

## **RQG – [135] – [Science!]**

### **Content Warnings**

- X
- X

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

#### **ALEX**

Hello and welcome to episode 135 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**

Zolf Smith

**BRYN**

Hamid Saleh Haroun al Tahan

**LYDIA**

Cel Sidebottom

**ALEX**

And as... and special guest...

*[makes incomprehensible gobbledegook noises]*

**(Group laughter)**

... how are you doing?

So, we are currently in the...

**BRYN**

Initiative order.

**ALEX**

... initiative order, that's true.

**(Group laughter)**

I'm going to take my time, I'm gonna...

**(Bryn laughs)**

No. We are in the...

**BRYN**

You've only got six seconds, I'm sorry – that's the rules of initiative order...

**(Group laughter)**

**ALEX**

We're in the abandoned post-, sort of, sanitorium, post-research-y kind of weird place, facing off against a cube that used magic back against Hamid and is currently gunning for him. With that in mind, we are at the start of a fresh initiative order and I am going to start with... Hamid.

**HELEN**

You've just been shoved behind me.

**BRYN/HAMID**

Yep. ‘We can’t leave it to chase us!’ And that’s all I have time to say.

**ALEX**

Okay. What are you doing, though, what are you doing?

**BRYN**

I cast fireball, I place the fireball...

**BEN**

... no, that’s such a terrible...

**(Group laughter)**

**HELEN**

That’s a really bad idea.

**BEN/ZOLF**

Why would you do that? ‘Do you want us to die?’

**BRYN/HAMID**

‘No!’

**BEN/ZOLF**

‘It literally reflected the spell back at you!’

**BRYN/HAMID**

'Yeah!'

**BEN**

Can Hamid make an In Check, please?

**(Laughter)**

**ALEX**

Don't tell other people how to play their characters!

**LYDIA**

What about Hamid... yeah!

[0:01:31 talking over one another]

**BEN**

That's why I'm asking.

**HELEN**

Hamid sometimes likes to pop!

**ALEX**

So you're casting a fireball...

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**BEN**

Nooooo! He can pop his [BEEP] self not us!

**ALEX**

So, you are casting a fireball...

**HELEN**

I think that's a beep!

**BRYN**

Yep. At the wall behind the cube...

**ALEX**

... where the, sort of, broken window is and so on?

**BRYN**

Yeah, so that when it, er...

**ALEX**

... it catches the back end of the cube...

**BRYN**

... yeah, but doesn't hit any of my friends.

**ALEX**

Yeah, so you're shooting past the cube, exploding behind it and then trying to catch its back and maybe hit a window at the same time.

**BRYN**

The window's just collateral damage, but it will look cool...

**LYDIA**

That means that...

**BEN**

... there's an explosion! Oh my gosh!!

**ALEX**

So, roll Attack first...

**BEN**

Oh, this is like the worst thing!

**BRYN**

No, that's not...

**ALEX**

... oh, no, I forget – it's five [0:02:05] you just say it's there...

Rusty Quill Gaming – [135] – [Science!]

**HELEN**

Just do it, just do it!

**ALEX**

... and it happens...

**BEN**

Yeah, and it just shatters a bunch of windows and alerts everyone in the compound...

**ALL**

Ohhhhhhhhhh....

**ALEX**

Roll the dice.

**BEN**

This is the worst decision anyone ever made!

**(Laughter)**

**BRYN**

I would like to roll a Reflex Save.

**LYDIA**

Hamid's in a weird headspace!

**BEN**

I don't know what's going on!

**LYDIA**

You used to be so cautious!

**BEN**

I'm so confused!

**HELEN**

Yeah.

**BEN**

I'm really upset!

**(Bryn laughs)**

**HELEN**

Maybe Hamid has been infected and Bryn and Alex are... oh my gosh...

**BEN**

Check for blue veins!

**(Laughter)**

**ALEX**

Turns out blue veins is me just turning players to my cause.

**HELEN**

Oh, that's so many dice. I should have put them behind you, Zolf...

**[Bryn rolls dice]**

**ALEX**

What's your reflex save?

**BRYN**

Er, 18.

**HELEN**

... because he can shoot from between my legs...

**BEN**

Honestly, you should have chucked him through the window!

**(Helen laughs)**

**ALEX**

Yeah, 18, it doesn't make it, it's all good. How much damage do you deal?

Rusty Quill Gaming – [135] – [Science!]

**HELEN**

Ohhhh...

**BRYN/HAMID**

'A lot!' 48 damage.

**HELEN**

Oh my god!

