

RQG – 179 – Eat, Drink and Be Merry

Content Warnings

- X
- X

[Show Theme - Intro]

ALEX

Hello and welcome to episode 179 of the Rusty Quill Gaming podcast. I'm your host and GM Alex Newall and with me today, I have

BEN

Ben Meredith

BRYN

Bryn Monroe

LYDIA

Lydia Nicholas

HELEN

And Helen Gould

ALEX

And who are you playing?

BEN

Zolf Smith

BRYN

Hamid Saleh Haroun al-Tahan

LYDIA

Cel Sidebottom

HELEN

And Azu

ALEX

And we are going to be picking up from what might be the first natural break in a long time, both in game and out of it where it's just like, here's a breath. Interesting. I'm immediately out of my comfort zone and I'm going to be struggling. So we'll see. I might blow something up to help settle myself down.

HELEN

Oh god.

ALEX

So yeah you...oh you see, now this is gonna sound like a joke. You all get to, should you wish, go to sleep. We will be re-joining the next morning.

HELEN

Where are we sleeping?

ALEX

You basically have been offered some shared accommodation should you want them however there's openly been said there's effectively a bunkhouse for people who need like somewhere temporary to sleep but they've also said that you would all be welcome in family share stuff but if you did you would have to split up because no one has enough living space for everyone in one place.

LYDIA

There's a lot of us.

ALEX

Yeah so there's the offer of a family share, that's fine. There's a bunkhouse which does just about have enough space for everyone. Technically you could retreat to the ship I guess if you were wanting that sense of security but obviously it's not in the best condition but you could probably sleep there as well.

HELEN

Bunkhouse it is.

BRYN

Yeah

LYDIA

Yeah

ALEX

That's fine. Is anyone choosing not to sleep.

BEN

Yes I am sitting next to Wilde's bed reading.

ALEX

Understood. Could everyone else please give me a will save. This is not a joke.

LYDIA

Of course.

BEN

Ha! The trick is to never sleep again.

(laughing)

ALEX

Ben's rumbled me! This is why your ability to remove fatigue is the worst thing ever. I'll never sleep again!

BRYN

15

ALEX

15

LYDIA

13

HELEN

22

ALEX

Understood. Thank you.

LYDIA

Chunky will.

ALEX

You all sleep well and I'm going to say you sleep dreamless sleeps as well. Deep, deep and dreamless sleeps. In which case then I am going to start with

Zolf. I'm actually going to start prior to the dawn just to be a little bit weird with it and go back on myself, just because I see an opportunity for drama darling.

BEN

Mm huh.

ALEX

I'd say in the early predawn hours you see Wilde stir ever so slightly. I'm going to assume that you are sat next to his bed if you wanted to be there for the moment.

BEN

Yeah I'm assuming with the bunkhouse there's like a gap to push up a chair up next to the pillows.

ALEX

Reading a book or something?

BEN

Oh yes. Reading a Campbell.

HELEN

Oh yes!

ALEX

Which Campbell?

BEN

Er, let's go back to an old favourite, I think I'm reading *When Passions Collide* for like the 23rd time.

HELEN

Aw

ALEX

You see Wilde stir comfortably and then open his eyes slowly, blink and look around.

BEN

Hey

ALEX

Hey Zolf. How we doing?

BEN

Oh, erm...yeah...yeah fine. How about you?

ALEX

Yeah I'm alright actually.

BEN

Do you know what happened?

ALEX

I remember a lot. But I don't know...not really, no.

BEN

Ok well, ok everyone else is asleep so I need you to promise not to like yell or anything. But...no, tell you what, let's go outside. Have a chat.

ALEX

Yeah alright.

BEN

Is Wilde's hair white?

ALEX

Oh yeah pure white. Pure, pure white.

BEN

Very nice. Also I must congratulate you on the lovely new fashion statement you've made.

ALEX

Oh which one?

BEN

Well you've obviously noticed how good I look and have taken the...they say that mimicry is the greatest form of flattery so...and I'll pick a mirror off the side table or something and show him.

ALEX

Wilde has a look.

BEN

Oh other thing, has his scar gone?

ALEX

Yes

BEN

Yeah because you said Carter's...all of his injuries...

ALEX

That's surprise that his scar's gone. His scar's completely...in fact he seems to have regained some of the facial function. His smile's no longer wonky.

HELEN

Yay!

ALEX

He just kind of looks at it, that catches his eye a bit more than the hair.

HELEN

Aw!

ALEX

Yeah. Wilde stands and stretches. Let's...let's go outside and just catch up. Wilde puts his arm around you, like around the shoulder, which I'll point out is a first. Wilde doesn't tend to be that kind of a person normally unless he's taking the piss and yes I am aware there is a height difference Bryn. I am not talking that he physically picks Zolf up. I'm just meaning that there is an element of camaraderie to the body language. Shall we leave it at that?

BRYN

I didn't say anything!

BEN

So once we're outside I'll just be like – so, erm, you died.

ALEX

That makes sense.

