

## **The Listening Club TTRPG Episode 1**

**ALEXANDER J NEWALL (ANNOUNCER):**

**Hi everyone, this is Alexander J Newall, Founder and CEO of Rusty Quill Ltd. and voice of Norris on The Magnus Protocol podcast, just taking a moment to introduce some special holiday content along with some updates from Rusty Towers!**

**In case you didn't know, production for The Magnus Protocol has been on a bit of a break while we previewed our original theatre production: "*Magnus Live: The Hilltop*" in London, England. The initial run of this new work for stage which features original cast performances from both The Magnus Archives and The Magnus Protocol has now finished but no worries if you missed it, these first shows were just a demo and since it went so well we can do more showings in future along with making a recording of the last preview show available online for anyone who couldn't make it. So keep an eye on our socials for the latest info on all that!**

**With that sorted, we're now back at Rusty Towers and working hard for Protocol to return in Spring 2026 but in the meantime, we thought we'd give a little thank you to everyone for your patience and support during this period. So, with that in mind I get to introduce:**

***The Listening Club*, an actual play of *The Magnus Archives Tabletop Roleplaying Game* by Monte Cook Games. GM'd by our very own JONATHAN SIMS, this light-hearted adventure follows an investigation into a mysterious podcast company called... [sigh] Mouldy Pencil Productions and features ANUSIA BATTERSBY, LOWRI ANN DAVIES, IAN HAYLES and PIP GLADWIN as players. We'll also be releasing some different TTRPG content at a later date as part of our fundraising stretch goals for Protocol.**

**Lastly, before I hand over to Jonny's thinly veiled assassination of everything I stand for, I just wanted to let you know that Rusty Fears, our fan-favourite horror writing competition is back! If you want your work featured on this feed as part of our effort to showcase new and**

undiscovered writing talent then be sure to head over to [rustyquill.com/fears](http://rustyquill.com/fears) for more information.

That's all for now, we hope you enjoy this latest Mouldy Pencil Production and as always thanks for your support!

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**[Music]**

**JONATHAN SIMS:**

Hello everybody and welcome to a very special episode with me, your host, Jonathan Sims. You might remember me from such podcasts as the Magnus Archives or the Magnus Protocol, but today we are going to be playing a short session of the Magnus Archives Role Playing Game from Monte Cook Games. I say we'll be playing it. I'm stripping down the rules a bit

<laugh>

But you know, have a good time. Joining me are some voices you will hopefully know as well. Anusia. Hello, who are you?

**ANUSIA BATTERSBY:**

Hello, Johnny. I'm Anusia. I play Gwendolyn Bouchard in the Magnus Protocol and I'm a big RPG nut, so I'm very, very excited for this.

**JONATHAN SIMS:**

Fantastic. Ian, who are you?

**IAN HAYLES:**

As you might imagine I am Ian

<laugh>

Ian Hayles, and I play various Trevor Herberts in various Magnus titled things

**JONATHAN SIMS:**

Magnusees

**IAN HAYLES:**

**Magnusons**

**JONATHAN SIMS:**

**Pip Hello.**

**PIP GLADWIN:**

**Hello there. I'm Pip Gladwin. You'll of course remember me as Taxi Driver. From a close to the end of the, uh, first series of Magnus Protocol. Fan favorite, of course. I can hear everyone cheering. So pleased that Taxi Driver is back. Very happy to be here.**

**<laugh>**

**ANUSIA BATTERSBY:**

**Really driving the series**

**<laugh>**

**PIP GLADWIN:**

**I've also appeared in Chapter and Multiverse. I've also appeared in a little bit. I think I was in a trailer for Trice Forgotten,**

**JONATHAN SIMS:**

**Oh**

**PIP GLADWIN:**

**I was not a taxi driver, but close! And also Cry Havoc. Drusus in Cry Havoc as well, that was me.**

**JONATHAN SIMS:**

**Finally, Lowri.**

**LOWRI ANN DAVIES:**

**Yeah. Hello, I am Lowri and I play Celia in both Archives and the Magnus Protocol and my pronouns are she/her**

**JONATHAN SIMS:**

**Oh yes. I'm so sorry. My pronouns are he him,**

**ANUSIA BATTERSBY:**

This is Anusia, mine are she/her

**PIP GLADWIN:**

And Pip, he/him.

