

## RQG – 108 – Worker Woes

### Content Warnings

- X
- X

#### ALEX

Hi everyone, Alex here. I'd just like to take a moment to thank some of our patrons. Paul Clemons, Jess Ostehaul, Opaline Alaria, Nick Dunn, Callum Ares, Diana Restrepo, Stuart Finlay, Onba Marshall, Danielle Carter, Dave Riley, Josh Wine. 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 108 of the Rusty Quill Gaming podcast. I'm your host and GM Alex Newall and with me today, I have

#### BRYN

Bryn Monroe

#### HELEN

Helen Gould

Rusty Quill Gaming – 108 – Worker Woes

**LYDIA**

Lydia Nicholas

**BEN**

And Ben Meredith

**ALEX**

And who are you playing?

**BRYN**

Hamid Saleh Haroun al-Tahan

**HELEN**

Azu

**LYDIA**

Sasha Racket

**BEN**

Grizzop drik acht Amsterdam

**ALEX**

You're good. I'm really, really impressed

**BEN**

108 episodes

**ALEX**

I know. You're flawless now. I'm going to have stop messing with you and come up with something better to do with my time. So we are going to pick up...

**LYDIA**

Throws the company out of the window and walks off.

**BEN**

We've done. I taught them not to respond to their names but...

**ALEX**

Now to whistle train. No. So we are going to pick up where we left off which is the party split just to, you know, keep everyone on their toes. Having handed in Barret to the Temple of Artemis really easily apparently with very little complications and bar a minor interruption by a cabby, I think you are now face to face, meanwhile at the warehouse with a person. Ooh.

**BRYN**

Waving a white flag

Rusty Quill Gaming – 108 – Worker Woes

**ALEX**

Waving a white flag to go with their linens

**BEN**

And the last thing I said is – who are you?

**BRYN**

And we were playing with Oscar Wilde by telling him everything that's happened all at once.

**ALEX**

Oh yes and he wasn't taking it as well as he might.

**BRYN**

We should leave the bag of holding with the paperwork

**HELEN**

Yeah let's...

**ALEX**

Oh that's really considerate. You should empty the bag of holding

**(laughing)**

**BRYN**

We've got six others between us.

**ALEX**

So what I am going to deal with first is actually random person turning up. So random person turns up. Even at a glance, I'm not going to get a perception check, you can see that the shoulder which took an arrow is now bandaged.

**BEN**

Is he flanked...or are they flanked by more hooded figures?

**ALEX**

No. Sorry yes they are

**(laughing)**

The opposite of what I said the first time

**BEN**

Detect evil

**ALEX**

Sure detect evil. The people flanking detect as evil. Proper evil. Person in the middle detects as neutral.

**BEN**

You've got ten seconds before I start shooting again.

**ALEX**

Well we...

**BEN**

Nine

**ALEX**

...just want to talk...

**LYDIA**

Sasha moves into the shadows.

**BEN**

Five...

**ALEX**

...we're sort of worried that things have gotten away from everything and we just want to have a sit down and talk

**LYDIA**

Curling around to flank them

**BRYN**

You can't flank solo. And he's a ranged character

**BEN**

That's 20...

**LYDIA**

No but actually flank. Not Pathfinder flank. Come in at the side. All of these...sneak doesn't mean sneak either. None of it means anything Bryn!

**BEN**

20 and 15

**ALEX**

[Sighs]. Roll damage on the 20

**BEN**

7

**ALEX**

Ok he gets out the words – would you just stop. And then disappears. The two hooded figures also disappear.

**(laughing)**

**BEN**

That's that dealt with

**(laughing)**

**ALEX**

I'm going to jump back to...

**HELEN**

Grizzop

**ALEX**

Azu and Hamid. They're with Wilde. Obviously it's still middle of the night. Time has shunted out a little bit. You...Sasha and Grizzop are mid-morning whereas Hamid and Azu are in the wee hours still. Call it 5am by this point once the faff's happened.

Ok that actually makes a lot of sense.

**BRYN**

Oh good.

**ALEX**

Have any of you been receiving any orders from anyone other than me?

Rusty Quill Gaming – 108 – Worker Woes

**HELEN**

No

**BRYN**

I certainly haven't.

**ALEX**

Ok good. Have you told anyone about the Simulacra?

**HELEN**

The...we told the Temple of Artemis to...

**ALEX**

Ok

**HELEN**

Because we had Barret with us.

**ALEX**

Anyone else?

**HELEN**

No

Rusty Quill Gaming – 108 – Worker Woes

**BRYN**

No

**HELEN**

We haven't see anyone else.

**ALEX**

Things are getting weird

**BRYN**

Why? How?

**ALEX**

So how much have you heard about what's happening in England?

**BRYN**

Only a tiny bit, not very much

**ALEX**

What about Scotland? Wales? France?

**BRYN**

No, nothing

**HELEN**

Nothing

**ALEX**

So news is starting is to break down. Obviously messages aren't getting out and things aren't...

**BRYN**

The infrastructure as a...

**ALEX**

So the riots in London have spread pretty much all the way to Paris at this stage

**BRYN**

Oh dear

**ALEX**

But they're not...no one seems to be doing anything about it and at this stage I'm starting to get orders which don't make a lot of sense which says to me that things might be further along than we thought and given what you've managed to just find at the top of a mountain...

**BRYN**

You think the separatists are making their move

**ALEX**

I don't know what it is. It's...it's not a coup. It doesn't make any sense

**HELEN**

Are you sure it's not a...it sounds like a coup.

