspector person ...

**HELEN**

Gladly. Azu is like, like she is super charged but she's like oh my God, so many helpful small people, it's amazing.

**(Group laughter)**

Ok, do I need to roll stealth again, to open something else.

**ALEX**

You know what, no I can skip it on this one because you've kind of got the measure of the thing. It's just more of the same.

**LYDIA**

They really like bearings.

**ALEX**

Well, I mean, you know, what we tend to do is we configure the things, we make a run, I mean you already know this, I don't know why I'm explaining. You wanted a tour didn't you, right, so what we do is we basically configure a set-up, we make a massive run of whatever's needed and we just reconfigure the set-up, off you go. I mean this, you know, this week it's bearings, last week was a major Australian one, that was mostly, they just wanted bars and gates, that kind of thing which makes sense you know and then, and then what was it Paris wanted, Paris wanted ... that was a lot of stuff to do with, you know, clockwork men, they wanted a lot of internals for that but, you know, nothing particularly special.

**BEN**

And what's your, just checking, so what's your turnaround on this kind of stuff.

**ALEX**

Well, I mean it depends, I mean, it depends on the complexity of the thing that you're making. I mean for bearings for instance we've made, I don't know, about 10,000 a week maybe ... everyone who is sort of listening, asking him stuff, way back ... that's vastly inflated. Like that's easily 10 times what you would have been expecting to come out. Like, this is a brand new process that's meant to have been like oh you can make, you know, one sword a year,

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and it's all this ... like, no, bang, bang, bang, bang ... just churn it out, churn it out. Like, there's no talk of anything like this being done so far.

**BRYN**

Have, have you produced any, any weapons or is it all just mechanisms?

**ALEX**

Oh no, yeah, yeah, I mean I tell you what, would you like to see the display armoury?

**BRYN**

Yes, very much.

**LYDIA**

Yes.

**ALEX**

Oh great, yeah, ok, off we go, alright. Starts legging it ...

**BEN**

As he legs it, I'm just gonna sort of lean over and say, we can show him the sample, maybe he might be able to know what it is.

**BRYN**

I think that's a good idea, I think we ...

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**BEN**

Pretence of like illegal smuggled stuff ...

**BRYN**

... or a customer complaint.

**BEN**

... he can identify ... yeah, either or right.

**LYDIA**

Yeah, it was too sharp.

**(Group laughter)**

**ALEX**

The adamantine's too hard I want it softer.

**BRYN**

Have a look round first but yeah, bring that up near the end of the inspection.

**ALEX**

Oh no, you're gonna be the non-tech people asking techies where it's like can you have a website that's like not on the internet.

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**(Group laughter)**

Sort of.

**LYDIA**

Oh, they might be like that but Sasha's mates wouldn't.

**(Group laughter)**

**ALEX**

So, he, yeah, sprinting off and by the way, if you want to keep up it's running, everywhere is running all the time.

**LYDIA**

Sasha is really angry at how she's not easily keeping pace with everyone ... she's like but I mean when I come to think of it, why ... I mean, being undead was ... I mean it was an inconvenience ...

**(Group laughter)**

... but there were upsides, like I didn't feel the cold, you know, and I was so speedy and so ...

**BRYN**

I think, I think the healing thing though was the ... you know ...

**ALEX**

You are led out from the factory floor. Obviously, you're at the final stage of the factory floor and you are led out, sort of exterior before you start being led out and the first thing you see is you're on some kind of massive industrial compound. There's the hangar behind you and then you see that there's a hangar off to the other side like ... let's put it this way, if your backs are to the hangar, there's another one to your back left, another one to your back right and there are another two on to the front left, front right, and then there is what seems to be an admin building.

**HELEN**

The way he's describing this makes me really worried that a battle is coming.

**BEN**

Yeah.

**(Laughter)**

**ALEX**

And there's loads of chest high walls.

**HELEN**

Yeah.

**ALEX**

It's about 60 ft away.

**LYDIA**

There's also a pile of potions.

**(Group laughter)**

**ALEX**

And a rocket launcher. But no, there's an administration building which, unlike all the others, has, you know, windows, which kind of are a giveaway. And he starts heading over to that one sort of sprinting across and there's the odd goblin sprinting around, there's a few wheeled vehicles going round, they're not mechanised in so far as ... like they don't have engines as such, it is sort of goblin power is very much the thing that's going on here.

Yeah, he starts jogging towards the administration building and sort of chatting over his shoulder as he goes.

Yeah there was a lot of worry actually that we were gonna have an impact on production, obviously, what with all of the problems that have been Paris and all the rest but honestly ...

**BRYN**

Of course, of course.

