

## **RQG – [51] – [Elementary my dear Bertie!]**

### **Content Warnings**

- X
- X

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

#### **ALEX**

Hello and welcome to episode 51 of the Rusty Quill Gaming podcast. I'm your host and GM Alex Newall and with me today, I have

#### **LYDIA**

Lydia Nicholas

#### **BEN**

Ben Meredith

#### **JAMES**

James Ross

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**BRYN**

Bryn Monroe

**ALEX**

And who are you playing?

**LYDIA**

Sasha Racket.

**BEN**

Zolf Smith.

**JAMES**

Sir Bertrand MacGuffingham.

**BRYN**

Hamid Saleh Haroun al-Tahan. And the whole gang are still here and everything's okay, and we're back into reality...

**JAMES**

Hamid is dehydrated from all the tears!

**(Group laughter)**

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**BEN**

Zolf is convinced it is simulations all the way down!

**(Group laughter)**

**ALEX**

So, as a brief recap – obviously, it's got a bit complicated so if you haven't listened to the previous episode, you're probably going to want to, but we say that a lot these days!

**JAMES**

Who would listen to these out of sequence? What kind of madman would do that?!

**BEN**

Ahh, a narrative podcast! Hmm... 28, I think!!

**(Group laughter)**

**BRYN**

Someone who's reading a normal book like it's a choose your own adventure!

**(Group laughter)**

They just don't do that.

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**ALEX**

They're just trying to skip the fluff and get straight to the crunch!

**LYDIA**

Yeah!

**ALEX**

Penultimate episode. Go! Right... now things are hotting up!

**(Group laughter)**

**BEN**

What, you guys don't all read the final page of a book before you start it?

**BRYN**

What, to try and reverse engineer it?!

**(Group laughter)**

**JAMES**

I would never do that! That is literally the worst!

**ALEX**

I couldn't imagine you doing that! So, the whole party... we will skip the Bertie sidequest because it was voluminous and it is all there. Long story short, the party went down these catacombs, a lot of terrible things happened, and they

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found themselves in L’Arc D’Ordinateur, the basements, the cellars, the sub-basements, whereupon there was lots of trauma and people being dead, but not really; people having limbs, but not really, and it was all very upsetting.

**JAMES**

A lot happened!

**ALEX**

A lot happened. So, actually, you ended up spending a whole week in there having met...

**ALL**

Mr Ceiling... !

**ALEX**

... Mr Ceiling.

**(Group laughter)**

... a name I will never forgive!

**JAMES**

Our old friend!

**BEN**

Our old nemesis!

**ALEX**

So, yes, having spent a week with Mr Ceiling, sort of chatting, because it was enjoying its conversations with you, and eventually, Bryn summons you all to a room in order to discuss, 'I've brought you all here to *'kill it, kill it with the button, kill it right now'*...

**BRYN**

Well I was trying to reveal a murderer, but no one murdered anyone, so... !

**(Group laughter)**

... I had to make a back up plan!

**ALEX**

Yep! And with that in mind you then succeeded. You killed a monster, you escaped the area...

**LYDIA**

Everything was happy ever after!

**ALEX**

Everything was wonderful...

**BEN**

It was great, wasn't it?

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**LYDIA**

Which Sasha did NOT trust at all!

**ALEX**

Nope, not at all! No one was on board with it and it ran...

**JAMES**

And we wanted to believe so bad... !

**BRYN**

I think he was basically vying for it from memory!

**(Group laughter)**

It was quite an uncritical attitude to that sort of thing!

**(Group laughter)**

**ALEX**

Was there that much of a change? Were you just glad you were going to do your walk-off? You were just, I'm free...

**BRYN**

Yes!

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**ALEX**

... bye, forever!! I hate all of you, you're okay!

**BRYN**

See you later, guys!

**BEN**

Bye!!

**BRYN**

Oh yes, I forgot about that bit!

**BEN**

We need to remember about that little interaction event!

**BRYN**

Yep, we're done!

**ALEX**

But, we all managed eventually to make our way back into the room into our bodies, and at which point Hamid managed to finish his motion and push a button! Which was when everything went dark. And quiet.

**JAMES**

It's much less dramatic than before!

**ALEX**

... and then there was a faint hissing from the room, the Brain Room we'll call it, back into the main room behind you. That is where we will pick up. Everything is dark and there is a quiet, sort of, susurrations of hissing coming from the Brain Room.

**BEN/ZOLF**

'Everyone wait here. I'll go have a look – I can see in the dark, okay?'

**JAMES/BERTIE**

'I don't mean to worry anyone, but I think there might be a snake in here!'

**BEN/ZOLF**

'Well, I'll go check', and I'll wheel myself over to the door.

**ALEX**

Sure.

**BRYN**

Squeak, squeak, squeak... !

**ALEX**

Yes!

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**JAMES/BERTIE**

‘I don’t mean to worry anyone, but I think there might be a mouse in here!’

**(Group laughter)**

**ALEX**

Presumably the snake is after it!

**JAMES/BERTIE**

‘Then that would explain it, wouldn't it?!’

**(Group laughter)**

**JAMES/BERTIE**

Bertie says to himself in his internal monologue, ‘Yes, I am very good at reasoning!’

**ALEX**

And gets wrapped up having a conversation with his own echo.

**BRYN**

‘Bertie, why don’t you take off the eyepatch on your falcon gem light thing?’

**JAMES/BERTIE**

‘Oh, an excellent suggestion!’ Bertie does so.

**ALEX**

So, first we will deal with Zolf poking a head out...

**BEN**

Yes, literally just my head.

**ALEX**

Yeah. It's almost, but not entirely pitch black out of there. There are a few small lights on, a couple blinking in the very far distance, but for the most part it's dark. In the middle of the room, however, you see there is a small amount of steam rising up from, pretty much, more or less the middle of the room, and remember this was an immense room, and appears to have a small amount of white light coming from pretty much that area of the room. But with the exception of that, it seems like everything is off and everything is turned off. Bertie, you flip the eyepatch up on the [0:04:33 upholdron]...

**BRYN**

We're still in the control room so shall we follow Zolf to the door into the main room?

**ALEX**

Nothing has changed since it was light.

**BEN/ZOLF**

‘It doesn’t seem like there is anything dangerous out here – we should... let’s go...’

**LYDIA/SASHA**

‘Alright, let’s head off, then.’

**BEN/ZOLF**

‘Although that thing in the floor might be some kind of central system?’

**BRYN/HAMID**

‘We need to have a look around and see what is actually going on. Where’s that hissing coming from?’

**BEN/ZOLF**

‘Down there. It’s steam. We need to make sure he’s actually dead.’

**LYDIA/SASHA**

‘Bertie, bring your light over here.’

**JAMES/BERTIE**

‘Clap, clap, clap, clap, clap...’

**BRYN/HAMID**

‘B-Bertie it's okay, you don't need to add sound effects to your actions...’

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**(Group laughter)**

**JAMES/BERTIE**

‘Clip clop clip clop, clip clop clip clop, clip clop clip clop... I miss, I miss Monsieur Horse...’

**(Group laughter)**

**LYDIA**

During the fantasy time did we sleep? Because it’s important about whether my bonds have restocked.

**ALEX**

You enter the room fully stocked and ready to go. You haven’t actually used any because you didn’t fight and machines.

**BEN**

We didn’t... yeah!

**LYDIA**

Oh yeah!!

**BEN**

So the fight happened in the fantasy...

**LYDIA**

Aaaahhhh...

**BEN**

... so any resources that were spent were fantasy.

**ALL**

Ahhh...

**JAMES**

Fantasy resources!

**BRYN**

Or resources were picked up which means that we don't have Zolf's exciting fantasy legs...

**BEN**

Correct!

**LYDIA**

We don't have... or the expensive automatic arm!

**JAMES**

Oh yeah!

**BRYN**

Yeah!

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**BEN**

So we need to loot this place before we leave.

**JAMES/BERTIE**

‘Yes! Loot it! I’m going to open some cupboards!’ Bertie sets to doing so.

**BRYN/HAMID**

‘Berte, just... after we’ve worked out what’s actually happened! We can do that later!’

**JAMES/BERTIE**

‘Oh, that’s fine. I see this as good a time for an appropriate division of labour.

**LYDIA**

So Sasha is quite good at following sounds in the dark so heads over there by the sounds, and...

**BEN**

... I will squeak over there as well...

**ALEX**

Yes.

**LYDIA/SASHA**

It’s like, ‘Well, you get back, Zolf, ‘cos I’m going to chuck a bomb down it.’