**ALEX**

Okay, give me a second.

**LYDIA**

Decent damage.

**BEN/ZOLF**

He can't even claim victory if he one-shots it, because he still smashed the window!

**(Laughter)**

'Hamid, my sweet child, what are you doing?'

**(Laughter)**

**LYDIA**

Rusty Quill Gaming – [135] – [Science!]

To be fair, I've make eight explosions!

**BRYN**

There have already been explosives.

**BEN**

At least they were small ones that don't fall to the courtyard where everyone is, like, 'HUH?' *[in a Scooby Doo voice]*.

**ALEX**

So it's liable to be clear – doesn't light things on fire, but does do concussive damage and so on.

**BRYN/HAMID**

Right. 'You'd have to read this description, I don't think it actually does, mechanically speaking.

**ALEX**

You must be able to blow out a window!

**BEN**

No, no. We had it blow out windows before because it's cool, but mechanically, that's for extra effect...

**HELEN**

**[Gasps]**

So it might still...

**ALEX**

Unattended objects also take this damage. I would argue a window counts as...

[0:03:31 talking over one another]

... I will also say that structural beams, probably, would count as an unattended item, unless there's someone hugging them.

**HELEN**

Because then you can hold them up.

**LYDIA**

Just very attended.

**ALEX**

First thing that happens...

***[crashing explosion noise]***

Rusty Quill Gaming – [135] – [Science!]

Boom, the windows blow out, all of them within range, you know what, everything on that half of the side of things, blow out...

***[high-pitched squealing]***

**BEN**

No!

**ALEX**

... also, to be clear, because the windows are a late addition to what was originally a stone building, you know, floor to ceiling windows are not very common, mostly wood, so you blow out all of the windows from floor to ceiling on that half of the room. They're just gone, for a start. I'd say as well, for the sake of flavour, one of the chandeliers drops...

***[sound of smashing glass]***

... behind the, behind the blob. The flames then ***[whoosh]***, the concussion wave and so on slams into the blob, at which point everyone who can see it ***[groaning noise]*** sees it reform itself a bit more...

**HELEN**

... oh no...

**ALEX**

... having apparently, maybe, healed slightly from it and that's what happens.

**HELEN**

Oh no.

**ALEX**

Do you have a Move Action as well?

**BRYN**

I need to back off. What I don't know is if I should back off in the room or ask my friends.

**ALEX**

[Whispers: *Jump out the window!*] Double down!

**HELEN**

Do NOT jump out the window.

**ALEX**

Double down! You're making gut decisions, keep making gut decisions!

**HELEN**

**(Laughs)**

No!

**BRYN**

Rusty Quill Gaming – [135] – [Science!]

I could cast fly before I hit the floor!

**HELEN**

NO!

**ALEX**

Cast fly! Cast fly! Jump out the window and cast fly!

**(Laughter)**

**HELEN**

Can't he just fly the rest of the way of the way up and has [0:04:49] all by himself?!

**BEN**

You, devil on his shoulder, shut up!

**(Group laughter)**

**BRYN**

I'll just back off.

**ALEX**

So you back off into the corner of the room, basically, that makes sense. To be clear, behind all of the other, like, mêlée characters, at which point they [0:05:02].

**LYDIA**

Throw a few bombs...

**(Laughter)**

**HELEN**

Hamid's in such despair!

**ALEX**

So you're... no, because you've got a [0:05:06]

**LYDIA**

I'm moving so that I'm sort of diagonally looking through the door.

**ALEX**

So you're throwing through the doorway at the back of the...

**LYDIA**

Yeah. And I believe, was that five footsteps so I can still throw four?

**ALEX**

It wasn't five footsteps, it was ten. Yep, that would be fine.

**BRYN**

Out of his line of sight...

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**ALEX**

Yeah...

**LYDIA**

That means I get four bombs...

**ALEX**

Yes, fine – you take your five footsteps and get four bombs.

**LYDIA**

**[Rolls dice]**

Okay, so the first one is 23.

**ALEX**

Hit.

**LYDIA**

**[Rolls dice]**

Second one is 24.

**ALEX**

Hit.

**LYDIA**

Rusty Quill Gaming – [135] – [Science!]

**[Rolls dice]**

The third one is 21.

**ALEX**

Stop hitting now, please!

**LYDIA**

**[Rolls dice]**

And then the next one is 15 plus two, so 17.

**ALEX**

Hit.

**LYDIA**

Oh, that's also a hit! Oh cool! Okay.

**BRYN**

Yeah, it's doesn't have a very high AC.

