

## RQG – 112 – Water Conundrum

**ALEX**

Rusty Quill presents. Hi everyone. Alex here. I'd just like to take a moment to thank some of our patrons. Ben Kazimir Tidswell, Finn Gaza, Robert Cattel, David Litvak, Jessica Miller, Ama Luci, Laura Malloy, Hedwig, Kelsey Stevens, Meg Daunting, 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.

**[Show Theme - Intro]**

**ALEX**

Hello, and welcome to episode 112 of the Rusty Quill Gaming podcast.

**ALL**

**[overspeaking – various cheers, etc.]**

**ALEX**

Eleventy-two. I'm your host and GM Alex Newall and with me today, I have:

**BEN**

Twice beyond the handling and intent [unclear 2:15]...

**(Group laughter)**

**BEN**

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Ben Meredith.

**(Group laughter)**

**ALEX ?**

What ?

**(Group laughter)**

**BEN**

What?

**(Group laughter)**

**ALEX**

You're up Bryn.

**BRYN**

Three score less eight...

**(Group laughter)**

**BRYN**

Bryn Monroe.

**(Group laughter)**

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**ALEX**

Oh God, no !

**LYDIA**

And dazzling past the centurion...

**(Group laughter)**

**LYDIA**

Lydia Nicholas.

**HELEN**

And XXX Helen Gould.

**(Group laughter)**

**ALEX**

And who are you playing?

**BEN**

Grizzop drik acht Amsterdam.

**BRYN**

Hamid Saleh Haroun al-Tahan.

**LYDIA**

Sasha, who's asking.

**HELEN**

And Azu.

**ALEX**

Yes. Now you can tell. The people want to know what's happening. And you know how you can tell? **Stuff** was like, "Let's do the thing, let's do the thing."

**(Group laughter)**

**ALEX**

I don't know. What's the thing? Do the thing. Do the thing.

**BEN**

We're staying late.

**(Group laughter)**

**ALEX**

So, with that in mind, we're picking up where we left off, which is – underground tunnels. Rooms...

**BRYN ?**

T-r-a-p!

**ALEX**

...enormous. Ominous traps that have just gone off.

**BRYN**

Yeah.

**ALEX**

Everyone roll initiative.

**ALL**

Ah !

**HELEN**

Yeah, I'm not a bit scared.

**BEN**

I can fight the water.

**LYDIA**

Why do they take this frikken...

**ALEX**

Ben's rolls are getting so unnecessarily elaborate. He throws it in the air and catches it.

**(laughter)**

**ALEX**

Maybe juggle it a couple times then throw it.

**BEN**

No, I was going to throw it. I went to throw it down but threw it up instead, so it ratted.

**ALEX**

That's a very different place.

**BEN**

That's why I went, "Oooops".

**(rolling dice)**

**BEN**

16.

**ALEX**

Can I grab a pencil please, sorry?

**LYDIA**

I have 13.

**HELEN**

Ow 14.

**BRYN**

23.

**LYDIA**

I took that frikken like enhance initiative thing and I've rolled a six.

**[overspeaking]**

**ALEX**

Are you glad you got a..., yeah.

**BEN**

**[unclear 3:40]** 10.

**LYDIA**

Yes.

**ALEX**

What was yours Hamid?

**BRYN**

23.

**ALEX**

Okay. So, those enormous pipes were just you know, the pals drop and then four huge pipes – two pointing at the door that Sasha is at – two pointing sideways at the door that is near the entrance.

**BEN**

Was one of them the one that I shot, that made the hollow noise?

**ALEX**

Y-e-s. You hear that, and then a torrent of water just pours in. And by a torrent I mean the pipe is now full, from bottom of pipe which is – for people in the room – so I don't like, like a couple of feet?

**BEN**

Four foot, five?

**ALEX**

Like a couple of, yeah like something like that.

**LYDIA**

Like a metre.

**ALEX**

Yeah, call it a metre, a metre diameter. Completely full of water, instantaneously. The same amount of water is coming out every pipe simultaneously.

**BRYN**

Also I, sorry I just am slightly disappointed that when you said a torrent you didn't finish it with 'of skeletons'.

**(Group laughter)**

**BEN**

Just don't really like the idea of a torrent of skeletons coming out of four pipes.

**HELEN**

What a...

**BEN**

Would be terrifying wouldn't it?

**HELEN**

They're kind of like 'shhhhhhhhhhhhhhhhhhh' yeah, sound with all of their little bones.

**(laughter)**

**ALEX**

I need you, Sasha...

**LYDIA**

Yeah.

**ALEX**

...to immediately, prior to initiative, give me a reflex save.

**LYDIA**

Yes, I am not surprised.

**(rolling dice)**

**LYDIA**

Okay, so 23.

**ALEX**

23. The among of water – because of the way the pipes are angled – slam together exactly where you were stood.

**LYDIA**

Yeah, yeah.

**ALEX**

You manage to jerk yourself out of the doorway, but the amount of force – again, just think about the amount, like the volume – just crunches. There's the equivalent of a thunderclap as they slam together in front of you. Bear in mind...

**LYDIA**

Yeah.

**ALEX**

...the same has happened behind you, because it's happening at both doors. You effectively went the only way I can not die is jump in the middle. And backed into the middle of the room because slam, slam.

**LYDIA**

Oh, okay. So I didn't go through the door?

**ALEX**

The door isn't open. You unlocked it and it triggered.

**LYDIA**

O-h !

**ALEX**

It never opened.

**LYDIA**

Right okay, great. So.....

**(Group laughter)**

**ALEX**

At which point...

**BEN**

What? What yeah, what's happened to the other door?

**ALEX**

At which point the other door – everyone else can see – it's starting to close. The dagger at the bottom is currently sliding, pushed by the door towards the other side.

**LYDIA**

Oh my dagger!

**ALEX**

I would say that the handle is angled upwards because it's pushing. So it does look like it will go against the door jam and not just you know, disappear under whatever. Who knows? Like – you don't know how much force is involved – I do.

**BEN**

And how strong it is.

**ALEX**

And, exactly. Like it is moving – what I would say is – again this is all comparative, it's moving comparatively slowly, okay? With that in mind...

**BRYN**

The water's probably already there, if it's flowing out of the room.

**ALEX**

Water is already beginning to flow out of the room towards everyone apart from Sasha.

**HELEN**

Has everyone else been blown out of the room?

**ALEX**

Not yet. What – see, here’s an enormous amount of discussion for here’s how much time passed. That’s it. Like that, that’s how much time has passed in what I’ve just described.

**LYDIA**

Yeah but, in the real world, we would know where we were. So, you do have to describe...

**ALEX**

Yeah no, of course. I just meant that like, they haven’t already begun being washed away or anything.

**LYDIA**

But didn’t we say that they were outside of the room?

**ALEX**

Yes, so the water’s got to go somewhere.

**LYDIA**

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Yeah, okay.

**ALEX**

Hamid what are you doing? You are up.

**BRYN**

Is there any way into the room past the water?

**ALEX**

Mm you, you are...

**BRYN**

[unclear 6:57]... flying?

**ALEX**

No one is entering or leaving that room unless they're getting hit by water.

Alex decrees it so.

**BRYN**

I, hold my action then.

**ALEX**

Okay. Grizzop, you are up.

**BEN**

How much water is coming out of the room?

**ALEX**

At this exact moment, not too much because it's only just started. It is going to be a r-e-a-l problem real quickly.

**BEN**

Ooh, I'm going to climb up onto Azu's back.

**ALEX**

Okay. That's unless Azu stops you, which I'm assuming you don't?

**HELEN**

No.

**ALEX**

That's absolutely fine. Anything else?

**BEN**

Shooting water...

**(laughter)**

**ALEX**

Die water, die !

**(Group laughter)**

**BEN**

I haven't really got much I can do in this situation.

**ALEX**

Nero's got nothing on me, grrrrrr ! Azu, no sorry Sasha, you are up.

**LYDIA**

If I can't...

**ALEX**

Before you can do anything else...

**LYDIA**

Yeah?

**ALEX**

Do you want the bad news? Because that's all you've got.

**LYDIA**

Yeah, sure.

**ALEX**

You need to give me a DC20 reflex save.

**(rolling dice)**

**LYDIA**

Sure, 23.

**ALEX**

Nice. Take your turn.

**LYDIA**

Can she acrobat out so that like, if I'm going, well basically through the water...

**ALEX**

Mm hmm.

**LYDIA**

But that's the – and then while shouting, "Pull me out!"

