

Neon Inkwell: Rez High
Episode 2 – Class Action

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[Music]

ANNOUNCER

**Rusty Quill Presents: Rez High.
Episode 2 – Class Action**

[Music]

1. INT. THE KITCHENS

Kamet absent mindedly whistles to himself as he washes a huge bowl of cutlery and crockery.

A door opens, and -

JO-C

Kamet. You were looking for me?

He stays at the sink.

KAMET

Yeah. Mrs Seven noticed your boy wasn't at breakfast this morning.

JO-C

Dogwood? He'll be so flattered.

KAMET

She keeps a close eye on you two, always around her kid. I'd put tracker bits on you if I was her.

JO-C

She wouldn't waste valuable tech on rubbish like us.

KAMET

Dogwood was booked to fetch bugs for the bake room this morning. Do you think he's still up in the dome?

JO-C

**Buried under a pile of worms? No,
I'm covering that for him.**

**I hate it up there in the bug dome,
don't you?**

KAMET

Everybody does. It's too muggy.

JO-C

All those bugs squirming about.

KAMET

And that climb.

JO-C

No, Dogwood's just having a lie in.

KAMET

**Well, tell Seven. She was worried.
(No, actually...)
Not worried. Suspicious.**

JO-C

**Top tip, Kamet. See you on the
moors.**

**We're with Jo-C as she steps outside and clunks the door
shut.**

JO-C (cont'd)

(under breath)

Spit.

2. INT. REZ HIGH CORRIDOR

We're in the janitor's cupboard with Dogwood, listening to the scene in the corridor outside.

Monk marches along, storming closer and closer, bellowing at other pupils as he comes.

NPC MONK

Dogwood! Has anybody seen Dogwood?

NPC TRICIA

I haven't seen him.

NPC MONK

Where is he?

NPC SAMMY

I don't know.

Dogwood attempts to hold his breath but his anxiety has other ideas.

NPC MONK

What about you? Have you seen him?

NPC TIMMY

I saw him, Monk. He's in there. With the mops.

Right! Monk yanks open the janitor's cupboard with a growl.

DOGWOOD

(urgent)

Let's talk this throu-

Monk grabs Dogwood by the collars and drags him out into the corridor, mop and other supplies falling in his wake.

We lose focus on Dogwood's pained noises as the Head speaks.

HEAD

Oh dear. It seems you have failed the mission. Or... perhaps it didn't go quite like that.

Music plays us back to the beginning of the mission.

HEAD (cont'd)

Mission Two, Bully For You. Mad Monk, the school bully, is hot on your tail. Stay out of his way until break time ends.

Or, if you think you're up to it, stand up to Monk and show him who's boss. Good luck!

DOGWOOD

(overlapping)

Not back to the beginning again. Come on. What do you want me to do?

Dogwood's conversation with his new god is interrupted.

NPC ROBBIE

Dogwood. Mad Monk is looking for you.

DOGWOOD

Yeah, you told me.

NPC CATHY

He's going to clobber you if he catches you.

Dogwood is already downbeat from the repetitions.

DOGWOOD

I heard you the first ten times.

NPC CATHY

You can run.

NPC ROBBIE

Or you can hide.

DOGWOOD

I'm not sure you're right about that.

NPC CATHY

But whatever you're going to do, do it now.

DOGWOOD

I'm building up to it.

NPC MONK

Dogwood! Has anybody seen Dogwood?

Weary deep breath and then Dogwood runs. Monk gives chase.

DOGWOOD

(running)

Why are we doing this?

3. INT. CHECK-IN STATION

The familiar sounds of the check-in station.

JO-C

How's it going, Mrs Seven?

MRS SEVEN

I would say you've turned up a day early, Jo-C. But as it's you, you must be two weeks late somehow.

JO-C

I was just wondering if you wanted an extra hand scrapping today.

MRS SEVEN

Your friend Dogwood doesn't show up at breakfast and now you're looking for extra work.

JO-C

Well, Reflex is busy and Dogwood's having a solo day, so I'm at a bit of a loose end. I thought I'd make myself useful.

MRS SEVEN

No. Kamet and Quartz are taking a cart out this morning. They've already got today's maps.

JO-C

Maybe I could just go for a wander, then? Scrap the old-fashioned way.