**IAN HAYLES:**

This is Ian. I'm he/him.

**JONATHAN SIMS:**

To be clear, the lovely people who have joined me are not playing their characters from the podcast.

**PIP GLADWIN:**

Okay, I'll cross that out then. I had taxi driver written down here  
<laugh>

**JONATHAN SIMS:**

So instead we are going to start with a little bit of character creation. We have been through the various safety tools, lines and veils X card stuff before the recording. So a little bit of introduction to the conceit of the game. It's non-canon in the sense that it doesn't take place in any of the Magnus universes that we have visited thus far. The title of this adventure is The Listening Club.

You are all fans of the popular horror fiction podcast series, the Armitage Library, in which the narrator Arthur G Neville will take various strange, spooky stories and happenings, narrate them, investigate them... oh, he's been having a bad time. Over the last sort of three series, he's fallen down a bit of a, a paranoia hole, in the fiction, because, well, obviously the podcast claims to be real, but obviously it's fiction.

Now you all like to listen together, but I would be interested to hear your thoughts on like, how does this work? Are you all a group that like goes around someone's house to listen together? You will hit character creation itself in a second, but I wanna get a sense of the group. How are people feeling?

**LOWRI ANN DAVIES:**

I love the idea that we have a discord and maybe we get together for the big ones to listen together.

**JONATHAN SIMS:**

Mm

**ANUSIA BATTERSBY:**

Yeah. I'm getting a very only murders in the building vibe where we all end up in a cafe or -

**LOWRI ANN DAVIES:**

Same, a hundred percent

**ANUSIA BATTERSBY:**

- a bar just like every so often and just with our maps spread out my table, like

**LOWRI ANN DAVIES:**

Is it a weekly podcast?

**JONATHAN SIMS:**

It is weekly, yes. Although it goes on some weird long hiatus sometimes that like, there's clearly something happening production wise behind the scenes. So it's uh, but you know, when it's, when it's coming out, it's definitely weekly.

So we are going to go through character creation. This is going to be a slightly abridged version of the, uh, cipher system character creation, which is in itself very quick and simple. You will broadly end up with a three parts descriptor, which is a 'blank' 'blank' who 'blanks' essentially. So Anusia, does anything leap out there?

**ANUSIA BATTERSBY:**

I quite like something along the lines of the more no-nonsense, scholarly, but also quite fastidious.

**JONATHAN SIMS:**

I quite like the idea of you picking no-nonsense simply because I know in real life you are extremely high nonsense.

**ANUSIA BATTERSBY:**

I'm full of nonsense.

<laugh>

**JONATHAN SIMS:**

I'm quite enjoying the idea of giving you this role playing challenge. Ian, do any of these words leap out to you?

**IAN HAYLES:**

I mean, I dunno what it says about me, but cynical -

**LOWRI ANN DAVIES:**

Yay

<laugh>

**IAN HAYLES:**

- came front and center with lights on it.

**JONATHAN SIMS:**

Yeah, cynical Ian. We got no nonsense. We've got cynical. We are shaping up to be a, a hard boiled listening club to a fiction horror podcast.

<laugh>

Uh, Lowri, what about you?

**LOWRI ANN DAVIES:**

I mean, fastidious was the one that leaped out for me.

<laugh>

**JONATHAN SIMS:**

Fantastic. And Pip?

**PIP GLADWIN:**

Being inquisitive is, is always a deeply suboptimal trait to have in a horror story. So let's go inquisitive

<laugh>

**JONATHAN SIMS:**

Fantastic. Next, you'll want to pick one of the four sort of classes, I guess four character types, which will determine kinda what your role is. There is the Investigator who sort of looks into things. There's the Protector who punches things or protect things or does physical stuff. There is the elocutionist. Who is the talky one and there is the Occultist who knows a bit about, you know, the occult.