**ALEX**

Yeah, that's totally a thing that you can do.

**LYDIA**

Yeah.

**ALEX**

You know that going through that water's going to hurt...

**LYDIA**

Yeah !

**ALEX**

...the force is going to hurt, but you also like, “I can either get a little bit hurt...

**LYDIA**

Yeah.

**ALEX**

...or I can die.”

**LYDIA**

Like, yeah.

**ALEX**

You set the options.

**LYDIA**

While shouting “pull me out”.

**ALEX**

Yeah.

**LYDIA**

So hopefully there would be tension on the rope pulling me in the right direction?

**ALEX**

You’ve got a choice. You can either acrobat out now...

**LYDIA**

Mmm.

**ALEX**

...or you can ready for when they're pulling, to try and combine those two things. It does matter that those...

**LYDIA**

I'm going to acrobat now.

**ALEX**

Okay. That's fine. So just give me a straight acrobatics check.

**(rolling dice)**

**LYDIA**

Ooh, I only rolled a four, so that's only 19.

**(Group laughter)**

**ALEX**

19?

**LYDIA**

Yeah.

**(rolling dice)**

**ALEX**

Give me a – yes – give me another reflex save please.

**(rolling dice)**

**LYDIA**

That's a natural 20.

**ALEX**

So...

**(laughter)**

**ALEX**

...you take 9 damage...

**LYDIA**

Yeah.

**ALEX**

...where it's just – you try and – effectively just dive straight through the water, and it just “vroomph”, and then just pushes you back into the room. You don't manage to – you manage – you don't lose your footing...

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**LYDIA**

Mm hmm.

**ALEX**

...but it hurts. You do still think that you could probably make it through...

**LYDIA**

Yeah.

**ALEX**

But you just have to do better...

**LYDIA**

Yeah.

**ALEX**

It's that simple.

**LYDIA**

"Pull me out!"

**ALEX**

At which point, Azu you're up.

**HELEN**

A \*\*\*\*king ...

**(Group laughter)**

**HELEN ?**

I think we should just have that but bleep it.

**(Group laughter)**

**ALEX**

I think I will.

**HELEN**

Yeah, okay. I do, I – as hard as I can.

**ALEX**

Okay. Give me a strength check please.

**HELEN**

I had better be good at this. I'll be so annoyed.

**ALEX**

I mean, you should be but you know, a lot of, a lot of stuff's going on.

**(rolling dice)**

**HELEN**

12 plus...

**BRYN**

Three. Yeah, so just add your strength and [unclear 9:35].

**HELEN**

Yeah, so that's only a 15.

**ALEX**

It's only a 15? It's not enough to pull her out.

**HELEN**

[Gasps!]

**ALEX**

Again, you pull her back into the water before she's ready, then it repels her out because the pipes aren't just like that, they are angled in such a way to force people back into the room.

**HELEN**

How much damage was it?

**ALEX**

Six.

**HELEN**

Okay. No, that's cool.

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**ALEX**

At which point, Sasha give me a reflex save.

**LYDIA**

Yeah.

**ALEX**

You're going to be making a lot of these!

**(rolling dice)**

**ALEX**

You are the right person to be trapped here.

**LYDIA**

Yeah! That is only a 14 though.

**ALEX**

Total?

**LYDIA**

Yeah.

**ALEX**

In the process you are knocked prone.

**LYDIA**

Okay.

**ALEX**

You are not underwater but you are floating in what has already become a foot of water in the base in the six seconds.

**LYDIA**

Yeah.

**ALEX**

Hamid, you're up, it's your turn. Tougher around.

**BRYN**

I, I'm going to cast fly on myself and just hover above the water so I don't, I'm not in danger of being swept away.

**ALEX**

Yeah. Anyone...

**LYDIA**

It's all too stressful for us to notice that Hamid is suddenly flying.

**(laughter)**

**ALEX**

Anyone apart from Azu is not going to be heavy enough...

**BEN**

Yeah.

**ALEX**

...so that it – with the water you won't get swept away but – well at least at this stage, but if you try and move you are likely to lose your footing. So it's actually a really good idea.

**BEN**

Cool.

**ALEX**

Grizzop you are up. What are you doing?

**BEN**

I'm holding my action and inserting a [unclear 10:37] because I've not been able to do [unclear 10:39].

**ALEX**

Okay, okay. Sasha, you are up.

**LYDIA**

I try and swim out, I guess. So, I'm prone. I mean I can try and stand up.

**ALEX**

Technically it's still going to be an acrobatics, it's not deep enough to be properly swimming.

**LYDIA**

Okay.

**ALEX**

But yeah, like the same thing again if that's okay?

**LYDIA**

Yeah, yeah, yeah.

**ALEX**

Yeah? That's fine.

**LYDIA**

I mean an acrobatic is much better.

**ALEX**

For what it's worth, in your head you're like, "Yeah I still think, I think I can do this. I don't think..." You're not like, that's impossible.

**LYDIA**

I'm going to try and line it up with when Azu's doing it.

**ALEX**

Okay. So what I would say then is just like mechanically that will come out as, you ready in action...

**LYDIA**

Yeah.

**ALEX**

...to use your check in conjunction with Azu giving the axe...

**LYDIA**

Yeah, okay.

**ALEX**

...and hope that those together.

**LYDIA**

So basically what I do is I shout, "Pull me out!" and I get ready...

**ALEX**

Yeah.

**LYDIA**

...to jump...

**ALEX**

Yeah, yeah.

**LYDIA**

...as she pulls?

**ALEX**

Good call. Azu, you are up.

**HELEN**

I pull.

**(laughter)**

**ALEX**

Funnily enough, Sasha's ready in action and goes, "Aaaahhhhh" finished of orders. So, first give me the strength check on the rope.

**HELEN**

I've got to do this. No !! Oh man, yeah. Well at least it's not a one.

**ALEX**

Sasha!

**LYDIA**

Yeah.

**ALEX**

Give me an acrobatics check.

**(rolling dice)**

**LYDIA**

Come on. Oh no mate that's a, that's a nine, so that's only a 24.

**ALEX**

Again. You try and yank Azu.

**LYDIA**

Too much damage?

**ALEX**

Azu, the reason this happens is it's really, really wet, it's not even your fault. And it's not Grizzop's fault as in...

**HELEN**

Azu doesn't know that.

**(Group laughter)**

**ALEX**

But what it comes down to is that like the combination of water is flowing out, Grizzop is having to gain purchase, and then pulling at the same like, there's too much going on.

**(rolling dice)**

**ALEX**

You take seven damage, again, and you get repelled back off the water.

**LYDIA**

How hard was the other door to open, the first door to open?

**ALEX**

Erm.

**LYDIA**

And also may be easier to get through once the water level has risen, and the current is less strong.

**ALEX**

Those are all valid points. In terms of how difficult it is, you don't think – I can't really give you that info at this stage. Possibly you...

**LYDIA**

Yeah.

**ALEX**

...you might have just been unlucky on the other one?

**LYDIA**

Oh right, yeah alright. Well I'm just here flirting, cool.

**ALEX**

Grizzop, it is end of the round. Would you like to insert?

**BEN**

Yes.

**ALEX**

Okay.

**BEN**

So I, I'm down of Azu's shoulders, slide down the taught rope towards the door, brace against the door and channel positive energy.

**ALEX**

Okay. I'm going to get you to give me a reflex save, but I am knocking the DC down a lot because you're using the rope.

**BEN**

That's fine.

**ALEX**

Yeah.

**(rolling dice)**

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**BEN**

If I can have like a plus seven?

**ALEX**

Yeah. You're fine, you're fine, fine, fine.

**BEN**

22 for those people who are interested in that. Yeah, so I'm going to channel positive energy.

**(rolling dice)**

**BEN**

He'll, everyone here within...

**ALEX**

Everyone, everyone.

**BEN**

Everyone heals nine damage.

**LYDIA**

Oh that's nice, yeah.

**ALEX**

That might just keep you alive.

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**BEN**

...keep you alive.

**ALEX**

Yeah.

**BEN**

It might actually also heal nine damage [unclear 13:22].

**(laughter)**

**BEN ?**

Nice.

**ALEX**

Hamid, you're up.

**BRYN**

I fly...

**ALEX**

And flying, you're literally up.

**BRYN**

I fly over to Grizzop and pass a fly on Grizzop.

**ALEX**

Okay.

**(Group laughter)**

**LYDIA ?**

W-h-a-t ?

**HELEN ?**

What's happening?

**ALEX**

Your feet...

