

## RQG 6 - Gazebos, Sleuthing & Hats

### Content warnings

- Fire & building collapse
- Human remains
- Innuendo
- Supernatural manipulation
  
- Discussions of: explosions, injuries, police
- Mentions of: death, amputation
- SFX: fire, background chatter

### [Show Theme - Intro]

#### ALEX

Hello and welcome to episode 6 of the Rusty Quill Gaming podcast. I'm your host and GM Alex Newall, and as always I have with me:

#### JAMES

James Ross.

#### BRYN

Bryn Monroe.

#### BEN

Ben Meredith.

#### LYDIA

Lydia Nicholas.

**ALEX**

And we're going to do some gaming. Going round the table quickly, reminding everyone who we are, what our characters do, what their thing is. Starting with Lydia.

**LYDIA**

I'm Sasha Racket. I'm an antiques appraiser by trade. More of a stab first, ask questions later. No don't ask questions, then you might need to make eye contact.

**(Group laughter)**

**LYDIA**

That's mean.

**BEN**

I'm Zolf Smith, a one-legged dwarven cleric, an ex-pirate and now mercenary captain (but I was doing bunny ear quotes to that).

**BRYN**

My character is Hamid, the Egyptian Halfling sorcerer.

**JAMES**

I am Sir Bertrand 'Bertie' MacGuffingham, who wears armour as if he was going clubbing...

**(Group laughter)**

**JAMES**

...and likes hitting things.

**BRYN**

Although your armour has been a bit scuffed.

**JAMES**

It has been scuffed. I am outraged by this.

**ALEX**

Outraged by the scuffing.

**JAMES**

Both in and out of character. I'm quite cross.

**(Group laughter)**

**LYDIA**

Do the falcon's eyes still glow?

**JAMES**

It looks as if it's winking at you sardonically.

**(Group laughter)**



**LYDIA**

Why I oughta...

**ALEX**

I know.

**LYDIA**

Yeah.

**ALEX**

But, you guys got out. You rescued all three of the diplomats and Colgate and Byron, however Edison was blown to smithereens, as was the majority of the audience. You had gone off, found Sasha?

**LYDIA**

Ah yes, you went off to rescue me whilst I rescued myself.

**ALEX**

Oh, they didn't succeed!

**(Group laughter)**

**ALEX**

They didn't succeed in rescuing – no, no.

**BEN**

You were too busy having a...

**BRYN**

We just wanted to find you so we could reconvene and discuss the situation.

**LYDIA**

My anti-rescuing character.

**ALEX**

So, anyway. Literally the last thing that's happened is all of you have reconvened back in the garden of Edison's house. Haringay was there, he was asking where you all, and you know you all turned up. So, speak of the devil, you have all just been reconvened at Edison's house.

**BRYN**

Well, what now?

**JAMES**

I'm going to look around and survey the immediate scene.

**ALEX**

Ah ha. So, in the garden there's lots of servants running backwards and forwards. They're carrying pails to try and stop it spreading through...

**BRYN**

The house is still on fire.

**ALEX**

Oh the house is, the house is ablaze. It's spread from the large music room – has clearly spread throughout the rest of the building. There doesn't appear to be anyone in there. You see a few of Haringay's men are pulling out what are the few remaining survivors that were in the music room you couldn't get to, sort of in the wine cellar, things like that. They're pulling them out through the cellar door. However, as they pull out the last one there's a big [**crash**] and the lintel collapses. It seems like everyone who could get out really is, and there's no one in the upper windows or anything like that, but it's rapidly engulfing what's left of the house. Looking sort of down the side you can just see amongst the smoke what looks like a fire engine has pulled up, with a mechanical pump and that kind of thing. And they're starting to try and douse it but it's very clear that all of the efforts right now are to stop it spreading to the buildings on either side. This – Edison's house is gone – like it's consumed the first three floors and is powering towards the fourth, and the roof is starting to cave in as it is. Haringay is stood sort of surveying all of the rest of the people. He's occasionally giving the terse command. Mostly he seems to just be a still point for other people to kind of focus around. He's nearby you guys currently.

**BEN**

I shall walk up to Haringay. Sergeant, anything else we can do?

**ALEX**

Well, give me a second Zolf. [begins conversation between NPCs] “So, who is left?” “Well there's you sir.” “I know, but I mean who else?” “Pretty certain you're in charge sir?” “Right, carry on. Zolf, you and your band, with me –

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quick.” He, er, sort of gestures over and basically walks down the path towards what looks like an ornate shed or gazebo, something similar.

**BEN**

Cool, so I’m gonna be like, “Guys over here.” and stomp off.

**LYDIA**

We follow awkwardly trying to walk slowly enough.

**(Group laughter)**

**BEN**

Yeah.

**JAMES**

It’s like going shopping with my mum.

**(Group laughter)**

**ALEX**

With your one-legged dwarven mother.

**JAMES**

My mum would travel at about the same speed Zolf does when going shopping.

**ALEX**

That’s a very specific kind of...

**JAMES**

I thought, well it's not observational humour if other people don't share the frame of reference, and now I've shared that frame of reference everyone can enjoy it.

**(Group laughter)**

**ALEX**

So...

**JAMES**

I love my mum very much, in case anyone's wondering. Carry on.

**(Group laughter)**

**ALEX**

So, you join under the gazebo and basically Haringay is striding perfectly confidently until he gets to the gazebo and once he's sort of rounded the corner and he's slightly out of sight of everyone, "Zolf, I've – alright I'm going to need your help, specifically all the rest of you. You guys have proven yourself capable that thing, that whatever the thing was."

**BRYN**

Simulacrum?

**ALEX**

“Yeah, that. I can’t have that in my city. I can’t have that loose in my city, and currently I only can hope that it’s been destroyed. I...”

**LYDIA**

It hasn’t, and I saw them take it.

**ALEX**

“Right. So, how did they do it? I mean, I wasn’t in there. All I know is that it was there and then it...”

**BEN**

Sergeant, first of all we’re going to have to discuss payment.

**ALEX**

“Fair, fair. Well I believe the original agreed sum was a little more than five gold to be honest and I’m going to be giving you some danger money on top of that which will bring it much closer to the 50. Can I finish finding out what happened to the sim...?”

**BRYN**

Simulacrum.

**ALEX**

“The thing?”

**LYDIA**

Well, when I say up to them taking it – I just saw them and then there were tunnels and there's a bunch of cellars.

**BRYN**

They seem to have laid explosive chargers under the stage. I mean there was no sign of pieces of the machine anywhere in the music room, so it must have dropped through the hole.

