

## RQG – Episode 153 – The Chatter Box

### Content Warnings

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[Show Theme - Intro]

**ALEX**

Hello and welcome to the Rusty Quill Gaming podcast episode 153. 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

**ALEX**

And who are you playing?

**BEN**

Zolf Smith

**BRYN**

Hamid Saleh Haroun al-Tahan

**LYDIA**

Cel Sidebottom

**HELEN**

And Azu!

**ALEX**

We've made it out from self-contained little bubble universe of death into an even smaller bubble universe of a cell where everyone is forced into one another's company for an extended period of time.

**HELEN**

But at least nothing is trying to kill us yet.

**ALEX**

So.

**(Group laughter)**

**BRYN**

Only each other!

**HELEN**

Yes exactly.

**ALEX**

As it stands I am going to do what I did last time which is I am going to leave it to the group as to how they would best like to have this time proceed, do you want to get a bunch of conversations out the way and then call the time?

**BRYN**

Yeah.

**ALEX**

How do you want to do it?

**HELEN**

Let's do some convos.

**BEN**

So I have one immediate thing to set the scene.

**HELEN**

Ok.

**BEN**

Right so it's going to be quite boring down here so.

**LYDIA**

Speak for yourself, Cel becomes a rat.

**(Group laughter)**

**BEN**

I said boring not small but fair enough.

**LYDIA**

Just runs around.

**HELEN**

Can you still turn into stuff?

**ALEX**

No so interestingly the way.

**LYDIA**

Oh the anti-magic field.

**ALEX**

Yeah so the way that it would work is.

**LYDIA**

Nooooo!

**ALEX**

I'm going to tell you as a GM and then I'll leave you to figure it out.

**LYDIA**

Ok.

**ALEX**

Because of the way it's set up you can turn into a rat in the portion between the cell door and the corridor which then leads up to the inn.

**LYDIA**

Ok.

**ALEX**

But the second that you enter the actual cell it stops and you revert.

**LYDIA**

Ok.

**ALEX**

So it's a thing where if you try it in the cell nothing, but it depends, I don't know how people would share that info.

**BEN**

I mean do you start by just running to the cell and you're like [sound effect].

**LYDIA**

Oh yeah.

**(Group laughter)**

**BRYN**

That's never happened before.

**LYDIA**

That's never exactly.

**ALEX**

This rubbish never normally happens!

**BEN**

Oh that's an anti-magic field in there.

**LYDIA**

Ah steps out the room and becomes an octopus.

**BEN**

Weird, no I was going to, and I reach under the guardsman chair and like pull out a sort of drawer tray full of like cards and board game type stuff and Paris & Campbell books.

**LYDIA**

You're still outside of the cell if it's under the guards tray right?

**BEN**

Yeah, yeah, yeah.

**LYDIA**

So Cel with several of their eight arms.

**BEN**

Oh no that's [unclear 0:02:25].

**LYDIA**

Reaches over.

**BEN**

Cel.

**LYDIA**

Takes several cards.

**ALEX**

You'll ruin the cards, the geek in Alex is getting real annoyed.

**LYDIA**

So with the suckers.

**BEN**

Don't, don't.

**LYDIA**

Holding them up.

**BEN**

Don't tear them.

**LYDIA**

Like the octopus looks non plussed.

**BEN**

Ok right anyway so we won't go stir crazy at least.

**BRYN**

Good idea Zolf thank you.

**ALEX**

By the way to fit everyone in here you basically have at least one, maybe two people having to lounge basically on the stairs in order to do this. This is not an appropriate space and I will say now there is no version like this is obvious to all of you, there's no version this is going to work for a week. How that shakes out is still up in the air but.

**LYDIA**

More people than space.

**BEN**

We'll gaffer tape the cards to the ceiling eventually.

**BRYN**

Are you saying three days later slam cut there's lines of gaffer tape through the cell.

**(Group laughter)**

**BRYN**

And everyone is like no this is my side.

**LYDIA**

Yeah Cel has constructed out of spare uniforms that were laying around like a hammock above everyone.

**ALEX**

Ok let's circle this back round to the immediates.

**LYDIA**

Oh ok sure yep anyway.

**BRYN**

Can we presume it's like the next morning because we'd had a long day, we all probably slept.

**BEN**

Eat and sleep and just.

**HELEN**

So I'm going to assume our health is back up to.

**BEN**

Yeah.

**LYDIA**

The next morning so that's another four creatures that Cel can become.

**BEN**

Actually yeah I'm going to have to check my spell list and see if there is anything that can help quality of life.

**ALEX**

Congrats to all by the way, all your features are now properly active permanently, I know it's already covered before but I'll say it again there's no need for the sort of like oh I don't know this spell and we're like yes you do.

**HELEN**

I've got zone of truth we can play truth or dare.

**(Group laughter)**

**LYDIA**

Yes, yes.

**ALEX**

Why has that never occurred to me? I've played these game for years.

**BRYN**

No, no it's better than that though because if you're sitting on one side of the room you're in the zone of truth, if you move to the other side you can lie all you want.

**(Group laughter)**

**HELEN**

There's so many permeations of game.

**BEN**

So I'm preparing the maximum amount of [unclear 0:04:24] to stones that I can a day so I can just become the wall if I need to.

**BRYN**

Best way to mope out of a conversation just be like [sound effect].

**(Group laughter)**

**BRYN**

Just Homer Simpson into the wall.

**(Group laughter)**

**LYDIA**

I'm not joking Cel becomes an octopus quite often.

**ALEX**

I love that we've discovered this about Cel.

**LYDIA**

I realise that people were doing maths on the discord of like what kind of level or spell is this because Lyd has said she can do this like seventeen times, no I

was wrong, because I thought I could do all my spells as many times as whatever and no that's a level three spell and so I can only do four level three spells a day.

**ALEX**

So.

**LYDIA**

Octopus.

**ALEX**

So the first night.

**LYDIA**

Four times.

**ALEX**

Goes poorly. Carter unless people actively try and stop him, tries to sleep on the sort of guard side of the anti-magic cell, Barnes takes first sleep on the stairs basically just trying to do people a favour and the rest of you there should be enough space for just.

**LYDIA**

Helen's face.

**BEN**

Hamid?

**BRYN**

He's fine, he doesn't get claustrophobic. He can snuggle up with Azu.

**ALEX**

But yeah first night goes poorly for Barnes and he forces Carter to move so that he can then sleep during the morning because he is just like [sound effect], his back has completely gone. I am going to give you a little bit of time if you want conversations I'd suggest taking them because if you give me none the week will pass and then there we are.

**HELEN**

What should we talk about?