**HELEN**

I can do this now.

**[overspeaking]**

**ALEX**

Okay, there's a, there's a horrific moment where your feet are washed out from under you.

**LYDIA**

And you don't fall?

**(Group laughter)**

**ALEX**

Anything else?

**BEN**

Nope.

**ALEX**

Okay. Grizzop you are up because you held – no sorry – you inserted last ammunition.

**BEN**

Yeah.

**ALEX**

That's fine.

**BEN ?**

Oh actually it isn't incidental, "We can all pull together!"

**HELEN**

Yes, let's try that.

**(laughter)**

**ALEX**

Okay. Sasha, you're up.

**LYDIA**

Yeah! “Pull me out!”

**(laughter)**

**ALEX**

Readying in action again.

**LYDIA**

Yeah.

**ALEX**

Same as before, that’s fine. At which point, Azu you’re up.

**HELEN**

Are all three of us pulling at the same time?

**BEN**

You need to ready in action until – it’s stupid – but yes, ready in action to pull when we pull.

**HELEN**

Yes.

**BEN**

Yeah.

**HELEN**

I do that, okay?

**ALEX**

Grizzop?

**BEN**

Sorry, yeah. Is my turn the last turn in the round?

**ALEX**

Yes.

**BEN**

Yeah alright, well I'll start pulling.

**ALEX**

Yeah, that's fine. Everyone action triggers!

**BRYN**

[unclear 14:24].

**BEN**

Well I'm not going to help much anyway.

**BRYN**

You're at the top top aren't you?

**BEN**

Yeah but I already did something this round.

**ALEX**

So he, he can't help you...

**BRYN ?**

Oh yeah, yeah sorry. That's what he was saying. Yeah, cool. So with me, as I'm helping am I able to confer a bonus to people, or do I have to roll independently?

**ALEX**

I am ruling that you all have to roll independently I'm afraid, for this specific thing. There's quite a lot going on in this room in terms of like mechanics, so it is just easier to do it this way.

**BRYN**

It's basically, do I give a bigger bonus from the roll of D20 [unclear 14:50]?

**ALEX**

Yeah, it's...

**BRYN**

I roll a natural 20, so that's good.

**BEN ?**

A-H, N-O !!

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**LYDIA**

I rolled a one.

**BRYN**

But I rolled a natural 20. So, cancel that.

**LYDIA**

So what does that mean?

**[overspeaking]**

**LYDIA**

What does that mean?

**ALEX**

Give me the acrobatics check Sasha.

**LYDIA**

Only a 24.

**ALEX**

24 again, you've got 24 three times in a row.

**LYDIA**

I keep rolling nines.

**BRYN**

Switch dice.

**HELEN**

Yeah genuine, maybe we should all switch dice?

**BEN**

So the way that, the way that I thought, is I fly up really, really quickly. Like...

**BRYN**

At 60 foot around.

**BEN**

Kick off, I kind of kick of the door and fly upwards to try and get a different angle.

**ALEX**

Ah ha, that's fine. So what happens is, in order...

**LYDIA**

Yeah.

**ALEX**

Sasha, you're pulled in...

**LYDIA**

Hey.

**ALEX**

Azu, you lose your footing, temporarily. You're now prone. You're not being washed away, you're too heavy to be washed away.

**HELEN**

But am I being drowned?

**ALEX**

But you are...

**HELEN**

Being basically...

**ALEX**

Technically Azu you're not...

**HELEN**

...as the water is flowing...

**ALEX**

No, technically you're not prone, you're supine I think is it. So it's...

**HELEN**

When you're on your back?

**ALEX**

...well prone is technically face down, and supine is on your back.

**HELEN**

Yeah.

**ALEX**

So like, when you yank you, your feet just slip from under you. So you're on your back but you still, you can still breathe, it's fine.

**BEN**

And the water isn't very high here, so you're probably just like in a bath.

**ALEX**

Sasha...

**BEN**

A really distressing bath.

**BRYN**

Yeah.

**(Group laughter)**

**HELEN**

The worst kind.

**ALEX**

Your put the, the water's clean, there's something you know. It's not lather, there's something.

**HELEN**

Hooray, Alex.

**(laughter)**

**ALEX**

Sasha, you're pulled into the torrent again, taking 11 damage.

**LYDIA**

Cool, but do I get out?

**ALEX**

You don't. However...

**LYDIA**

Oh for \*\*\*'s sake.

**ALEX**

...you are absolutely certain that you were that close. Like, part of you does – there's a fluke extra like thrust from the water – and it pushes you back.

**LYDIA**

A-H, gross ! [bom, bom, bom, bom, bom, bom]

**ALEX**

The water is now two feet deep in the room.

**BEN**

So do we get a benefit from my critical to here? Because we got a negative for the [unclear 16:38].

**ALEX**

Yes. I've already factored it all in. It's all gone in back end. Yes. So, top of the round, Hamid you are up.

**BRYN**

I'm ready in action to help pull.

**(laughter)**

**ALEX**

At which point, Sasha you're up.

**LYDIA**

Oooohh, ow, ow – we're trying.

**ALEX**

Azu, you're up.

**HELEN**

I'm good – I'm ready in action to pull.

**ALEX**

Yeah. Grizzop, you're up.

**BEN**

Yeah, pull.

**ALEX**

Yeah. Everyone give it me together.

**(rolling dice)**

**ALEX**

Good.

**(rolling dice)**

**HELEN**

Roll it again for me.

**ALEX**

I – by the way – I'm assuming that Azu uses her turn as well to stand up, because that's fine.

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**HELEN**

Yes. That's 15.

**ALEX**

Yeah.

**BEN**

And five...

**ALEX**

Okay.

**BEN**

I knew I'm in hell.

**LYDIA**

28.

**[cheers/howls]**

**BRYN**

16.

**ALEX**

Yeah. So, you are pulled through. It still hurts, dealing you...

**(rolling dice)**

**ALEX**

Five damage.

**LYDIA**

Aah, that's [unclear 17:29].

**ALEX**

So what happens, and what was happening before, is because the way the thing is incredibly well engineered, is that as you're pulling it gets...

**LYDIA**

How far is it, Alex?

**ALEX**

...it gets – no, no, no – the...

**LYDIA**

Well done.

**ALEX**

...the piping is – is gets harder and harder right up until she's just through. So it's this thing where you start pulling and it kept, effectively it kept throwing everyone off. But you do manage to pull her through. But the second that Sasha's through, it isn't sort of like a, "Oh I'm through", it's cork from a bottle style. [Pow!]

**LYDIA**

So it's then just knock into everyone and send them flying?

**ALEX**

Err....

**LYDIA**

Literally I guess?

**ALEX**

You know what?

**(laughter)**

**LYDIA**

Actually, possibly spinning off and bouncing off the walls.

**ALEX**

You know what? **Sus** laser yes, no one gets hit, but it's ping-ponging all over the place.

**BEN**

Oh well no as she, as she flies up – because I'm flying and on the end of the rope near her – I grab hold of her.

**ALEX**

Yeah. It's all good for me.

**LYDIA**

Aaar !

**ALEX**

It's all good for me.

**LYDIA**

Sasha doesn't quite understand the physics of this...

**ALEX**

I am staying in initiative order.

**BEN**

Magic.

**ALEX**

I am staying in initiative order because of, moving parts are still happening.  
But, yeah no one is now taking active damage.

**LYDIA**

Ow !

**ALEX**

To be perfectly clear, none of you think that you're about to get crushed to death by this thing or anything like that.

**HELEN**

We're [unclear 18:32].

**ALEX**

Yes. On this side of it on, like on the other side of the one that you unlocked the first time round.

**HELEN**

The floor they're on is a grid right, so the water is running through it?

**ALEX**

Yes !

**HELEN**

Oh ?

**ALEX**

So it's basically been slippy and wet, but it isn't washing you back all the way down.

**HELEN**

Well whoever made all these traps probably knows we're here now.

**ALEX**

Okay I'm going to ask, is anyone going to do anything before the door closes?

**LYDIA**

Get my dagger!

**ALEX**

Okay, in which case in initiative order, Hamid you're up.

**BRYN**

Nothing.

**ALEX**

Okay. Sasha?

**LYDIA**

Dives back towards the water to grab her dagger.

**ALEX**

Okay. Can you give me a...

**BEN**

There is a flying Grizzop attached however.

**(Group laughter)**

**ALEX**

[Beep, beep] I swore then. Yeah, that's a good point. Grizzop how are you, how are you, are you going to let go to let her do this?