**LYDIA**

Yeah, and then they went down a tunnel and I followed them, and I went through about like – there were like cellar and then another, you know the cellar, and then another cellar you know?

**BRYN**

Had they tunnel – they tunnelled under several houses?

**LYDIA**

Yes and then, and then I was getting there – honest I was trying – and then bang! You know? And then that was – and they'd gone, yeah it was like that.

**BRYN**

Well we can try and pick up the trail again. We took some down inside. Did any of them – are any of them still alive, there might be survivors?

**ALEX**

He sort of gestures back to the house which is slowly caving in on itself. “I’ll be able to tell you in a week once we’ve gone through what’s left under the rubble. I’m going to be honest, I can’t spare any men on this chase right now. I could do with you guys looking into this.”

**BRYN**

Well, we’re mercenaries, so if that’s the job we’re paid for we’ll do it.

**ALEX**

“Let’s put it this way, you guys know how much that thing was worth. I can certainly make sure that the pay for recovering it, or at the very least finding out what happened to it, should substantially reflect the value of the thing that you’re looking for.”

**BEN**

So, when will we receive the payment?

**ALEX**

“Well, here’s your 50 now.” He basically reaches behind him and plucks out from what is clearly like his own like commissioner’s thing. He just puts it, takes out a few gold, puts them in his pocket and then hands over the pouch to Zolf. “There’s the 50 agreed. I don’t know what I can muster for the payment until frankly I’ve had a bit more time. I don’t know if you are aware there’s a house burning down about 30 feet away?”

**BRYN**

I think the sergeant's word will be good enough.

**ALEX**

"Have I ever stopped you before? Basically I want to know what happened to it."

**BEN**

Right.

**ALEX**

"If you can bring the thing back, bring it back. If you can bring me the guys that did this, even better. Don't kill them if you can help it." He quietly looks around and looks back and they're thinking, "Christ, they didn't make it." "I'm going to be frank. Same for the machine. I don't like it. I don't want it in this city, but it's not my place to call policy. So, if you find it bring it back. If it's destroyed, prove to me it's destroyed, that's fine too."

**BEN**

Alright well, we're on it then. I guess, Sasha where do we lose the trail?

**LYDIA**

Well, there's a like you know, shops where they sell like dresses, but like not, but for men you know? So it's round the corner.

**BEN**

A tailor?

**LYDIA**

Yes. And, so I came up through the you know, the basement?

**BEN**

Yeah.

**LYDIA**

And that was the last place before you know, it exploded.

**BEN**

Right, I guess.

**ALEX**

There's a call from further up the garden and Haringay just goes, "Look, I'm going to have to leave this with you guys. Zolf, you know you can find me at the station."

**BEN**

Yeah, get the job done.

**BRYN**

I mean let's just see if any of them came out there. We're dragging bodies out of the music room. Maybe someone who was involved was dragged out as well and no one's realised yet?

**LYDIA**

Like the one you dropped a piano on?

**BRYN**

Yeah.

**BEN**

I don't think he made it.

**LYDIA**

It's recognisable though, innit?

**BRYN**

Well, just if any of them are still alive, that's a place to start questioning.

**ALEX**

Haringay has already sort of headed off into the garden, to carry on coordinating what's left of the sort of salvage approach I suppose.

**BRYN**

I mean other than that, yeah, I guess we go back to the cellars and start investigating there, but I don't know about the rest of you but it's been a really long day and I'm quite tired.

**BEN**

The trail will go cold though. We need to get on there.

**BRYN**

We can't wait till tomorrow? It's already quite late in the day.

**BEN**

What, what?

**JAMES**

How? When's it...?

**LYDIA**

Yeah.

**ALEX**

So, all things considered it is coming on to late afternoon. Your interview for Bertie was coming towards lunchtime so you're looking at around a 6.00pm something like that. I can understand why it'd feel like a long day, especially for Hamid of all people.

**BRYN**

I still think it's the day before because I was in a casino all night.

**(Group laughter)**

**BRYN**

You may remember from episode 1?

**(Group laughter)**

**ALEX**

But yeah, so it's coming on towards evening, but it's still summer so the sun's still up.

**BRYN**

I mean, I was hit with a couple of grenades and I know that...

**JAMES**

Well my armour is slightly dirty so you know...

**ALEX**

As he says that one of the eyes just [shatters] – explodes out.

**JAMES**

Look, he's sad.

**BRYN**

But we're you also injured in the fight previously as well?

**JAMES**

Oh, a mere scrape. I shall, I shall, I shall, I'll walk it off. That will be fine.

**BRYN**

I'm just not feeling so great.

**BEN**

Maybe we should just do some recon? If we leave it we might lose the trail and then we'll never get paid.

**LYDIA**

Let's, let's...

**BRYN**

Okay.

**LYDIA**

His plan was good but someone who ain't me should ask the questions.

**BEN**

Hamid?

**BRYN**

Well, let's just quickly look through. Are there any of the attack team amongst the, amongst the survivors?

**ALEX**

Okay, so presumably you're heading back up closer towards the house where they're sort of laying bodies and so on?

**BRYN**

Yeah.

**JAMES**

If in the process of this if there is some possibility that I might healed for the small amount of damage that I've received rather down to 9 hit points in 13, I wouldn't say no.

**BRYN**

I'm down to 3 hit points from 7.

**JAMES**

Cry me a river. Cry me a tiny, tiny puddle.

**BEN**

Heh heh. Luckily, I am...oh, no. What spells have I used?

**ALEX**

Remember you haven't, you haven't...

**BEN**

No, what spells have I used?

**ALEX**

Off the top of my head, you used Summon Monster, that one's already been burned.

**BEN**

Yeah.

**ALEX**

And you'd already used this, obviously. That's already been burned.

**BEN**

Yeah.

**ALEX**

You also used one another. Just to...

**BEN**

That's three.

**ALEX**

Just to spell that out again what he does. Is the cleric's ability is that they can prepare spells like other magic users, but they can then trade those spells instead for just extra healing, which is why they're like the core support character.

**BRYN**

Yeah. I mean one of the reasons that I am suggesting you know, leaving the start of the investigation tomorrow is that I've used 3 of my 4 first level spells for the day.

**BEN**

Ah, okay. Alright you two, just hold still for a bit and I will use my two remaining daily spells and convert them into cure light wounds, for these guys.

**ALEX**

Okay, so roll the heals.

**BEN**

To just describe how my cure light wounds looks again. It's like I did with the stabilise, I've got a small, what are they called? Water skin of salt water which I pour on the wound while muttering some sort of catechisms?

**ALEX**

Ooh good word.

**BEN**

It is a catechism isn't it? Like a little religious mantra?