**BEN/ZOLF**

‘We want to check what’s there first – remember what happened, well, not really happened, what happened last time – I’d rather not have that actually happen.’

**BRYN**

I investigate...

**LYDIA/SASHA**

‘Well that’s why we want to pre-emptively bomb it!’

**ALEX**

The whole party...

**(Laughter)**

... move over to the light. For what it’s worth, the rest of you are able to start seeing it without dark vision, it’s just quite dim. However, as you are moving closer, it does start to get brighter. What appears to have happened is a circular section of floor appears to have opened up revealing a spiral staircase leading down. There is a small amount of steam that has been coming out, and the hissing has been coming from down there.

**LYDIA**

So is it very hot?

**ALEX**

It's not actually, in fact, it's quite cool – almost cold. It's certainly colder wherever you put your hand into the steam.

**BEN/ZOLF**

'We should go down there. This is... you saw what it did, right? We need to make sure it's just dead, gone, out of there...'

**BRYN/HAMID**

'Let's have a look around up here first.' I'd like to have a look at some of the pillars that were previously full of brains and fluid, and have tried to assess the state of the brains...

**ALEX**

Okay.

**BRYN**

... and ask Zolf for help because he's more likely to understand meat!

**(Group laughter)**

**BEN**

Not usually called that!

[0:07:02 talking over one another]

**JAMES/BERTIE**

'Zolf Smith, meat understander!'

**ALEX**

I would require, if you are going to be doing these checks, probably a Heal Check from Zolf...

**BEN**

**[Rolls dice]**

**ALEX**

... that's the most likely, and probably a Knowledge Arcana, but yours will be more about the systems rather than the things inside.

**BRYN**

**[Rolls dice]**

**BEN**

22.

**ALEX**

22 on the Heal and...

**BRYN**

21.

**ALEX**

Oooh... good rolls from both of you! It seems to be off, like, to put it bluntly, there doesn't appear to be any more fluids entering or any more fluids leaving. It's not draining, it's not like some big, huge system has now activated. The problem with assessing whether these things are alive is, quite frankly, were they alive when everything was working? It's kind of a...

**BRYN/HAMID**

Oooh, I cast Detect Magic!

**ALEX**

Good call! So presumably you're concentrating required at that time.

**BRYN**

Yeah, my Detect Magic is sort of meditative so I just, sort of, go still and quiet and focus, and then when I open my eyes again...

**JAMES/BERTIE**

'Hamid, Hamid...'

**BRYN**

... stuff glows...

**JAMES/BERTIE**

'... Hamid, wake up, Hamid! Hamid!'

**ALEX**

You detect no magic from the column.

**BRYN/HAMID**

‘It looks like all the enchantments have dropped off as well.’

**LYDIA/SASHA**

‘What about down the staircase? Is there magic down there?’

**BRYN**

I look...

**ALEX**

You are detecting a faint amount of magic down at the base of the staircase, however, it is quite a deep staircase so the problem you’ve got is, it’s not like stunning view, it’s nothing huge and glaring, but there’s definitely something going on at the bottom of the staircase.

**LYDIA/SASHA**

‘Right, do we want to go down the mysterious steaming staircase, or do you want me to just chuck a bomb down there and deal with it?’

**BRYN/HAMID**

‘We should see what’s down there first. I don’t think we should just bomb it before we’ve investigated.’

**LYDIA/SASHA**

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‘Really? What have we found recently that’s been positive at the end of a dark tunnel going down into the earth?!’

**(Laughter)**

**BRYN/HAMID**

‘We need to check this.’

**LYDIA/SASHA**

‘Fine. You’re the boss!’

**BRYN/HAMID**

‘You, er, seriously...’

**LYDIA/SASHA**

‘No. You say we check it, we check it!’

**BRYN/HAMID**

‘Right.’

**JAMES/BERTIE**

‘Right, good. Sir Bertram MacGuffingham, off we go, downwards, left knee, clomp, clomp, clomp, clomp, clippety clomp...’

**(Group laughter)**

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‘... clippety clomp, clippety clomp, clippety clomp, clippety clomp, clippety clomp, clippety clomp... it’s surprisingly easy to navigate an imaginary horse down a spiral staircase!’

**[Group laughter]**

‘... you’d think it would be tricky, but no!’

**LYDIA/SASHA**

‘I’m surprised a bit really, I mean, he thought that he’s got out of his contract and that everything was going to be alright, and then that was, like, taken away and he just seems...’

**BEN/ZOLF**

‘Maybe he’s just in denial, and we probably shouldn’t have this conversation while we’re in the middle of a...’

**JAMES/BERTIE**

‘I’m just not very reflective!’

**(Group laughter)**

**LYDIA/SASHA**

‘That’s... oddly self-aware of you, Bertie.’

**JAMES/BERTIE**

‘Sometimes it just slips out, bits of, bits of self-knowledge – even a stopped clock is self-aware twice a day!’

**LYDIA/SASHA**

‘I suppose there isn’t much room in your own brain for your personality these days, with that contract...!’

**JAMES/BERTIE**

‘Didn’t hear that, sorry!’

**(Laughter)**

**ALEX**

So, first person down at the very, very bottom obviously is Bertrand – having a look around. It appears that all the steam is coming from a number of pipes and so on which are in the walls and the ceiling and so on. It has a different vibe to your inexperienced eye than up top. It looks a little bit more functional, a little bit more grimy, a little bit more dirty.

**JAMES**

Are the pipes broken or are they deliberately venting?

**ALEX**

No, no, no – there are some, a couple of small points vent into there. It looks mostly like there are some hot pipes, there are some cold pipes. They are near

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to one another – resultant steam's happening as are some other gasses which are coming out from a couple of joints. It doesn't appear poorly maintained, but there's an enormous amount of machinery down there. It just seems like it's running. There's a faint hum. You're not knowledgeable enough to give any more than that. There is, however, a large vault door. The vault door has four bolts. They have already been receded and it is pulled slightly inwards, slightly ajar.

**JAMES**

How far are the others behind Sir Bertram?

**ALEX**

Unless anyone tells me otherwise, they are at the top of the spiral staircase.

**BEN**

I'm not coming down because it's a spiral staircase and I haven't got any legs!

**ALEX**

Sure.

**BRYN**

I've probably just started down the stairs.

**ALEX**

There you go!

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**BRYN/HAMID**

‘Zolf, do you want to come down?’

**BEN/ZOLF**

‘You go investigate. I’ll watch up here. Don’t want to be a burden.’

**LYDIA/SASHA**

‘You’re not a burden, you’re the boss.’

**BEN/ZOLF**

‘Sasha, go downstairs!’

**LYDIA/SASHA**

‘Right, right.’

**ALEX**

Okay? So presumably you all make it to the base and see much the same thing that Sir Bertrand saw. There are white crystals embedded periodically along the walls. Effectively, it looks like what we would call emergency lighting, really, just white, flat white lights, and that was what the light was coming up from.

**JAMES**

Is there any other feature in this room? Just piping and the door?

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**ALEX**

Just piping, and this big old vault door.

**LYDIA/SASHA**

Sasha's going to rig a bomb and then head to the door. 'Right, guys! I'm going to check what we're going to blow up.'

**BRYN**

Hamid draws his sword.

**JAMES**

I follow Sasha to the door and peek round it.

**ALEX**

Peeking round it, just touching it, it moves slightly and you realise that whilst it is a vast door, again it is about as thick as the – you remember the vault door to the actual Brain Room was quite thick?

**JAMES**

Yeah, yeah.

**ALEX**

But perfectly balanced, so it actually moves slightly just by virtue of you touching it. And looking inside... give me a Perception Check.

**JAMES**

18.

**ALEX**

Okay. There is a large room on the other side, in fact, it is not as large as the Brain Room above you, but it is significantly sized. It is a hemispherical dome.

**LYDIA**

Oooh.

**JAMES**

So we're inside? The hemisphere effectively?

**ALEX**

The vault door opens into, yeah, the inside of half of a sphere. The ceiling is curved and the base is more or less flat. As your eyes grow accustomed to the slightly dimmer light in there, you see that it actually slopes downwards away from you so there is some kind of, not pit, but almost like an amphitheatre vibe to it.

**BRYN**

Con... concave.

**ALEX**

There is light coming from four edges of the sphere. There are two which are too far to the left and too far to the right for you to see from this angle. There

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are two huge crystals at the opposite side. At least the size of the columns that were holding the brains. Maybe a little bit larger. Certainly wider. However, they look quite rough-hewn so rather than being manufactured and chiselled, they actually have an organic vibe to them, if that makes sense.