**ALEX**

... we've actually found that using most of those kind of network systems actually slows things down because you've got to wait for them to load and all that nonsense and honestly if you can't do it yourself it's probably not worth doing. Everyone develops at a pace, right.

**BEN**

I know, right.

**ALEX**

Honestly people don't factor in, you know, different user experiences.

**BEN**

Exactly yes.

**ALEX**

Which is madness.

**BEN**

User experiences ... madness.

**ALEX**

So, he runs to the admin building ...

**(Group laughter)**

**BEN**

I give [unclear 00:25:35].

**ALEX**

Yeah, madness, user experience.

You see him poke his head in and then lean out and go oh if you can just give me one moment. So, all the rest of you, you hear the distinct tone of change of (makes a noise) ... obviously Grizzop what you're basically hearing is it's the inspectors, sharpen up, what's that, get it out, why is there a dog.

Like, you just take a moment ... ok, great, yeah, if can all come in, right. So, yes this is, this is the central administration building, all of the records you want are here. And then we have the display room over here. He's just doing this little wobble ...

**LYDIA**

Sasha appraises all the weapons.

**ALEX**

And he shows you in to the armoury and we'll have a look at that in a couple of minutes.

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**LYDIA**

Oh, I like things.

**(Group laughter)**

**ALEX**

And welcome to the armoury by which I mean the room full of shiny expensive things.

**LYDIA**

Can Sasha appraise it all.

**ALEX**

Yes, yes you can.

**LYDIA**

Oh man, that's only a 3, so that's only a 12.

**ALEX**

Should have appraised individual pieces instead you're just gonna get a loose overview now.

**LYDIA**

Yeah.

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**ALEX**

So, the foreman is explaining stuff as he ...

**LYDIA**

Do you want me to appraise every single item in there.

**ALEX**

... you can't, you chose to appraise the group first.

**LYDIA**

Ok, it's ... how dare I try and keep the narrative moving.

**(Group laughter)**

**ALEX**

I mean you never even told me you're breathing in and out, so ...

**HELEN**

Alex, you are gonna regret this.

**ALEX**

... frankly I'm taking a knock on as it is ...

**(Group laughter)**

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So, the foreman is sort of gesturing round going now obviously there's no point having ... he starts slipping in to a bit of a spiel.

Yeah, it's just ... obviously there's no point in demonstrating that you can make new things if you can't prove they're better than the old. So, obviously on your left you are going to see a Roman era Damascan steel plate with blah, blah, blah, and he just goes off on one. And what effectively is there is actually a full set of Damascan adamantine Roman armour against the wall which, by the way, like most people tend to hide the whole Rome thing but apparently not. And then next to it is a sort of modernised version where it's just like ... so obviously the first thing that we were noticing is, I mean look at that shield, that's a very heavy looking design. I reckon we can get it thinner ... oh we did, and long story short he's just demonstrating, look our modern processes are so much better than the original designs.

We took a thing, we found out how to make it and we made it better. And we will keep making it better because that's what we're all about. And just keeps spieling and then he's like and here we have lances, obviously with the lancing, blah, blah, blah, blah, blah ... from your perspective there's a dagger rack.

**LYDIA**

Yeah, are they good daggers?

**ALEX**

Hard to tell unless you pick them up and have a play.

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**LYDIA**

Grabs one. Just got to inspect this ...

**ALEX**

Oh, right, ok, sure ...

**LYDIA**

... and inspect it very clearly.

**BEN**

... they're adamantite, if they ... well they won't break will they?

**ALEX**

Oh, we're not worried about them breaking. He kind of gestures to the floor and kicks back the rug that's there and you can see there's just gouges cut out from the floor and scratches and ... you'd be amazed how often this situation comes up.

**BEN**

Sasha, will know, she's a weapon inspector.

**LYDIA**

Sasha stares him in the eye and like flips it ...

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**ALEX**

Sleight of hand check.

**LYDIA**

... yeah.

**ALEX**

I know it's not hiding things but it's the closest I can do.

**LYDIA**

Right, I rolled a 13 and my Sleight of Hand is 14.

**ALEX**

Off the top.

**(Laughter)**

**LYDIA**

So, that is ...

**BRYN**

27.

**LYDIA**

27.

**ALEX**

Tell me what you want to have done if it's physically possible you managed.

**LYDIA**

Yeah, 27, it just ... like she just throws the knife up in ... and it does a figure of eight but then somehow like she grabs it half way through the air and then it lands on the other side of her.

**ALEX**

Whilst you're doing all this he's just loudly going and of course we have state of the art first aid facilities which have recently been installed and modified, ha, ha, ha ... but, yeah, it's good to like ... in terms of design it's really well made.