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**BEN**

No.

**(laughter)**

**ALEX**

Do we want to initiate a struggle?

**LYDIA**

My dagger !

**ALEX**

I have to ask. Your life !

**(Group laughter)**

**ALEX**

There's more, it's just a thing.

**LYDIA**

[squeaking]

**ALEX**

Azu, you're up.

**HELEN**

[unclear 19:34]...

**ALEX**

Two.

**HELEN**

If, if I'm close enough to get the dagger for her without....

**LYDIA**

Yay !

**HELEN**

...forcing her [unclear 19:40].

**ALEX**

Yeah you are.

**HELEN**

Get her dagger and let the door close so that we don't drown.

**ALEX**

Okay. Can you do me a favour...

**(laughter)**

**ALEX**

...and just give me a – it's not a deck save – can you just give me a decks check, just a raw decks check?

**HELEN**

What does that mean?

**ALEX**

Just add your decks to what you roll.

**HELEN**

It's going to be terrible. Yeah, that's a six. Because my hands are going to get...

**ALEX**

It's too small, it's a silly size....

**(laughter)**

**ALEX**

...and the dagger's – it's all wrong. This is silly.

**LYDIA**

Aw, does my dagger get crushed?

**ALEX**

Grizzop, you're up.

**HELEN**

Let it.

**BEN**

Male hands.

**ALEX**

Good shout.

**(rolling dice)**

**LYDIA**

Sasha is all wet and kind of wriggled.

**BEN**

He'll three down Sasha.

**LYDIA**

But, well I suppose slaver-wise is because she's wriggling.

**(Group laughter)**

**LYDIA**

Oh God, my dagger !

**ALEX**

The water is now three foot deep on the other side of the door. Thankfully because the door's been closing, it isn't you know, washing people away and

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the grating isn't washing people away. But like, it's still coming, there is more water coming.

**HELEN**

How are we supposed to get back in now?

**ALEX**

Hamid, you're up.

**BRYN**

I'm still not doing it.

**ALEX**

That's fine. I have, I have to stay in initiative...

**BEN**

Yeah, yeah.

**ALEX**

...because there's too many moving parts. Sasha, you're up.

**LYDIA**

Wedge it open or we won't be able to get through.

**(laughter)**

**ALEX**

Sorry.

**LYDIA**

Why won't anyone help me?

**(Group laughter)**

**BEN**

If the dagger doesn't wedge it, we're not going to.

**LYDIA**

Grrrrrrrr. Just, we're going to get trapped on the side...

**ALEX**

Azu, what are you doing?

**LYDIA**

....they're going to get away.

**HELEN**

I'm going to lay on hands on Sasha.

**(Group laughter)**

**[overspeaking]**

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**LYDIA**

Wriggling in frustration.

**HELEN**

Yeah well. Oh, that's 2D6.

**BEN**

Yeah.

**ALEX**

I was like, yeah well, "Sucks to be healed."

**HELEN**

Yeah! So bad for you that I tried to add three as well.

**(laughter)**

**BEN ?**

I'd rather not.

**ALEX**

Grizzop, you're up.

**BEN**

Male hands.

**(laughter)**

**BEN**

That's a 10.

**ALEX**

You're getting healed so hard and so quickly you're like, "I'm coming down."

**LYDIA**

And such a healing [unclear 21:34].

**(laughter)**

**ALEX**

The water on the other side of the door is now four foot deep, so it's now like – on one side of that door, which is about half closed now – to stand there is immediately to like get knocked back at least like 10/15 feet. It is going to reach the point towards the end where to be there, is just damaging being near it kind of thing.

**LYDIA**

How are we supposed to get around guys?

**ALEX**

Hamid, you're up.

**LYDIA**

We need to get this open.

**BEN ?**

You'll just have to wait for it to drain, it must drain.

**ALEX**

You doing anything Hamid?

**BRYN**

No.

**ALEX**

Sasha, you're up.

**LYDIA**

No, I don't, have someone come to reset it and then they'll know we've been here.

**BEN ?**

What do you suggest we do? Use another Adamanty thing which we don't have? You'll get crushed and killed.

**ALEX**

Azu, you're up.

**HELEN**

I lay on hands. You got very hurt.

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**(rolling dice)**

**LYDIA**

Not that badly.

**HELEN**

Okay yeah, it's 11.

**BEN**

I'm assuming you got [unclear 22:23]?

**HELEN**

Yes.

**ALEX**

Grizzop, you're up.

**BEN**

I'm going to stop now because that's a lot of healing.

**ALEX**

That's fine.

**LYDIA**

No back up...

**(Group laughter)**

**BEN**

I, I have no...

**ALEX**

How close to death were you?

**LYDIA**

I was down to 26...

**ALEX**

Ah.

**LYDIA**

...and a lot of the heal – several of the healings only got me back up three.

**ALEX**

Oh yeah, good point, okay.

**BEN**

But you've healed at least 27...

**LYDIA**

Yeah, yeah, yeah. So now I'm on 49.

**ALEX**

Okay, okay, okay.

**LYDIA**

Basically fine.

**BEN ?**

Look ! The best chance we have to stop this thing is use the Adamant dagger, that's all he's doing. What do you suggest we do, heave it? Put steel in it with just a small Adamanty, or our bodies? That's all we can do.

**LYDIA**

Can any of you like breathe water, I don't know? You're magic.

**ALEX**

Hamid, you're up. I'm having to keep chucking this through because speech...

**BRYN ?**

Would have done it already if I could.

**ALEX**

Sasha, you're up.

**LYDIA**

Just...

**ALEX**

Azu.

**LYDIA**

...smashes the wall.

**ALEX**

Azu, you're up.

**HELEN**

I say we just let it, let's just let it drain, and then try again soon. And if someone comes then they come, and we kill them.

**ALEX**

Grizzop?

**BEN**

I think we should probably put that initiative at that.

**ALEX**

That's, yeah. End of round. Unless anyone is going to do a thing that actively interacts with this, I am now going to just drop into description, theatre of the mind kind of...

**LYDIA**

Sasha is just going to like smash the wall...

**BEN**

[unclear 23:34].

**ALEX**

So, the water continues to climb on the other side of the door. As the door is closing, obviously less is being able to come out, so that's how it sort of maintains it. However the pressure of the water coming out of the door gets more and more and more. It reaches the point where the dagger is sort of you know, hits the jamb. And there is a hideous [grrrrrrr] kind of grinding of gears and so on on the other side. Water is pouring out. You all already by this point know, that to stand in that side of it will just [unclear 24:07]. Obviously you're just like, "That [unclear 24:08]." It goes [grrrrrrr]. It grinds to a halt but then cannot close any further. The metal literally dents in just a little bit, where the Adamantine dagger is wedging it. And then you see that water continues pouring out, but then stays about, about half a foot let's say, of the top of the door. The water level stabilises, and water just continuously starts pouring out, pouring out, pouring out. But it, the water level doesn't rise any higher. The door continues to keep closing.

**LYDIA**

Start going down?

**ALEX**

And it doesn't start doing down.

**LYDIA**

But if we, if we could open the door just a little wider, then more water will be coming out than, than you know, than going in.

**BEN**

And how do you suggest we do that? Stick out fingers in?

**LYDIA**

I don't know if – Azu, you're strong.

**HELEN**

I can't hold back an entire mechanical door and also the water that will hurt me if I stand next to it.

**LYDIA**

You don't need to stand by the...

**BEN**

How do you think you get purchase? The edge of the door, where the big water's coming from.

**ALEX**

Aw Grizzop's got edge to him, I like it.

**HELEN**

We need to just wait it, for it to drain on its own and then try again.

**BEN**

Yeah, you need to chill out, alright. Seriously, you are more important than a fin. I don't care what the fin is made of, or if it's magical or divine or the best thing in the world. You are more important than that fin. You are not getting

yourself in danger like that again, alright? You need to be sensible when this kind of stuff goes on.

**LYDAIA**

What exactly do you, did you expect me to do differently Grizzop? Like, just not try and open the door for you?

**BEN**

No, not try and grab your back, your dagger back, and use your dagger properly when you needed to immediately. You need to react. You need to be sensible, alright?

**LYDIA**

You go and open the door next time then. That's, that's exactly, that's what got me in trouble, if I open the door.

**BEN**

Yeah.

**LYDIA**

It's my job.

**BEN**

Yeah it is. But your job is also to survive. You're no good at your job if you're dead. You're caring about daggers.

**HELEN**

She was still quite good at her job while she was dead actually.

