

## RQG – 113 - Bug in the Machine

### Content Warnings

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#### ALEX

Hi everyone, Alex here. I'd just like to take a moment to thank some of our Patrons. James Wilson Smith. Jordan and Virginia Nickens. Preema Rahman. Jordan L. Hawk. Kat Cunico. Chad Belt. Charlie. Alona Mitsnefes. Aryssa. Alexey Gladilovich. 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 113 of the Rusty Quill Gaming podcast. I'm your host and GM Alex Newall and with me today, I have

#### BEN

Ben Meredith

#### BRYN

Bryn Monroe

**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, who's asking?

**HELEN**

And Azu.

**ALEX**

And we're gonna pick up more or less where we left off, which was someone stealing a river.

**BRYN**

It's a Bond villain.

**ALEX**

I finally managed to do a Bond villain!

**BRYN**

We found their volcano lair.

**LYDIA**

Sasha's sort of nodding, kind of like:

**LYDIA (as SASHA)**

Even I'm impressed.

**(Group laughter)**

**ALEX**

It took a lot of thinking. How would one - how would one go about stealing a river? This is how.

**BEN**

Turns out, big hole.

**ALEX**

Big hole.

**HELEN & LYDIA**

Yeah.

**ALEX**

Less complicated than you think, it's mostly just about workforce management, it's very boring.

**LYDIA**

Well you- the same can be true of a bank robbery.

**ALEX**

[laughs]

**HELEN**

It's just a big hole.

**LYDIA**

Yeah, you've just gotta drill and it's like- but the angle is important!

**(Group laughter)**

**BRYN**

It's true. It's true.

**ALEX**

Hi listen, I'm from HR. Just to let you know in this bank heist there are gonna be some dangers so just be aware of that, you know? Stick to the red tape. No- so. You are all currently, yeah, where a river is being stolen, at the top of the mountain above Damascus.

**BRYN**

Aren't we inside a volcano caldera?

**ALEX**

You are not inside a caldera. You are inside what is effectively a chasm. Should you wish to call it a caldera you can, but there does not appear to have been a volcano there.

**BRYN**

Ahh.

**ALEX**

Because I believe that Grizzop gave enough of a bad geography check to be like: yep, I know what caused this, this is a fisher, like you got like a-

**HELEN**

Mm.

**BEN**

Well that's been er, that's, I think that's been negated by the fact that it's proven that the river's being stolen.

**ALEX**

Oh yeah, yeah, yeah.

**(Group laughter)**

**ALEX**

But my point is that maybe Grizzop might tell you it's a caldera.

**BEN**

I don't even know what a caldera is.

**ALEX**

Yeah, Grizzop definitely tells you it's a caldera. Let's, let's commit to that.

**HELEN**

It's a volcanic basin, right?

**BEN**

No, no, Grizzop doesn't know what a caldera is.

**ALEX**

Yep, let's commit to that!

**BRYN**

It's a hole in the top of a-

**BEN**

Yeah.

**ALEX**

[laughs]

**LYDIA**

Ben knows. Stop patronising Ben!

**ALEX**

[laughs]

**BEN**

To be honest I actually mainly got it from context clues.

**(Group laughter)**

**HELEN**

Same. I've never heard that word before in my life.

**ALEX**

So. We are like I said picking up where we left off which is you are currently in the room that's like just a big hole basically with a funnel. Lydia's word that she taught me at the bottom because I forgot the word! And it is clearly made for like human-sized not just goblin-sized, there were a few goblin tools. There are plenty of doors leading off including obviously the way that you came.

**LYDIA (as SASHA)**

I'm going through a door. Wait, no, first I'm-

**BEN (as GRIZZOP)**

Check it for traps!

**LYDIA (as SASHA)**

-checking for traps!

**(Group laughter)**

**LYDIA (as SASHA)**

Check a door for traps.

**ALEX**

Don't check it for traps!

**BRYN**

How deadly have the traps been here, let's not start forgetting!

**HELEN**

Extraordinarily- I was gonna say "badly deadly" but that's not-

**ALEX**

Super badly deadly.

**LYDIA**

Well deadly.

**BRYN**

I mean yeah, they're not-

**ALEX**

Totes deaders.

**HELEN**

They're proper deadly.

**BEN**

Goodly deadly.

**BRYN**

They wouldn't just kill you dead, they'd kill you super-dead.

**ALEX**

Oh! Give me a Perception check.

**LYDIA**

**(ROLL)** Er... one day I will remember what my Perception is, er so 24.

**ALEX**

[sings] One day you'll know your roles... OK, 24?

**LYDIA**

Yeah.

**ALEX**

OK. I'm gonna say that, I need you to give me a random way of deciding which door you go through, like do you go for the flashiest looking, the least flashy, the most obscure, just give me something random.

**LYDIA**

The nearest one.

**(Group laughter)**

**ALEX**

The nearest one. So, you check the door that you came in, there are no trap-no.

**BRYN**

Aww!

**BEN**

I breathe in, I breathe out.

**(Group laughter)**

**ALEX**

You find no traps.

**LYDIA (as SASHA)**

The door is ajar. Aah, it's got jam in! Woo!

**(Group laughter)**

**ALEX**

You find no traps on the door-

**BEN**

Jam trap.

**HELEN**

Oh no!

**ALEX**

-nearest to the one that you came in.

**LYDIA**

Yeah. OK. Then I-

**ALEX**

It is of a similar style so it's like steel with a basic lock on it.

**LYDIA**

-open the door.

**ALEX**

You will have to disable the lock, wait, don't even bother rolling, I'm just gonna let you take 10. You've checked it for traps, there are no penalties for getting it wrong.

**LYDIA**

Cool.

**ALEX**

You are able to disable it. It's clear that the locks here are a lot easier than like-

**BRYN**

We're on the inside now.

**ALEX**

Yeah, clearly they don't want transit sort of into here, but in here it's more like - oh just, can you lock up before you close up for the night kind of deal.

**BEN**

It would be really inconvenient if all of your employees were constantly killed by the traps.

**(Group laughter)**

**ALEX**

Yeah, yeah. It's, it's bad management. So yeah, you open the door and you find what is effectively a storage room.

**LYDIA (as SASHA)**

Of treasure?

**ALEX**

It has-

**LYDIA (as SASHA)**

Storing treasure?

**BRYN**

Boring treasure.

**BEN**

[whispers] Paper clips.

**LYDIA (as SASHA)**

Storing treasure.

**ALEX**

It has a few crates in there-

**LYDIA (as SASHA)**

Of treasure?

**ALEX**

A couple of which are open.

**LYDIA (as SASHA)**

Oh, there you go.

**ALEX**

They have mundane goblin tools in them, some of them have some more like advanced goblin tools in them where if you were to take the time you could probably figure out what they were for, but goblins have this thing where it's like, you make it to work as efficiently as possible but not necessarily like handle well, you know like automatic hammers that fire nails and then hammer them in mid-air kind of stuff, they're very-

**BRYN**

Ooh!

**ALEX**

They're very weird like that. It's a lot of things that you could probably figure it out.

**LYDIA (as SASHA)**

I open the next door.

**BRYN**

Actually yeah, could we say we systematically search this place until we find something noteworthy of recording?

**ALEX**

I think that would be a really good idea.

**BEN**

Cool. Let's do that.

**LYDIA (as SASHA)**

Yay!

**BRYN**

Let's do that.

**ALEX**

Let's do that.

**BRYN**

But we check every door for traps.

**ALEX**

That's fine.

**LYDIA**

Yep.

**HELEN**

Yes.

**ALEX**

So you check every door and what you manage to f-

**BRYN**

Let's check every door for traps and the one that's trapped is clearly the most interesting.

**ALEX**

Yeah!

**(Group laughter)**

**BRYN**

Don't bother opening the ones that aren't trapped [unclear 06:50]

**BEN**

[laughing]

**ALEX**

You find no traps.

**HELEN**

Ooh.

**ALEX**

In terms of the doors, they are all super-boring. One of them is a different type of tools which is like big, big tools, so it's a fairly large rooms but it's things like you know, a team of four goblins would use that drill over there in the corner, that kind of thing like, bigger stuff. One of them appears to be what effectively looks like a kind of thrown-together canteen like some basic tables, you know, maybe a poster on the wall [goblin voice] just hanging there kind of stuff.

**(Group laughter)**

**ALEX**

Very very mundane, and then the last one is some toilets. That's it.

**BEN**

So this is the extent of this facility?

**ALEX**

There is, there are no more doors to explore in this chunk of this facility.

**BEN**

Well how do you get to another chunk of this facility?

**LYDIA (as SASHA)**

We'll go to the next chunk!

**BEN**

Is it through a door, or-

**LYDIA**

Yeah.

**BEN**

Like how, what's the layout of this place, because I-?

**ALEX**

So the layout of this place is a large, I'm gonna use the word "caldera" just as an arbitrary pick... no it's, it's a large, comparatively circular hole in the ground that's roughly, I think I said last time it's about a hundred feet deep. At the very bottom of it is a very, very wide, conical like steel-conical thing. The river pours down in a waterfall from the top through this illusion that you can't see from in here but Hamid could see from the top down into the conical flask. Around it are what is effectively just a bunch of walkways with a few rooms dotted off from those walkways and then the way that you came in-

**BRYN**

So this is not actually a lair, this is, it's someone dug a big hole and put in just enough infrastructure to assist them while digging the big hole.

**ALEX**

Yes.