**LYDIA**

Oh.

**ALEX**

It doesn't have that sort of ... this is where I get, you know, real, real like knife haute couture ... it doesn't have that boutique feel that one grows accustomed to when you're moving in knife circles.

**(Group laughter)**

**LYDIA**

You know I literally have, since some of my housemates make knives, including Damascan like folded steel for a hobby and it is quite weird, they're usually ... the boutique ones they're made very thick because you're making it at home, you're enjoying making a pretty pattern.

**ALEX**

See, I look this stuff up ... but, yeah, as far as mass produced this is by far like the best mass produced dagger that you've ever handled.

**LYDIA**

Nice.

**ALEX**

I mean it's not magic or anything but, you know, what is.

**LYDIA**

May I ... if, if I could take this home for more inspections that would be ...

**ALEX**

Oh, um, well free samples are available at the end of the tour. I mean why would you want a free sample?

**BEN**

We don't.

**ALEX**

Right, fine.

**BEN**

Anyway you were gonna show us the records.

**ALEX**

Oh, yes, right ...

**LYDIA**

Puts the dagger back ... takes it, puts it back ...

**ALEX**

I need a decision before I move on.

**LYDIA**

... puts, puts, puts the dagger back.

**ALEX**

This universe has item permanency, I need to know where things are.

**LYDIA**

And she put ... yeah, puts the dagger back on the rack.

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**ALEX**

Last chance, going once ...

**LYDIA**

Sulks.

**ALEX**

... going twice ...

**LYDIA**

This is so, good ...

**ALEX**

Sasha passes up the chance to get a load of free daggers, ok cool, moving on.

**LYDIA**

No, she just slips one in her pocket.

**ALEX**

Does she?

**HELEN**

Oh, no, no ...

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**ALEX**

Give me the Slight of Hand check.

**LYDIA**

Then she puts it back.

**(Group laughter)**

**ALEX**

The foreman is watching you by the way. The foreman's stood in the doorway like I don't ... I mean we ...

**BEN**

Records, yeah, let's go.

**BRYN**

Yeah let's go to the records.

**ALEX**

He runs off and starts leading you to a staircase that leads downwards, obviously to a basement of some kind.

**LYDIA**

Ok.

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**ALEX**

Hurry up, running down the stairs, running down the stairs ...

**LYDIA**

Come on Sasha.

Is there, the way they're displayed is it ... would it be really obvious if one was missing?

**ALEX**

Yes.

**LYDIA**

Fine.

**(Group laughter)**

I'll put it back.

**ALEX**

So, down in the basement you are shown to what is basically a massive archive. It is the equivalent of a big old concrete bunker is the best way to describe it but it is all paper. It is all metal filing cabinets and it is paper folders and it is very orderly but it is more paperwork than anyone could ever possibly need. Like you know that bit in the Matrix where it was like we need guns, lots of guns ...

**LYDIA**

Yeah.

**ALEX**

... we need administration, lots of administration.

**(Group laughter)**

**BRYN**

So, it's Alex's version of the Matrix.

**ALEX**

Yes, it's wonderful.

**(Group laughter)**

**LYDIA**

I feel like maybe my skills at least would have been better put to use robbing a pyramid.

**ALEX**

And goblins are running back and forth madly. Also, it's pitch dark.

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**BEN**

Ah, yes ... oh ...

**ALEX**

And there's a goblin working the desk at the front who looks up, gives a little wave, goes back to it but goblins running about and it is pitch dark.

**BRYN**

We might need some light.

**ALEX**

Oh, right, yeah, sorry, oh ... what you gonna do, oh, right, um ...

**HELEN**

Grizzop and I can see in the dark though can't we.

**BEN**

Uh, I can, I don't know about you.

**ALEX**

Yes, you both have dark vision so you can see pitch black.

**BEN**

Fine.

**ALEX**

Oh, how silly give me a second ...

**BEN**

Do you have some torches ...

**ALEX**

... he reaches across and basically there's like a speaking tube built in next to the wall, he's like (makes a noise).

**BEN**

So, there's one thing about, you know, the general thing we are a multispecies sort of operation so we need to make sure that other people are accounted for.

**ALEX**

Oh, I totally understand sir and we are factoring in all kinds of things, so many things in fact I couldn't possibly list ... there's a light, there we go, right.

**BEN**

Very good.

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**BRYN**

Well done.

**BEN**

On the next inspection, we'll, you know, expect a certain level of upgrade.

**ALEX**

Oh, of course sir, of course sir, I was given to understand it would only be goblin employees, I'm so sorry about this ... hands over a torch to each of you.

**BEN**

Clients, clients you see.

