

## RQG – 111 – Waterworks

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**[Show Theme - Intro]**

**ALEX**

Hi everyone, Alex here. I'd just like to take a moment to thank some of our patrons. Zaffre Pinns, Adina Adrianna Ceara, Gressli, Ash Sullivan, Jenna Nult, Erika Kvistad, Bradey Forceburg, Lorna M, Rose Marie Wong. Thank you all. We really appreciate your support. If you'd like to join them, go to [www.patreon.com/rustyquill](http://www.patreon.com/rustyquill) and take a look at our rewards.

**ALEX**

Hello and welcome to episode 111 of the Rusty Quill Gaming podcast.

**LYDIA**

Hey, real numbers... wow...

**[Group laughter]**

**ALEX**

I'm your host and GM Alex Newall and with me today, I have

**BEN**

Well done Alex, it's Ben Meredith

**BRYN**

Bryn Monroe

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**LYDIA**

Lydia Nicholas

**HELEN**

And Helen Gould

**ALEX**

And who are you playing?

**BEN**

Grizzop Drik Acht Amsterdam

**BRYN**

Hamid Saleh Haroun al-Tahan

**LYDIA**

Sasha

**HELEN**

And Azu.

**ALEX**

I'm just saying, if I'd have said... 111 there's less ambiguity

**BEN**

Eleventy-one...

**ALEX**

It's not Eleventy-one...

**LYDIA**

How is there less ambiguity with one 111?

**ALEX**

Too many syllables in eleven-eleven... like there's three syllables...

**BEN**

one **ulti** single

**ALEX**

Two digits... haha... one **ulti** single...

**HELEN**

Oh dear...

**ALEX**

So, yes we're in episode one **ulti** single..., which I love by the way...

**BEN**

Yeah, I know... I know **[unclear: 2:40]**... it's made no damn sense...

**ALEX**

So in one **ulti** single...

**LYDIA**

I'm almost sad that they stopped recording video now...

**[Group laughter]**

**LYDIA**

Because... I... there's aren't sounds...

**ALEX**

So...

**LYDIA**

To come up with... in response...

**ALEX**

So, in one **ulti** nothing...

**LYDIA**

Oh my God...

**[group laughter]...**

**ALEX**

You fell into a hole and... err... then in presumably... in one **ulti** single..., we are going to pursue that story... so... at the moment I have... I have Hamid and Grizzop, more than a mile... more than probably like, a couple by the end of it... down a pipe...

**LYDIA**

It's cool, Ben. You're taking all of your main characters down sewage pipes.

**BEN**

Yep.

**ALEX**

Meanwhile I have... a lovely bar-b-que with Azu and Sasha and Oscar Wilde out on the glass plate.

**LYDIA**

Yeah, we're trying to fry an egg on the hot toasty volcanic grill...

**ALEX**

Let's deal with that first. Bar-b-que time.

**LYDIA**

Umm... tasty...

**HELEN**

I would like to try and talk to Wilde...

**ALEX**

OK.

**HELEN**

And make him take care of himself...

**ALEX**

Have you tried improving your self-care?

**BEN**

Yeah, good idea, thanks.

**HELEN**

You can treat yourself with kindness...

**[group laughter]**

**LYDIA**

I feel like I need this... as it gets roleplayed like... this is something that we're all going to... cut it out as a separate... thing... err...

**[Group Laughter].**

**ALEX**

So Wilde's there. Again, he looks immaculate... shocker... and he's just there, very, very still.

**BEN**

I've got a portrait and in an attic somewhere...

**ALEX**

And he's just staring off into the distance... He's basically on another planet, it seems.

**LYDIA**

Is he eating some of the foods that I've fried for him?

**ALEX**

I'm kind of assuming that the food is frying now...

**LYDIA**

OK.

**ALEX**

Just as a bit of flavour...

**HELEN**

I'm about to go and sit near to...

**LYDIA**

There's going to be like prodding... she's only using daggers...

**ALEX**

Of course

**[Group Laughter]**

**LYDIA**

Those are the only cutlery that she has. So she's like... she's mashed up some of the rations into burger shaped things. And then shaped them.

**ALEX**

Don't use the ice dagger.

**LYDIA**

And then is like... flipping them, with daggers... So it's basically like knife tricks... but for food...

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**BEN**

Nice....

Sound effects.

**BEN**

It's like at [unclear: 4:38] bar...

**ALEX**

Yeah...

**LYDIA**

Anyway continue...

**HELEN**

Yes. I would like to go and sit near Wilde. We don't know each other very well.

**ALEX**

Nope.

**HELEN**

The others don't seem to think that you're yourself.

**ALEX**

Let's be honest, the others don't really care. But that's fine.

**HELEN**

I'm not sure that's true. Grizzop seems to care.

**ALEX**

Yeah, Grizzop does seem a lot of things...

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**BEN**

Oh, oh, oh, oh, oh...

**LYDIA**

Say what...

**HELEN**

What does that mean?

**ALEX**

Nothing. What can I do for you Azu?

**HELEN**

Just wanted to see how you are?

**ALEX**

I'm fine. How are you?

**HELEN**

You don't seem fine. That's all.

**ALEX**

OK. Good to know. Thank you Azu.

**HELEN**

If you need anything, like to sleep for a few days, or... eat several thousand calories at a time...

**[Laughter]**

**ALEX**

Thanks. He gives you his best sort of... withering... not complacent... what's the word I'm looking for?

**BEN**

Patronising? Condescending?

**ALEX**

Yeah... condescending... thank you. Thank you. He gives you his best condescending smile. Which, because of the glamour, it's really good. Like... it's someone in their prime, looking fabulous... just going... umm... really condescending. I think I'm fine.

**HELEN**

If you say so...

**LYDIA**

Burgers up.

**ALEX**

Excellent.

**HELEN**

I'll bring you one.

**ALEX**

I'll bring my own, thank you.

**LYDIA**

They are very hashed together from trail rations...

**[Laughter]**

**LYDIA**

Like basically rationed stuff, shaped into whatever... but there were some eggs, just coincidentally... I've decided. canonically...

**BEN**

Some good cannon eggs... I like some cannon eggs...

**LYDIA**

Cannon eggs... yeah... so... mashed up...

**ALEX**

Boom [sound effects] done...

**LYDIA**

There you go... hurray... basically like mashed up sausage, on a biscuit, with an egg on top.

**BEN**

I'd go for one of those right now...

**BRYN**

It's basically an Egg McMuffin...

**ALEX**

Oh... yeah...

**HELEN**

Fantastic....

**LYDIA**

But we're only serving these until noon.

**[Laughter]**

**ALEX**

Wilde begins to tuck into an Egg McMuffin.

**HELEN**

Azu also tucks into an Egg McMuffin.

**LYDIA**

Yeah... I want to say, Wilde... err... about the being alive thing... it's good... so... thanks for your part in that. That was good.

**ALEX**

Good to hear some vital information from you.

**LYDIA**

Yeah, well.... Alright. Good.

**[Laughter]**

**LYDIA**

So... I... you know... I hope you... enjoy being mean like that. Like was that good for you there? Being... being mean like that? I don't...

**ALEX**

I mean people say I'm the life of the party.

**HELEN**

Are you sure?

**LYDIA**

What kind of...

**[Group laughter]**

**ALEX**

Yeah that actually throws Wilde. I'm not going to bother with any rolls for that. He's just like... he just keeps that frown... that's not how puns are meant to be received. They are meant to be loved or hated. That's an incorrect response. Input not accepted.

**[Group laughter].**

**LYDIA**

I don't know what kind of parties you go to mate, but you should... you should go to better ones...

**ALEX**

Wilde just kind of... opens his mouth to give a pun... just draws nothing... because he's on his absolute last legs... and it's just like...

**HELEN**

Let's be honest... neither Azu nor Sasha, for different reasons, really... pick up on the word play... right...

**LYDIA**

I know...

**ALEX**

It's falling on death ears, and he's... he's as exhausted as he can get before things start going wrong....

**[Laughter]**

**LYDIA**

Azu's too kind and Sasha's too... Sasha...

**[Group Laughter]**

**ALEX**

I'm going to jump to the pipe.

**BRYN**

OK. So we're standing at the end of the pipe, looking into this....

**ALEX**

So into the best description I can give you is...

**BRYN**

Artificial caverns...

