

## **RQG 211 - The Writer's Tale**

### **Content Warnings**

- Blood, skeletons & undead, body horror.
- Discussions of: physical violence and injury, food, necromancy, death and undeath.
- Mentions of: freezing, drunkenness, ghosts, murder.
- SFX: fire, distorted voices, cracking, ongoing static, low drone.

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

#### **ALEX**

Hello and welcome to episode 211 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**

Uh, and Azu, urgh, gross!

**ALEX**

So, I believe I left you covered in blood and still technically bleeding, Helen?  
Can I ask a favour of you for the sake of making everything easier?

**HELEN AS AZU**

Mm.

**ALEX**

Can I ask a heal check of you, because if you can make the heal check to stop the bleeding, then I don't have to just tell you that you're dead because you forgot to deal with it in a little bit?

**HELEN AS AZU**

Yes.

Okay, that is a 22 on the heal check.

**ALEX**

Okay cool, you manage to quite straight forwardly, stop the bleeding. You are now no longer taking further damage. I will now continue and just say that you are doing that as this progresses, I just didn't want to tell you "oh you're dead, okay cool".

**HELEN AS AZU**

Okay, as a note I am now on 69 hit points.

**BEN AS ZOLF, BRYN AS HAMID AND ALEX**

Nice.

**(laughter)**

**HELEN AS AZU**

I mean not nice but...

**BRYN AS HAMID**

Yeah.

**HELEN AS AZU**

Also, nice.

**ALEX**

So, I believe I left you specifically covered in blood and I left everyone else watching a cloud of bloodish sort of, burst into flames, only to be followed by the words...

**ALEX AS GEOFFREY CHAUCER**

'Nuff.

'Nuff.

**BRYN AS HAMID**

And we all heard that right?

**ALEX**

You all heard that and it's coming from the direction that you are heading towards. So, the direction that the icy skeleton moved down.

**BEN AS ZOLF**

Oh dear.

**LYDIA AS CEL**

Okay.

**BRYN AS HAMID**

Well, I definitely think that was the thing that was f- f- foll- following us, it smelt the same and it sounded that breathing sound was the same.

**HELEN AS AZU**

That was not pleasant!

**BEN AS ZOLF**

Yeah, look we're not done here...

**LYDIA AS CEL?**

Azu are you...?

**BEN AS ZOLF**

...are we good, because there's still things?!

**ALEX AS GEOFFREY CHAUCER**

Apologies.

**HELEN AS AZU**

UH.

**ALEX**

And then there's a click of fingers or something from far down the corridor, and then you hear a [flame sound effect] as a light flicks on a flaming sort of light turns on at the far end of the corridor, then [further sound effects of flames] works its way down.

The statues have lost all their things, they have lost all their features that you are stood behind. A flame appears where once their hands might have held it.

**HELEN AS AZU**

Right, I would like to note I am still invisible.

**(laughter)**

**ALEX**

Yep, yep, yep. That statue by the way now that you can see it in light technically you are wearing goggles, I will let you put them on or off as you see fit for anyone who does. That is just awash with blood, like just FLAAAAA everywhere.

**(laughter)**

**BEN AS ZOLF**

Yeah, I'm like holding my glaive down the tunnel of, it's on fire, yeah.

**ALEX**

The lights are on.

**BRYN AS HAMID**

I mean technically everyone except Zolf and Skraak is still invisible as well.

**HELEN AS AZU**

Mm.

**ALEX**

There's no speaker within sight of where you can see by the light and so on.  
Also, no skeletons.

**BEN AS ZOLF**

Yeah.

**HELEN AS AZU**

I whisper to Zolf, "what should I do? Should I... okay should we talk to it?"

**BEN AS ZOLF**

It's the way we've got to go, what do you want?

**ALEX AS GEOFFREY CHAUCER**

I wouldst not offer you harm.

**LYDIA AS CEL**

Was that your... was that your pet?

**ALEX AS GEOFFREY CHAUCER**

Yes.

**LYDIA AS CEL**

So, that sounded quite harmful, I could hear what it was saying, and it was very much...

**HELEN AS AZU**

It was extremely harmful.

**ALEX AS GEOFFREY CHAUCER**

Mistaken I wouldst assure you.

**LYDIA AS CEL**

Do you wanna heal us to make up for it?

**HELEN AS AZU**

Yes, you should do that.

**ALEX AS GEOFFREY CHAUCER**

Would that I could.

**BEN AS ZOLF**

Who the hell are you?

**BRYN AS HAMID**

Yes, that's a good question.

**ALEX AS GEOFFREY CHAUCER**

[unclear 03:52] when thou art ready.

**HELEN AS AZU**

Is this gonna be King Arthur? Because I am going to be extremely upset.

**BRYN AS HAMID**

Are you alright Azu?

**HELEN AS AZU**

No. Sorry. Well, I can't see myself, but I expect my armour is ruined and I don't feel very well. Zolf can you help me with... I took some... I'm hurt.

**BEN AS ZOLF**

Uh, no not now, I hadn't prepared it, will have to wait.

**HELEN AS AZU**

"That's alright."

Quick question, con drain and con damage are they healed in different ways?  
Because I took con damage.

**ALEX**

Con drain and con damage have the same effect. Con drain doesn't come back on its own, con damage does. If you were to have a long sleep, you'd probably get most of the way back.

**HELEN AS AZU**

Can I heal myself to get con back?

**ALEX**

Depending on what healing you've got, but I doubt...

**BRYN AS HAMID**

Not without lessor restoration.

**HELEN AS AZU**

I've only got [overtalking 04:54]

**LYDIA AS CEL**

Don't [overtalking/we need got? 04:54] blood restock as an ability?

**(laughter)**

**ALEX**

The spells that normally do it are restoration, or something it can interlap.

**BEN AS ZOLF**

It's the thing I could prepare but I haven't today, so we'd need to wait 'til tomorrow.

**HELEN AS AZU**

Okay.

Alright, that's okay.

That's good.

I am extremely angry about that.

**LYDIA AS CEL**

Valid. Valid, that is very valid.

**BRYN AS HAMID**

What did it do to your armour?

**HELEN AS AZU**

Well, it's covered in blood now which I don't like.

**BRYN AS HAMID**

Oh.

**HELEN AS AZU**

I don't like when I haven't put it there.

**BRYN AS HAMID**

“Well, we can definitely clean that for you”.

I am not sure if we’re still invisible or not?

**(laughter)**

**HELEN AS AZU**

I am.

**ALEX**

Azu is invisible but the alcove that she was stood in...

**BRYN AS HAMID**

Right.

**ALEX**

...looks like she exploded!

**(laughter)**

It is Tarantinoesque laughable amounts of blood.