**ALEX**

Oh, well, I mean we don't normally show clients the records room.

**BEN**

Some people can be very demanding and you know there's some lucrative clients, think of the meritocracy, very, neither a [unclear 00:33:52].

**ALEX**

Oh, it's true, it's true.

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You are each handed what is basically ... it looks at first glance like a ... you know the standard Indiana Jones flaming torch thing, actually it has a gas reservoir in it and it is actually ...

**LYDIA**

Elemental.

**ALEX**

... it's a metal version of that and it's a gas torch, so it's not ...

**BRYN**

So, it's a massive lighter.

**ALEX**

Yeah, it's a huge lighter is the best description of it, thank you. I'm not good at descriptions which is not a trait you want in ...

**(Group laughter)**

... but, yeah, you're all handed them including Grizzop who's like ooh ... you know.

**BEN**

A weapon.

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**ALEX**

Right so what was it specifically because I mean Ta Da!

**BEN**

A review I mean ...

**ALEX**

Off in the distance you hear Ta Da.

**BEN**

If we can see stuff from the last, let's say, two months, I wanna see how ... as you say productivity has maybe improved, we want to see how much ...

**ALEX**

Since the Paris crisis.

**BRYN**

You have a look at that, I would like to see some shipping and handling records from oh, say, just at random, sort of six, six months ago or thereabouts. I mean, again, take a random sample look over, look over where you were shipping things to and that sort of ...

**ALEX**

Oh, right, yeah, yeah.

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**BRYN**

... make sure all the ...

**LYDIA**

And I could inspect more daggers.

Sasha looks very upset about what her new live body is being asked to do.

**ALEX**

**(Group laughter)**

Welcome to a brave new world.

**LYDIA**

Of admin.

**BEN**

Oh, by the way actually some of our lot picked up some smugglers and they had some adamantine on them so we're just checking the location.

**ALEX**

Oh, I'm so sorry, sir.

**BEN**

No, no, obviously ...

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**BRYN**

No, no, no, that is absolutely inexcusable ...

**BEN**

... we've got a small ... we have a sample obviously.

**ALEX**

I promise you it didn't happen on my watch, sir.

**BEN**

We just need you to have a ...

**ALEX**

I will arrange a squad immediately to go and investigate this, honestly, it is the least I can ...

**BEN**

No, no, after delivery we don't think it was smuggled out, we think somebody hid a shipment right, so we just need to ... so it's not your responsibility but we just wanted to ask you since you're such an expert ...

**BRYN**

We're trying to track the shipment, the administrative tracking has gone, gone a bit awry ...

**ALEX**

Oh.

**BRYN**

... and we just want to make sure we can work out which shipment it was from, will there be a way to do that from a sample.

**ALEX**

We need a skilled goblin with a weather eye.

**BEN**

It will be very helpful to the inspectors ...

**ALEX**

Oh, Clapper, Clapper get here now.

Basically the oldest goblin you think you've ever seen sprints up to you.

**LYDIA**

What like 20 years old.

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**ALEX**

But like ... let's put it this way, goblins live till 30, this one might have made it past 30. Like, ancient, wizened, still sprinting around and he's just ... imagine you took a wrinkle and just extrapolated that's what this creature is.

**(Group laughter)**

It makes Creature look positively sprightly from the Harry Potter universe. It runs up ... right, hello, twitching slightly and bouncing his head around at all times.

In Goblin again, right they wanna know all about the shipping records, you're the man for this job. I've got to get back to the floor.

Oh, right, yeah, yeah.

**BEN**

Thanks very much for your helpfulness to the other goblin even, sorry.

**ALEX**

Yeah, yeah. The foreman turns round, any problems, just give a yell but Clapper can help you out with any problems that you've got, ok, alright.

**BEN**

Thank you.

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**ALEX**

Right, well ...

**BRYN**

Yes, so we have ... as we said we have this ...

**ALEX**

Clapper's stood there like twitching ...

**BRYN**

... we have this sample of a shipment that may have ended up in the ...

**ALEX**

... snatches it immediately ...

**BRYN**

... in the wrong place, we just need to know which shipment it was from and look at those records specifically.

**ALEX**

... right, oh, I see, right. That is interest ... follow me. Sprints off really quick, like really quick, clearly, you know, some people end up in their element and this goblin, this is, this is their element. Bombs it off at a million miles an hour deep in to the archives.

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**LYDIA**

As admin goes I guess it's less boring than most.

**BEN**

Yeah, honestly I've got no idea what's going on but this looks useful.

**ALEX**

You hear the cry of avalanche at the other end as a whole mountain of paperwork just ... off in the distance.