**BRYN**

Zolf I feel like I should apologise I know I haven't really been following the rules exactly, I'm sorry but I am sorry and I should, I'm sure that these rules exist for a reason it's just it's really hard being thrust into them suddenly without having lived through it all and I still don't feel like I know every protocol and I just, I was really worried about my family and I was very defensive about that and I want to apologise and I will try and be better and I'm going to try and maintain operational security because I trust you and I trust while these rules exist for a reason.

**BEN**

Hamid, Hamid, Hamid there is no need to apologise. I don't want, I don't expect an apology like I understand you are going through an awful lot. We've had, you know, like a year and a bit to adapt to this, so don't worry about it but maybe put the stone in the cell.

**BRYN**

Oh it's in my bag of holding which will be in the corner of the cell.

**BEN**

Oh right cool.

**BRYN**

And therefore unopenable.

**BEN**

Yeah so look don't I know, I know.

**BRYN**

Yeah I just.

**BEN**

Look we need to, I left weirdly alright, I did that, that happened so I don't know got any questions about stuff well something like that?

**BRYN**

I mean everything yeah but we need to get better at working together again because it didn't go very smoothly in the.

**BEN**

Yeah well honestly Hamid we were never that good at working with each other anyway.

**LYDIA**

(Gasp)

**BEN**

No that's not, I'm not, it wasn't, that's not a revelation, we both know this.

**LYDIA**

But you said it out loud and that makes it different.

**HELEN**

Yeah.

**BRYN**

I didn't feel like it was that bad I mean.

**BEN**

Really?

**LYDIA**

Cel goes (gasp sound effect) again.

**BEN**

Kew, Paris?

**?**

Seemed alright in Dover.

**HELEN**

I think this is supposed to be a private conversation.

**BEN**

No, no.

**BRYN**

We're all stuck in this box together we can't have private conversations really  
can we?

**ALEX**

We can pretend.

**BEN**

No I don't mind, I've spent a lot of time not talking about things, I'm fine to talk about things, I haven't got anything that I need to hide from people so you know ask away if you, don't interrogate, you get it right?

**LYDIA**

Cel leans over the balcony, they've constructed a hammock on the top of the.

**ALEX**

I'll allow it, I'll allow it, it's sensible.

**LYDIA**

So that they can stretch out because.

**ALEX**

Yeah.

**LYDIA**

Cel leans over and says not hiding anything, have you ever been romantically involved with that really cold guy up there?

**BEN**

What Wilde?

**LYDIA**

(Laughing)

**BEN**

No. No I care about him but no.

**LYDIA**

Alright I mean just checking.

**BEN**

I mean the man is an ass.

**LYDIA**

No judgment. That hasn't stopped me sometimes in the past.

**BEN**

Carter tried, didn't go at all well.

**LYDIA**

Ah yeah I can see that that would.

**ALEX**

Carter makes a rude gesture and continues to play solitaire.

**BEN**

I think we rest our case.

**BRYN**

What I was referring to Zolf and I guess maybe Kew was a good example of it is you know you used to call, when we worked as a team before you used to call the shots most of the time, and that did work reasonably well, and then when you left I had to do that and now we're both used to being the one who calls the shots and it led to some friction while we were, I mean I think that was obvious to everyone?

**HELEN**

Yes I'm glad you to are having this talk.

**ALEX**

From the corner. You could just fight it out.

**HELEN**

We don't have space for a proper.

**ALEX**

I mean if we all like go up to the walls I could just you know.

**HELEN**

I mean they are quite small but I still think that's a bit.

**BEN**

We're not, this is not.

**LYDIA**

Why don't you gamble the fruit leadership on a card game?

**BEN**

Right first of all Carter if you take on a halfling if Hamid tries to actually fight we'll all die.

**BRYN**

What?

**LYDIA**

He's very explodey.

**ALEX**

No he's not.

**BEN**

Like if we have a punch up of course I'll win because you know but he's a.

**ALEX**

Ok eight to one then?

**HELEN**

No.

**BEN**

We're not doing.

**BRYN**

I mean actually some of the things I can do are not technically magical.

**ALEX**

What, oh really?

**BRYN**

I walk into the cell, pop my claws out.

**BEN**

Oh that might makes thing a bit, look I'm not, no we're not fighting.

**ALEX**

Four to one?

**BEN**

Shut up.

**BRYN**

Shut up Carter.

**BEN**

Thank you.

**ALEX**

I think Hamid [unclear 0:10:17].

**BRYN**

That's not the point anyway we're adults and we can converse like adults and sort this out properly I don't like Zolf understands this particular mission and this world better than I do and I think Zolf should probably be the one to call the shots but we need to do that properly and I would like to request that you, Zolf that you take into account perhaps a little better that we tailor our tactics to the strengths of the group we have that's what I feel was not necessarily being done previously and I was, that's why I was getting frustrated.

**BEN**

Yeah fair enough like I don't know, maybe it doesn't matter to you as much but you know well we used to be a mercenary group with contracts and a formal system and everything and I guess we're not anymore?

**BRYN**

No I mean you know we're a rebel cell, there are things aren't the rebels are I don't know whatever. This is the thing I don't know, we're riffing we are riffing this nobody has any idea what is going on that's the problem so I'm not going to pretend that I know the situation I thought we'd want to be stealthier like

the main thing was you did that fireball, blew out all those windows, that was it, that was it.

**LYDIA**

Cel leans down and double thumbs up. Excellent fireball.

**BRYN**

As I said at the time I did not feel that that was necessarily the best decision but I also do not agree that it was the poor decision that you made it out to be but I feel multiple times that you would start to treat me as a child and make passive aggressive comments at me and I want you to know that since we worked together I've come a long way and I'm not the same, well I am fundamentally the same kid you knew and you know I'm still not that old because I guess I haven't lived through the eighteen months but I have come a long way and I don't appreciate being talked to in that way or those comments being made Zolf and I just wanted to air this out while we've got this time because it did I think not necessarily help us all work together and I just feel like it is worth addressing now while we've got this enforced you know down time before the next hair brain adventure.

**LYDIA**

Are they always like this?

**HELEN**

I don't know I've not seem them together for long.

**BEN**

Alright fine I get it you've done stuff, you have experience with this kind of stuff. I don't know I just harebrain adventure and all that kind of stuff sometimes I feel like maybe you don't take this as maybe seriously as you could fundamentally I think it's still a bit, it's still a bit of an adventure this isn't, the fact you refer to it as an adventure I think kind of that.

**BRYN**

That's no that's a fair point I guess it's not so much that that I don't think it's serious it's that's how I cope with things and how I force myself to keep going when stuff seems you know impossible is I have to try and convince myself it's worth it and I have to treat it that way because otherwise the scale of it and the scope of it will just leave me a nervous wreck, I apologise.

**BEN**

We've all got.

**BRYN**

I'll do better was well.

**BEN**

We've all got our own coping mechanisms I will say looking at Azu.

**(Group laughter)**

**BEN**

And that's fine right like just you know as long as they don't overwhelm you.