**JAMES**

Because it sounds surprisingly like a rude seizure.

**(Group laughter)**

**BEN**

Aaah, ooh, they might do now...

**(Group laughter)**

**BEN**

It's a dirty sea-based limerick.

**(Group laughter)**

**LYDIA**

Poseidon loves them, yeah.

**(Group laughter)**

**ALEX**

Cure light wounds, channelling positive energy cures one D8 points of damage plus one per caster level to a minimum of one.

**BEN**

Cool.

**ALEX**

And obviously if you're healing undead things it's actually hurting them because they're powered by that energy.

**BEN**

So, for James it is 8 hit points back.

**JAMES**

Lovely, I'm back up to 13.

**BEN**

Yeah. Bryn. Five hit points back.

**BRYN**

Yay, that's all of them.

**(Group laughter)**

**ALEX**

Okay. So...

**JAMES**

Is my armour in any way affected, or do I still look like I've been a bit bashed up?

**ALEX**

Sooty. There is...

**BRYN**

Oh, I can fix that for you. I've cast prestidigitation. It can affect other people as well.

**ALEX**

Prestidigitation can, but its effects are temporary depending on what effects of these. The cleaning is permanent. So yeah, the first thing he does is – actually describe how you cast prestidigitation.

**BRYN**

Oh I haven't really thought about that. I...

**JAMES**

Wax on, wax off.

**BEN**

Another dirty limerick?

**(Group laughter)**

**BRYN**

No, that...

**(Group laughter)**

**BEN**

The magic in this world is powered purely by dirty limericks.

**BRYN**

Definitely not a dirty limerick.

**JAMES**

It would have to be a clean limerick if you're going to be cleaning...

**BEN**

Aaaah.

**BRYN**

I normally just sort of you know, when it's myself I just, I kind of like just wave my hands but I, I yeah. I mean it's all, it's basically all about sleight of hand. So I probably just – I'll probably just walk up to you, pull a handkerchief out of my sleeve, which definitely wasn't there a second before – and just sort of wave it at you gently.

**(Group laughter)**

**BRYN**

I, I'm not putting any like elbow grease into this and yet the, the mere brush of my handkerchief seems to create a sparkle on your...

**BEN**

That is the most effete casting effect.

**BRYN**

Yes.

**(Group laughter)**

**JAMES**

Yeah. So my armour is very faded but...

**LYDIA**

Your armour is...

**BRYN**

Effete is a good word.

**ALEX**

Your armour is now gleaming.

**JAMES**

Yep.

**ALEX**

There is a light dent on one of your shoulder pads I suppose you'd call it.

**JAMES**

Pauldron is the technical term right?

**ALEX**

Pauldron, yeah thank you. And your, one of the eyes from the eagle have been blown out.

**JAMES**

Okay.

**ALEX**

But...

**JAMES**

Falcon.

**ALEX**

Falcon? Goodness me I'm, I'm terrible.

**JAMES**

It's alright.

**ALEX**

I'm terrible. But, yeah so your pauldron's dented and your falcon is winking.

**JAMES**

Okay.

**BEN**

Surveying Sir Bertie in his new gleaming state. Might want to get an eye patch for that actually. Make you look a bit more intimidating.

**(laughter)**

**ALEX**

So, drawing near to the, back to where they've been laying out bodies and so on. You see that there are a few of the guests are actually alright. Definitely there's some concussions going around. One person appears to be looking forward to an amputation of their arm.

**BEN**

Are they looking forward to it?

**(Group laughter)**

**ALEX**

Aaah...

**BEN**

Oh boy, oh boy!

**(Group laughter)**

**ALEX**

I mean...

**BRYN**

Finally I can get a peg leg too!

**(Group laughter)**

**ALEX**

I may have been a bit ironic there but, yeah their hand's been a bit mangled by some masonry. There's some medics – looks like some police medics – are running around sorting people. There's a few bodies that have basically already been covered by jackets and similar...

**BRYN**

I mean the issue for us is are all these people clearly get – you know from their dress – are they all guests of the party or are any of them...

**ALEX**

Certainly all of the ones that...

**BRYN**

They were disguised waiters or something weren't they?

**ALEX**

So, most of the people who were sort of still kicking as it were are clearly like the, the cream of London society. Of the bodies, there are about six who are laid out. What look like a few more that just haven't been you know, examined yet and given at least a covering...

**BRYN**

Pronounced?

**ALEX**

Yeah, pronounced that's the phrase. Of the ones that are pronounced you see that at least one of them, maybe two of them may have been wearing white trousers similar to what the servants were wearing. It's hard to tell. Everything's soot blackened and things like that.

**JAMES**

I realise it's Bertie that is going to be attempting this perception check.

**(Group laughter)**

**JAMES**

But could I see if I, if I recognise any of the bodies from any of the people that I was fighting earlier?

**ALEX**

Yeah, go for it. Roll me a perception check.

**BRYN**

The most gruesome and most common thing to do in a mercenary's life - search the bodies.

**JAMES**

15 minus 1 is 14.

**ALEX**

Down to 14. You – from this distance – you just discern more or less what I've just told you. Is that one of at least, I'd say 1 of 2 of them may very well be the guy that you dropped a piano on. But from this distance he's covered, you can't really tell.

**JAMES**

You'll have to prod him with a stick and see if any keys fall out, is that?

**LYDIA**

Sorry, so I was going to plan to sneak up there and rifle through the pockets without anyone noticing – the dead ones.

**BRYN**

It's in – we're the official investigating team – we don't need to do it.

**LYDIA**

Aaah, but that's all I'm good at.

**(laughter)**

**LYDIA**

I need to sneak a bit.

**BEN**

People look at you like, I'm practising.

**(Group laughter)**

**LYDIA**

Yeah, okay.

**JAMES**

Well let's go and, let's go and search through the bodies and have a look at closer quarters then.

**LYDIA**

I walk like someone with too many limbs, slightly...

**(laughter)**

**LYDIA**

I'm used to the idea of just brazenly going up and taking a thing.

**BEN**

Like is someone going to arrest me or...?

**LYDIA**

What do I do with my hands?

**(Group laughter)**

**BRYN**

What if I had a mug? What if I had two mugs?

**(Group laughter)**

**LYDIA**

But I'd, hold my clothes sort of not awkwardly and like, where do my hands go?

**(laughter)**

**ALEX**

Okay.

**LYDIA**

Stare at the police.

**(Group laughter)**

**ALEX**

You're the shiftiest official person I've ever heard of.

**(Group laughter)**

**LYDIA**

Stare at them. Okay.

**BEN**

Like you're filling in a form and pretending you didn't see nothing, right?