**ANUSIA BATTERSBY:**

I dunno what this says about me as an RPG player, but I'm weirdly drawn to elocutionist,

<laugh>

**JONATHAN SIMS:**

You could be a no-nonsense elocutionist

<laugh>

**LOWRI ANN DAVIES:**

I mean investigator sounds like a fastidious trait.

**JONATHAN SIMS:**

Can't go wrong with investigator. So that leaves Ian and Pip occultist or protector. Maybe we go with the inquisitive protector and the cynical occultist.

**ANUSIA BATTERSBY:**

Mm

**IAN HAYLES:**

yep, I'm fine with that.

**PIP GLADWIN:**

Let's go for it.

**JONATHAN SIMS:**

Alright, and finally we will want a character focus. These are bits that go on the end. The first one on the list is carries a gun, but this is set in the UK so I don't think any of you carry a gun. So your options are-

**PIP GLADWIN:**

It's a Nerf gun

<laugh>

**IAN HAYLES:**

It's back on the list.

**JONATHAN SIMS:**

You know what, I'll keep it on the list with the caveat that like you don't actually. Let's start with pip, for your inquisitive protector, which of these leaps out?

**PIP GLADWIN:**

My brain immediately went to wears a badge and then just wanted to define it as just being like, yeah, it's just like a -

**JONATHAN SIMS:**

Yeah, no, no, no.

**PIP GLADWIN:**

- Nice badge that they wear

**JONATHAN SIMS:**

Not like a police officer. Just like-

**PIP GLADWIN:**

no, not even close <laugh>. They just have a badge. Um, which is, doesn't help with character creation at all.



**JONATHAN SIMS:**

I will say that like mechanically, 'cause you get little special abilities from these wears a badge generally denotes some sort of authority. So you will need, you would need to decide what sort of official body you worked for. Was it the environment agency? Is it the Office of National Statistics? Are you an Ofsted inspector?

<laugh>

For international listeners, Ofsted is the body that assesses and ranks schools. Have a think about what sort of badge you might have.

**PIP GLADWIN:**

I'm not necessarily going for wears a badge, but I'll, I'll think on it. I was more being silly.

**JONATHAN SIMS:**

I'm sorry. Pip. I'm sorry. Pip. You were being silly.

<laugh>

**ANUSIA BATTERSBY:**

That's good though.

**JONATHAN SIMS:**

During Character creation?

**PIP GLADWIN:**

During character creation. I was, yeah, I know. I'm so sorry. This is why I only get to play taxi drivers

<laugh>

**JONATHAN SIMS:**

I bring serious horror story to delight, to thrill. And you are undercutting the tone pip.

**PIP GLADWIN:**

I've undermined it.

**JONATHAN SIMS:**

**You've undermined it.**

**PIP GLADWIN:**

**I'm sorry. Please move on from me. I'm, I'm very sorry  
<laugh>**

**JONATHAN SIMS:**

**Alright. Ian, can you rescue us from this pit of ridiculousness?**

**IAN HAYLES:**

**I was gonna do the badge bit as well. <laugh>, but no. Um, Would  
Rather be Reading. Really does I think work with -**

**JONATHAN SIMS:**

**Absolutely.**

**PIP GLADWIN:**

**I like that.**

**JONATHAN SIMS:**

**A cynical occultist who would rather be reading perfect. Lowri?**

**LOWRI ANN DAVIES:**

**Never Says Die.**

**JONATHAN SIMS:**

**Never Says Die.**

**Anusia**

**ANUSIA BATTERSBY:**

**Infiltrates.**

**PIP GLADWIN:**

**Ooh**

**JONATHAN SIMS:**

That infiltrates.

**PIP GLADWIN:**

I like it. I like it.

I'm gonna go for just to round it out just to double down on the inquisitive thing. I'm gonna go for Looks for Trouble. 'cause again, terrible trait to have in a horror story. It's like go home.

**LOWRI ANN DAVIES:**

Ooh,

**PIP GLADWIN:**

First to die. He's wearing a red shirt-

**LOWRI ANN DAVIES:**

No

**PIP GLADWIN:**

- is what I'm saying.