**(laughter)**

Okay.

**BEN AS ZOLF**

Look the real question here do we turn back, or do we keep going?

This still looked like the right idea from the Greek, but I think we might have to pass through whatever this is' domain to get there.

**HELEN AS AZU**

I think we should talk to thing.

**BRYN AS HAMID**

Yes, let's carry on.

**BEN AS ZOLF**

[sighs] Then I guess we wouldst...

**(laughter)**

I am still not going first, not with Babbage.

**HELEN AS AZU**

No, I'll go in front of you.

**BRYN AS HAMID**

I mean this seems to be a talking encounter, so Hamid is going to stride confidently forwards...

**(laughter)**

...possibly still invisible...

**(laughter)**

**ALEX**

And now that I have drawn out your squishy talkers, pew, pew, pew; pew, pew, pew. Sure.

**(laughter)**

**BRYN AS HAMID**

Yeah, how long has it been? So, invisibility remember we had about ten minutes.

**ALEX**

Less than five.

**BRYN AS HAMID**

Oh okay.

Well, Hamid is going to walk forward confidently, invisible and still say “hello”.

**HELEN AS AZU**

Azu is going to be invisibly backing you up.

**BRYN AS HAMID**

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We'd like to pass through please.

**ALEX AS GEOFFREY CHAUCER**

Of course. Wouldst thou converse before thou move on?

**HELEN AS AZU**

Very well.

**BRYN AS HAMID**

Who am I speaking with?

**ALEX AS GEOFFREY CHAUCER**

Continue through corridors and we will meet soon, for now thou canst call me Geoff.

**HELEN AS AZU**

Are you kidding?!

**ALEX**

Nope.

**LYDIA AS CEL**

Is it like Geoffrey of Monmouth or something?

**HELEN AS AZU**

What was Chaucer's first name?

**BEN AS ZOLF**

Geoffrey.

**HELEN AS AZU**

Right.

**BRYN AS HAMID**

Uh, I guess we continue?

**HELEN AS AZU**

Yeah.

**LYDIA AS CEL**

Mm.

**BRYN AS HAMID**

Half of us are invisible, I'm sure it will be fine.

**HELEN AS AZU**

Azu is still invisibly absolutely sopping wet in blood.

**LYDIA AS CEL**

Do you leave bloody footprints?

**HELEN AS AZU**

I would like that.

**ALEX**

You absolutely would.

**LYDIA AS CEL**

Urgh.

**ALEX**

As you actively take steps not to there are bloodied footsteps materialising as you walk along the corridor.

**BEN AS ZOLF**

I am following the footsteps because now I know where Azu is.

**(laughter)**

**BRYN AS HAMID**

Skraak is visible and would be out front.

**ALEX**

You all have a moment of going, “tell you what, just looking at bloodied footprints of Azu’s size, that is a... you could be terrifying when you choose to be!”

**(laughter)**

**BEN AS ZOLF**

Yeah.

**ALEX**

So, heading along the corridor, it takes a small dip downwards, so a lot of the sight lines have been lost, but the fires are still lit.

Wilde is obviously accompanying along; he mentions that he’s dispelled his allusion because it all feels a bit kind of superfluous at this point...

**BRYN AS HAMID**

Yeah.

**HELEN AS AZU**

Mm.

**ALEX**

...and as you head down the lip you come up to a large set of double doors, they appear to be like old English oak, they don’t have anything elaborate scrolled into them they are just big doors and your skeleton friend is stood in

front of them just staring blankly at all of you, and as the first visible members of the party dip below, it just sort of steps still completely silently to the side to allow you to pass through the doors.

**HELEN AS AZU**

Is it still really cold as we go passed?

**ALEX**

Yes.

**BRYN AS HAMID**

Another servant of yours I suppose?

**ALEX**

There's no answer that time.

**BRYN AS HAMID**

Fair enough.

**LYDIA AS CEL**

Maybe this is the voice person?

**ALEX**

Can I get knowledge religion from anyone that has it?

**HELEN AS AZU**

Yeah, let's see what else did I sleep through.

**(laughter)**

**BEN AS ZOLF**

Nine.

**LYDIA AS CEL**

Wow.

**HELEN AS AZU**

Ten.

**LYDIA AS CEL**

That is 29.

**HELEN AS AZU**

Wow!

**ALEX**

I hate that you've basically been like "you seem to be forgetting a lot of things about seminary school, would you like me to learn it for you?"

**(laughter)**

Three hours later, “cool, right yeah, it’s okay, I’ve got you covered”.

**(laughter)**

**LYDIA AS CEL**

Yeah, I’m really sorry I imagine that like Cel basically found some dusty books.

**ALEX**

Cel is one of those well meaning but utterly insufferable in certain situations, I can tell, god.

**LYDIA AS CEL**

No, no it’s that thing, like... and I have literally done this where somebody that I want to spend time with shows interest in a thing. I go away and I learn about that thing so that we can discuss it, and then I come back and then it was like “oh”, because I was just like “the thing!”

**(laughter)**

And then it’s like I’m crushing their little you know interest with my overly keen info slurping.

**BRYN AS HAMID**

Awww.

**ALEX**

So, for Cel specifically on this one I'm afraid, you have been mentally cross referencing the behaviour of this creature with your knowledge of undead that you have been accruing, as a result of attaching stuff. You can make an educated guess that based on other stories that you heard, it's more holistic it's not just, "oh I read this in a book". You think this is probably a mindless creature that's working to the whims of something else. I perfectly allow like Azu and Zolf to make that assumption, but it's...

**BEN AS ZOLF**

Oh yeah!

[overtalking/That was the? 10:12] question.

**(laughter)**

**ALEX**

...yeah but my point is, is that from Cel's perspective it's coming from a like, "I bet the farm on this creature isn't capable of anything really".

**LYDIA AS CEL**

Ah, this is whim driven, it's a technical term.

**(laughter)**

**BEN AS ZOLF**

It's the skele-dudes.

Their never in charge.

**ALEX**

It is the skele-dudes, that's true.

So, heading towards the door, it is by the door and it is uncomfortably cold, and the door is clearly like frosted over slightly but do you open?

**HELEN AS AZU**

Yeah.

**ALEX AS SKRAAK**

Skraak kind of gives a look to the people that Skraak can see being like, "do we do that trap thing, or do we not? This hasn't gone how I expected!"

**LYDIA AS CEL**

I think we should check, not to insult our host but you know sometimes things that may have been left there for a long time can accidentally be left and things like that like...

**ALEX AS SKRAAK**

Cool, I'll just check the door then.

**LYDIA AS CEL**

Yeah, just in case you know something dangerous...