**(Group laughter)**

**ALEX**

This is a witness form. I don't understand.

**(Group laughter)**

**ALEX**

So, you head up to the body – bodies, I should say. There's six of them. Presumably you are pulling the covers from the two that looked like...

**BRYN**

Yeah. I mean I might just check the others just to confirm that they are...

**ALEX**

Yeah.

**BRYN**

...they look like guests or not.

**ALEX**

Sure. Working from right to left then. Amongst the four who just are guests – yeah, it's – they seem certainly to be. One of them, their eyes are very badly burned. Another one appears to be sort of crushed in the torso. A couple of others have burns and things like that, and one like...

**BRYN**

Hamid does not look well.

**ALEX**

Yeah, they – it's a bit grisly.

**LYDIA**

Of the guests...

**ALEX**

Mm hmm.

**LYDIA**

...how many have nice jewellery?

**ALEX**

Upon those?

**LYDIA**

Yes.

**ALEX**

One of them appears to be a woman with a turtle brooch.

**LYDIA**

Mmm.

**ALEX**

And then a couple of the others have rings on them, quite minor. There's no one particularly flashy.

**LYDIA**

Can I, can I check them for magic devices? Just in case there's anything useful.

**ALEX**

Do you have detect magic?

**LYDIA**

I have, ah no it's magic devices not...

**ALEX**

But you have use magic device, yeah?

**LYDIA**

Yeah.

**ALEX**

So you could have – off the top of my head – you could appraise the things that they own to see if they are worth anything...

**LYDIA**

I'm very good at appraising.

**ALEX**

But, when it comes to actually like telling if it's magical, that's not actually appraise. Like you may be able to, obviously it's glowing and it says, "Take me"...

**(Group laughter)**

**ALEX**

Then yeah, it's probably magical but you wouldn't know what it does, you wouldn't know how to use it. Things like that, you'd have to figure it out.

**LYDIA**

Sorry, where is detect magic on...?

**BRYN**

It's not a skill, it's a spell.

**LYDIA**

Oh. Then, no.

**ALEX**

In this world, Hamid would already know this. The way that magic that's written looks; if it looks like letters that are changing shape and re-writing themselves in real time. So for anyone who's not trained in it, it looks like it's saying one thing and then half a second later it's saying something else. And it's like a magic eye picture. Is that anyone who has detect magic is actually just learning to kind of see past the words, and that's how they sort of read it. So I'm afraid you wouldn't be able to tell if they've got magic on them.

**LYDIA**

Well I'm not going to just have rings, they're just – they get in the way.

**(Group laughter)**

**LYDIA**

No point.

**ALEX**

Heading across to the remaining two bodies. You see one of them appears to be a servant who was serving canapes. Again, they also seem to have been crushed by something. And then you flip over the last one and they're certainly wearing the clothing of the people who were in the music room. But their face is in such a state it's kind of hard to tell.

**BRYN**

Yeah, yeah rifle through their pockets. Look for anything. Do they have weapons? I mean they had grenades on them.

**ALEX**

Mm hmm.

**BRYN**

A few probably still had some.

**ALEX**

So he has upon him what's left of the bandolier, so there's two of those sort of fire flasks in there. There's also a – he's wearing what looks like a leather cuirass under the shirt. He's got a sort of shoulder holster holding a short sword that he could have hidden under a large jacket. Also tinder twigs, effectively matches. Yeah, it's...

**LYDIA**

Some kind of like pseudo-medieval dating service?

**(Group laughter)**

**LYDIA**

You break into it and it shows you the hot men nearby.

**(Group laughter)**

**JAMES**

Hello.

**BEN**

As magical inventor, I'm definitely going to do that.

**(Group laughter)**

**ALEX**

You also find a thunderstone, and...

**JAMES**

What is a thunderstone?

**ALEX**

I will...

**BEN**

Is it like a thundercat?

**(laughter)**

**ALEX**

A thunderstone – you can throw this stone as a ranged attack, with a range increment of 20 feet – and when it strikes a hard surface or is hit hard in your hand it creates a deafening bang that’s a sonic attack. Each creature in 10 foot must make a DC15 fortitude save or be deafened for one hour.

**BEN**

Wow.

**ALEX**

A deafened creature, in addition to the obvious effects takes a minus 4 penalty on initiative, has a 20% chance to miscast and lose any spell with a verbal component that it tries to cast. And you don’t need to hit a specific target, you can just aim at a 5 foot square. So the AC of the 5 foot square is only 5.

**LYDIA**

Does it also affect the person that throws it?

**ALEX**

Anyone.

**BRYN**

It'll depend how far away.

**ALEX**

Each creature within a 10 foot radius.

**LYDIA**

Yeah, yeah but...

**ALEX**

So if – let's say that you dropped it...

**LYDIA**

Like your fireball does you know, you don't tend to burn yourself, right?

**ALEX**

No, a fireball would hurt everyone that he aims it at.

**LYDIA**

Oh, I so even if...

**BRYN**

If I aim a fireball at my own feet...

**LYDIA**

Right, then...

**BRYN**

...I would not do that.

**(Group laughter)**

**ALEX**

In the rules, how it spells it out differently is any time it says 'enemies' it means it wouldn't affect your friends. If it says 'creatures' it means anything – friend or foe – it will affect them. So if you're in 10 foot of this thing and it goes off, you're deaf for – what was it – an hour?

**BRYN**

Well, unless you make your save.

**ALEX**

Yeah, unless you make your fortitude save. And in fairness the fortitude save is isn't huge, but it's really good...

**BRYN**

It's still tough for a first level character.

**ALEX**

It's, it – for a first level character it's pretty tough – it'd be great if there's a large group of people because the chances are you're going to deafen and disorientate a good chunk of them.

**BEN**

So I'm just thinking about the fortitude save on the deafening, it's just your eardrums flexing.

**(Group laughter)**

**BEN**

Yeah!

**LYDIA**

So who is doing...

**JAMES**

I've got brave ears.

**LYDIA**

Who is finding this stuff in there? Is it Hamid that's doing the searching?

**ALEX**

You guys tell me.

**LYDIA**

Because you said that you would.

**BEN**

I, well I'm standing back a bit.

**BRYN**

Yeah, probably kind of finding what's there and passing it on so we can all work out what it is...

**ALEX**

Well all of this stuff was very obviously in parts to be clear about that.

**BRYN**

Yeah. So, so leather cuirass had a short sword.

**ALEX**

There was and...

**BRYN**

Is there any distinguishing marks? Do you want me to make an actual perception check?

**ALEX**

If you give me a perception check I'll certainly start discussing things, if they've got hidden pockets and things.