BEN

Yeah

ALEX

That adds up.

BEN

Yeah so, erm, now this place is on the back of a big bear.

ALEX

Wilde smiles – ok.

BEN

Uh huh and they helped us out by doing a resurrection ritual where I had to go and have a chat to you, I don't know, ghost, spirit, soul something.

ALEX

Ooh what did I say?

BEN

Well you were very annoying I've gotta say.

(laughing)

ALEX

Sorry about that.

BEN

And pretty manipulative and quite forgetful honestly but yeah, well you know, you agreed to come back and you...you said that the reason you came back was because I needed you.

ALEX

Wilde takes a moment. Yeah that makes sense.

BEN

Well it's still true.

HELEN

Aw!

BEN

So, you know, that is a thing that exists and yes.

ALEX

Wilde holds his hand out in, basically, to you, not in a like a big elaborate gesture, just as he lays it next to you in a way that he hasn't done previously.

BEN

Kind of awkwardly pat his hand.

HELEN

Aw!

BRYN

Ohh!

ALEX

He sort of accepts that and then just says – yeah we've got this. We've got this. We got this.

BEN

Yeah let's go save the world I suppose. Oh actually...

ALEX

Oh don't put yourself down. Go save the world again.

BEN

Oh yeah I guess so. Actually one thing I do need to mention is Meerk didn't make it.

ALEX

Wilde temporarily takes that phased out look that you may have seen Carter do when he was talking with Azu and he just sort of mentally leaves and will not respond until you bring him back. He just sort of phases out at the moment.

BEN

By his choice and stuff so, you know, same proposition.

ALEX

Oh yeah I wouldn't worry.

BEN

No I'm not worried, I just wanted to...in case you kind of wandered up to the kobolds and went "hey, where's Meerk" and it was a big awkward conversation. I just thought I'd stop you putting your foot in it...just...well, yeah that.

ALEX

No it's ok I understand. We should probably get inside. Carter will be waking up in a couple of minutes.

BEN

Yeah. Yeah he seems to be a bit more mellow recently so maybe you should...

ALEX

That makes sense too. That makes sense too.

BEN

Yes ok, sorry. So Carter also died and came back and Sassraa also died and came back. So I don't know, maybe you three wanna have a chat or something. You know, it's not every day somebody dies and isn't dead. So I dunno...anyway let's get back inside.

ALEX

And before we do I should let you know, it's an odd experience. I don't, how do I put it? I don't remember our conversation but I remember what it meant and I remember how it fits into the big picture...I don't...I'm not enjoying being at a loss of words Zolf. It's novel and quite frustrating.

BEN

Yeah well it's taking some getting used to on this side too. But look you don't need to...I'm not expecting you to have an answer or anything. Look just take some time. Think about it. It's ok. You don't have to say anything.

ALEX

No that's fine. Wilde looks down at himself. I would say that despite everything else, he might have a new, almost youthful complexion. His clothing is not necessarily in the best and so on and he just goes – yeah we should head inside – and then just quietly shakes his hand and prestidigitates himself.

(cheering)

LYDIA

Yay! Etc. Squeal.

BEN

Zolf doesn't say anything but does a big grin behind his back.

ALEX

And you can wipe the grin off your face Zolf – Wilde says without turning around

(laughing)

BEN

Good to have you back Wilde.

ALEX

Wilde heads inside. I am now going to accelerate to, basically, dawn and people are waking if that's ok. People are waking naturally. So does Sassraa. There's no complications there. Sassraa immediately asks for a bit of privacy with Skraak specifically but then that lasts very little time and immediately Sassraa heads over to Cel and just kind of gives a little gesture to have a speak.

LYDIA

Hey buddy. You doing ok?

ALEX

Sassraa sort of looks up at you with an uncharacteristically calm grin. Sassraa's always had almost a slightly manic edge when it comes to...

LYDIA

That's why they get on so well.

ALEX

Sassraa just goes up and gives Cel a hug.

BRYN

Aw.

ALEX

Just gives a hug.

LYDIA

Ah hey buddy. It's good to...it's good to have you here – and Cel hugs back.

ALEX

I am, at this stage, unless anyone objects, going to want to pass by what it going to be an enormous number of cross conversations of just what happened to you, so what happened to you, so what happened to you. The catch up phase because in a normal game I would RP that but it would take an episode.

Unless anyone objects I'd like to jump ahead to a large sit down meal with everyone.

BRYN

When Hamid finally gets to see Oscar again for the first time he is just gonna fling himself right at Oscar's shoulders and just give him the biggest, massive hug. And that's quite a big jump. He's just literally launching himself.

HELEN

I was going to say cast fly and...

BRYN

To wrap Wilde in a really large hug.

ALEX

Wilde hugs back and doesn't make any sarcastic comments about it. He looks amazing by the way. He looks the best he's looked in a *long* time. Not, I would say ungarish. Normally he has a tendency to be like orange and purple I can make that work.