**LYDIA**

Okay!

**ALEX**

I mean, you're hitting a barn... well, a big gloopy barn door, but a barn door nonetheless.

**LYDIA**

So the first one...

**ALEX**

Oh, this isn't fun at all!

**HELEN**

I hope you kill it!

**LYDIA**

... the first one is 17.

**ALEX**

Okay.

**LYDIA**

**[Rolls dice]**

The second one is 19.

**ALEX**

Okay.

**BEN**

This is a lot of damage.

**LYDIA**

The third one is 20.

**HELEN**

What a lot of damage it is!

**ALEX**

Oh, this isn't good. You're doing enough damage that you're going to have to break out a calculator at this rate! Keep going!

**LYDIA**

Um, the fourth one is...

**[Rolls dice]**

... 27.

**ALEX**

You may have killed my baby!

**BEN**

That's absurd.

**ALEX**

Is that genuinely the amount of damage?

**ALL**

Yeah, yeah.

**HELEN**

I watched her roll it!

**LYDIA**

46 plus seven!

**ALEX**

Fine. Everything's fine! That's fine, and you know why that's fine?

**LYDIA**

Yep...

**ALEX**

'Cos it got to do it's ability at least once!

**(Group laughter)**

But you guys, it's just a big...

[0:06:36 talking over one another]

... isn't it?

**LYDIA**

Are we covered in goop now?

**BRYN**

So hang on a minute – it's not Sasha who one shot bosses, it's Lydia!

**ALL**

Yep!

Aaahhhhhh... !!

Absolutely!

**LYDIA**

I actually min/max more than you think!

**ALEX**

So, not only have you destroyed it, from a mechanical standpoint, you've dealt more damage than it's physically possible to have as hit points, even if I crank the difficulty to max that the system allows!

**LYDIA**

Oh right, cool!

**ALEX**

To be clear, it still had a little bit of damage kicking round, even post-fireball.  
You've dealt so much damage – you throw the bombs in...

**LYDIA**

Yep.

*[sound of bombs/grenades hitting the floor and rolling to their target]*

**ALEX**

... they all just actually go in it...

**LYDIA**

Yep.

*[sound of massive explosion]*

**ALEX**

... explode! It just explodes into jelly chunks...

**HELEN**

Ugh!

**ALEX**

... and then they are sprayed across the room.

**HELEN**

Gross.

**ALEX**

As a flavour point, before anyone has a freak out...

**LYDIA**

Yep...

**ALEX**

... some of them land on you, obviously. If it's landing on skin, it burns, however, it's easy enough to just bat it off – you're not doing saves or anything like that, and you're all wearing clothes so you're talking, like, ooh, a little bit there or something. It just splats everywhere and just chunks of inanimate jelly are kind of wobbling in the corners now. Also, the chunks of the people that were within it, you can now see...

**ALL**

Eeeuuuggggghhh...

**ALEX**

... are just exploded around the wall as well.

**BRYN**

Lovely!

**LYDIA/CEL**

Cel, because everyone else is in the room, Zolf's just out of the room, Cel then, kind of, leans in through the door and is, like, 'Hey guys!'

**BRYN/HAMID**

'Good work, Cel! Well done!'

**HELEN/AZU**

'I liked your explosions – that was a really good explosion.'

**ALEX**

Okay, brilliant! Before we go into characters, Alex needs to say something. You have denied the audience the first ever ooze to cast a fireball. That's what you've denied us all.

**(Group laughter)**

Ooze was about to cast a fireball!

**BEN**

Sorry, can I just... Good!

**(Group laughter)**

**LYDIA**

Now Alex's distressed...

**ALEX**

Distressed. You know, I'm sticking with that word! Let's distress this in character.

**BEN/ZOLF**

Zolf is distressed! 'Okay, we need to get a move on. They'll have heard that – we need to go. Okay?'

**HELEN/AZU**

'We need to go. What did... never mind. Come on, let's go!'

**BEN/ZOLF**

'What's done is done. Hamid, please don't do that again!'

**(Laughter)**

**BRYN/HAMID**

'Do what again?'

**BEN/ZOLF**

'Okay – we broke cover. People didn't know we were here and then some windows exploded so let's just...'

**BRYN/HAMID**

Rusty Quill Gaming – [135] – [Science!]

‘But there were explosions – there were several explosions before I cast fireball.’

**BEN/ZOLF**

‘Localised, but the windows will rain glass on people...’

**HELEN/AZU**

‘This is a bigger explosion!’

**BEN/ZOLF**

‘... okay? Anyway, let’s just...’

