

## **RQG – 52 – A Night to Remember**

**[Show Theme - Intro]**

**ALEX**

Hello and welcome to episode 52 of the Rusty Quill Gaming podcast. I'm your host and GM Alex Newall and with me for the potentially conclusion but probably not of this adventure...

**LYDIA**

Sasha Rackett. In the adventure it's that but I myself I'm not in an adventure, I'm sitting in a room..

**BRYN**

It's an adventure of the mind, yeah.

**ALEX**

Mind adventure.

**LYDIA**

Lydia, Lydia Nicholas, that's who I am. I know that now.

**ALEX**

Yes!

**BEN**

I'm pretty 90% sure I'm Ben Meredith

**JAMES**

I'm James Ross.

**BRYN**

The increasingly aged Bryn Monroe.

**BEN**

And for anyone listening he's just had his birthday, he hasn't just suddenly realising his march towards...

**LYDIA**

And it was wonderful.

**JAMES**

It was amazing.

**ALEX**

And who are playing?

**BRYN**

Samid. Samid? No. Hamid.

**JAMES**

Bertie.

**BEN**

Z.

**LYDIA**

Sasha.

**ALEX**

Least inspiring intro.

**JAMES**

If you don't know who we are by now then...

**LYDIA**

Don't you know how I am?

**ALEX**

Five out of ten would not recommend for podcasting. Right.

**BEN**

Was that our review or was that just your review of Bryn?

**(everyone laughs)**

**ALEX**

So, as it stands everyone's unconscious...

**LYDIA**

Yay!

**ALEX**

And will behave themselves less they never wake up. But, again, brief recaps, ordinateurs, mind controlling.

**BEN**

Yes.

**ALEX**

Pushing buttons.

**BEN**

Yay.

**LYDIA**

Turned it off.

**ALEX**

Finding elementals.

**BEN**

Yep.

**LYDIA**

All of them.

**ALEX**

Pushing more buttons.

**LYDIA**

Would seem like the thing to do.

**ALEX**

Hamid naked and on fire.

**LYDIA**

Yeah.

**BRYN**

Classic Friday night.

**JAMES**

Everyone reminds me of rag week.

**(everyone laughs)**

**BEN**

Everything reminds you of rag week.

**ALEX**

I think that's the most succinct I could possibly get that.

**BRYN**

Yeah, that's pretty good.

**LYDIA**

Yeah, we're now unconscious attempting to escape from a place that is full elementals that are fighting underground.

**ALEX**

Indeed. Now, all of you roll me D20s.

**JAMES**

Okay.

**BRYN**

Just to see what level we are when we wake up.

**ALEX**

You wish.

**LYDIA**

What do I add to it?

**ALEX**

Nothing.

**LYDIA**

19.

**ALEX**

Okay.

**BEN**

4.

**BRYN**

8.

**JAMES**

1.

**BRYN**

And you have an aneurysm and die.

**ALEX**

Awkward.

**LYDIA**

Well, if he didn't look very well what with the turning brass we should have suspected something was up.

**BEN**

Well, if he's been knocked unconscious twice like ten minutes.

**LYDIA**

That's not good for you, that's really not good.

**JAMES**

I feel like Giles.

**LYDIA**

Yeah.

**BRYN**

Archer would have something to say about.

**ALEX**

In fairness I would point, unlike most, I don't knock characters out for 20 minutes and have them come to without any kind of anaesthesia or something similar.

**JAMES**

Amnesia. You said anaesthesia. Yeah, anaesthesia is actually the seventh undiscovered continent.

**(everyone laughs)**

**LYDIA**

I am really interested where the world that you live or whether there are six preceding undiscovered continents.

**(everyone laughs)**

**JAMES**

It's the seventh comma undiscovered continent.

**ALEX**

No, no, no, no, no. We are going to stretch these out.

**LYDIA**

There are a lot.

**ALEX**

One per season, we'll find a new undiscovered continent.

**JAMES**

Right, fair enough. Ghost Asia is one.

**(everyone laughs)**

**ALEX**

Spoilers.

**JAMES**

Yeah.

**ALEX**

Sasha...

**LYDIA**

Mum's basement.

**ALEX**

You wake up. Rather than being in Ghost Asia...

**LYDIA**

Oh.

**ALEX**

You wake up exactly where you fell down.

**LYDIA**

Oh, nice.

**ALEX**

Everyone else...

**BEN**

Oh my god, Alex didn't do something horrible to us and we're happy about it.

**LYDIA**

That's what we're assuming. Simulations all the way down.

**BRYN**

Yeah.

**ALEX**

Everyone is unconscious. As you come to, you begin to realise something.

**LYDIA**

What?

**ALEX**

You have some fresh memories.

**LYDIA**

Ooooooh..

**ALEX**

In fact, you remember meeting Francois Henri, but properly meeting him.

**LYDIA**

Oh dear.

**ALEX**

You remember a conversation.

**LYDIA**

Yeah.

**ALEX**

You remember trying to have a conversation, very quickly realising that something was wrong with him.

**LYDIA**

Yep.

**ALEX**

And then you remember one of those corpse things coming in the room and then, basically, being led out and then you remember having a completely different conversation.

**LYDIA**

And then I had a lovely conversation with him.

**ALEX**

Yeah. You basically an remember, and it's a pleasant experience, the exact moment where your actual memory was sort of overlaid. It's not a pleasant feeling.

**LYDIA**

Oh no. "Guys, guys, wake up. There's going to be a lot of problems in Paris. Guys, guys..." she shakes Hamid. Hamid, Hamid, everyone is going to..."

**ALEX**

Hamid are you awake?

**LYDIA**

“Everyone is going to remember. Everyone is going to remember what’s gone wrong”.

**BRYN**

“What? What?”.

**LYDIA**

“I remember all the things... the things trying to hide from me, right? Right? Everyone who was up there in the building is going to remember what’s been going on for months and months and months”.

**JAMES**

“Oh dear. Oh dear”.

**BRYN**

Um that’s probably... means we won’t have to explain quite as much at least.

**LYDIA**

Years even.