**ALEX AS SKRAAK**

Very quickly Skraak turns round and goes “just a really scary door”.

**BEN AS ZOLF**

Well open it then.

**ALEX AS SKRAAK**

[sound effect of Skraak struggling to open a heavy door] Skraak manages to start pushing it open slowly. It is a heavy door that’s frosted shut.

**HELEN AS AZU**

Azu helps, Azu immediately helps and is like “oh whoops, forgot!”

**(laughter)**

**ALEX AS SKRAAK**

Under Skraak’s breath “thank you”. [sound effect of an old oak door creaking open] The door kind of ruh, ruh, ruh ruuuuhhh grind... not grind but you know when it’s like it’s expanded in the damp or something and it’s jarring just a little bit but it does open enough for you to see inside into a very large irregular space. It is lit with the same kind of blueish flames that have been lighting earlier. Seemingly random locations, the first impression is an Escher painting...

**BEN AS ZOLF**

Oh good.

**ALEX**

...where it's all like geometric shapes and curves, to be clear it isn't though an impossible structure it is not like a plain or warping or anything like that, but that's a first impression; and then as your eyes adjust its realising that what you're looking at is a good chunk of the very like bones of London from underneath. So, lots of like curved arches supporting things because there shouldn't be a large empty space here to be clear but seemingly there is and it appears to be a sort of in between space, it's not a sewer, it's not like a series of rooms, it's...

**BRYN AS HAMID**

It's like someone's hollowed out around the foundations of the buildings.

**HELEN OF AZU**

Oh.

**ALEX**

It's like there was a sinkhole an enormous, long time ago and someone went, "yeah we can probably prop this up using masonry" and did so, and you're in the sinkhole itself, that's the best description I can give you.

It doesn't appear to have like a specific structure or anything like that and the flames are being lit at random locations with the odd, again kind of non-statue holding the lights.

**ALEX AS GEOFFREY CHAUCER**

How wouldst ascended by leisure?

**HELEN AS AZU**

Right.

**BRYN AS HAMID**

Ascend where?

**ALEX AS GEOFFREY CHAUCER**

Upwards. Upwards.

**BRYN AS HAMID**

Yes, I know the meaning of the word ascend.

**(laughter)**

**BEN AS ZOLF**

Are there stairs?

**ALEX**

There are many, however this is not a planned space, it's not like there's your main stairway, it's like there's a stairway up here okay we could probably cross that arch, get up there and double...okay right if we go that way...

**BEN AS ZOLF**

Right.

**ALEX**

It's a lot of like stairways to get to the various arches when they were building it probably, that have made for a little bit of an upwards maze.

It looks like there are clear routes up, but in terms of like what is the route, it's going to take a little while of just tramping.

**BEN AS ZOLF**

Okay.

**ALEX AS GEOFFREY CHAUCER**

I guarantee no one wants to be undisturbed for the ascent.

**HELEN AS AZU**

Right!

**LYDIA AS CEL**

That sounds like you're leaving the possibility of disturbing us after the ascent.

I don't know if that's... are you just, are you going to be friendly when...

**ALEX AS GEOFFREY CHAUCER**

Many of the senior are disturbed. I canst not **[overtalking 13:54]** the alternative.

**LYDIA AS CEL**

Oh, okay. Right.

**HELEN AS AZU**

Okay, Azu is going to stomp off to the nearest thing like she has had it!

**(laughter)**

**BEN AS ZOLF**

I'll stomp off behind the footprints, yeah.

**(laughter)**

**LYDIA AS CEL**

Bloody stomps, squish, squish, squish, squish, squish, splash!

**ALEX AS OSCAR WILDE**

Obviously, Wilde is walking along with the party sort of looking around and just sort of mutters to the group in general. "So, this feels like it's going to be another theatrical one, or is that just me?"

**(laughter)**

**BEN AS ZOLF**

No.

**ALEX AS OSCAR WILDE**

Anyone have any ideas?

**BEN AS ZOLF**

Let it...

**ALEX AS OSCAR WILDE**

I'll admit Geoff threw me a little bit.

**BEN AS ZOLF**

Let it talk itself out and we'll see what happens. Either we fight it, or we don't, but we've got to go this way.

**LYDIA AS CEL**

Just to add, I have comprehend languages, chugged one of them and so when he said "'nuff" at the end, that was just 'nuff, doesn't mean anything in any language?

**BEN AS ZOLF**

Yeah, given a speech pattern from Geoff, I would imagine that were him saying "enough".

**ALEX AS OSCAR WILDE**

I'd guess so, 'nuff.

**BEN AS ZOLF**

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Yeah, apostrophe N-U-F-F right, 'nuff.

**ALEX AS OSCAR WILDE**

“I feel like I’ve gotten drunk on ‘nuff before now, but it’s not...

**(laughter)**

...it just has that feel of the word you know?”

He seems to have a slight nervous energy that you’re not used to with Wilde.

**BRYN AS HAMID**

Right.

**HELEN AS AZU**

He’s being out dramatics!

**ALEX AS OSCAR WILDE**

Tends to take things in his stride, so he’s just being... he seems to have a little nervous energy to it.

**ALEX**

Cool, well in that case, I am gonna allow people to start ascending if you will.

**LYDIA AS CEL**

Yeah, yeah.

**ALEX**

The skeleton doesn't move. It just stays at the door. The door is left open, and as you ascend there's a couple of false turns where it's like cool this is just leads to this wall.

There are a few notes not in Greek, what old languages do people speak, any like...basically any old English or anything like that?

**LYDIA AS CEL**

Meh.

**HELEN AS AZU**

No.

**ALEX**

No, it's fine. Basically, you get the impression that there's a few like, "Dave Woz Ere" equivalent that have been carved in...

**(laughter)**

...like very common in old masonry, that kind of thing.

**HELEN AS AZU**

Yeah.

**ALEX**

There's a few of those dotted around the place but there is no more signs of like the post Greek stuff, and yeah heading up after a couple of wrong turnings, you do notice that the lights lower down extinguish themselves as you ascend. It's lighting itself so that you can ascend, but out of your range, it sort of extinguishing itself.

Very soon you find yourself up at the top of the sinkhole, it's not that high, it's maybe 100 foot/150 tops, but that's unusual for this part of London, like that's a big space to have been managed to leave undisturbed...

**HELEN AS AZU AND LYDIA AS CEL**

Mm hmm.

**ALEX**

...and you find yourself facing an equivalent set of double doors, which are clearly the only doors up here, like you've... the paths have narrowed 'til there's just one.

**LYDIA AS CEL**

I have to say I like the decor.

**BEN AS ZOLF**

Skraak?