LYDIA

And he can

ALEX

But he seems a little...not muted so much as a little less loud. I think it's like he's making less of a point. That's the best way I can describe it and it is visible to your eye.

BRYN

Not to peacock quite so much.

ALEX

Yeah. Yeah that's the best way to describe it. I'm going to jump ahead to the meal which is effectively a breakfast where in the bunkhouse a meal is laid out for people. In terms of sort of foods that are laid out, they're a slightly odd combination of quite heavy foods for a morning. We're talking like a big blood pudding or two combined with a lot lighter fare where it's, you know, more vegetable based. A lot of raw veggies kicking around, things like that. And it is, to your eye, Lydia, although some of the constituent components are not necessarily the same it's very reminiscent of some of the meals that you were having in the Americas in terms of the make up of it. It's very reminiscent of that. And yeah, I will just say that everyone has a nice meal. Just sits and talking and chatting. With that in mind I am now going to do the thing I normally do where I hand over and go are there any RP moments that people are especially wanting? Everyone is now at a meal eating and chatting with one clarification which is the kobolds just en masse. They don't necessarily appear to be over the moon, obviously, but they are engaging. They're not locked off or anything like that. They...yeah it's hard to explain but it's not a

quiet, sombre affair but similarly they're not like having a food fight. It's just comparatively straightforward.

HELEN

I want to talk to everyone.

ALEX

This is why I've put you in a big, big meal. I can't RP everyone simultaneously.

LYDIA

Choice paralysis. Just knowing that we would all...all of our thoughts would get stuck in a door and you'd be able to skip it all.

ALEX

Hey, if you want we could just have you all sat there in pure silence. I'm ok with that.

HELEN

No

(laughing)

Priority, Azu is going to sit next to Kiko and Azu is going to ask if Kiko wants to go on a nice walk around the town.

ALEX

Kiko absolutely does immediately.

HELEN

Yeah! Yay! Ok.

ALEX

If there's anything you majorly want to RP with that, that's fair enough and we can follow that conversation. Similarly Kiko's just happy to just be out. For a start having a walk. You were on a ship for ages and got marched to a major ritual, like walking around is still a novelty again. So yeah Kiko's more than happy to do so.

HELEN

Ok so Azu and Kiko are on a walk. Azu's going to go for holding Kiko's hand.

ALEX

Yeah Kiko's on board.

HELEN

Yay!

(laughing)

Sorry I've been on my own for a really long time at this point!

(laughing)

BRYN

Aw Helen!

HELEN

Ok

LYDIA

Lockdown got us all like hand holding. Aw!

HELEN

Azu is going to say – so turns out we really can die at any time.

LYDIA

Ooh!

ALEX

Heavy start Azu! Ok. Yeah I guess. Although apparently it's not as big a deal as it used to be.

HELEN

It still felt like quite a big deal.

ALEX

I shouldn't joke but yeah. Yeah you're right. But then again in my line of work that's sort of the norm. I don't know. You learn to roll with the punches.

HELEN

Yes. Yes I've been...yes I've been trying to do that for a while.

ALEX

What are you not saying Azu?

HELEN

Erm...I like you a lot.

ALEX

Good. Kiko smiles good naturedly.

HELEN

Do you like me?

ALEX

Kiko leans in for a kiss.

(gasps)

HELEN

Yeah

ALEX

Do you accept it?

HELEN

Yes!

ALEX

Does so and then is like – I mean yeah, obviously.

HELEN

Ok so Cel gave me some advice before, you know, before we went below decks that first time and they said that...basically...oh I'm not very good at this. I'm very sorry.

ALEX

It's not like we're in a rush.

HELEN

That's...that's...

ALEX

Why don't we take it slower. Why don't we find somewhere nice to have the conversation first.

HELEN

Ok. Azu looks around. What does Azu see?

ALEX

I'm in the mood for a park, how about you?

HELEN

A park on the back of a bear. Yeah.

ALEX

I mean it'll be a story!

HELEN

Yeah alright.

ALEX

I will jump to you easily find one, settle down. Because it's comparatively early morning people are still sort of setting up market stalls, things like that. It's just very quiet and calm. Minor points to note, you're looking at a lot of potted plants rather than a lot of trees for obvious reasons but yeah it's very straightforward. Kiko seems to be deliberately giving you the space to

assemble your thoughts and though paying attention is clearly relishing the space and is just happy to let you take your time.

HELEN

Ok, eventually Azu says – but we never...we've never actually said, ok, do you want to be my girlfriend like properly, like officially, like a...you know.

ALEX

Kiko laughs good naturedly. Yes I would like to be your girlfriend proper officially like, you know.

(laughing)

HELEN

Ok good. I just wanted to check because one time I didn't check and that ended badly.

BRYN

Aw!

LYDIA

Aw!

ALEX

No we're...yeah you're fine. You're fine. It's all good.

HELEN

Good. I'm trying to say the things that I mean and not wait for things anymore so...

ALEX

In that case then...date time. We have some time. Let's go for a date. We've not gone on a date. As fun as sitting in a cargo bay is, I want to take you on a date. Let's go on a date.