**(everyone laughs)**

**ALEX**

Just go up, everyone’s like yes we are all away from the situation.

**LYDIA**

Brog... Brog disappeared years ago and he was put in this thing. So, this thing has been distorting the entire world for a long while.

**JAMES**

For a while, yeah. “Oh dear”.

**(everyone laughs)**

**JAMES**

“Zolf. Zolf. Bertie. Bertie”.

**BEN**

“Oh, are we out? Oh my god, what’s going on?”

**LYDIA**

“Brutor. Brutor”.

**BEN**

“Wait. What? What’s happening?”

**LYDIA**

Why doesn’t Brutor remember?

**ALEX**

Brutor wakes up. He starts...

**LYDIA**

**(laughs)**

**ALEX**

Give me a reflex save, Bertie.

**JAMES**

Uuum. 13.

**ALEX**

Brutor flips out completely. You've never seen this side of Brutor. It's the guard dog that whoever bred Brutor wished he was and he never was. He is snarling, he is scraping at you. The only reason he has not gone for your throat is because of the armour and he's in a papoose and he can't actually get the angles.

**JAMES**

He'd pierce the armour, yeah.

**ALEX**

He is flipping out. Yelling barking, growling. He is angry.

**LYDIA**

“What’s wrong with the dog? What’s wrong with the dog?”.

**ALEX**

(makes angry dog noises)

**JAMES**

“What sort of genius memory is to remember that I don’t throw him off a building?”.

**BEN**

“What?”.

**LYDIA**

“Woah”.

**JAMES**

“Well, you don’t expect a great deal of theory of mind and self-consciousness from a dog, let’s be honest”.

**LYDIA**

“I don’t expect much from you”.

**JAMES**

The dog's flipping out 06:01??.

**ALEX**

Oh, it's literally like as you're talking, quite metaphorically, over Brutor's head.

**JAMES**

Yeah.

**ALEX**

He is trying to go for your throat.

**JAMES**

Okay.

**ALEX**

(makes dog noises)

**JAMES**

Okay. And what about if Bertie's attempts to sooth Brutor, using his incredibly impressive animal handling skills? Just trying to calm him down.

**ALEX**

Roll me a natural 20.

**JAMES**

Oh, uh, 13 plus 8 is 21.

**ALEX**

He bites your gauntlet as you attempt to sooth him.

**JAMES**

Bertie continues to try and sooth him. It's not working. I can't sleep.

**ALEX**

What's the DC?

**JAMES**

16.

**ALEX**

He fails. Brutor goes to sleep against his will.

**BEN**

“Right, this is a conversation for later. Let's get out of here first”.

**JAMES**

“Yeah. Everyone's...”.

**LYDIA**

“You messed with a dog”.

**JAMES**

“Oooh boo hiss, when was the last time 06:46??”.

**BEN**

“Right, light under this, light under this, let’s get out of here now”.

**LYDIA**

“Oh, alright”.

**JAMES**

“Fine”.

**BRYN**

“Everything upstairs is going to be...”

**BEN**

“Yes, let’s be up there to see it instead of dying to elementals. Let’s go”.

**BRYN**

Are there any environmental affects? Are there any obvious...? Because we all fell conscious just outside?

**ALEX**

No. There are no flames. There is no damage.

**JAMES**

Yeah, perception. Just to see if there is fight going on down there still.

**BEN**

Probably, yeah, it's passive or something.

**BRYN**

12.

**JAMES**

16.

**BEN**

Not a lot.

**ALEX**

All is calm and quiet and there appears to be no damage anywhere that you are, that you're able to see.

**BEN**

I think the fight might have ended.

**LYDIA**

“I’m going to check downstairs”.

**BRYN**

“I wonder how long we were out”.

**BEN**

“You go check and we’ll stay here just in case”.

**LYDIA**

“Alright”.

**ALEX**

Alright mum.

**LYDIA**

Yes.

**ALEX**

So, you’re heading back down the cellar staircase?

**LYDIA**

“Yes, I’m going to peep down the staircase first”.

**ALEX**

It's dark down there.

**LYDIA**

Oh, yeah, of course I can't see. "Bertie, can I borrow your helmet?"

**JAMES**

"No. I'm coming with you though. 07:44?? Woah the eagle has... the falcon has landed. Woah. Peers down and there is red and falcon 07:52??"

**ALEX**

The floor of the area that you sort of the foyer let's call it into the main chamber, is awash with water, mud and scorch marks and stuff. But, it is still. It's not like, there may be a slight ripple and it's only about ankle deep.

**LYDIA**

Yeah, we might be killed for elementals. I wonder how much...

**BRYN**

XP we get for that?

**BEN**

I think technically they killed each other.

**ALEX**

Oh, the flame ones levelled up like six times.

**JAMES**

Yeah. He was my favourite.

**BEN**

Right, so, they've done each then?

**LYDIA**

It looks like.

**BRYN**

Seems likely.

**LYDIA**

Seems there was a good job of mind thinking that the water might be super effective against the fire.

**BRYN**

Oh yeah, that... yeah, good thinking. You probably stopped us all from being burning alive so thank you.

**LYDIA**

That's alright.

**JAMES**

Good job it was earth, wind and fire and water and not the four humours I wouldn't fancy wading through that.

**(everyone laughs)**

**LYDIA**

Oh, the piles and the blood, no.

**JAMES**

And the phlegm

**LYDIA**

Oh, oh, I might actually be sick.

**JAMES**

Well, we continue down the staircase.

**ALEX**

Okay.

**BRYN**

"I'm going to wait at the top with Zolf".

**BEN**

“I’m going to wait at the top, yeah”.

**LYDIA**

Yeah, sure.

**BRYN**

I look pretty badly burnt.

**BEN**

I was about to get onto that. “Just lean out on the top of my shoulder and just... I back off, I don’t let you...”.

**BRYN**

“What?”.

**BEN**

“You look pretty badly burnt”.

**BRYN**

“Yeah. No, I am. I’ve got patience though, it will be fine”.

**BEN**

Right.