**BRYN**

Yeah. I think Detect Magic is still active. Are they within 60 feet of me?

**ALEX**

They are not. They are about 100 feet. It's a biiiiiig room! There is movement from what looks like inside both of those crystals, one of which is giving off red, reddish light, and one which is giving off a blueish light. You are not able to see down into the concave base of it, but looking up you also see there's almost no machinery in here. There are, however, tracks leading to those two crystals towards the centre of the concave room. So the crystals are at the edge of the room...

**BRYN**

Have I entered the Thunderdome?

**(Group laughter)**

**BRYN/HAMID**

'This is really weird. I don't understand. It's complicated, but I don't...'

**LYDIA/SASHA**

'Right, I'm getting Zolf.' Goes upstairs...

**BRYN**

I'm looking a bit more into the crystals and see if I can work out anything about them.

**ALEX**

Okay.

**BRYN/HAMID**

'Do you want to just have a look around, Bertie, in here, in case, you know, something bad happens?'

**(Laughter)**

**JAMES/BERTIE**

'Yeah! Why not!' Bertie starts, like, tapping the walls going, 'This is a wall! Yes!'

**ALEX**

Bertie, give me a Perception Check.

**JAMES**

**[Rolls dice]**

**(Group laughter)**

**LYDIA/SASHA**

Your insurance award...

**JAMES**

Critical fail!

**ALEX**

Critical fail, okay! Cut to Sasha and Zolf up at the top of the staircase.

**LYDIA/SASHA**

‘Right, it’s got lots of magic in and I think we need you there. I mean, you seemed to be fine coming up the stairs last time, and helping in a fight, so I don’t know why the stairs are bothering you that much this time? Like, just come and help us out with this.’

**BEN/ZOLF**

‘Alright, well...’

**LYDIA/SASHA**

‘Piggy-back time!’

**(Group laughter)**

**ALEX**

We will skip ahead to both of you entering the cavern. Again, you get some impressions, both of you, give me your Perception rolls.

**[Sound of dice being rolled]**

**BEN**

15.

**LYDIA**

Er, 20.

**ALEX**

20. The walls are made of metal. They appear to be mundane metal – they don't appear to have anything embedded in them – and there do appear to be lights embedded in the ceiling, but none of them appear to be on. As you are all looking around, it becomes readily apparent that these big crystals are on, effectively, carts that are wired into systems and these carts are on rails. The rails all point towards the centre of the room. The centre of the room has four slots which, obviously, these carts are meant to connect to, and there is a vaguely complex column in the middle. Effectively, it looks like a big junction box for those four crystals to connect into. So you are examining the crystals closer, weren't you, Hamid?

**BRYN**

Yes, and my Detect Magic should still be active.

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**ALEX**

Okay. So, like I said, there are two actually up against the wall nearest to the door you entered in, so the colours are; red was far right to the door.

**JAMES**

Yep.

**ALEX**

Blue was far left to the door.

**BRYN**

Yep.

**ALEX**

Green was sort of immediately to the left of the door...

**BRYN**

... yeah, and that's the one that...

**ALEX**

And white is immediately to the right.

**JAMES**

And the green one is the one that Hamid and Bertie are closest to.

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**ALEX**

Yes. Hamid, what knowledges do you have?

**BRYN**

Just Arcana.

**ALEX**

Give me a Knowledge Arcana.

**BRYN**

**[Rolls dice]**

Er, 20.

**ALEX**

There is movement at the crystal. As you draw closer you see there is a slightly indistinct form in there. You're not an expert or anything, but it certainly seems to be like there is a huge creature inside. At a guess, it looks to be maybe an Elemental – hard to tell. It's obscured by the crystal and so on...

**JAMES**

A green Elemental...

**ALEX**

... but certainly the crystal is probably acting in some kind of containment capacity.

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**BRYN**

Is it still... it's magic. I mean, it must be.

**ALEX**

Absolutely. Absolutely.

**BEN**

I'm probably getting a school, thanks to tech magic.

**ALEX**

Mmm hmm. The crystal appears to be mostly the Conjunction School, however, it seems to be part of a much larger system – it's hard to tell.

**BRYN**

Yeah. I'm wondering if the crystal is effectively summoning it and also trapping it on this plane?

**JAMES**

What does Bertie see?

**ALEX**

So, Bertie, what you see is exactly what I have described.

**JAMES/BERTIE**

‘Good! Fine!’

**LYDIA/SASHA**

‘Right, Zolf, what do you think this is?’

**BEN/ZOLF**

‘A big magical machine, this...’

**LYDIA/SASHA**

‘So where do I bomb to make it stop?’

**BEN/ZOLF**

‘Well, I don’t know! Hamid, any ideas?’

**BRYN/HAMID**

‘No. I’m really...’

**LYDIA/SASHA**

‘Flustered.’

**BRYN/HAMID**

‘... yeah, I’m really quite confused! I mean, I guess these are all the same? I mean...’ I scamper round the room to look at the next crystal.

**ALEX**

Heading over to the blue crystal?

**BRYN/HAMID**

Yeah.

**ALEX**

A huge water Elemental.

**BRYN/HAMID**

'I assume that they all have Elementals inside them, but I don't know what the rails are for or why you would move them, and I don't really understand how this is related to anything else in the building! I mean, this is water, that one's certainly fire, and, I mean, that's some sort of forest spirit, maybe?'

**BEN/ZOLF**

'The white one would be celestial?'

**BRYN/HAMID**

'I guess, but we didn't see any of that energy anywhere else, did we?'

**JAMES/BERTIE**

'So I suppose the question is are these creatures here because they are prisoners who should be freed by four mighty heroes of conquering, blah-di-blah-di-blah, or are they terrible monsters who must be destroyed, *grrrr*, because this is their lair?'

**BEN/ZOLF**

‘A bit of column A, a bit of column B.’

**JAMES/BERTIE**

‘So we free them and then murder them...’

**(Group laughter)**

‘... is that the ... is that the plan?’

**BEN/ZOLF**

‘Ideally, ideally not. Think of them more like they’re forces of nature – they’re not like evil or good. I think we’re in some kind of engine. Like, this is what’s powering this.’

**BRYN/HAMID**

‘Something that’s providing, like, the electricity, like, you know, the tame lightning Elementals in...’

**BEN/ZOLF**

‘Exactly.’

**LYDIA/SASHA**

‘In trains that none of us have seen... although Bertie might have some idea!’

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**JAMES/BERTIE**

‘I have some experience handling Elementals. Leave this to me!’ Bertie...

[0:18:06 talking over one another]

‘... no wait, wait, wait, wait, wait...’

[0:18:07] ??

‘... to the water crystal...’

**BEN/ZOLF**

‘No, what happened. What?’

**JAMES/BERTIE**

‘Well, you see, when I was heroically rescuing the passengers of the cross-channel train express, I, er... how shall we put this... I won the favour of a lightning Elemental, redirecting it heroically so it would not harm anyone of significance.’

**(Group laughter)**

**ALEX**

I was going to make a Bluff Check and then he said that, and it’s like, nooooo...!

**JAMES**

True to form!

**BRYN/HAMID**

‘You befriended an Elemental?’

**JAMES/BERTIE**

‘In a sense.’

**LYDIA/SASHA**

‘Wait, did you seduce an Elemental?’

**JAMES/BERTIE**

‘There was a certain electricity between us!’

**(Group laughter)**

**ALEX**

Back to the matter at hand...

**JAMES**

That was dire! That was really bad!

**BRYN**

You set them up, I’ll take them!

**LYDIA**

Dire jokes!

[0:18:55 talking over one another]

**JAMES**

... they're huge! Yeah!!

**LYDIA**

... flappy, leathery wings!

**ALEX**

Right. So, back to the matter at hand...

**BRYN/HAMID**

'We should try and free these Elementals, maybe, but...?'

**BEN/ZOLF**

'No, but if we free them into this room with us then they're going to try and kill us because I'm going to imagine they're not best pleased about being trapped inside crystals.'

**BRYN/HAMID**

'So [0:19:15]...'

**BEN/ZOLF**

'You're the wizard.'

Rusty Quill Gaming – [51] – [Elementary my dear Bertie!]

**BRYN/HAMID**

‘But I haven't dealt really with elementals ever, like, that wasn't on the curriculum, I only did a year and a bit!’

**LYDIA/SASHA**

‘Wait, are you not a proper wizard?’

**BRYN/HAMID**

‘What do you mean? I mean I didn't get my degree...’

**LYDIA/SASHA**

‘Ah, alright, no one cares about a degree.’