**ALEX**

One moment I'm getting a message from one person telling me that it's a class one emergency and I need to return home and then within hours I'm receiving a message from the same person telling me everything's fine. Of course that would lead me to assume that there's a communication interception or something but it's not just me. Something's going very weird and this Cult of Hades thing, that's news. I don't...it was so much easier when all I had to do was just keep prodding you to just trundle along. I'm gonna have to go see the warehousing and I'm not sure what to do about it because I'm not sure who I can talk to about this stuff anymore.

**BRYN**

I mean everything in Cairo seemed mostly under control. Apophis was on top of things

**HELEN**

Yeah why don't we talk to the dragons?

**ALEX**

I mean I heard someone attacked you with the Heart of Aphrodite.

**HELEN**

Well yeah

**ALEX**

That's not exactly a minor...I feel like you may have lost perspective slightly here

**BRYN**

We've seen a lot of really quite intense things so it did seem like just another day at the office to me in many ways I have to say

**HELEN**

Yeah we got better.

**(laughing)**

**ALEX**

It's just...well at least Barret's a win. He'll be fine with the Artemis lot. If they're not watertight no one is. I want to come with you and see these warehouses.

**BRYN**

Ok. I mean that's not a problem but what are we gonna do about them? I mean even with you that's only still five of us.

**HELEN**

Yeah we need lots and lots of people. Enough people to...

**BRYN**

Or powerful demolition.

**HELEN**

Yeah

**BRYN**

Some really, really hardcore destroy everything in a large radius with no recourse kind of thing

**HELEN**

Large bombs

**BRYN**

Well I was thinking scroll...high level magical scrolls but same affect I guess.

**ALEX**

Demolition might work. Demolition might work

**BRYN**

They don't seem to be active. They're all just standing in rows inside these warehouse. Best time to get rid of them so they can't be used.

**ALEX**

I don't have the resources right now to send people to guard these warehouses but I do...

**HELEN**

So destroy them

**ALEX**

It's not exactly clicking my fingers. He clicks his fingers and then on the table in front of you, you see a tiny, little mock-up of what he thinks the warehouses look like which is not what they are, with the little, minor illusion.

I don't know what to do

**HELEN**

Who would know what to do?

**LYDIA**

Get a dragon

**BRYN**

Do we have to go back to Apophis? Should we take this right to the top?

**HELEN**

Yeah

**BRYN**

I mean this is literally an army of potentially self-building Simulacra that could be used to...

**HELEN**

Destroy everything

**BRYN**

Well to make war on meritocratic lands. This is...this is pretty high level stuff I would say Oscar.

**ALEX**

I'm wondering if it's got anything to do with the droughts?

**BRYN**

You mean the weird weather and stuff.

**ALEX**

Mm

**BRYN**

I mean we've been very puzzled by that but there's no obvious connection unless you know more

**ALEX**

I don't think it's bad here. Very bad here. Right I'm going to have to go. I'm going to have to go and talk to Apophis about this. I need you to stay out of trouble. Not because you're causing trouble but because things are getting...things are accelerating.

**BRYN**

Oh. I mean...there is someone who knows that we're up there. A guy turned up with two of the hooded figures with him

**ALEX**

Excuse me? A guy?

**HELEN**

A person...there was a disappearing person

**BRYN**

He looked like he might be related to Wellington. There was a familial resemblance

**ALEX**

Wellington?

**BRYN**

I know, right. How weird is that? What a strange coincidence.

**ALEX**

They haven't been involved in politics in years

**BRYN**

I mean if there was someone planning this I think that is a bit out there really. I mean it just doesn't seem well connected or well designed narrative relationship to me

**ALEX**

Wellington. Wellington.

**(laughing)**

**BRYN**

That was Ben doing a sassy click to indicate his approval of what Hamid was saying.

**ALEX**

Go back to the warehouses. Wait for me there. I'm going to make arrangements.

**BRYN**

I mean how long should we wait Oscar? That's not a good chain of command there. That doesn't allow us to improvise based on changing situation and also doesn't give us something to do in case...

**ALEX**

What would you propose Hamid? I'll be there later today. He walks out the room

**BRYN**

If I...Oscar! If I don't hear from you within 24 hours I'm going straight to Apophis myself

**ALEX**

Good! Do that. And closes the door

**BRYN**

That's what I meant! Argh!

**(laughing)**

**HELEN**

I think that's a good idea.

**BRYN**

Yeah

**ALEX**

Jump back to Grizzop and Sasha, the moment that someone just, pop, disappeared.

**BEN**

So...

**LYDIA**

Walks back and starts eating her rations again. I hope they bring proper food.

**BEN**

Maybe but anyway, yeah so, before I was interrupted...

**(laughing)**

You might wanna consider, you know, now that with all of the Barret stuff. Look, you're really effective so maybe if you wanted to join the Cult of Artemis we'd definitely have you. You're...you've got the right kind of stuff honestly. It's really good. Gives you a real sense of purpose honestly. Just an offer. Think about it.

**LYDIA**

Do you think that he might teleport somewhere else in the compound and let the manticores out?

**BEN**

What that guy?

**LYDIA**

Yeah

**BEN**

I dunno, he's got an arrow buried in his chest so he's not doing much at the moment.

**LYDIA**

It's pretty quick to heal people innit.

**BEN**

Yeah but all we can do is keep an eye out.

**LYDIA**

I'll take a watch

Rusty Quill Gaming – 108 – Worker Woes

**BEN**

Alright

**LYDIA**

Just goes off walking around the perimeter

**BEN**

Ooh I might've made that weird

**(laughing)**

**ALEX**

Have you heard the good news?

**HELEN**

Do you have a moment to speak to us?

**LYDIA**

It's totally overwhelming. It's neither good nor bad.