**BRYN**

Good roll Bryn.

**BEN**

Waa waa.

**ALEX**

What did you roll?

**BRYN**

3 plus 6 is 9.

**ALEX**

You find what you can.

**BRYN**

Yeah.

**LYDIA**

Can I...?

**ALEX**

Yeah, sure.

**LYDIA**

Ah, 7 plus 6, so 13.

**ALEX**

13, what was it yours?

**BRYN**

9.

**ALEX**

Anyone else want to take a turn? But I mean ultimately...

**JAMES**

Stand aside everyone!

**(Group laughter)**

**JAMES**

Something needs noticing.

**(Group laughter)**

**ALEX**

Do you know what? Roll it but...

**JAMES**

11 minus 1 is 10.

**(laughter)**

**JAMES**

He looks like he's been in the wars.

**ALEX**

I'm going to be honest right at this point Zolf, you've seen Hamid search Sasha going, "I think I know what I'm doing". He's correct doing, "Aah, a person."

**BRYN**

Are there any distinguishing marks of any kind on the cuirass or the short sword?

**ALEX**

There are no distinguishing marks. You see that the short sword has been soot blackened to remove its gleam, things like that. Sasha, do you have knowledge local?

**LYDIA**

Yes.

**ALEX**

Give me a knowledge local roll.

**LYDIA**

So that's 7 and plus 7, 14.

**ALEX**

14, yeah?

**LYDIA**

Is that enough?

**ALEX**

That's actually enough for this bit.

**LYDIA**

Right.

**(laughter)**

**ALEX**

Okay.

**LYDIA**

I'll do better next time, if that expression...

**(Group laughter)**

**ALEX**

So, the fact that he's soot blackened his sword, also the nature of gear that he's having, you would place a middling bet that he probably has come from Other London.

**LYDIA**

Mmm.

**ALEX**

Just that kind of, that way of operating you know, getting rid of the gleam of your clothes.

**LYDIA**

Mm hmm.

**ALEX**

I mean concealed weapons screams Other London.

**LYDIA**

Not that much gleams down there.

**ALEX**

Yeah.

**BRYN**

I will cast detect magic to see if he has anything magical on him. I don't know if the alchemical weapons would show up?

**ALEX**

These would. The thunderstone I believe would, but only the thunderstone. How do you cast it? You've not cast it yet so I want to know what it looks like.

**BRYN**

It's actually, it's the opposite of most of my spells. I mean it's in no way flashy or interesting. I actually had to step back and calm myself down and close my eyes.

**ALEX**

Oh.

**BRYN**

It's almost meditative...

**ALEX**

Okay.

**BRYN**

...briefly.

**BRYN**

And then I kind of resume and it's, and basically it starts glowing to me, it's magical.

**ALEX**

Ah, okay. And so, we'll leave that for a moment.

**BRYN**

Yeah.

**JAMES**

Hamid, wake up Hamid.

**(laughter)**

**JAMES**

Wake up. Stop falling asleep Hamid. Wake up Hamid.

**BRYN**

I'm...

**JAMES**

Wake up. Wake up Hamid.

**BRYN**

I'm finding out if he has anything magical Bertie.

**JAMES**

Oh.

**(laughter)**

**BRYN**

It's a spell.

**(laughter)**

**ALEX**

Quickly...

**JAMES**

Sorry, just to give you a sense of what Bertie is doing at this point. He's now flexing his armour in the sun looking flash.

**(laughter)**

**JAMES**

I just wanted to make, let everyone know what he's doing because...

**ALEX**

Okay.

**JAMES**

...he thinks that that's quite important.

**(Group laughter)**

**ALEX**

So, Bertie you find the only magical item upon that person was the thunderstone.

**JAMES**

Is the thunderstone, sure

**ALEX**

Obviously it has a bit of a range to it rather than it just being you pick a person?

**JAMES**

Yes.

**ALEX**

The turtle brooch appears to be magical in some way. And, let's assume that you are casting your eyes around.

**BRYN**

Yeah.

**ALEX**

So, looking at the guests you see there's a decent amount of magical items.

**BRYN**

I mean these are important rich people. They're likely to have some?

**ALEX**

They – yeah they would.

**BRYN**

I mean I'm not going to loot a magical turtle brooch from around a body and I'm probably not going to bother mentioning that it's magical. I don't know why I would.

**ALEX**

That's fair. But yeah, looking around there's certainly a decent amount of magic. There's some – actually quite potent magical items on some of the, the wealthy. Not surprisingly, the wealthiest looking ones also seem to be the least hurt by the situation.

**BRYN**

Anything that strikes me as unusual? Probably not.

**ALEX**

Not really, yeah.

**LYDIA**

Why are you picking up a pebble? That's just a stone. Why?

**BRYN**

It's an...

**LYDIA**

Because we were looking for clues.

**BRYN**

It's a...

**LYDIA**

Why the stone?

**BRYN**

It's actually a...

**LYDIA**

Is the stone a clue?

**BRYN**

It's actually called a thunderstone.

**LYDIA**

Oh.

**BRYN**

It's a weapon.

**LYDIA**

Right.

**BRYN**

If you throw it at something it makes a very loud noise and it deafens people nearby.

**JAMES**

Loud noises you say?

**ALEX**

Bertie, give me a perception check.

**JAMES**

12 minus 1 is 11.

**ALEX**

Erm.

**JAMES**

I've noticed I'm outside.

**(Group laughter)**

**ALEX**

You will also notice two darkly dressed gnomes are sort of standing off aside from the garden. They're holding briefcases. They, they just seem to be surveying everything.

**BEN**

Uh oh – lawyers.

**JAMES**

Ambulance chasers!

**LYDIA**

I moved behind Bertie, so he is between me and the gnomes.

**ALEX**

They just share a little curt nod with Bertie, look at the rest of you, give a polite little nod and then wander off down the garden to where the gazebo was.

**BEN**

So Hamid, you might want to keep hold of that stuff. You seem to know what it is.

**BRYN**

Yeah. Like I said, it's possible we might be able to track down a manufacturer or, or maybe where they were purchased? I mean if there was a whole team of them and they all had this much equipment, that would have been quite a large order I'd think.

**BEN**

Oh actually, one thing. Go up to the body of the guy that was being inspected and just flip him over and check the back of his neck for any tattoos or anything like that.

**ALEX**

Ah ha. Do you, looking around the neck you don't see anything? You do see a tattoo at the beginning of his shoulder though.

**BEN**

Ah cool, rip open his shirt.