**(Laughter)**

**JAMES/BERTIE**

‘Quite right, formal qualifications are overrated.’

**BRYN/HAMID**

‘Did you not learn anything about banishment?’

**BEN/ZOLF**

‘That’s definitely a thing you can do, yep!’

**(Laughter)**

**LYDIA/SASHA**

Rusty Quill Gaming – [51] – [Elementary my dear Bertie!]

‘Did you get to the point where you knew what these things are and how, where I bomb to kill them?’

**BEN/ZOLF**

‘I don’t know that we want to kill them.’

**BRYN/HAMID**

‘We need to turn this thing off, I imagine. This is, this looks like a generator, you know. There’s something...’

**BEN/ZOLF**

‘I don’t know – I’ve never seen a generator.’

**BRYN/HAMID**

‘... which is creating magical energy, right?’

**LYDIA/SASHA**

‘Maybe if all of you lot get out, I’ll just throw a bomb into the central column and then it will all get messed up.’

**BEN/ZOLF**

‘The trouble is, we don’t know what that will do.’

**BRYN/HAMID**

‘It might set off a chain reaction and destroy all of Paris.’

Rusty Quill Gaming – [51] – [Elementary my dear Bertie!]

**BEN/ZOLF**

‘Or it won’t do anything and we’ll think it’s done and then this thing will pop up again and, you know, do what was it was going to do.’

**BRYN/HAMID**

‘You’d need a metagame comment, though. If you destroy all of Paris, Sash, that’s a lot of XP...’

**(Group laughter)**

‘... like, that’s a LOT of XP!’

**LYDIA/SASHA**

‘It’s a lot of loot as well!’

**(Group laughter)**

**BRYN/HAMID**

‘Um, I mean, I wonder if we can communicate with them. I mean, which one’s going to be the friendliest?’

**BEN/ZOLF**

‘Er, maybe the Celestial?’

**BRYN/HAMID**

‘Shall we try...? I mean, it seems a bit...’

Rusty Quill Gaming – [51] – [Elementary my dear Bertie!]

**BEN/ZOLF**

‘I can’t speak Celestial.’

**BRYN/HAMID**

‘No, me neither.’

**LYDIA/SASHA**

‘I’ve got sign language. Does it know sign language?’

**BRYN/HAMID**

‘Well, it might. I mean, if it can see us through the crystal and we can see it.’

**LYDIA**

Sasha’s going to head over to the Celestial one...

**BRYN/HAMID**

‘I wonder if sign language is different in Celestial.’

**LYDIA**

... and tries to mime at the...

**BEN**

Yeah. We all cross the room to the white crystal.

Rusty Quill Gaming – [51] – [Elementary my dear Bertie!]

**ALEX**

Hamid, the second you get closer and manage to, sort of, have a proper look in, you're absolutely certain it's an Air Elemental, not a Celestial.

**BRYN/HAMID**

'It's not a Celestial! That was a foolish assumption of us.'

**ALEX**

And I'm going to chuck you a bit of a clue here – the chances of a thing that you're not sure has arms knowing sign language are slim.

**(Group laughter)**

**BRYN**

Yeah, but now I know it's an Air...

**(Group laughter)**

**LYDIA**

Sasha's going to try!

**ALEX**

You are looking at a vaguely whirlwind shaped movement in glass.

**LYDIA**

Just waving, waving!

**BEN**

What about the column then? What does the column do? Let's have a look at the column.

**ALEX**

Who is looking at this with what knowledges?

**LYDIA**

I'm looking at with Disable Device...

**ALEX**

Yep.

**LYDIA**

... and Appraising.

**(Bryn laughs)**

**LYDIA**

Does it look very expensive and complicated?

**BRYN**

Yes!

Rusty Quill Gaming – [51] – [Elementary my dear Bertie!]

**BEN**

Arcana History Religion.

**JAMES**

I am looking at it with History, so if it's old I'm all over it, or Nobility.

**BRYN**

So, if it's been knighted by some sort of monarch!

**ALEX**

So, I'm going to give you a free Appraise Check without the roll.

**LYDIA**

Oh, okay.

**ALEX**

It's probably going to be really hard to shift this.

**(Group laughter)**

**LYDIA**

Yeah, I know some people that might take this...

**ALEX**

... they're probably going to have to break it down into bits and, you're looking at scrap value, honestly, I mean, it's too hot!

**LYDIA**

... but scrap value of platinum and silver and gold...

**ALEX**

... I never said it was precious metals. It's mostly mundane down here.

**LYDIA**

Oh.

**ALEX**

So... give me the Disable Device Check and... Knowledge Arcarna...

**BRYN**

... Knowledge Arcarna.

**[Sound of dice being rolled]**

**BEN**

16 for me.

**BRYN**

25.

**LYDIA**

19.

**ALEX**

Okay. Sasha. It appears to have two levels to it on the machinery, by which I mean you understand one level, the rest is like, 'well, it's magic stuff, I dunno!' Of the mechanical stuff that you can make out, it is very clear that you have associated controls for each of the crystals and, basically, pull this lever, turn that knob, that crystal will approach. Do the reverse, it will recede back into the wall. It appears that, having looked at the trolleys that the crystals are on, there appears to be effectively a male/female socket combination where they will slot into this middle console and, after toying around with it for a while, you manage to push a button which causes a small amount of the ceiling to open up.

**LYDIA**

Ohh...

**ALEX**

... and then just a simple thick cable to come down, which looks like it would plug straight into the centre.

**LYDIA**

So, she's doing all of this while carrying Zolf, and...

**ALEX**

That's fine, like, it shouldn't be too difficult.

**LYDIA**

No, but it's just, I can imagine the, 'What are you doing? Don't press that button!'

**(Group laughter)**

**ALEX**

Meanwhile, Hamid and Zolf, it becomes very clear that when the thing's plugged in, yes, it appears to be some kind of central generator that will be pumping power upwards. You also notice that there appear to be some, actually, some basic instructions written on it which are, again, in English as opposed to French, and they effectively reiterate what Sasha was saying.

**BEN/ZOLF**

'We need to destroy this. It is, it is a generator...'

**BRYN/HAMID**

'We should try and free the Elementals, I guess, that would remove power. I mean, if you remove the Elemental from a lightning rail, for example, the train can't move.'

**BEN/ZOLF**

'I would prefer to destroy this central console and then, as this place powers down, it will likely free the Elementals anyway and they will rampage round and destroy more of this place. Also, I don't want to fight four Elementals!'

**ALEX**

It's just been one of those days!

**BRYN/HAMID**

'They shouldn't fight us if we've just freed them...'

[0:24:18 talking over one another]

**??**

... vicious and unpredictable animal...

**BEN/ZOLF**

... if you put an animal in a cage...

**BRYN/HAMID**

They're not animals...

[0:24:23 talking over one another]

**BEN/ZOLF**

'... if you put an earthquake in a cage or a firestorm, or a tempest, and then release it, do you think it will go, 'oh, you released me, I will...'. They're not that...'

**ALEX**

Sasha, give me a Perception Check.

**LYDIA**

**[Rolls dice]**

Critical fail!

**ALEX**

Okay.

**LYDIA**

A bit overwhelmed by all of the shiny, mundane shiny!

**BEN/ZOLF**

‘Yeah, as Sasha said, I think we should put a bomb in each of these plug sockets, yeah, and then blow that up.’

**BRYN/HAMID**

I’m going to just go over to the red crystal because it’s the only one I haven’t looked at yet.

**ALEX**

So, heading over to the red crystal, it’s a Fire Elemental. Interestingly, all of the rest seemed vaguely agitated. This one moves from being agitated to still on your approach. Again, it’s the crystal is slightly frosted, it’s very hard to make out. It appears to be bending over to examine you.

Rusty Quill Gaming – [51] – [Elementary my dear Bertie!]

**BRYN/HAMID**

I'm going to wave at it.

**ALEX**

Hard to see. It reacts in some way. It doesn't wave back, or anything...

**BRYN/HAMID**

No.

**ALEX**

... but unlike the rest which basically seem to be railing against the crystals, this one goes very still and is just observing you.

**BRYN/HAMID**

'That's weird. Elementals don't normally act like that.' I'm going to touch my hand to the crystal.

**ALEX**

The Elemental on the other side eventually does a movement you recognise – it reaches its hand out and matches its hand to yours. Its hand is larger than your body...

**BRYN/HAMID**

Fair!

**ALEX**

... by a decent proportion. It's a very big creature!

**BRYN/HAMID**

I am going to say to it, 'Are you okay?', and look quizzical knowing that it won't really understand me, but sort of hoping that some sense of meaning comes through.