**ALEX**

Give me a perception check Sasha

**LYDIA**

Only 17

**ALEX**

The manticores are starting to play up a bit

**LYDIA**

Puppies

**(laughing)**

**HELEN**

No

**BRYN**

Feed them. Feed them

**ALEX**

Just sort of, you know the odd scraping. You definitely hear the sound of one of them has heard you when you're walking near one of the warehouses and you know that thing that dogs do when they kind of push up against the wall and kind of slide along.

**LYDIA**

How weird are your dogs?

**ALEX**

No dogs do that. Cats do it too. Where they kind of slide along stuff.

**BRYN**

I mean yeah if they've got fleas and they're trying to scratch

**ALEX**

Yeah like that. So you hear, yeah, the manticores are acting up.

**LYDIA**

Are there just big piles of meat all around that I could...

**ALEX**

There's loads of meat by the administration building and there's the cart that they were using to lug it around the place. Nothing's tearing its way out at the moment.

**LYDIA**

Just keeps walking the perimeter I guess for...

**ALEX**

Jump back to Azu and Hamid. What are you two doing?

**HELEN**

I think we're going back up

**BRYN**

We should go back upstairs. Upstairs?

**(laughing)**

We should go back up to join them. I mean if we're going to be stuck there for a while we should probably get some supplies though. We've got bed rolls and stuff but maybe just some additional food and drink supplies. Also I've had a thought

**HELEN**

Oh

**BRYN**

Well the manticores, what if we laced their meat with something that would knock them out.

**HELEN**

That's a really good idea. What would knock out a manticore?

**BRYN**

The meat's already up there...I don't know. But surely we can find something. We should try and do it quickly and apathetically or something.

Rusty Quill Gaming – 108 – Worker Woes

**ALEX**

It's now reaching the point where...

**LYDIA**

I mean if Romeo and Juliet could find poison late at night.

**HELEN**

Yes we need a priest

**BEN**

That specifically keeps you dead for 24 hours

**LYDIA**

Yeah exactly

**ALEX**

So give me a knowledge local then

**BRYN**

I do not have any

**ALEX**

That's fine. That means you have a maximum of 10 you can get on a roll but you gotta roll it anyway

**BRYN**

I roll 13

**ALEX**

So a 10

**HELEN**

I also roll 13

**ALEX**

There you go. So you did alright. You did alright. So you have to wait a little bit for the shops to start opening and for the markets to set up and so on and, yeah, you start...

**BRYN**

We get a bunch of travel food that is a bit better than just basic...

**ALEX**

Yeah you do an easy shop however things do get a bit strange early in the morning. A huge amount of orcs start entering the town. They are coming more or less from the same direction that you came with regards to the warehouses and so on but to be very clear you haven't seen them coming down the mountain in a procession. It's just that direction and by lots of them...

**LYDIA**

Orc, orc.

**(laughing)**

**ALEX**

But there are lots of them. Maybe 1,000.

**HELEN**

Woah!

**BEN**

Ah army

**ALEX**

Lots of them. Maybe the entire population of a settlement kind of thing, like a lot. It's men, it's women and there are some...

**BRYN**

Is it a horde? Not an army?

**LYDIA**

Ooh. It's a horde.

**ALEX**

There are also some children amongst them however...

**BEN**

Maybe not an army then

**HELEN**

So when you said it I was like let's get a big gang of orcs

**ALEX**

However the children then peel off leaving only male and female orcs

**BEN**

Ooh it's an army again

**HELEN**

Do I recognise any of them?

**ALEX**

Give me a perception check

**HELEN**

Ok. That's an 8

**ALEX**

No. There's too many for you to recognise there. Additionally you do notice a large contingent of goblins coming in, not from the same direction but coming from a more distant part of the city, coming from more the construction areas that are in the city and they seem to be setting up in a central square as well. And there's a lot of kerfuffle but no one's fighting or anything but there's things getting very tense. And you can see all of the shopkeepers are just kind of, like, yeah sure, here's thing, buy this thing, whatever. And they're all keeping an eye on what's going on

**HELEN**

I'm going to go and talk to the nearest orc in orcish and say – hello.

**ALEX**

Hello! Brilliant. Come, come. They pull you in and immediately five other orcs are like – hey who are you?

**HELEN**

Hello good friends

**ALEX**

Hello, fantastic!

**HELEN**

Oh it has been such a long time since I've been among other orcs

Rusty Quill Gaming – 108 – Worker Woes

**ALEX**

Join us of course!

**BEN**

Is orcish just shouting?

**(laughing)**

**ALEX**

It is when you're happy. Why would you hide it?

**BEN**

Actually I guess Tielvo was quite loud as well

**ALEX**

Tielvo was loud. Of course, fantastic, join us

**LYDIA**

Big emotions

**ALEX**

Where have you come from?

**HELEN**

The mountains of Kenya

**ALEX**

Kenya

**HELEN**

And then Cairo

**ALEX**

So far! We hadn't realised that people had heard so far. Fantastic. Do you hear that? Everyone...the word is spreading that someone from Kenya's made it all the way here for this

**HELEN**

Wait. What's happening?

**ALEX**

What?

**HELEN**

I'm...I'm here coincidentally...what's...

**ALEX**

You see a lot of faces sort of oh. Like everyone's like, the word is still spreading out outwards that from Kenya. So most of the crowd are like yeah great and then there's a few nearby going, what do you mean coincidentally.

**HELEN**

Well I was here...why are all of you here?

**ALEX**

What do you mean why are we here?

**HELEN**

Well I don't know why so I'm asking and I've not ...

**ALEX**

They all gesture towards the huge crowd of goblins who are setting up at the square. They seem to be building very quickly a stage.