HELEN

Yes! Yeah anywhere. Anything.

ALEX

I'll be honest, I'm quite far from my usual so you're gonna have to give me a moment to think. Right. Kiko stands, gesturing for you to come up.

HELEN

Yeah, yeah. Absolutely yes.

ALEX

Right, close your eyes.

HELEN

Azu closes her eyes.

ALEX

Kiko...you can hear Kiko runs off for a little moment.

(laughing)

LYDIA

Just leaves her! Oh my god!

HELEN

That's ok. Azu trusts her.

ALEX

Ok I will say it will be a couple of minutes where interspersed I will say after one minute you hear Kiko slightly distantly be like – it's all still fine. I'm still sorting it. Just don't look. Try not to listen too. There's sounds of activity.

HELEN

Ok Azu puts her hands over her ears as well and is grinning.

ALEX

I would say just long enough for it to have almost started to lose its moment because, you know, life. Kiko comes over and says – right, ok. Turn around.

HELEN

Azu turns around.

ALEX

Set up in the garden...yeah garden is a better phrase for it really. Set up in the garden are two simple chairs with a simple table and what looks to be laid out on the table is a little pot of flowers

BRYN

Aw!

ALEX

And what appears to be some kind of board game.

HELEN

Ooh. What's that?

ALEX

I never told you because it's not the coolest thing but I'd really like to play chess with you, like a lot.

HELEN

Ooh I'm really bad at chess. Ok.

(laughing)

ALEX

You also will notice for free that it's clear that Kiko had a little bit of help from some local stallholders who can't help but sort of look and be like ooh!

(laughing)

But yeah what Kiko is pushing for is Kiko genuinely wants to just sit in a park with you, play a game of chess, chat and occasionally go up to a stallholder and get some drinks and sit back down and so on. That's all Kiko wants.

LYDIA

Getting smashed just after dawn. Love it. Best date ever!

(laughing)

ALEX

At which point then I will jump to anyone else have any RP requests during your down time?

LYDIA

Cel might say to Barnes – how does it feel to be back in your body then? And follow it up with – it suits you.

HELEN

Oooh!

LYDIA

Yeah they're just a lot less subtle and awkward about these things.

(laughing)

Bit older.

ALEX

Barnes goes uncharacteristically awkward.

LYDIA

Purple I'm hoping!

ALEX

Receptive but a little bit like – er...oh yeah, yeah....no, thank you...I hope...I'm glad you're in your body too...well I mean you didn't leave...

LYDIA

No but I could be a different one in...

ALEX

No why would you want to.

LYDIA

Well I mean I do it quite a lot.

ALEX

No yeah.

LYDIA

Flying is great. I really recommend it. As is breathing underwater.

ALEX

You should teach me some time.

LYDIA

I would totally be up for that, yes.

ALEX

Yeah underwater would be...

LYDIA

Sure

ALEX

So we'll go underwater then.

LYDIA

Yeah that's one word for it, yeah!

(laughing)

ALEX

Er ok. Er...that's a date then.

LYDIA

We can cut the...we can cut the lighter, this is just a different approach.

(laughing)

ALEX

Yeah for what it's worth, Barnes is interested but utterly blindsided. Just completely blindsided.

LYDIA

Someone's got to react on the fact that you have not...it has not been subtle about the swashbuckler with his chest out this entire time.

ALEX

Oh yeah. Oh yeah, yeah. Barnes is, again, I'm going to leave that conversation and return to it because it's mostly just Barnes proceeding to put both his feet and his hands in his mouth and just go – oh, er, er

LYDIA

Like a small, inward, shrinking hedgehog.

ALEX

I will also say that anyone who is...if that's at the meal, anyone who is at that meal will just see him go to pieces for free. No insight checks. You've just watched him doing his standard sitting there...

BRYN

Hamid notices.

ALEX

I'm used to being in command...er...er hello.

BEN

Yeah that definitely gets a smirk out of Zolf.

LYDIA

Cel plays it cooler than I tend to except their charisma is relatively low but their intelligence and their ability to bluff extremely high so come ons, pick up lines that they had time to think about, very good. Very good.

ALEX

So basically what I'm hearing is it's just right I made an offer, Barnes seemed receptive, we'll got to contingency 6f.

LYDIA

Yep

BRYN

I've got some buckles that need swashing

(laughing)

LYDIA

Very much so.

ALEX

Anyone else want to chase any RP before I do anything other than just let you chill for a moment.

BRYN

I'm just being a nosy gossip right now but everyone's coupling up and I wanna know if Zolf and Wilde are acting any differently at this big group breakfast around each other after their early morning conversation.

ALEX

I would say....give me an insight check actually.

BRYN

I assume you mean sense motive rather than insight since...

ALEX

Oh gosh yes. Sorry I've been playing 5th Ed again.

BEN

We ain't in 5th Ed boy!