**LYDIA**

Yeah.

**BEN**

Caring about daggers is not part of your job and it will get you dead.

**LYDIA**

You just like shouting at people don't you Grizzop? When you're stressed you just like shouting at people.

**BEN**

About people not dying.

**HELEN**

Can we, can we maybe...

**ALEX**

What we need is a really long hole to leaver it, and I'm going to take a break.

**[break]**

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dedicated to researching the esoteric and the weird. Join Head Archivist Jonathan Sims and his dedicated team as they continue to record and investigate paranormal statements. But be warned, things have changed. The team is in tatters, and where before the statements were unsettling, together they have begun to form a picture that is truly horrifying. Because the archives are awake. They are hungry. And they are not alone. Season 4 of the Magnus Archives available for free on January 10, 2019 by iTunes, Spotify and all other good podcast players. For more information visit [Rustyquill.com](http://Rustyquill.com).

**[music]**

This message is for UK citizens between the 29<sup>th</sup> of November and the 5<sup>th</sup> of December.

If someone has COVID-19 they breathe it out in particles, particles that linger in the air like smog. But one in three people who have the virus have no symptoms, and could be breathing it onto others without knowing. So when you go out wear a face covering in enclosed busy spaces to help reduce the amount of COVID-19 particles in the air. Stop COVID-19 hanging around.

**Boocho** lives in Nepal by the Arahee River. Every monsoon season it flooded, destroying homes and livelihoods. Climate change is intensifying floods, for millions of people worldwide. But Boocho became a climate pioneer with practical action. He worked with practical action and built a biodyke. This redirects floodwater away from homes and crops. People are now returning to start a new life. Your gifts can bring positive change too. Go to

[practicalaction.org/greens](http://practicalaction.org/greens) now and give £25 today. Choose a better future now.

**ALEX**

Coming in from the break.

**BEN**

Also, are people looking at me? I'm angry crying.

**[strange noise]**

**(laughter)**

**LYDIA**

Okay, alright.

**ALEX**

I mean it's very wet, because of the water you know.

**BEN**

There's a certain look to my eyes which is I am angry crying.

**ALEX**

Yeah, definitely.

**HELEN**

Okay. Why don't we – we should all just try and calm down – just all be very scared.

**LYDIA**

I wasn't.

**HELEN**

I was.

**BRYN ?**

So was I.

**LYDIA**

It's like I've walked back down the corridor.

**(laughter)**

**LYDIA**

I'm going to lurk here.

**ALEX**

It gets, it gets quite dry really quickly.

**(laughter)**

**HELEN**

Let's back off for a moment and...

**ALEX**

So are people choosing to wait?

**BRYN**

Yeah.

**ALEX**

I need to know like a, a statement of intent. How long are you intending to wait until you would hypothetically turn back?

**LYDIA**

Sasha was like, "We need to get out of here, because whoever set this trap up was good at their job. Will know that it's triggered and they will come back and they will probably be resetting it." And if they know we're here and they come back, they will be prepared and will be good at their jobs. So we should not leave it at that.

**BEN**

Well we, we're still need to know what's going on here you know. These traps are stopping, trying to stop people entering what the, beyond this, inside this facility. And we need to know what's happening. Like you said, they're good at their job but they, they're probably doing something wrong. If they're you know, hiding this well.

**ALEX ?**

There's no point in giving up.

**LYDIA ?**

I never said we should give up, we're not...

**BEN**

We need to keep going. Like if, if there's a way to reset the trap, then we can reset it.

**LYDIA**

We, what?

**BEN**

We've got to find a way to reset it. They have to be able to reset it, so we have, we...

**LYDIA**

It's on the other side. Like we should fall back so that when they come we're not here, and then we can come back, I guess. Come round another way.

**ALEX**

Azu, give me a perception check.

**(rolling dice)**

**HELEN**

Oh ! Finally, a good roll.

**(Group laughter)**

**HELEN**

Erm, that is...

**ALEX**

Oh thank God.

**HELEN**

...23.

**ALEX**

Everyone's been arguing and arguing and you don't like watching your friends argue.

**HELEN**

I really hate it, yeah.

**ALEX**

So you put your eyes anywhere you can, which happens to be at the water level, which starts to imperceptibly decrease.

**BEN**

I mean not literally imperceptibly, she just...

**(Group laughter)**

**[overspeaking]**

**BEN**

...literally perceived...

**ALEX**

Exactly...

**HELEN**

...perception...

**ALEX**

...minimally perceptibly, decrease.

**LYDIA**

Okay.

**HELEN**

Look, the water level's dropping so maybe we don't have to wait very long.

**BEN ?**

Oh good!

**HELEN**

And if this does, this trap is designed to kill someone so no one's going to be coming down here in a hurry because they'll just assume that the person is dead. Surely?

**BRYN**

There won't be any water inside it for it to go off again immediately if it's well drained.

**BEN ?**

Well we don't know that.

**BRYN**

We no, we beat this trap. The door should be closed, it should be a room full of water where somebody just drowns. That hasn't happened, no ones' drowned. We have beaten this trap.

**LYDIA**

Y-A-Y !

**(laughter)**

**HELEN ?**

Wait a minute.

**BRYN**

When the water's gone we can open the door, and we can carry on.

**HELEN**

Also Hamid, you were flying.

**BRYN**

Oh yeah. Yeah !

**(Group laughter)**

**BRYN**

I was flying.

**(laughter)**

**BRYN**

You made me fly.

**ALEX**

Actually, how long does flying last?

**BRYN**

Sss – seven minutes.

**LYDIA**

He's still flying.

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**ALEX**

I'd say you're, yeah you're still flying.

**BRYN**

Alright, so I am straight up dragon balls e Vegeta like crossed arm...

**ALEX**

Yeah, yeah, yeah, yeah.

**(Group laughter)**

**BRYN**

Aa – at Sasha's head.

**(Group laughter)**

**LYDIA**

Sasha's quite a long way down the corridor now.

**BRYN**

Sorry, at Azu's head height?

**LYDIA**

Yeah.

**ALEX**

Aah it's delicious.

**LYDIA**

I didn't realise that like, wait this is a new perspective.

**(laughter)**

**BRYN**

Yeah. So you know how sometimes I just wake up and know more spells than I did before?

**BEN**

Oh right, okay.

**HELEN**

I didn't know that, but interesting.

**BRYN**

Yeah it happens sometimes. It's only...

**BEN**

Oh, also he turned into a weird like dragon dolphin once.

**ALEX**

Give me a perception check everyone.

**LYDIA**

Yeah that was, that was weird.

**(rolling dice)**

**LYDIA**

A natural 20.

**BRYN**

Oh nice.

**BEN**

An irrelevant 17.

**BRYN**

27 total.

**HELEN**

13.

**ALEX**

You feel different now you think about it. And Sasha, from a distance, while he's talking about that you can just sort of glance over his shoulder and go, "Oh yeah, he's got spines down his neck."

**LYDIA**

I mean that, my, plus my natural 20, that's a 33 total...

**ALEX**

So...

**LYDIA**

...so even at a distance I can count the spines.

**ALEX**

Yeah I mean, unless you're talking like over your shoulder like... Whether you mention it, up to you, but he has now the beginnings of, of little spine ridges going down his neck.

**LYDIA**

Like a little **mobile**.

**ALEX**

He hasn't, he hasn't noticed them yet. You feel like yeah, probably a change has happened but maybe the, maybe the cheekbones have gone a bit more...

**LYDIA**

I mean it's Halflings isn't it? They have a very long puberty.

**ALEX**

It's true, it's true.

**LYDIA**

Bodies undergoing changes.

**BRYN**

Yeah it's to do with the, the draconic heritage it, it's gradually expressing itself. And the longer I exist the more dragony I seem to get. And this robe makes me dragon, more dragony than I would be without it as well.

**HELEN**

Are you going to turn into a dragon?

**BRYN**

Probably not. But this hasn't really helped me before.

**ALEX**

He said with complete confidence.

**BRYN**

So no one can be sure. It's a strange experience.

**HELEN**

I imagine so. Right, well the water's going down, yeah.

**LYDIA**

We just wait.

**ALEX ?**

It's, it's probably dropped by about half a foot by this stage now.

**BRYN**

So it's pretty quick.

**ALEX**

Yeah so like, you're not going to be waiting like 10 hours.

**BRYN**

Yeah, sure.

**BEN**

Oh well the pressure should start dropping now so we can start to get that open.

**HELEN**

Yeah.

**ALEX**

Are people okay for just an awkward silence that extends until the water reaches an acceptable level?