**BRYN/HAMID**

‘We needed to kill it!’

**BEN/ZOLF**

‘No we didn’t.’

**HELEN/AZU**

‘We could have run.’

**BEN/ZOLF**

‘We could have run away from it...’

**BRYN/HAMID**

Rusty Quill Gaming – [135] – [Science!]

‘... then it just would have followed us while we enter a hostile environment!  
That’s an even more stupid plan!’

**BEN/ZOLF**

‘Oozes are slow and generally probably not that good at tracking!’

**BRYN/HAMID**

‘Yes, but if we get in another fight and the Ooze comes up behind us we’re completely screwed!’

**BEN/ZOLF**

‘As I said, what’s done is done. Okay? Let’s just go.’

**LYDIA/CEL**

So I’m here drinking tea and looking at the two of them, but Cel is doing very similar motions and...

[0:09:07 talking over one another]

**BRYN/HAMID**

‘... you don’t leave a hostile creature behind you in an unknown environment!’

**BEN/ZOLF**

‘What’s done is done. Let’s keep going.’

**LYDIA/CEL [to Azu]**

Rusty Quill Gaming – [135] – [Science!]

‘Are they usually like this?’

**ALEX**

Where is keep going?

**BEN**

Up.

**HELEN**

I don’t know.

**BEN/ZOLF**

‘We should go up. This floor, it’s just an abandoned place, right, with a random cube in it. So let’s go up.

**ALEX**

Okay. So...

**LYDIA/CEL**

‘What do you mean, you don’t know?’ You all don't know each other very well? I thought you were buddies?’

**HELEN/AZU**

‘I know Hamid, I don't know Zolf very well.’

Rusty Quill Gaming – [135] – [Science!]

**ALEX**

Are you still doing Stealth checks and so on?

**BEN**

No.

**ALEX**

That's a no from Zolf...

**BRYN**

... They're not working anyway!

**(Group laughter)**

Not with Clanky McClank and his big sister Clankerson over here!

**(Laughter)**

**ALEX**

Oooh, it's all sass in the room today!

**(Group laughter)**

**BEN**

Rude.

**LYDIA**

Again, I'm sort of... it's upsetting to me that no one has seen me drinking the tea and watching me...

**(Group laughter)**

**HELEN**

Literally sipping the tea!

**BEN**

Well, we're on the move.

**ALEX**

The building's on fire and everyone's just saying, 'this is fine!'

**(Laughter)**

**BEN**

I'm not!

**ALEX**

So, you continue going up, yes?

**ALL**

Yes.

**ALEX**

You head up another two and a half floors and you see another loading bay – door closed this time, so we're back into the dark, but there's still some light coming from up unless you close the door behind you...

**HELEN**

Should I... ? So like...

**BEN**

Are there crates? Is there stuff in them?

**ALEX**

No.

**LYDIA**

And it's locked, right, you said?

**ALEX**

The door's closed...

**HELEN/AZU**

'Okay, it seems like when I go ahead I get exploded so...'

**BEN**

I rush past...

**HELEN/AZU**

‘... so how about...’

**ALEX**

So, you look through the keyhole. Gimme a Perception Check.

**BEN**

**[Rolls dice]**

Oh good, 11.

**ALEX**

11. Okay. It appears to be almost one just big large room. Your guess, abandoned dormitory or something similar.

**BRYN**

Are there beds in it?

**ALEX**

Yeah. So, like, there are ruined beds in there. There appears to be one of the windows is gone so one of the beds is just a mush because it's been years of damp and so on. To be clear, it isn't running the whole length of, like, a castle. It's not like a football field of beds, but it appears to be...

**BRYN**

... but we're walking into a big room?

**ALEX**

... it appears to be, basically, a dormitory room.

**BEN/ZOLF**

'It looks like an abandoned dorm. I'm starting to suspect we've actually gone past the, you know, useful bit.'

**HELEN/AZU**

'You think maybe the lab is in the basement?'

**BEN/ZOLF**

'I think we might be too high up.'

**HELEN/AZU**

'Yeah?'

**BRYN/HAMID**

'Well, that grate seemed like a dividing line. We don't know whether we should be below it or above it.'

**BEN/ZOLF**

‘I think we should still try and hit the top, just in case anything is up there, but...’

**LYDIA/CEL**

‘Yeah! And the view will be incredible!’

**BEN/ZOLF**

‘Not worth exploring this floor?’

**HELEN/AZU**

‘No.’

**BEN/ZOLF**

‘Let’s go up.’

**BRYN/HAMID**

‘Probably not.’