**JONATHAN SIMS:**

Anusia, you are a no-nonsense elocutionist who infiltrates. Ian, you are a cynical occultist who would rather be reading. Lowri, you are a fastidious investigator who never says die <laugh> and Pip, you are an inquisitive protector who looks for trouble.

Now I'm going to give you all some stats to reflect that in this game you have three stats. Four, if you count the stress that you will be accumulating across the course of the game. You have Might, which is your sort of physical beefiness. You have Speed, which is your quickness, your dexterity, your precision, and you have Intellect, which is your thinky brain stuff. How this manifests is you have pools. When I ask you to make a roll, you'll be rolling a a 20 sided dice and trying to hit a number based on the difficulty level. It goes up and down in threes. For a level one challenge, you need to roll a three or higher. For a level four challenge, you need to roll a 12 or higher. If you really want to do something, you can lower it by one level, by three points, by spending three from the appropriate pool. So if you

have like 10 points in your Might pool and you're like, oh, I really, really want to punch this guy, you can spend three of those points to lower the difficulty from, I don't know, a nine to a six. So let's start with Anusia. Your starting value for being an Elocutionist is 10 might 11 speed and 13 intellect.

**ANUSIA BATTERSBY:**

Okay.

**JONATHAN SIMS:**

You have an edge in intellect of one. Edge means that it's slightly cheaper for you to spend intellect points. So you only need to spend two points of intellect to do some effort and lower stuff.

**ANUSIA BATTERSBY:**

Thank you.

**JONATHAN SIMS:**

Could you choose two of the following skills? Skills automatically lower things by one level. Deception, discerning motive, intimidation, persuasion or performance.

**ANUSIA BATTERSBY:**

I think performance and discerning motive.

**JONATHAN SIMS:**

Perfect. So if you can jot those down. There's also special abilities and that sort of thing. But you know what? I just don't feel like you guys are special enough.

<gasp>

you know...

**PIP GLADWIN:**

Rude, rude

**LOWRI ANN DAVIES:**

I'm so fastidious

**JONATHAN SIMS:**

Kind of a bit normal  
<laugh>

**LOWRI ANN DAVIES:**

We all now have badges that say special  
<laugh>

**JONATHAN SIMS:**

So no-nonsense. You hate frills, chitchat, gossip and anything else that obscures what's important. You prize straight talk and focusing on the facts. You recognize that sometimes your severe manner can hurt other people's feelings. So you moderate it for your friends, but not so much that you compromise your goals with unnecessary distractions. You get plus two to your might pool

**JONATHAN SIMS:**

You have an additional skill which is researching,

**ANUSIA BATTERSBY:**

Ooh

**JONATHAN SIMS:**

You are resilient so you can ignore the first three points of stress you would otherwise take from shock.

**ANUSIA BATTERSBY:**

Okay.

**JONATHAN SIMS:**

And you infiltrate, you get a couple more skills, which is you can choose deception, disguise, lock picking, pickpocketing or stealth.

**ANUSIA BATTERSBY:**

Right. It's pickpocketing.

**JONATHAN SIMS:**

Perfect. There's also various things to like, you know, make connections within your group. But we've established that you're all just, you're all just a group of friends. Just cool friends <laugh> hanging out.

So Ian, your cynical occultist who would rather be reading. We'll start with occultist.

**IAN HAYLES:**

Cool.

**JONATHAN SIMS:**

Your starting pool values are a might of nine, a speed of 11 and an intellect of 14.

**IAN HAYLES:**

Ooh.

**JONATHAN SIMS:**

You also have an intellect edge of one and you are trained in occultism and you may pick one other knowledge skill. So astronomy, biology, geography, history, mathematics, philosophy, physics, psychology or researching

**IAN HAYLES:**

Astronomy.

**JONATHAN SIMS:**

Marvelous. And you have artifact affinity, which means any task involving interacting with a sinister artifact is going to be one level easier.

**IAN HAYLES:**

Excellent. Good, good.