**LYDIA**

Oh no.

**ALEX**

Presumably we skip ahead.

**BRYN**

Yeah.

**ALEX**

Is everyone ok with me skipping ahead eventual items and just blah, blah ...

**LYDIA**

Told you paperwork is dangerous.

**BEN**

Yeah.

**LYDIA**

Yes.

**BRYN**

We don't actually want to do the admin.

**ALEX**

Are you sure?

**(Group laughter)**

**HELEN**

Alex throws a stack of paper like threatening ...

**BRYN**

I'd like to write, you know, something to put this all in a searchable database that you can call it some data entry.

**ALEX**

Clapper's just there, ah that's what they tried, look what happened, manual labour that's the future of industry.

**(Group laughter)**

So, yeah, Clapper basically manages to dig up for you any of the paperwork that you want.

Yeah, can I get an intelligence check which is basically roll a D20 and add your intelligence modify ... it's the closed I can get.

**BEN**

4.

**HELEN**

20.

**BRYN**

14.

**LYDIA**

8.

**HELEN**

Oh.

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**LYDIA**

Even though ... Sasha has quite a good intelligence bonus but she rolled low.

**ALEX**

So, one more time, Azu?

**HELEN**

The dice know ... 20.

**ALEX**

20. Ben?

**BEN**

4.

**ALEX**

4. Hamid?

**BRYN**

14.

**ALEX**

14, Sasha?

**LYDIA**

8.

**ALEX**

8. I don't know why everyone gets character names apart from Ben. Ben's Ben.

**LYDIA**

He's got too many characters ...

**(Group laughter)**

**ALEX**

That's what it is, that's what it is.

Right so I'll give, sort of, general overview and then go in to a bit more specifics for Azu cause you, you hit a threshold.

**HELEN**

Oh.

**ALEX**

So, there have been massive shipments of this stuff to specifically London, Paris, Japan, Australia. Most of the shipments to Australia have been to do with basically prison equipment which makes sense there is a massive penal colony in Australia still, so, yeah, like adamantine kind of in high demand in like

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manacles, things like that. Not huge, not like massive sheets of the stuff it's too expensive, but, yeah, high end, like prison gear basically has been going to there.

When it comes to London and it comes to Paris, it's both like a lot of mechanical equipment and it is specifically labelled as Ordinateur components and Ordinateur miscellaneous.

**BRYN**

So, I'm gonna be taking notes on all this cause what I'm eventually gonna pass to Wilde is like ... so these companies have been in receipt ... have records of receiving this much adamantine.

**ALEX**

Yes.

**BRYN**

And what we want to know is if they're keeping it and using it or sending it on. Because the risk, of course, is it ending up in America somehow.

**ALEX**

Yes.

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**BRYN**

So, you know that's essentially what we're doing is we're gonna summarise and say you need to send someone to check out these specific companies, this is what they're alleged to have received.

**ALEX**

And there is an enormous shipment which is fairly recent, which is to Japan and it's to a private client rather than to any kind of company or stuff and it's basically the only private client there. However, the name's been redacted.

**BRYN**

Ok, so definitely taking a massive note of that, does it have an address on it or something.

**HELEN**

Hugely ... underlined ...

**(Group laughter)**

**ALEX**

It goes as far as a Tokyo shipping depot and then it just basically just has transfer.

**BRYN**

Ok, well I mean we're already planning to go to Tokyo at some point.

**ALEX**

But Clapper immediately sees that and goes ... oh, well that's not right, that's not right at all, holds it up, realises that there's no light here so why is he holding it up in the first place.

**BRYN**

I provide some light.

**ALEX**

Oh, I've never seen that before, very interesting, very interesting indeed, bear with ... runs off.

**BEN**

He didn't even talk about the sample.

**BRYN**

No, no, he didn't. I mean, I'm sure he'll get to it, we may have to remind him.

**BEN**

Yeah.

**LYDIA**

Sasha's just fallen asleep.

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**(Group laughter)**

There's no risk to her ...

**BEN**

Very fair.

**BRYN**

I mean comfortable sleep is something you're not used to so ... and what was the extra bit that Helen got for her good roll.

**ALEX**

Yes.

So, Azu, things that you notice to do with this stuff , a lot of the stuff that is being dealt with is like industrial stuff and things like that. But you do also notice that is the odd individual client making like individual requests and things like that and what you do notice is that just to your eye you start seeing a lot of orcish names cropping up. Not orcish in terms of like specific people that you know, but you are like orcish name, human, halfling, orcish, orcish, orcish, human, orcish, like there is a disproportionately high number of orcish names on the list of individual, like people getting individual bespoke items.

**HELEN**

Can I see where they're from?