MRS SEVEN

You really must be bored out of your mind. Salvador Eight needs some help at the library.

JO-C
(chill of dread)
At the library.

MRS SEVEN
Sorting through what was left by the fire. You could offer to help out there. Maybe you'll find something that wasn't totally destroyed.

JO-C
That certainly sounds like something I could do. Because you've got Kamet and Quartz going out with a cart?

MRS SEVEN
Do you want me to ask Salvador if he wants your help?

JO-C
(brush off)
No need. I'll just wander over that way now.

4. EXT. PLAYGROUND

Dogwood tears across the busy playground -

- until he comes into Mr Mason's orbit.

NPC MR MASON

**No running on the playground,
Dogwood.**

DOGWOOD

(running)

I can't stop. Monk is coming.

Mason grabs Dogwood's arm, stopping him in his tracks.

NPC MR MASON

Now. Listen here, young man.

DOGWOOD

Ow.

NPC MR MASON

**There's no running on the
playground. Do you know why?**

DOGWOOD

(sincere)

I have no idea.

NPC MR MASON

**There's no running on the playground
because that's not how young men are
supposed to behave. Do you
understand?**

DOGWOOD

(still sincere)

Why's it called a playground, then?

NPC MR MASON

Do you understand?

DOGWOOD

(ow)

Yes.

NPC MR MASON

Very good. Now, off you go. Slowly.

Dogwood walks one step - then bursts into a run.

NPC MR MASON (cont'd)

(calling)

What did I just tell you? It's off
to the head with you, boy.

Fail music plays as the world fades.

DOGWOOD

(stopping)

Slagging arseblots.

HEAD

Oh dear. It seems you have failed
the mission. Or...

DOGWOOD

(overlapping)

Just because I ran and that old man
told me not to?

HEAD

... perhaps it didn't go quite like
that.

The music plays us back to the start of the mission.

DOGWOOD

Whatever I do, you say that I've
failed. What do you want me to do?

[SFX: Bell]

HEAD

Mission Two, Bully For You.

DOGWOOD

I don't want to do this anymore.

HEAD

Mad Monk, the school bully is hot on your tail. Stay out of his way until break time ends. Or, if you think you're up to it, stand up to Monk and show him who's boss. Good luck!

We're in the corridor, back at the beginning of Mission Two.

DOGWOOD

Who thought this was a good idea?
Why is it like this?

NPC ROBBIE

Dogwood. Mad Monk is looking for you.

Fatigued to the point of resignation.

DOGWOOD

He's going to clobber me if he catches me.

NPC CATHY

He's going to clobber you if he catches you.

DOGWOOD

I can run or I can hide.

NPC CATHY

You can run.

NPC ROBBIE

Or you can hide.

DOGWOOD

Just as soon as you let me.

CATHY

(underlapping)

But whatever you're going to do, do it now.

Dogwood's gone, like a lightning bolt.

NPC MONK

Dogwood! Has anybody seen Dogwood?

Dogwood hurtles around a different corner this time - right instead of left - but then:

NPC MR KITE

**No running in the corridors,
Dogwood.**

DOGWOOD

(stopping)

Where can I run?

NPC MR KITE

On the running track, during one of my PE classes. Shouldn't you be in a lesson?

DOGWOOD

**(stop moving the
goal)**

I thought I was supposed to be running away from Mad Monk?

NPC MR KITE

Go on, get out of here. But walk.

Dogwood darts off but barely two seconds pass before Monk suddenly pops out, stopping him in this tracks.

NPC MONK

Hello.

DOGWOOD

How did you get there?

NPC MONK

I'm going to spread you along the floor, Dogwood-

DOGWOOD

You are?

NPC MONK

-like jam.

DOGWOOD

(jam?!?!)

Er... listen, Monk, I think Izzy is looking for you?

NPC MONK

What?

DOGWOOD

Yeah. That's it. Oh, and there she is now, look. Hello Izzy!

The instant Monk turns his head, Dogwood legs it.

NPC MONK

Like jam, Dogwood! Strawberry jam!

5. INT. MRS MERCER'S CLASSROOM - CONTINUOUS

Dogwood bursts through a door and into a classroom full of virtual schoolkids. He catches his breath.

NPC MR MERCER

What are you doing in here?

DOGWOOD

Hiding.