**ALEX**

Yeah... let's... I'm going to... I'm going to build it by layers, and that's the best I can do for you, without proper checks. OK? Which is... I want you to give yourself a stereotypical like... underground cavern deal... not huge... we're talking you know like maybe like 30 foot across, tops, this body of water. You can't see the bottom of the water, obviously. And the roof is maybe 15 foot up... 10 foot up. there's walkways on the far side of it. There's actually a walkway on this side of it. You can tell that the water level is probably lower than it used to be because the walkway seems like... you know disproportionately high relative you know to where the water is now... if you were going to have any use from it. In terms of the roofing, you can see that there is the occasional metal reinforcement. So this canyon... again you're... you're check that said... yeah, it looks like they've' probably retrofitted an existing... like underground course... seems sensible enough. It's a fairly major project, but... I can't give you more.

**BRYN**

So the walkway's like... do they just extend out in the two directions? Is there any sign of... doorways... in visual range?

**ALEX**

From the length of Grizzop's dark vision, and you're dancing lights, they just...

**BRYN**

I can literally send the dancing lights off and around... [unclear: 9:32]

**ALEX**

But how far can you send them?

**BRYN**

Err...

**ALEX**

I thought it was only like 90 foot?

**BEN**

But that extends my dark vision.

**ALEX**

True. That's why I'm sort of asking the range of dancing lights.

**BRYN**

Err... 170 foot.

**ALEX**

OK, no yeah... yeah, yeah, yeah... actually... both of you... whilst it takes a while to cast around, in terms of heading down river, it just seems to just go off. In fact the walkway is on one side just stops... you know it just hits an end...

**BRYN**

Sure...

**ALEX**

It's clearly just a maintenance route. In the opposite direction... more or less right at the edge of where the combined you know... dark vision, into light... into etc etc... like... so Grizzop can see it, you won't be able to Hamid. You do say that both of the walkways have a cross over but also those stairs then continue up, on the far side, if you see what I mean?

**BRYN**

Uh hm...

**ALEX**

So there's a sort of come down, bridge to the side where you're on, or carry on down and you're on the walk way at the opposite side.

**BEN**

There's stairs up, so it's obviously connected to some sort of facility, which means we should probably have a look what it's doing, especially if it's been syphoned off for naughty things...

**BRYN**

Yeah, I mean if it's a larger facility, we should get...

**BEN**

Get the others...

**BRYN**

Get everyone else...

**BEN**

Well, we know it's like... it's only a couple of miles...

**BRYN**

Yeah...

**BEN**

So Azu would be able to like... tough it out.

**BRYN**

... and the space... how easy would it be to get from the end of this pipe onto the walkways? Are they designed to have access or?

**ALEX**

Yeah, comparatively easy.

**BRYN**

OK.

**ALEX**

Umm... because the water levels are again not where you'd expect them... blah, blah, blah, blah... at first glance it's like... oh this is going to be more difficult... then you notice... there's literally like access ladders from the walkway, down to where you are... and all it is, is actually a case of reaching out to a ladder. I mean it's slippery, but to the point where you can all still take [unclear: 11:07].

**BRYN**

Yeah... and the walkways are larger... like?

**ALEX**

They're proper walkways... metal grills, metal grates... so you could see through, but that you could walk two abreast like... these are built for... humanoid sized people. Azu, if you were to get out, for instance... if Azu was to get out the other side, and up on to the walkway, could put all her armour back on and get around comfortably...

**BRYN**

OK, great. Yeah, let's go get the others then I guess.

**BEN**

I'll stick here, just to make sure nothing tries to... just monitor it, right?

**BRYN**

Yeah, good idea.

**BEN**

You go and then I'll umm... I'll see you back here in like... I don't know... an hour or so.

**BRYN**

Yeah... OK.

**LYDIA**

He turns back up and Grizzop's there in a like floaty... rubber ring, splashing around... oh yeah... having a great time...

**BRYN**

Having his annual bath....

**LYDIA**

Yeah...

**HELEN**

Wow...

**LYDIA**

Wow... that is totally something that Hamid would think, in character...

**ALEX**

And then be like... I couldn't make that joke... but it was funny...

**LYDIA**

And then... not quite say it...

**ALEX**

Oh...

**HELEN**

Its better than what Bertie would say.

**BEN**

Definitely...

**LYDIA**

That's the thing. Hamid thinks that kind of thing...

**BRYN**

He's Bertie, with a filter....

**HELEN**

Really...

**BEN**

Harsh...

**LYDIA**

Absolutely...

**BRYN**

Well you're the one who said it.

**LYDIA**

Totally is though.

**ALEX**

So, jumping back to Azu, Sasha, and Wilde... so I'm just going to jump ahead to a bunch of time has passed. And he's just decided that he's been trying out puns... he's just been dropping them randomly... just to see if people notice or care.

**LYDIA**

Oh no, but Sasha will get some of them...

**ALEX**

I'm literally just saying, what he has been doing for this time is...

**LYDIA**

OK...

**ALEX**

He's not even trying to do it to be cruel. He's just starting to get a bit fascinated with... it's just going wrong.

**LYDIA**

But that's the thing. It could end up being... like... depending on how he does it, it could be something that Sasha and him end up enjoying. That's the thing. If you want to roleplay it, it could go either way.

**ALEX**

OK. You know what, he's been getting steadily hacky... he'll have tried on Azu and obviously Azu is just kind of like...

**HELEN**

Well if you do a pun with Azu, she will ask you a genuine inquisitive question...

**ALEX**

And that's the problem... like... he's abandoned trying with Azu...

**HELEN**

OK.

**ALEX**

... and he's now just arbitrarily to pass the time, has been working on puns, with Sasha, as a way of passing the time. So we're talking like us at our worst... So I'm just going to jump ahead to like... you know... let's say you've arbitrarily got on to like you know... metal puns and it's like... well you know studying metals... it takes an iron will...

**LYDIA**

Yeah...

**ALEX**

And you're just kind of...

**LYDIA**

Yeah... it does...

**ALEX**

And then you...

**LYDIA**

Err... like... I mean... that's a good copper... aye... aye... copper!!! Yeah... coppered out there... right... um... I wonder when the others are going to be back. I mean... I mean... umm...

**ALEX**

Maybe you should steel yourself...

**LYDIA**

Yeah... err...

**ALEX**

Like this is genuinely the closest thing to recuperation that he seems capable of...

**LYDIA**

There's umm... you know... ironing... we could do some ironing... while they're... while they're there...

**[Laughter]**

**ALEX**

He winces a bit... but he's still on board.

**LYDIA**

Err... we could send them some chain mail... right... yeah...

**ALEX**

Yeah, yeah... it will be difficult to get the filing together...

**LYDIA**

Oh, that's good that...

**[Laughter]**

**LYDIA**

You're nailing it!!

**ALEX**

Oh... he seems genuinely happy with that one... At which point you two finally come out of the bottom of the sink hole...

**BEN**

I'm not there...

**ALEX**

Oh no... sorry... sorry...

**BRYN**

Thank goodness...

**ALEX**

Hamid, you come out of the bottom and I'll let you have caught the tail end of that.

**BRYN**

Hay guys... everyone alright?

**LYDIA**

Yeah...

**HELEN**

Have you sobered up?

**BRYN**

Yeah... I'm fine.

**HELEN**

OK. Just double checking...

**BRYN**

I mean that was yesterday. Literally...

**HELEN**

It feels...

**LYDIA**

As you get older, Hamid, these things hit you harder...

**[Laughter]**

**LYDIA**

Like metal... metal hits hard....

**ALEX**

He just holds up that... nearly... nearly...

**[Laughter]**

**HELEN**

I don't know what's been happening.

**[Laughter]**

**BRYN**

Cool. So... at the end of the pipe, there seems to be the entrance to some sort of underground facility. There's an underground river, and there's walkways over it and stuff, so I know it's a bit more of a squeeze for you two to fit down the pipe, but we think... you know the pipe seems very featureless and once we get to the other end we can get onto the walkway and it'll be fine.

**LYDIA**

Alright.

**ALEX**

Wilde just sort of calls down from the top, obviously, it's probably not a good idea for me to come with you, everyone heading down into the spooky tunnel at the same time means there's you know... no one to tell the tale, as it were. Umm...

**BRYN**

Yeah, that's fair.

**ALEX**

It's probably worth me going back because I suspect the entirety of Damascus may have just seen Apophis you know turn up and glass the place...