**BRYN**

Yeah I'll.

**BEN**

But also like fine I think we've said our things, we've heard what we have to say, this is not something that is going to be resolved in one conversation we have to work at it, it's going to be difficult, it's going to be a difference, also we are not the only people here and I don't know.

**LYDIA**

Hi.

**BEN**

What Azu and Cel you know Barnes and Carter I've worked with more than we ever have.

**BRYN**

Yeah that's a good point I hadn't really thought of it like that, it's weird when you look at the amount of time passed it felt like so much longer whilst.

**(Group laughter)**

**ALEX**

Carter in the corner just pipes up yeah generally we just let him be grumpy when it wants it just makes life a lot easier.

**LYDIA**

Yeah I've found that.

**HELEN**

Yeah I know right.

**BRYN**

Alright I get it.

**ALEX**

Have you done the thing where you invent a problem for him to solve?

**(Group laughter)**

**LYDIA**

That's a great idea actually we had enough problems it turned out we were not short.

**ALEX**

Make sure it's a punchy problem not a thinky problem he doesn't like the second half.

**LYDIA**

Oh no he does not like those.

**ALEX**

No he does not.

**LYDIA**

No.

**HELEN**

I think fundamentally the two of you just need to give each other more credit.

**ALEX**

Yeah it's not a bad idea.

**BEN**

I think I'm just.

**LYDIA**

I don't think she was talking about you.

**ALEX**

Neither did I.

**LYDIA**

Oh right ok just checking.

**ALEX**

It's a valid opinion.

**LYDIA**

Yeah it is a valid opinion.

**BEN**

Thank you Barnes.

**BRYN**

Zolf I just well thank you for letting me bring that all up I know it's not easy and I know we've still got stuff to work on I just I felt like it was worth clearing the air because I do have a lot of complicated feelings about everything that happened and like you said when you left it was, it was really difficult and yeah but I did, I did miss you and it's really good to be working together again Zolf.

**BEN**

I guess look the thing I haven't said is I'm sorry about all of that, I shouldn't have done it, I mean maybe I should, I don't know like but I stand by what I said back then.

**BRYN**

I understand that.

**BEN**

It wasn't a good choice but I think it was the right one.

**BRYN**

I know what you mean.

**BEN**

As you can tell like I've changed.

**BRYN**

Yeah.

**BEN**

Literally.

**BRYN**

Absolutely.

**BEN**

Gesturing at the hair.

**(Group laughter)**

**BEN**

And the legs and like yeah I just, a lot has happened.

**LYDIA**

Is that a new haircut?

**BEN**

I don't know like something happened, something happened with the, fine.

**HELEN**

I assume it's the magic.

**BEN**

So I used to be, right, fine, look, I just to be a cleric of Poseidon.

**ALEX**

Yes.

**LYDIA**

Then you broke up with him?

**BEN**

Right so basically I became a cleric of Poseidon because they saved my life and I felt I owed them something and I tried and I tried and I just didn't get it.

**ALEX**

In fairness the Poseidon lot are a bit of a naus.

**BEN**

I mean they are.

**HELEN**

A bit of a what?

**ALEX**

A bit of a naus.

**HELEN**

What's a naus?

**ALEX**

You know like a.

**BEN**

A pain the arse.

**ALEX**

Yeah a naus.

**LYDIA**

Oh you learn something new.

**ALEX**

Like nauseating I guess.

**HELEN**

Oh we would call that a camel in the pants.

**(Group laughter)**

**ALEX**

I was going to respond but Bryn is not ready. Bryn has gone.

**(Group laughter)**

**ALEX**

Hey ho.

**BEN**

Got him.

**(Group laughter)**

**ALEX**

I can see how that would get old you know.

**HELEN**

Well you know it's something that you don't want there and which is very inconvenient.

**BRYN**

Fair.

**BEN**

I mean.

**ALEX**

How does the camel wear the pants?

**HELEN**

No, no the camel is trying to get into your pants.

**BEN**

Like a ferret up your trousers.

**HELEN**

Yes.

**ALEX**

Or like a Carter in any conversation heeeeyyyy.

**(Group laughter)**

**ALEX**

Ooh solitaire.

**BEN**

Yeah so I mean that basically something that was irritating and didn't fit and that was Poseidon and I didn't understand him and he didn't understand me so I stopped I don't think I actually ever really believed in him, I don't know if he believed in me, something was going on there but it was.

**HELEN**

He must of done if you could work with?

**BEN**

I guess, maybe he thought I was a project but anyway I'm not being.

**HELEN**

I don't think that Gods work like that.

**BEN**

Poseidon does.

**ALEX**

Again the Poseidon lot can be a right camel, not kidding.

**BEN**

I don't care who it is.

**LYDIA**

Really this sounds like several of my past relationships.

**(Group laughter)**

**BEN**

It was one sided and I.

**LYDIA**

Yeah.

**BEN**

Mortal, immortal, God, whatever, I am not being treated like that by anyone.

**LYDIA**

Very right yeah.

**ALEX**

Also he killed a lot of people we know sort of indirectly if you think about it.

**BEN**

All the Gods have killed a bunch of people we know indirectly.

**ALEX**

Well yeah well I suppose it affects me a bit more you know the whole sailing thing.

**BEN**

Yeah obviously I mean that's why I first did it, I mean I miraculously survived a shipwreck and thought oh well you know.

**ALEX**

Oh right yeah found the Gods makes sense.

**BEN**

Yeah so anyway.

**LYDIA**

You stand up for yourself buddy, you do that.

**BEN**

Yeah I mean.

**LYDIA**

Well done.

**BEN**

Yeah I.

**HELEN**

That's a very different journey to mine.

**BEN**

Yeah well that's, it's individual right, but now I actually do have faith and it's not a faith in a God, it's a faith in.

**HELEN**

That's valid.

**BEN**

I don't know.

**BRYN**

You seem a lot better off Zolf and I'm really glad for that.

**BEN**

Yeah.

**ALEX**

You're a bit more chill.

**BEN**

Yeah.

**HELEN**

Is he?

**LYDIA**

Wait, what?

**ALEX**

Oh yeah. You used to be a lot more.

**LYDIA**

Just more.

**BEN**

Yeah but the first time.

**ALEX**

A bit more intense.

**BEN**

The first time we met you tried to Court marshal me.

**ALEX**

I didn't try I succeeded.

**BEN**

Yeah you did.

**(Group laughter)**

**ALEX**

I mean not entirely.

**BEN**

You got me Court marshalled.

**ALEX**

No.

**BEN**

I got off, I wasn't executed.

**ALEX**

What happens with the higher ups, not my concern.

**BEN**

Look water under the bridge.

**ALEX**

I'm just saying I did succeed.

**BEN**

I don't like that you were so proud of that.

**ALEX**

You were wiley.