**BEN**

Oh cool. Shall we just go back the way we came then?

**LYDIA (as SASHA)**

Yeah, sounds like-

**BRYN**

Yeah.

**BEN**

To the interesting bit.

**LYDIA (as SASHA)**

Yeah. Why don't we just go home?

**HELEN**

[laughs]

**BEN**

No as in there were, when we came into the pathways we chose the right path which was this way and we didn't go to the left path which is possibly a different thing.

**LYDIA**

Oh Mr Memory over here!

**(Group laughter)**

**LYDIA**

Yeah, with his brain!

**BEN (as GRIZZOP)**

No, pack it all up, adventure over!

**LYDIA**

Yep!

**BRYN**

There was also a different choice point which was when we, we burnt down the warehouses and we went into the hole underneath them and there were a bunch of pipes leading off in a different directions and we went through one of the pipes. And the pipe led to the river and the river had two different directions, so we can backtrack and take another choice from the pipe room as well.

**ALEX**

Bonus memory points for that man in the corner!

**HELEN**

Ohh...

**LYDIA**

This is why I don't bother remembering things.

**HELEN**

I - yeah! This is why I don't!

**ALEX**

For what it's worth, as a player I let other people remember this stuff as well.

**LYDIA**

Yeah. It's in character, too.

**HELEN**

Mm, yeah.

**LYDIA (as SASHA)**

Let's go down the other path then.

**BEN (as GRIZZOP)**

Yeah, sounds like a good idea.

**LYDIA (as SASHA)**

Shall we take-

**BEN (as GRIZZOP)**

Hopefully something will happen!

**(Group laughter)**

**BEN (as GRIZZOP)**

Seven minutes in and literally nothing has happened!

**(Group laughter)**

**BRYN (as HAMID)**

If only there was some sort of semi-omnipotent being controlling our lives and making them more interesting...

**LYDIA (as SASHA)**

Yeah!

**BEN (as GRIZZOP)**

Could maybe edit the story slightly and skip us through these bits maybe.

**(Group laughter)**

**LYDIA**

And imagine if life had pacing.

**BRYN**

[laughs]

**ALEX**

That's what editors are for. Unfortunately you don't have that. You start backtracking, takes ages. Why don't we RP the next hour of your gentle walk back through traps that you've already known?

**LYDIA**

[laughs]

**BRYN**

At this point Alex says "I resign, goodbye!"

**(Group laughter)**

**ALEX**

So yeah, you head back-

**LYDIA**

Sasha sulks.

**ALEX**

You head back the way you came. It becomes very apparent that it's big, craggy, full of caverns and stuff. It potentially isn't where you would want to build a big old factory. It is literally just an outpost, that was very, very clear once you started poking around. It is just a place to steal water and nothing else. You start heading back the way you came, and I am not gonna get you rolling obviously for the traps you already know are there.

**LYDIA**

Mm.

**ALEX**

What you are doing is can you give me one more Perception check please. It isn't to spot the traps that, you know, you've already seen and so on.

**LYDIA**

Whee!

**BRYN**

Is that everyone check or-?

**ALEX**

No, don't bother, basically.

**LYDIA**

**(ROLL)** I don't know if this is a 6 or a 9.

**BRYN**

Her Perception check isn't that high. Like if it's normal stuff to notice-

**ALEX**

The reason is it's something that's Sasha-specific.

**LYDIA**

...has a little thingy. I can't see that-

**BRYN**

That's a 6.

**LYDIA**

OK, well-

**BRYN**

There's a very, very faint line under it.

**BEN**

Oh yeah, it's super faint.

**BRYN**

The underlining's scratched off the paint.

**LYDIA**

OK. Can I have another dice? Also I got 19.

**ALEX**

19?

**LYDIA**

Yeah.

**ALEX**

Good. So the reason for this is because Sasha's familiar with the traps, she's getting a heffing great bonus to look for bypass switches this time round!

**LYDIA (as SASHA)**

Hm!

**ALEX**

You find them.

**LYDIA (as SASHA)**

Ooh, nice!

**ALEX**

They are actually very well-concealed if you didn't know the exact part of corridor to look for and blah blah blah, yeah. You find the bypass switch for the, the big drown-y room, however it's kind of broken anyway so you, I'm assuming you're pushing it to play it safe, but-?

**LYDIA (as SASHA)**

Yeah!

**ALEX**

But yeah, it's kind of broken, you broke it. You broke my trap!

**LYDIA (as SASHA)**

Yay! Good.

**BRYN**

Woo!

**LYDIA (as SASHA)**

That's what it's for.

**BEN**

I think that's the point isn't it?

**(Group laughter)**

**ALEX**

Heading through again for-

**LYDIA**

Alex is sick of this podcast and wants it over!

**BRYN**

[laughs]

**BEN**

He just wants to kill us all!

**ALEX**

What I am gonna have to do though is if you remember, the coffin drop actually went off, so there is a hole in the corridor. I am however not gonna insist on rolls because it's a very short drop, and I'm gonna let you take 10 on this one, it's a trivial jump.

**LYDIA (as SASHA)**

Boing!

**ALEX**

So yeah, you can all hop that cavernous drop into the river.

**HELEN**

Can I just do a large stride over it?

**ALEX**

Azu genuinely might actually be able to do it without jumping, but I think you might to, to play it safe, but er yeah, in real terms it's, it's not a problem once you know it's there. You finally make it back after a little while to the place where, yeah, the path diverged And presumably you keep going along the service route in the opposite direction.

**ALL**

Yeah.

**LYDIA (as SASHA)**

Yeah, checking for traps all the time!

**ALEX**

The whole way. Yep.

**HELEN**

Yep.

**ALEX**

Can you give me a Perception check please?

**LYDIA**

**(ROLL)** Ooh. Only 15.

**ALEX**

You don't notice this ahead of time from everyone else, everyone else - it becomes apparent to you all at the same time. There's a slight turn to the corridor and where it sort of bends there appears to be, the best way to describe it is some large rune or something. It seems very out of place, like it has-

**BRYN**

I cast Detect Magic?

**ALEX**

It has a purple colouring to it, it has sort of a silvery edge to it.

**BRYN (as HAMID)**

Can I look directly at it?

**ALEX**

You can see it from all the way down the corridor, like beyond the range of Detect Magic, you would have to approach it before you could even do that.

**BRYN**

Sure.

**ALEX**

The only reason that I got the Perception check for Sasha is you'd have gotten extra stuff.

**LYDIA**

Yeah. Maybe noticed the purple glow before you look directly at it.

**ALEX**

That kind of thing. So yeah, there is some kind of sigil. It's floor to ceiling, and again it just looks very out of place. It's like: behold the eldritch rune in a... underwater...

**HELEN**

In the corridor.

**ALEX**

Corridor.

**BEN (as GRIZZOP)**

Shall I shoot it?

**LYDIA (as SASHA)**

Um...

**BRYN**

I cast Detect Magic.

**ALEX**

You detect a very, very faint transmutation on it. Give me a Knowledge (Arcana)?

**BRYN**

Ooh. Ooh, I haven't rolled that in a while.

**LYDIA**

Mm.

**BRYN**

**(ROLL)** Um, that's a lot. 31.

**ALEX**

You're pretty certain that all you're picking up on is the spell that would be required to do spell that on a wall instead of paint it on a wall.

**BEN (as GRIZZOP)**

It's weird, actually I don't think it is very dangerous.

**ALEX**

You also don't recognise the language at all, from Knowledge (Arcana) like, it's not an arcane language that you know necessarily. It has the, has the trappings of one like it still has that thing where it's on closer inspection

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without you being like super close to it, it is moving slightly the way that you would expect magical writing to move.

**BRYN**

Is it a divine language?

**ALEX**

Er, give me Knowledge (Divine).

**BRYN**

Er, it's Knowledge (Religion).

**ALEX**

Sorry - Knowledge (Religion), I'm so sorry!

**HELEN**

[laughs]

**BRYN**

**(ROLL)** Ugh, I rolled really badly

**ALEX**

What did you roll?

**BRYN**

and I got 13.

**ALEX**

Yeah, it might be.

**BRYN**

Great. Thanks guys.

**(Group laughter)**

**LYDIA**

Is it a local knowledge?

**ALEX**

It is nothing that you've ever seen before.

**LYDIA**

Aww!

**ALEX**

But bearing in mind that you do have specialist knowledge but I'm not gonna bother to get you to roll it. It's not one of the traps, the magical traps that you've been trained to recognise and how to sort of disable.

**LYDIA**

Yep.

**ALEX**

It could just be super obscure though.

**BRYN (as HAMID)**

It shouldn't be dangerous I don't think.

**BEN (as GRIZZOP)**

Should I shoot it just in case?

**BRYN (as HAMID)**

No, um, just leave it? I dunno what it is though.

**BEN (as GRIZZOP)**

But what if we walk past it and then it explodes?

**HELEN (as AZU)**

Yeah, I think-

**BRYN (as HAMID)**

I mean I think-

**BEN (as GRIZZOP)**

Can I shoot it just in case, please?

**BRYN (as HAMID)**

OK, OK cool.

**HELEN (as AZU)**

Let's be cautious.

**BEN**

I'm gonna shoot it from a long way off.

**ALEX**

Er-

**BEN**

I have a range of 110 foot.

**ALEX**

I am gonna speed things along rather than getting you to do attack rolls because I know you're good at this and it's basically hitting a barn door. It clatters off exactly where you want it to hit.