**ALEX**

And so, basically yeah, tearing up – you find in his right bicep quite a large tattoo. It appears to be quite unusual. You, Zolf, recognise it as a brand rather than a tattoo and it is the shape of – it looks a many pointed irregular star surrounded by a circle or something. Sasha, I'll give you from the knowledge local that you did earlier.

**LYDIA**

Yeah.

**ALEX**

Certainly there have been groups that have been rumoured to do this kind of thing in Other London. I mean there's rumours of most things in Other London but nothing specific springs to mind. What I can say is you know that's not a mark of any of the major players.

**BEN**

This mean anything to you?

**LYDIA**

Well some of the stuff like the, like mucking up our swords and stuff is something that – I mean their swords – is what some people like I've heard, just not on the street but like in nice houses where people live, that people in Other London might do – not that I'd know.

**BEN**

What about the brand? Is it a gang sign or something?

**LYDIA**

I don't know it...

**BEN**

Fair enough.

**LYDIA**

...specific.

**BRYN**

Can I use knowledge arcana to check if it has any arcane significance?

**ALEX**

Sure.

**BRYN**

3 plus 7 – 10.

**BEN**

Changing the dice did not help you.

**BRYN**

No.

**(laughter)**

**ALEX**

It does not, it does not seem to have anything to...

**LYDIA**

But the dice seem to know it's the end of a long day for us.

**(Group laughter)**

**BEN**

Think of a conveyor belt of failed dice.

**(laughter)**

**JAMES**

Long shot knowledge nobility to see if it has any...

**(Group laughter)**

**ALEX**

Alright.

**JAMES**

At the very least eliminating it as a possibility. That is 6 plus 7 is 13.

**ALEX**

No, the moderately equipped seeming assassin/thief does not...

**BRYN**

The word branded, that would be amazing.

**(overspeaking)**

**ALEX**

The branded arm does not...

**JAMES**

...fallen on very hard times.

**(Group laughter)**

**BEN**

So I'm thinking...

**BRYN**

Branded his family crest into his own shoulder.

**(laughter)**

**JAMES**

They were circus people mostly.

**BEN**

I'll have a rummage in my pack, bring out a notebook and just note down what the brand looks like so that I've got a written record of it.

**ALEX**

Sure.

**LYDIA**

Right, so.

**BRYN**

I think we've learnt as much as we can here and maybe we should head down to the cellars and see if there any other clues to find down there?

**BEN**

Yeah, so to quickly, quickly sum up. So you reckon that he's probably come from Other London?

**LYDIA**

It's just, it's something that they definitely do down there but then like, I don't know if in other cities they have like, they might do the similar sorts of things?

**BEN**

Sure.

**LYDIA**

It's a gang thing.

**BEN**

But given that we're in London probably?

**LYDIA**

It's likely.

**BEN**

Is any...

**JAMES**

Odds of Other Birmingham seem slim to none.

**(laughter)**

**BEN**

So we got that brand, probably quite a reasonably prescient outfit given the hardware they've got.

**BRYN**

I would think so.

**BEN**

Yeah, so. Okay, let's yeah, let's go to the cellar and see what's, what's going on there.

**LYDIA**

Right. So is, I lead them back to the tailor I guess?

**ALEX**

Sure.

**BEN**

I think he was a milliner actually.

**LYDIA**

I do not know the difference, okay?

**JAMES**

A milliner is like a tailor, but for heads.

**LYDIA**

Ah, cheers Bertie.

**ALEX**

Okay, so you're heading off towards the tailor and now seems like a good moment for a break actually, so if you all hang around here we'll do a break and be back in a couple of minutes.

**[AD BREAK]**

**ALEX**

And welcome back. So yeah, you're heading off to the tailor's I believe?

**LYDIA**

Yeah. Like, so it's round this corner and then there's a small man – a scared man – and he's just, there he is.

**BEN**

Sounds like a tailor in a crisis.

**LYDIA**

Yeah.

**ALEX**

So yeah, you head basically out through the back garden rather than around the house. The thing's collapsing. It hasn't collapsed yet, it's clear that if there's anything still left standing the first thing that rescue crew's going to do is bring it down so it doesn't fall on anyone else. So you head out from the garden just up along that side alley. The crowd's mostly dispersed by this point. The fire crews have pushed everyone back. The fact that none of the guards are stopping you means that the fire crew just decide you're meant to be there and just don't interfere. So yeah, you head down those couple of side streets and you get to the tailor's shop. You pointed him out – he is actually – he's on the street holding about 6 or 7 bolts of very posh cloth, a couple of which are just trailing in the dirt around him. And he's just faffing because he doesn't really know what to do with himself. His shop appears to be locked, with a little closed sign...

**BRYN**

What's the name on the shop?

**ALEX**

Oh, Willikins and Brothers.

**BRYN**

I cast charm person.

**ALEX**

Okay, one sec. Okay so, he's stood there fretting and he's holding these bolts going, "Oh my, oh my, oh my, oh my, oh my, oh my, oh my".

**BRYN**

So, when I cast charm person I sort of, I adjust myself just to make sure I look immaculate as always. And I have a very, a very faint glow. And it's almost like there's suddenly a little heat haze around me.

**ALEX**

Around like a glamour?

**BRYN**

Yeah. It's sort of, it's sort of like glamour. And I have to approach him and make eye contact.

**ALEX**

Okay.

**BRYN**

And I, and I, so I go, "Willikins it's so good to see you again."

**ALEX**

Okay, so he's, he's fretting. He goes...

**BRYN**

He does get a will save, I believe.

**ALEX**

He does. So, if you bear with me. He sort of, he's fretting and he looks at you and he goes, "Sorry I, I don't, I don't believe we've met. I'm – can I help you? I mean, what".

**BRYN**

You don't recall? Oh never mind. Yes we just wanted to chat to you for a little while. Why don't we go inside your shop where it will be more comfortable? There's no need to fret.

**ALEX**

"I'm not entirely sure..." From the outside how many – it looks like the guy's had a deceptively strong resistance to you. It's almost like someone who professionally is lovely and friendly to people so that they buy things, is going to be a little bit more resistant to it. But he's mostly just stood there fretting, holding them and then he sees Sasha and he goes, "Oh, oh you're alright then."

**LYDIA**

Yeah, like so we went and we checked the house. It's all good, it's all good. The fire crew is totally sorted.

**ALEX**

"Ah, right."

**LYDIA**

Nice hats.

**ALEX**

“Oh, thank you.”

**JAMES**

Those really are charming hats you’ve got there. Bertie starts laying it on thick with the charm trying to praise the hats and blah blah blah. Well you know this is super. That one in particular – that top hat – that really is splendid. You know that is, it’s like an obsidian cylinder – really very, very fine craftsmanship. Well done you.