**HELEN**

To say hello to the goblins?

**ALEX**

Ok all of the ones near you are now like – what?

**BEN**

Dance off. Dance off. Dance off.

**ALEX**

All of the orcs further out are still like – yeah Kenya's with us. Kenya's with us.  
And it's spreading. Oh

**LYDIA**

Uh oh

**BEN**

Maybe not a dance off.

**ALEX**

So you are picking things up you'll need...

**HELEN**

Whilst I get swamped

**BRYN**

Apparently so

**HELEN**

You're getting business done

**ALEX**

You are able to pick up stuff that you reckon will do the job. Take them out  
for...do you want to poison them or just tranq them?

**BRYN**

Well I imagine tranquilliser is a lot easier to obtain and we can just coup de gras them while they're unconscious.

**ALEX**

Just tell me what you want. You can source it.

**LYDIA**

I think poison is easier

**BRYN**

Hamid will get tranq

**ALEX**

Ok cool. You get a sufficient amount. I will deduct the amount from your sheet after this session

**BRYN**

Ok yeah, just tell me how much

**ALEX**

So meanwhile...

**BRYN**

I remember there being a bit of a water shortage as well.

**ALEX**

Yeah

**BRYN**

So I'm going to buy some water and if I have to pay over the odds, I'll pay over the odds

**ALEX**

You pay roughly ten times the cost

**BRYN**

Yeah but Hamid still has lots of money

**ALEX**

It also takes you a while to find someone who's willing to sell it to you

**BRYN**

That's fine. Which is strange because a lot of people can cast create water.

**ALEX**

So Azu...

**BEN**

Imagine the churches are like ah fountains everywhere. Ooh. We've all just taken create water for the day.

**ALEX**

Pretty much

**BRYN**

I mean I probably will. It's probably where I end up buying it from

**ALEX**

Oh yeah

**BEN**

If they're selling it for ten times the price then they need to take a good, hard long look at themselves.

**ALEX**

In fact they have a sign outside the Aphrodite Temple saying "don't ask us about water. We're busy with it"

**HELEN**

No. They wouldn't be like that

**ALEX**

If you allocate every single priest to creating water there are limits. There's more...anyway, you are currently surrounded by orcs, a few of which are disappointed with you. Everyone else has begun cheering. Really rowdily by the way, by cheering. Like some of them are climbing up on top of stands and jeering

**BEN**

So we're getting football fans sort of...

**ALEX**

Yeah to clarify no fighting is happening

**LYDIA**

Is it Blood Bowl

**BRYN**

Yes! Orcs versus goblins

**ALEX**

Bryn's eyes light up. But yeah they're all...they're all yelling. There doesn't appear to be a chant

**LYDIA**

Patreon special.

**HELEN**

Ok what is happening? Why...why are you here? Why are the goblins here?

**ALEX**

Come here. One of them pulls you over to the side and goes – look, right, come far enough. No one's taking our work any longer. That is it. We are done with this.

**HELEN**

What do you mean taking your work?

**ALEX**

Either we get back the work that we've lost or we take it back. We are done with this. Not gonna have my children starving because someone's not willing to give orcs work.

**HELEN**

Oh. Oh dear. Oh dear. Right.

**ALEX**

You start hearing someone is testing a megaphone over at the goblin's side. Test one, test two, test one. Hello. Hello. One, two, one, two. They kind of bang it a bit to change the shape of it a bit. Hello. One, two, one, two. Is everybody ready? Everyone's like yeah, woo! All the goblins are. I want to talk to you about the importance of acceptance. And all of the goblins on the other side start yelling and cheering and so on.

**HELEN**

Are you telling me that you think goblins are stealing your work and you want them to stop doing so and what are you intending to do about that?

**ALEX**

It's not the goblins that are taking the work. It's just the goblins happen to have the work. The factory owner just only gives the work to them

**HELEN**

Ok. I do not know what to do on this.

**ALEX**

And I will take a break there.

**(laughing)**

And welcome back to the incredibly awkward, tense situations that I like to place you in.

**HELEN**

Ah “orc-ward” I see what you did there!

**ALEX**

Thought I might get away with that. Definitely didn't. So the goblin begins crying out – for years, goblins were not granted the means to raise ourselves up. We were not granted the means to make ourselves a part of this world, a part of this sentient. And now, now this opportunity is here. We do not want to take things from you. We only want the chance to make ourselves everything that we can be but also really quickly.

**(laughing)**

Really quickly, you all take a long time to do anything.

To clarify, they are not aiming this at the large group of orcs. They are in the middle sort of calling out to around the city and the orcs are off to one side

having made a larger group as well. And Hamid, the shopkeeper that you're dealing with is like – I'm going to close up so I think that's everything. Hmm

**BRYN**

Yeah...

**ALEX**

Ok great, great.

**BRYN**

Thank you

**ALEX**

Immediately shutters the stall

**BRYN**

I should find Azu

**ALEX**

You suddenly realise there's a lot of orcs around. It's really busy

**BRYN**

Azu still stands out in a crowd

**ALEX**

I was about to say thankfully you can follow this weird pink shimmer to a very specific bit off to one side. You hear that the orcs have begun chanting “no more” over and again in orcish.

**HELEN**

Oh no

**ALEX**

Again no one’s fighting but it’s lots of stamping, banging on things

**HELEN**

Yep traditional orc stuff, ok

**ALEX**

And the one who’s with you is like – you get it. You’re with us, yeah?

**HELEN**

I don’t know the full situation here and it seems...

**ALEX**

Why do you need to know the full situation? I mean it’s obvious isn’t it.

**HELEN**

Well what’s your aim? Are you going to go to the bosses?