**JONATHAN SIMS:**

Cynical. You can't help but question claims taken for granted by others. You're not necessarily a 'Doubting Thomas', a skeptic or

refuses to believe anything without direct personal experience. But you've often benefited from questioning the statements opinions and received knowledge presented to you by others. So you get another plus two to your intellect pool.

**IAN HAYLES:**

Ooh.

**JONATHAN SIMS:**

And you get the skill discerning motive. And you can have another science skill if you like. How about physics? You want some physics?

**IAN HAYLES:**

Yeah, let's go. Let's go. Yeah. <laugh>.

**JONATHAN SIMS:**

Yeah. You can have some physics <laugh>, right, and you would rather be reading.

**IAN HAYLES:**

Yeah.

**JONATHAN SIMS:**

You start with a bunch of books. I haven't bothered to give any of you any equipment because I don't feel like there's a lot of equipment people carry around to sort of listen to a podcast. But you definitely have a pile of books just on you at all times. You also get two other non-combat skills in which you are not currently trained, but you will be trained shortly. Uh, do you want biology?

**IAN HAYLES:**

No. <laugh>.

**JONATHAN SIMS:**

You want medicine?

**IAN HAYLES:**

nahh <laugh>.

**JONATHAN SIMS:**

Ooh. You could have publishing.

**IAN HAYLES:**

Ooh, going for publishing.

**JONATHAN SIMS:**

Okay, so we'll say publishing. And how about religion

**IAN HAYLES:**

ehh...

**JONATHAN SIMS:**

or history? History,

**IAN HAYLES:**

yeah,

**JONATHAN SIMS:**

History.

**IAN HAYLES:**

History we've got for history. Yeah.

**JONATHAN SIMS:**

Marvelous. And that's you.

**IAN HAYLES:**

Fabulous.

**JONATHAN SIMS:**

So let us figure out what our fastidious investigator is like Lowri

**LOWRI ANN DAVIES:**

That's me.



**JONATHAN SIMS:**

You, your starting pools. You have a might of 12, a speed of 11, an intellect of 11. You have a speed edge of one and an intellect edge of one. Both your speed and your intellect are slightly discounted. You can have two of the following. Discerning motive, forensics, intimidation, perception, persuasion, researching or tracking

**LOWRI ANN DAVIES:**

Forensics. Tracking or persuasion? Tracking. 'cause I think it's funnier if she's just trying to persuade everything of the things she's deduced and no one will believe her.

**JONATHAN SIMS:**

Perfect. I'm also going to give you decipher as an ability, which means you can spend an intellect point to make an intellect role to try and decode anything written in like coded language or messages.

**LOWRI ANN DAVIES:**

Ooh.

**JONATHAN SIMS:**

Fastidious. You are a stickler for accuracy and detail. You can't stand a mess whether it's your home or office or a conceptual mess stemming from a failure to plan. Your stuff is neatly cataloged and perfectly ordered. So you never have to dig around looking for something. Meticulous, you believe, is never wrong.

**LOWRI ANN DAVIES:**

I like that.

**JONATHAN SIMS:**

So you are careful. You have plus two to your intellect pool.

**LOWRI ANN DAVIES:**

Oh Great. Yeah.

**JONATHAN SIMS:**

Oh, you are already trained in a forensics. So I'm going to say that you will also get the skills researching and identifying and you, as I recall, never say die. Basically you can make a recovery role as an action. Normally recovering from stress takes a 10 minute break. You need to actually sit down and be like, whew. You can do it as a single action. Put down improved recovery. And at some point, once per session, I'm gonna say, let me know, oh I'd like to get rid of some of this stress please. And you'll like grit your teeth. Furrow your brow and power on through <laugh>.

And finally inquisitive protector who looks for trouble.

**PIP GLADWIN:**

That's me.

**LOWRI ANN DAVIES:**

So that you can protect from it. Yeah.

**PIP GLADWIN:**

You gotta know where it is.

**JONATHAN SIMS:**

Yeah, absolutely. Of course. So pip, you are a protector. You start with a might pool of 12, a speed of 12 and an intellect of 10.

**PIP GLADWIN:**

Yeah. Strong, fast and dull. <laugh>.