**ALEX AS SKRAAK**

Oh yeah on it, on it.

**BEN AS ZOLF**

Yeah.

**LYDIA AS CEL**

Like you know there's just a sense of drama and intrigue.

**ALEX AS SKRAAK**

No trap. This is... it's not locked, but this is a door that wants to be locked from like this side. Just I can tell the way it's been made it wants to be opened and closed from this side.

**BEN AS ZOLF**

Right.

**HELEN AS AZU**

Huh.

**LYDIA AS CEL**

But it's not like... so we're not going to be unlocking something?

**ALEX AS SKRAAK**

No, no it just is.

**BEN AS ZOLF**

But if it closes behind us, we might not be able to get back out, but again, only way so...I reckon we just go through and see what happens.

**HELEN AS AZU**

“Yes.”

Azu gets her axe out.

**ALEX AS SKRAAK**

“Alright then”.

Skraak kind of starts pushing ready for it to be as stiff as the last one, but actually it's fine and he pushes it open, revealing on the other side what appears to be a far more worked stone room. Whereas before it's been sort of you know functional masonry a lot of that, this is more you know flagged stones, the archways are in much better condition and generally speaking it looks like someone made this well and then left it as is. It heads off beyond the range of your dark vision, but it has slight movements to the air as well, that you haven't had through all of this ascent. This has been a very, very like sealed unit you have been moving through, whereas this feels ever so slightly more open maybe.

**BEN AS ZOLF**

That's good. Also, I am guessing now that our invisibility has worn off with the ascent being a...

**ALEX**

It will have done at this point...

**BEN AS ZOLF**

Yeah.

**ALEX**

...[similar sound to a metal bar running back and forth across a metal gate, sound effect] and for flavour, Azu is full Tarantino unless someone doesn't press digitation or similar.

**HELEN AS AZU**

Yeah.

**BRYN AS HAMID**

Hamid will, Hamid will absolutely press digitate to help Azu clean off the armour [magical sparkle sound effect].

**ALEX**

Cool.

**HELEN AS AZU**

Thank you.

**ALEX**

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Azu will have an ugly temporary mark on the face from where all the bleed was, like a bruise. You could probably mask it with the press digitation if you want, but just as an FYI that will be there.

**HELEN AS AZI**

Oh, Azu doesn't mind injuries, she does mind her special holy armour that she recently got as a present, immediately getting covered in...

**(laughter)**

**ALEX**

Oh, don't worry about that it's still glorious.

**HELEN AS AZU**

Good.

**LYDIA AS CEL**

Just with the invisibility wearing off to point out as a side note, I am keeping track of the time because Cel chugged our chemical allocation as things were moving... chugged the elixir of dragon breath, as an al chemical allocation and that lasts for an hour so they can, so, yeah so if it's been ten minutes...

**ALEX**

You're still on the right side of it. I'll let you know when it's not.

**LYDIA AS CEL**

Yeah, yeah. Well, they took it after we became invisible, so...

**BEN AS ZOLF**

Yeah.

**ALEX**

It's been a good 25 minutes to get here at least...

**LYDIA AS CEL**

Oh, okay.

**ALEX**

...because there's been a few false turns and blind bark as it wasn't built to be easily ascended.

**LYDIA AS CEL**

Right, okay.

**BRYN AS HAMID**

Hamid is going to cast heroism on Skraak because that will run out from earlier. [magical music sound effect].

**HELEN AS AZU**

You've got so many spells.

**(laughter)**

**ALEX**

He's a magic boy.

**BRYN AS HAMID**

That's what I do. That's my thing.

**(laughter)**

**ALEX**

Anyone else want to do anything before we press on? Okay.

Heading down the flagged stone way you notice that it looks like, actually you know what everyone give me a perception check and then I can gage how much and how little to give.

**BEN AS ZOLF**

Bloody hell, another natural 20, 32.

**ALEX**

Ben!

**LYDIA AS CEL**

Nice.

**ALEX**

Wow!

**BRYN AS HAMID**

I've also got another natural 20.

**ALEX**

OOOARRGH.

**HELEN AS AZU**

21.

**LYDIA AS CEL**

I only rolled 8 so that is 24.

**BRYN AS HAMID**

30 for Skraak.

**ALEX**

Good grief people are smashing it today, it actually is making my life real easy. I love that you've rolled really high when it's not life and death, and when it's life or death it's lots off punishment for you, it's great, I really appreciate it, it's very considerate.

**BRYN AS HAMID**

Yeah.

**ALEX**

This has the feel of a crypt that someone has been messing around with.

There are lots of big sort of, you know those sort of stone slabs you can get at the side that would have, like engraving like a script or whatever that has been worked smooth again, so like someone's taken the surface off all of the scripture or whatever that would have been there.

There's another alcove which has another figure that would have had some kind of features that appears to have again had that erosion happen and it's walking along here, it's clear that anything that has any artistic allusions has been wiped clean, so all of the like flagstones are fine, all of the like the masonry is nice and secure, but someone's deliberately gone through almost with a hammer and chisel and just smoothed any identifying features as much as they could.

**BEN AS ZOLF**

Okay.

**ALEX**

Heading through, there's a gentle airflow and you start to notice that you are entering into a larger room, and I will give a description from you are within the corridor, you've still got a good 15 feet before you enter it, so you've not passed any kind of threshold.

There is laid out a medium sized banqueting table of stone, with stone chairs.

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There are incredibly like dusty and basically ancient tableware laid out, but with fresh food laid out upon it, like there is a bowl of fresh apples and so on; and at the other end of it there is a seemingly a well-dressed corpse investments who just gestures for you to sit with a pale blue light in their eyes, and invites you to sit whilst you are saying...

### **ALEX AS GEOFFREY CHAUCER**

Be not afraid, I seek only your company.

### **ALEX**

And I'll take a break there.

**[mid show break 21:59]**

And welcome back.

So, creepy dinner time!

If people enter the room, I will give you some more descriptions but for now from the angles that's basically all you can see.

### **BRYN AS HAMID**

Hamid would like to cast the tech magic.

### **ALEX**

Yeah, that's fine. So, straight out the gate the flames, I am not even going to bother with scores, you know that they're another equivalent of bas-

**BRYN AS HAMID**

Yeah.

**ALEX**

They are an interesting variant on, oh I've forgot what it's called, like ever burning flames.

**BRYN AS HAMID**

Yeah [overtalking 22:25] sure.

**ALEX**

But they are a variant, so whoever casts that's pretty powerful, because they're putting their own spin on stuff.

There are waves of necromantic energy coming from within that room.

However, again I am doing that thing where I give more detail because I always feel these spells should have a bit more flavour than just, you see this spell. It feels more ambient than directed...