**BRYN**

Oh yeah... they might want an explanation.

**ALEX**

I might have to deal with that. It's not exactly a... eye contact with Sasha, staple... event... so err... I'm probably going to...

**LYDIA**

Yeah... you should be adamantine with them that it was not really a dragon.

**ALEX**

Wilde's super chuffed. Wilde's super happy with this development. I think I'm going to head back and deal with that.

**LYDIA**

I meant adamant... did you get that... like...?

**ALEX**

I did, I did. I liked that.

**LYDIA**

OK. Right. Cool.

**BRYN**

These jokes are gold...

**LYDIA**

Oh that's... how do you guys do it?

**ALEX**

Wilde... he's face just drops... and he just looks at Hamid and shakes his head... just a little bit.

**BRYN**

Hamid smiles.

**HELEN**

Will you make sure to go to sleep?

**ALEX**

Sure, why not. He then...

**BRYN**

Do look after yourself, Oscar, you can't keep going for ever.

**LYDIA**

It would be really inconvenient if he died, and we had to do all the paperwork instead.

**ALEX**

Wilde sort of just starts walking off... clicks his fingers and then the illusion of a fireworks display appears over the hold, just like... Wilde's fine... [sound effects]

**[Laughter]**

**ALEX**

Stop asking [sound effects]... and then he just... he just walks off to the road.

**LYDIA**

I think that's the nearest we'll ever get to him admitting he's not fine.

**[Laughter]**

**BRYN**

Are you going to be OK in the pipe, Azu?

**HELEN**

Yes.

**ALEX**

If you take all your armour off, and stoop, your shoulders will be brushing the top, but you can sort of... again, you can do it, but it's like you'll be slow, because you'll need to break because of the cramps and so on, and you will be kind of grinding a little bit across the top. I don't mean physically hurt, but you know that sort of... just feeling your hair kind of brushing the top of it, the whole way...

**HELEN**

But Azu doesn't have any hair... OK.

**BEN**

Yeah... good point... good job she doesn't have claustrophobia either... that would be a real bad...

**ALEX**

That would be super bad.

**BEN**

Real bad.

**LYDIA**

Sounds almost designed...

**HELEN**

If the rest of you are going, then I will as well.

**ALEX**

OK. So this is the kind of thing where sometimes... it's actually just sort of games... [unclear: 17:21]. Sometimes you'll get a GM who will push for a sort of save on that one. I'm not going to, because I don't believe in sort of doing that kind of save, where you are deciding to proceed. Unless like something comes along and prompts like a... I don't know... say there was a cave-in, that's different, but as a just walking along, that kind of thing, I don't believe in it. Some people would be like... no you're too scared to do the thing...

**BEN**

So just quickly, you've been very, very neutral and non-judgemental... a boring GM would ask for a check.

**ALEX**

Haha... I mean I couldn't possibly make a quality statement... err...

**BEN**

I can...

**ALEX**

I mean pathfinder is such a perfect system in every way...

**BEN**

I can...

**ALEX**

... it doesn't really allow for boring GMs...

**BEN**

... don't do it.

**ALEX**

So anyway... you're heading in. Yes or no?

**HELEN**

Yes.

**ALEX**

Marching orders? Just so I know?

**HELEN**

She doesn't like it... Azu will bring up the rear.

**ALEX**

OK.

**HELEN**

Partly to look out for everyone and also like if she wants to run out **[Laughter]**

**ALEX**

And who's at the front?

**BRYN**

Err... I'll go at the front again. I'll going to...

**ALEX**

Stop them from getting lost...

**BRYN**

I'll repeatedly... **[unclear: 18:12]**

**BEN**

Oh man...

**BRYN**

Repeatedly casting dancing lights.

**LYDIA**

Then Sasha will follow Hamid, because she can't see in the dark... so...

**ALEX**

Yep. OK. That all holds together. Cool. You head along. I'm just going to give you a flavour description of it. For everyone else, it's a long tunnel. Sasha, it's about as tall as... you can walk kind of without hunching or anything, but it's about as small as it could get, before you would have to start kind of altering the way you're walking, really. But...

**LYDIA**

It's relatively spacious for... you know...

**ALEX**

Again, this is kind of... it's vaguely comforting... the piping's in good condition.

**LYDIA**

It's nice when you've got edges to back against.

**[Laughter]**

**ALEX**

Obviously, Hamid's already done this. Azu...

**HELEN**

Yes.

**ALEX**

The phrase... may not... never mind that.

**LYDIA**

Oh... that's good. Is there anything more unsettling...

**ALEX**

Not pleasant is... I'm going to start with. I would say it is an open ordeal and it's as close as it can get without me having to do a check for you.

**HELEN**

Yeah...

**ALEX**

But it is... it's one of those things where... if you don't want to admit it to everyone, this is a... I can do this... I can do this, but the issue is it just won't stop...

**HELEN**

Yeah...

**ALEX**

... because you can't go quickly... and you're covering like... two miles maybe, at kind of shuffling pace, so you're talking, you know... an hour and a bit, at least... probably more. The thing with time, when you're that kind of scared is, you feel very slow...

**HELEN**

Yes it does.

**ALEX**

Never seems to end. But I am going to jump ahead to... you are capable of making it. It's horrible.

**HELEN**

Yeah...

**ALEX**

It's really, really not pleasant at all. The only saving grace is that you don't feel yourself getting deeper underground. You're actually slightly going up not down.

**HELEN**

Yeah.

**ALEX**

That's the only saving grace.

**LYDIA**

Do we hear like heavy breathing and... is the fear of [unclear: 20:06]

**ALEX**

I'll leave that to Helen's description.

**HELEN**

Hmm... OK. Well she definitely has to stop every now and again because that is going to hurt even for a...

**ALEX**

Oh yeah, yeah... It's an endurance test to just sort of keep slogging on.

**HELEN**

Yeah...

**ALEX**

Keep slogging on.

**HELEN**

She's going to do her best not to show any visible sign of being like really, really uncomfortable in like all the ways that are possible to be uncomfortable in. But you can't see in the dark can you?

**LYDIA**

No.

**HELEN**

So you can't see her face.

**LYDIA**

I can only see a head where there will be dancing lights.

**HELEN**

And as far as you're concerned, it's fine.

**LYDIA**

Cool.

**[Group Laughter]**

**LYDIA**

Grand.

**ALEX**

You make it to the other end of the tunnel.

**HELEN**

Good.

**ALEX**

You open out into the tunnel as you saw it. What's Grizzop doing?

**BEN**

Umm...

**ALEX**

Because you've had a decent length of time to do stuff if you want.

**BEN**

He's just sitting on the edge of the pipe, swinging his legs...

**ALEX**

[singing] Sitting on the edge of the pipe... watching the...

**LYDIA**

And on the ground river again... these always end well for us.

**HELEN**

Azu stretches and like there's audible cricking and cracking of all sorts...

**BRYN**

Oh... It's really boring in here, nothing happened.

**HELEN**

Yes, boring.

**BEN**

Well I mean that's good in a way. Alright... here we are. There we go... I'm going to jump to the ladder.

**ALEX**

Yep. I'm just going to have everyone take ten. Like I can't be bothered doing checks to have people washed, to then be rescued, to then come back up. The river isn't like a torrent. It is... it would be boring. You make it to the walkways easy.

**LYDIA**

OK.

**BEN**

Let's go up.

**LYDIA**

It's so much easier you know... dealing with the sort of underground river system and you're not in the pitch dark and there's actual walkways, this is great...

**BEN**

Hamid's lights makes a real difference.

**LYDIA**

And nothing's hunting me as well.

**BEN**

Yeah...

**LYDIA**

At least not that I'm aware of.

**BEN**

And we're the hunters in this situation.

**LYDIA**

A real bonus I've got to say. Right Azu? Isn't this just great?

**HELEN**

Yeah...

**BEN**

Where's Wilde? He just actually go and get some rest?

**BRYN**

Yeah, we hope so.

**BEN**

The man's an idiot.

**BRYN**

[unclear: 22:00]

**ALEX**

So are you heading over the bridge, I'm guessing?

**BEN**

Yep. [unclear: 22:05] up...

**ALEX**

Yep. Seems straightforward.

**LYDIA**

Yeah, let's keep going on what seems like the straightforward path

[Laughter]

**ALEX**

You head up the stairs, I'm guessing?

**LYDIA**

Yeah.