**ALEX**

The bits of the skin that are nearest to the burns are still extremely coppery. The burnt ones don't appear to be burnt skin, they appear to be more like burnt scales. The bits of skin that are furthest from the burns are still human skin so they're sort of gradient.

**BRYN**

Yeah, then drained by a radioactive tuba.

**(everyone laughs)**

**LYDIA**

Can he honk?

**(everyone laughs)**

**JAMES**

Wasn't one of our item reviewers from someone called Tuba Man?

**LYDIA**

Oh yes.

**ALEX**

Yeah. Good memory.

**JAMES**

Well, I went back and listened to all the episode quite recently.

**BRYN**

We're in Paris, it should be a French horn.

**BEN**

No, it's gone. Wah, wah, wah.

**(everyone laughs)**

**JAMES**

That's trombone, isn't it?

**BRYN**

If that had been it could be a cor anglaise 09:57??.

**ALEX**

Entering into the large chamber to vault door appears slightly off its hinge but still wide open.

**LYDIA**

"Yeah, I think we should bolt that door shut".

**JAMES**

“Notice I’ve had a peep around it first perhaps?”

**LYDIA**

“Oh, for like stuff?”.

**JAMES**

“Yeah”.

**LYDIA**

“Yeah, I mean, I guess... I don’t know what that crystal’s worth. It would be hard to shift but...”

**JAMES**

“Strong back and there’s no need to necessary take Mr Smith with us”.

**LYDIA**

“Wait, are you advocating leaving him here or just not taking him to a black market deal? Cause the second one I’ll think about”.

**JAMES**

“That is entirely what I was advocating. I wasn’t floating any other ideas at all whatsoever”.

**LYDIA**

“Yeah, I’m going to like pretend I didn’t hear that.”

**ALEX**

So, heading into the main room?

**LYDIA**

I make sure that Bertie goes in first.

**ALEX**

Sure, sure.

**LYDIA**

Because I don’t want him slamming the door behind me.

**ALEX**

Both of you give me perception checks.

**JAMES**

Bertie’s drawn his sword before going into the room.

**ALEX**

That’s fine.

**LYDIA**

Oh, critical fail.

**JAMES**

Nine minus one is eight. So, have the eyes and ears of the operation?

**LYDIA**

Bertie, you've got the light.

**JAMES**

Yeah, exactly.

**LYDIA**

“Well, it's not dark. Probably shift this breeze. There's a lot of dark markets around.”

**ALEX**

So, entering the room you see that anything apart from the actual room itself has been trashed totalled and reduced to scrap. The rails have been torn off from the floor. However, clearly whoever made this was quite aware that a bunch of huge elementals could probably do a lot of damage. So, the walls, whilst have many fist shaped thumps in them, appear most intact. The rails have been torn off and the central console is a piece of history. However, on the very far end of it, Bertie, you notice there appears to be a section of wall has been punched in in some way. It looks like there was a door there. You

are aware that it is when you did your first circuit it is where you walked past with your natural one...

**JAMES**

Yeah.

**ALEX**

Going, “Tat tat no doors. Oh that’s very door handy looking. Funny that”.

**JAMES**

“Probably just a natural rock formation”.

**(everyone laughs)**

**ALEX**

A more sickening thing, no one will know cause you just failed your critical protection role so you can get away with no one knowing how badly you failed to notice a door.

**JAMES**

There we are.

**ALEX**

It’s a unobstructive one and potentially may have been actually actively hidden but, nonetheless, it couldn’t withstand that kind of punishment. It was the weak the point, he gave.

**JAMES**

And does he... is through the hole.

**ALEX**

Okay, crossing into the room, looking in.

**LYDIA**

Does my natural one extend to not noticing he does that?

**ALEX**

It would take more than a natural one to be unaware of Bertie at any point.

**(everyone laughs)**

**ALEX**

Looking down you seen there is a steel staircase. It's a bit mangled but still traversable leading downwards at a natural gradient. So, it's not super steep or... it's clearly intended for a person. It is not lit, it's dark.

**JAMES**

"I wonder how far this rabbit hole goes, mm?"

**ALEX**

You see it levels out in fairly 15 feet.

**LYDIA**

I think about fairly 15 feet.

**(everyone laughs)**

**ALEX**

However, who knows how far beyond that it goes, in fairness.

**JAMES**

“Shall we?”.

**LYDIA**

“You first”.

**JAMES**

“Very well”.

**ALEX**

So, heading downstairs you make to the part where it levels off, there’s a door immediately. It turns out the rabbit hole was quite literally just those sort of 15 feet so.

**JAMES**

“I can measure it. You are quite correct”.

**ALEX**

There is a human sized metal door, which appears intact.

**LYDIA**

It seems they didn't make it this fair, unless the air one did, I don't know how much damage. I mean...

**JAMES**

“No the air one could still be here”.

**LYDIA**

“Yeah”.

**JAMES**

“Ah ah ah”. He starts hacking at the air.

**LYDIA**

All of this could be the earth elemental as well, like of the tunnel. I don't really know.

**JAMES**

What the metal bits?

**LYDIA**

I don't know what an elemental can do really. Can it disguise itself as like a pond?

**(everyone laughs)**

**BRYN**

The most dastardly of tactics.

**ALEX**

Entering the main room you see a pond

**(everyone laughs)**

**ALEX**

It's really tasteful and you don't know how it got there.

**JAMES**

"A reminder, perhaps examining this for traps".

**LYDIA**

"Alright, that sounds fair. I do so".

**ALEX**

Go for it.

**LYDIA**

That's not a dice, that's a Hamid.

**ALEX**

**(laughs)** It's a good roll and I'm really sorry to say there's no traps.

**LYDIA**

There's definitely no traps.

**ALEX**

I was tempted to introduce one just to validate that there was no traps.

**LYDIA**

So, is it locked?

**ALEX**

There's not even a lock.

**LYDIA**

So, you sort of spend ages looking, just pouring over this, just perfectly attuned and then sort of stands up and turns the handle. I fix things.

**JAMES**

“Well done”.

**LYDIA**

“Fine, you’re good at that. You’re very good at locks”.

**JAMES**

So, I wait there and then now proceeds through the door.