**ALEX**

“Well, thank you sir. Yes, I have to say this one particularly takes a long time to make. We actually use shellac, a very specific type of beetle. You say the fire was...”

**LYDIA**

It’s fine, like good – I mean it’s bad but they’re doing you know, the fire crew, they’re there, it’s fine.

**BEN**

It’s going out.

**LYDIA**

That’s the word.

**BEN**

It won't spread.

**LYDIA**

Yeah.

**ALEX**

"You know what, I, I, I'm looking round and I don't think it's, it's don't think it's going to be too much of a problem. If you'll excuse me I think I'm going to head inside, I'm trailing, I'm trailing."

**LYDIA**

We might also go inside and like, check.

**ALEX**

"The stock – Oh yes of course, of course."

**BEN**

We're part of the investigation team about what happened at Lord Edison's place and we need access to your cellar to continue our investigations.

**ALEX**

"Oh."

**JAMES**

Official business, my good man. I'm sure you understand?

**ALEX**

“Oh, yes. Yes, yes.”

**LYDIA**

Official.

**ALEX**

He goes over to the door and sort of plucks out a tiny little dainty – that lock’s clearly not doing anything – unlocks his shop door, comes in, sort of invites you in and comes over and plonks, plonks lots of the bolts of cloth onto the counter top. Starts mopping his brow. “Anything I can do help, obviously.”

**BEN**

Open your cellar?

**ALEX**

“Right, yes. So, so you said you were with the police?” He heads round to the back of his counter and lifts up the trapdoor.

**LYDIA**

Yeah, I mean it’s not like we’re police but we’re like mates...

**ALEX**

“Right.”

**LYDIA**

...of the police.

**BRYN**

We're an official investigation team.

**BEN**

That basically.

**ALEX**

"Okay."

**JAMES**

Unencumbered by the dead hand of state control.

**BRYN**

We don't need to explain the specifics to Mr Willikins here.

**ALEX**

"Well, nonetheless, that's the..."

**BEN**

If you need confirmation speak to Sergeant Haringay.

**ALEX**

"Sergeant Haringay. Right, thank you. Thank you. Please, after you, ladies and gentlemen."

**LYDIA**

Cheers mate.

**JAMES**

“Good day.”

**BRYN**

Well, I have a quick question before we, we go down. Have you seen anyone come through here or, or on the street recently wearing – and I’ll describe the outfits...

**ALEX**

Sure.

**BRYN**

...that the...

**ALEX**

“No. Nothing, nothing really. I mean obviously yourself – you just – Sasha, caught me by surprise. But frankly having seen the size of that fire I’m glad you did! Ha ha.”

**LYDIA**

Yes.

**ALEX**

“But no, I...”

**LYDIA**

Did you not like notice that people were digging in your cellar?

**ALEX**

“Digging? No, the first thing that I heard was there were some, some blasts, and then you, you – I assumed it was construction. I mean it wasn’t, it didn’t seem to be coming from my cellar, necessarily. I thought that maybe a heavy cart or something. I mean...”

**BRYN**

You mean a, earlier today?

**ALEX**

“Yes.”

**BRYN**

But there’s no, no, no strange sounds over the last week?

**ALEX**

“Oh well there’s always construction and so on. I mean I don’t, I don’t monitor the cellar. It’s one of my brother’s – but I run the shop you know, for these fine hats.” He kind of holds one vaguely alluringly to Bertie.

**JAMES**

That is a very fine hat. Is that, that your work or your brother’s?

**ALEX**

“Oh my, my brothers. They do the work you see.” Tell you what, give me a diplomacy check, Bertie specifically.

**JAMES**

I think I’m going to spend twice as long buttering him up, and with pageantry, and...

**ALEX**

Go for it.

**JAMES**

Plus one for this.

**ALEX**

Go for it.

**JAMES**

Really a very fine hat you know, absolutely superb. The craftsmanship on this could only really have been achieved by a truly skilled hand. One dedicated to his craft...

**(laughter)**

**JAMES**

Arts handed down through all generations. This is not the brim of an amateur. This, no, this is a brim designed to hold back the sun from the eyes of a

gentleman alone. Peasants' we'll be finding stabbed by the sunlight over and over again.

**(laughter)**

**BEN**

Do you want to be paid?

**JAMES**

But this... Hello money.

**ALEX**

Roll the dice.

**(Group laughter)**

**JAMES**

11, my diplomacy is plus 1 and then it's plus 2 because there was 13 in total.

**ALEX**

13, yeah okay. He, he certainly seems less suspicious of all of you but he's buying it, he's swallowing it.

**BEN**

Hat complimenting can wait, we've got a job to do. Come on Bertie.

**ALEX**

Right, you head downstairs to the cellar.

**LYDIA**

So, like that's where I came in you see. I did this properly so jumping between all the stacks.

**(laughter)**

**LYDIA**

It was well good. And then he never noticed me at all, not once. And then like there (and I point to the massive explosion) is where it exploded.

**BEN**

Good insight.

**ALEX**

Just to fill that out...

**JAMES**

Even I spotted that.

**(laughter)**

**ALEX**

Just to, to fill out with some detail there. There is still a gaping hole leading presumably back towards Edison's mansion, with brickwork clearly blown from in here out into the other basement. There is on the far side of that though, there is what's clearly been a large piece of masonry cave in. And pieces of

brick and like shards of brick, like a decent explosive was used, is spread throughout, in fact a significant amount of it is embedded on the far wall. So, Sasha's clearly had a bit of a rough time down here.

**JAMES**

Oh so, hang on, so it's not like somebody's come in from the basement of a neighbouring building into this room?

**ALEX**

It looks like someone has probably come through this building...

**JAMES**

Yeah.

**ALEX**

...possibly from the adjoining building.

**JAMES**

Explosively through this building or...

**ALEX**

Yes.

**JAMES**

Okay. And an occasion previous to the main explosion?

**ALEX**

Ah.

**LYDIA**

They, there was like a hole and people ran through it, and then when I was about to run after them, they threw a thing and it exploded. So there was like a hole already. And then the hole got un-holed.

**BEN**

Right, so were...

**JAMES**

Well that's perfectly clear.

**(Group laughter)**

**BEN**

So we're going to have to dig through that if we want to follow their trail, or go to the next house over I guess, see if we can get in that way?

**ALEX**

You hear a muffled, "Oh my goodness, this is too much, too much" from upstairs.

**JAMES**

Directly upstairs?

**ALEX**

Yeah. Bertie, do you want to see what's going on?

**JAMES**

Very well. Open the trapdoor. Hello.