**ALEX**

OK. Head up the stairs... you've reached a... hold... hold with me guys... closed door.

**LYDIA**

Going to check it for traps.

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**HELEN**

Good idea.

**ALEX**

Oh, get you. You need to check.

**LYDIA**

Err... I forget.. disabled device isn't it? Goes with it?

[unclear: 22:36]

**ALEX**

Perception.

**LYDIA**

Oh perception. Oh gosh that's even higher. Umm...

**ALEX**

Life's hard... life's hard. Times are hard for the GM.

[Laughter]

**LYDIA**

27.

**ALEX**

27?

**LYDIA**

Yeah.

**ALEX**

Yes.

**LYDIA**

There's a trap.

**BEN**

There's a trap

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**LYDIA**

Yay...

**ALEX**

There's a trap.

**BEN**

Good work.

**LYDIA**

Going to disable it.

**[Laughter]**

**ALEX**

Give me the disabled device check.

**LYDIA**

Oh... it's a natural 20.

**ALEX**

Er... oh look it gets worse.

**LYDIA**

+15

**ALEX**

That's so bad for me.

**BEN**

35.

**ALEX**

That's so bad for me. That means you can harvest things from it.

**LYDIA**

Yay... ah winning.

**BEN**

It was a gold trap.

**LYDIA**

Yay.

**ALEX**

So...

**LYDIA**

Are they worth 6,000?

**[Laughter]**

**LYDIA**

Because I am short exactly that amount.

**ALEX**

It's worth a decent amount. The trap door is a sort of... you know... you're climbing up to a trap door. For what it's worth it isn't like a wooden one, it is metal.

**LYDIA**

What is it worth Alex?

**ALEX**

Bear with me. You could actually see through it, which is why the trap was a bit... as if it's a grilled one. You're like climbing up into a walkway.

**LYDIA**

Oh OK.

**ALEX**

So that's why the trap was quite clever, is that you wouldn't assume there was a trap there, because you could see through and assume it was just a walkway with a lock. But then you actually see that with the lock... sort of disguised within it, it looks at you as though that's a very large lock, but I can see the latch is very small, disguised within it is basically a poison release system.

**LYDIA**

Oh...

**ALEX**

Specifically you realise that the lock itself has been coated in poison and then there are like... there's a vile within it, that would sort of shatter and spray out if anyone was to undo the lock without first sort of just doing a simple check and that...

**LYDIA**

Alright lads, so if you look here very closely, lads... you can see a very...

**BEN**

Standing back, a safe distance....

**LYDIA**

A very lovely little poison trap here.

**BEN**

Oh yeah...

**LYDIA**

It's really quite intricate, but don't worry I'm better. I mean it's good, but I'm better. That's what I meant to say.

**BEN**

Good work Sasha.

**LYDIA**

Yeah, yeah... right.

**BRYN**

Nice one.

**ALEX**

Does anyone have any way of identifying poisons or potions?

**BEN**

Er... knowledge nature.

**ALEX**

Umm... yes... knowledge nature would work in this specific case.

**BEN**

19.

**ALEX**

Yeah. OK. It's twister route. So twister route is a naturally occurring poison, if you want to make it a proper poison you can... you know... you strengthen it, but you don't have to like do anything weird to get it. It's a contact poison. It has mechanically a fort save attached to it, that's like... standard poison. It takes a minute to sort of kick in, but then what it does is it proceeds to just do mounting **dex** damage over and over and over again.

**LYDIA**

There's a really good one that I didn't get hit by that. Because that is...

**ALEX**

It will never kill someone, but what it is excellent... is to incapacitate someone, slowly so that they don't notice. So, like the first one, oh they're getting a little bit fumbly, but you would not notice. And it gets worse and worse and worse, until you just fall over and then people can come and collect you later.

**LYDIA**

What we can tell from this... Alex is a little bit miffed that he didn't get to use...

**ALEX**

No, I'm super happy. I'm super happy with you. And it's a really useful poison for you to have.

**BEN**

Oh, we should keep that.

**LYDIA**

Yeah, alright.

**BEN**

[unclear: 25:39]

**LYDIA**

Oh OK... One. One x....

**ALEX**

What I would say is it isn't something that you chuck at someone and then it's like... ha-ha... and they fall over. It's way more insipid. It's the kind of thing where like... if this trap isn't monitored, someone...

**BEN**

I don't think you'd need insipid.

**HELEN**

I think you mean insidious...

**ALEX**

Insidious sorry... I do mean insidious...

**HELEN**

Insipid means boring doesn't it?

**BEN**

I mean it's basically it's a good thing to assassinate someone with...

**LYDIA**

And then they probably fall down the stairs, and....

**BEN**

It doesn't kill them but...

**ALEX**

Let's put it this way, especially when people are hanging around lots of water, and things like that...

**BEN**

Yeah. But also, you know, if you get them... you get them...

**[Group Laughter]**

**ALEX**

The trap was meant to hurt someone...

**BEN**

But also if you... you know...

**HELEN**

I was imagining poisoning the water supply.

**LYDIA**

No.

**BRYN**

It's a contact poison.

**ALEX**

Err...

**LYDIA**

He meant more like, if you're around water, you'll fall in...

**BEN**

You'll fall in and drown.

**HELEN**

Oh...

**ALEX**

And Grizzop knows now... like, Grizzop you know this. You passed really well... high... it's not easy to get hold. There is no way you could ever make enough to do anything other than like specific uses. Like mass... no... OK.

**BEN**

It's an expensive one as well, so, you know.

**LYDIA**

Oh, alright. Nice. How... how expensive? Appraise poison...

**ALEX**

You might actually be able to know that. Let me... let me double check.

**BRYN**

Just do an appraise check... I mean...

**LYDIA**

I can appraise good. I got good appraise. I do good appraise me. 21.

**ALEX**

So you can't pin down the price exactly. Depends on where you'd sell it. In the right place, up to a grand... but... but that's like... you'd have to find... like... real, real demand.

**LYDIA**

I need to find six more of them.

**ALEX**

Realistically you're looking at closer to like may be six hundred gold.

**BRYN**

Can you open the trap door as well?

**ALEX**

You already have. Like... unlocked, all good.

**LYDIA**

Yeah... I mean that... the lock was like nothing really, but just...

**BRYN**

Alright let's head up then. Let's go...

**LYDIA**

[Unclear: 27:27] no help [unclear: 27:28] poison was.

**BEN**

The longer we hang about, the more likely it is we're found. So let's keep a move on.

**LYDIA**

I'll keep checking for drugs or...

**BEN**

Oh no definitely, that was really helpful.

**BRYN**

Yeah, good work Sasha...

**BEN**

You know what I didn't want to do... be paralysed... that's good.

**LYDIA**

Does make a day better, doesn't it?

**HELEN**

Yeah. It's fun to not be paralysed...

**BEN**

Yeah I think so.

**LYDIA**

Yeah, you'd know wouldn't you? That was a bad day.

**HELEN**

Yes, yes it was.

**ALEX**

So, you head up, yeah?

**HELEN**

Yes.

**ALEX**

So you head up into a corridor that's actually in style similar to what you just left. Obviously there's not a river running through it, it's a corridor. But it's the same sort of... semi-worked stone. So there's the odd sign of tools. The odd bit of like metal reinforcement and so on. And it appears to run in both directions, relative to the river that you've just left behind. So you could head up river, or down river, from this distance it's still not lit, and you cannot see within the dark vision that you've got, any side turnings, at this stage.

**LYDIA**

What up river, so you can't... [unclear: 28:29]

**BRYN**

We may need to explore both directions...

**BEN**

Follow the source then?

**BRYN**

Eventually... but yeah.

**HELEN**

I agree, let's find the source.

**ALEX**

OK. So you head up river... well you know what I mean... up, up, corridor, let's say. I think we'll take a break there, and then come back when everyone dies...

**[Group Laughter]**

**BEN**

Solid.

**ALEX**

OK. So you set off down the corridor. You make a hypothetical rolls, don't mind me...

**LYDIA**

He likes doing this for fun, doesn't he.

**HELEN**

Well they are fun, that's the problem.

**BEN**

He just likes making us worry... about dice... noise...

**ALEX**

Damn it.

**BEN**

You've dropped it... They all fail...

**ALEX**

I haemorrhage so many dice today...

**BEN**

They all fail now.

**HELEN**

That's like the sixth dice.

**BEN**

Them's the rules...