**ALEX**

Entering in you see what looks to be a modest workshop. On the right hand side, far right hand side is a desk, it’s fairly large. It has some interesting looking devices on it, some crystal things like that, sheafs of notes. It’s a mess in here.

**LYDIA**

I appraise everything.

**ALEX**

You see on the exact opposite far wall, a huge, I’m to going to call it a conspiracy board. I don’t know how else to put. It’s a big board with lots of sheafs of papers and designs upon it and lots of things and threads connecting it etc.

**LYDIA**

I'll take a photo using my phone and WhatsApp it to you and Zolf.

**BRYN**

When you say conspiracy board, are we talking like Uni Bomber conspiracy board or we are we trying to solve a murder conspiracy board?

**ALEX**

It's all devices.

**BRYN**

Right.

**ALEX**

I merely meant it's a large complex board covered in lots of papers that have...

**BEN**

But, it's the kind of lines that PI would brood over?

**ALEX**

Oh, definitely.

**BRYN**

I bet he's got a gant chart as well.

**ALEX**

And on the far left hand side is what looks to be an alchemy set, a pretty you know top of the line one, actually, and there are papers on the floor. It doesn't look like it's been ransacked so much as inhabited exclusively by a messy person for an extended period of time. Give me a perception check.

**JAMES**

9.

**LYDIA**

22.

**ALEX**

Bertie, you get the lather line as I've described it.

**JAMES**

Yeah, yeah.

**ALEX**

Sasha, you notice there's a definite air of absence here in the sense of there's a lot of dust, it has a certain like unrefreshed air quality to it. It's clear that whoever room this is, take two guesses, hasn't been in here in a while.

**LYDIA**

"I think this is where Francois designed the thing".

**JAMES**

“Ah perhaps we should gather up the notes as well as well as some of this fantastically expensive looking gadgetry”.

**LYDIA**

“Yeah, right. Let me allocate in my bag”.

**ALEX**

There are still liquids in them and things. It is not on the burn or anything. Give me an appraise value for the chemistry side and an appraise check for the desk which has like... that kind of workbench site. So, the chemistry first.

**LYDIA**

Ooh, I only managed a 4 but that's plus 8 so 12.

**ALEX**

Yeah, glass is always expensive. The weirder shape the better.

**LYDIA**

Yeah. And the other one 20.

**ALEX**

20? Going over to the workbench you see like a half constructed thing here, half constructed thing there, kind of dribs and drabs. And then you see what

looks to be a mostly complete sphere. You remember the sphere that showed you around that initially brought you to the brain chamber?

**LYDIA**

Yes. The thing that was very like a very fine version of the thing in the prison.

**ALEX**

You see effectively one of them, up close now that you can sort of examine it properly.

**LYDIA**

Slight of hand put it in my tanglefoot bag, don't want Bertie to see that I've got it.

**JAMES**

Not your tanglefoot bag, your...

**LYDIA**

That's right, I don't want to put it in same...

**(everyone)** Aaw no.

**LYDIA**

It's all sticky.

**ALEX**

So, in your slight of hand you had to palm it and Bertie and might never know.

**LYDIA**

10 plus 10. 20.

**ALEX**

I'll need a post-perception check from you.

**JAMES**

He's got minus 1. It's 7

**ALEX**

Shocker. You successfully palm it. It is roughly the size of a human head. So, it's impressive that you managed to slight of hand it. But, nonetheless, it's Bertie. He's still going... "Yeah, this was where a person was". And you're just like, "Fine, I can put that in the bag".

**LYDIA**

Sasha begins to feel proud of herself, realises the context...

**(everyone laughs)**

And doesn't... just doesn't.

**ALEX**

I like the idea that you've been really careful to misdirect and stuff holding something football sized.

**LYDIA**

He does not 17:43??.

**ALEX**

Seeing his back is to you and just like oh well, alright. Just ramming stuff in.

**JAMES**

Wasting my skills.

**LYDIA**

The usual glow, the high even of managing to get away with stuff begins to blossom and then just flattens.

**ALEX**

God, what's wrong with you, Bertie?

**JAMES**

"It's the poisons of the Well of Resentment for Bertie".

**(everyone laughs)**

**LYDIA**

The sweat the Well of Resentment that Sasha holds against Bertie gets that little bit deeper.

**JAMES**

If you weren't there it would be the Well of Loneliness.

**ALEX**

So, you successfully take all of the alchemy equipment.

**LYDIA**

Cool.

**ALEX**

You also successfully take a bunch of Knick-knacks and whatever he was working on and using those bits, which was that stuff.

**LYDIA**

And then carefully take the notes.

**ALEX**

Going through the desk, drawers are full of papers, journals. The board has a whole load of designs on it and stuff. There is a lot of paperwork to the point that it is going to require one of you to carry a big old box unless it all goes in the rucksack.

**LYDIA**

“Bertie, take this box”.

**JAMES**

“What?”.

**LYDIA**

“It is valuable”.

**JAMES**

“Is it? Are you sure?”.

**LYDIA**

“Yeah, pretty much. It might be some of the most valuable stuff in the world aside from like the plans and to the Simulacrum”.

**JAMES**

“Very well.”

**ALEX**

Well, argued.

**JAMES**

Bertie picks up the big box of papers?

**ALEX**

What I was saying is if you take the time to take it off the walls and things and put it in a box. There is one there, you could do so and have basically the exposition box.

**JAMES**

Ah my favourite box. Yeah, carrying round like loads of... this is basically filing. This is as close as it goes to be my day job now.

**LYDIA**

You don't do it though. You're looking around for clues. I say, "Bertie, look for some clues, don't touch anything though because that might disturb the clues". And then...

**JAMES**

Yeah, yeah.

**LYDIA**

And then she...

**ALEX**

A wild clue up here.

**BEN**

They're flighty, don't scare it.

**LYDIA**

Then she files... she puts this stuff... it's already messy so it doesn't really matter.

**ALEX**

It's just putting stuff in a box.

**LYDIA**

Just a pile of stuff. What looks important, which might not necessarily be necessary is 19:31??.