**BEN (as GRIZZOP)**

Alright let's, I mean nothing exploded, so that's me out of ideas.

**LYDIA**

Sasha's gonna roll something past it, so she has this Adventurer's Kit, just maybe like a ration pack or something.

**BRYN (as HAMID)**

It just seems like transmutation guys, I mean I think it, they just shake the wall...

**LYDIA (as SASHA)**

Yeah but it might be trans- yeah, but that's how you hide a trap.

**BRYN (as HAMID)**

OK.

**HELEN (as AZU)**

You think it's just to scare us?

**LYDIA (as SASHA)**

Or it's there to change the shape of the corridor very slightly to hide a mechanical trap.

**BRYN (as HAMID)**

Oh that is possible I suppose.

**ALEX**

So you roll something down the corridor?

**LYDIA**

Rolling something, yeah yeah yeah.

**ALEX**

OK, you roll something down the corridor.

**LYDIA**

Mm hm.

**ALEX**

Let's say a ration, like a big, like something-

**LYDIA**

Like a sausage.

**(Group laughter)**

**BEN**

A great big wheel of cheese!

**(Group laughter)**

**LYDIA**

Oh yes!

**ALEX**

I'm gonna say roll - I'm gonna say wheel of cheese! Wheel of cheese? Wheel of cheese.

**LYDIA**

Yeah. It's a little Edam.

**ALEX**

Yeah.

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**BRYN**

Are we playing Skyrim now?

**LYDIA**

Yeah, that's fine.

**HELEN**

Yesssss!

**LYDIA**

I'm OK with that.

**ALEX**

So you roll it down the corridor.

**BEN**

[laughing] A cabbage.

**(Group laughter)**

**ALEX**

Er, everyone give me a Perception check.

**BEN**

**(ROLL)** 19.

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**BRYN**

**(ROLL)** 16

**LYDIA**

**(ROLL)** 21.

**HELEN**

You're, these must be miscast! That's a natural 1 again!

**ALEX**

Gooooood!

**HELEN**

Always, always with this dice!

**BRYN**

Well just - just use that one then...

**ALEX**

Gooooood.

**HELEN**

Yeah...

**LYDIA**

I like that, you know, we lost Bertie but we still have someone that's like - "it's a corridor?"

**ALEX**

So Sasha and-

**(Group laughter)**

**ALEX**

So Sasha and Grizzop.

**BEN**

Yes.

**LYDIA**

Hm?

**ALEX**

You hear a very, very faint click as it rolls past that sigil, I'm gonna call it for the sake of ease.

**LYDIA**

Mm hm.

**ALEX**

Nothing appears to happen with it. Azu, you think you can hear a slithering right at the edge of your, at the edge of your hearing.

**HELEN (as AZU)**

Ooh...

**BEN (as GRIZZOP)**

Oh arse, it might have set off an alarm.

**LYDIA (as SASHA)**

I mean, maybe.

**HELEN (as AZU)**

I don't... I don't like the sound of it, can you hear that?

**BEN (as GRIZZOP)**

The click? Yeah.

**ALEX**

For the sake of ease by the way I'm gonna say that you really chucked this and you are 30 feet away which is as close as you-

**BRYN**

Yeah.

**ALEX**

Sorry, as distant as you can be and still do Detect Magic, just for the sake of maths.

**LYDIA (as SASHA)**

Alright. Hamid um, no-

**ALEX**

Not that I knew, asking distances.

**BRYN (as HAMID)**

I didn't hear anything, what did you guys hear?

**BEN (as GRIZZOP)**

A click. Like a: ooh, something's happened.

**LYDIA (as SASHA)**

I mean I'd sneak up but it's a corridor, so if you cast Invisibility on me then I can just go and see what's up.

**BRYN (as HAMID)**

The thing is, if it is some sort of trap and you're invisible and it chucks you into the river we won't be able to see you to help.

**LYDIA (as SASHA)**

Well can't you break it by, like, screaming?

**BRYN (as HAMID)**

N- no?

**LYDIA (as SASHA)**

That's what ha- when I stabbed that guy?.

**BRYN (as HAMID)**

Yeah, I guess you, if you attack someone.

**LYDIA (as SASHA)**

Well I'll just, I'll just throw a dagger at you or something.

**BRYN (as HAMID)**

Um...

**LYDIA**

I don't attack the-

**BEN (as GRIZZOP)**

Yeah, attack the air!

**HELEN (as AZU)**

Don't do that, don't throw daggers at your friends.

**BEN (as GRIZZOP)**

Er actually in this system you can attack objects, so if you try and break an object that's technically an attack which will break invisibility, whoo, what happened? Oh!

**(Group laughter)**

**LYDIA (as SASHA)**

That's what I thought, like magic has weird rules is what I'm thinking.

**ALEX**

In fairness Sasha, you will have run into invisibility maybe once or twice and know the basics of it by this stage because like-

**LYDIA**

Yeah, like I'm pretty sure that's actually, I don't know if we've played it in this game actually but I'm, like she will be-

**ALEX**

It has come up.

**LYDIA**

She will have been aware that if you stab someone while you're invisible you're not invisible any more, like.

**ALEX**

Certainly at the levels you're operating, yeah.

**LYDIA**

Yeah. That's just standard knowledge if you're gonna-

**BRYN**

Yeah.

**ALEX**

How do you even get by without knowing that?

**HELEN**

Shh!

**LYDIA**

Anyway.

**ALEX**

Something's happened.

**LYDIA (as SASHA)**

Well fine then, I'll just go.

**LYDIA**

And she goes forward.

**HELEN (as AZU)**

I'm gonna back you up, I think.

**LYDIA (as SASHA)**

Alright.

**HELEN (as AZU)**

Because I think feel bad.

**BEN (as GRIZZOP)**

Um A-A-Azu. The point is she's sneaking.

**HELEN (as AZU)**

But there's no one here.

**BEN (as GRIZZOP)**

Er, OK. What if something goes off and you have to dodge it very quickly?

You're wearing plate.

**HELEN (as AZU)**

Oh...

**LYDIA (as SASHA)**

Well then it might hit her plate rather than-

**BEN (as GRIZZOP)**

Or she could fall into the river into a coffin.

**LYDIA (as SASHA)**

True, that. Yes.

**HELEN**

That is very true. Alright, um.

**LYDIA (as SASHA)**

OK. Going forward with daggers out.

**BEN (as GRIZZOP)**

I'm covering her with an arrow.

**ALEX**

Mm hm.

**HELEN (as AZU)**

Yeah, I'm gonna ready an axe just in case.

**ALEX**

OK, can you give me a Reflex Save of Wills - no, I'm kidding, I'm kidding.

**(Group laughter)**

**LYDIA (as SASHA)**

I am good at all of them! That's fine!

**(Group laughter)**

**ALEX**

You approach-

**LYDIA**

The big letter.

**ALEX**

You notice that it starts to move slightly faster than it was, so it goes from imperceptible to perceptible.

**LYDIA**

Yeah.

**ALEX**

Nothing appears to be happening. You make it, you can stand in front of it, nothing appears to happen.

**LYDIA**

I just walk past it.

**ALEX**

You walk past it.

**LYDIA**

Avoiding the area where I heard the click.

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**ALEX**

Give me a Perception check.

**LYDIA**

**(ROLL)** 30.

**ALEX**

30?

**LYDIA**

17 plus 13 is 30 right?

**BRYN**

Yeah.

**HELEN**

Yeah.

**ALEX**

You think you - I say you think, you can find a pressure plate-

**LYDIA**

Mm hm.

**ALEX**

Which is immediately in front of the sort of sigil itself and then you sort of have a faff around and yeah, there's definitely a very subtle, very very subtle, like you probably rolled what would be required to see it subtle-

**LYDIA**

Mm.

**HELEN**

[laughs]

**ALEX**

-pressure plate immediately in front of the sigil. I can't give you more than that.

**LYDIA (as SASHA)**

Alright guys, just come forward and avoid standing there.

**BEN (as GRIZZOP)**

OK.

**BRYN (as HAMID)**

OK.

**ALEX**

Er, I need marching orders from people please.

**LYDIA**

Er...

**HELEN**

Um...

**BRYN**

I would like to cast Read Magic as well.

**ALEX**

OK. So first things first, I need the order that you are approaching the thing.

**LYDIA**

Well I mean Sasha's passed it.

**ALEX**

Well yeah, Sasha's passed it.

**BEN**

I'll, I'll go next.

**HELEN**

I'll go last to bring up the rear because that seems to be the-

**BRYN**

OK,

**ALEX**

OK, cool. In which case then, you can cast Read Magic from like 30 feet as well can't you?

**BRYN**

Yeah. I mean it's not a range.

**ALEX**

It's a big huge sigil so it's not like you need your reading glasses!

**LYDIA**

[laughs] It's like a motorway sign!

**ALEX**

When you cast the spell, sort of approaching it and casting the spell, the movement of the sigil greatly accelerates. I don't mean it's like whipping around or anything, but it goes from: yeah, this thing's definitely reacting to you casting a spell but it doesn't seem to be doing anything. Azu, give me a Perception check and Hamid give me a Perception check.

**HELEN**

OK.

**BRYN**

**(ROLL) 24.**

**HELEN**

**(ROLL)** Also 24 - no, 22.

**ALEX**

OK. So yeah, I'm assuming that you're going to stop to cast that spell.

**BRYN**

Er, yeah.