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**ALEX**

Yes.

**HELEN**

Where are they from?

**ALEX**

All over, so, like there's some from the Alps, there are some from ... there's actually some from your neck of the woods, but, again, no names jump out of you, as like major ...

**HELEN**

People I know.

**ALEX**

... it's all over the place really like take your pick. It's not like there's one place that is a massive centre for this kind of thing, it's just the odd piece here, the odd piece there, etc. which is unusual, you haven't heard of any like orcs getting involved with Damascan adamantine ...

**HELEN**

No, we are ...

**ALEX**

... orcs tend to make their own stuff.

**HELEN**

... yeah, cause our stuff is the best stuff.

**ALEX**

Yeah, it is, like objectively up to this point, yeah.

**HELEN**

I've found something.

**BEN**

Oh, yeah, what?

**HELEN**

There are a lot of orcish names on this sheet, none of which I recognise but they ... we don't tend to hire other people to make our things.

**BEN**

I mean, do you have access to adamantine?

**HELEN**

Well, no.

**BEN**

So, you can't make these things.

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**BRYN**

How does goblin-made compare to orcish-made, I mean ...

**BEN**

It's probably better.

**BRYN**

... well I mean ...

**HELEN**

No.

**(Group laughter)**

**BEN**

It's quicker.

**HELEN**

Perhaps quicker not better.

**BRYN**

I mean halflings don't tend to be involved in industrial processes very much.

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**HELEN**

Well neither do we.

**ALEX**

Clapper runs up going I'm really sorry, I have no idea who this is delivered to. I don't even understand why it's redacted in the first place. He's talking just slightly up and left to Grizzop's shoulder, he's very peculiar.

**BEN**

That's fair enough we'll raise it with our superiors but thank you for identifying the discrepancy.

**ALEX**

I am so sorry about this and I ...

**BEN**

Not a problem.

**ALEX**

... have got every single goblin looking for further discrepancies, we will check the entire archive for any kind of funniness.

**BEN**

In which case be sure to forward it to the local Meritocratic offices.

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**ALEX**

I will do, will do. Anyone specific?

**BEN**

Yes, Oscar Wilde please.

**ALEX**

Oscar Wilde, right. Oscar Wilde.

**BRYN**

And any more news about that sample we showed you?

**ALEX**

Oh, yes, right.

**BRYN**

What shipment is it from?

**ALEX**

Clog ... yeah ... A massive ...

**LYDIA**

Sasha turns over in her sleep.

**ALEX**

... the slowest ...

**(Laughter)**

... the slowest goblin you've seen, just kind of jogs up, for goblin really heavy, like really, really heavy but, unfortunately, when it comes to goblins they have quite a lot of variety to body, way more than a lot of the other Sentient races. So, just there, it's like, yeah, right, so, this, ok ...

**LYDIA**

Built like a barge but a tiny barge.

**ALEX**

... tiny barge.

**(Group laughter)**

That's what they call me on the wrestling circuit.

Right, so this, this is interesting, it's not one of ours you can tell by the factals on it, right, but nonetheless ...

**LYDIA**

Sasha's woken up this ...

**ALEX**

... that is goblin made. And more importantly that's a batch made piece by piece which I mean, I don't mean obviously that someone's there with a hammer, that would be crazy, but I mean, you know, this kind of complexity, this much layering, you're not gonna be having a major run, we've certainly not heard of anyone making this much stuff.

**BRYN**

We thought this was the only facility that processes in this way ...

**ALEX**

Lots of laughing. No, that's very much not the case.

**BEN**

So, do you have any idea which facility this may have been made in?

**ALEX**

I mean, I can tell you now whoever made it is rubbish. I mean there is no attention to detail here, you look at that layering and what that screams to me is wanna be, that's what that screams to me. But, oh no ...

**BEN**

Do you know who we could ask maybe who might know?

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**ALEX**

Give me a second, I'm thinking ... like, I realise that I'm quite slow but that doesn't mean that I'm, I'm ... worse for it.

**BEN**

Definitely not where I was going with that but fair enough.

**ALEX**

Yeah, I would bet my left arm that this is from Crank Industries.

**BEN**

Ok. Thank you very much.

**ALEX**

You're quite welcome. Is there anything else?

**BEN**

No, that's perfectly well, your helpfulness will be reported to the Meritocrats.

**ALEX**

Oh, right, who are you?

**BEN**

Inspectors.

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**ALEX**

Oh, oh ... hello.

**BEN**

Hence the questions.

**ALEX**

Yes, and what else ... can I get you some drinks?

Clapper is there just ushering, you know like ...

**LYDIA**

Yeah, I would have liked some coffee.