**ALEX**

Honestly, they're all a bit like... there's no rhyme or reason to this system.

**LYDIA**

So, just what's on top.

**ALEX**

Bertie, you have a big old box.

**JAMES**

And Bertie straps the boxes back with the rope from his adventuring kit.

**ALEX**

Brutor wakes up and begins snarling and growling and trying to gouge your face.

**JAMES**

Bertie attempts to sooth with Brutor. Again, using his...

**ALEX**

You will not get another role, because he's trying and bite you again... cut to Hamid and Zolf.

**BEN**

It's been an awful long time.

**BRYN**

I mean, we would have heard something... I mean...

**BEN**

Like, yeah.

**BRYN**

If something bad had happened maybe...

**BEN**

They're just being through – that's fine.

**ALEX**

Give me perception, both of you.

**BRYN**

Oooh 20.

**BEN**

26.

**ALEX**

You both hear the distinct sound of an angry of an angry dog approaching and Bertie and Sasha appear, Bertie carrying on his back a big old box of stuff.

**BRYN**

“What's that?”.

**LYDIA**

“Right. So, we found the place that...”

**BEN**

By the way, sorry, sorry, I can't quite hear you over the barking. “Hamid, shall we just let Brutor go or knock him out?”.

**BRYN**

Um... I can... yeah, try again. I guess like I'll sleep.

**ALEX**

Go for it. So, the BC to beat is 16.

**ALEX**

20:39 ??, he falls back asleep for a few more minutes.

**BRYN**

"I should really come up with a better solution".

**BEN**

"Get him of out of the papoose and let him do what he wants, supposed to try and control his will because you..."

**JAMES**

"Can't leave him down here".

**BEN**

"...apparently have a lack of human connection".

**JAMES**

"We will take him up to the surface and let him go there".

**LYDIA**

“Right, yeah. These are the... we found the room where maybe Francois Henri designed it all”.

**BRYN**

“Oh, really?”.

**LYDIA**

“There was stuff like plugged all over the walls. So, these papers are systems air. I was thinking like when we find somewhere safe to go we can through and check that it’s all turned properly off”.

**BEN**

“Yeah, maybe but I would be tempted to just bury it now”.

**BRYN**

“We should read it first, there might be clues to some Simulacrum in there as well”.

**BEN**

“Then we read it here, we don’t take it up there. We don’t let anyone know about this, we burn it.”

**LYDIA**

“Everyone already knows about it, Zolf”.

**BEN**

“Yeah, they know about it, they don’t know how to build another one.”

**BRYN**

“There’s another one. I agree we shouldn’t let anyone else see it”.

**BEN**

“I don’t care who gets hold of this, I don’t care if it’s a Meritocracy or anyone, no one gets this”.

**BRYN**

“I mean, it’s going to take me a while to read through it all and I’d like to be somewhere safe but I don’t think it is safe down here yet. Actually I think we’re probably now safe”..

**BEN**

“Well, people might come...”

**LYDIA**

“And then they’ll blame us”.

**BEN**

“People will know about it. That’s fine. People will be up there, if we go up they’ll know about it”.

**BRYN**

“They won’t know about this box, specifically and what’s in it”.

**BEN**

“Then if we get stopped by people and you haven’t found anything we’ll burn it”.

**JAMES**

“I get to take it off first, right?”.

**(everyone laughs)**

**BEN**

“That seems fair. Put it down and let’s start sorting through”.

**BRYN**

“There’s not enough light”.

**BEN**

“Right that’s a good point. Um...”.

**LYDIA**

“Right, you guys stay down and read, I’ve got some magical limbs to grab”.

**JAMES**

“Oh yes, same. You two can stay here and homework and we’ll potter off and go and find some fantastical magical legs”.

**BEN**

“Right, okay, in which case I will start reading through and I will talk to you about it”.

**BRYN**

“Okay”.

**BEN**

“You guys need the light to see”.

**BRYN**

Yeah.

**BEN**

“Right, would you mind putting the crate down.”

**JAMES**

Bertie takes the crate off and Bertie also removes Brutor from the papoose and puts him on a lead and ties him to... is there something nearby, like any sort of pipe or...?

**LYDIA**

A brain column

**ALEX**

There's huge brain columns. If you were to use a rope you would be able to tie him to one but bearing in mind that... the columns are wide.

**JAMES**

I've got a 100 foot rope in my bag, do you know what I mean?

**ALEX**

It's just the look of...

**JAMES**

It will look really silly.

**ALEX**

It looks like...

**JAMES**

Like massive overkill.

**ALEX**

Yeah. That's kind of what I'm getting at.

**JAMES**

If we were outside, the world's largest superman.

**(everyone laughs)**

**ALEX**

So, as you...

**JAMES**

So, just popping in and buy some B&H, "Don't worry, it should stay".

**ALEX**

As you overkill...

**JAMES**

Yeah?

**ALEX**

...and head off in search of goodies, Zolf?

**BEN**

Yes.

**ALEX**

Moving through the paperwork, inside there a large number of diagrams some of which even a glance you, Zolf, can recognise without any expertise. There's one that's clearly the Room Full of Brains. There's one that clearly the Generator eventually. There's a large number of technical drawings which neither of you can make hide nor hair of.

**BEN**

Well, mostly because I can't see them.

**ALEX**

Well, you're having it described by a guise gain. So, it's a got a pointy bit and then a round...

**BEN**

Looks like some kind of valve.

**ALEX**

Imagine like a horse. You know when you're looking at clouds and you see a horse, imagine that made of pipes but also upside and like it's...

**BEN**

Yeah.

**ALEX**

His descriptions are less than helpful. Also, there a large number of notes, handwritten. However, it becomes rapidly apparent that they're some kind of cipher, which I do not believe you have the skills to decode. You find amongst it what looks to be a journal as well but, again it's ciphered, it appears that whilst he had to do diagrams he was being extremely careful and you have a large number of probably very useful things that are ciphered and a large number of diagrams which relate to this. You also start seeing designs that you haven't recognised but you have enough about you to know that they're definitely related to this but you don't know what.

**BEN**

Yeah.