**BRYN AS HAMID**

Yeah.

**ALEX**

...think radiation as opposed to lasers, but like waves and waves of it are coming out from in there. To the point where, you know what, can I get a knowledge arcana from you specifically?

**BRYN AS HAMID**

34.

**ALEX**

It's unlikely that something this necromantically powerful has been active very long. It's difficult to hide this much like evil power in a city where people lived both beneath ground and above ground like...

**BRYN AS HAMID**

And we're somewhere in the middle of those two layers.

**ALEX**

Yeah, if nothing else, you would have heard stories of I don't know people going missing or you know ghosties in Other London or whatever. It's slightly odd. This is very, very powerful necromancy and that normally comes with you know "head not upon the tour for that is where the blun-..."

**BRYN AS HAMID**

Yeah.

**ALEX**

It feels like there is a missing element here, whether this is an anti-magic room, whether whatever, but it's unusual, you'd have thought you'd have heard more of something like this.

**HELEN AS AZU**

I'm also going to cast a tech evil.

**ALEX**

Yes, off the chain evil.

**HELEN AS AZU**

Right.

**BRYN AS HAMID**

Hamid walks into the room.

**ALEX**

So, heading into the room, you can see that you are in what appears to be a quite large, sort of mausoleum for multiple people.

There are sarcophagi lined along the wall, think big stone jobs where they had the likeness laid atop though, not just sort of the smaller ones, and there are a few busts laid around as well. Again, not all of them are in good condition, none of them have been smashed or anything, but all identifying features, all writing, all of the facial features on the bust, everything has been sort of cleansed from the room.

If anyone knows their history you know where there were old art movements where they were like, "we'll pretend that no one has genitals on statues" and they go round like getting rid of stuff.

**(laughter)**

It has that kind of a feel, someone has gone around after the fact and just probably dealt with some really, really good workmanship, and just got rid of it cursorily.

**HELEN AS AZU**

What a shame.

**ALEX**

The creature at the other end of the table, it's very difficult to read any kind of facial expression on due to the level of decomposition, to be clear though, it is more skeletal and mummified than rotting as such.

**HELEN AS AZU**

Okay.

**ALEX**

Think dried etc, like there are still something approaching like eyeballs there, but they are amassed by that fire. The issue is it is incredibly difficult to read any kind of facial expression because it does move and it does respond to you but, there's not much muscle going on there.

**BRYN AS HAMID**

You still haven't introduced yourself?

**ALEX AS GEOFFREY CHAUCER**

“Of course.”

It stands, it can't push the chair back because it is stone, gestures to itself, bows for a second, “Geoffrey Chaucer” and sits.

**HELEN AS AZU**

Right.

Before the others enter Azu is going to be like, big, big evil energy in here just FYI...

**BEN AS ZOLF**

Yeah.

**HELEN AS AZU**

...and then she is gonna go in as well.

**BRYN AS HAMID**

Hamid “where exactly are we?”

**ALEX AS GEOFFREY CHAUCER**

You will find that you are in very depths of the Abbey.

**BRYN AS HAMID**

Oh! Westminster Abbey?

**ALEX AS GEOFFREY CHAUCER**

Indeed.

**BRYN AS HAMID**

That's good, that's where we wanted to be.

We're passing through, is that going to be an issue?

**ALEX AS GEOFFREY CHAUCER**

That very much depends, wouldst thou join me for a moment of supper, I will not require you to eat but I would make a proposal for thee.

**HELEN AS AZU**

I wouldn't eat that if I were you Hamid.

**BRYN AS HAMID**

You have never seen Hamid ignore food the way he is ignoring this food on this table.

**(laughter)**

Literally, he hasn't even glanced at it. You haven't even seen a question cross his face about whether to grab a cheeky bite of something like, and this is the first time you have ever noticed that happen when there has been food right in front of him.

**HELEN AS AZU**

Thank god.

**ALEX**

It looks fresh, but it does not look pre to naturally so.

**BRYN AS HAMID**

Yeah.

**ALEX**

It's not like that is the most luscious apple, you just want to eat it.

**BRYN AS HAMID**

Yeah.

**ALEX**

It's more it just looks like fresh food that's all.

**ALEX AS GEOFFREY CHAUCER**

What I wouldst have us discuss a mutually beneficial encouragement.

**BRYN AS HAMID**

If we were to sit and talk with you, would that be agreeing to anything beyond a simple conversation?

**ALEX AS GEOFFREY CHAUCER**

“Not as such, no.”

The head sort of tilts but there’s no facial expression to read.

**BEN AS ZOLF**

What’s your proposition?

**BRYN AS HAMID**

We are in a hurry if we can... I don’t think we need to sit necessarily to have a conversation.

**ALEX AS GEOFFREY CHAUCER**

Geoff sits back down and... “if thou wouldst press on without my assistance, thou wouldst find yourselves deceased quite quickly through no intervention of myself.”

**HELEN AS AZU**

Do you want to stop speaking in riddles and tell us what the hell is going on?

**ALEX AS GEOFFREY CHAUCER**

Forgive me. It has been a very long time since I spoke. You seek to head upwards yes?

**HELEN AS AZU**

Yes.

**ALEX AS GEOFFREY CHAUCER**

The way is guarded. The way is shut. It behoves me to assist you, for I believe thou wouldst clear the world of the source of my current predicament.

**LYDIA AS CEL**

Sorry, what's your predicament? Like so are you... were you not dead before, and you want to not be dead again, or you were dead before and now you are not properly dead and you want to be properly dead again, or what exactly is the predicament?

**ALEX AS GEOFFREY CHAUCER**

“A little more than one year ago I found myself awakened, stirred from my slumber for reasons beyond my can. Upon examining my surroundings, I found myself enamoured with the forgotten, those spirits you have encountered earlier are, but some of those who are now wandering these halls. Though truly I have no wish to return to that great darkness.

Similarly, I find myself somewhat tormented with my current...”

He examines his skeletal hands and the surroundings around him.

“...my current disillusioned state, I believe if you are heading upwards, I can assist you in your entrance into that hallowed hall and beyond in exchange for two things, first if you are presented with the opportunity to end whatever disturbance has caused this state, I would ask that you do so, and second, if you instead find a way to elevate my current status, I would ask you to do the same.”

**BEN AS ZOLF**

What do you want from elevation?

Do you just want to live again, live a normal life?

**ALEX AS GEOFFREY CHAUCER**

Better life perhaps.

**BEN AS ZOLF**

What does that mean?

Does that mean the subjugation of the nation?

Does that mean you get to write books?

Does that mean...

What does that mean?

What's better to you?