NPC MR MERCER

No, you're not. Get out. This is lunchtime detention.

The pupils on detention murmur approval of Dogwood's antics.

DOGWOOD

Please. Don't make me go through this again.

NPC MR MERCER

Get out. Or you'll have to do lunchtime detention too.

DOGWOOD

Do you mean that if I stay you'll... make me stay?

NPC MR MERCER

Get out.

DOGWOOD

Yeah, yeah, just don't play the music and send me to the start again. I've got to get to the end of this.

Dogwood backs out, closes the door...

But Monk is on him before he realises it.

NPC MONK
(real close)
Hello Dogwood.

DOGWOOD
(startled)
Ah, spit! Stop doing that.

NPC MONK
Now I've got you.

**The fail music takes over as we hear MONK once again pummeling
Dogwood**

6. INT. CART STORAGE

Jo-C lifts the latch, then opens the wooden doors on the back of a cart.

She climbs in, then closes the doors again.

Then she hides under a cover, tries to get comfortable.

Kamet and Quartz approach the cart from outside. Jo-C slows her breath, listens.

We hear the whole scene from Jo-C's place inside the cart.

KAMET

Right. Get on top.

QUARTZ

I want to pull it.

KAMET

Let me, Quartz. Until we're down on the flatfield.

QUARTZ

I can do it.

KAMET

I know you can, but you don't have anything to prove.

QUARTZ

I want to do it.

KAMET

Are you sure? You'll have to pull it across the board bridge.

QUARTZ

(changes mind)

I think you should do it.

KAMET

Get on then.

He climbs on top, meanwhile:

QUARTZ

Can we have music?

KAMET

**Ah, no. I don't have the Music Man
with me today.**

**Kamet pulls the cart with Quartz on the seat and Jo-C
hidden inside.**

QUARTZ

It's really boring without music.

KAMET

**I know, fella. But at least the
company's good.**

QUARTZ

What does that mean?

KAMET

**You get to spend the whole day with
me. That's better than teaming up
with Jo-C and Dogwood, isn't it?**

QUARTZ

I like it when you have music.

KAMET

I know.

They pass over the 'board bridge', across the moat.

QUARTZ

I like Jo-C.

KAMET

I don't know why.

QUARTZ

She knows all about scraps. When we find a scrap, she tells me a story about it.

KAMET

You do know those aren't true stories, don't you?

JO-C

(quietly, unheard)

Some of them are.

QUARTZ

Some of them are.

JO-C

**(that's right, you tell him)
Yeah.**

Then they're off the uneven, bumpy bridge.

KAMET

She lives in a dreamland, that kid.

QUARTZ

Can I pull the cart now?

KAMET

'Course you can. Its heavy, mind.

As Quartz climbs down and Kamet is distracted, Jo-C pushes open the door on the back of the cart. She slips out, quietly as she can.

Then she lays low, hiding, waiting for Kamet and Quartz to leave.

KAMET (cont'd)

Have you got it?

QUARTZ

Yeah. It's fine.

They're off, Quartz pulling the cart and Kamet walking alongside him.

KAMET

**You'll tell me if you want me to
take over, won't you?**

QUARTZ

I'm okay. I want to do it.

KAMET

Alright Strong-Man.

They're far enough away. Jo-C sets off.

7. EXT. REZ HIGH

Dogwood sneaks nervously along a wall in the playground.

A door opens, just feet away.

LIVIA
(quietly)
Dogwood. In here.

Dogwood follows her instruction.

LIVIA (cont'd)
This door doesn't open from outside.
Monk will have to go round.

The door shuts. They talk as they make their way along the corridor.

DOGWOOD
So... is it over? Have I won?
(relief)
Thank luck. Thank you.

LIVIA
We've just bought ourselves some
time. He'll soon come the long way
round.

DOGWOOD
(half swallows it)
At least you're here-

LIVIA
(she gets it)
I'm happy to see you too. I was
having a boring morning, but this is
exciting.

DOGWOOD
(is it though?)
I suppose so.

LIVIA
Has he hurt you?

DOGWOOD
Not this time. Not yet.

LIVIA
Come on, let's hide.

DOGWOOD
Where?

LIVIA
Monk never goes into classrooms voluntarily. In here.

DOGWOOD
4D. Can we go to 3B instead?

LIVIA
Why?