**LYDIA**

Yip.

**BRYN**

Yeah.

**BEN**

When the fly spell wears off you sink gently to the ground.

**BRYN**

I do that, don't I?

**LYDIA**

Sulkily.

**ALEX**

Sploosh.

**(Group laughter)**

**BRYN**

More angrily than sulkily.

**ALEX**

S-p-l-o-o-s-h !

**BRYN**

I'm not Zolf.

**(Group laughter)**

**ALEX**

So yeah, the water level continues to drop, until it's consistently about half a foot – no maybe even less than that like – there is a small amount of water still entering the room continuously, but you can hear that the mechanism has just died on the dagger. Like it, you have broken it. It's not a case of like, "Oh you know it's reset like", you've broken it.

**BEN**

Do you think we can push this door the rest of the way open? I'll give it a go, alright.

**HELEN**

I'm going to try.

**ALEX**

I will need a strength check.

**HELEN**

That's okay.

**BEN**

We could just take 10?

**ALEX**

Yeah you can, you can.

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**BEN**

Take 10 as we're all trying.

**LYDIA**

Okay.

**ALEX**

Yeah, yeah, yeah.

**BEN**

It's actually good because we're all different heights so we can just Scooby gang it, we don't...

**ALEX**

Yeah !

**[overspeaking]**

**BRYN**

No, you and me are the same height.

**BEN**

No, no.

**ALEX**

No, no, no. Grizzop's...

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**BEN**

I'm 3 foot 4, you are...

**ALEX**

Grizzop's taller.

**BRYN**

3 foot 2.

**BEN**

Oh okay, fair enough.

**BRYN**

And it's not a big enough difference for us to Scooby... like when it was Zolf  
[unclear 34:53]...

**ALEX**

You can, no you can inter, you can interlock your hands like a Grizzop hand to  
Hamid, hand to Grizzop, hand to Hamid?

**ALL**

Aaaaahhhhh !

**ALEX**

The door creaks and then opens adorably.

**(Group laughter)**

**LYDIA**

They're all like completely like, what's so, Grizzop is jet black.

**BEN**

Yeah.

**LYDIA**

And Azu is grey, right?

**HELEN**

No, she's a brown skinned dog.

**LYDIA**

Ah, okay. I thought they would have been grey? Okay, cool. And then I thought you'd mention before and that was what I was going to say. Okay, cool. And then, right and then, yes then Ham, like Sasha is unnaturally pale, right?

**(Group laughter)**

**ALEX**

Yeah.

**LYDIA**

Like see through white kind of thing.

**BEN**

Sasha, I do feel as well that it is worth mentioning – remember my eyes are completely red – so they're a big watery red at the moment.

**(laughter)**

**HELEN**

Aaaahh !

**LYDIA**

It's, it's just that as those hands – all the hands are interlocked going up the door like, they're all...

**ALEX**

It's a nice image.

**LYDIA**

...completely different like colours and shapes and sizes.

**(laughter)**

**ALEX**

I'm more in...

**BRYN**

It's like the united colours of Benetton advert.

**ALEX**

Well I'm not, I'm more on board with the family thing of...

**LYDIA**

But with more claws.

**ALEX**

...I hate you, I'm really annoyed at you. I'm annoyed at you too. Shall we do this thing yeah? Right.

**(Group laughter)**

**BEN**

Yeah. I am going to yank the Adamantine dagger out as well.

**ALEX**

Err...

**BEN**

Or, sorry I am going to try to yank the Adamantine dagger out.

**ALEX**

That doesn't require a strength check of any kind.

**BEN**

Oh?

**ALEX**

You can see it's messed the door up wherever it's been, and is utterly pristine apart from a minor scuff, which will definitely polish out. Because it's just what remains of the other metal on it.

**BEN**

So I will grab it and so like just hand it back and go, "There you go."

**LYDIA**

Oh right.

**(laughter)**

**ALEX**

I mean, literally you're talking "Ha, eeeuw ee." Perfectly fine.

**LYDIA**

Mm, yeah.

**ALEX**

Like it's still razor sharp. Adamantine's the best.

**LYDIA**

Stuffs it like inside one of the like, pretty much infinite dagger...

**(laughter)**

**LYDIA**

...dagger slots.

**BEN**

Till we get an immovable rod, that's basically the best thing we've got.

**LYDIA ?**

Ah, that would be really useful.

**BEN**

Yeah it would be.

**(rolling dice)**

**LYDIA**

Oh, sorry. I'm just juggling the dice.

**(laughter)**

**LYDIA**

Because like, my character wants to be juggling knives, so I'm like... Yeah anyway, okay. Well let's...

**BRYN**

The last of the water drains out the room presumably if the door's fully open?

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**ALEX**

There's still a little bit of like...

**BRYN**

A trickle?

**ALEX**

Like but, yeah there's...

**LYDIA**

Right, well...

**ALEX**

...it's just, it's damp now.

**BRYN**

So, actually sorry, this is a quick question. Tho, those hatches – is it just that the panel's got blown off by the water – or did they rise up and have gone back down again?

**ALEX**

They rose up and haven't come back down.

**BRYN**

Oh okay, but they're like ready to be...

**ALEX**

But there's now no, there's like a trickle of water coming out of the pipes.

**BRYN**

Yeah, yeah sure. Cool.

**ALEX**

I mean there's only so long you can sustain THAT much water.

**BRYN**

Oh yeah, yeah, yeah. There's no point, if it's a closed room.

**ALEX**

Yeah exactly.

**LYDIA**

Yeah so, like the question was going to be, should everyone get out of the room again? Because if we tried again will more water come?

**HELEN**

But you already unlocked it. It didn't lock again.

**BRYN**

That we know of.

**LYDIA**

Yeah.

**BEN**

Well let's try...

**[overspeaking]**

**BEN**

No we should, we should back off just in case.

**LYDIA**

Right gang.

**BRYN**

Seems very unlikely that, there shouldn't be any water left to come out again but...

**LYDIA**

Stand back.

**BEN**

You've still got the rope so you take hold of the rope, yeah.

**LYDIA**

Investigates the mechanism. Is it still locked?

**BEN**

I mean at least...

**ALEX**

No, it appears to still be unlocked.

**LYDIA**

Okay, well I might need somebody strong to help me...

**ALEX**

There's a sudden Katronk !! Everyone give me a reflex save.

**LYDIA**

What?

**BRYN**

19.

**BEN**

24.

**LYDIA**

16.

**HELEN**

Ooh ! 20. Yay !

**ALEX**

The floor panels in floor, in all four corners of the room, suddenly slide backwards [noise] revealing grating, and then what's clearly where the water was meant to drain at some point, after the door had been closed and someone had drowned long enough.

**BEN**

So was that reflex page, check I saw going "Uuh?"

**(Group laughter)**

**ALEX**

Yes. Yes it was. It's how much you went, "No, no, no, no."

**(Group laughter)**

**LYDIA**

Or if, if we'd said, "Back off to the corners of the room."

**(Group laughter)**

**ALEX**

Well, I did specifically say there's a grate there.

**BRYN**

Yeah.

**ALEX**

I was tempted to kill you with the, with the reset mechanism, but that's Brutal!

**HELEN**

You wouldn't do that, would you, Alex?

**LYDIA**

Yes he would.

**BEN**

Yeah he would, but with respect.

**ALEX**

Drowning coffin for Azu.

**(laughter)**

**ALEX**

Drowning coffin.

**HELEN**

I'd never have forgiven you.

**BEN**

Anyway, right ! Let's get this door open.

**HELEN**

Ooooooh.

**BEN**

This, this, this trap has caused quite enough drama already...

**(laughter)**

**BEN**

...so let's move on.

**HELEN**

Alright.

**ALEX**

You don't even need to give a strength check or anything because you didn't completely destroy the mechanism of the door on this side.

**LYDIA**

Yay !

**ALEX**

You open it to, yeah more corridor on the other side.

**BRYN ?**

Right !

**LYDIA**

Sasha will be checking for crowds...

**BEN**

Hazaaaar !

**LYDIA**

...just about every five metres.

**ALEX**

That's fine.

**LYDIA**

As many rolls as you want.

**HELEN**

That's a lot of rolls.

**(rolling dice)**

**HELEN**

Oh gosh.

**BEN**

So also, during this thing I'm doing the, the calming down thing, like the deep breaths and sighs that people do when they've like had a real adrenalin sort of...

**ALEX**

Yeah, yeah.

**BEN**

...tantrum thing.