**ALEX**

Yes. There's not really much of a response.

**BEN/ZOLF**

'Er, Hamid, what are you doing?'

**BRYN/HAMID**

'What? Erm, nothing. What?'

**BEN/ZOLF**

'Well, you just asked it if it was okay.'

**BRYN/HAMID**

'Yeah...'

**JAMES/BERTIE**

'I think I've got some marshmallows here, if that would, er...'

Rusty Quill Gaming – [51] – [Elementary my dear Bertie!]

**BRYN**

‘What? No, sorry, I just... I just got distracted.’

**LYDIA/SASHA**

‘Why don’t you say hello with a Fireball?’

**BRYN/HAMID**

‘I just got distracted... I can’t... cast that spell...’

**LYDIA/SASHA**

‘Or any spell! Like a "hello" spell, you can cast Message on it!’

**BRYN/HAMID**

‘I cast Message on it.’

**ALEX**

Okay.

**BRYN/HAMID**

... and ask, ‘Are you okay?’ again.

**ALEX**

You hear... [deep rumbling noise]

**BRYN/HAMID**

‘I don’t speak Elemental.’

**BEN/ZOLF**

'Right, um...'

**ALEX**

It's an enthusiastic [deep rumbling noise], but nonetheless, that's the noise.

**BRYN**

Fair.

**JAMES**

Is it a sound like, is it a comforting fireside fireplace in, like, a country house?

**ALEX**

It's more...

**BEN**

... Like a roaring inferno!

**ALEX**

... it's more like a gorgeous country house ablaze!

**(Group laughter)**

**JAMES/BERTIE**

'I don't like this!'

Rusty Quill Gaming – [51] – [Elementary my dear Bertie!]

**(Group laughter)**

‘I don’t like this at all!’

**(Group laughter)**

‘The peasants have got loose!’

**(Group laughter)**

**BEN/ZOLF**

‘Right, shall we just get on with blowing this thing up?’

**BRYN/HAMID**

‘Yeah, I guess... yeah, that’s probably the best thing.’

**ALEX**

Sasha?

**LYDIA**

Yep.

**ALEX**

You're not sure, but based off your earlier jiggery-pokery, you figured out what pretty much most of the rest of it is, but there's four buttons associated with each of the rails and it has a very big 'Do Not Push' vibe to it...

**LYDIA**

Hmmm...

**ALEX**

... but you don't actually know what it does. But it clearly is important.

**JAMES/BERTIE**

'Just going to flag this as a possibility, chaps, we could just leave it alone for the relevant authorities and then they could send down experts who know what they're doing.'

**BEN/ZOLF**

'If it has, like, if it automatically turns itself back on and starts doing its mind stuff to people, the relevant authorities might come down here and not see anything wrong.'

**JAMES/BERTIE**

'Well, perhaps one of us could go to the surface, or two of us could go to the surface, and two could remain here in order to push the button again. Hmm? Something along those lines. We defeated it once – I have every confidence we, by which I mean I, could defeat it again! Hmm?'

**BEN/ZOLF**

‘Right. It does learn, and might not try the same thing twice. And in a battle of the minds, no offence, but I think it will win.’

**BRYN/HAMID**

I think we should do everything we can to disrupt its power source before we attempt to alert the authorities because, like Zolf said, if it starts again, the authorities might not have a chance. I mean, we were lucky because it liked us.’

**BEN/ZOLF**

‘Yeah. And it’s not going to like us if it wakes back up!’

**JAMES/BERTIE**

‘Hmmm. Very well!’ Right, Bertie draws his sword and heads menacingly in the direction of the central console.

**LYDIA/SASHA**

‘I think this button might turn it off.’

**(Laughter)**

**JAMES/BERTIE**

‘Right-ho, then!’ Bertie goes around with his sword still drawn and held high above his head in the direction of the button.

**LYDIA/SASHA**

‘Look. They look like off switches. Four off switches. I think we should just press ‘em.’

**BRYN/HAMID**

‘Well, press one and see what happens...’

**BEN/ZOLF**

‘Ohhhhh, woah, woah, woah, woah, woah, woah, woah, woah, woah...’

**(Laughter)**

**LYDIA/SASHA**

I think Hamid’s right.

**BRYN/HAMID**

‘Okay. So what if it releases one of these things and we need to run away?’

**LYDIA/SASHA**

‘Well...’

**BEN/ZOLF**

‘I don’t have legs!’

**LYDIA/SASHA**

‘We managed to run away from something with you on my back before.’

**BEN/ZOLF**

‘And we might not get that lucky anymore.’

**LYDIA/SASHA**

**[mutters under her breath]**

**BEN/ZOLF**

‘Fine! But what if you get killed and I’m left here on the floor with no legs? Right? I’m sorry if I don’t want to be diving head first into mad dashes like we have been! May I remind you last time we did that, you literally died!’

**LYDIA/SASHA**

‘I seem alright now, I got better.’

**(Group laughter)**

**BEN/ZOLF**

‘But there’s no Mr Ceiling around anymore to make you better.’

**BRYN/HAMID**

‘I think Zolf has a good point.’

**JAMES/BERTIE**

‘I will remind you, Mr Smith, the last time you were offered legs you did turn them down.’

**BEN/ZOLF**

‘Because it was from this thing.’

**JAMES/BERTIE**

‘Very well. Right, I’m bored now. Are we going to press a button or am I going to smash this with this massive sword? What’s going to happen?’

**LYDIA/SASHA**

Right, I’m going to get a bomb out. ‘Right, guys – I think it’s best if you all head back to the door and I’ll deal with this. You wanted us to get rid of it.’

**BEN/ZOLF**

‘If I can get out of here then you are welcome to push a button.’

**LYDIA/SASHA**

‘Yeah, well, like, you head off...’

**BEN/ZOLF**

‘And how am I going to do that?’

**LYDIA/SASHA**

‘... I’m sure Bertie can...’

**JAMES/BERTIE**

‘Ahhhh, Mr Smith. Hmm?’ And Bertie picks him up under the arms, hoists him over the bump of Brutor...

**(Group laughter)**

... puts him on his shoulders like he’s a toddler being taken round the zoo. ‘Sir Bertrand MacGuffingham has custody this weekend, Mr Smith, come on, let’s go to the gift shop!’

**LYDIA/SASHA**

‘Alright, I’ll bomb this place, don’t worry about it!’

**BRYN/HAMID**

‘Well, do you want to try one of the buttons first? If Zolf takes Bertie upstairs and, you know, I wait just by the stairs for you? ‘Cos you’re pretty fast...’

**LYDIA/SASHA**

‘Yep.’

**BRYN/HAMID**

‘... I mean, if one of them gets out you might be able to get away from it, but I’ll be here for back up if you can’t.’

**LYDIA/SASHA**

‘Well, how about I press the red one – see if that one goes? It seems more friendly than the others.’

**BRYN/HAMID**

‘Yeah, maybe.’

**LYDIA/SASHA**

‘Alright, you guys head off. I’ll deal with this.’

**JAMES/BERTIE**

‘Excellent suggestion! Right, very well!’ So Bertie with...

**LYDIA**

Does he clonk his head as he goes through the door?

**(Group laughter)**

**JAMES**

... clomp, clomp, clomp, clomp...

**BEN**

I am going to try and duck!

**JAMES**

Okay.

**BEN**

The door was large – you actually will be alright, I reckon.

**BRYN/HAMID**

‘Yeah, you guys get upstairs ‘cos, you know, if we need to have to run away quickly we’ll need the stairway to be empty.’

**JAMES/BERTIE**

‘Very well.’

**BRYN**

So I’ll loiter in the foyer between the big door and the staircase.

**ALEX**

Mmm hmm, sure.

**LYDIA/SASHA**

‘Alright? Everyone ready?’ And as soon as it seems like they have had time to go a little bit up the stairs, Sasha will stand with the bomb in one hand and press the red button.

**ALEX**

So you push the button.

**LYDIA**

Yep.

Rusty Quill Gaming – [51] – [Elementary my dear Bertie!]

**ALEX**

The button is pushed.

**LYDIA**

Yep.

**ALEX**

Apparently nothing is happening.

**LYDIA**

Push it again.

**ALEX**

There's a sudden hiss of steam...

**[hissing noise]**

... from the base of the red crystal. The trolley lowers to the ground. It is extremely loud because of all the equipment, and so on, and then there's another bit of silence. Give me a Perception Check, both of you.

**[Sound of dice being rolled]**

**LYDIA**

20.

**BRYN**

24.