DOGWOOD
I want to see it. Be able to tell my friend about it.

LIVIA
3B? Why not, but I promise, all the classrooms are literally identical.

They keep moving, headed towards 3B.

DOGWOOD
That's a bit creepy. No, my friend Jo-C thinks there's something special about class 3B.

LIVIA
I like that name. Jo-C.

DOGWOOD
It's a family thing. Her grandmother was called Jo and her dad was Jo-B.

**Maybe one day she'll have a little
Jo-D of her own.**

LIVIA
Stops working after Jo-E though.

DOGWOOD
What do you mean?

LIVIA
**Jo's a name. And Joby, Josie, Jodie,
Joey.**

These names mean nothing to Dogwood.

DOGWOOD
(Er...?)
Okay.

LIVIA
But Jo-F. Jof. That's not a name, is-

**Her explanation is crashed by a sudden arrival at the end
of the corridor.**

NPC MONK
There you are.

He strolls confidently their way.

DOGWOOD
He's fast. Let's go.

LIVIA
**There's no point, Dogwood. I won't
get far that way. Stairs.**

NPC MONK
Two for the price of one.

LIVIA
**But now we know where to meet next
time.**

DOGWOOD

Where?

LIVIA

**You know where. The classroom Jo-C
wants to see.**

Monk's right on them.

NPC MONK

Aren't you going to run, Livia?

That makes Dogwood angry in a way we haven't heard before.

DOGWOOD

Back off, you arseblot.

NPC MONK

Back off? Don't tell me to back off.

Monk gives Dogwood the typical grab-and-bash.

HEAD

**Oh dear. It seems you have failed
the mission...**

FADE OUT

9. EXT. WIRELESS SPIRE

Jo-C climbs up a rickety ladder.

She's exposed to the elements.

JO-C
(rung by rung)
Hold on Jo-C. Hold on. Nice tight
grip. Never. Let go. Never let go.

She clambers onto a very high gantry, then crosses it.

Jo-C makes small grunts as she flips a couple of chunky catches on the heavy metal case built into the spire.

Then she forces down a rusty old lever to open its door.

She unzips her bag and heaves out the Rez High unit.

She unwinds a cable from a winch spool in the case and connects the cable's end to a port on the Rez High unit.

This triggers a familiar voice, from a small tinny speaker:

HEAD
Checking your connection to the
ethersphere.

The unit cycles through a short pattern of musical notes.

Meanwhile, Jo-C zips up her bag again.

The tinny speaker speaks:

HEAD (cont'd)
Ethersphere gateway open. Downloads
incoming.

The cycle of notes begins again - a variation that doesn't resolve, going around and around.

Jo-C puts the unit inside the fusebox and closes the door.

Then her climb back down the precarious, rattling ladder.

JO-C

(rung by rung)

**Hold on. Hold tight. As tight as you
can.**

10. EXT. RIVER MILL - LATER

Outside the walls and fences of River Mill. Wild moors.

Two security guards patrol casually.

LOCKE

**Well, there we go, he's finally back
on Thurs even if he won't be doing
solo tours for a bit.**

KEYES

**I'm glad he's feeling better at
least.**

LOCKE

**Well, he was stupid to blame
himself.**

KEYES

Just dubious wiring, wasn't it?

LOCKE

Y'don't think it was deliberate?

KEYES

Who would set fire to the library?

LOCKE

**Youngers. Looking for attention, I
reckon.**

KEYES

Nah.

(attention caught)

Sssh. What's that?

LOCKE

Hey!

Jo-C stands out, makes herself obvious.

JO-C

Oh, er, hello.

LOCKE

Hello. Let's punch your pass, then.

JO-C

I'm not going anywhere.

LOCKE

Let's punch your pass, Jo-C. C'mon.

JO-C

Yeah, I don't have one. I'm just poking around looking for my friend.

KEYES

Dogwood?

LOCKE

Seven did ask if I'd seen him.

JO-C

And have you?

LOCKE

No. Why'd he be out here?

JO-C

I think he had some bad bugs to dump.

LOCKE

So why're you looking for him?

JO-C

Oh. Er. To stop him, of course.

LOCKE

(bemused)

From dumping rotten worms.

KEYES

Don't call them worms.

JO-C

So you haven't seen him?

LOCKE

No.