**BEN**

I was just gone anyway that's the thing, I don't know, yeah.

**LYDIA**

I think at some point in this week I would really appreciate just like a run down in order of the events because this is a patchwork quilt that I am enjoying trying to re sew into essentially a rug of rags, of story, if you understand my giblets.

**HELEN**

You're re-engineering.

**LYDIA**

Yes.

**HELEN**

Reverse.

**LYDIA**

I am reverse engineering this story.

**HELEN**

What a good phrase.

**LYDIA**

Now I'm pretty sure that you and Cel basically re-tells the entire parties completely wrong in which obviously Bertie doesn't feature or.

**HELEN**

Because no one has talked about him.

**LYDIA**

Because no one has talked about him but like Zolf leaves the group because of a bad relationship.

**BEN**

Not wrong.

**LYDIA**

And yeah but like you spent a lot of time in Kew but like solving puzzles like solving a murder maybe because someone seems to have gone missing?

**BRYN**

I keep trying and failing to interrupt.

**(Group laughter)**

**BRYN**

Because I'm like I want to correct you but it's so much funnier if you end up telling the entire story.

**ALEX**

About halfway through Carter sort of loses track of what the original point was and starts giving suggestions for plot improvements.

**(Group laughter)**

**LYDIA**

Cel takes him at face value as the truth.

**BRYN**

At some point I will.

**LYDIA**

Also you keep talking about someone called Sasha but have given very few details so.

**(Group laughter)**

**BRYN**

At some point I will jump in and probably tell you the entire story. I will mention Kew, I won't focus on it, I will run through everything that took us to Paris and everything that happened in Paris.

**BEN**

Will you now actually mentioned Bertie?

**BRYN**

And I will definitely mention Bertie and Sasha and I will because I think at least from Hamid's perspective all the Mr Ceiling stuff is super relevant.

**LYDIA**

Yeah.

**BRYN**

So he'll give quite a lot of detail about that and then probably not a lot of detail about Prague certainly not the zombie fighting and the [unclear 0:21:15] bit but he'll mention it quickly because he's like well and you know he's still emotionally quite you know because of Bertie dying and Aziza dying.

**BEN**

So one thing actually when you get to Mr Ceiling I just go oh shoot and I'll run to my bag of holding which has Shoin's brain in it that we just kind of forgot about.

**BRYN**

I didn't forget about it.

**BEN**

Ok.

**LYDIA**

Yeah it's supposed to be in isolation as well isn't it?

**BEN**

Well yeah.

**HELEN**

Well the isolation is making sure someone's infected or not and we know the brain is infected.

**BEN**

Yeah I'm going to actually hammer on the trap door and be like Wilde.

**ALEX**

Eventually Wild comes he doesn't open the door.

**LYDIA**

Yeah opens to a cloud of BO.

**(Group laughter)**

**BEN**

We've got Shoin's brain and I kind of didn't mention it.

**ALEX**

What?

**BEN**

Yeah so.

**ALEX**

Why?

**BEN**

Because it's, he's still alive ish sort of.

**ALEX**

What?

**BEN**

Ok so.

**BRYN**

He removed his own brain and put it into an independent.

**ALEX**

How do you remove your own brain?

**BEN**

By being a mad alchemist.

**LYDIA**

Hey!

**BEN**

What you ain't removed your own brain?

**LYDIA**

I know but one day I might be able to!

**(Group laughter)**

**ALEX**

Lovely, oh I've got to take a break there, I've got to take a break there.

[Break].

**ALEX**

And welcome back so you were mouthing off I believe about brains and alchemists and thereof.

**BEN**

Yeah I rest my case exactly at what Cel just said.

**ALEX**

Also he borrowed a bunch of technology from Francoise Henry who created this thing under Paris. Stop, stop, stop, the trap door opens Wilde tries to come down it's quite full. Show me the brain.

**BEN**

Ok you realise if we do that you have to isolate yourself?

**ALEX**

Why?

**BEN**

Ok half of the brain is infected with.

**ALEX**

He goes up the stairs and immediately closes the trapdoor.

**BEN**

Yeah well exactly I don't know why you came down in the first place, half the brain has been infected I think like Shoin got in contact with, hang on a minute the.

**LYDIA**

One of the people that came to attack him in the like one of his dungeon crawler folks went and they were infected and so when he blasted them that infected him.

**BEN**

Have you still got the diary?

**LYDIA**

Oh yeah.

**BEN**

Oh right.

**LYDIA**

Cel actually tries to open the bag of holding, can't gets a bit and then steps into the non-magical field elbowing someone in the face.

**BEN**

Can I?

**LYDIA**

Yeah.

**BEN**

Can we give it, right.

**LYDIA**

Go crazy.

**BEN**

Ok.

**LYDIA**

I mean don't it's a very enclosed space.

**BEN**

I open the slot, because there's got to be something to give food down and stuff.

**ALEX**

Why?

**BEN**

Got Shoin's diary do you want to read it? Maybe it has the entire explanation of what happened in it or not, I can just, I mean it's in Japanese so I guess Cel can read it to you?

**CEL**

How about I read it to everyone, that will pass the time?

**ALEX**

Hold onto it, don't read it out.

**BEN**

Right I'll hand it back to you.

**LYDIA**

Forgot I had that cheers these romance novels I nearly got to the end of all of them so.

**BEN**

Ooh no you haven't.

**LYDIA**

Oh.

**BEN**

I will kick another bit of wall and pull out yet more Harrison Campbell novels.

**LYDIA**

You know what great as they are.

**BEN**

Yes.

**LYDIA**

Cel is clearly being diplomatic, they are reading because that's the only thing. Like great as they are this set of really complex engineering proposals might just relax my brain a little bit compared to all of that like sticky human stuff so.

**BEN**

Well I mean there's.

**HELEN**

I'll take the sticky human stuff.

**BEN**

Alright well there you go, I hand you a box of Harrison Campbell.

**BRYN**

I really should finish the story so after Paris cover Prague.

**BEN**

So that's where I left.

**LYDIA**

Oh right yeah.

**BEN**

So I'm out of it now.

**LYDIA**

I'm really sorry about your sister buddy.

**BRYN**

Thank you yeah it was difficult, it feels simultaneously ages ago and last week and weirdly that is an accurate thing as well.

**ALEX**

Yeah time travel will do that.

**BRYN**

Yeah.

**CEL**

You want to tell me anything about her, do you get to talk about her much?

That's really sad.

**BRYN**

I would like that thank you but I'm trying to focus for now let me.

**LYDIA**

Back to the story yes.

**BRYN**

Yeah so and then I'll go into the bit where we met Newton because the other thing that is relevant is Liliana's research and then I'll talk about Damascus and all the factories there and that's when we noticed things were going wrong and then I'll probably do again quite a brief bit on Rome and how we got trapped there.

**ALEX**

You skipped Cairo.