**ALEX**

Sasha...

**LYDIA**

Yep.

**ALEX**

After a while, you spot another trap.

**LYDIA**

Oh... oh well thanks for the free...

**ALEX**

So actually I do tend to sort of give free ones when they're kicking around. But you had to roll high, basically.

**LYDIA**

I did get a 20.

**ALEX**

Yeah, and when I was rolling for you then, you got a 19.

**LYDIA**

Oh, you rolled for me. That was very nice of you.

**ALEX**

Yeah. So anyway you spot a trap ahead of time. The reason I do this is because I didn't want you going... I check this square. I check this square.

**BEN**

Yeah...

**LYDIA**

I was going to say...

**ALEX**

... I check this square...

**BRYN**

Yeah... [unclear: 30:49] perception and active perception.

**LYDIA**

I was about to say, maybe I should start sneaking now, because we might be getting close to something.

**ALEX**

I worked on the assumption that you were cautious, so it's like... if there's something to check, I should check.

**LYDIA**

OK.

**ALEX**

Bear in mind I might sometimes roll like that and there's nothing.

**LYDIA**

Make decisions for me Alex, so long as they're good ones.

**ALEX**

So, Sasha makes a series of optimal decisions... the campaign is solved, everything went well.

**LYDIA**

Yay... that's cool.

**BEN**

Oh guys... nice meeting you... see you later.

**ALEX**

Nice medals.

**LYDIA**

Alright bye. Let's go to the pub...

**ALEX**

The trap that you see, is brutal...

**LYDIA**

Oh dear...

**ALEX**

Efficient... and would have been a living hell, for one of the party members.

**LYDIA**

Oh no... is it a claustrophobia trap? Is it a... could it be a dragon trap?

**BEN**

Is it an anti-magic trap?

**LYDIA**

Is it an age faster trap?

**ALEX**

It covers the width of the corridor and is almost floorless in terms of how it's been disguised.

**LYDIA**

Oh... quite surprised that you allowed me this one for free. But OK. Let's go.

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**ALEX**

You haven't disabled it yet.

**BEN**

Argh...

**LYDIA**

Alright.

**ALEX**

So bear in mind, can I get you to give the disabled advice trap. You know it is there, categorically.

**LYDIA**

Everybody stop.

**BEN**

What, what...

**LYDIA**

Stop.

**ALEX**

But the trigger, is very impressive. So whatever the trap is...

**LYDIA**

Stand back, actually.

**BRYN**

OK.

**BEN**

Oh, OK.

**LYDIA**

You go back further, further...

**BEN**

What... there's another...

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**LYDIA**

Yep... further... further...

**BEN**

[unclear: 32:03]

**LYDIA**

Further...

**BEN**

Bye... ah... ah... ah...

**BRYN**

It's about as far as it's sensible to go now...

**LYDIA**

Got you... alright. Fine. Oh you're really glad that you did, because I've got a natural 1.

**BRYN**

Oh...

**BEN**

I think I took that [unclear: 32:18]

**HELEN**

Oh my God...

**[Laughter]**

**LYDIA**

I go from a 20 to a 1, love. Love dice.

**ALEX**

I need you to give me a reflex save, and I can't stress this enough...

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**LYDIA**

Do well...

**ALEX**

Do well.

**LYDIA**

Err... so it's 15+10. So 25.

**BRYN**

Oh nice.

**ALEX**

Really important that you got that number...

**LYDIA**

Yeah...

**BEN**

Do you have magical rogue space yet?

**LYDIA**

No.

**ALEX**

Not yet, not yet.

**BRYN**

You must have evasion.

**LYDIA**

I've got... evasion...

**ALEX**

Not full [unclear: 32:48]

**BRYN**

Not improved evasion...

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**ALEX**

Yeah, yeah, yeah.

**BEN**

That's what I was asking.

**LYDIA**

Yeah...

**BRYN**

You'll take half damage. No you'll take zero damage, because it's a reflex save.

**LYDIA**

Yeah...

**BEN**

Cool.

**LYDIA**

If I got it, yeah.

**ALEX**

So you trigger the trap...

**LYDIA**

Yeah...

**ALEX**

... but don't get caught by it.

**LYDIA**

Wow...

**ALEX**

To everybody down the corridor, the floor just disappears...

**[Sound effects]**

**ALEX**

To Sasha...

**ALEX**

Not the whole corridor...

**BRYN**

[unclear: 33:06]

**ALEX**

The bit of the corridor that was a trap...

**[Group Laughter]**

**ALEX**

However, Sasha you manage to get out of the way and let it happen. You've only read about this type of trap. It is hideous. It is awful. It's called a sinking coffin trap.

**BRYN**

Oh dear...

**ALEX**

Yeah...

**BEN**

Oh I see why that might be miserable for one of us.

**ALEX**

People would have stepped on this. They would have fallen into a tight metal box, which would have sealed behind them, then dropped them into the river, where they would have sunk and sunk and been washed away.

**BRYN**

Wow....

**ALEX**

You know that someone can survive in one of those boxes for about 10 minutes, to open the box once it's closed and someone is in it, is near impossible, and to lift the box when it's in the water, is effectively impossible. It is someone who has 10 minutes, knowing that they will die in 10 minutes. It's horrific.

**LYDIA**

Oh guys... this one... this one...

**BRYN**

Goodness me.

**LYDIA**

This one, this one is incredible. Let me talk you through it.

**BEN**

Oh... OK.

**LYDIA**

Sasha enthusiastically tells you of the ways in which she nearly died.

**BEN**

Oh, right...

**LYDIA**

And then you'll be stuck in here... right... So the thing is, it's a bit of an odd one for them to use here, because it's an amazing preventative device, right. Because if you here that that's happened to someone, you aint going down that thing, right. But...

**ALEX**

Actually, you have one anecdote of... the only time you've heard of it ever being used in other London, someone did it just as a demonstration to others, and they made them fall into the outflow from like a slaughter house, of the cold ice water, so that they were also freezing when it happened.

**LYDIA**

Ah... right... I mean so I mean... is is very useful as a like...

**BRYN**

It's horrible.

**LYDIA**

It's less of a trap, more of a kind of like repeatably [unclear: 34:44] torture device. Like distanced torture. If you think about it, that's also quite effective.

**BRYN**

But also just being set randomly on a... random corridor that's going to be hard to find.

**BEN**

You say random...

**LYDIA**

What I'm saying...

**BEN**

If we're going the right way...

**BRYN**

Yes, that's what I was saying.

**LYDIA**

We should probably maybe be a bet careful, because these...

**BEN**

Yeah...

**BRYN**

Yes, let's be careful. Let's be careful.

**LYDIA**

These guys may mean like... a bit more business than I...

**BEN**

[unclear: 35:03] business yeah, alright...

**LYDIA**

Yeah

**BEN**

Cool. Well I will be very pleased when we dismantle their operation and send them all to... jail or death. I mean either's good actually.

**BRYN**

Well if they are doing this to people, yeah... I'd say I'm behind that.

**LYDIA**

I mean, we could be even put them in one of their own traps. I'd love to see when of them in action.

**BRYN**

Oh, let's not be cruel.

**LYDIA**

Alright, fine.

**ALEX**

But you do know the trap hasn't reset itself. So there's a section of floor missing. I am also happy to take 10 on this, because is it literally like a simple jump for you all.

**LYDIA**

Right.

**ALEX**

The danger of this is, it's incredibly quick, and desperately fatal, but the actual like avoiding it once it's gone is trivial.

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**BRYN**

Cool, so let's go and...

**LYDIA**

Yeah...

**BRYN**

... and have a look around.

**LYDIA**

I'm going to check... ahead...

**BRYN**

Yeah, you keep checking ahead...

**HELEN**

Please do be...

**BEN**

I will also be looking I think.

**ALEX**

Can we get everyone now that we're aware, to give me a perception check please?

**BEN**

Err... 10.

**[Laughter]**

**BRYN**

Good noise, Ben.

**BEN**

Just a useless roll.

**HELEN**

8.

**BRYN**

25.

**LYDIA**

Oh... only 17.

**HELEN**

I think Azu is so scared now, that she is like paying the wrong attention to stuff. She's like... oh my God, what was that... it was a beetle... it was attack beetle you know...

**[Laughter]**

**ALEX**

A crack in the wall... a crack in the wall...

**[Laughter]**

**ALEX**

Yeah...