**JONATHAN SIMS:**

You start with one point of edge in might and one in speed. You get a skill in one of discerning motive. Forensics, intimidation, perception, stealth or tracking.

**PIP GLADWIN:**

Let's go perception. 'cause uh, you gotta know where that trouble is.

**JONATHAN SIMS:**

Mm-hmm <affirmative>.

**PIP GLADWIN:**

I don't wanna double over other people. So, uh, let's go, let's go Intimidation.

**JONATHAN SIMS:**

Okay. And I'm going to give you the ability protector. You designate a single character to be your charge. It says in the description, you can change this freely every round. But I'm gonna say that one of the other characters is your charge.

**PIP GLADWIN:**

Sure.

**JONATHAN SIMS:**

And as long as they are near you, their defense tasks are all easier because you are there being like, uh, excuse me, back up please, to a monster. You know, <laugh> and inquisitive. You can add two to your intellect pool. So you're not quite, as you know, you are actually pretty even across the board. You seek to learn the mysteries, wonders and occult secrets of the world. Your inquiries are often made by examining what lurks in the archives of organizations dedicated to researching the astonishing, the esoteric, and the weird learning something new its own reward even when it's sometimes unsettling.

**PIP GLADWIN:**

Excellent.

**JONATHAN SIMS:**

You are trained in researching and uh, do you want astronomy, geography or history?

**PIP GLADWIN:**

Let's go history.

**JONATHAN SIMS:**

Lovely. And finally you look for trouble. Yeah. You're a fighter. You're a scrapper. You relish taking off the kid gloves and confronting your

opposition in the most direct way possible. I'm gonna give you fists of fury. You inflict two additional points of damage with unarmed attacks. This is very funny to me because I dunno how much punching there's going to be in this game.

**PIP GLADWIN:**

Excellent. <laugh>.

**JONATHAN SIMS:**

I think you might spend the entire game looking for something to punch and not doing so <laugh>. But you know,

**ANUSIA BATTERSBY:**

I mean, if I don't have lockpicking, you'll have many doors to punch down potentially

**JONATHAN SIMS:**

I'll punch every door. What if none of the doors are locked? <laugh>? I think that should be, uh, everything in this, uh, somewhat abridged character creation. I'm gonna go through and I would like you to introduce your characters with their name and a little bit of a description. So Anusia, can we meet your character?

**ANUSIA BATTERSBY:**

You can indeed. So her name is Margot Maria Bradley. She's 27 years old. Description wise, she's around 5'3, 5'4. She's got a kind of smooth dark bob with a full fringe, very dark eyes, tan skin and that, you know, those big framed glasses that I could never pull off. Like those ones with like the really thick frames. She's got some of those. She wears lots of very big jackets, like big denim jackets that look far too heavy for her and kind of swamp her a little bit. They've got got lots of patches and badges and things on them, usually in docs or converse. And she, despite the fact that she has several tattoos and piercings in her ears and things like that, she has nothing on her hands whatsoever except one ring on her left middle finger <laugh>. And she always carries a sizable tote bag.

**JONATHAN SIMS:**

I feel like I know Margot <laugh>.

**ANUSIA BATTERSBY:**

Yeah.

**JONATHAN SIMS:**

Ian, could we meet your cynical occultist?

**IAN HAYLES:**

Yes. If you're very lucky, you'll find Alphonse Platt scurrying sort of. Oh no, no. He's not a scurrier. He's a Loper <laugh> 42-year-old. He's, uh, tall so well over, I would say 6'4. One of these people with very elegant limbs. He, he doesn't move quickly. I wanna say sallow as a descriptor.

**JONATHAN SIMS:**

Sorry, I'm, I've just what I've gotta highlight elegant limbs. <laugh>.

**IAN HAYLES:**

Yes. Yeah. Yeah.

**ANUSIA BATTERSBY:**

That's excellent.

**PIP GLADWIN:**

Elegant limbs.

**LOWRI ANN DAVIES:**

He's a dancer.

**ANUSIA BATTERSBY:**

Is he slender man? <laugh>?

**IAN HAYLES:**

Yeah. Kind of. Yeah.