**ALEX**

That happens. What do you do? Like it accelerates even more.

**BRYN**

I just carry on, I just wanted to see if it-

**ALEX**

OK. Azu, you see-

**LYDIA**

The thing is, right, for listeners at home, he's told us to be nervous, right?

**HELEN**

Yeah.

**LYDIA**

He's told us this before and it's been a joke so we never actually know how much to, but like, that's why every little move is like...

**HELEN**

Before you arrived Lydia he actually like was rubbing his hands together going:  
"Ohh, I'm looking forward to today!"

**ALEX**

I've put some horrible stuff in.

**HELEN**

So I- I'm so-

**LYDIA**

So literally like, I'll take one step.

**(Group laughter)**

**LYDIA**

I take one step-

**BEN**

Is that why we've spent 20 minutes walking down a corridor?

**(Group laughter)**

**LYDIA**

-with my weight on the balls of my feet. I take one step. I hold my breath.

**BRYN**

So we're all really tense, I don't know if that's coming through.

**LYDIA**

Yeah.

**HELEN**

[laughs]

**BRYN**

So if you guys are tense as well, great. If not, this is probably not very entertaining!

**BEN**

So anyway, does anything happen?

**ALEX**

Oh yes! Absolutely. But I'm happy to, I'm happy to wait while people complain that nothing's happening.

**BEN**

[laughs]

**LYDIA**

[squeals]

**HELEN**

What's happening Alex?

**ALEX**

So, Azu. You spot it first.

**HELEN**

Ooh.

**ALEX**

A very, very small little section of the ceiling slides back as Hamid approaches, specifically, as you see what seems to be like a grub or something crawls and drops down onto Hamid.

**BRYN**

Oh gross...

**ALEX**

Hamid, when it drops on to you, you go: "Argh, a grub!" Like it, it lands in an obvious place like on your shoulder.

**LYDIA**

OK. I've played enough Limbo to know what is going on here, this is-

**BRYN**

I also rolled very high on my Perception check so I, that's why I notice.

**ALEX**

Exactly like, you notice it. It immediately, and you don't get a reaction to this. It immediately tries to bite you. **(ROLL)** What's your AC - Touch AC sorry?

**BRYN**

Er, 18.

**ALEX**

You get very, very lucky. Basically it goes [CHOMP] and you see like, Azu you can see it, Hamid you're kind of like: there's something there.

**BRYN**

Yeah.

**ALEX**

Its face seems to sort of briefly expand, exposing far too many teeth for something that small.

**BRYN (as HAMID)**

Argh! Argh!

**HELEN**

[laughs]

**ALEX**

And it immediately dives in, like really, really tries to guzzle into Hamid. And just grabs a mouthful of cloth. It clearly landed awkwardly and it is just **[imitates creature chewing a mouthful of cloth]**.

**LYDIA**

Eww! I don't like it!

**ALEX**

In terms of size it's about as long as, say, my thumb. Its mouth seems to suddenly like double its size while it's trying to bite.

**BRYN**

[shudders]

**ALL**

[general chaos, laughter and exclamations of disgust]

**ALEX**

Everyone can give me Initiative at this stage.

**LYDIA**

Oh my god, I hate this kind of thing!

**BEN**

**(ROLL) 19**

**ALEX**

Grizzop 19.

**BRYN**

**(ROLL) 18**

**HELEN**

**(ROLL) 6.**

**LYDIA**

**(ROLL) 12.**

**ALEX**

Obviously bear in mind in this initiative order that unless like Azu yells out, you can as a free action, or Hamid yells out ([whispers] I'm assuming you do!)

**BRYN**

Oh god yes!

**ALEX**

Neither Grizzop nor Sasha are aware until that happens obviously.

**HELEN**

Absolutely I yell out!

**BRYN (as HAMID)**

ARGH! GET IT OFF ME! GET IT OFF ME!

**HELEN (as AZU)**

GRUBS! ARGH!

**ALEX**

Grizzop, you are first.

**BEN**

I'll turn round, go:

**BEN (as GRIZZOP)**

Oh, gross!

**BEN**

And shoot it. Not him.

**(Group laughter)**

**ALEX**

Yeah I figured that last bit yeah.

**BEN**

Yeah.

**ALEX**

OK in which case you are gonna have to give me an attack roll.

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**BRYN**

William Tell moment.

**BEN**

Yeah, I have no penalty for shooting into melee, just FYI.

**ALEX**

Yeah, yeah, that's fine.

**BEN**

I'm only doing one shot, because it's a grub.

**ALEX**

Mm hm.

**BEN**

**(ROLL)** 20.

**ALEX**

As in natural? Or just-

**BEN**

No, just 20.

**ALEX**

OK, cool, it hits.

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**BEN**

**(ROLL)** 5 damage.

**ALEX**

5 damage.

**BEN**

Yeah.

**ALEX**

So you manage to hit the thing and sort of skim off it, you clearly do a huge amount of damage to this tiny thing, technically it's still there and still going for Hamid, but to be perfectly clear like, you reckon that if you'd maybe just done a bit more damage it'd already be dead.

**BRYN**

I cast Magic Missile, which is infallible and always hits.

**HELEN**

[laughs]

**ALEX**

Yes it does.

**BEN**

I shoot the flea. Ha ha, magic!

**(Group laughter)**

**BRYN**

Yeah, the four missiles kind of shoot out from me in separate directions and reconverge back on my, back on my shoulder.

**ALEX**

And there's that, there's that really, really unnerving moment where you're like...oooh!

**(Group laughter)**

**BRYN**

I know this isn't gonna miss, but also...! Technically if it dies after the first one I guess the others just hit my shoulder, I mean-?

**HELEN**

Don't say that!

**BEN**

Oh it'd be such a shame if he didn't have two Paladins with him.

**BRYN**

Er, 3, 6, 11, 16 damage.

**[SFX: BOOM! BOOM! BOOM! BOOM!]**

**HELEN**

[laughs]

**BEN**

I think it might be dead!

**ALEX**

Er, all of the Magic Missiles converge and it just explodes on your shoulder.

**ALL**

[sounds of disgust and revulsion]

**ALEX**

Like, I don't mean it covers you in gunk, it isn't big enough to do that. It just, they all hit one another, Magic Missiles converging perfectly and it just - there is nothing left.

**[SFX: EXPLOSION AND SPLATTER]**

**BEN**

I am looking forward to the sound effect that plays here in the recording.

**ALEX**

[laughs]

**BRYN**

I scamper forwards -

**HELEN**

Aww!

**BRYN**

-to get out of whatever- from, I was underneath something and I want to be not underneath it any more.

**BEN**

The grub hatch!

**BRYN**

Yes!

**ALEX**

Azu? You technically are still on the other side of the trap. As in like everyone else has made it past, you are technically still on the side of the trap to pass it.

**HELEN**

God's sake!

**BEN**

Ooh, ooh, ooh!

**LYDIA**

Hold your shield up as you go underneath like an umbrella!

**HELEN**

I don't have a shield!

**BEN**

Oh, but also, we know where it dropped out now, right?

**ALEX**

Uh huh.

**HELEN**

Yeah.

**BEN**

Right, I'm aiming my bow at the ceiling, because if another one drops out it's getting skewered.

**ALEX**

I'm gonna drop you out of Initiative then. Your partially described readied action goes off, you see two more grubs start trying to make their way out.

**HELEN (as AZU)**

[gasps]

**[SFX: THWACK! THWACK!]**

**ALEX**

Bang, bang, like they're so easy to kill. They bank on you not knowing that they're there.

**BRYN**

I ready an action as well, and if any look like they've survived an arrow, I've got Magic Missile on my fingertips.

**BEN**

Just, just, just Fireball it!

**(Group laughter)**

**ALEX**

Die, grub!

**BEN**

And then hide!

**BRYN**

There's no kill like overkill!

**(Group laughter)**

**LYDIA**

Oh god...

**ALEX**

There appeared to be three, they are so easily killed, like so easily killed.

**BEN**

They're relying on surprise.

**ALEX**

Yeah, and nothing else. Like: bang. Tell you what: Bryn. Give me a Knowledge (Arcana). Then give me a Knowledge (Nature).

**BEN**

Yeah, I was gonna say.

**BRYN**

**(ROLL)** Er, 23

**BEN**

**(ROLL)** Rubbish, 11.

**LYDIA**

It's probably a worm.

**ALEX**

Er, 23 might actually be enough.

**BEN**

Oh wait, hang on a minute. There's a dot there. 14. It's probably still not enough right?

**ALEX**

It is for both of you.

**LYDIA**

Yay!

**BEN**

Oh cool!

**ALEX**

Hamid, you learnt about this in a very different type of lesson to Grizzop, I'm gonna give Grizzop his lesson first. Like, smash back to you're sat there in like the seminary, and there's the blackboard there and he goes:

**ALEX (as SEMINARY TEACHER)**

Right, you know, there's lots of different types of er grubs that you can get, there's one called Wizard's Shackle, it's not really gonna bother you, I wouldn't fret about it. If you've got an arcane caster watch out for that, but that's about it!

**(Group giggling)**

**ALEX**

Hamid, we're gonna jump to one of the lessons that you maybe remembered in university from your like, your time when you were a wizard.

**BRYN**

I mean most of my Knowledge (Arcana) is just being dumped into my memory wholesale

**ALEX**

This one was an actual lesson, you know?

**BRYN**

Cool.

**ALEX**

Very very different tone.