**ALEX AS GEOFFREY CHAUCER**

I pray thou never understands how it feels to be forgotten.

**BEN AS ZOLF**

Uh, I don't much... fine. Okay...

**ALEX AS GEOFFREY CHAUCER**

I wouldst live again that I might make a name once more.

**BEN AS ZOLF**

Doing what?

**BRYN AS HAMID**

I mean you're not forgotten. The stories you told survived to our time.

**ALEX AS GEOFFREY CHAUCER**

I find myself somewhat disenamoured with the pale echoes of ripples of my life. I would rather experience it once again.

**BEN AS ZOLF**

So, you're an author right, and you want to write more books then? Is that what I'm getting?

**BRYN AS HAMID**

Were you more than that, did you have magical power in life, as you seem to in death?

**ALEX AS GEOFFREY CHAUCER**

I seek not to rule. I seek to live!

**BEN AS ZOLF**

Okay.

**HELEN AS AZU**

Here's a question, you were brought back by something that wasn't you, then?

**ALEX AS GEOFFREY CHAUCER**

So it would seem.

**HELEN AS AZU**

So, you were meant to be dead?

**ALEX AS GEOFFREY CHAUCER**

I wouldn't presume to know the purpose of the world. I was deceased if though is asking that.

**BEN AS ZOLF**

I am going to lean into Azu and just be like [whispers] "you know we shouldn't really be asking questions about whether somebody should be dead or not, right?"

**HELEN AS AZU**

Ah, sorry Chaucer.

**(laughter)**

**BEN AS ZOLF**

Well, no sort of just, no that this was as on the side, sort of looking towards Wilde who we resurrected.

**(laughter)**

**ALEX**

Give me a sense motive specifically Zolf, given that you are clued into that as a thing.

**BEN AS ZOLF**

Urgh, 12.

**ALEX**

Even with that Wilde's having a bad time of it. Having a really, really, quite poor time of it as someone who has been playing around with going away and coming back, Wilde is not having a good time of it at all.

**BEN AS ZOLF**

Yeah.

**HELEN AS AZU**

I mean to be clear Azu's intent was to figure out if he was like a necromancer that like something went wr-

She wants to find out like how he died, and whether he died in like an accident or someone killed him, or... but she's going to stop that line of questioning now.

**(laughter)**

**ALEX**

The creature just surveys you all some more.

**BRYN AS HAMID**

You've made your request about what you want us to do, what is it exactly you are offering? You say danger lies above this chamber? What is the nature of the danger and how is it that you are able to allide it for us?

**ALEX AS GEOFFREY CHAUCER**

The creatures that prowl the tunnels ahead are not of manmade, nor of the natural world, creatures of claw and groot.

**BEN AS ZOLF**

Yeah, clicky skeletons full of stuff, we've seen them.

**ALEX AS GEOFFREY CHAUCER**

Indeed, not even creatures of spirit.

Well, I would offer you the aid of the creatures that seem so enamoured with myself, they will clear the way that you might proceed.

I cannot promise safety, I can promise you assistance.

**BEN AS ZOLF**

If you've made your request, would you mind giving us time to privately chat about our options?

**ALEX AS GEOFFREY CHAUCER**

Of course. I wouldst advise thou not wander.

**BEN AS ZOLF**

Yeah, I mean we're just gonna go out the door and maybe close it.

**ALEX AS GEOFFREY CHAUCER**

My hold upon the denizens of this place is not provided of my own volition, it seems accidental, I would not test it for your safety.

**BEN AS ZOLF**

Right, shall we...

**ALEX**

The creature then just sort of sits surveying you.

**BEN AS ZOLF**

We're just gonna excuse ourselves then shall we? Shall we?

**HELEN AS AZU**

Mm.

**BRYN AS HAMID**

Yes.

**BEN AS ZOLF**

Yeah, right okay.

Does the big feast hall have like doors?

**ALEX**

It has a couple of sort of side mausoleums, you know where it's like you have your step down into like a private space for maybe someone fancy or whatever.

**(laughter)**

**BEN AS ZOLF**

Okay, yeah.

We'll take up residence in the booth.

**(laughter)**

**ALEX**

Basically, they have the standard sort of mausoleum doors, I can't believe I am saying this just because it was on TV recently, they have an early Buffy the Vampire Slayer vibe.

**(laughter)**

Lots of small rooms with convenient doors that can be both heavy and light depending on the [unclear 34:27].

**(laughter)**

**BEN AS ZOLF**

Yeah, fair enough.

Yeah, I guess ensconced ourselves in one of those.

**ALEX**

Yeah, that's fine.

The creature stands watching you leave with the head turning kind of irrespective of the joints of the neck.

**BEN AS ZOLF**

Yeah.

**LYDIA AS CEL**

Urgh.

**HELEN AS AZU**

Wow.

**BEN AS ZOLF**

Right.

**ALEX**

I will say one last thing based on your tech magic from earlier that would have been running as you went through the door, 100% of the necromantic energy is coming from that creature, like 100%. There is nothing ambient in the room, this guy is the equivalent of walking weapons grade plutonium. There is

nothing else ambient, it is all coming from him, to the point where it might even be, he is the reason there are other things wandering around currently.

**BEN AS ZOLF**

Yeah.

**LYDIA AS CEL**

To me the logical question is if we, which precludes all the other things, if we were to help him stay alive, would he still be a really, powerful necromancer?

**HELEN AS AZU**

Mm.

**LYDIA AS CEL**

Because like if he just wants to write books, cool.

**BEN AS ZOLF**

Yeah.

**LYDIA AS CEL**

I think we actually had a copy, like you know they're quite good, they're quite good. Wouldn't mind more you know, good, satirised stuff. Big fan!

**BRYN AS HAMID**

I just don't trust anything about this situation, he's the source of hugely powerful necromantic energy.

**BEN AS ZOLF**

Hang on, can I just lay out some options?

**BRYN AS HAMID**

Yes.

**BEN AS ZOLF**

Right, option one – we fight him, he seems bloody powerful and has an army of undead at his beck and call...

**BRYN AS HAMID**

Yes.

**BEN AS ZOLF**

...so that's gonna be a problem.

Number two – he's telling the truth, he genuinely is woken up by accident and would like to be a proper person again which actually, is admirable to be in that situation that's what he wants. So, fine, if he's telling the truth I don't actually see any problem with this thing. He's asked a) can you end the problem we are always trying to end, and if you find a way make me a real boy, and then number three – well he's telling a lie, at which point we're back to

number one where we've got to fight him and all of his minions so, even if he wants like...

Even if he's lying and he wants to get out and take over the world, well let's deal with this apocalypse and then we can deal with his apocalypse, but either way we're not dealing with this apocalypse if we don't.