**ALEX**

Look we are going to the meritocratic offices and we are going to force them to do something about it and if they...anyone stands in our way we are going through them

**HELEN**

What do you mean force them?

**ALEX**

I don't think they can run a city – he looks at all the rest of them – if we don't want them to do. We can shut this city down. If they're gonna shut us out of things we can shut them in with it.

**HELEN**

Ok, right.

**(laughing)**

Ok Azu is making the exact face that I'm making

**ALEX**

Describe your face

**HELEN**

Eyebrows raised, mouth open, not knowing what on earth she can do because she's from an agricultural background...

**ALEX**

Yep. I should point out by the way this is so, so far out of your realm of experience

**HELEN**

Yeah she's not come across unionisation ever because you just bartered. Ok.

**ALEX**

The chanting is continuing. There's lots of posturing. There is no actual violence. No one's beating each other up or anything

**HELEN**

That's fine

**ALEX**

But it's very clearly...the goblins just happen to sort of be placed between where you are now and the meritocratic offices and they're not forming lines or anything but they are trying to draw as many humans nearby as they can. It's getting very messy and very crowded. The phrase "powder keg" drifts across your mind. You realise that you don't really know what a powder keg is so it disappears off the other end of your mind

**HELEN**

However Helen knows what one of those is

**ALEX**

Hamid turns up having followed your glow.

**BRYN**

What's going on Azu?

**HELEN**

We are in a very tense situation right now. There's some sort of work dispute between the orcs and the goblins. The orcs want to go to the offices but the goblins are in the way and I don't think the goblins are going to move very easily but the orcs might make them

**BRYN**

Oh dear

**HELEN**

Yes I was thinking the same thing and I don't...what do you think we should do?

**BRYN**

Well I mean what can we do? shouldn't we go back up the mountain to help our friends? Isn't that really our immediate concern? Is there about to be a riot? Do you think it's gonna turn violent?

**HELEN**

Yes

**BRYN**

Oh! Erm... ooh...

**(laughing)**

**ALEX**

That's Hamid! That's so Hamid!

**BRYN**

That's So Hamid!

**ALEX**

Someone should tell the local constabulary.

**HELEN**

No actually

**ALEX**

All of the markets have begun shutting up and everyone's vacating.

**HELEN**

Maybe I should go and talk to the goblins because these orcs are not violent but they are speaking orcish which I don't think goblins understand so they might not...

**BRYN**

Well I mean...so you've spoke to the orcs already?

**HELEN**

Oh yes. They're not planning violence exactly. I should go and talk to the goblins.

**ALEX**

All of this again, to reiterate is coming over the cries of...you don't speak orcish do you Hamid?

**BRYN**

No

**ALEX**

Some chant that's just a dum dum, dum...good real rhythm to it. Meanwhile at the goblin end it's more of a cacophony. They're not doing chanting so much

Rusty Quill Gaming – 108 – Worker Woes

as – yeah, equality for everyone especially goblins though because we had a really hard time of it.

**(laughing)**

I might've set myself the arbitrary goal of making Helen explode

**HELEN**

Ok Azu is going to approach the goblin crowd.

**ALEX**

Sure. They all look a bit wary. They don't look like they're about to come and get you. They're all like which way is this going. Even Azu doesn't need a sense motive here. Everyone goes very, very still and very, very watchful.

**HELEN**

Azu crouches down to their level – sorry

**LYDIA**

Even in half is not their level

**HELEN**

But an attempt

**ALEX**

A tiny goblin. Tiny even by goblin standards who happens to be the nearest one is like – erm, hello

**HELEN**

Hello I think that there may be a misunderstanding between two groups here

**ALEX**

I'm not sure I'm the person you need to talk to you about it

**HELEN**

Oh do you know the person is that I should talk to?

**ALEX**

Their eyes are like saucers by the way as, yes, you're kneeling on what's close to their level. They're still not at your level because they are so small and your armour is so big and they point a tiny, tiny almond finger up at the goblin who's on the stage

**HELEN**

Ok I'm going to go on the stage

**ALEX**

All of the goblins go really, really quiet. All of the orcs at the other end go – it's Kenya. Kenya's up.

**(laughing)**

Everyone goes quiet and you just hear a couple of them like – yeah, go Kenya.  
Go Kenya

**BEN**

It's like fricking Eurovision

**(laughing)**

**HELEN**

I burst into song. [singing] Everyone love each other now!

**ALEX**

So the goblin who's kind of talking, stops. They don't falter. They rattle to a natural close – and there are people who will try to turn this against us but we have worked too hard and too long to give up now. Turns to you.

**HELEN**

Again I crouch.

**ALEX**

Ok give me a perception check

**HELEN**

Historically...

**ALEX**

Do well!

**HELEN**

I get a 12

**ALEX**

A 12

**LYDIA**

Oh dear

**ALEX**

This goblin, you remember how I said Barret was dressed well but not flashily, like decent cloth. Same thing for this goblin and as far as you can tell for goblins seems older but again sentient races with massively different ageing rates it can get quite difficult to gauge. Halflings and kids for instance, like where's the line. So same thing. Older for a goblin. That's all you're gonna get with that check

**HELEN**

Alright. Hello

**ALEX**

Hello

**HELEN**

I'm a bit worried about the situation that's happening here.

**ALEX**

Yeah. He kind of looks a little bit...you know how all of the Artemis lot are plussed.

**HELEN**

Yeah

**ALEX**

This goblin is not plussed. This goblin is nonplussed.

**HELEN**

No plus at all.

**ALEX**

Yeah

**HELEN**

As you can see I am a Paladin of Aphrodite

**ALEX**

Yeah

**HELEN**

I would like to help if possible.