**ALEX (as WIZARD TEACHER)**

There are few things as insipid and dangerous to the arcane caster as the Wizard's Shackle. It may seem like not much-

**ALEX**

He has one in a jar on the desk.

**BRYN**

Eurgh!

**ALEX (as WIZARD TEACHER)**

It may seem not like much but this tiny grub will burrow into your flesh, eat your spells and attack you at the same time.

**BRYN**

Someone sitting next to me probably jokes about it looking like a penis and I laugh.

**ALEX**

That is the kind of tone we're looking at.

**BRYN**

And I don't really like it - the joke.

**BEN**

Wait, was it, was it what's his face?

**BRYN**

Gideon.

**BEN**

Gideon, yeah.

**ALEX**

Yeah, definitely it was Gideon.

**BRYN**

I probably laugh, pretending I find it really funny.

**BEN**

Does Liliana who's sitting at the front of the class turn round and shush you both angrily?

**BRYN**

[laughs]

**ALEX**

But she kind of smiles when she does it to Hamid.

**HELEN**

Aw!

**BRYN**

Yeah, maybe. Maybe.

**HELEN**

Also you mean "insidious" rather than "insipid" again..

**ALEX**

I mean BOTH!

**BEN**

He loves that word doesn't he! Just loves it!

**ALEX**

I mean both. It just rolls off the tongue better. But er yeah, in real terms it is very much not particularly a threat if you can see it coming, it relies on ambush-

**BRYN**

[unclear 27:05]

**ALEX**

But it is also a real, real popular one for assassins. Like if you have to go take out a big, powerful sorcerer, slip one of them in their bed. They're gonna wake up without a single spell. Great!

**BEN**

So then they're just: a guy.

**(Group laughter)**

**ALEX**

Yeah, like you'd be amazed how easy it is to kill the great eldritch being when they're just Gary.

**(Group laughter)**

**ALEX**

And on that horrifying note I'm gonna take a break!

**(Group laughter)**

**LYDIA**

Sorry any Garys listening!

**-ADVERT BREAK-**

**ALEX**

And welcome back! So I'm gonna give one other bit of info for Sasha now that you've seen it go off.

**LYDIA**

Yep.

**ALEX**

Oh, now you've seen this kind of thing before, now that you think about it. This is one of those kind of traps that you set to deliberately get magic users. Like you put them nice, early in the dungeon so that then they can't use their magic later to like get past other traps. Like you've seen this kind of thing. The sigil, it's probably just there to be really interesting to like a wizard or something.

**LYDIA**

Ohh...

**BRYN**

To tempt me into casting spells and making it obvious that I'm a spellcaster?

**ALEX**

Yeah, like, you've seen this before. It's a really efficient way of getting rid of wizards.

**LYDIA**

This is one of those things that like relies on wizard's egos so it basically-

**LYDIA and ALEX**

Always works!

**(Group laughter)**

**ALEX**

ALWAYS works!

**BRYN**

Yeah, accurate. Accurate.

**ALEX**

Every time1

**BEN (as GRIZZOP)**

Oh, that's 'orrible.

**LYDIA (as SASHA)**

Yeah.

**BRYN**

I mean ego and sense of curiosity.

**HELEN (as AZU)**

[shudders] Disgusting.

**LYDIA (as SASHA)**

Ego.

**HELEN**

Right, so this might mean that we might need to be using magic further down the corridor?

**BEN (as GRIZZOP)**

Well magic's always useful, right?

**BRYN (as HAMID)**

Well we're going the wrong direction now.

**BEN (as GRIZZOP)**

Er no, we don't know that.

**HELEN**

I don't think, not if there's a trap.

**BRYN (as HAMID)**

Well the fac-, but the facility was-

**BEN (as GRIZZOP)**

Er no, the big hole we found was there.

**BRYN (as HAMID)**

Oh I guess. OK, no let's carry on.

**ALEX**

Everyone give me another Perception check please.

**LYDIA**

Whee! Lovely-

**BEN**

What is it about me rolling-

**LYDIA**

**(ROLL)** Oh! I got a natural 1!

**ALEX**

Yessss!

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**HELEN**

Oh, lovely!

**LYDIA**

Yay!

**BRYN**

**(ROLL)** 19.

**ALEX**

Boo!

**HELEN**

**(ROLL)** 12.

**ALEX**

Good.

**BEN**

**(ROLL)** Er, 13.

**ALEX**

13.

**HELEN**

Oh no.

**LYDIA (as SASHA)**

This part of the corridor is definitely completely safe, you can totally trust my assumptions!

**HELEN (as AZU)**

Oh no...

**BEN**

You have been very good and-

**ALEX**

You know what? That's actually a very accurate summation of the situation!

**LYDIA**

Mm hm.

**ALEX**

Yeah, you continue down the corridor a little longer.

**LYDIA (as SASHA)**

It's absolutely fine mate! Yep!

**ALEX**

And then you see another one of it appears to be those big steel drop-down like water room doors.

**LYDIA**

Mm.

**HELEN (as AZU)**

Oh no...

**ALEX**

However-

**LYDIA**

I look for the bypass switch.

**ALEX**

It is - I, yeah. Give me a Perception check specific because you've seen that and you're getting huge bonuses.

**LYDIA**

**(ROLL)** That is 25.

**HELEN**

[laughs]

**ALEX**

Er, yeah. You find a bypass switch, same as the last one. You reckon that you can just- boop! Job done.

**LYDIA**

I boop.

**ALEX**

You boop.

**LYDIA**

Yeah!

**ALEX**

The door opens, the door on the other side opens, it is a carbon copy of the water drowning room.

**BRYN (as HAMID)**

See I feel, I feel like the traps and stuff are trying to stop us going that way, and going this way is easier.

**LYDIA (as SASHA)**

Well this is easier because I saw the bypass switch.

**BRYN (as HAMID)**

Oh. Yeah.

**HELEN (as AZU)**

Hm.

**BEN (as GRIZZOP)**

Well also we might find the entrance which is helpful and then we can go back and follow the river, see where it's going. But I'd rather know what's up here than not.

**BRYN (as HAMID)**

Definitely.

**LYDIA (as SASHA)**

And also maybe when I step into that room it'll fill with water and I'll nearly die again.

**HELEN (as AZU)**

Let's hope not.

**BRYN (as HAMID)**

Er, can we tie like a rope round you first then maybe?

**HELEN (as AZU)**

Yes.

**ALEX**

For Sasha's benefit and no one else's, you're like 99% certain that's not gonna happen, but that doesn't mean you can't lay it on super-thick.

**LYDIA**

That's - that's what she's thinking!

**(Group laughter)**

**HELEN**

Why are you doing this?!

**(Group laughter)**

**BEN (as GRIZZOP)**

Alright, don't tie then!

**HELEN**

Azu's soul shrivels up a little bit more...

**(Group laughter)**

**ALEX**

Gooooood, goood!

**LYDIA**

Oh, it's really nice having someone there that doesn't have that much of a care for their own personal safety surrounded by people that do! Yay!

**(Group laughter)**

**ALEX**

Wakka wakka wakka!

**LYDIA**

Yay!

**HELEN**

OK...

**LYDIA**

You know how trauma hurts the people around you? Yay!

**ALEX**

To be clear - on the other side of the door appears sort of pitch black. The only light is coming, I am presuming, you haven't said so, but Hamid, I'm presuming that you're occasionally re-doing Dancing Lights, you can do it as much as you want so why wouldn't you?

**BRYN**

Oh yeah yeah. Yeah.

**ALEX**

So yeah, there's just the sort of, your shadows stretching out into it appears to be more corridor, but again now it's dark as opposed to before there's been the occasional like, maybe a bit of light well, maybe like you know it was a natural worked cavern, sometimes just a bit of natural light's been making its way in.

**LYDIA (as SASHA)**

Alright, well I'll just go through and you know, if I get trapped or whatever just pull me out then.

**BEN (as GRIZZOP)**

That's the plan!

**LYDIA (as SASHA)**

Yep.

**HELEN**

Yep. I'm holding onto the rope so tightly I'm like-

**HELEN (as AZU)**

We're not, we're not failing this!

**LYDIA (as SASHA)**

Mm, it's-

**BRYN (as HAMID)**

Remember the last time the door slammed closed, we should get the adamantite dagger that could hold it open.

**ALEX**

Everyone give me a Perception check.

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**BEN**

**(ROLL)** 20

**BRYN**

**(ROLL)** 20

**LYDIA**

**(ROLL)** 20

**ALEX**

Whoa!

**HELEN**

**(ROLL)** 24. [laughs]

**BEN**

Whaaat?!

**ALEX**

Whoa!

**(Group laughter)**

**ALEX**

Wasn't banking on that! That's-

**BRYN**

Those weren't naturals.

**LYDIA**

No not natural, just-

**ALEX**

No it doesn't matter like, that's still... OK! All right!

**LYDIA**

Ha!

**BEN**

You all right Sasha? How you doing, yeah. Good shadows there.

**ALEX**

I may have spent all of the challenge of my challenges to you just assuming you're not gonna notice anything, OK!

**HELEN**

Well that's your fault!

**LYDIA**

Like, Alex, I get a 20 if a roll a 7. Like you literally need to-

**ALEX**

Oh no, it's everyone else, that's the problem.

**LYDIA**

Oh right.

**ALEX**

So -

**BRYN**

My bonus is +12, like I'm also good at-

**LYDIA**

Yeah exactly, you're pretty much as good!