**BEN**

Something like drips on your shoulder, and you're like... [sound effect].

**[Laughter]**

**LYDIA**

Swing around with your axe... and people are like... what... just testing my axe... testing...

**[Laughter]**

**HELEN**

No, it's like... it's like when **Gimley** went into the haunted passages...

**BEN**

Oh yeah...

**HELEN**

Yeah...

**BEN**

Yeah.

**HELEN**

You can hear... you can hear... oh...

**[Group laughter]**

**LYDIA**

Flipped her pencil and then freaked out...

**[Laughter]**

**HELEN**

You can hear muttering in Orcish...

**[Laughter]**

**ALEX**

So, yeah, now I get to use the phrase I avoided earlier, which was that would have been a living hell.

**HELEN**

Genuinely... that is both Azu's and my worst fears...

**ALEX**

so that's why I was going... this pipe's a living... no that's not happened yet... that's not happened yet. That could happen later...

**HELEN**

Yep. Nasty.

**ALEX**

OK. So you continue along, you don't seem to encounter any other traps at this stage. However, again, Sasha, that pairing makes sense. It's one trap that makes you really clumsy, even if you manage to throw the poison off. Combined with a trap where the only way to not get caught, and immediately die, is by basically doing what you did, which is jumping out the way, to spot it was really difficult. So whoever, put this place together, you know hats off...

**LYDIA**

Yeah right...

**ALEX**

This isn't joke security...

**LYDIA**

I think this is sneaking from now on.

**ALEX**

Alright. So heading along, you don't see any more traps, for a good long while. Until eventually you see...

**LYDIA**

I'm literally doing the check every five minutes...

**ALEX**

I'm fine with that. I am kind of assuming that.

**LYDIA**

Yes, thank you very much.

**BEN**

Anything from we are all being stealthy... or as stealthy as we able to be...

**HELEN**

Yes.

**LYDIA**

I could even give Azu my cloak of [unclear: 37:55]

**BEN**

That might be a good...

**ALEX**

Until eventually you see the corridor just stops. Just stops in a large, apparently steel door, with an inbuilt lock into it.

**LYDIA**

The door is at the end of the sentence. So its like the corridor just stops...

**ALEX**

Huge...

**LYDIA**

Oh right OK. I'll go further on in then right...

**[Group Laughter]**

[sound effects]

**LYDIA**

Why are we... with a door...

**ALEX**

It's almost like I realised at some point, I speak weird... what should I do? I should go into a job that involves lots of descriptions... so that no one knows what's happening...

**[Group Laughter]**

**LYDIA**

It's cool. You speak English as if you learned it after German...

**[Laughter]**

**BEN**

So the door...

**LYDIA**

Yeah... I'm going to check it for... you guys stand back...

**BEN**

Yeah...

**HELEN**

Yep.

**LYDIA**

And I'm going to check this for traps.

**BRYN**

Be careful.

**LYDIA**

Further back...

**BEN**

I'm also going to be looking for traps, just to make... like.. for a level of security...

**LYDIA**

OK. Oh you don't trust...

**BEN**

It's not that I don't trust you...

**LYDIA**

Interesting...

**BEN**

It's just that... if you make a mistake, based on the severity of that last trap, you might just be dead. So, rather than the chance of you just being dead, I

want to maybe try and make it higher chance that you're not just dead. I think you're much better than me at this, but...

**LYDIA**

Sasha is hurt...

**BEN**

Definitely much better than me. I rolled a 10 again.

**LYDIA**

Err... well with a [unclear: 39:08] well that's 30.

**ALEX**

30?

**[Laughter]**

**BEN**

I did say, I knew you were better than me.

**BEN**

Right I've got nothing...

**HELEN**

Haha oh... So I feel sorry for you. But Sasha feels vindicated.

**[Group Laughter]**

**BEN**

That's fair.

**ALEX**

The door doesn't appear to be trapped. But it does appear to be a mechanical door, by which I mean it is a door that could slide and open and close itself. Do you know what I mean?

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**LYDIA**

Umm... no...

**ALEX**

So like... so like a Star Trek door.

**LYDIA**

Oh, cool.

**BEN**

An automatic door?

**ALEX**

Yes, but I want to be clear, like... sliding, not like swinging open, swinging closed.

**LYDIA**

OK. Cool. So...

**BEN**

So like all automatic doors?

**ALEX**

You can get carousel doors.

**HELEN**

And you can get ones that can open in and out.

**BEN**

Yeah, but... whatever...

**LYDIA**

Alright, cool. So do I know need to roll something...

**BEN**

Disable device to open it...

**LYDIA**

In order to open it?

**ALEX**

You will, just to get passed the lock, yeah...

**BEN**

Yeah.

**LYDIA**

Okay doke... oh that's a natural 1. So I'm liking a...

**ALEX**

I'm going to throw ahead 2. For the sake of all of our sanity... I didn't actually necessarily need the roll on that one because you can't find a trap...

**LYDIA**

Yeah, but no I've got a 1, you need to punish me.

**ALEX**

No. I'm just going to say that you can take...

**LYDIA**

OK.

**ALEX**

You can take... you can take 20 on this one...

**LYDIA**

Right. Oh, OK.

**ALEX**

The reason I'm saying this is I'm assuming that you're not all going to be like... I can't do the lock immediately... I guess we give up and go home, because you can't do it in 30 seconds...

**BEN**

Yep, yep.

**ALEX**

But by take 20 I mean...

**LYDIA**

OK.

**ALEX**

So tough lock...

**LYDIA**

Alright.

**ALEX**

It takes ages. A couple of times you're like... oh damn it... completely resets...

**BEN**

We might break for some food. It's been a while. It's been a long walk.

**ALEX**

It does take you up to an hour. It's a good lock.

**LYDIA**

OK.

**ALEX**

And it has anti-lock picking stuff built into it.

**LYDIA**

Oh cool.

**BEN**

So basically, if we were doing this under pressure, it would be nigh on impossible.

**ALEX**

Yes.

**BEN**

But luckily we're in and no one knows we're here.

**ALEX**

Yes.

**BEN**

As far as we know.

**ALEX**

For instance, if someone had maybe... I don't know... got themselves poisoned and they were a ticking time bomb and travelling on their own and had made it passed the death trap, they would encounter a door that they can't get back and then are too far to travel back. Again, well thought out.

**BEN**

Oh just started it. Excellent.

**LYDIA**

Nice. Cool.

**ALEX**

But you do manage to get the door open...

**LYDIA**

A while... and then while eating breakfast with the other hand.

**ALEX**

Sure. And then eventually, should you choose to open it, it is just a... pushing it... it doesn't want to be opened manually as well, which slowed the whole thing down a lot. It wants to do it on its own.

**LYDIA**

Maybe try and charm the door.

**[Laughter]**

**ALEX**

The door says nothing.

**HELEN**

I can help you open it.

**BEN**

I was going to say it's less than the Star Trek doors and my Hitch Hikers Guide to the Galaxy...

**ALEX**

Yeah, yeah...

**[Laughter]**

**ALEX**

No strength checks or anything. You can open it. You push it open. You see on the other side a...

**BEN**

... gun...

**ALEX**

A gun... he goes... ha ha ha... bang. End of episode. End of campaign.

**LYDIA**

This is Oscar Wilde...

**BEN**

Just weird like circular corridor with like the spiral pattern... I don't know what happens there...

**[Laughter]**

**ALEX**

So what you do see...

**LYDIA**

Back at the beginning again...

**ALEX**

... is exactly 20 feet away, what seems to be a carbon copy of this door.

**LYDIA**

Argh...

**ALEX**

And between the two, is a cube room, which has large metal tiles. Each are about... hypothetically... 5 foot by 5 foot. Again on the walls. On the ceilings... but it is a perfect cube. One door at one end, one locked door at the other end. And you can tell at a glance that it's the same type of lock.

**BEN**

Is it featureless? Apparently.

**LYDIA**

It looks...

**ALEX**

I mean it's got these metal tiles, but apart from that there's nothing else in there.

**BEN**

Alright.

**BRYN**

You said 5 by 5.

**ALEX**

I mean each square, I'd say...

**BRYN**

How many squares? It's a square... it's a cubic room. How big is the room?

**ALEX**

So... hypothetically I would say that there was maybe 1, 2, 3, 4 squares to a side.

**BRYN**

OK.

**ALEX**

If those squares were 5 foot.