**HELEN**

You did skip Cairo. The most important thing happened.

**ALEX**

You met Carter.

**BRYN**

Yeah sorry yes.

**HELEN**

Ah I was this close to [unclear 0:25:30].

**(Group laughter)**

**BRYN**

So yeah so.

**HELEN**

The most important thing is you met Azu.

**BRYN**

Yes. So I.

**(Group laughter)**

**BEN**

Hey, hey, hey, he hasn't even met Grizzop yet we're through Prague, through all of that.

**BRYN**

Look I'm doing it all in character.

**ALEX**

This by the way is more or less the dynamic of the story telling.

**(Group laughter)**

**BRYN**

No I won't have actually skipped Cairo but also there is not like I won't go into huge detail because not a lot of what happened in Cairo is directly relevant.

**ALEX**

Yeah fair.

**BEN**

Yeah.

**BRYN**

To what is going on now.

**LYDIA**

You say that but Cel asks pointed questions about the weather.

**BRYN**

No yeah, yeah, yeah that's worth discussing and yeah and then I'll talk about how we ended up in Rome and.

**LYDIA**

So there was a whole pyramid there and you didn't rob it?

**BRYN**

I know, I know. Wait no.

**ALEX**

I mean I got further that you did.

**BEN**

Yeah but you weren't allowed to.

**HELEN**

You've still got a spike in you as you deserved.

**ALEX**

I got mildly spiked.

**HELEN**

Very spiked.

**ALEX**

I got mildly spiked.

**BEN**

So why didn't you?

**BRYN**

Well we felt it was more important to move on with the mission and investigate the things going on in Damascus.

**BEN**

That's fair enough. Where are you at on the simulacrum by the way?

**BRYN**

Oh well so in Damascus.

**BEN**

[Sound effects].

**ALEX**

Might be worth keeping that a little bit quiet until the week is done.

**BEN**

I mean anyone who, oh yeah maybe. We don't know if the blue vein if they're [unclear 0:26:45] or not.

**BRYN**

Oh yeah.

**HELEN**

What do you mean?

**BEN**

Well they might be able to communicate sort of telepathically.

**ALEX**

There's rumours that if one thing knows it they all know it.

**BEN**

Yeah.

**LYDIA**

Maybe you shouldn't, maybe none of us should talk at all like even with the emotion stuff you're just giving people levers right, right, if people know about your relationships they can use that.

**ALEX**

Carter stands up, now I know I'm not the most popular person here but I do have a solution to this problem. I suppose it would be too much to ask everyone to close their eyes for a second.

**EVERYONE**

Yes.

**ALEX**

He starts going into the anti-magic field and pushing his way past people and he is trying to get to a corner of the room and it is all a bit awkward. None of you saw this, he pulls out a length of wire and starts feeding it into a corner brick, tugs and then the brick pops out just a tiny little bit and then he pulls it out and starts pulling bottle after bottle of booze.

**(Group laughter)**

**ALEX**

Easily ten bottles, he then pulls out a wrapped pack which clearly has daggers and things in it and puts that to one side, pulls out a few more, all in all he is able to get like round to about twelve bottles and a pack, puts the pack back and then puts the brick back.

**LYDIA**

Why would anyone need that many knives?

**BEN**

Why would you have that in here?

**HELEN**

Is this what you call emergency rations?

**ALEX**

I didn't say the word emergency rations, I said bug out bag.

**BEN**

Your bug out bag is a bunch of knives and twenty bottles of booze?

**HELEN**

What kind of booze is it?

**ALEX**

Ah ha this, this Helen is the right question. Quite the selection all of which to Hamid's, Hamid do you have knowledge history or knowledge nobility?

**BRYN**

No.

**ALEX**

Oh.

**BEN**

I do.

**ALEX**

Oh which ones have you got?

**LYDIA**

I've got knowledge alchemy.

**BEN**

I think both.

**HELEN**

I've got knowledge nobility.

**BRYN**

Hamid just has taste.

**BEN**

Yeah I've got both.

**ALEX**

Right anyone who has knowledge nobility or knowledge history please roll.

**BEN**

What do you want me to roll on?

**ALEX**

Whichever is higher.

**BEN**

They're the same.

**LYDIA**

Oh yeah I've got only Japanese history.

**ALEX**

I will just flavour it as both.

**BEN**

Fine. Oh well or I could just roll irrelevantly, twelve.

**ALEX**

Wide!

**LYDIA**

Fifteen.

**HELEN**

Fourteen.

**ALEX**

Oh yeah that's fine no one has really not the connoisseurs that's fine the bottles look really posh, there are amongst other things a couple of halfling

wines there's some human ales there appears to be what Cel you haven't seen in an enormously long time some elvish mead.

**LYDIA**

Woah.

**ALEX**

That stuff is impossible to get hold of and then a couple of bottles of what appears to be like Orkish whisky or something similar and then what appear to be a couple of like more mundane like stouts and things like that.

**HELEN**

Did you steal these?

**BEN**

Yes right.

**ALEX**

Carter's mouth opens, Carter's mouth closes.

**BEN**

Right I'm having that and I grab a bottle of stout.

**ALEX**

If we're all worried about you know what was the word gestalt stuff it follows that if we all get absolutely smashed.

**LYDIA**

We won't be worried anymore.

**ALEX**

That also all of they would be smashed as well right?

**BEN**

Ok well that makes no bloody sense.

**HELEN**

I think it does.

**BEN**

But I don't care and I crack the bottle open on a wall.

**(Group laughter)**

**HELEN**

Azu pulls the cork out of the orkish whisky with her teeth.

**LYDIA**

Cel takes.

**HELEN**

She aims the cork at Carter.

**BRYN**

Aw he gave you the, aw man.

**HELEN**

Yeah but she's got the whisky now.

**BRYN**

That's fair enough.

**(Group laughter)**

**ALEX**

Carter's just like aw takes the other orkish whisky and goes back to his corner spot.

**BEN**

I'm going to go over to Carter and be like hey thanks maybe look come up and chat just don't do you know all of that.

**ALEX**

Carter hears turns dead eyes Azu and takes a very large swig of a booze that is not fit for human consumption.

**HELEN**

I would say be careful but.

**ALEX**

He drinks again.

**BEN**

Ok I mean giving yourself alcohol poisoning to prove a point is not the smartest things.

**ALEX**

He drinks again.

**BEN**

Ok fine.

**HELEN**

Well we've got healing.

**BEN**

I'm not responsible. Yeah I suppose so.

**LYDIA**

Cel takes the elvish mead and like stares at it for a while, like begins to open it and then like almost seems frozen like where did you get this?

**ALEX**

You recognise that it's genuine American made mead.

**LYDIA**

Where did you get this?

**ALEX**

Carter just looks at you around what he's already by the way well into the bag because that stuff works quick and he is not a heavy man.