**(Group laughter)**

**ALEX**

You can definitely hear coming down the corridor basically mechanical sounds.  
Like ratchets, clanking.

**HELEN**

[laughs]

**ALEX**

I don't mean the sounds of like-

**BEN**

Ratchet and clanks!

**LYDIA**

That form of games, yeah!

**ALEX**

Let me finish!

**BEN**

Sorry.

**ALEX**

I don't mean the sounds of like hammering or chiselling, I don't mean the sounds of people working, I am talking mechanisms only.

**LYDIA**

Yep.

**BRYN (as HAMID)**

Oh the mechanisms. Good.

**LYDIA**

Yeah.

**ALEX**

Also, you distinctly hear the sound of running water up ahead.

**BEN**

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So just to clarify, when you say coming down the corridor, do you mean emanating from a fixed point coming down the corridor-

**HELEN**

Or do you mean it sounds like a robot? [laughs]

**BEN**

-or coming towards us down the corridor?

**ALEX**

Good point. Emanating from a fixed point further down the corridor, like ambient sound. Once you guys stopped discussing how Sasha's probably gonna die in this trap it was like-

**HELEN**

[laughs]

**ALEX**

Oh I can hear that! Me too!

**LYDIA (as SASHA)**

Right. OK, well I'll go look at these automatons. Or what was that funny word you used Hamid? Robots.

**BRYN (as HAMID)**

Robots.

**LYDIA (as SASHA)**

Yeah, yeah. Ha! I like that. "Robot".

**BRYN (as HAMID)**

That's what they call the clockwork servants, you know the ones we saw in Paris? That's what they call them in Prague.

**ALL**

Oh!

**BEN (as GRIZZOP)**

Cool language lesson. Can we go?

**(Group laughter)**

**LYDIA (as SASHA)**

[unclear 35:08] right?

**BRYN**

Yes.

**BEN (as GRIZZOP)**

Yeah. Great, let's go. OK.

**ALEX**

The only thing I enjoy more than winding Grizzop up is winding Ben up by making things move slow. [laughs]

**BEN**

No, oh that was Grizzop!

**LYDIA (as SASHA)**

I'll go really fast then through this deadly trap Grizzop.

**ALEX**

Can I get-

**LYDIA (as SASHA)**

Sorry for getting in the way!

**BEN (as GRIZZOP)**

I just, I just, I just not meant talking about what is-

**LYDIA**

She walks briskly through the room.

**BEN**

I just look at the others, go:

**BEN (as GRIZZOP)**

Why? Why is she like this?

**(Group laughter)**

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**LYDIA**

She makes it through the room.

**ALEX**

Are people following, or are you waiting for Sasha to go on her own?

**HELEN**

I think once she's crossed and safe then we all follow.

**BEN**

Yeah, sure.

**BRYN**

Yeah.

**ALEX**

OK, great. You head down the corridor.

**LYDIA**

With Dancing Lights, right?

**ALEX**

With Dancing Lights ahead, yeah.

**BRYN (as HAMID)**

Yeah.

**ALEX**

Eventually at the other end you see that the corridor opens out into a larger room. You have loads of notice on it thanks to Dancing Lights and at the other end of the corridor it is clear that's where the sounds of, of machinery are coming. It also has a certain sort of echo-y quality. I'm taking this all from the previous Perception check. It's clearly a large room that's on the other side, there's clearly a lot of moving parts in there. There isn't the sounds of like, I don't know how else to describe it, it's not like the sounds of like a robot going berserk for instance. Like it is, just things are ticking over and running.

**BEN**

It's riffing.

**ALEX**

It's yes, thank you, that's what I'm trying to say.

**LYDIA (as SASHA)**

This is them either building Simulacrums or Simulacrums building more of themselves. I would put money on.

**BRYN**

Is it the noises of a factory?

**ALEX**

Yes, but it does have some weirdnesses to it.

**BRYN**

OK.

**ALEX**

Which make it a bit stranger.

**BEN**

Cool, so the noise of a weird factory.

**ALEX**

Yeah, there you go. It's a noise - I mean let's get pedestrian with it. It sounds like a weird factory.

**(Group laughter)**

**LYDIA**

Cool, alright. So we head into Tesla Motors...

**(Group laughter)**

**ALEX**

BEHOLD, I AM MUSK! No... So, you head down to the corridor. There's no doors or anything and you can see it opening out. And I'm gonna let you Scooby-Doo it so that you can look without entering the room.

**HELEN**

[laughs]

**LYDIA**

Yay! [unclear 36:55]

**ALEX**

On the other side you see a cavernous room. It's very, very large. And you find yourself at the top of a set of stairs that go straight down. This isn't a walkway that goes around a room, it just heads straight down. So you can see what is clearly a factory floor. It has a lot of things that like we would recognise as say like you know, motorised arms for the construction of things, like an automated construction facility. You can see that there is a large conveyor belt that is running along that appears to have chunks of half-constructed thing, like I'm not even gonna play coy, it's probably Simulacrum chassis, and they are in the process of being constructed. Can everyone give me a Perception check for more detail.

**BEN**

**(ROLL)** 24.

**ALEX**

Good.

**BRYN**

**(ROLL)** 20.

**ALEX**

Good.

**LYDIA**

**(ROLL)** 15.

**ALEX**

Good.

**HELEN**

**(ROLL)** 18.

**ALEX**

OK. Hamid and Grizzop, obviously you're gonna share it with the party, I just needed to gauge how much you can see. You can see that there are like four major sort of in and outs to this room is the best way to describe it. Firstly down towards the base of the factory floor you can actually see the whole river is entering into the room into what is effectively like a sluice piping system. So there's a huge like, your stairs sort of run over the top of it almost. There is a huge piping system that then seems to divert the water around the facility. In addition to that-

**LYDIA**

Is anyone else getting a real urge to play Factorio?

**BRYN**

[laughs]

**ALEX**

This is very much the vibe I'm going for. You can also see right at the far end of your dark vision, because you're, you're clearly at the sort of start end of this conveyor belt, what appears to be raw adamantine ore is coming in from a conveyor belt from a very large tunnel and heading into a hopper as well.

**LYDIA**

So it's actually double packed into each thing.

**ALEX**

Yeah.

**LYDIA**

Because they have a very efficient set-up of furnaces.

**ALEX**

They do.

**LYDIA**

And auto arms.

**ALEX**

They do. See Sasha knows this, it makes life very easy for us.

**LYDIA (as SASHA)**

Yeah, yeah.

**ALEX**

You are clearly like I said at the entranceway to this.

**LYDIA**

I was gonna say that's funny if you play Factorio but it's not, it's just vaguely satisfying.

**(Group laughter)**

**BEN**

Yeah it's like... nice!

**(Group laughter)**

**LYDIA**

And that's how they do it!

**ALEX**

The other salient point of note is there appears to be no one there at all. No people of any kind.

**LYDIA**

Mr Ceiling...?

**ALEX**

It doesn't even appear to be abandoned, it just appears to be empty.

**BEN (as GRIZZOP)**

We - we can throw all the bombs we want! It's brilliant!

**HELEN (as AZU)**

We can destroy it all.

**BEN (as GRIZZOP)**

Let's blow the place up!

**LYDIA (as SASHA)**

Mr... Ceiling...?

**LYDIA**

(Suspiciously, at the ceiling.)

**ALEX**

I'd love to put an echo on that, it's far too loud.

**BEN (as GRIZZOP)**

Is that your scary, like, thing. Brain friend?

**LYDIA (as SASHA)**

Oh it's just when I've seen like massive weird stuff like this it's usually being run by some diabolical creature, so.

**BEN (as GRIZZOP)**

Yeah well I've never seen anything like this before, this is ridiculous.

**ALEX**

[unclear 39:33]

**LYDIA (as SASHA)**

This is like, you know, so I've - as I've been getting into magical devices honestly like I have been saying that maybe automation will take people's jobs.

**(Group laughter)**

**LYDIA (as SASHA)**

And if you look at something like this, there's a lot of planning that we're gonna have to be doing. Like think about all that rioting that was going on down Damascus, right?

**HELEN (as AZU)**

Mm.

**LYDIA (as SASHA)**

Like that sort of thing was gonna get really-

**HELEN (as AZU)**

There wasn't a riot but maybe we should disrupt whatever is happening here.

**BEN (as GRIZZOP)**

Yeah, just blow it up then. You've got bombs.

**HELEN (as AZU)**

Yeah.

**LYDIA (as SASHA)**

Yeah! Alright!

**ALEX**

It's very obvious to you by the way that this factory floor is quite hazardous to wander around, because you know, lots of big moving parts, blades, blow torches.

**BEN**

Not intended for-

**LYDIA**

Is there-

**ALEX**

It looks like you probably could navigate it, it doesn't look like it's been built deliberately so that no one could go here, it's just that they might, you know, turn bits of it off before they try and-

**LYDIA**

Fun fact, er, allegedly there er, one of the reasons there's more accidents in Tesla factories is that Elon Musk doesn't like the colour yellow so he doesn't like hazard lines messing up his gorgeous factory floor.

**HELEN**

Oh my god!

**LYDIA**

So people don't know where it's safe to step. Now this is disputed by some.

**BEN**

Elon Musk maybe?

**(Group laughter)**

**LYDIA**

But yeah, so basically we are in Tesla Motors. OK, is there any sort of-

**BEN**

This is the Death Star handrails of factories.