BRYN

16

ALEX

You notice there's definitely some element of communication or coordination or something between Sassraa, Wilde and Carter. It's...you'll see Wilde is in a separate conversation to Carter and then when Wilde laughs, a smirk just passes across Carter's face in a different conversation.

BRYN

Interesting.

ALEX

It doesn't appear to be like, there is a separate conversation happening or anything like that but you see that they seem to be gently pinging off one another's emotions or something like that. It's hard to place. It's subtle. In terms of how Wilde is if Zolf. Less affected. Is how I would describe it. Wilde's always been more informal around Zolf than others but even then in general Wilde just seems less affected and also seems to be...Wilde has a tendency, from your experience, to either Wilde is the conversation or Wilde is not in this conversation. They tend to be the Wilde works and he seems to be taking a backseat a lot more. Not in a wilfully silent way but he seems to ask a question and then wait for an answer.

HELEN

Ooh.

ALEX

Yeah it's difficult to separate out from your perspective how much of this is tied to Zolf and how much of this is different stuff but yeah, he seems a little bit more measured, is the best way I can describe it.

BEN

And for Zolf's part just a lot more comfortable. You haven't seen him this comfortable and happy in a long time.

BRYN

Yay!

HELEN

Ok so for my own...for my own edification...

(laughing)

...because something seems to have happened here and I want to be clear what it is. Are Zolf and Wilde now a couple?

ALEX

It's a good question Helen.

BEN

I don't know if the characters know yet. I think...

ALEX

Ok I can answer you from Wilde. Wilde does not know.

(laughing)

In the interests of helping to clear some things up, it's worth me mentioning it's not a scripted thing. It's something that's being discovered in real time.

HELEN

Ok

BEN

Yeah

ALEX

So I would say it's not off the cards but similarly it's not something that's baked in either.

BEN

Yeah I would definitely say in the interests of transparency, where I'm at and where I think Zolf is at is oscillating between like platonic life partners and romantic life partners or something in between.

BRYN

Aw.

BEN

There's something...there's a deep and meaningful relationship here and let's work out what it is.

HELEN

Ok

BRYN

That's very fair.

ALEX

Yeah the story's not told. Let's see and I'd love to say it will be this. I actually don't know. This is where the medium kind of plays its strength a little bit. This isn't, well when I wrote the second film...

(laughing)

HELEN

I just wanted to see.

ALEX

No you're right to ask. And I'm going to be honest, we need a break anyway. This feels like a natural breaking point as we discuss the nature of human pairing in general.

LYDIA

And performance and the self in relation to one another. Is one ever not performing.

ALEX

Give me a second, I'll open my mask cabinet and we can start going through this.

And welcome back. So I think we've all come to a universal clarification on the entire nature of the human condition. Agreed? Before we go any further.

BRYN

Oh yeah.

LYDIA

Oh yeah, totes.

ALEX

I mean once you think about it it's so obvious that there's not really any need to restate it either.

BRYN

I'm sorry for all the swearing which means we can't air it. That was my bad but I don't regret it.

ALEX

It's sad but yeah, you know what it was a necessary step in the process but we reached a destination most importantly. Fabulous. Well with that under our belts I'm going to return to the breakfast scene and say anyone have anything further that they wish to bring up.

BRYN

Yes. So Hamid is really enjoying getting to hang out with the kobolds. Like with the conversations that have happened, with all the experiences that they've gone through in the past few days it feels, to Hamid at least, like a huge part of the barrier that was between them has dissolved and dropped away a bit...

ALEX

That certainly seems to be the case.

BRYN

...he can start actually interacting with them in a relaxed sort of way. So he would just be chatting to the kobolds at breakfast basically. And one of the things that came up a few episodes back but he will now be able to start pursuing, is to talk to the kobolds about if they actually like the clothes he made for them. If they might want...if they want to stop wearing them or if they want adjustments to them that he can start working on over the next few days while the ship is being repaired.

ALEX

That actually brings up an interesting point which is that you notice that Sassraa seems to have shed a number of layers and looking around so have Wilde and Carter. I don't mean that they're like ha, ha shirtless, hello. But I just mean...

LYDIA

That's still Barnes.

ALEX

...where before, because you're in a cold area and endure elements will have worn off over the night whereas everyone will be like winter in a remote place where you've not necessarily got the heating going yet, that kind of you wear

the extra layers and so on. Wilde, Carter and Sassraa are all very comfy in clothing that you would've expected would've been far too thin for this ambient temperature. There is a fire, they seem to be deliberately arranging themselves not necessarily close to it but in terms of the rest of the kobolds I would say they are now no longer watching what they are saying, they are neither making an attempt to bring you into the fold...

BRYN

No of course, of course.

ALEX

...all that's happening is they've stopped being super stone wall-y with you where it's been...previously it's been like what's your favourite food? And they'll be like just look at you or it's this thing. There's actual, well I kinda like this one but this person likes this one. There's actual conversation.

BRYN

Just the ability to have normal conversations with them.