KEYES

(overlapping)

**They're not actual worms. They
wouldn't feed us actual worms.**

LOCKE

They would, matey. They do.

JO-C

**If you do see Dogwood, tell him I
was looking for him.**

KEYES

And to not throw away his bugs.

JO-C

You've got it. Good work guys.

LOCKE

**Get a pass next time. Let's do
things properly.**

JO-C

Will do.

Jo-C goes over the board bridge, back into River Mill.

11. INT. BUG ROOM

The trapdoor opens.

JO-C (cont'd)
(hushed)
Reflex?

Reflex is in Rez High, headband plugged into an etherport.

Jo-C sits down and puts her headband on as she speaks.

JO-C (cont'd)
Don't bother waiting for me. Even
though I'm the one who found it. And
smuggled it past your mum. And just
climbed the spire with it. You carry
on.

She flips the switch.

12. INT. THE LOBBY

The in-between place.

HEAD

Welcome back, Jo-C.

There's Reflex:

JO-C

Reflex? Hey, Reflex.

(what?)

Are you asleep?

Reflex wakes up with a sharp intake of breath - and is pleased to see Jo-C.

REFLEX

Jo-C. Good work.

JO-C

Were you just sleeping?

REFLEX

I guess so.

JO-C

But we're already asleep.

REFLEX

I was making some changes.

JO-C

Changes?

REFLEX

Let's find Dogwood first, then I'll explain.

HEAD

Would you like to skip directly to Dogwood?

JO-C

Yes.

HEAD

Then here we go.

The Rez High theme carries them into the mission.

13. INT. CLASSROOM 3B

As the music fades away...

DOGWOOD

Jo... How did you do that? I looked down a second, and then-

JO-C

Hey, are you okay?

DOGWOOD

Yeah. No. Well, not really. I'm hiding.

REFLEX

We're here to rescue you.

DOGWOOD

(incredulous)

From Monk?

JO-C

You've been stuck in the Rez-

REFLEX

He doesn't know.

DOGWOOD

All I know is that Monk's after me and every time he catches me, he slaps me back in time. It's getting really, really old.

JO-C

Every time?

REFLEX

How many times?

DOGWOOD

I stopped counting at fifteen. But he hasn't found me this time. This

is the perfect hiding place. Do you know where we are?

JO-C

No idea.

DOGWOOD

This is the famous Classroom 3B.
Livia is going to come and meet me
Here (corrects himself) meet us here.

JO-C

(disappointed)

This is 3B?

REFLEX

Sorry, Jo-C.

JO-C

It's just the same as all the other little rooms.

DOGWOOD

Reflex, how did you do that?

REFLEX

Do what?

DOGWOOD

Make yourself look... better.

JO-C

He means it in a nice way.

DOGWOOD

Can I get a new hairstyle? I want something like these Rez High kids.

JO-C

Really?

DOGWOOD

Yeah, they look good. Might help me

look righ-

NPC MONK
(through the door)
Hey! Losers! I can see you.

DOGWOOD
Get down!

REFLEX
Too late.

Monk bursts in.

NPC MONK
So you think you can just run and
hide?

DOGWOOD
That is exactly what I was told I
could do, yeah.

REFLEX
Let me show you something.
(projecting)
Halt!

Reflex's word is like magic. The world freezes in an
instant.

14. EXT. INFINITE VOID - CONTINUOUS

Jo-C, Dogwood and Reflex are suddenly outside of Rez High's simulated space, beyond even The Lobby.

What air there was between their voices is now gone. Each of them is now everywhere.

DOGWOOD

Uh... what?

REFLEX

I have made some changes. I think this one is particularly helpful.

JO-C

It's particularly woozy.

REFLEX

This is 'Halt'. For when you need a little thinking time. Call out Halt, nice and clear... and here we are.

JO-C

Dogwood, what's your mission?

DOGWOOD

Word for word it's stay out of Monk's way until break time ends. Or, if I think I'm up to it, stand up to him and show him who's boss.

REFLEX

Do you think you're up to it?

DOGWOOD

No.

JO-C

Go on, put him in his place. It's what bullies like him deserve.

DOGWOOD

He's not even real.

JO-C

Then what are you worried about?

DOGWOOD

The pain. Why does it hurt?

REFLEX

I don't think it does. It just feels like it does.