**LYDIA AS CEL**

Yes!

**ALEX AS OSCAR WILDE**

I'd say this, I could imagine few worse curses to wish upon someone.

**HELEN AS AZU**

Yeah, sorry Oscar.

**ALEX AS OSCAR WILDE**

It's not affecting me, I'm not the one who's stuck down here, all I would say is, I hope if I was ever to find myself in that situation, I would handle it with quite such a plan.

**BEN AS ZOLF**

Alright, so in which case I'm [sighs] I don't know maybe stupid, but willing to give him the benefit of the doubt, he wants to be better you know if he's telling the truth he's kept that, and that's not nothing.

**BRYN AS HAMID**

My problem...

**ALEX AS SKRAAK**

Seems to me we're either against the entire world or against the entire world and this geezer...

**(laughter)**

**HELEN AS AZU**

I love that Skraak knows the word geezer!

**ALEX AS SKRAAK**

Skraak just gives a sort of shrug like a [Alex makes a "I don't know" kind of noise].

**HELEN AS AZU**

Yeah. I suppose...

**LYDIA AS CEL**

Do you think we can maybe take a nap in that room though?

**(laughter)**

**BEN AS ZOLF**

I might not go that far.

**(laughter)**

**LYDIA AS CEL**

Azu's quite hurt and I have used up quite a few of my potions.

**BEN AS ZOLF**

Uh, yeah the one thing is [sighs] I get that, it's just whether... even if this is safe, how long has Lovelace got?

**HELEN AS AZU**

Yes, that's... yes.

**BEN AS ZOLF**

Like is she going to be able to hold out, I don't know.

**HELEN AS AZU**

Should we... should we check in on her?

OOO! Let's ask Babbage.

**BRYN AS HAMID**

I'll ask yeah. Babbage can communicate with...

**BEN AS ZOLF**

Oh yeah you can do that.

**HELEN AS AZU**

They're both very smart people, maybe they can help.

**BEN AS ZOLF**

Right and I'll turn around with my little backpack and point Babbage at the group.

**(laughter)**

**ALEX**

I love your mime which doesn't make it across audio and you're just like oo, oo it's like a kid who's carrying the water on a hike and is like get it, get it, get it.

**BEN AS ZOLF**

Yeah, you've got to grab the grab the straps and just like doddle around.

**(laughter)**

**ALEX**

Who would like to speak with Babbage today?

**BRYN AS HAMID**

Can we turn the speaker on this time?

**BEN AS ZOLF**

Oh, I guess actually we can, yeah that's true.

**ALEX**

Yes you can.

**HELEN AS AZU**

Yeah.

**ALEX AS BABBAGE**

Can I ask what's going on, it's feeling very odd here.

**(laughter)**

**HELEN AS AZU**

It's a very odd situation actually, oh sorry, I'm Azu I don't think we've spoken, hello, hi.

**ALEX AS CHARLES BABBAGE**

Hello, um, yes this is a very odd sensation, there is a lot of ambient magics here isn't there.

**BRYN AS HAMID**

Yes, but well Charles, we seem to have found ourselves in the crypt under Westminster Abbey and we've run into...

**ALEX AS CHARLES BABBAGE**

I see.

**BRYN AS HAMID**

...Geoffrey Chaucer...

**(laughter)**

**ALEX AS CHARLES BABBAGE**

How wildly unlikely!

**(laughter)**

**BRYN AS HAMID**

...who, now I don't know different undead creatures very well, but if I am correct, this seems to be... he seems to be a lich, is that the right term, a lich maybe?

**ALEX AS CHARLES BABBAGE**

[sighs] I'm not a... not much of a dungeoneer.

**BRYN AS HAMID**

Hamid will be looking at to Zolf and Azu at that point.

**BEN AS ZOLF**

Shall we make knowledge religions?

**ALEX**

For free, yeah sounds about right.

**BEN AS ZOLF**

Okay, fair enough.

**ALEX**

An incredibly powerful sapien undead that rules over other undead as if they were a king.

**HELEN AS AZU**

Mm.

**BRYN AS HAMID**

And has magic.

**ALEX**

However, give me a knowledge religion, oh and yeah powerfully magical, just powerfully magical.

**BEN AS ZOLF**

Oh, not as bad, 21.

**HELEN AS AZU**

Oh, 22!

**LYDIA AS CEL**

19.

**ALEX**

Okay, cool.

In which case then, for the two people who should know as opposed to the person who stole their knowledge...

**(laughter)**

**LYDIA AS CEL**

I just want... and this is how I do friends, I see your interests gone away, I research...

**(laughter)**

...the interest I come back and then I am too into the interest, and you are confused by both me and the interest.

Also, Cel does some of that as well.

**BEN AS ZOLF**

Ay!

**ALEX**

The things that you know about liches with those checks:

One – universally evil.

Two – as far as you are aware, universally self-made, neither of you can come up with any examples where someone else made someone a lich. You normally have to do a bunch of stuff during your life to convert across...

**BEN AS ZOLF**

[whispers] by then why now?!

**ALEX**

...and additionally, you have explicitly both been told if you see a lich, you've got two options, kill it, or runaway and find someone strong enough to kill it. But I would say some of the stuff that he has been saying doesn't really tally up, most liches kind of wanna rule the world, they kind of want to sit king of their own undead domain, there's definitely something squiffy here.

**BEN AS ZOLF**

So, if he was a normal lich with big feet and big bunny ears...

**(laughter)**

...he'd have probably been like "No! I am gonna fight the big flower monsters, because I want to be king! Wee!" you know...

**(laughter)**

**ALEX**

He was a normal lich, you would have already known because Azu would have been mind controlled to slaughter the rest of you, whilst he made the rest of you cheer her on, or something like... that's kind of liches behaviour.

**LYDIA AS CEL**

That makes sense, yeah.

**BEN AS ZOLF**

Right, so I assume having a conversation is like "oh this is different".

**HELEN AS AZU**

Yeah.

**ALEX**

As a thing that you would know, standing within 60 feet of a lich is a considered such a terrifying ordeal when they're sort of turned on, that most mortals can't even be in their presence, they're that evil.

**BEN AS ZOLF**

Okay.

**ALEX**

You shouldn't be able to look at it without feeling a visceral aversion and hatred.

**HELEN AS AZU**

Mm.

Azu's going to communicate this, and also add "so now I'm wondering whether Geoffrey himself is not necessarily evil, but whatever magic brought him back is evil, and but as a person he is okay".

**BEN AS ZOLF**

And he's a victim.

**BRYN AS HAMID**

Yeah, so not, not a lich.