**ALEX**

So, it's designs for stuff that you haven't seen but are clearly related.

**BEN**

You see, I'm going to start scanning through it quicker now. Anything that's ciphered I'm just going to say ciphered and put it to the side, diagrams, again if I recognise or I think its connected to the machine I'll go for the machine. Basically, I'm looking for something that is similar...

**ALEX**

Okay. Cut to Sasha and Bertie. Are you heading the same way for even any period of it or are you just splitting up the second that you're outside that you are outside of the room?

**LYDIA**

We know where the valuable stuff is, don't we?

**ALEX**

Yeah.

**BEN**

And Bertie has the light.

**LYDIA**

Yeah. So, I really have to follow him.

**ALEX**

Well, say that you head towards where you first met Mr Ceiling...

**LYDIA**

Yep.

**ALEX**

...to fetch the arm.

**LYDIA**

Yep.

**ALEX**

Then proceeding to walk with Bertie upwards. Both of you give me perception rolls.

**JAMES**

Critical fail again. This is the third critical fail I've rolled on a perception roll.

**BRYN**

Bad dice, bad.

**JAMES**

Good dice, good.

**LYDIA**

19.

**ALEX**

Sasha, while he's clomping along talking about god knows what... actually, what are you talking about, Bertie? Inane conversation for Bertie. So, whether there's someone on the other end of it doesn't really matter.

**LYDIA**

He's a 25:22??.

**JAMES**

"Clip clop, clip clop".

**(everyone laughs)**

**JAMES**

"I'm a stealthy horse".

**(everyone laughs)**

**JAMES**

"Clip clop, clip clop".

**ALEX**

Sasha...

**LYDIA**

Sasha will remain behind him for most of the time and move quietly so you're not necessary that sure.

**ALEX**

As you are moving you are moving your way upwards into the like human inhabited levels, you hear screams. Not the screams of a lot of people in pain but you hear whimpers, screams, very upset people and lots of them.

**LYDIA**

Right. "There's a lot of people . Can you hear that Bertie? The screaming? It's what people do when they're in pain. You notice them if you care about people".

**JAMES**

I rolled 1, right, you know? "Clip clop, clip clop. Clip clop, clip clop"..

**ALEX**

His foot suddenly goes (sounds like a snap).

**JAMES**

"Oh no, what horsey has thrown a shoe?".

**ALEX**

Looking down you've put your foot through the head of one of the corpse Automaton that were wondering around the lower levels. You are now maybe one level below the inhabited ones and you not looking where you're going, you just trod into one. It is flat on the ground, apparently motionless.

**JAMES**

Bertie extracts in like a wrenching motion with a glooping sound and...

**ALEX**

It's unpleasant for everyone involved.

**JAMES**

Yeah.

**LYDIA**

"Bertie, we're getting close to people, right? I don't think that we should see the people. I think they're going to be... they've had these memories, they're going to be... they're remembering some awful stuff, I don't think we want to pop out. They'll remember us and the fact that we move through, they might think that we're involved in some kind of weird way, which we were. So, I guess they kind of a point. But we could always tell them that we were also being controlled I guess. I don't think we should go up there".

**JAMES**

“Very well. Well, then how might we obtain the legs or how might we leave this complex?”

**ALEX**

You are aware that you are able to get to where you are going without running into people like... into the empty areas but it will just take you longer, that’s all.

**JAMES**

“Very well, a circuitous route, I’m...”

**ALEX**

Cut back to Zolf and Hamid.

**BEN**

Yeah, we found a thing that’s not just about this.

**ALEX**

You recognise amongst all of the certain designs which are definitely reminiscent of the Simulacrum but bits of it. Not like here is a Vitruvian Man and he is made of metal.

**BRYN**

It’s some of the same principles have got into designing both.

**ALEX**

Principles, mechanics and so on.

**BRYN**

Components.

**ALEX**

Yeah.

**LYDIA**

It kind of feels like we're on the edge of an unstoppable revolution in technology that lots of people are separately discovering the same sorts of things.

**JAMES**

Call it the London luddites...

**JAMES**

Mmm

**JAMES**

Go round smashing things.

**BRYN**

Well, we know Francois...

**BEN**

It's better than the rangers were still working on the name.

**BRYN**

Is it?

**(everyone laughs)**

**BEN**

We'll let the tabloids decide.

**BRYN**

Well, we know Francois Henri contributed to **27:57??** see some of the... some of his...

**BEN**

But, we've got nothing actually relevant so we might as well...

**BRYN**

I'd like to know what's in them but, I agree we've got to make sure this doesn't ever... we're not going to get it created.

**BEN**

We're not going to crack this cipher without help and that. That's a big risk and I think we need to bury this before Sasha and Bertie get back.

**ALEX**

Okay. Cut to... Sasha, Bertie, you have managed to get hold of the legs in Zolf's room.

**LYDIA**

“I’ll keep the arm, you have the legs”.

**JAMES**

Bertie thinks to him, “What if Mr Smith changes his mind and decides he suddenly wants the legs. No, no, Miss Rackett, I think you should have the legs, they are after all the more valuable item. Perhaps I shall take the arm”.

**LYDIA**

The most suspicious thing Bertie has ever done. But, then when she thinks that Zolf might want them then that sort of seems fair.

**ALEX**

I love that you’re both lying to one another but from opposite ends of the mirror so it’s like, “So ,we are agreed? Yes”.

**JAMES**

“Yes”.

**ALEX**

Good, yes, I’m glad.

**LYDIA**

“Alright, alright, I’ll take the legs, see if Zolf wants them”.

**JAMES**

“That would be a very generous gesture, Miss Rackett. Yes, thank you. I will shake you by the hand” and Bertie holds out the arm to shake her hand.

**LYDIA**

Sasha looks at it and turns away and continues to walk.

**BRYN**

Is there anything else worth taking in the room?

**ALEX**

No, in fact it’s wilfully austere, it’s wherever Zolf chose to set up shop. So, unlike Mr... “Hi, Mr Ceiling, can have a four poster?” It’s a bit more... a bit graver, a bit more blank as a room.