**(Group laughter)**

**LYDIA**

Yeah, this is - is there-

**ALEX**

You notice there's no colour red, I don't know why, we'll have to examine that.

**BEN**

Sure.

**LYDIA**

Is there anywhere which looks like a particularly delicate mechanism where I could throw a bomb in and then walk away and it would blow up the inside of whatever machine it is? Like something that's tangling together all the wires in a complicated-

**ALEX**

It doesn't look like you can bring down the entire thing with a single bomb. It does look like you could bring down a bit of it with a bomb. This has not been made to resist maintenance.

**(Group laughter)**

**BRYN**

There's a hopper of adamantine ore...

**ALEX**

A hopper of adamantine. By the way, the amount of adamantine that's coming out of there is LOADS. Like LOADS.

**BRYN**

So I'm gonna go over and I'm gonna take a bunch of chunks of adamantine and stick them in a Bag of Holding and I'm gonna take - how big are they? Are they, can I lift them?

**ALEX**

Yeah.

**BRYN**

OK.

**ALEX**

So they're all, like the largest ones are like football sized, the smallest ones are maybe like the size of your fist. It is worth bearing in mind it's ore, it's raw ore-

**BRYN**

Yeah.

**ALEX**

So that's not like a football of adamantine.

**BRYN**

Well I mean, OK - there's lots of benefits to having a Bag of Holding full of adamantine. (1) it's worth a lot.

**ALEX**

Yep.

**BRYN**

(2) It will stop them using it.

**LYDIA**

Yeah.

**BRYN**

(3) it's almost indestructible, so it makes a really good thing to chuck into delicate moving parts...

**ALEX**

Correct. These are all good points.

**LYDIA**

Aw yeah!

**HELEN**

Aw, you're so smart Bryn!

**(Group laughter)**

**ALEX**

So-

**BRYN**

I will explain this as I start loading up a Bag of Holding with adamantine.

**ALEX**

You head down-

**BEN (as GRIZZOP)**

Oh I thought you were just looting...

**(Group laughter)**

**ALEX**

So-

**BEN (as GRIZZOP)**

Well I mean it's worth something, if we don't have to use it all, great, but!

**ALEX**

So bearing in mind this is a large room and you do have to cross the room in order to get to this thing. So I'm gonna give you some description as you go. Heading along this floor, you do notice even just at the corners of your eye using sort of Dancing Lights and so on, oh there does appear to be the odd like tool that's been put down. Neatly, not like dropped in a flee or anything like that.

**BRYN**

Yeah.

**ALEX**

The tunnel that the adamantine is coming out of is big. At the risk of - I didn't intend this but it's becoming very Tesla-heavy, it's clearly some kind of large bore-hole.

**LYDIA**

[bursts out laughing]

**BEN**

Yep.

**ALEX**

Like a big, long and you can see like the work marks, so like it was done by a single, very large drill.

**HELEN**

OK, so Elon Musk has a bore-hole, I don't...?

**LYDIA**

Yeah he-

**BEN**

He's digging a tunnel-

**LYDIA**

He's got a, he's got a tunnel company called the Boring Company.

**HELEN**

(Wearily) Oh, that's so [unclear 42:54]

**ALEX**

Welcome to the Tesla Show, apparently!

**(Group laughter)**

**BRYN**

It's really making this episode feel elon-gated...

**ALL**

[groan]

**BEN**

No, let's not.

**ALEX**

No, let's not. Let's just not. The tunnel is very wide, it's clearly wide enough for say vehicles to up and down it beside the conveyor belt.

**LYDIA**

Ha! Vehicles! Ha ha!

**(Group laughter)**

**LYDIA**

Only ones that are really good at self-driving, unlike Tesla cars...

**BEN**

[laughs]

**ALEX**

[exasperated sigh] It's like James Ross is back except it's less aggressive and just more kind of insipid? [laughs]

**LYDIA**

Aaaargh, I can't believe you just called me an insipid James Ross!

**(Group laughter)**

**ALEX**

So yeah, there is a large hole and running up and down it is clearly like, not tarmacked but you know like flattened paving for people to travel up and down. And the conveyor belt runs the long distance. It goes a decent distance and it isn't, I should point out, while, when I say there's a lot coming in I don't mean that it's like 15 tons a second, I just mean that it's constant, it's not like there's a bit, there's another bit, it's clearly a big process that's going on. So yeah, you can help yourself to pretty much as much as you want in terms of adamantine ore.

**BRYN**

Yeah, I mean I'm gonna load up on it, like I said. Three, three, three benefits to doing.

**ALEX**

Add to your inventory - Bag of Holding full of adamantine ore. Also: (Alex regrets his decisions.)

**(Group laughter)**

**LYDIA**

Shall we just start throwing that into all the really delicate pipes then?

**HELEN (as AZU)**

Yes.

**BEN (as GRIZZOP)**

Yeah, sounds about right.

**BRYN (as HAMID)**

Yep.

**HELEN (as AZU)**

Yes, yes, yes.

**ALEX**

So what's each person doing, just so I know, and I'll go from there?

**LYDIA**

Can I - can I do a Disable Device of the entire factory?

**HELEN**

[laughs]

**BRYN**

Yes, yes.

**LYDIA**

To try and work out what is delicate enough to really damage and also what bits might be valuable and nickable?

**ALEX**

Just to check, no one has Knowledge (Engineering) do they?

**ALL**

No.

**ALEX**

OK. Can you give me a Disable Device check please?

**LYDIA**

**(ROLL)** Only a 21.

**ALEX**

You reckon that you could take out probably one of the conveyor belts. Taking out everything in this room is gonna take a few hours and dedicated, it's not like: come on, let's do this and let's go, like there's a lot here and it's almost like someone wanted it not to break down much so there's like redundant systems and things, it's all very annoying. But yeah, you reckon you could take out one of the conveyor belts. And obviously if one of the conveyor belt does down, even if there are redundant systems, it's still gonna be a right pain.

**BRYN (as HAMID)**

I mean, I vote we take a few hours and get - break everything.

**LYDIA (as SASHA)**

Yep.

**BEN (as GRIZZOP)**

Er yeah.

**LYDIA (as SASHA)**

Cool, yeah, let's do that.

**HELEN (as AZU)**

Ooh, sounds good.

**BEN (as GRIZZOP)**

This is making terrifying super-weapons, I think I can spare like four hours mate.

**BRYN (as HAMID)**

Yeah, yeah. And also we could see if we can divert the, um, one of the conveyor belts to chuck the adamantine ore straight in the river and block it up gradually.

**BEN (as GRIZZOP)**

Oh, I was just gonna block the pipes so the facility fills with water and then-

**BRYN (as HAMID)**

Oh that's a good idea too.

**BEN (as GRIZZOP)**

Yeah.

**ALEX**

It's almost like leaving things unsupervised is a terrible way of running things.

**BEN**

We get started.

**ALEX**

That's fine.

**BEN**

INDUSTRIAL SABOTAGE!

**LYDIA**

Montage, montage. Da-da-da, montage montage.

**LYDIA & HELEN**

[singing] Da-da-da, do-do-do, dun-dun-dun montage!

**(Group laughter)**

**ALEX**

Can everyone please just give me - I'm just gonna say a flat D20, because you've all got different styles, some of you can just smash stuff, some of you can pull important wires, some of you can just throw adamantine at your problems.

**BEN**

**(ROLL) 9.**

**ALEX**

Yep.

**BRYN**

**(ROLL) 19.**

**ALEX**

Yep.

**LYDIA**

**(ROLL) 14.**

**ALEX**

Yep.

**HELEN**

**(ROLL) 16.**

**LYDIA**

Ooh.

**HELEN**

Azu smash!

**(Group laughter)**

**ALEX**

OK, Azu's definitely smashing!

**LYDIA**

Yes!

**BRYN**

The smile in your voice as you said that, that's so you!

**(Group laughter)**

**ALEX**

I need to know one last thing: are you splitting up to get as much done as possible, are you all staying together for like safety?

**BEN**

Split up. Split up.

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**HELEN**

Yeah.

**LYDIA**

Split up.

**BRYN**

Smash it all!

**ALEX**

Good. Good.

**LYDIA**

Does it all come to life and kill us?

**ALEX**

I'm gonna draw a map...

**LYDIA**

Nooooo!

**ALL**

[Alternately jeering and cheering]

**ALEX**

Pause the timer a sec.

**LYDIA**

Woo!

**ALEX**

OK, everyone does a decent job of smashing things up. Hamid, you get to do slightly better than everyone else, how is it you're doing so?

**BRYN**

I'm less rushed, I actually just take the time and assess the situation and I'm looking at the early part and like you know, the feeding mechanisms. And I work out like very precisely exactly where to insert a big lump of adamantite to just have it grind something, completely stop with a nasty screech noise as everything just comes to a halt.

**ALEX**

See I love that, you can hear from the other end of the room the distinct sounds of **[BASH BASH]** from Azu and you're just like **[...boop!]** **[imitates horrible grinding noise]**

**(Group laughter)**

**ALEX**

Can everyone please give me a Perception check?

**BEN**

**(ROLL) 23.**

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**ALEX**

OK, 23.

**BRYN**

**(ROLL)** 23.

**ALEX**

23.

**LYDIA**

**(ROLL)** 27.

**HELEN**

**(ROLL)** 9 [laughs]

**ALEX**

9! OK. Let me do one last check.

**LYDIA**

And they pour in through the ceiling!