**ALEX AS CHARLES BABBAGE**

Babbage speaks up, "there is one consideration, both the device itself and the entities against which we face, both interact on a plainer level"

**HELEN AS AZU**

Yes.

**ALEX AS CHARLES BABBAGE**

There are planes of great necromantic power, there are planes of, of, of undead and death and mortality itself, if the planes themselves are as out of line as we would expect, it's not impossible that such powerful symptoms might manifest.

**BEN AS ZOLF**

Oh.

Right, he got, got by like the plane of negative energy or something.

**HELEN AS AZU**

Oh.

**ALEX AS CHARLES BABBAGE**

We are well beyond the realms of any knowable science or magic, but it's feasible.

**BEN AS ZOLF**

Ah, glad we didn't fall for any of those shards then, blimey.

**ALEX AS CHARLES BABBAGE**

Though do forgive me, Occam's razor, it's far more likely he wants to kill you all and is toying with you that he might extract a long and drawn-out visceral torture.

**HELEN AS AZU**

Well, if...

**BEN AS ZOLF**

Well, quite frankly we're already in the lich's trap, so if he did, we're done.

**BRYN AS HAMID**

Yeah, I mean if he wants to fight us, we fight back, but it sounds like to me like everything we've figured out is that we should agree to accept his help and in exchange we'll do our best to lay him to rest and/or restore his life.

**BEN AS ZOLF**

That's it, his two requests have been get rid of the problem we're already trying to deal with and then help please, it's not...

**BRYN AS HAMID**

[overtalking 43:31] Yeah.

**ALEX AS OSCAR WILDE**

Wilde pipes up on one thing...

“[sighs] There's one complicating factor”

**BEN AS ZOLF**

Yeah.

**ALEX AS OSCAR WILDE**

How do we think this is going to interact with the colt of Hades, given that we know that they're on the, they're not on the level, do we think there's a complication there?

Do we think...

**LYDIA AS CEL**

We could ask him.

**BRYN AS HAMID**

Probably.

**LYDIA AS CEL**

Like, does he...

**HELEN AS AZU**

Oh, I wonder if he knows anything about them, yeah.

**BEN AS ZOLF**

Well, yeah maybe or like how long has he been dead? Does anyone actually know? I haven't read any of this stuff.

**(laughter)**

**BRYN AS HAMID**

Several hundred years.

**LYDIA AS CEL**

Oh, um, my dad actually had a copy and it said, oh wait let me page through the Wikipedia of my mind.

**(laughter)**

**ALEX AS OSCAR WILDE**

Wilde is also looking through the Wikipedia of his mind, because Wilde knows this info, he just can't seem to find it!

**(laughter)**

**LYDIA AS CEL**

About like if it is 18 [mumbles] now it was about 400 years.

**BEN AS ZOLF**

Oh right, I mean it's worth an ask, maybe if they were active, and if he's a lucky then pfffff, I don't know, whatever right. Much of a muchness.

**ALEX AS CHARLES BABBAGE**

If he's a lucky then we're knackered either way really.

**BEN AS ZOLF**

Yeah, pretty much.

**BRYN AS HAMID**

GM question please.

**ALEX**

Yes.

**BRYN AS HAMID**

I have a slight concern in character, that if we agree to something, he is going to bind it with magic somehow, if I have the tech magic active, what school of magic is would be like the binding of owes so I can detect that happening?

**ALEX**

Most likely enchantment. Given this you would expect there to be a combination of enchantment and necromancy, and for the level of strength that you are expecting there and kind of binding infernal pact or whatever, even with the massive amount of necromantic energy coming around, it would be very clear. It would be very, very obvious, he wouldn't be able to hide that, that's kind of baked into the Faustian bargain.

**BRYN AS HAMID**

Yeah, okay.

Yeah, that makes sense, okay.

"I have a small concern that you know a magic use are that powerful might be able to bind us to an agreement we make, but and then and then you can't do that without letting us know I guess, and just if that happens, I guess we will need to be careful about our wording, because someone could use it against us but maybe it won't even come to that.

**HELEN**

Mm.

**BEN AS ZOLF**

Yeah I mean...

[whispers] I mean also, I would be inclined to agree to his terms anyway.

**BRYN AS HAMID**

Yeah, I think that makes sense unfortunately.

**HELEN**

Yeah, could we check on Lovelace do you think just to see if she is okay?

**ALEX AS CHARLES BABBAGE**

“Oh, yes give me a moment.”

[static sound effect] There’s a sort of sharp squeal of static and then a very, very crackly voice comes, for free you’ll know there’s probably a massive amount of distortion coming from what’s effectively the undead god in the other room.

**(laughter)**

**BEN AS ZOLF**

That’ll do it.

**ALEX AS LOVELACE**

Uh, hello, yes. How are we doing?

**LYDIA AS CEL**

We're good, how are you?

**ALEX AS LOVELACE**

Um, there's definitely something going on outside, I don't know what, it's going off whatever it is.

**BEN AS ZOLF**

Right.

**HELEN AS AZU**

Right.

**ALEX AS LOVELACE**

But I mean outside the complex they're definitely not in the complex yet, I'd know about that.

**BEN AS ZOLF**

Okay.

**HELEN AS AZU**

Good, good, alright.

**BEN AS ZOLF**

Yeah, we're progressing well, hopefully not too long now.

**HELEN AS AZU**

Yeah, hang tight.

**ALEX AS LOVELACE**

Understood, I'll... let me know if there's anything else, but um, best of luck.

**BEN AS ZOLF**

Likewise.

**ALEX AS LOVELACE**

Okay.

**ALEX AS CHARLES BABBAGE**

Look after yourself Lovelace.

**ALEX AS LOVELACE**

Yeah, of course.

**BRYN AS HAMID**

Certainly, increases the urgency.

**BEN AS ZOLF**

Yeah, I don't... we just... as much as I'd love to be able to do something, I don't think we can.

**HELEN AS AZU**

Okay, onwards then.

**BEN AS ZOLF**

Right, okay.

**ALEX**

And I think I'll end the episode there, as much as I'd like to go through a pact, why don't we do a lot of the leg work you know off audio and then we can just skip to maybe heads of terms something like that.

**BEN AS ZOLF**

That blue skeleton was actually a barrister.

**(laughter)**

**LYDIA AS CEL**

Unfortunately, the cloud was his accountant.

**(laughter)**

**BEN AS ZOLF**

Oh nooooooo! Argggghhhhhh.

**(laughter)**

**LYDIA AS CEL**

Now we're gonna need to get in another advisor onto it.

**ALEX**

Well, while I start sourcing an undead clerical staff, I'll see you all next week, bye all.

**EVERYONE**

Bye!

**[Show Theme - Outro]**

**ALEX**

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