**LYDIA**

“He didn’t like decorating much, did he?”.

**JAMES**

“What, Mr Smith? Yes, perhaps a mural over here, a few throw pillows, really... really tart the place up”.

**ALEX**

Do you actually search?

**JAMES**

Yes.

**LYDIA**

Yeah.

**ALEX**

Both of you give me perception checks.

**JAMES**

14, that's good for Bertie.

**LYDIA**

Only 13.

**ALEX**

You find a novel hidden beneath the mattress.

**(everyone laughs)**

**ALEX**

Called "When Passions Collide".

**JAMES**

I'm putting When Passions Collide on my...

**(everyone laughs)**

**JAMES**

On my kit list.

**ALEX**

That's so 30:01 ??.

**(everyone laughs)**

**ALEX**

Oh, it wasn't just under the mattress like he separated slats in the bed, he went the whole hog.

**JAMES**

Mmm. Bertie flicks through it and realises there are no pictures.

**(everyone laughs)**

**ALEX**

Cut back to Zolf and Hamid. You have made your way through the entire box. You have separated into piles of diagrams that's readily apparent, diagrams where you're well aware it's related to this but don't know what it is. Ciphered hand notes, stuff that, quite frankly is just probably not even worth, and a journal, what you presume is a journal. It's the only bound book in there. It's handwritten but still in the same cipher.

**BRYN**

Should we keep the journal maybe?

**BEN**

No.

**BRYN**

Do you think all of it?

**BEN**

Well, if that journal turns out to be a handbook and how to create a horrible rain machine that would be a mistake.

**BRYN**

Yes.

**JAMES**

“And, yeah, I said, I” want to get this done before Bertie and Sasha get back because this is so potentially valuable and I don’t know if the temptation would be too much for a sneak at a lethal paper”.

**BRYN**

“Okay”.

**BEN**

“So, yeah, let’s get it back in the box and I’ll...”

**BRYN**

“At least give you some light”.

**ALEX**

Presumably you do so, put it all back in the box.

Spark.

**ALEX**

It catches. It’s a little bit soggy, maybe spark it a couple of time but, yeah, it starts going up.

**BRYN**

On the fritz again.

**LYDIA**

**(laughs)**

**BRYN**

Have you got a lighter?

**LYDIA**

Just in your hands. **31:15??.**

**ALEX**

The problem for Zolf is he's so close to the edge I'm worried that not being able to light something immediately is enough to actually snap him at this point. We will skip time ahead. Sasha and Bertie, you arrive to find Zolf and Hamid huddled round the warm glow of a burning box in the middle of this cavernous room full of the remnants of hundreds of thousands of dead people.

**LYDIA**

Right, Sasha's going to stop where the light reminds her that these brains are here. Maybe just stand and look there.

**BEN**

So, we move on.

**JAMES**

"I believe so. What is all of this burny bunsens over here?."

**BRYN**

"They're too dangerous to let any of this knowledge get into anyone's hands. We didn't want to risk anyone else building something like this ever again".

**JAMES**

"You didn't think perhaps that the reward for returning this to the authorities might be really quite substantial?".

**BEN**

“I’ve got no interest in the authorities getting hold of this”.

**BYRN**

“I think the reward for having turned this thing off will be substantial enough”.

**BEN**

“Plus the information that we have about the others that it’s building beneath Cairo and potentially London, and other cities of the world”.

**JAMES**

“Well, I hope you’re correct”.

**BRYN**

“Why don’t you get the fact that we’ve released hundreds of thousands of people and saved a lot of the world from being brainwashed and... maybe that should your motivation instead of cold hard cash, Mr Big Hero, or do we want to make that your third strike? Because the poo dimension is waiting. I think it was on fire as well. Sufficiently chastened? Let’s get out. I suggest we leave the way that Bertie got in, not having to go through the ordinator because I’m sure there’s a lot of activity round here”.

**BRYN**

“I feel like we should face the music as it were.. I think we might be able to help them, they might have questions for us”.

**BEN**

“Then possibly we go out and tell the authorities actually that there might be a lot of distressed people and then deal with them like that instead of walking through them all and having to deal with that because I can’t 33:19??.

**ALEX**

So, the plan is to leave via the catacomb route that Bertie took?

**BEN**

Yes.

**ALEX**

Okay.

**BEN**

Not the one with the hideous monster or the paladins.

**ALEX**

That’s fine. Bertie, give me a survival check to remember the route.

**BEN**

Uh oh, and then they died.

**JAMES**

2.

**ALEX**

Okay. So...

**LYDIA**

Oh gosh, we get very lost.

**JAMES**

Yep.

**ALEX**

Before you head off, Brutor is currently straining at a leash, well, a rope wrapped around a brain column, what a weird sentence, and he's trying to get Bertie since he reappeared.

**LYDIA**

"Bertie, you know the way out, you had... leave us a trail or something".

**JAMES**

"Very well, very well, I shall... I shall leave an appropriate trail". Presumably something in adventurous kits that allows you to chalk?

**ALEX**

Yeah, yeah.

**JAMES**

There you go. I will mark with chalk. So, Bertie proceeds off in the direction of what is...

**ALEX**

Okay. So, yeah, as you're untying Brutor he ignores you but he's just straining the whole way.

**BEN**

I am quite tempted to release him, just let Bertie deal with him.

**LYDIA**

It's not fair on him.

**BRYN**

Yeah.

**LYDIA**

Of all the people...

**BRYN**

That's true.

**LYDIA**

I mean, he's been messed over as much as any of us, ever more.

**ALEX**

Now if you'd armour Brutor and send him after because that would be fair.

**JAMES**

Just give him a bomb.

**(everyone laughs)**

**LYDIA**

So, right now we're pushing Zolf in the wheelchair?

**BEN**

Yeah.

**LYDIA"**

"Hamid, do you think that you can take Brutor cause it's going to be hard carrying Zolf and...?"

**BRYN**

"I'll keep him on the leash, it should be alright".

**ALEX**

It's like watching a small child take a St Bernard that wants to play on a walk, except the St Bernard is not happy.

