



## Realms of Peril & Glory Trailer Transcript

**Zack:** Welcome to Realms of Peril & Glory, an all new Actual Play Podcast

**Liz Campbell:** There are guided tours once a week, come on Torbrenanan!

[LAUGHER FROM THE TABLE]

**Pip Gladwin:** Have at you, you filthy timepiece!

**Zack:** RPG is home to hilarious stories

**Pip Gladwin:** The thing that kicks off a really good tale is ah–

**L C Girling:** When they take their tops off?

**Pip Gladwin:** Sorry?

**L C Girling:** When you're reading like– Don't worry, don't worry–

**Zack:** and thrilling adventures

**Maddy Searle:** There's bad guys, there's an Ogre. Probably best if you stay here, sorry. I'll be back soon.

**James Barbarossa:** Why am I tied up–?

**Maddy Searle:** That was your sibling, not me, bye!

[DRAMATIC TRANSITION]

**Zack:** Each season is an all new actual play story told collaboratively at the table featuring guest players from the Magnus Archives...

**Sasha Sienna:** I remember being in the water and that was awful, and now I'm not in the water and that's much better.

**Zack:** ...Wooden Overcoats...

**Felix Trench:** I am a snowman and I have one job and that's to stand in place. I was doing that very well.

**Beth Eyre:** Yes and she might come back nine time more powerful with lots of food and kippers.

**Zack:** ...We Fix Space Junk...

**Beth Crane:** On the surface you might look different but you're very very similar inside, and I can vouch for that.

**Zack:** ...And More.

**Cat Blackard:** What I am about to tell you stays in this room, got it?

**Katrina Allen:** You don't happen to know where there's, like, secret plans about meat and smoothies..?

**David Devereux:** Ducks?! Did you say ducks? Did you say ducks? Did- sorry, did you say duck?

**Zack:** Realms of Peril & Glory launches August 18th with three brand new episodes. You can find RPG wherever you listen to podcasts.

**John Sebastian LeValle:** We're gonna have a good laugh, and then we're gonna possibly cry, and then we'll- we'll grab dinner.