**BRYN**

So, 20 foot by 20 foot.

**ALEX**

Yeah, I mean, if you want to put it in feet.

**BRYN**

This is a strange room. Why would you just have a room in the middle of a corridor, with a door on the other side. Because it's a horrifying trap?

**HELEN**

Yes, this seems very suspicious.

**ALEX**

Would you care to check for traps on the room? You don't have to.

**LYDIA**

Yeah. Going to check for traps but always in a very distant way. With her tools at the end of long extended sticks.

**ALEX**

Yeah, yeah, yeah.

**BRYN**

11 foot pole...

**[Laughter]**

**BRYN**

Classic.

**ALEX**

It's just an arms race...

**BRYN**

Yeah! [unclear: 43:07] be a design trap [unclear].

**[Laughter]**

**LYDIA**

Yes. Get back, further back, back... back up.

**BEN**

That's far enough.

**LYDIA**

Fine.

**BEN**

No is this far enough?

**BRYN**

What about the psychology of people who design these sort of places. It's like well if this corridor is used for anyone for maintenance purposes, it's going to

be a real... you know... pain to constantly be going through these defences. I feel on some level...

**LYDIA**

It's pretty easy...

**BRYN**

It looks like they're designed as a challenge, for people coming along trying to come in.

**ALEX**

Sasha that's nonsense. You know that coming the other way, this would be easy.

**LYDIA**

Yeah...

**ALEX**

All the traps are set to go off on one way and you can just...

**LYDIA**

Exactly...

**ALEX**

Put the delay triggers and stuff... it's easy

**LYDIA**

And if you know it's there, then you just open the lock in the correct sequence. Honestly these people. He's the son of a banker.

**ALEX**

You think he'd know basic security.

**LYDIA**

Exactly.

**[Group Laughter]**

**ALEX**

Says Sasha's internal monologue...

**LYDIA**

Check for traps.

**ALEX**

Oh you are going to check for traps.

**LYDIA**

Yes.

**BEN**

Oh no we were just going to walk in Alex!

**ALEX**

Ah...

**LYDIA**

I thought it was probably a puzzle room. OK. That was 5+... so 18.

**ALEX**

18?

**LYDIA**

There's no traps at all...

**ALEX**

You don't see it... you don't detect a trap.

**BEN**

Remember, that doesn't mean there aren't any traps. It just means you know that you can't see them. It's not like a... it's fine now.

**ALEX**

Yeah, this isn't a... you think it's fine. But similarly... it could have nothing there.

**LYDIA**

Yeah.

**ALEX**

Welcome to the joys of trap finding, finally going the way it should.

**BEN**

[unclear: 44:29]

**LYDIA**

I can't see anything.

**BEN**

Right...

**LYDIA**

But... they've been really good so far.

**BEN**

Do you want me to shoot a tile?

**HELEN**

That might be a good idea.

**LYDIA**

Err... yes.

**BRYN**

It's just like...

**LYDIA**

Yes... if we're very far away...

**BEN**

That's why I'd shoot one.

**LYDIA**

Yeah... Sasha backs up until she's behind Grizzop.

**BEN**

I'm going to go 100 feet back. Hey Hamid, do you want to send your lights down?

**BRYN**

Yep.

**BEN**

Thank you. Right... umm... I will take 20 aiming, and what I'm aiming at is the tile that is... or one of the tiles that is in front of the opposite door.

**ALEX**

Uh hm... you're just firing arrows...

**BEN**

Yes. I am firing an arrow, and I'm taking 20.

**ALEX**

That's fine. Yeah OK. Taking 20.

**BEN**

Or technically I can't fail.

**ALEX**

You don't need... it's hitting a stationary target from a trained archer, from a sensible distance. You're fine.

**BEN**

Basically I don't want to roll, because I don't want to roll a 1.

**ALEX**

You don't want to roll?

**BEN**

But any way of avoid rolling a 1 I will do that.

**ALEX**

The arrow basically... I mean because the angles you can't square hit it obviously but at the same time, like you manage to get a solid bounce off it. It doesn't seem to...

**LYDIA**

Umm...

**BEN**

Alright... well I'll try hitting one square on then. I'm going to go for one in the wall, next to the door, so I can get like a ... [sound effect]

**ALEX**

It makes a hollow noise. Sort of like a clonk rather than a... solid thunk... but apart from that, nothing happens.

**BEN**

Umm...

**BRYN**

I know this room is really suspicious, but at some point we're just going to have to cross it. There's only so much we can...

**LYDIA**

Feel free Hamid.

**BRYN**

Well OK.

**[Laughter]**

**BEN**

No, no, no no no...

**[Laughter]**

**LYDIA**

Hamid don't go.

**BRYN**

I don't really want to... but somebody has to.

**BEN**

You are literally the worst person to do this.

**HELEN**

It should be me.

**LYDIA**

No.

**BRYN**

What?

**BEN**

Well OK...

**LYDIA**

I think it should be Hamid.

**BEN**

I was just going to say... look if we're measuring up hardiness to agility, I'm basically, probably the best bet.

**LYDIA**

Yeah...

**BEN**

'cause you're not going to do any good, as the tomb proved. I'm sorry but...

**HELEN**

No, I would follow [unclear: 46:22]

**BEN**

Exactly.

**LYDIA**

Oh [crying]

**BEN**

You know you're not going to do any good, Azu. It's just it might be better to take advantage of someone like you... [unclear: 46:33] this situation.

**LYDIA**

Smells lovely

**HELEN**

Oh thank you.

**BEN**

If you want... you know... if somebody wants to like intimidate people, I'm not going to do very well.

**LYDIA**

I don't know mate, you can be quite angry...

**BEN**

Yeah, but I'm four foot nothing...

**LYDIA**

Yeah.... But stabby...

**BEN**

Well actually, I'm not even four foot nothing... I'm three foot four I think...

**[Group laughter]**

**BEN**

And yet, if I...

**HELEN**

Zolf exaggerates his height...

**BEN**

And if I do...

**HELEN**

... on his dating profiles he's... I'm four foot...

**BEN**

I think I'm actually also quite tall for a Goblin. And obviously, Sasha with you, like you're probably better at getting out the way, but if you do get hit you're going to...

**LYDIA**

I'm going to check for traps again. I'm just going to... going just going to.... Can I mechanically do that? Like taking 10, basically...

**ALEX**

It doesn't really work like that...

**LYDIA**

Oh... OK, fine.

**BEN**

Let's just do it. Right. Here we go. OK. Good luck.

**LYDIA**

I'm going to tie a rope around your belt, because if it's another one of those...

**BEN**

Love it, thanks.

**[Laughter]**

**BEN**

Really good idea... umm... OK... Cool. Here I go... walking into the room... right let's go... Umm... yeah, and I'm going to like... I'm going to do the sort of like... like if you're trying to walk across on a cold floor, like the kind of like... [sound effects]...

**[Group Laughter]**

**BEN**

**[unclear: 47:41]** sort of thing... So tile to tile... But like try and make as little contact with each tile as possible, and be like on there for as little time as possible.

**LYDIA**

Oh guys, I'm going to die... argh...

**BEN**

Quite, quite possibly.

**LYDIA**

Have you got another **[unclear: 47:54]**

**BRYN**

**[unclear: 47:54]** to be very carefully and slowly walk one tile at a time.

**BEN**

I have two characters currently extant in the World.

**LYDIA**

Yes.

**BEN**

I don't even need to make a new character when I want to.

**[Laughter]**

**LYDIA**

Oh no...

**BEN**

Shall I make a reflex save?

**ALEX**

... nothing happens...

**LYDIA**

Oh...

**BEN**

**[Laughter]**

**BEN**

[Sound effects].... It's on a delay... wait 10 seconds...

**ALEX**

**[Laughter]**

**BRYN**

Can we come in yet?

**[Group Laughter]**

**BEN**

I listen really hard for like any mechanical clonks or anything... **[unclear: 48:27]**

**ALEX**

Oh... give me a perception check.

**BEN**

Natural 20...

**ALEX**

Natural 20? You hear... like the odd drip of like moisture in the sort of... surrounds of this room. But that's it. So you definitely get the impression that there are hollow spaces on the other side of some of these panels...

**BEN**

I can hear water, or liquid.

**ALEX**

It's not like rushing it's like...

**BEN**

Yeah, yeah... it's like... just something...