**HELEN**

[unclear 47:18]

**ALEX**

Funny you should say that... no, no. No no no. I've already pulled that once, wouldn't pull that twice.

**HELEN**

Well it might not be grubs, it might be mechanical spiders.

**LYDIA**

Yeah, it'll be more like all the different bits of Simulacrum come to life and that's-

**HELEN**

All like little bits of eyes! [laughs]

**LYDIA**

Yeah yeah yeah!

**ALEX**

Grizzop. Where are you on the board so I can make sure I've got this right?

**BEN**

There.

**ALEX**

OK. Hamid?

**BRYN**

Yep.

**ALEX**

You think that you see someone moving around near you, but then when you go and investigate, like just even just giving it a quick look, there's no one there. Grizzop, you also think that you saw someone moving around Hamid but the, like there's so many moving parts you cannot possibly trace them.

**BEN**

OK, I'm gonna turn around and go investigate that then.

**ALEX**

In which case then feel free to just accelerate round to where you're effectively going. OK. At which point - Azu?

**HELEN**

Yeah.

**ALEX**

What's your AC?

**HELEN**

I'm not swearing.

**(Group laughter)**

**HELEN**

Um, my AC is 18.

**ALEX**

An arrow misses you. You have no idea where it was fired from.

**HELEN (as AZU)**

Grizzop?!

**(Group laughter)**

**BRYN**

It's the only way he could get your attention!

**(Group laughter)**

**BEN (as GRIZZOP)**

What?

**HELEN (as AZU)**

Er, did you accidentally shoot at me?

**BEN (as GRIZZOP)**

No! What?

**HELEN (as AZU)**

Something just shot an arrow at me.

**BEN (as GRIZZOP)**

Yeah, I think I saw a person. Over where - Hamid, did you see anything?

**BRYN (as HAMID)**

I thought maybe for a second but then no.

**BEN (as GRIZZOP)**

Alright.

**LYDIA**

Sasha somersaults over to where the little ones are and is standing there, daggers out, with her back to them.

**ALEX**

Perfect. Move yourself on the board, I'm not gonna get you into Initiative yet.

**HELEN**

Yeah, I'm also gonna quickly run over.

**ALEX**

For the simple reason that none of you have any idea where that came from.

**HELEN**

Yes.

**BEN**

Can we see the arrow?

**ALEX**

Er yeah, if you go over and investigate, I'll just let you go over and investigate, don't worry about that.

**BEN**

Yeah, I'm gonna use my-

**BRYN**

Yeah, let's stick close-ish.

**HELEN**

I can just, I can just bring it?

**BEN**

No no, I'm gonna use the range-finding mechanisms of my eyes to look far away.

**(Group laughter)**

**BEN**

What surface did it bounce off of?

**ALEX**

Er, the wall.

**BEN**

Which- OK.

**ALEX**

The wall that Azu was next to.

**BEN (as GRIZZOP)**

Alright, arrows go in a straight line so it's probably over here somewhere.

**BEN**

And look over here somewhere because arrows go in a straight line.

**ALEX**

Move to where you're looking.

**BEN**

Er, here.

**ALEX**

Er yeah, er, sure. Everyone give me Perception checks again?

**BRYN**

**(ROLL) 21.**

**HELEN**

**(ROLL) 26.**

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**LYDIA**

**(ROLL)** 30.

**BRYN**

That was Natural 20 from Helen.

**HELEN**

Yeah!

**BEN**

**(ROLL)** And 13.

**LYDIA**

Mine was 30 but not a Natural 20, that's just how much I perceive.

**ALEX**

What's your AC Hamid?

**HELEN**

[gasps]

**BRYN**

Er, 18.

**ALEX**

18. An arrow stabs into you from your back.

**[SFX: THWACK!]**

**BRYN (as HAMID)**

OW!

**ALEX**

It appears to have come in from the opposite direction to where you all thought the shot came from. Dealing... let me get this right. **(ROLL)** Cool. An arrow jabs into the back of your shoulder dealing 4 damage.

**[SFX: THWACK!]**

**BRYN (as HAMID)**

OW!

**HELEN (as AZU)**

Did you get shot?

**LYDIA**

[laughs]

**ALEX**

I factored in your Perception checks, none of you saw where the shot came from.

**BRYN**

Er, I mean yes you can see an arrow sticking out of me.

**HELEN (as AZU)**

Oh no!

**BRYN**

I spin round and look at where it came from.

**ALEX**

Let's get into Initiative order at this stage. Everyone roll me Initiative please.

**HELEN**

Yeah.

**BEN**

**(ROLL) 18.**

**HELEN**

**(ROLL) 13.**

**BRYN**

**(ROLL) 17.**

**LYDIA**

**(ROLL) 24.**

**ALEX**

Faff faff faff faff. Setting these [unclear 50:55]

**LYDIA**

Youse guys, he only rolled that dice once!

**(Group laughter)**

**ALEX**

Another shot comes out from all of the movement and the darkness. Sasha, what's your AC?

**LYDIA**

Er, 20.

**ALEX**

This is rolling brutally well, like really brutally well, I've not rolled less than an 18 on any check for it so far.

**LYDIA**

Right...

**ALEX**

Which is madness.

**LYDIA**

So wait, you actually hit her?

**ALEX**

Yeah, I do.

**LYDIA**

That's impressive.

**ALEX**

I really do.

**BRYN**

I mean it'd be a bit of a shame if we met enemies that weren't even capable of hitting us.

**LYDIA**

[laughs] Yeah.

**ALEX**

Only deals 2 damage.

**[SFX: THWACK!]**

**ALEX**

But again it clips into you from the shoulder. Grizzop, at this stage you'll have seen enough to get a bead on the arrow and you're the one who knows arrows.

**HELEN**

[laughs]

**ALEX**

They appear to be like adamantine edged, like master work, expensive kit. This isn't say like a monster, like you know you can get like tribe monsters and I don't know, like stuff that are, the way goblins are often portrayed in Pathfinder for instance, that sort of doesn't have that.

**LYDIA**

This is no amateur.

**ALEX**

Yeah, that's the way to describe it. This has "assassin" written all over it.

**BEN**

They're protecting the super-weapon factory. Yeah.

**BRYN**

[laughs]

**ALEX**

At which point then it is - Sasha, you are up.

**LYDIA**

She's just gonna melt into the shadows.

**ALEX**

Mm hm.

**LYDIA**

And try and go in roughly the direction that the arrows came from.

**ALEX**

Give me a Stealth check?

**LYDIA**

**(ROLL)** 35.

**ALEX**

OK.

**BEN**

[laughs] I forgot how good you were at Stealth!

**HELEN**

How?

**LYDIA**

No no no no wait. 30.

**ALEX**

30? That's fine.

**LYDIA**

So which direction did it come from? Roughly? Even if you're just like: blah.  
Rather than here. Right, OK.

**ALEX**

You can cross the conveyor belts fairly easily.

**LYDIA**

Well I might as well, if I've beaten the thing check. [gasps] OK, I'm just gonna  
go on the conveyor belt.

**HELEN**

[laughs]

**BRYN**

Robo Rally! Robo Rally!

**LYDIA**

How fast is it?

**ALEX**

So that would move you an additional five feet.

**LYDIA**

Yeah, gonna go round. So that's er one, two, three, four, five, six, seven. Yeah.

**ALEX**

Mm hm. When you cross the corner, you do manage to see someone is sort of hidden amongst the workings and so on. You can tell by the way that they are a master of stealth whoever they are, because they are hiding really well, the only reason that you're managing this is because you're on the conveyor belt, they hadn't assumed that someone wouldn't trying to look from that angle.

**LYDIA**

So she's like crouched down like-

**ALEX**

What you appear to see is a er, your guess at this is a woman. They are human sized, they appear to be wearing a sort of, what's the word-

**BEN**

Hood?

**ALEX**

Yes, not a cowl but you know like a, like a - something that isn't obscuring the face basically is what I'm getting at. They appear to be a sort of like, attractive looking human woman at this stage.

**LYDIA**

I mean Sasha is parkour-sexual as we have established.

**BRYN and HELEN**

[laugh]

**ALEX**

OK you know what-

**LYDIA**

So she definitely has a skills crush so far.

**ALEX**

So this person's very good and the way that they're staying stealthy is they're basically not even paying attention, they're just stood between some machinery and without looking at where they are they're just moving to avoid them. Like they're good at-

**BRYN**

Moving in time with the machinery?

**ALEX**

They are good at the things that you are good at.

**(Group laughter)**

**LYDIA**

Alright.

**ALEX**

You see they are lining up a shot-

**LYDIA**

Is she hiring?

**(Group laughter)**

**ALEX**

You can see they are lining up a shot on Hamid, and I think I'm going to have to end the episode there because I'm running long, I'm running very long on this episode.

**LYDIA**

Oooh!

**ALEX**

Whoa, right. So. We're in a factory.

**LYDIA**

Yep.

**ALEX**

You've already begun to make a mess of it, and I've got an archer who's taking pot shots.

**LYDIA**

Cool. And Sasha is on a moving conveyor belt.

**ALEX**

Yep.

**BEN**

Yeah.

**LYDIA**

With weapons out.

**ALEX**

With no possible ramifications whatsoever.

**LYDIA**

Yep.

[pause]

**HELEN**

Oh no...

**(Group laughter)**

**ALEX**

Bye!

**EVERYONE**

Bye guys!

**[Show Theme - Outro]**

**ALEX**

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