ALEX

But I would say that it's sort of being taken as read as that we're not going to talk about the fact that things were weird earlier. I don't know how else to put it.

BRYN

Hamid is not addressing that.

ALEX

We'll pretend that's not going to happen. That didn't happen. What I would say is Skraak takes the opportunity while everyone's occupied to go over to Zolf and just gives a very quick and muttered apology for losing it yesterday, to Zolf specifically.

BEN

Don't worry about it mate. I'm sorry too.

ALEX

It's alright. Yeah.

BEN

Don't worry about it.

ALEX

Thanks

BEN

Give them a pat on the shoulder, like a friendly camaraderie...that's a weird word, a friendly pat on the shoulder.

ALEX

Camaraderingly. Yeah.

(laughing)

It's accepted in the same manner and then Skraak kind of awkwardly heads back because that's not a conversation Skraak necessarily wants but felt needed to be said.

BRYN

Hamid would like to spend sufficient time at the breakfast talking to Natun because Natun and Meerk were quite close in terms of kobolds, you know those two were pretty close and just letting Natun talk about whatever Natun wants to talk about really and just being there for them in case. Not like making a point of it just making sure to be around and friendly and chatting to Natun.

ALEX

It seems to be a lot of discussions of...it's a lot of reminiscing in sort of...in a positive light and a lot of...it ends up deteriorating into an anecdote of one particular round of hide the fang recently which gets the other kobolds involved where Meerk basically just tried to hide it in, like *in* the actual engine.

(laughing)

And this was a whole thing.

LYDIA

This is a point where Cel overhears and is just like – and the rattling! The rattling, you would not believe!

ALEX

So it deteriorates into a little bit of a good nature thing of, Meerk was always the one who took hide the fang too far. Meerk was the one who lost the first fang by going – ah – and chucking it over the side.

(laughing)

And that's just...that's a lot of the conversation, it's just like Meerk was always the one who just took the joke that little bit too far and it becomes a lot of reminiscence in that regard.

BRYN

Yeah Hamid is just there and present and participating in that basically.

ALEX

Yeah it's not a thing in a way that we recognise as being a deal. Like a conquered barrier let's say. Anything else in terms of the RP side that people wish to bring up?

BEN

Not really RP but one really quick thing is sitting between Wilde and Earhart and I'm going to start chatting to Earhart about plans, like what next we need

to get the ship fixed up and probably just carrying that on through the day. Just, you know, getting on to first mate-rly things.

ALEX

Yeah I would say that broadly speaking, both of them are amenable to talking about it. They both agree today's not the day to start on that for obvious reasons and they both agree that realistically they're going to have to have a conversation with whoever is like in charge here because that is going to require an element of, we could do with some resources, what can we provide etc. etc. But bearing in mind it is worth me drawing attention to, you have had astonishingly little interaction with regards to...like you're more or less been left to your own devices in the bunkhouse by this point because we have to remember that time's gone a little bit fuzzy and Azu and Kiko were off in the actual city. The bunkhouse has very much been left to its own devices up to this point so as a result it's not like there has been someone checking in. It's mostly been left to you. So yeah, I would say this conversation's happening where everyone's like we should probably make contact now beyond our immediate saving of a crisis but no one seems particularly keen to do anything other than just be in each other's company for a while. In that case does anyone have any issue with me accelerating to, say, a evening meal where we're re-joining people.

BEN

Sure

ALEX

Then I would like to check in with one thing with you Helen.

HELEN

Yeah

ALEX

Which is, Kiko basically, you complete the game. Can I get, because it's chess, a raw intelligence check I guess.

HELEN

What does that mean? Do I roll and then add my int modifier?

BRYN

Yep

ALEX

Yes.

HELEN

Alright. Ok that's not bad. It's 14.

ALEX

Can you give me a sense motive check please.

HELEN

That's 24.

ALEX

Two things happen. One, you win the game.

(gasps)

The second thing is, for a moment, you're like oh did Kiko throw the game. Is this a whole thing. And you can see that despite herself Kiko's just a little bit miffed and the second game goes a lot heavier in Kiko's favour and Kiko very much hasn't been throwing the game so much as botched the first one and plays to win the second one. Turns out Kiko has a real, real competitive streak that you happen to trigger which is an interesting one to discover.

HELEN

Nice

ALEX

Once the first...once the game's played though, Kiko offers if there's anything that you would like to do. It's just that Kiko had kind of been saving that as a thing to do.

HELEN

Aw.

ALEX

You have the rest of the day until the evening meal.

HELEN

In which case Azu would like to do some cloud spotting.

LYDIA

Aw.

HELEN

Even though it might be a bit cold but she's got that big coat so it's probably fine.

ALEX

Can you give me a perception check please.

HELEN

A perception check? Yes. 22

ALEX

One thing that you notice is there's clearly some slight oddness with the weather. Not like, oh no, goodness, ominous. It's just that the cloud cover immediately overhead seems continuously lesser than the cloud cover if you're looking out further to the horizon. It seems like you're in an area of continual calm or slightly more balmy weather than the surrounding region.