**HELEN**

Yeah. Azu has now started singing softly in Orcish to calm herself down.

**ALEX**

Everything's fine, this is the everything's fine song.

**(Group laughter)**

**ALEX**

This is how the everything's fine song, goes.

**(Group laughter)**

**ALEX**

So...

**LYDIA**

Sasha's just like, "Please be quiet!"

**BEN**

Grizzop is comforted by the song as well.

**(Group laughter)**

**HELEN**

Yeah.

**(Group laughter)**

**BEN**

Because he needs it.

**LYDIA**

Sasha's enraged by the song. So guys please. Look, gives cloak of elvenkind to Azu. Like, we are probably approaching the... the people, could people just be competent?

**HELEN**

Azu stops singing.

**LYDIA**

Aaawwwwww!

**(Group laughter)**

**BRYN**

I'll just fix you with a stare, that's like sad.

**(laughter)**

**ALEX**

So you, eventually in the distance you see what seems to be a carbon copy of the previous doors.

**HELEN**

Guards.

**LYDIA**

Here we go again guys!

**BEN**

Well if we know what's coming this time it will be easier.

**HELEN**

It might not be water, it might be something worse.

**(laughter)**

**LYDIA**

Yeah.

**BRYN**

And hopefully we've learned and won't set it off this time. If we get on.

**LYDIA**

Right, well let's disable that device. Ooh check it for traps first.

**ALEX**

You do have to check for traps.

**LYDIA**

Check for traps. That's only a 19, no wait, 18.

**ALEX**

Seems fine.

**LYDIA**

Yeah cool, okay. Try and unlock it.

**(rolling dice)**

**LYDIA**

That is a 30.

**ALEX**

Seems good. There's another slidy door.

**LYDIA**

Opens the door. Do I need a strength check?

**ALEX**

No. It opens.

**LYDIA**

Is there another five pound door?

**ALEX**

No. No. On the other side, you see a...

**LYDIA**

A new trap.

**ALEX**

...very, very large space.

**LYDIA**

Oooh.

**ALEX**

For this one, I want you to imagine, think cavern rather than a sort of ravine, things that we were talking about right. So a big cavern, the best – I hate saying it – think James Bond lair style.

**(Group laughter)**

**ALL**

**[Cheering]**

**ALEX**

A big cavern, metallic walkways around the sides, etc.

**BEN**

Are there safety rails or metallic ones?

**ALEX**

Yes.

**BRYN**

...a volcano?

**(laughter)**

**ALEX**

Looking up, you see that – I mean you weren't hugely deep underground, you were only like sinkhole depth. So you can see, like...

**LYDIA**

Plumb...

**ALEX**

...what was it, 40 feet, something like that?

**BEN ?**

Yeah.

**ALEX**

Yeah. It's, it's effectively the same. You've been almost on the flat level. And you see that there is an open to the sky – let's call it a hole from this distance, it's hard to tell – and you can see what appears to be a river, pouring straight down waterfall style into – and you can see from this doorway because the doorway's just onto a walkway – a large sort of metal collector, is the best description.

**LYDIA**

A funnel?

**ALEX**

Yeah, like a large huge metal – thank you I totally forgot the word – a large conical shaped device for collecting water.

**(laughter)**

**ALEX**

Yeah. So, into a huge metal funnel and it's just pouring across that gap and down into the funnel. You can tell by sort of the cavern space, it might be naturally occurring, but whatever, it's the same kind of vibe where some...

**LYDIA**

A naturally occurring funnel.

**(laughter)**

**ALEX**

...someone definitely wants to be able to...

**LYDIA**

They glow in the wild.

**ALEX**

...navigate this space.

**BRYN**

So this should be a natural system?

**ALEX**

Potentially, yes.

**BRYN**

And they've redirected the water?

**ALEX**

Potentially, yes.

**BRYN**

Yeah. To have a, evil secret base here.

**(laughter)**

**HELEN**

An evil system.

**BRYN**

Is now an evil system.

**HELEN**

Unnatural system.

**BRYN**

Actually no, no, no, no, no sorry – we've been to an evil system, it is a lot more evil than this.

**(laughter)**

**ALEX**

Oh yes, we all remember the evil sister.

**BRYN**

It's a bad sister.

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**ALEX**

The sister was a bad place.

**LYDIA**

Okay.

**BRYN**

The assistant he became a party.

**LYDIA**

Ooh!

**BRYN**

But we got daresay, well dare sex Mr Ceiling out of it.

**LYDIA**

Ooh yes, I have heard about this, yes.

**ALEX**

It wasn't great. Sasha held up really well.

**(laughter)**

**LYDIA**

Yeah. D-I-E !

**ALEX**

So...

**LYDIA**

Oh yeah, well.

**ALEX**

That's, that's your description. In, in terms of space, I'd say it's a hundred foot from this side to the other side.

**LYDIA**

Is...?

**ALEX**

It's criss-crossed by walkways and so on. There's even walkways running right close to the water – not through – because there's too much water. I would say again, without a perception check, it looks like there is less water pouring in than it's potentially designed to handle, capacity-wise? But we are talking...

**BRYN**

There's a drought. Who?

**ALEX**

They're, they're...

**BRYN**

They're still diverting the water.

**ALEX**

Yeah, yeah exactly, exactly.

**LYDIA**

Is there a clear light over Seer's office type place?

**ALEX**

It appears deserted. There is, and as in this appears to have maintenance walkways only. No offices, no equipment.

**BEN**

I don't know about you but I really want to destroy that funnel. I feel like that's nicking the water, right?

**HELEN**

Yeah, that looks like what we're looking for.

**BEN**

Yeah? Big water nicker. So if we do that and then we can move on and kill whoever's in charge. I mean, no I mean kill whoever's in charge.

**BRYN ?**

Why don't we, we need to just explore this space. There might still be you know, a facility built into the, the walls of the cavern.

**ALEX**

Bear, bear in mind, so far I have just given you, from a doorway this is what you're seeing like...

**BEN**

Yeah.

**ALEX**

...I haven't given everything...

**LYDIA**

Let's go and explore !

**ALEX**

You need a perception checks and stuff.

**BEN**

Let's have a look around. Then I want to destroy the water meter.

**BRYN**

Yeah.

**LYDIA**

Hamid, why don't you fly up, and see?

**BEN**

Oooh, that's a great idea.

**BRYN**

I mean I can but it you know, it's not a thing I can just do whenever I feel like it.

**BEN**

Can you do it again?

**LYDIA**

Yeah?

**BRYN**

Yeah?

**BEN**

Right off you go.

**LYDIA**

Just fly up to the top and see how the water's being diverted. Maybe we can just go there, around this whole...

**BRYN**

Okay, alright. I cast fly.

**ALEX**

It works.

**BRYN**

Yeah, I fly up...

**ALEX**

Do you trust it?

**BRYN**

Yeah, yeah, yeah.

**(laughter)**

**BRYN**

It's magic. It's infallible.

**ALEX**

I, yeah I love how Hamid's complete and utter faith in one of the, THE most unreliable things in the world in some ways. Magic fails.

**BRYN**

It's only unrivalled...

**ALEX**

Physics doesn't fail. Well it does in my world, quite often.

**BRYN**

It does when magic's there.

**ALEX**

Yeah, it's true.

**(laughter)**

**ALEX**

So you fly up...

**BRYN**

Yeah. So I, I'll go through the hole just a little bit to see what's around [unclear  
44:44] ...

**ALEX**

As you approach the hole there's a light buzzing.

**BRYN**

I look around.

**ALEX**

Do you continue up or do you just sort of stop short of the hole?

**BRYN**

I, no, I stop...

**ALEX**

Okay.

**BRYN**

...if I can hear something weird I'm going to stop and look around and see if I can work out what it is. Ooh, I'll cast, just like magic.

**ALEX**

Okay.

**(rolling dice)**

**ALEX**

Ooooh, that's a lot. That's a lot. But, doesn't stun you. Someone has cast a massive illusion right across the top of the hole.

**BRYN**

Aah, okay. Yeah, I'll poke my head through it...

**ALEX**

Okay.

**BRYN**

...but only a tiny bit.

**ALEX**

So you poke your head up, and what you see is a very well-crafted illusion.

**BRYN**

Of the bottom of a river?

**ALEX**

Of an empty, effectively cistern...

**BRYN**

Yeah.

**ALEX**

With nothing in there, no water. What's really clever about this is that it also – they've shaped the illusion at such an angle – that from where you are, looking towards where the water's coming from, you see a barren empty riverbed stretching out into the distance. You – without even spell knowledge checks and stuff – you suspect that because it's so obvious that the thing's empty, it's...