**ALEX**

Right, so is there anything else that we can do for you, sirs, madams, etc.

**LYDIA**

A plate of dinner I think.

**ALEX**

Do you, oh right, yeah, I mean I'm assuming you want more than the canteen.

**BEN**

Is there anywhere in town you recommend?

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**ALEX**

Oh, it's a pretty ... tell you what we'll arrange a driver for you.

**BEN**

Thanks very much.

**ALEX**

And just remember who spoke to you.

**BEN**

Clapper.

**ALEX**

That's me.

**BEN**

I'll put in a good word.

**ALEX**

Yes.

**BEN**

We'll go wait in the lobby then, I guess.

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**ALEX**

Oh, yeah, sure.

I will make arrangements.

**LYDIA**

Those daggers, you don't have any spare samples?

**ALEX**

Oh, hang on.

He just hands you an adamantite dagger.

**(Group laughter)**

It's goblin sized.

**LYDIA**

Oh, that's fine though.

**HELEN**

That can be easily hidden.

**LYDIA**

Yeah, exactly.

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Just starts doing knife tricks with it.

**ALEX**

If there's one thing I've learned it's always carry a dagger in case you make a friend.

**LYDIA**

Oh yeah, you've got to have spares, right, in case you make several.

Right, I've got 14, how many have you got?

**ALEX**

How many have I got ... gestures over to you and kind of sprints down a little side alley.

**HELEN**

Sasha is suddenly completely awake ...

**(Group laughter)**

**LYDIA**

It's like the admin piles had some kind of soporific effect but now ... wow, it's like coffee, yes.

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**ALEX**

He leans over and he goes ...

**LYDIA**

She overtakes the goblin at one point. I think the speed is still ...

**ALEX**

This way ... when was the last time you met anyone with a name beginning with Q ... he pulls open like a filing cabinet labelled Q, basically, and it's just stocked full of daggers.

**(Group laughter)**

He's just filled it with daggers. That's brilliant ...

**LYDIA**

That's brilliant, all the admin folk's just like ... ah yes ...

**ALEX**

You should see what's in Z.

**BEN**

What's in Z ...

**ALEX**

Closes it, starts running up. You start seeing a few of the goblins start turning, he starts running then jogging and then stops and goes and that concludes the tour of the ... I'm really sorry ... the archives. I really hope ... there's just loads and loads of swords ...

**(Group laughter)**

... and we hope that you enjoy the ... also a shield I made that one myself ... but that's all for now.

**LYDIA**

Oh, alright, we could share tips maybe later ...

**ALEX**

Listen, here's my card.

**LYDIA**

Sasha takes the card.

**ALEX**

He hands you a steel card ...

**LYDIA**

Oh yes.

**ALEX**

... it's just steel ... it's ...

**LYDIA**

But really light, beautifully made, oh.

**ALEX**

Yes, it just says ask for Clapper.

**(Group laughter)**

**LYDIA**

Nice, cheers.

I don't have a card but I don't ... try not to remember me.

**(Group laughter)**

**ALEX**

That's fine, I'll just ask for the cool one.

**LYDIA**

Yeah.

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**BEN**

Anyway we'll be going ...

**ALEX**

And then everyone's heading off, presumably you all head to the lobby.

**BRYN**

Yeah. Wait for that car that's been arranged for us now.

**ALEX**

So, yeah, there in the lobby for a while, lots of ...

**BRYN**

I would like to find a helpful goblin that's around and ask them how they feel the company is doing compared to the competitors. Basically I wanna get an overview of the industry as a whole ...

**ALEX**

Yeah, let's say the receptionist.

**BRYN**

... without revealing my level of ignorance.

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**ALEX**

Well allow me to put it simply sir, I mean you obviously know this but ... only here, only here at Ratchet's can we truly manifest the goblin dream. Only here can industry and perseverance concur ... and it's just spiel, spiel, spiel, spiel.

**BRYN**

We have just had two companies called Ratchet and Clank haven't we?

**(Group laughter)**

**ALEX**

Yes.

**LYDIA**

Yes. Excellent work.

**(Group laughter)**

Excellent, I would not have got that. I appreciate that.

**BRYN**

Who would you say is in second place, as it were?

**ALEX**

I mean let's put it this way ...

**HELEN**

Spyro ... Dragon [unclear 00:50:09].

**ALEX**

I tell you what Spyro was a very, very short-lived botched operation and the sooner that they went under the better.

**HELEN**

How dare you.

**(Group laughter)**

**ALEX**

You aren't a Spyro plant are you?

**LYDIA**

Crash Bandicoot was after the second ...