**ALEX**

Both of you notice the faint sound of a...

**[cracking noise]**

... tiny little crack, almost, and then realise that there is a crack at the very base of the crystal...

**[cracking noise]**

... and it's spreading upwards very rapidly...

**BRYN/HAMID**

'Sasha, Sasha, Sasha...'

**LYDIA/SASHA**

'Right, okay...'

**BRYN/HAMID**

'Come this way, come this way...'

**LYDIA**

She puts the bomb in the central thing.

Rusty Quill Gaming – [51] – [Elementary my dear Bertie!]

**ALEX**

Now give me a Reflex Save.

**LYDIA**

**[Rolls dice]**

Okay, so that's seven plus 16, which is 23.

**ALEX**

Be very happy with yourself...

**LYDIA**

Uh huh.

**ALEX**

... Bryn, also give me a Reflex Save.

**BRYN**

What? I'm not even in the room! You monster!

**[Rolls dice]**

Oh dear!

**(Group laughter)**

8.

**ALEX**

The crack in the crystal suddenly rapidly accelerates, shooting up to the top and branching out in a huge, fragmented pattern. It's like someone's impacted it with a hammer.

**LYDIA**

Mmm hmm.

**ALEX**

As you turn to see it, realise which direction this is going, and vault over behind the console, the creature on the other side of the crystal pounds it with what appears to be a fist.

**[explosion]**

It shatters outwards and a raging inferno bursts outwards. You, having the foresight to have vaulted and hid behind the console...

**LYDIA**

Yep.

**ALEX**

... have that wonderful, kind of, Harry Potter and the Goblet of Fire moment where you're behind this thing that's rapidly melting as flames just burst above and beside you in all directions.

**LYDIA/SASHA**

'I think the bomb's bit irrelevant now, mate!'

**ALEX**

Hamid, you cannot hear any of that over the sound of the massive inferno.

**BRYN**

Basically, Lydia just used evasion, didn't she.

**ALEX**

Yeah, she did!!

**BRYN**

For the first time!

**ALEX**

It's like, well, pretty much, pretty much. Hamid, you, although at a significant distance...

**BRYN**

What's a significant distance? I'm on the opposite side of the room...

**ALEX**

Oh yeah!

**BRYN**

... and I'm outside the door...

**ALEX**

... are still blown off your feet into the back of the vault door.

**BRYN**

[0:33:33] that's not hard.

**(Group laughter)**

**ALEX**

And for a brief moment. Blackout. Bump to the head. Down! Classic Bilbo!

**BRYN**

I think you mean red-out!

**LYDIA**

Heyy!

**ALEX**

Sure! Sasha...

**LYDIA**

Yep.

**ALEX**

... the flames have died down. You hear the sound of an enormous footstep, and what sounds like maybe a small country house on fire!

(James laughs)

You are currently...

**JAMES**

That'll be the outbuildings! The Gamekeeper's Cottage!

**ALEX**

Yeah!! It's just the servant's quarters on fire...

**JAMES**

You don't need to worry, Sasha!

**(Group laughter)**

**LYDIA**

You're too kind!

**JAMES**

No problem!

**ALEX**

You're still behind the console. You can peek if you want, but there is the definitive sounds of a huge Fire Elemental stepping closer.

**LYDIA**

Erm... remain hidden. No, wait, peek, peek!

**(Group laughter)**

**ALL**

Always peek!

Always peek!

**LYDIA**

The thing is, Sasha's been in a pretty down mood, but when there is a peek or not peek scenario...

**(Group laughter)**

... that involves something of this level of danger, er, there are certain implicit character traits that will not be stilled.

Rusty Quill Gaming – [51] – [Elementary my dear Bertie!]

**ALEX**

By far, it is probably the most impressive thing, certainly magically, that you have ever seen.

**LYDIA**

Right!

**ALEX**

This is a huge creature built of flames...

**LYDIA**

Imagine a little head...

**ALEX**

... sustaining itself...

**LYDIA**

... peeking behind the console going, 'Eeuurrrrggh'...

**(Group laughter)**

**BRYN**

It's basically a Pokemon!

**ALEX**

Yeah, effectively, like...

**BRYN**

... but you know, one of the large, legendary Pokemon.

**ALEX**

Its feet appear and disappear. Its upper torso seems a bit more defined, but it is very much shaped by the flames.

**LYDIA**

No idea how I'll pickpocket that!

**(Group laughter)**

**ALEX**

Its face hurts to look at. The eyes are a pure white and it's giving off sufficient light that it's, yeah... Placing your head over the top...

**LYDIA**

Not my whole head!

**ALEX**

... just placing any, even your eyes peeking over the top, it begins to scald your skin, the heat it's giving off.

**LYDIA**

Okay! Don't look for very long then!

**ALEX**

It's clearly walking towards Hamid.

**LYDIA/SASHA**

'Hamid! HAMID!! Hamid, mate!'

**ALEX**

You're now back, Hamid, having just had a brief knock.

**JAMES**

What can Bertie and Zolf get out of this?

**ALEX**

You've heard what definitely sounds like an explosion and we will cut to both of you now at the top of the staircase.

**BEN/ZOLF**

'Put me in the wheelchair and go check on them.'

**JAMES/BERTIE**

'Right, right!' Bertie does so.

**ALEX**

Bertie's heading down the stairs.

**BRYN**

How much damage did I take? Did I not take any?

**ALEX**

Nah, the back of your head hurts! The thing is moving toward you. It's taking a step. It is intent upon Hamid, like, exclusively blinkered vision on Hamid. Give me a Perception Check.

**BRYN**

**[Rolls dice]**

Ooh, I rolled a two, so ten.

**LYDIA**

It is a very big ten!

**ALEX**

You smell smoke. Sasha, give me a Perception Check. It's not giving off smoke, the creature.

**LYDIA**

**[Rolls dice]**

Six plus eight is 14.

Rusty Quill Gaming – [51] – [Elementary my dear Bertie!]

**ALEX**

Okay. You see Hamid's clothes are burning from the direction that he is facing the Elemental. He appears not to have noticed.

**LYDIA/SASHA**

'Hamid, you're on fire, you're on fire, mate!'

**BRYN/HAMID**

'I'm what? Aaauugggghhhh!' I'm going to turn and run for the stairs.

**ALEX**

You turn to leave and start dashing out. Sasha, you see the creature immediately lunges for him...

**LYDIA**

Sasha turns to look at the Water Elemental behind her.

**ALEX**

Okay. First things first. Hamid, give me a Reflex Save.

**BRYN**

Nooo...

**[Rolls dice]**

Sigh. A 12.

**ALEX**

It manages to snag you on your leg. This, you feel.

**BRYN**

Yeah!!

**ALEX**

Roll me 4 D6.

**BRYN**

No, no, noooo...

**ALEX**

I could roll for you if you'd rather!

**BRYN**

I, er, refuse!

**(Alex laughs)**

If I don't roll them, you can't hurt me!

**(Group laughter)**

Again!!

Rusty Quill Gaming – [51] – [Elementary my dear Bertie!]

**ALEX**

**[Rolls dice]**

**ALL**

Ooof...

**BRYN**

19.

**ALEX**

Okay. You take 19 damage.

**BRYN**

Fire damage?

**ALEX**

Yes.

**BRYN**

I have resistance to fire 5, I take 14 fire damage, which is still quite a lot!

**ALEX**

Correct! Sasha. You said you were reaching out to push the, er...

**LYDIA**

... water one...

**ALEX**

Mmm hmm.

**LYDIA**

Nah, I just said that she was looking at it and now that it seems to be attacking Hamid she presses it.

**ALEX**

Uh huh. Okay.

**BRYN**

This could improve the situation!

**ALEX**

Everyone give me Initiative Rolls because I think we've reached the point where, you know, things are happening.

**[Sound of dice being rolled]**

**BEN**

Oh god...

**ALEX**

Sasha?

**LYDIA**

18.

**ALEX**

Zolf?

**BEN**

Four.

**ALEX**

Bertie?

**JAMES**

Two.

**BRYN**

Five.

**ALEX**

The dice know!

**(Group laughter)**

**JAMES**

The dice know who's on top of the situation and who is struggling to keep up with events!

**ALEX**

At all times!

**BEN**

I feel like it's going really well!

**(Group laughter)**

I think definitely what we have intended and desired to happen when we entered this room was to release a giant Fire Elemental and then a giant Water Elemental and have them fight each other!

**(Group laughter)**

**BRYN**

It suggests getting a grown up...

**(Group laughter)**

... and there is nobody... nobody went for that!