**BRYN**

Yeah.

**ALEX**

...it's built so that anyone coming up this way can be like, "There's clearly nothing here."

**BRYN**

Yeah.

**ALEX**

They haven't tried to illusion an entire source and multiple sources into the mountains, people would get this far and can see because of, they've played the perspective...

**BRYN**

Yeah, right.

**ALEX**

...there's nothing here.

**BRYN**

Yeah.

**ALEX**

There's nothing to go examine. This is where you would come look at the water...

**BRYN**

Yeah.

**ALEX**

...it's, it's very artfully done. A lot of skill. It wouldn't have required a mage like of world-changing power.

**BRYN**

No, but just clever...

**ALEX**

Really, really cleverly done though.

**BRYN**

Yeah.

**LYDIA**

Well done, Alex.

**(laughter)**

**ALEX**

Thank you.

**(laughter)**

**BRYN**

Yeah so I, I mean I, flying gives me quite a lot of speed and very, and good manoeuvrability. Like I'll fly around the whole cavern and just see what other, else I can see around and...

**ALEX**

Everyone give me a perception check because I assume you are just sat waiting.

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**BRYN**

Yeah.

**[overspeaking]**

**BEN**

I mean I'll have a like mild poke about.

**ALEX**

Yeah, yeah.

**HELEN**

Yeah, yeah, yeah. Well...

**ALEX**

Give, everyone give me a mild poker check.

**BEN**

Oh dear, 18.

**ALEX**

18 from Grizzop.

**LYDIA**

17.

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**ALEX**

17 from Sasha.

**HELEN**

Seven.

**ALEX**

Seven from Azu.

**BRYN**

I rolled a natural one...

**ALEX**

That's fine.

**BRYN**

...which still gives me 13, but...

**ALEX**

So, Azu, you're far too distracted by the fact that you let everyone down multiple times back in the corridor.

**HELEN**

Yeah.

**BEN ?**

No, ho ho !

**ALEX**

You could have pulled her out and you didn't.

**HELEN**

Yeah. I could have died in a really horrible way.

**ALEX**

She could have. She could have. The only reason that you didn't die, she saved you before it could have gone off.

**HELEN**

Yeah. Had to go through like miles of horrible, horrible tunnels.

**ALEX**

How big can I paint the word 'guilt' in a cavern?

**(laughter)**

**BEN ?**

Is Azu having a bad day?

**ALEX**

Azu's not having a great day.

**HELEN**

No.

**ALEX**

In terms of what the rest of you find...

**LYDIA**

I mean to be fair, this is about as low as Sasha can perceive. So, probably also quite distracted. But that is about as low as she can perceive.

**ALEX**

You find – it takes a bit of searching – a couple of like discarded tools that maybe got lost in the shuffle, things like that. You...

**BRYN**

What are they made out of?

**LYDIA**

Yeah like Adamantine.

**ALEX**

You notice that they aren't made of Adamantine. But you do notice that they are not fit for humans.

**BRYN**

Oh so it's a giant?

**ALEX**

Too small.

**BRYN**

Or are they goblin sized?

**ALEX**

Yes, they are.

**BRYN**

Okay.

**ALEX**

There are...

**LYDIA**

Dum, dum dum.

**ALEX**

Once you get that you're like, okay that'd be a goblin toolmark, that makes sense. That's okay, that makes sense. So the walkways are big enough for humans and stuff, but the actual like work appears to have been done by goblin hands. Hamid, you...

**BRYN**

My natural one.

**ALEX**

Yeah, you basically – you know what I’m just going to say you don’t find anything...

**BRYN**

Yeah.

**ALEX**

...and leave it at that.

**LYDIA**

But the, the interesting thing will be as the information gets shared. Because Grizzop doesn’t know really about the details of the riot down below.

**ALEX**

No.

**LYDIA**

And, Azu has not herself noticed that the...

**ALEX**

No.

**LYDIA**

...claws are goblin sized.

**BRYN**

In which case...

**BEN**

Ha, it looks like goblins made this.

**HELEN**

Really?

**BEN**

Yeah, but for humans. Just like, goblin tools, human stuff.

**HELEN**

Goblins made the water stealing....

**BEN**

Water nicker, yeah. Well I supp, well some of it. Maybe some of the facility, maybe that, maybe that thing. I mean it's well built, so probably. There's a very complex, like well crafted illusion up at the top to make it look like the water's completely dried up, which is being diverted into this cavern.

**HELEN**

Magical goblins.

**BEN ?**

Well...

**ALEX**

Totally a thing. Could happen.

**BEN**

I mean yeah but it also could...

**HELEN**

Yeah.

**BEN**

...be the humans who obviously hired them to make the things. Because goblins, if they were making them for goblins, they'd have made them goblin-sized...

**ALEX**

And to be clear...

**HELEN**

That's true.

**ALEX**

...certainly to like, probably to all of your eyes, you've been to like a goblin-run workshop as well. It doesn't have a gobliny vibe to it. It like, goblins are more about making things quick, enduring but super effective. This is very, it's very human, it's very pedestrian, there's not much kind of...

**LYDIA**

They're a rubbish species aren't they?

**ALEX**

There's, there's not much intrigue to it. There's no cool corners.

**LYDIA**

No one, no one should put them in charge of a planet, for instance. They'd mess that up.

**(laughter)**

**ALEX**

Like a, like a goblin at some point would have been like – I mean we could build a walkway, or we could just do a zipline so that you could take samples on the fly – and then you're at the other end you need to be at quicker.

**BEN**

There's no ingenuity.

**ALEX**

No there isn't – at all.

**BEN**

Yeah so I don't know, we probably have an explore of the facility then. It's you know, well hidden...

**BRYN**

Yeah.

**BEN**

...don't want to trick people, so...

**ALEX**

You did both...

**LYDIA ?**

We haven't seen anyone around.

**ALEX**

You did notice a couple of doors leading off, nothing that was particularly like EVIL here...

**BRYN**

Yeah.

**ALEX**

...and the reason I haven't gone down that and told you what's there is you know, it's a big room, I don't want you...

**LYDIA**

Zooming off?

**ALEX**

...zooming off.

**BEN**

Yeah like, but we probably haven't seen anyone because this is bits of it that people come to. This is just like the water stuff.

**HELEN**

Yeah.

**LYDIA**

Or like...

**BEN**

...it's the back.

**LYDIA**

It just got glassed. Like, I mean maybe a lot of...

**BRYN**

That was a couple of miles away.

**BEN**

Yeah, I'd have ran away.

**LYDIA**

Exactly. Like a lot of people here, they're just job you know, they're doing a job. Like, like...

**BEN**

It might be an evil job?

**(laughter)**

**LYDIA**

I mean, it might be an evil job, but then they run off. Like some...

**BRYN**

Yeah.

**LYDIA**

...sometimes you've got to make a living, right?

**BEN**

An evil living.

**LYDIA**

Yeah.

**(Group laughter)**

**LYDIA**

Some of us have made an evil living, Grizzop. It's a living.

**BEN**

And some of us haven't so, you know.

**LYDIA**

Well yeah. It's good for you. it's great. Good. Good, lovely for you. Great news. Good.

**BEN**

We not, we not, we might not be able to sense redemption but we do hope for it.

**HELEN**

So, these were goblins and humans working together to make a water system?

**BEN**

I guess we start exploring the various doors?

**HELEN**

Alright.

**BRYN**

My fly has probably worn off so I...

**ALEX**

Yeah it probably has. I think I'll end the episode there. You, you've found – there's water – and yeah...

**BRYN**

Where the water's been coming.

**ALEX**

I think, I think this is a good slightly less terrifying and awful place to end an episode, right?

**ALL**

Yes!

**BRYN**

Yes, that's fair, yes.

**HELEN**

Much better, thank you very much.

**BEN**

Still want to find out what kind of evil living's been made here.

**ALEX**

Evil living, for evil workers. Well that's bye from me, and evil bye. Evil bye.

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**BEN**

No, a very goodbye from the Paladins.

**ALL**

Bye !

**HELEN**

Goodbye!

**LYDIA**

Oh I don't know what kind of goodbye...

**(Group laughter)**

**BEN**

A conflicted bye from Sasha.

**ALEX**

Redemption bye.

**LYDIA**

Who wants redemption?

**(laughter)**

**BEN**

You do.

**[Show Theme - Outro]**

**ALEX**

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