**ALEX**

[Sound effect]

**LYDIA**

Well, I guess I'll come and join you...

**BEN**

Yeah... OK. Umm...

**BRYN**

Let's see if we can open the door on the other side.

**LYDIA**

Oh yeah...

**BEN**

Oh is it? Hang on... how do you open this thing? Is it... from the other side... is it like press a button or something?

**ALEX**

Same as before. This was made so that people coming out, have an easy time. People going back...

**LYDIA**

I guess I'll have to join you and... and try and open it...

**BEN**

Wait... wait, wait, wait, wait... [sound effects]

**[Group Laughter]**

**BEN**

I hop kind of out, tie the rope round you...

**LYDIA**

OK...

**BEN**

... because it might be that it needs a certain amount of weight...

**LYDIA/HELEN**

Yeah...

**BEN**

... and I do not hit that limit.

**LYDIA**

OK. Alright gang, right... well... we'll see...

**BEN**

... because I am 36 pounds!

**[Group Laughter]**

**BRYN**

It could just be that there's nothing in this room guys...

**LYDIA**

Yeah... right... But who would build a room like this?

**HELEN**

Yeah...

**BRYN**

Well maybe... the whole point was to psychologically torture people before they come through...

**[Laughter]**

**[Sound effects]**

**HELEN**

They're very good at that.

**BEN**

Because if the alternate is immediately dying, I'm going to be maybe a little careful...

**BRYN**

I'm just saying if I was designing a really deadly trap, I'd definitely put it in a random section of corridor, with no obvious identifying features, and not in the really obvious... spooky looking room...

**BEN**

That's fine, but also... what if... that wasn't the case, and we died?

**LYDIA**

Yep. Well I'm going to go anyway, because it seems like it... whatever happens, it will be less painful than this conversation...

**[Group Laughter]**

**HELEN**

I'll hold on to your rope...

**LYDIA**

Fair... cheers... Err... right... so Sasha... just walks across. Doesn't seem like there's much point trying to go either slowly or fast, either could be deadly...

**ALEX**

Now...

**LYDIA**

Yep...

**ALEX**

I mean, this could be nothing at all...

**LYDIA**

Umm...

**ALEX**

But it could be something...

**LYDIA**

Yeah...

**ALEX**

You going to roll a single check? You going to take 10? You going take 20, knowing that... I mean taking 20 you fail at least once.

**LYDIA**

No I don't...

**BRYN**

... to open the door...

**ALEX**

To open the door...

**LYDIA**

Yeah to... no... so she's going to check the door for traps.

**ALEX**

Check the door for traps.

**LYDIA**

18+13... yeah, I'm going to try one of the dozen other options...

**[Laughter]**

**LYDIA**

Err... 18+13 is 31... right yeah...

**ALEX**

The door is definitely going to trigger a trap in this room. Definitely going to trigger a trap in this room...

**LYDIA**

Right, so...

**ALEX**

... almost certainly the reason that the doors have that weird mechanical thing, is so that they can lock them in...

**LYDIA**

[unclear: 51:03] whatever...

**ALEX**

... and do something to you...

**LYDIA**

Yep...

**ALEX**

... and you know, that the trigger...

**LYDIA**

Yep...

**ALEX**

... unless you can disable it... is going to be opening the door... will make the thing happen...

**LYDIA**

I'm going to try and disable it. Right get back guys, the trap is the door.

**BEN**

OK.

**LYDIA**

... back... further back...

**BEN**

What happens if you trigger it?

**LYDIA**

Well I guess...

**HELEN**

I've got her on a rope... I'll just pull her...

**BRYN**

What if we can wedge... can we wedge this one open?

**BEN**

We don't know that happens yet, so I'm trying to find that information out, in character...

**[Group Laughter]**

**BRYN**

Yep, that makes sense.

**LYDIA**

I think that you guys should probably go back further than the other door, so that, if anything happens, it's only me that gets it.

**BEN**

OK.

**BRYN**

Well what will happen if you trigger the trap?

**LYDIA**

I just assume there's a reason that there's two very strong doors.

**BRYN**

Well what if we wedge this door open?

**LYDIA**

I mean...

**HELEN**

Yes, so you can get out...

**LYDIA**

We could try that...

**BEN**

Well hang on a minute... How hard is adamantine? It's very right?

**HELEN/BRYN**

Yeah...

**BEN**

You've got an adamantine dagger, right?

**LYDIA**

Not my dagger!!

**[Laughter]**

**BEN**

There is a factory full of them, like... five miles down the road... and they seemed really happy to give it to you.

**LYDIA**

This one is mine!!

**[Group Laughter]**

**BEN**

We'll go and get you more daggers! Is it worth your life?

**[Group Laughter]**

**BRYN**

Roll a praise...

**LYDIA**

I mean...

**BEN**

... just stick it in the door...

**LYDIA**

But he gave me this one...

**BEN**

Adamantine's job is it's really hard...

**LYDIA**

It will get blunted...

**BEN**

Then sharpen it!

**BRYN**

I mean it's quite difficult to sharpen an adamantite dagger...

**BEN**

Well [unclear: 52:33]... dagger... They probably have an adamantite sharpener for sale, because everyone buys adamantite from here. Can we please get on with this, and not die!!!

**LYDIA**

Can't you pull like someone's armour on instead that seems bigger.

**BEN**

That's all steel... The door will crush it. The point of adamantite is it's really hard...

**LYDIA**

The dagger's really small though...

**[Group Laughter]**

**BEN**

Give me the dagger... Sasha give me the dagger, so you don't die...

**[Laughter]**

**LYDIA**

But...

**BEN**

Give me the dagger so you don't die!!

**BRYN**

Sasha come on. You'll get it back as soon as... if you open the door successfully, the dagger won't get hurt.

**BEN**

Exactly...

**BRYN**

It's extra motivation.

**[Laughter]**

**BEN**

Give me the dagger so you don't die. Please...

**HELEN**

Please Sasha... I don't want you to die.

**LYDIA**

Oh... OK.

**BEN**

Thank you. Azu... Jam this in the gears...

**LYDIA**

Oh...

**HELEN**

I do that.

**ALEX**

You can't see gears, but what you can do is just jam it under the door...

**HELEN**

Yeah...

**ALEX**

So that the door could not close without going passed the dagger, basically...

**HELEN**

I do that, yeah, that's what I do.

**BEN**

Right...

**LYDIA**

[crying]

**HELEN**

It will be alright...

**BEN**

Hammer it in with your axe... I whisper...

**ALEX**

Try hammering silently...

**BEN**

No, I whisper that, because once it's hammered there's nothing Sasha can do about it.

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**LYDIA**

Oh...

**ALEX**

What do you do Azu? I need a yes or no.

**HELEN**

I don't hammer it in with my axe. But I probably like kick it to be bit more firmly in there.

**ALEX**

Give me the disabled device... the disabled device Sasha...

**LYDIA**

That is only 22.

**[Laughter]**

**BEN**

What did you roll?

**LYDIA**

7...

**BEN**

Bloody hell.

**HELEN**

Yeah, I thought it was a 1 from here.

**BRYN**

Oh...

**LYDIA**

No, no, no, no... that's definitely a 7.

**HELEN**

Yes it is.

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**ALEX**

You unlock the door.

**LYDIA**

Yay...

**ALEX**

Nothing happens.

**LYDIA**

Yay... Give me my dagger back...

**[Laughter]**

**ALEX**

Clonk, clonk, clonk, clonk, clonk, clonk... Suddenly you see panels start to vibrate on the sides of the door... flip up exposing four huge pipes pointed at both doors...

**LYDIA**

OK.

**ALEX**

And you hear the distinct sounds of a torrential onrush of water.

**LYDIA**

Well, Sasha goes through the front door.

**ALEX**

I need to end the episode there...

**EVERYONE**

Oh....

**HELEN**

OK.

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**LYDIA**

OK Cool.

**ALEX**

So yeah, that's you for this week.

**BRYN**

You want to separate the party with some sort of weird water trap...

**BEN**

Also...

**BRYN**

That's completely on your head Alex...

**ALEX**

I've got a theme...

**BEN**

Cool cliff hanger, Alex. I'm sure the audience really appreciates that. Thanks Alex. Thalex!! Alright...

**[Laughter]**

**EVERYONE**

Bye!

**LYDIA**

Is the dagger OK???

**[Laughter]**

**[Show Theme - Outro]**

**ALEX**

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