**HELEN**

Azu whispers to Cel ask him later when he's more drunk.

**LYDIA**

Can he get more drunk?

**HELEN**

If he drinks the rest of that he will.

**ALEX**

Dead eyes and just again I'm going to accelerate time by fifteen minutes.

**(Group laughter)**

**BRYN**

Hamid has just had a couple of sips of the halfling wine.

**ALEX**

Carter is a mess but a very happy mess.

**HELEN**

Is doing a song?

**ALEX**

No.

**HELEN**

Ok.

**BEN**

What is Barnes doing?

**HELEN**

What is Barnes doing, what's the pirate lad doing?

**ALEX**

Barnes I'm going to artificially inject a rum because there should be a rum. Barnes has got the rum and seems to be reading the room and seems to be loosening up just a little bit but not full like wahay but you know what.

**LYDIA**

Skip forward another fifteen minutes.

**(Group laughter)**

**HELEN**

Everyone's going wahay.

**ALEX**

For Helen's benefit he's sort of crouched fairly comfortably on the stairs you know shirt unnecessarily open and he.

**BRYN**

Oh my God he is just goblin posing.

**(Group laughter)**

**ALEX**

You've got it that's exactly what I'm going for, I'm so proud of you, yes. That's exactly what we're channelling thank you.

**BRYN**

Ok.

**HELEN**

Oh Alex you know me so well.

**ALEX**

You know what I like to think I pay attention.

**HELEN**

Yeah.

**BRYN**

Who says Alex doesn't give us nice things!

**(Group laughter)**

**ALEX**

Carter at this point by the way is [sound effect] there you go that's the official noise.

**LYDIA**

Cel actually puts the elvish mead away into their bag of holding like very gently and carefully and then starts on the human stout.

**BEN**

So right look I've done a lot of talking about myself, we know about Hamid.

**BRYN**

For a change.

**BEN**

Yeah alright that's the whole point.

**LYDIA**

You're talking about the fact that you talk about yourself it's just like when you ask other people to talk and then you don't talk.

**HELEN**

Finish your sentence I'm listening.

**BEN**

So what about you two?

**BRYN**

I'm not.

**BEN**

What's about you two, what's your deals right? If you want to talk, no pressure obviously but you know if you want to we're sharing so if there's anything you want to share or you know.

**ALEX**

Did they push you down a pit?

**BEN**

I have no idea.

**HELEN**

No one pushed you in a pit. Oh yeah fell I have fallen over before.

**ALEX**

How?

**HELEN**

I'm quite big like oh.

**ALEX**

Carter is not the conversation [unclear 0:33:52].

**HELEN**

Ok what do you like to, what kind of thing?

**BEN**

I don't know just whatever.

**LYDIA**

Where did you grow up?

**BEN**

Yeah.

**HELEN**

Oh Kenya in the mountains on a farm.

**LYDIA**

What mountain?

**HELEN**

We didn't really have a name for it, it's just, it's because, so the settlement there has been there for as long as anyone can remember so it's just the village.

**ALEX**

How long can people remember?

**HELEN**

Hundreds of years.

**ALEX**

That's well old.

**HELEN**

Yeah.

**BEN**

So what made you decide to join up with you know the Aphrodite lot I've had ship wreck not death but what about you, did you?

**HELEN**

There was a travelling paladin that came by and then Aphrodite gave me a dream.

**BEN**

Oh right.

**HELEN**

And then I went with her.

**BEN**

So you just sort of chose?

**HELEN**

No, no, no, I believe that she chose me because she came to me in my dream.

**BEN**

Yeah but actually chose, you could.

**BRYN**

Well you chose to act on it, it's a mutual choice, she chose you but you chose to respond.

**BEN**

Because you could have chosen to tell her to go and do one.

**HELEN**

I could have but why would I?

**BEN**

No but it's no but that's what I mean if that's what you think then you made that choice right? You chose.

**HELEN**

It was the right choice.

**BEN**

Good I'm glad yeah good.

**HELEN**

I've never regretted it.

**BEN**

Good.

**BRYN**

Sorry.

**HELEN**

Do you know there are, it wasn't easy all the time but.

**ALEX**

Was it like a camel in the pants?

**HELEN**

No the opposite it was something that I very much wanted.

**ALEX**

Like a camel in your shirt?

**HELEN**

That's not something you'd want either.

**ALEX**

Oh.

**HELEN**

It's like.

**ALEX**

Carter falls over.

**LYDIA**

Like a camel in your camel stable?

**BRYN**

I'll put a pillow under Carter's head.

**HELEN**

Yeah.

**ALEX**

He's gone.

**BRYN**

But I'll look really sulky about it while I'm doing it.

**(Group laughter)**

**HELEN**

It has been a long time, well for me a long time.

**BEN**

How long is a long time, how long have you been doing the whole Aphrodite thing?

**HELEN**

Oh three years.

**BEN**

Alright yeah fair enough. I mean good I'm glad you're enjoying it well not enjoying it but I'm glad you're still sure of what you have done.

**HELEN**

I'm yes I'm sure of Aphrodite that's she is the one thing I'm sure about.

**BEN**

Zolf gives you two thumbs up.

**HELEN**

Awww.

**LYDIA**

Wobbly thumbs.

**HELEN**

Cute so.

**LYDIA**

Yep hi.

**HELEN**

How did you learn alchemy?

**LYDIA**

Ooh ah that was a long time ago.

**BEN**

Wait, sorry, hang on is this I mean this might be really rude so don't answer if but how old are you?

**HELEN**

I don't think you should ask, I ask someone how old he was once and it didn't go well. I think it's rude.

**ALEX**

Basic civility yeah?

**BEN**

No I'm asking look I've asked Cel and if they want to answer they can, if they don't they don't.

**LYDIA**

I no I don't mind at all it's just sometimes I lose count.

**BEN**

See?

**LYDIA**

I think if I add things up around ninety seven.

**BEN**

Oh right ok.

**LYDIA**

Yeah.

**BEN**

Fair enough I thought you were going to say like ooh nine hundred or something.

**LYDIA**

No I mean it's one of those strange things I was the first, I'm the oldest half elf that I know.

**BEN**

How many half elves do you know?

**LYDIA**

Well not any at the moment, I did know a few back in the, back in the town but they left.

**BEN**

They were in Japan too?

**LYDIA**

No this is before, long before that, back in, back in America.

**BEN**

Oh right.

**HELEN**

What's America like?

**LYDIA**

Oh lovely really.

**HELEN**

What does it look like? Is there?

**LYDIA**

It's a country, sold, three dimensional, four dimensional really as it moves through time as well but only at the same pace that we do so you know you can't really.

**ALEX**

Takes in more trade than it gives out mostly.

**LYDIA**

It what?

**ALEX**

Takes in more trade than it gives out for the most part, at least my experience.