**ALEX**

But I mean adamantite toothpicks, who bases their opening gambit on the adamantine market on toothpicks.

**BEN**

They're just off on one now.

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**ALEX**

Spyro Industries is, I think, re-opening soon and we're all very excited.

**LYDIA**

Yes we are, yes we are.

**ALEX**

I might be diverting slightly here. A bit of ...

**BRYN**

I was trying to find out actually relevant campaign information.

**ALEX**

No, that's gone now, that's gone forever.

A carriage rocks up, it is horse-drawn and it is ...

**BRYN**

How quaint.

**HELEN**

I know.

**ALEX**

... it is horse-drawn and it is ...

**LYDIA**

Are they tiny horses?

**ALEX**

... so what it is, is all of the horses are normal but the carriage itself ... I want you to imagine that someone took a limo and then tried to make a carriage out of it ...

**LYDIA**

I think normal is now ...

**ALEX**

... it's unnecessarily large and pitch black. Like matt black paint, which presumably means it's incredibly hot in this heat but ... and yes, there's a carriage there and there's a ...

**BEN**

Chauffeur.

**ALEX**

... sure chauffeur. There's a chauffeur holding the door open, goblin chauffeur ...

**BRYN**

Or a valet if you want.

**ALEX**

... no, let's go with chauffeur, there's a chauffeur there with his little hat and he's there quietly head down holding the door open for you all.

**BEN**

Thanks very much.

**BRYN**

Thank you.

**ALEX**

Where we going then sir?

**BEN**

Clapper arranged for a restaurant for us.

**ALEX**

Oh, right, yeah, yeah. No worries, closes the door on the inside.

**HELEN**

Wait, wait, wait, wait, wait ... do I fit?

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**ALEX**

Yes. This one is specifically designed so that ...

**BRYN**

Can we see out from inside?

**HELEN**

Black box.

**ALEX**

Yes, so what there is, is there are glass windows with black curtains that you can lift to look up or lower to keep the ...

**LYDIA**

I'll ride on the top if that's alright, have you got seats on there?

**ALEX**

Oh, it's really dusty.

**LYDIA**

Ok so it'd be ...

**ALEX**

Unless you want to drive, I get that a lot. Oh, there you go.

**BRYN**

Can you drive?

**LYDIA**

Yes.

**ALEX**

Onwards. He sort of points, he just says I will be your navigator. Turn left in 100 yards.

**(Group laughter)**

**LYDIA**

So, she kicks the horse ...

**ALEX**

She kicks the ... the horse kicks back ...

**(Group laughter)**

**LYDIA**

That's not how it works.

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[Unclear 00:52:36] ...

**BEN**

You can't roll the dice, that's the problem.

**BRYN**

You can't roll the dice.

**LYDIA**

This is not how horses work.

**BEN**

It's not how the system works.

**(Group laughter)**

**ALEX**

It's not how anything works.

You kick the horse, the horse kicks back ...

**BEN**

[unclear 00:52:48] animal to drive.

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**ALEX**

I mean, yeah, if you wanna drive the thing don't kick the horse.

**LYDIA**

That's how they go isn't it.

**ALEX**

Not on a carriage, you've got reins.

**LYDIA**

Oh.

**ALEX**

Give me a hand level.

**LYDIA**

That is not gonna go well for her.

Oh, that's a ... that's a 7 and then charisma minus 1 ...

**BRYN**

Minus 1.

**LYDIA**

6.

**ALEX**

So, yeah, the chauffeur kinds of looks at you and goes, (makes a noise) ... just for you to like climb up on to the riding deck. Hands you the reins and goes listen right, I mean we could go there normally or we could go there really quickly.

**LYDIA**

Oh, really quickly, please.

**ALEX**

That's what I thought.

**LYDIA**

Do you have a mechanical ...

**ALEX**

He pulls out from the ... he pulls out from under the chair ... hold on, and then pops a firework immediately behind the horses like a little bang ...

**(Group laughter)**

They bomb it ... they move so quickly ...

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**LYDIA**

But they love it right, they're ...

**ALEX**

... no, they're terrified, they are terrified.

**LYDIA**

Oh.

**ALEX**

And on that note I will end the episode with you careening wildly around an industrial complex ...

**(Group laughter)**

Goblins are great. Much like AI make sure you give them very specific instructions.

**(Group laughter)**

Otherwise it gets wildly out of control.

**HELEN**

I can imagine the paperclip apocalypse.

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**(Group laughter)**

**ALEX**

It is completely made, that's all we care about.

So, we can wait to see how ... I can't lose this voice, I am now ... goodbye everyone.

**EVERYONE**

Bye!

**[Show Theme - Outro]**

**ALEX**

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