**ALEX**

And you open the trapdoor and what you see is a cupboard on the far side of the room, is open and there is what looks like the tailor is dangling – he appears to have fallen through the floor or something – his, his arms are on floor level. “You couldn't help me, could you? There appears to be a hole in my cupboard.”

**JAMES**

Of course my good man. And then I lean over and haul him up.

**ALEX**

Yeah. He's, he's, he's waify, it's fine. It looks like that yeah, the flooring's fallen through beneath the cupboard.

**JAMES**

Is there any excess from the place like, okay so beneath this hole, is there access on the lower floor between the area this hole gives access to and the place we've just come up on by the stairs?

**ALEX**

You can't tell, you'd have to drop down.

**JAMES**

Okay. How far down is it?

**ALEX**

10 foot.

**JAMES**

Will that kill me?

**(Group laughter)**

**ALEX**

You won't take any damage but, given that you're wearing plate armour it would be a tough time for you to jump up, grab onto the ledge and then heave yourself back up.

**JAMES**

Right.

**(chuckling)**

**LYDIA**

Shall I, I pop up after him into the, I'm in the lobby thing as well?

**ALEX**

Mm hmm.

**LYDIA**

What happened?

**JAMES**

A big hole young lady. You seem to be the expert on holes. Would you mind having a look?

**LYDIA**

**(sighs)**

**BEN**

I do have visions of you jumping down and shouting, "I'm stuck now."

**(Group laughter)**

**JAMES**

Help! Fell over, I can't get up.

**BRYN**

While they're doing that I'm going to quickly poke my head back through, back towards Edison's because basically I'm going to get out a little notebook and I'm going to start making a list of the buildings that this tunnel goes through. Because potentially one avenue of investigation is to canvass the entire, you know every person who owns one of the buildings that has been tunnelled through has asked each single one of them...

**ALEX**

What they heard.

**BRYN**

...what I heard when, you know.

**ALEX**

I get you.

**BRYN**

So I'm just going to start to make a quick list of that. I'm not going to do the canvassing now, but...

**ALEX**

Yeah, that's fine.

**JAMES**

I have my suspicions about the brothers of Willikins. We haven't seen them, they're not here.

**ALEX**

Do it in character?

**JAMES**

Sorry.

**(laughter)**

**JAMES**

So...

**BRYN**

That's what the, while they're dealing with this new hole I'm going to do that.

**ALEX**

Yeah, that's fine. So, Sasha you came up...

**LYDIA**

I'll go down the hole.

**ALEX**

Sure.

**LYDIA**

Holes are sort of, I can climb.

**ALEX**

I'm not even going to get you to do an acrobatics check.

**LYDIA**

Yeah.

**ALEX**

She just drops down, lithe like a cat – there's not actually a noise – just...

**LYDIA**

Yeah, I flow like black paint...

**ALEX**

Ha ha.

**LYDIA**

...in a gravity well.

**(Group laughter)**

**BRYN**

I see, see you're much better at metaphors than social interaction.

**ALEX**

I feel like I ought to be playing a Neuromancer RPG or something.

**(Group laughter)**

**ALEX**

It was an amazing description.

**LYDIA**

I'll use it again, don't worry.

**(Group laughter)**

**LYDIA**

I don't come up with those things that often.

**(laughter)**

**LYDIA**

Do I have to tell you all the things I flow like?

**(Group laughter)**

**ALEX**

So, you land, you land in...

**LYDIA**

She flows like a cat in a tar pit.

**BEN**

But does she have a, have a, a hobby as an amateur rapper?

**(laughter)**

**LYDIA**

She flow...

**BRYN**

Do you flow like a harpoon...

**LYDIA**

The problem we've got here...

**BRYN**

...daily and nightly?

**LYDIA**

The problem we've got here is that I don't have particularly good distinction between my voice and hers.

**(Group laughter)**

**LYDIA**

I'm the one using the metaphors. Anyone that says something stupid is her.

**(Group laughter)**

**LYDIA**

That's how you tell. So...

**BEN**

That's about it, innit?

**LYDIA**

Yeah.

**ALEX**

Anyway, so you drop down into the hole...

**LYDIA**

Yeah.

**ALEX**

...and...

**LYDIA**

Like black paint in a gravity well?

**ALEX**

Black paint falling down a gravity well.

**LYDIA**

Yeah.

**ALEX**

And yeah, you land quietly. It becomes apparent that you're in another narrow cellar.

**LYDIA**

Mm hmm.

**ALEX**

It also becomes apparent, looking behind you that you're on the other side of that cave in.

**LYDIA**

Yes.

**ALEX**

And there's scorch marks on the sides, it's a much smaller little basement.

**LYDIA**

Is it dark down there?

**ALEX**

It's, there's enough light coming into in the top of the corridor. It, it disappears into darkness but you notice it's not very long, as in like maybe 20 feet? At the other end you can see what looks like a manhole cover or something similar, is off like it's been pulled off and dragged to the side. But it's very clear that you're on the far side of that cave in.

**LYDIA**

Okay.

**ALEX**

I think we're going to be out of time there. So, yeah a bit of investigative sleuthing and things are pointing in a nice clear direction at least.

**LYDIA**

Some nice flowing.

**ALEX**

Yeah, down gravity wells.

**(laughter)**

**ALEX**

And, but I think that's everything for today. So, wrapping up that's goodbye from me.

**JAMES**

And from me.

**BRYN**

Yip.

**LYDIA**

And us.

**BRYN**

All of us.

**JAMES**

Me too.

**ALEX**

We're all saying goodbye.

**(Overspeaking)**

**LYDIA**

Bye.

**BRYN**

We definitely need a better sign off.

**ALEX**

Oh, I'll find one.

**(Group laughter)**

**ALEX**

Bye everyone.

**[Show Theme - Outro]**

**ALEX**

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Facebook. Tweet us on Twitter @therustyquill, or email us at mail@rustyquill.com. Thanks for listening.

**[OUTTAKES]**

**JAMES**

I do want, if there's some sort of perk which means that I can like have a nemesis, furniture, or something like that.

**BEN**

What, favoured enemy, furniture? "I'm from the upper classes! [smash]"

**JAMES**

Exactly.

**ALEX**

"Furniture's for the weak and lower classes!"

**JAMES**

Tables are for laying.

**(Group laughter)**

-

**LYDIA**

Not that my character would ever quip.

**ALEX**

Okay.

**BRYN**

Just quip very badly.

**LYDIA**

Look at the window!

**(Group laughter)**

**BEN**

Okay, please make it a thing for your character to just have terrible quips. “I’m here to kill you!” “Okay?”

**(Group laughter)**

**BEN**

Is that how you do it?

**[END]**