**BEN**

Everything with you is just shipping and navies and stuff isn't it Barnes?

**HELEN**

Do you want some whisky?

**BRYN**

Are there mega fauna there, I've heard there were mega fauna in America.

**LYDIA**

Yeah same really enormous fauna, gigantic, some of it friendly, some if not the complicated thing of course is how you decide to live with the mega fauna and live with the you know the trading so I mean there was a town my, my, my dad was a merchant, he was a sailor and he met my mother in the town and then more and more people settled there and yes we had to defend ourselves from the large fauna, the very large and the gigantic and the mega fauna and then trade cut off and the defences failed and it wasn't a town anymore yeah.

**BEN**

Oh right.

**BRYN**

I'm sorry Cel.

**HELEN**

So am I.

**BRYN**

It must have been really difficult.

**LYDIA**

Yeah well yeah you know towns don't last forever and yeah those are things you know. I've seen a lot of towns since, some of them have been around for a long time.

**BRYN**

Yeah you said you'd travelled all over the place.

**LYDIA**

Some of them, some of them not any more I mean I tended to go where there was trouble so.

**BEN**

Hear that we accidentally crashed the world's economy.

**BRYN**

What?

**BEN**

What?

**BRYN**

What?

**BEN**

Mr Ceiling you know.

**HELEN**

Were you not listening?

**BEN**

You know Paris and brains?

**BRYN**

Oh.

**BEN**

Running all the banks so we turned it off and then all the banks crashed because everyone had put their banks in a brain machine.

**BRYN**

I mean they didn't crash as such it's just it lost a lot of administrative information and could no longer coordinate things.

**BEN**

All the messaging shut down across like.

**BRYN**

All over the world quite so quickly.

**BEN**

Well at least Europe and North Africa I don't know what else was being controlled by Mr Ceiling?

**HELEN**

I think money is overrated.

**BRYN**

Agreed.

**BEN**

We don't need it but people.

**BRYN**

Want it.

**BEN**

That.

**BRYN**

I mean it's a pretty useful system for administrating trade.

**HELEN**

What a bank?

**BRYN**

Well money you know just in general.

**HELEN**

Why can't you just give the person a thing and then they can give you something back?

**BRYN**

I mean that works on a smaller scale but in large scale transactions across.

**BEN**

Just do it more.

**BRYN**

International boundaries and you see a bank it sort of it really generates wealth because the bank doesn't have to have all the money that it lends out to people it only needs a fraction and that means.

**BEN**

Wait so you're saying it's fake money?

**BRYN**

Yeah, yeah somehow right the bank doesn't need to have all the money yet it also always seems to end up there am I right?

**HELEN**

Mmm.

**BRYN**

Example hands up people who have multiple houses?

**BRYN**

But in a sense I mean.

**ALEX**

Wait, wait not finished. Hands up people who re directly responsible or at least like their family is for the administration of that wealth?

**BRYN**

Just for the audio format because we've got all too far into this.

**(Group laughter)**

**BRYN**

Hamid raised his hand both times and no one else did.

**BEN**

Yeah sorry I genuinely forgot for a second. I think everyone you probably all picked up on that you know but just to be clear.

**ALEX**

Carter wasn't like [sound effect] or anything so?

**BRYN**

And I did speak as well.

**BEN**

No surprise estates from Azu.

**(Group laughter)**

**BRYN**

Actually.

**ALEX**

Alright then so last one then hands up people who ended up doing incredibly dangerous work and watching all of their friends die and stuff.

**BEN**

Ooh me.

**ALEX**

By choice.

**BEN**

Oh no.

**ALEX**

Instead of necessity?

**HELEN**

Azu also raises her hand.

**BEN**

I, no I suppose I did, yeah no I did choose yeah.

**HELEN**

So did I.

**BEN**

Yeah.

**LYDIA**

I mean Cel is looking at their hands extremely confused.

**BEN**

What do you mean by choice versus necessity?

**LYDIA**

Very, very I mean like I.

**HELEN**

I didn't choose for them to go obviously but.

**BEN**

I joined the navy although I guess I still haven't, I mean did I ever.

**BRYN**

I mean I chose to go adventuring but it's not like I had many other choices at that point?

**ALEX**

You had all the choices.

**BRYN**

Not exactly.

**ALEX**

I mean no seriously let's be honest.

**BRYN**

My family had cut me off.

**ALEX**

What fine whatever.

**HELEN**

So you would have been homeless and.

**BRYN**

Well no because they bought me the flat as a present already.

[All talking].

**BEN**

Hang on, hang on, hang on though right like I know it's nice and it's easy but look he's kind of vaguely pointing at look he's trying right like it's not.

**HELEN**

I know he's trying. I'm very proud of him.

**BEN**

Oh well yeah but then everyone like Barnes just leave off alright.

**BRYN**

Fine.

**BEN**

You know we've all done stuff we you know not proud of and.

**HELEN**

We all have regrets, I'm sure you've got things you might not want to talk about.

**ALEX**

Barnes goes further up the stairs so he's less in the eye line of everyone in the room.

**HELEN**

Aww.

**BEN**

Look here's a thing alright, I ain't ever told anyone, hmm, the reason I joined the navy was because I killed my brother.

**BRYN**

Zolf!

**HELEN**

What?

**LYDIA**

Ok buddy that is quite, that is quite a thing.

**BEN**

Yes.

**LYDIA**

There was a hesitancy there, was he evil?

**BEN**

No not at all just wanted to be a miner like my family was and then.

**BRYN**

Look enough.

**BEN**

You know, you know the ring right Hamid?

**BRYN**

Yeah.

**BEN**

This ring, this he was, I, he was wearing it because older brother right and dad wanted him to sort of pick up the family business he didn't want me to be part of the family business but I didn't mining, mining sucks, it's so boring.

**HELEN**

And it's underground.

**BEN**

Yeah and I was down there and I was working with Feryn and then, and then I was bored so I was mucking about and I kicked a you know post.

**HELEN**

Zolf that's not killing him.

**BRYN**

That's an accident.

**BEN**

No but I didn't look mines are dangerous and they are dangerous places and I didn't follow the rules and so someone got killed and it were my fault and that's that, and that's that, and I'm so as I said I can't not, I can't undo that but this is what I'm saying you can't always.

**BRYN**

Hamid goes over to Zolf and offers him a hug.

**BEN**

I'm going to take him into a hug but keep talking but like Azu as you were saying you can't save you know Sasha and Grizzop and that and like yeah sure like things happened and you don't.

**BRYN**

Well I still haven't given up on that we still don't know exactly what happened to them.

**HELEN**

Oh Hamid.

**BEN**

I mean maybe look fine but ok we don't know where anyway but what I'm saying is don't you make mistakes and stuff happened and you can't always just be forever blaming yourself I mean I do blame myself obviously because I did but I've come to terms.