HELEN

Ok. Azu will probably point that out to Kiko. Unless Kiko has some observations on that.

ALEX

No. It was an interesting little story note which I'm like, that would be a thing that you would notice.

HELEN

Ok. And then just like a nice...

ALEX

I feel like I'm on a chat show. What's a good date?

(laughing)

HELEN

But it's a good date for Azu but also like it's a...it's an unfamiliar town and all that.

ALEX

It's actually a surprisingly difficult one which is why I'm like, Helen, solve this for me.

HELEN

Yeah she's also gonna suggest that they go shopping.

ALEX

Ok. I'm not going to RP it. I'm going to jump to the meal then. I'll say that that takes a decent amount of time. You find one oddity to do with the market which Kiko warns you having just set that initial date up which is there doesn't really seem to be much in the way of monetary exchange. It seems to be a closer to a softer barter culture...

HELEN

Ooh!

ALEX

...where it is...but it is not heavily codified one. So it's not hard haggling or anything like that but they don't really seem to do much in the way of currency exchange. Also you note that most of the people don't want to try and barter exchange things with you. They mostly are just like yeah that's fine as long as you're not trying to get anything ridiculous. It's like if you're just saying oh I could do with some...with some food, you'll get people congenially being like "yeah here you go, that's fine".

LYDIA

Azu's just going to break the marble economy.

ALEX

Just completely. You know what, actually, do you try to trade marbles for stuff?

HELEN

Yeah

ALEX

People are really interested in them.

HELEN

Yay!

ALEX

Because they're...

HELEN

Because marbles are just very smooth rocks.

ALEX

Yeah because I was going to say these are manufactured marbles aren't they? They're not...

HELEN

Well it's up to you, depends what kind of marbles they sell in Japan.

ALEX

Well you bought them in Japan so you're looking at mostly...they're mostly going to be either closer to ball bearings or you know like glass swirled type stuff.

HELEN

Yeah I was thinking nice glass swirl ones.

ALEX

So as a result that seems to be enough for you to barter for the basic stuff because, yeah, people are just like "what's it for"

HELEN

And Azu's like – for fun!

ALEX

Yeah alright.

HELEN

Azu demonstrates with some marbles how you play a game of marbles.

ALEX

I say you may end up, as part of your day, accidentally end up teaching an increasing crowd of people how to play marbles.

HELEN

Yes

BEN

Make them build marble run. Do marble racing. Everyone's favourite lockdown sport.

ALEX

But yeah the marbles seem to be going down well. They just seem to be a novelty that people haven't seen before and like, ah that's cool, alright.

HELEN

Cool.

ALEX

In which case then I'm going to jump to the evening meal. Which is, I'm going to say people have had enough time to have side conversations and side chatter and so on but I would say that someone did come towards the bunkhouse and basically provide what is effectively like a set of baskets for some more food for everyone.

HELEN

Aw

ALEX

But they...they left, not in a deliberately running away vibe but more like just leaving you to it. But I would say that as the evening meal starts to get sort of set up and underway Sohra returns to the front door and knocks politely and waits.

BRYN

Hamid will open it if no one else does first.

ALEX

Sure. Is everyone feeling better? Has everyone acclimatised?

BRYN

Yes I believe so. Thank you so much for your assistance and your help and for giving us this space and this time. Would you like to come in and share the meal with us?

ALEX

I would not intrude so soon after everything that's happened. I would like to invite some of you to meet with a council of ours for...on the next day so that we can...

BRYN

Of course that would be...

ALEX

...discuss. We do not wish to intrude but we should begin a discourse.

BRYN

Indeed and we probably have lots to tell each other and we stand ready to repay any debt of service that we've incurred obviously but we...yes, we're very appreciative of everything you've done for us.

ALEX

Of course. Might I ask a very, very small favour. I do not wish to intrude.

BRYN

Of course. Anything.

ALEX

Does Azu have any further marbles, my daughter would be...my daughter would be thrilled to receive some.

BRYN

Oh.

HELEN

She's got so many marbles!

(laughing)

LYDIA

I think she probably could weigh down the bear!

ALEX

You can have the marbles for a whole town!

BRYN

I think she probably has enough. Azu? Azu?

HELEN

Yes, hi. Oh hello.

ALEX

Yes I wondering if it would not be an imposition that I might borrow one of your marbles that my daughter might play.

HELEN

Oh! No, you can have as many as you like. And yes. How many?

ALEX

How many is a good number of marbles?

HELEN

Oh! Azu reaches into her bag and just brings out just a handful and is like – here.

ALEX

Thank you. We shall return these to you tomorrow but my daughter was very interested.

HELEN

Well good. And I didn't really have a chance to say thank you and you can...so I thought I was a good healer but I've never been able to bring anyone back from the dead and I thought maybe...we're on a sort of quest but when I come back, maybe I could learn?

ALEX

Of course. I would wan you it's not...it is...we will discuss it tomorrow. It is complex.