**LYDIA**

Yep.

**ALEX**

You can hold on but... “Ooh, ooh”.

**BRYN**

No, he’s dragging me around but...

**JAMES**

He’s a 34:50??.

**ALEX**

We will skip time ahead.

**JAMES**

Yeah.

**LYDIA**

At the poin”.t where we are about to leave... “Sorry, Zolf, can I just have a minute?”

**BEN**

“Oh, yeah, yeah, yeah”.

**LYDIA**

Put him down, go back in and say goodbye to a random brain column, and “Thanks mate, you saved the world. Yeah, well done, and sorry how it ended. But, you know you did good, you did good like. That’s all I’ve got”. Turns round heads back out, doesn’t let Zolf see her face.

**BEN**

I’m going to go up to Sasha and just whisper very gently, “Just before I left the simulation, he left a message and he asked me look after you, he will still... wanted you to know that.

**LYDIA**

“Yep, well you know that’s one of things, isn’t it? You think that you’re alone for all those years and it turns out that you had the best friend there was in the world. It’s a shame. It’s a shame but I guess most people don’t even get that, so... I’m lucky really as it all turns out”. Grabs Zolf and keeps walking.

**ALEX**

So, now accelerate time a bit. Bertie, you’ve strode off bravely into the catacombs marking arrows, left, yep, right, yep. Keep going, keep going. The rest of you are following the arrows. In fairness, he seems to be picking a pretty solid route, it’s generally moving upwards. The route seems to be coherent, it’s not random, it’s not leading to you like hard climbs or anything like, it seems like a really choice.

**BEN**

Three rights 36:29??.

**ALEX**

Yeah, exactly. Cut to Bertie, it's gone swimmingly well and then you hit a dead end, flat dead end, unworked stone.

**JAMES**

"Ah, now, hang on. Uh um".. Bertie feels around the wall as if there's going to be some sort of like magical passage. "Now, I'm pretty sure there was a book around here, how to open secret passages or something".

**ALEX**

It's extremely stone.

**JAMES**

Bertie feels the way around the wall and back up the corridor he's come up.

**ALEX**

Okay, you start doubling back on yourself. You are in the depths of the Parisian catacombs with no idea but you can at least trace your way back to the ordinateurs if you needed to because your chalk arrows...

**BRYN**

Yeah, follow the chalk arrows back in the opposite direction.

**BEN**

Wouldn't we meet him coming the other way?

**ALEX**

So, walking along. Brutor stops, barks and growls. Then immediately darts forward ahead of you, yanking on the lead. Give me a reflex throw.

**BRYN**

15.

**ALEX**

Okay, fine. He pulls himself ?? 37:24 and he's just growling and dragging you forwards again.

**BRYN**

"Guys, guys...".

**LYDIA**

"Really can't help."

**BEN**

"Yeah".

**ALEX**

Eventually, you hear the unmistakable sound of the morose clip clop.

**JAMES**

“Clip clop.

**LYDIA**

“Bertie, stay back”.

**JAMES**

“What?”.

**LYDIA**

“The dog’s not happy”.

**BEN**

“What’s going on?”.

**JAMES**

“Now, I was fairly sure this was the route. I had it in my mind really very clearly it appears that perhaps in the collapse of Mr Ceiling that perhaps the catacombs have changed in some way”.

**LYDIA**

“In this reality there was no collapse”.

**JAMES**

“Maybe some sort of 38:04??. Maybe tectonic plates rubbing against each other”.

**BEN**

“Tell you what, lets give you a minute, why don’t you go to your mind shed and see if you can find the route?”.

**JAMES**

“Right, very well”.

**BRYN**

“You don’t need to take it on face value”.

**JAMES**

“Uh it was next to the pliers”.

**BEN**

“I have no response to this”.

**LYDIA**

“I think given the way that it went last time you tried to go through the tunnels and Mr Ceiling said that he’d put the thing that hunted us in a safe place as

well, maybe we should go through the one route we do know which is up into the ordinateurs”.

**BEN**

“Yeah, yeah, you’re probably right. We’ll have to face that but we’re not getting lost down here again”.

**LYDIA**

“Don’t if really trust whatever route Bertie comes up with”.

**BRYN**

“Let’s just go back”.

**LYDIA**

“I think we should turnaround leaving him in his mind shed”.

**ALEX**

You start moving back where you came. It is much slower going because the whole time Brutor is dragging in the exact opposite direction to get at Bertie. So, it’s slow going. We will skip ahead and say a good like six hours since you first set out, you are back where you started.

**LYDIA**

“Quite tired, Zolf. Sorry”.

**BEN**

“No, that’s fine”.

**LYDIA**

“Might need a break. Quite hungry as well, it’s been a day or so”.

**BEN**

“Yeah, I think it’s not too far out and if we get out we can actually find beds and food and not be in this ghoulish place. So...”

**LYDIA**

“I kind I’ve doubt that I’ve got a booking at the most expensive hotel room in the world”.

**BEN**

“I didn’t mean the best beds but the beds of some kind. Yeah, a hotel of some kind. I just don’t want to be surrounded by brains”.

**LYDIA**

“Oh, yeah”.

**BEN**

“Yeah, I can see them all.

**LYDIA**

“Ha ha ha, I see brains”.

**ALEX**

So, you are currently at the section where the worked stone becomes unworked stone. So, you make slow going but Brutor after this long is finally succumbing to just looking behind him the whole time and making a point of having an issue but he can't sustain it that long. You head up into the habited areas. You find many signs of a very rapidly deserted building. Spilt food, spilt drinks, papers left in the middle of the floor, maybe a single bloodied handprint on a wall. Also, there are still a couple of these...

**BRYN**

Corpse Golem.

**ALEX**

Yeah, Corpse Golem, a good way of putting them. A mechanical Corpse Golem just in the corridors cause they were walking round with memories edited on the fly. One of them has like a letter opener embedded in its head and someone else appears to have had a good old whack at one but the place is empty and eerily quiet. So, in the abandoned halls of La Ordinateur I think we will leave you there and return again next episode.

**[Show Theme - Outro]**

**ALEX**

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