**ALEX**

Ok? Could you tell the orcs that we're not stealing their water so everything's cool?

**HELEN**

They don't think you're stealing their water. They think that work is going to you that used to be theirs.

**ALEX**

Well I mean it is. We're doing it better.

**HELEN**

I don't know if that is true or not

**ALEX**

Well we're doing the same work but much quicker. This only became a problem once the water...like they all seemed fine earlier. It's only when the water ran out that suddenly this becomes an issue

**HELEN**

That's what happens when necessities for life become scarce however...

**ALEX**

We didn't make them scarce. We've had to...do you have any idea how hard it was to get this far? No one likes goblins.

You're being so careful. You're being so careful.

**(laughing)**

**HELEN**

They do not blame you. They blame the employers of the large industries.

**ALEX**

Well I mean if you're gonna blame them you may as blame us because they're the ones who are giving us the jobs

**HELEN**

That's not how responsibility works but they only want to go to the meritocratic offices and make their grievances known. I think if you would let them through...

**ALEX**

We can't let them take this work. This is the only thing that's keeping us all going

**HELEN**

But it can be split. Surely a compromise can be reached

**ALEX**

There's not enough work for both. Listen we appreciate it but I don't think you're going to be able to solve this with a quick chat. Some things are more complicated than that

**HELEN**

I'm not suggesting a quick chat

**ALEX**

Give me a perception check

**HELEN**

Ok

**LYDIA**

Gonna get shot through the back of the head, oh no

**HELEN**

20

**ALEX**

Ooh 20. You hear there are murmurings coming from the orcish party where everyone's gone from – yeah, she'll tell them to what's going on. I dunno. What's happening? I dunno. What do we do? I don't know. It's all gone a but off kilter at the moment.

Look we didn't make this situation but we're not gonna let people take the food from our kids' mouths

**HELEN**

The orcs are in the same situation.

**ALEX**

And that's awful. They shrug

**HELEN**

There is common cause between the two groups. Perhaps if you went together the meritocrats could help to solve the problem because the issue is that there is not enough work, not that one group of people is taking anything.

**ALEX**

So what are you proposing exactly?

**HELEN**

Is there a leader among your group?

**ALEX**

The one on the stage looks around and every single goblin...like 200 goblins are all like yep, pointing at the one who's on the stage like, yeah I guess.

**HELEN**

If I find a leader of the orcs perhaps you could go together to the meritocratic offices and explain the situation

**ALEX**

I mean we'd be willing but I mean they've never agreed to that kind of thing before

**HELEN**

There's no harm in trying

**ALEX**

Yeah alright. Again everyone's just a bit weirded out at the turn that things have taken because if it was anyone else it would be like, yeah, things will probably turn. It's really difficult to assume that an Aphrodite paladin is not trying to help. Do you know what I mean? It's like rocking up to a warzone with a first aid van and everyone's like, get them. It doesn't quite gel.

I mean yeah we'd consider it.

**HELEN**

That's really good news.

**ALEX**

They're all just like – yeah?

**HELEN**

I will return shortly. She gets off the stage

**ALEX**

Ok Hamid, an enormous orc. Enormous. Huge tusks that are like pierced and maybe interrupting eyeline a bit. Like big venerable orc's just next to you. Leans right, right down. What's all that about?

**BRYN**

I think Azu's trying to help

**ALEX**

Who's Azu?

**BRYN**

The paladin. My friend

**ALEX**

Oh. Who are you?

**BRYN**

Hamid. Hi

**ALEX**

You alright? Holds out a hand that's roughly the size of your torso

**BRYN**

I, yeah, shake as much as is possible. She said that there's a problem with there not being enough work for everyone or something? What industry are you in?

**ALEX**

Well I mean we were in manufacturing mainly

**BRYN**

Manufacturing what?

**ALEX**

Oh you know anything that we could. I mean obviously everyone hears about weapons but you'd be surprised how often it's just...it's just this and that

**BRYN**

No I'm sure yeah and who...presumably there's a major employer in town, as it were who's now employing goblins instead of orcs

**ALEX**

Yeah. You're talking about Ratchet and Cranks.

**BRYN**

Oh right and they're the only employer are they?

**ALEX**

They are now

**BRYN**

That's a shame. That's not good for business.

**ALEX**

Well it's ever since the water dried up

**BRYN**

Oh I see.

**ALEX**

A lot of them used to use water powered machinery and that, you know.

**BRYN**

Ok but now they're replacing the machinery with goblins. So clearly you're a bunch of very skilled, you know...

**ALEX**

[Roaring noise] big cry goes out.

**BRYN**

Why haven't you gone into business for yourselves? Why not set up your own competing company?

**ALEX**

He looks at you

**BRYN**

Hamid will solve the problem through capitalism

**ALEX**

Yeah give me a diplomacy check

**BEN**

The best market is a free market

**ALEX**

Have you considered approaching the invisible hand?

**HELEN**

Meanwhile I'm trying to be like hate the bosses, not each other!

**ALEX**

You're like hate the bosses and you're like be a boss. That'll solve the problem

**BRYN**

We're coming up hard against the division between my politics and Hamid's politics here. Diplomacy...oh my diplomacy's huge. 25

**ALEX**

I'll give you the benefit of the doubt on this one. Right. Do you think we haven't tried? Do you have any idea how much water you need just to do basic things. The river's gone. The only ones who seem to have any water were Ratchet and Crank

**BRYN**

Sorry maybe I don't understand the manufacturing process. I didn't realise water that was vital to it. That's my fault for not understanding the resources necessarily

**ALEX**

It's all well and good making stuff by hand but it ain't quick enough anymore. Not anymore.