**PIP GLADWIN:**

Can we put that as an extra special ability please? Elegant limbs.

**JONATHAN SIMS:**

Yeah. You, you, you have elegant limbs. Just remind me if I uh, set a task too difficult, be like I have elegant limbs, will they help? And I'll be like, no, they won't help

**ANUSIA BATTERSBY:**

<laugh>. It's a ballet dancer in his free time.

**PIP GLADWIN:**

Have you factored in the elegance of My limbs?

**IAN HAYLES:**

Yes. Yeah. Okay. That will happen. He runs an imprint online book imprint that does occult magic and the philosophical printings of other people's stuff. He has three rats, Rod Jane and Pushkin

**JONATHAN SIMS:**

<laugh>. Oh no, I'm, well I've gotta feel so bad about killing him.  
<laugh>.

**IAN HAYLES:**

Nope. The rats are really well trained. <laugh>.

**JONATHAN SIMS:**

Okay.

**IAN HAYLES:**

And they live in this house that basically they could live off for about three years.

**ANUSIA BATTERSBY:**

Margot will adopt them if all else fails. She loves rats.

**IAN HAYLES:**

Absolutely. Yeah. Has scratchy tattoos that aren't about adornment. They are very definitely wards to keep things, you know, ticking over

**JONATHAN SIMS:**

Pip. Please introduce us to your inquisitive protector.

**PIP GLADWIN:**

My character's name is Barry Knap, spelled KNAP. And he's in his sort of mid forties. He's getting like slightly too old for the job that he does now, which is working as a bouncer. And I think he got into podcasts very recently. You know, when you try and have a conversation about podcasts with, you know, maybe mid forties is too, is too young. Maybe let's, let's, let's push him up to early fifties.

**JONATHAN SIMS:**

Oh wow. Okay. Okay.

**PIP GLADWIN:**

Nothing wrong with going up to early fifties. I don't know <laugh>

**JONATHAN SIMS:**

I plan to myself, you know,

**PIP GLADWIN:**

But yes, I think he got into podcasts quite recently. You know, he's not super knowledgeable in that regard. But I think someone who's had what they perceive to be quite a boring life and now sort of taking some, some real joy in this little group and uh, being part of a little community and getting to kind of indulge a special interest kind of thing. And I think he's getting to be himself late in life.

**IAN HAYLES:**

Mm-hmm <affirmative>.

**PIP GLADWIN:**

Not late in life. <laugh> early fifties is not late in life, but you know what I mean.

**JONATHAN SIMS:**

I mean, to be fair, he's, he's now a player character -

**PIP GLADWIN:**

I'm walking it back. I'm walking it back.

**JONATHAN SIMS:**

- He's now a player character in uh, a horror, uh, RPG. So it is probably quite late in his life.

**LOWRI ANN DAVIES:**

I mean, he's practically dead, right?

**PIP GLADWIN:**

His life, but he doesn't know that. Yes, absolutely. You're absolutely right.

**JONATHAN SIMS:**

And Lowri, could you introduce us to your fastidious investigator?

**LOWRI ANN DAVIES:**

Elodie Jones is, uh, I'm, I go for about 5'5 5'6, forty. On any given day you would see her wearing maybe jeans and like a wool jumper. She has long brown, curly hair and always has a backpack on her with, you know, notebook folders and like various organizing stationary items in it. And I was toying with the idea of her being an accountant or is it more fun if her job is actually quite chaotic?

**JONATHAN SIMS:**

Honestly, I don't think it's going to torpedo the, the whole conceit of the, of the game. If you're an accountant <laugh>, feel free to pull the trigger on that <laugh>

**LOWRI ANN DAVIES:**

Then. Yeah, she's an accountant. She's very organized. She has routine, you know, she gets up, she has her smoothie, she has the right amount of nutrients that her body needs every day. You know, that's been calculated. And she has mugs that they say things like tidy desk, tidy mind. And this is like such a very special thing to her. Like this is separate to the rest of her life and she loves it. And I think



maybe to her she's like, wow, it's like chaotic. But actually the notes, I mean she keeps notes on the podcast, right? She has notes.