DOGWOOD

What's the difference!

REFLEX

There are three of us now. He can't take us all on at once.

DOGWOOD

Oh, he can.

JO-C

How about... okay, I've got a plan.

DOGWOOD

What do you mean?

JO-C

I reckon we can-

Jo-C acts it out verbally, making noises to tell her story.

Whoosh the door opens. Whump one of them trips him. Slam he hits the floor. Bam! they close the door.

JO-C (cont'd)

(vocalised noises, not these words)

Whoosh. Whump. Slam. Bam.

DOGWOOD

What?

JO-C
(again, noises)
Whoosh. Whump. Slam. Bam.

That should work.

REFLEX
So you want me to unhalt the scene
and...?

JO-C
(vocalised noises)
Whoosh. Whump. Slam. Bam.
(back to talking)
Can't fail.

REFLEX
It's worth a try.

DOGWOOD
It hurts when he hits you.

REFLEX
Are you ready?

JO-C
Yeah.

REFLEX
(projecting)
Resume.

They're back in the classroom and the plan is in action. As it plays out, the sounds we hear are the 'realistic' versions of what Jo-C promised:

Whoosh. The door is whipped open.

Whump. Monk is tripped.

Then Monk's larger-than-life 'wuuuh' reaction as he trips.

Slam! And Monk hits the floor with a definite groan.

Bam! The door slams.

Monk whimpers.

And now they're outside the class, Monk on the inside.

DOGWOOD

See you later, Monk!

Running sounds and laughter as they take off.

HEAD

**Congratulations. You've shown Monk
you're more than prepared to sink to
his level. That should teach him.**

Mission Two complete.

REFLEX

That might have been more positive.

JO-C

What is this weird place?

15. EXT. REZ HIGH - CONTINUOUS

They're carried back to near the school's exit for mission three.

The Head's full intro comes from Episode 3, but we hear just a little right now:

HEAD

Welcome to Mission Three. Heist School. The history exam is fast approaching and you're-

REFLEX

Come on, let's go.

DOGWOOD

Jo-C.

We follow Reflex and Dogwood through the exit, through an electrical breaking tide -

16. INT. BUG ROOM

- and back to the waking world.

DOGWOOD

Thanks for coming to get me.

REFLEX

Of course.

DOGWOOD

**What did you mean that I was stuck
in there?**

REFLEX

I meant that you looked like that.

Jo-C has the breathing rhythms of somebody in a deep sleep.

DOGWOOD

Jo-C? Jo-C, can you hear me?

(beat)

Please tell me she's oka-

Jo-C wakes up! Gasp! Relief from Reflex and Dogwood, then:

JO-C

Well, don't wait for me guys.

REFLEX

What took you so long?

JO-C

**I was listening to the next mission
briefing. Come on, it's a good one.**

DOGWOOD

I'm exhausted.

JO-C

**You've been sitting on your flat end
for hours.**

DOGWOOD

I've been running away from Monk for hours. I'm hungry. And I need to sleep.

REFLEX

Dogwood, you need to show your face around River Mill. We don't want people snooping. Tomorrow, Jo-C.

JO-C

But the next mission is to do with history. I mean, specifically.

REFLEX

I see.
(fraction of a
beat)
Tomorrow.

JO-C

Listen, though. There are some... some historical things in the next mission.

REFLEX

(sceptical)
Things?

Jo-C is excited, confident and compelling.

JO-C

I don't know what exactly. But they're important enough to be locked up in a safe. Real history secrets that nobody in River Mill believed we'd ever get to see. And in the next mission... we're going to steal them.

[Music]

ANNOUNCER

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The series is written and created by Brendon Connelly and directed by Lucy Wray.

This episode was edited with original music by Katharine Seaton and mastered by Catherine Rinella.

It featured Olivia Hirst as Jo-C, George Bunting as Dogwood, Lozza Gilbert as Reflex, Kazeem Tosin Amore as Head, Beth Alsbury as Livia, Ryan Hopevere-Anderson as Groan, Christine Walsh as Mrs. Seven, Shahan Hamza as Kamet, and William Killgore as Quartz. A full list of cast and credits is available in the shownotes.

Neon Inkwell is produced by April Sumner with Executive Producer Alexander J Newall and Showrunner Elizabeth Moffatt.

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