**BRYN**

To compete in the global marketplace you had to adopt these aggressive business practices.

**ALEX**

At which point you hear cries from all the rest – it is good enough. Shut up. Bang. It's not good enough. It is good enough. Bang. And they all start...they're not laying into one another. It's very much, you know that kind of fighting where it's like...it is...

**HELEN**

Where you're just too close to each other and just like...

**BRYN**

I have to say I think there's a level of consumer who cares more about quality and...

**ALEX**

I'm going to jump to Sasha and Grizzop

**BEN**

Have you considered manufacturing vinyl?

**(laughing)**

Rusty Quill Gaming – 108 – Worker Woes

**BRYN**

That's genuinely Hamid's pitch at this point

**ALEX**

Sasha and Grizzop it hits midday.

**LYDIA**

So hot

**ALEX**

And it's hot

**BEN**

We're in the shade

**ALEX**

Give me...

**BRYN**

Has there been no meat delivery? Didn't we see a meat delivery the previous day

**BEN**

It might not be every day

Rusty Quill Gaming – 108 – Worker Woes

**ALEX**

Are you still doing your rounds?

**LYDIA**

Yep

**ALEX**

Give me another perception check both of you

**LYDIA**

23

**BEN**

I am vibrating with both boredom, awkwardness and slight guilt for making this weird

**ALEX**

Very messy

**BEN**

Perception yeah? 15

**ALEX**

What did you...

**LYDIA**

23

**ALEX**

23. You're doing the rounds and yeah the creatures are playing up a little bit and then you notice something that you didn't notice last time from one of the warehouses. It's not a sound. It's a smell

**LYDIA**

Uh oh

**ALEX**

And it smells sort of...you know like the smell you get when it rains on dust and then the rain finishes and you can just smell it in the air. It's that.

**LYDIA**

Earthy

**BRYN**

There's a fancy word for it. Everyone on Twitter was using it the other day

**HELEN**

Petrichor

**BRYN**

That's the one

**ALEX**

There you go. You get a distinct scent of petrichor coming from inside...

**LYDIA**

I never thought in my life I would say I'm clearly not on Twitter enough

**(laughing)**

**HELEN**

You've just got to be always online like us

**ALEX**

There is the distinct smell of petrichor coming from one of the warehouses that you did not enter.

**LYDIA**

Goes in and there was...

**ALEX**

There was two. There was an up the stairs...like up some external stairs entrance and then there was a ground floor entrance

**LYDIA**

Going to go up the external stairs entrance

**ALEX**

You check for traps?

**LYDIA**

Yep. Very carefully. Thank you for reminding me.

**ALEX**

I thought I might. I might then also let you take the 10 required in order to disable to trap rather than getting you to roll it because you already know what traps are there.

**LYDIA**

Yes because that's what happened last time

**ALEX**

You can also do the same to unlock the door because you know what's there.

**LYDIA**

Yes

**ALEX**

So you open the door and you head in. Do you head in?

**LYDIA**

Yep

**ALEX**

So it is dark but not as dark as it was last night. Obviously sunlight comes in from the skylights and so on and you notice the set up of this one is not like the others. Whilst the rest all had Simulacrum, row upon row. This one seems to have more in the way of machinery.

**LYDIA**

Right

**ALEX**

But you also notice...I should clarify it has that caged walkway, same as before.

**LYDIA**

Yes

**ALEX**

You're "yes's" are worrying me. I feel like...

**LYDIA**

I'm building the tension

**ALEX**

I feel like I'm back in my exams. I want to please you suddenly and I don't know why

**LYDIA**

Yes. I'm trying a new tactic

**ALEX**

What do you want from me?

**LYDIA**

Nice things

**ALEX**

It's working

**LYDIA**

Yes

**HELEN**

Awkward management

**ALEX**

So you notice that there is the faint like patter of water from a great height and as your eyes accustom to the gloom you see that actually there's a vague aqueduct system that's running through this pipework and so on...

**LYDIA**

A vague...ghost pipes.

**ALEX**

One of them appears to have burst or ruptured or something and is pouring a small amount of water into the middle of the warehouse

**LYDIA**

Yeah

**ALEX**

And one of the creatures is currently drinking from that pool

**LYDIA**

Aw! Puppy

**ALEX**

But it's just pouring out. Make of that what you will. Grizzop. What you up to?

**BEN**

I am in the guardhouse feeling bad

**HELEN**

Oh no!

**ALEX**

The problem with Grizzop is that I know that the way to torture Grizzop is to do nothing but for Ben that's not particularly fair. It's a very difficult line to tread. I'm going to have to, unless either of Sasha or Grizzop has any action to take, I'm going to have to jump back to Azu and Hamid

**LYDIA**

Sasha doesn't have that much to say. She's like oh well, it's got water. That's good I suppose. Leaves and...she can see what it is in detail.

**ALEX**

Uh huh

**LYDIA**

Ah ha. So an actual final description of what the thing looks like

**ALEX**

Yes. I mean I did give a description previously but...

Rusty Quill Gaming – 108 – Worker Woes

**LYDIA**

No you just said big and scary

**BEN**

Three heads we got

**HELEN**

And evil

**ALEX**

I also said what animals it was made of

**BEN**

Goat, lion, snake?

**ALEX**

I have to double check now, don't I

**BEN**

I think it's goat, lion, snake

**HELEN**

Yeah I think that's why we thought it might be a manticore

**ALEX**

I'm going to read out the description for a change. This winged monster has the body of a lion

**LYDIA**

Oh fluffy

**ALEX**

Though two more heads flank its central feline one. A dragon and a horned goat.

**BEN**

Oh dragon not a snake.