**JONATHAN SIMS:**

Yeah, absolutely. So we have Margot, Alphonse, Barry and Elodie. Barry, who is your charge

**PIP GLADWIN:**

As we've gone through? And I think this is just because of- who is the youngest person in this group?

**ANUSIA BATTERSBY:**

Very much Margot.

**PIP GLADWIN:**

Then it's Margot. Whether Margot likes it or not. I think just instinctively he's just gonna be like, no, this, this young person must be protected. <laugh>.

**ANUSIA BATTERSBY:**

Oh, Margot hates it.

**JONATHAN SIMS:**

Do Margot and Barry uh, have any sort of relationship familial or similar outside of the group? Did they know each other before or is this simply like, this is a young person and I'm a bouncer who just generally gets between sort of the more vulnerable people in trouble?

**LOWRI ANN DAVIES:**

Could Margot be the reason that Barry got into the podcast because he protected her from something or?

**JONATHAN SIMS:**

Oh, Margot occasionally went to- Is Margot more a pub or a club sort of person?

**ANUSIA BATTERSBY:**

I think Pub.

**JONATHAN SIMS:**

Pub? Yeah. So Margot periodically went to a pub that you did some, some bouncing for and you gradually got to know Margo and Margo was like, listen to this, this is really cool.

**PIP GLADWIN:**

Mm-hmm <affirmative>

**JONATHAN SIMS:**

And so for the last five, six months, like every time you've seen each other you'd be like, oh I've been listening to that podcast you like

**ANUSIA BATTERSBY:**

Margot would actually be like yeah, working at the bar as well.

**PIP GLADWIN:**

Oh that that works.

**ANUSIA BATTERSBY:**

She does gigs and stuff so yeah.

**JONATHAN SIMS:**

Yeah. Margot really does feel like someone who works behind a bar. No, that all makes sense.

**ANUSIA BATTERSBY:**

What would we call this bar?

**PIP GLADWIN:**

Do you wanna make it a thinly veiled Magnus reference? <laugh>? Is that what

**LOWRI ANN DAVIES:**

The Angler's Head

**ANUSIA BATTERSBY:**

Nice.

**JONATHAN SIMS:**

The Angler's Head? Yeah. Oh lovely, lovely. The anglers head, I'll be honest. Is this London or Manchester? Could be either. 'cause those are the two places that are in my head at the moment.

**PIP GLADWIN:**

Those are the two places in the world

**ANUSIA BATTERSBY:**

That exist.

**JONATHAN SIMS:**

Let's do Manchester.

**All:**

<affirmative>

**JONATHAN SIMS:**

Brilliant. So we have now met the Listening Club. So that will probably be it for,

**LOWRI ANN DAVIES:**

Can I just check before we do this, Ian, would Alphonse be the kind of person who has an accountant? Am I your accountant?

**IAN HAYLES:**

<laugh> Yes. I think he probably does

**LOWRI ANN DAVIES:**

Your long suffering accountant.

**ANUSIA BATTERSBY:**

Oh my gosh.

**IAN HAYLES:**

Put it this way. You don't get much work from him.

**LOWRI ANN DAVIES:**

No.

**IAN HAYLES:**

There's not a lot of money going through the Books. <laugh>.

**LOWRI ANN DAVIES (ELODIE):**

Yeah. I'm like, I just dunno if you need one. Really? But

**IAN HAYLES (ALPHONSE):**

no.

**LOWRI ANN DAVIES (ELODIE):**

Okay, I I can look at them for you. Gimme the sheets.

**JONATHAN SIMS:**

That's brilliant. I love that.

**IAN HAYLES (ALPHONSE):**

I just think it's better to do it right. You know, that's all I'm saying.

**LOWRI ANN DAVIES (ELODIE):**

You know what? You know how to get me Alphonse. That is right.  
<laugh>.

**ANUSIA BATTERSBY:**

Oh bless.

**JONATHAN SIMS:**

Perfect. Well we will see what horrible trouble these four podcast listening misfits get up to in the next episode. Thank you very much for joining us.

**ANNOUNCER:**

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