HELEN

Alright. Yes I imagine so. It's a...quite a big spell and big spells require big learning.

LYDIA

Aw! I love Azu.

ALEX

Sohra steps back and goes – I thank you for your time and I wish you all a good rest.

BRYN

We'll see you tomorrow.

ALEX

Of course. If you have any need...if you see the house across there, that is where me and my daughter live so – Sohra just heads off, looking at the marbles a little confusedly. I'm sure that she'll have to like figure it out with her daughter in terms of how the game works but, you know, c'est la vie. In terms of time does anyone have an issue with me jumping ahead to this meeting the next morning?

LYDIA

No, sounds good.

ALEX

Ok. In which case then, early in the morning after food, Sohra arrives to show people through to this meeting and is there anyone of you who would be choosing not to be there as a thing.

BEN

I would just be making absolutely sure that Earhart is there because she is still the captain and we still are her crew. So she's technically in charge.

ALEX

Yeah, yeah. Earhart obviously is going to be there. Basically you get the impression that everyone's like should we all go? Should we all go? Yeah we should probably...we're gonna,...yeah, no, yeah? And then everyone just goes. In which case then there's a crowd heading through the town and much as it was when you first arrived, because you've not all necessarily been out all over the place, Azu is recognised and so is Kiko because they've been out more, basically but broadly speaking you draw the same kind of attention that you drew when you first arrived which is people stepping out of the way. You're interesting but you're not the most amazing thing that anyone's ever seen because you're really not. You're on the back of a bear people. But yeah heading through the town, you head through to what feels like a slightly denser area in terms of building on top of itself a little bit and then you head through to what is a larger conical shaped structure. It is still sort of wood, looks to maybe be tarred wood given the temperatures and things like that but it is, yeah it's broadly conical in nature whereas everything else has been sort of a bit more boxy and on top of one another, this one's...again in it's own little bit of a space but not with the same kind of square that the resurrection area was. But it seems to stand alone at least as a structure. Yeah you are led to the front by Sohra who gestures for you to head inside. You get the impression just from design and layout that whereas the resurrection area was a bit more functional, this one feels little bit more ceremonial insofar as, you know, there are furs across the door. There is not a large wooden door. There is iconography on the exterior of the cone that you haven't been seeing all over the place. It seems to be various depictions, your guess would be, the same bear so like sometimes it's laughing, greeting the sun, angry, whatever but it

seems to just be...there doesn't seem to be a deliberate pattern. It seems to be a random almost branding all over the cone structure of various depictions of a bear in various poses, forms, actions, whatever and Sohra gestures for you to head inside. I'm assuming everyone does so.

LYDIA

Yeah I mean obviously it takes a while. There's like 30 of us.

BEN

If the room's big enough to fit us.

ALEX

It is. But what I would say is it's going to be a little bit close so heading inside there's no dividing areas within this. It is a large, coned area which has a, what appears to be for the first time, it has a step down. You know I was saying that there's these layers of timbers that make out the groundwork of the city or town. You head down what appears to be a few steps, let's say. So almost like you're heading down into a conversation pit to the first time since you've actually been at the town, you seem to be stood upon the actual bear's back.

LYDIA

Ooh.

BRYN

Mm.

ALEX

The fur has been trimmed low so it's not enormous, huge, high stalks where you can't see one another. It appears to have been trimmed much lower but yeah, you head down...

LYDIA

Forgot to mow the bear again!

(laughing)

ALEX

Let's say ten steps or so to the point where it's a decent step down because you are walking down through a timber layer but you are upon the actual living animal and you can feel the warmth of it coming up through your feet. And there are four people sat, sort of, shoulder to shoulder at the far end of the conical structure. They all appear to be dressed in similar garb so you're talking large amounts of sort of feather, heavier cloaks that kind of thing and they are all sat at the opposite side of the cone gesturing for you to take seat. In terms of ages and so on, three of them are significantly older. Like heavily elderly. Much shrunken in on themselves, very wizened faces and so on. One of them appears to be very young, maybe 16, maybe 17. But in the same kind of regalia and then Sohra takes a place next to the youngest one and Sohra seems to be a bit more of the middle ground between this age range and they invite you to sit and Sohra, before sitting says – I would like to call everyone to this place that we might discuss what happens now if that is amenable to all.

Sohra sits. And then the youngest representative stands, takes a deep breath and then we'll find out what they say next week.

(laughing)

Probably not a big deal. Maybe they're gonna sneeze. I dunno.

(laughing)

HELEN

Excellent, ok fine. Fine! Fine. Whatever.

BRYN

Classic Alex.

ALEX

Maybe if you spent less time having meaningful conversations with one another I could've got there but here we are. What's the lesson here, right?

BRYN

Well we don't have to wait a week, just the listeners do. So bye!

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. Rate and review us online. Tweet us @therustyquill, visit us on Facebook, or email us at mail@rustyquill.com. Join our community on Discord, or via Reddit at [r/rustyquill](https://www.reddit.com/r/rustyquill). Thanks for listening.