**BRYN**

And does it have a weird tail as well?

**ALEX**

It has a weird tail

**BRYN**

Which is?

**LYDIA**

Is it a scorpion tail?

**ALEX**

It's just a peculiar, scaley dragon tail. It's like the combination of a dragon's tail and a scaley...

**BEN**

So the scorpion is the manticore

**ALEX**

Correct

**LYDIA**

Ah ok

**ALEX**

No one passed their knowledge nature so I...

**BEN**

That's on mythology knowledge

**ALEX**

It's there and it's just kind of lapping at the water. It hasn't noticed you

**LYDIA**

It doesn't seem like it's an easy thing to...like throwing a bomb at it would just annoy it

**BRYN**

Do we know...so I know we know out of character they're likely to have breath weapons. Did we know that in character?

**LYDIA**

No, absolutely not

**BEN**

We're got no information

**BRYN**

Curses.

**LYDIA**

So Sasha is blissfully unaware but still...how massive is it because we've just been assuming it was massive. How massive...

**ALEX**

Pretty big

**BEN**

No but is it large?

**ALEX**

I'm about to give you the full classification. It is a *large* creature

**LYDIA**

Ah ok

**BEN**

That's only four squares

**LYDIA**

That's like Azu

**ALEX**

No!

**BEN**

Azu's still medium. But that's like the ogres and stuff that we fought

**LYDIA**

Oh ok so like the plant monster but that's doable. Sasha thinks about it

**HELEN**

Ten of them at the same time.

**BRYN**

I mean it could be up to the size of about an elephant. It's probably not that large but it could be the size of a rhino very easily.

**HELEN**

Let's assume it's the size of an elephant

**LYDIA**

Sasha throws her knife up and down a few times and considers but on balance steps back out and closes the door very quietly and goes back over the Grizzop

**BEN**

Oh hey

**LYDIA**

Alright. It's big in there. There's one of them, I just checked out. they're big

**BEN**

Oh right. Those things.

**LYDIA**

Yeah I dunno if I could take...I think I could take one. Do you wanna try and take one? I mean what harm could it do

**BEN**

We could do. It's really boring. Also I'm sorry about earlier. Realised that was maybe not good.

**LYDIA**

It's fine

**BEN**

Ok cool but consider it. Yeah we could try fighting one

**ALEX**

Can you hear that? It's all the sound of all the blood vessels in Grizzop's eyes popping as he has to handle this situation.

**BEN**

Oh yeah, yeah he is proper embarrassed, blushing

**LYDIA**

It's alright Grizzop, I just don't like bosses.

**ALEX**

I'm going to use that to jump back to Azu and Hamid

**BRYN**

I'm genuinely trying to convince that there's a market for hiring goods and he should be entering the market at different price point selling to different people

**ALEX**

So I'm going to take a broader view on this rather than just RP, RP, RP. What's your current plan Azu?

**HELEN**

My plan is to go back to the orcs and say – I think that if you have a common cause and if you all go together you're more likely to get a good result and who is your leader so what we can have...

**ALEX**

Ok as you're doing so you walk past Hamid having this discussion. The person that you have been discussing with Hamid, just keeps going on and on about the water. They've just locked in on that as a topic and everyone else is getting all riled up on it as a thing and no one is angry at you but there's just that...you know that kind of energy is starting to generate around you

**BRYN**

Once I see that I'm not getting anywhere I'll disengage.

**ALEX**

Sure. And to accelerate even further they are happy to take you to the leader amongst them

**HELEN**

Fantastic

**ALEX**

Right in the middle surrounded by all of these huge orcs you see the oldest orc you have ever seen

**HELEN**

Oh my gosh

**ALEX**

They are smaller than most humans. They are thin limbs. They are so old

**BRYN**

Sort of like wizened.

**ALEX**

Yeah wizened. Cowering towards the age category

**BEN**

They're probably like a powerful 70

**ALEX**

Yeah

**HELEN**

For an orc? Yeah that's really old for an orc

**BRYN**

More like 50 something

**BEN**

No, no goblins live to about 30. Orcs live to about 60. Yeah because goblins are on the 30s because they're three times as fast as humans.

**ALEX**

So yeah they're about 70. This is by far the oldest orc you've heard of, never mind the oldest orc you've seen. And you're just there with a staff and their face is locked into the most aggressive, angry, just cantankerous expression you have ever seen.

Hello. Kenya is it?.

**HELEN**

Yes hello

**ALEX**

I hear that you're trying to help

**HELEN**

Yes it's a pleasure to meet you

**ALEX**

Don't lie

**HELEN**

I'm not lying.

**(laughing)**

**ALEX**

I might end the episode there!

**(laughing)**

**LYDIA**

So sticky with pure

**HELEN**

Sweaty wholesomeness

**ALEX**

And I think we should use this chance to escape the baking studio but we'll be back next week and I'll see just how awkward I can make everything for everyone. It's my new challenge! Awkward's so much more fun than misery!

**BRYN**

Bye guys!

**EVERYONE**

Bye!

**[Show Theme - Outro]**

**ALEX**

Rusty Quill Gaming is a podcast distributed by Rusty Quill and licensed under a creative commons attribution, non-commercial share alike 4.0 international license. Today's episode was directed by Alexander J Newall and produced by Hannah Preisinger. To subscribe, buy merchandise, or join our Patron, visit [rustyquill.com](http://rustyquill.com). Rate and review us online. Tweet us @therustyquill, visit us on Facebook, or email us at [mail@rustyquill.com](mailto:mail@rustyquill.com). Join our community on Discord, or via Reddit at [r/rustyquill](https://www.reddit.com/r/rustyquill). Thanks for listening.