**HELEN**

Then maybe you should.

**BEN**

No I've come to terms with that because it was like, it's not, there's nothing ambiguous it were my fault and I did it and that just was cause and effect I kicked the thing and it fell down and I knew I shouldn't have done that because you kick the thing and it causes a cave in and then Feryn.

**LYDIA**

It does sound, Mr Smith, Zolf, it does sound like whoever designed that mine did not put enough fail safes in.

**BEN**

So that were my dad and me and my brother and my mother so.

**LYDIA**

So that, that is, that is a shared responsibility.

**HELEN**

That's not entirely your fault.

**BEN**

No I get that.

**BRYN**

Look Zolf you.

**BEN**

I get that.

**HELEN**

Do you?

**BEN**

Yes no I do like I spent so long running away from that and like I joined the navy, I became a pirate, I became a cleric, I became a mercenary.

**LYDIA**

That is a lot of jobs.

**BEN**

Stopped being a mercenary, stopped being a cleric of Poseidon, became a cleric of I don't know hope?

**BRYN**

What comes next?

**BEN**

I don't know I haven't really called it anything but I just kind of am that and I think that's the point right I know I've come to terms with it because I'm a cleric of what I am and no God is giving me power to do this and I'm just searing light up into the ceiling.

**ALEX**

Wait are you in the cell?

**BEN**

No.

**ALEX**

No then it works.

**HELEN**

I feel like we're all arranged along the corridor.

**BEN**

Yeah so that's five D8 damage to the roof.

**HELEN**

Ooh hang on.

**BEN**

Yeah, yeah.

**LYDIA**

Oh no Cel is in the cell, cell is in the hammock [unclear 0:46:13].

**ALEX**

Ok no you're ok, you are ok but you haven't hit [unclear 0:46:17] you've hit stone and a chunk of it comes down.

**BEN**

I mean that's hard to.

**BRYN**

Zolf be careful.

**BEN**

Oh yeah no sorry.

**ALEX**

It hits Carter who wakes up [sound effect].

**BEN**

Sorry no you're alright, you're alright is he in the cell?

**ALEX**

No.

**BEN**

Ok I'll just.

**LYDIA**

He's underneath where you are presumably.

**BEN**

I'll just no wait I've got no shut up, I've got this, channel positive energy [sound effect].

**ALEX**

Ooh interesting. Affects everyone outside but not inside.

**BRYN**

Yeah it just stops, it will just stop at the cell.

**ALEX**

Yikes what are we doing.

**BEN**

My bad nothing go back to bed.

**HELEN**

Go back to sleep.

**ALEX**

I don't want to go back to sleep, you go back to sleep.

**BEN**

I'm too drunk now but I've done the thing where I've said the thing so someone else say some.

**BRYN**

Zolf I took part in a much more serious accident and I bear some responsibility for that but and it had an even worse outcome and I've had to come to terms with and I have to accept the share of the responsibility that was my fault but you also have to look at the bigger picture and see that you weren't solely responsible and you can't bear that either.

**BEN**

But this is the point right just because I'm saying it no that's the thing right like I know and that's ok and it happened and that happened and then you can't you know let yourself be paralysed because of what you did, you've got to just keep going because you can always make a difference in a good way like you can you know so that's, so this is it, this is me saying like it's ok.

**BRYN**

A friend of mine told me if you keep trying that's what matters.

**ALEX**

If you keep trying eventually you'll get out.

**BEN**

I get sort of.

**BRYN**

Yeah.

**LYDIA**

Ok you folks you can be extremely wordy and that's coming from me but I think, I think you know I've had, I've been thinking and I think I'll stick around and help.

**HELEN**

That's wonderful.

**BRYN**

That's such good news Cel, thank you so much.

**HELEN**

Thank you.

**BEN**

You're alright.

**BRYN**

We should celebrate.

**LYDIA**

Despite this, despite this episode of time in which there have been a lot of bottles consumed in a setting which I find extremely annoying and do all the time in whatever media format existing but despite this bottle episode I think you know I think I should get back out there.

**BEN**

Yeah it's only another six days.

**BRYN**

Yeah.

**ALEX**

Yeah.

**HELEN**

Oh we should save some of this.

**BRYN**

Oh I've got more questions but perhaps I'll leave them until everyone is sober tomorrow.

**ALEX**

That's fine I'll just break into the second stash.

**HELEN**

Oh my God.

**BEN**

Carter I knew you were alright for something.

**ALEX**

I think I might end the episode there.

**(Group laughter)**

**ALEX**

God I never thought I'd lose party members to booze.

**(Group laughter)**

**LYDIA**

You and your bottle episode pun.

**ALEX**

I'm so glad, I'm so glad that someone picked up on that I thought it was going to go unnoticed.

**LYDIA**

No because I hate bottle episodes.

**BRYN**

Completely over my head.

**BEN**

Oh I love bottle episodes.

**ALEX**

This is great, right I'm going to call an end to it there. Having spent an entire bottle day episode.

**LYDIA**

A bottle day doing a bottle episode.

**ALEX**

A bottle day, I'm probably not going to do six more bottle day episodes just as an FYI.

**LYDIA**

I mean there could be a patrimon bonus.

**(Group laughter)**

**BEN**

Also everyone got Zolf's back story finally so.

**EVERYONE**

(Cheering)

**HELEN**

And you didn't die.

**BEN**

Yeah now just Grizzop to, ah wait.

**(Group laughter)**

**ALEX**

Bye all.

**EVERYONE**

Bye!

**[Show Theme - Outro]**

**ALEX**

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Hi everyone Alex here, I'd just like to take a moment to thank some of our patrons; Kenna Malone, Meg Simmons, James, Megan Green, Talbob Elf Grung, Julia Meshbaum, Chuck Lambing, Sarah Burke, iCas, Serena Jenson, Vevox, Brenanza, Darth Nexus, Tiny Demon Dragon, Avery Bracle, Philip

## Rusty Quill Gaming – 153 – The Chatter Box

Keeley, Darcey M, Maria Blowers, Kellan, Cats 2019 was a pretty good movie, Allegra Rosenberg, Rachel Burger, Elena May Langston, Wren Valadin, Sarah Poyani, Ashely Crutchfield, Space Arbees, Annie Nate Schindler, Lana Elise, Emily Rose, Rebecca B, Piper, Trinity, Evan Lucas, Elwiths, June W, Kayleigh T, Seren Rayes Besthope, Erin Yost, Corbut, Aribus Adora, Cena Redtail, Eye, Laureli Milland, Mateius Elliot, Natasha Thomsen, Dr Teatime, Mariana Bitterman, Sara Norris, Rachel Gould thank you all, we really appreciate your support. If you'd like to join them go to [www.patrimon.com/rustyquill](http://www.patrimon.com/rustyquill) and take a look at our rewards.