**ALEX**

The Fire Elemental acts first. It picks Hamid up...

**BRYN**

Oh god...

**ALEX**

... and examines him. That's it's entire turn. Nothing seems to be happening with the Water Elemental. Sasha, you're up...

**LYDIA**

She's already pressed the button.

**ALEX**

You've already pushed the button. Nothing appears to be happening...

**BRYN**

It took a while last time...

**ALEX**

... and you've watched an Elemental go from holding Hamid's leg to holding him up and examining him.

**LYDIA**

She definitely presses the Water Elemental...

**(Group laughter)**

**ALL**

Noooooooo...

Auuuuuggggghhhh...

Rusty Quill Gaming – [51] – [Elementary my dear Bertie!]

Push, push, push, push, push...

**LYDIA**

Firing a dagger into this thing doesn't seem like it's going to help!

**JAMES**

Nope.

**LYDIA**

This situation is melting the metal!

**ALEX**

Oh yeah. There are, there are, like, distortions in the metal where it has become...

**LYDIA**

I mean, she's got a bomb in her hand, but if anything fire seems not to trouble it...

**[0:39:07] ??**

Om nom nom nom...

**BEN**

They say you've got to fight fire with fire, but they're mostly wrong?!

**BRYN**

Yess!

**ALEX**

Hamid, you're currently in the actual...

**BRYN**

I scream...

**ALEX**

Okay.

**BRYN**

That's my action for the turn!

**ALEX**

Zolf, you hear a scream and there's definitely the sounds of large movement down there.

**BEN**

I, I can't do anything.

**ALEX**

Fair enough.

Rusty Quill Gaming – [51] – [Elementary my dear Bertie!]

**JAMES**

Create water, down the stairs...

**(Group laughter)**

... maybe it will help!

**LYDIA**

That wouldn't help!!

**BEN**

I will sit there and be vaguely ashamed of myself.

**ALEX**

Okay. Bertie? You are at the base of the staircase in time to see a huge flaming foot in the doorway – that's all you can see – a huge flaming foot.

**JAMES**

Bertie, as stealthily as he can, he is around the door...

**(Group laughter)**

**ALEX**

Looking up, you see a huge Elemental. You also start to feel the distinct feeling of your armour getting really, REALLY hot! Thankfully, it's not burning you currently. What you are, however, is burning in the slats that you are looking

Rusty Quill Gaming – [51] – [Elementary my dear Bertie!]

out of, so the armour is currently absorbing a chunk of the heat, but anything that's near it that's exposed is starting to scald.

**JAMES**

Wow!

**ALEX**

Just from the proximity.

**JAMES**

I'm going to get, like, inverse sunglasses!

**ALEX**

Yes you are!

**(Group laughter)**

**BEN**

You've got the classic night tan!

**(Group laughter)**

**JAMES**

Yeah!

Rusty Quill Gaming – [51] – [Elementary my dear Bertie!]

**ALEX**

You'll be able to lie to people and tell them you've been out adventuring for ages, like...

**(Group laughter)**

**BRYN**

I was adventuring in Cambodia...

**(Group laughter)**

**BEN**

I just took a gap year in...

**BRYN**

A 'Knight' tan sounds like something very different, though, as well.

**JAMES**

I don't know if I still have enough time to do this in the action here, but I think Bertie gently closes the door...

**[Raucous laughing]**

**[... Oh god... !!]**

Rusty Quill Gaming – [51] – [Elementary my dear Bertie!]

... seeing a Fire Elemental many times his size, there's no way of attacking it!

No one can see him do this!

**ALEX**

This is true. No one can see you doing this!

**JAMES**

And if he goes in he's going to cook!

**(Group laughter)**

**BRYN**

I think retreat is the right option! I think trapping Sasha and I inside the room...

**BEN**

Well, it might come after him!

**(Group laughter)**

**LYDIA**

And Brutor, importantly!

**BEN**

[Slam] Cuts to him coming up the stairs going, 'No, nothing we can do!'

**(Group laughter)**

Rusty Quill Gaming – [51] – [Elementary my dear Bertie!]

**JAMES**

I will remember them fondly!!

**(Group laughter)**

Hamid and ‘the girl’...

**(Group laughter)**

**JAMES/BERTIE**

‘It’s a girl, save yourself! I can’t... it’s their decision... !!

**(Group laughter)**

‘... it’s important to us...’

**(Group laughter)**

**ALEX**

The Fire Elemental...

**LYDIA**

Yes.

Rusty Quill Gaming – [51] – [Elementary my dear Bertie!]

**ALEX**

... having examined Hamid, cocks it's head and then places Hamid back down.

**BRYN**

I stop screaming.

**ALEX**

... and then starts stomping back towards where its crystal was...

**??**

'I want to go to bed!'

**(Group laughter)**

**ALEX**

... and makes it there by the end of its turn. It rotates to face inwards.

**BEN**

It's got pretty good move speed, hasn't it?!

**ALEX**

Dropping Hamid is a free action...

**(Group laughter)**

... if you want, you can change the damage...

**BRYN**

I was impressed, not physically...

**LYDIA**

He places him down gently?

**ALEX**

A crack suddenly shoots up the Water Elemental crystal...

**LYDIA/SASHA**

Sasha runs to Hamid, 'Let's go'...

**BRYN/HAMID**

'Yes!'

**LYDIA**

... grabs Hamid's...

**ALEX**

... start yanking him out of the room?

**LYDIA**

Yep, gonna...

Rusty Quill Gaming – [51] – [Elementary my dear Bertie!]

**ALEX**

The door closed. Is it held shut?

**JAMES**

No.

**ALEX**

The door is currently closed.

**LYDIA**

We try and pull it open.

**ALEX**

Okay. The door opens with Bertie on the other side of it.

**LYDIA/SASHA**

'Get out of here!'

**(Group laughter)**

**LYDIA**

Goes through and then shuts the door...

**BRYN**

Hamid is naked...

**JAMES/BERTIE**

‘Up the stairs, down the stairs, up the stairs... fine! Fine, we’ll go up again, shall we?’

**LYDIA**

Sasha stays and keeps peeking round the door...

**ALEX**

**(Laughs)**

Hamid, what do you do?

**BRYN**

I’m running up the stairs.

**ALEX**

Zolf. You hear this commotion down at the bottom...

**BEN**

Okay.

**ALEX**

Bertie?

**JAMES/BERTIE**

‘So it’s go up the stairs get away...’

**ALEX**

You have six seconds...

**JAMES/BERTIE**

‘... unless you’re going to stay there...’ Bertie runs up the stairs, he was behind the door.

**ALEX**

Okay. You hear a roar...

**[roaring sound]**

... you’re peeking. You see the Fire Elemental actually adopt the exact pose of the miniature that we’re using – its arms outstretched, it then turns its head upwards, gives a huge roar... there is another explosion...

**[explosion noise]**

... simultaneously, the crystal for the Water Elemental explodes...

**LYDIA**

Yep.

**ALEX**

Give me a Reflex Save.

**LYDIA**

**[Rolls dice]**

Er, 17.

**ALEX**

17. The last thing you see before you manage to close the door is just a wall of water coming at you. You close the door. There is a moment where, oof, you realise you have no way of sealing the very, very well balance, easily opened door, at which point it throws you backwards as it bursts open.

**JAMES**

You do have a way of sealing it – there were four bolts! I mean...

**ALEX**

Huge bolts!

**(Group laughter)**

So. Bertie, you've already run off up the stairs. Hamid, you've already run up the stairs. Sasha...

**LYDIA**

Yep.

**ALEX**

... you...

**LYDIA**

Yep.

**ALEX**

... are thrown backwards...

**LYDIA**

Yep.

**ALEX**

... and take a mere (having made your Reflex Save) 4 damage by being thrown against the far wall.

**LYDIA**

That's nothing!

**ALEX**

The door is blown open...

**JAMES**

God, I wish I had a [0:44:05]...

Rusty Quill Gaming – [51] – [Elementary my dear Bertie!]

**ALEX**

... and you are now awash, by which I mean there is water level up to about neck height and you are, sort of, floating on your back in it...

**LYDIA**

Gosh! Next time I level up I really hope I put some stuff in 'swim'!

**(Group laughter)**

**ALEX**

There is the distinct sound of, even to your inexperienced ear, a big old Water Elemental kicking a wall...

**??**

**[Wub, wub, wub, wub, wub, wub...]**

**[blwb, blwb, blwb, blwb, blwb...]**

**JAMES**

Turns out Brutor is a water elemental – funny that!!

**(Group laughter)**

**LYDIA**

I try and grab onto the stairs and climb up.

Rusty Quill Gaming – [51] – [Elementary my dear Bertie!]

**ALEX**

You manage to do so quite easily. Again, there's a lot of water, but it's a circular staircase, you can just reach out. It's not turbulent water at this point. You've all made it to the top of the staircase.

**BRYN**

Hamid appears first in front of Zolf. Naked and burnt.

**ALEX**

All of you...

**(Group laughter)**

... all of you give me a Perception Check, apart from Hamid.

**[Sound of dice being rolled]**

**JAMES**

Ten.

**BEN**

Nine, no 11, sorry!

**LYDIA**

20.

**ALEX**

All of you notice that Hamid's skin has gone the colour of burnished brass and it is very clearly an unnatural colour. It's not like, 'oh, it has a sort of weird tinge to it', like, WOAHH, that's not a human colour for skin! You notice this as there are the distinct sounds of absolute chaos happening beneath you coming up from the stairwell...

**[booming sounds]**

... you don't feel like shaking or rumbling, but stuff is going down, down there!

**LYDIA/SASHA**

'Hamid, Hamid you've got covered in metal – oh my gosh!'

**BRYN/HAMID**

'Let's get out of here and deal with it later.'

**LYDIA/SASHA**

'It does feel like the floor's shaking – we don't have time to get the magical limbs...'

**ALEX**

There's the sound of another huge explosion coming from that circular hall...

**LYDIA/SASHA**

'Look, the limbs are VERY expensive!'

Rusty Quill Gaming – [51] – [Elementary my dear Bertie!]

**BEN/ZOLF**

‘Brilliant – well you get me out and then you two can go back and die for them!’

**JAMES/BERTIE**

‘Done? Okay, off we go!’

**LYDIA/SASHA**

‘Right.’

**BRYN/HAMID**

‘Isn’t this what we did last time?’

**BEN/ZOLF**

‘It is exactly what we did last time and they have not learned!’

**JAMES/BERTIE**

‘Which means that I know exactly how to do it! Excellent!’

**(Laughter)**

**LYDIA/SASHA**

‘[0:45:52]’

**BRYN/HAMID**

Rusty Quill Gaming – [51] – [Elementary my dear Bertie!]

‘Oh, wait a moment’, I slip the cuffs off my sleeves and slip them back on, and I’m suddenly fully dressed, immaculately, just like always!

**JAMES**

What are you wearing?

**BRYN**

Oh, my standard green suit.

**ALEX**

Okay.

**BRYN**

Three piece.

**BEN**

You haven’t decided to go for anything more appropriate like a miner’s helmet or...

**(Group laughter)**

**ALEX**

He’s not Brutor!

Rusty Quill Gaming – [51] – [Elementary my dear Bertie!]

**BEN**

Okay!

**JAMES**

Oh yeah!

**BEN**

You need to get Brutor some tiny dog versions.

**JAMES**

Oh, tiny dog versions!

**(Group laughter)**

Okay, carry on!

**ALEX**

Okay, so you are all presumably pelting it for the exit.

**ALL**

Yep!

**ALEX**

Sasha...

**LYDIA**

Rusty Quill Gaming – [51] – [Elementary my dear Bertie!]

Yep.

**ALEX**

... you are suddenly floored, as if from nowhere. The rest of you just see her just drop, as if unconscious. She just collapses and, Zolf, you kind of wheel to a stop. She's just, [pffff].

**BEN/ZOLF**

'Sasha, Sasha, are you okay?'

**JAMES/BERTIE**

'Right, Hamid, you push the chair.' Bertie picks up Sasha with one hand.

**ALEX**

Give me a Perception Check all of you.

**[Sound of dice being rolled]**

**JAMES**

Two minus one is one!

**(Group laughter)**

Shocker!

**BEN**

15.

**BRYN**

Er, 22.

**LYDIA**

I'm gonna... I mean, if I roll, I mean, she's still perceive more than Bertie!

**JAMES**

Yes!

**ALEX**

Zolf and Hamid, you see Brutor has also gone completely unconscious. He has just suddenly gone... wrrr, wrrr, wrrr, completely flopped. There is...

**BRYN/HAMID**

'Right...'

**ALEX**

... there is another explosion from the circle that you left in the Brain Room...

**BEN/ZOLF**

'Right – it's influence is going... Mr Ceiling messed around with your head, didn't he?'

**JAMES/BERTIE**

‘I can’t possibly comment!’

[0:47:22 talking over one another]

**ALEX**

Brutor actually collapses unconscious.

**BEN/ZOLF**

‘No! We can’t do anything because they were influenced by Mr Ceiling and his influence is probably gone now, which means he’s dead, which is great, but it means I’m in a wheelchair and you’re a halfling, so we have to...

**BRYN/HAMID**

‘I can’t get all of you out of here!’

**BEN/ZOLF**

‘... we need to...’

**ALEX**

Hamid drops unconscious...

**BEN/ZOLF**

‘No, this isn’t – this, you didn’t do anything – he didn’t do anything! I can’t... think, think, think... okay, er...’

**ALEX**

You start finding it hard to think...

**BRYN**

Because you're unconscious!!

**(Group laughter)**

**ALEX**

And I'll close the episode there!

**BRYN**

Well, we're out of that!

**(Group laughter)**

**JAMES**

Ahh, nap time!

**ALEX**

Unconscious isn't dead!

**BRYN**

We might wake up dead!

Rusty Quill Gaming – [51] – [Elementary my dear Bertie!]

**ALEX**

Here's hoping you don't wake up dead...

**JAMES**

That already happened once!

**(Group laughter)**

**LYDIA**

We need necromancy, that's all...

**JAMES**

Byeeeeee....

**(Group laughter)**

**EVERYONE**

Bye!

**LYDIA**

Ooh, I'm going to be a zombie!

**[Show Theme - Outro]**

**ALEX**

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Today's episode was recorded and produced by Alexander J Newall. To

Rusty Quill Gaming – [51] – [Elementary my dear Bertie!]

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**ALEX**

Bertie, you flip the eyepatch up on the [0:49:02 upholdren] and you basically reveal...

**JAMES**

Bathe the room in a sinister red light...

**JAMES/BERTIE**

‘Ooooh, romantic!’

**(Group laughter)**

**ALEX**

So now it’s both sinister and...

**BRYN**

Brutor gazes lovingly into your eyes... romantic music starts to swell... his tongue lolls out of the corner of his mouth, drooling...

**BEN**

I don’t want to go this far, Tumblr...

Rusty Quill Gaming – [51] – [Elementary my dear Bertie!]

**(Group laughter)**

**ALEX**

I never said it was precious metals – it's mostly mundane down here. Yeah!

**LYDIA**

But gold is a mundane metal, right? It's just a shiny one!

**ALEX**

True! It's not an entire chambermaid of gold. I'd have put that on the list of high up things that Sasha would notice with her initial Perception Check.

**(Lydia laughs)**

**JAMES**

It's just like it turns out Mr Ceiling is, in fact, Donald Trump!

**(Group laughter)**

**ALEX**

All of the clothes that are even remotely near it have already burnt away.  
What's left of your clothes...

**BRYN**

Cool, they're an illusion anyway!

**LYDIA**

Even the magical ones?!

**BEN**

No.

**ALEX**

The magical ones are being destroyed, but almost everything else is being burnt away.

**LYDIA**

So he's naked except for some cuffs!

**BRYN**

Some sleeves, yeah!!

**(Group laughter)**

**LYDIA**

Let fan art commence!!

**(Group laughter)**

**BEN**

This is just Hamid's strip-o-gram!

**JAMES**

I think this is part of a spin-off, like, actually this Fire Elemental used to power steelworks in Sheffield, and then...

**(Group laughter)**

... they were shut down, and then Hamid needs to make a new living...

**(Group laughter)**

... er...

**LYDIA**

... with his mates that have lost their jobs...

**BEN**

Like, The Full Monty was fun, no one wants to see The Full al-Tahan!

**(Group laughter)**

**JAMES**

It would be a shorter film!

**LYDIA**

Yeah!! The Half Monty!

**ALEX**

All of you notice that Hamid's skin has gone the colour of burnished brass. It is...

**BRYN**

Brass.

**ALEX**

... that's what I said. Brass. I can eliminate the entire southern accent with a wave of my...

**(Group laughter)**

... don't make me do it!

**LYDIA**

With a wave of, like, 20 hours of work!

**(Group laughter)**

[0:50:56 talking over one another]

??

**[Rolls dice]**

Rusty Quill Gaming – [51] – [Elementary my dear Bertie!]

Yeah!