**HELEN/AZU**

‘Maybe we just go straight up until we hit something.’

**BEN/ZOLF**

‘Let’s hit the top and work our way down. Does that sound sensible?’

**HELEN/AZU**

‘Yes.’

[Sings: ‘do do do do doooo... do do do do doooo...’]

**ALEX**

You head up another two and a half floors, at which point you find yourself facing a door that appears both locked and padlocked.

**BEN/ZOLF**

‘Ah, this is better.’

**HELEN/AZU**

‘Okay, yes, this might be interesting.’

**LYDIA/CEL**

‘Gonna disable the device.’

**BRYN**

I mean, is it worth checking for traps? Do we have... ?

**ALEX**

Don’t ask me what you do. Tell me!

[0:11:50 talking over one another]

**BEN/ZOLF**

I was going to check it out.

**LYDIA/CEL**

‘How do you do that?’

**BEN/ZOLF**

‘Just look. Just look for them!’

**ALEX**

I love that this is a new thing for Cel. Okay...

**LYDIA**

Looks hard...

**BRYN/HAMID**

‘Look, don’t touch!’

**LYDIA/CEL**

‘Oh!’

**BEN/ZOLF**

‘Look for anything that doesn’t look like it should do, right?’

**LYDIA/CEL**

‘Okay.’

**BRYN/HAMID**

‘Trip wires, or...’

**BEN/ZOLF**

‘Trip wires on the bars, pressure plates around the door. That kind of stuff.’

**BRYN/HAMID**

‘Yeah.’

**LYDIA/CEL**

‘Okay. 26.’

**BEN**

I’m going to have a look as well because I can help, but I’m not helping because I’ve got lower than 26.

**ALEX**

Okay.

**BEN**

21.

**ALEX**

Okay.

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**LYDIA**

Aww, thank you!

**BEN**

Important that I don't critically fail and be, like, what's going on here?!

**(Laughter)**

**ALEX**

So a 26 from Zolf and a...

**BEN**

No, a 26 from Cel, 21 from Zolf.

**ALEX**

Sorry. And Cel is checking for traps.

**LYDIA**

Yep. Looking for traps. Checking seems like a technical term.

**(Group laughter)**

**BEN**

That's true!

**LYDIA**

Rusty Quill Gaming – [135] – [Science!]

Looking if there's a trap there, really hard!

**BEN**

Un-keyworded 'trap' is there maybe?

**LYDIA**

Trap-hunt? Trap-house.

**BEN**

You can basically only see the most simple traps unless you have the special feature.

**ALEX**

Erm, you detect no traps.

**BRYN/HAMID**

'Are you going to try and pick it or shall I... ?'

**LYDIA/CEL**

'I mean, I liked what you did down there so, show me again what you've got!'

**BRYN/HAMID**

'Well this one's a lot smaller.'

**LYDIA**

Cel steps back a LONG way!

**(Laughter)**

**BRYN/HAMID**

‘Also, do that!’ I cast Acid Splash.

***[hissing sound of acid burning]***

‘No, no, not because of what you’re doing, in case the door explodes!’

**BEN/ZOLF**

‘Alright.’

**ALEX**

The lock casts Acid Splash back now...

**(Group laughter)**

**BRYN/HAMID**

‘And then there’s a jelly lock... !’

**[Group laughter]**

**[Jelly lock!]**

**[It was a mimic!]**

Rusty Quill Gaming – [135] – [Science!]

And then I do it again. And then I do it again.

**ALEX**

It's easing, it's fine.

**[tsss...]**

***[sound of lock falling off]***

Off it goes. The lock, for what it's worth, was a late addition. You also notice this seems to be the top floor that the lift goes to. The stairs seem to continue up another two and a half or so, but the lift – this is as high as it gets.

**BEN**

Can I look through the keyhole?

**ALEX**

Yep.

**BEN**

Now that there's not a padlock in the way?

**ALEX**

Yeah, absolutely.

**BEN**

Er, 24.

**ALEX**

24? As far as you can tell, it's an enormous attic space. You know how I said the dormitory, like, doesn't run the length of it? This one genuinely might. So think pitched ceiling, tiles and so on. You notice that there's a lot of rain and stuff coming in at the far end – it looks like there's been a problem with the roof a while ago, but it looks like a storage room full of, like, boxes and so on. Kind of higgledy-piggledy. Think Room of Requirement in the Harry Potter films, kind of levels, stuff just rammed in there and it is a big room, like, pitched ceiling that goes well on. It's kind of like the most attic-y attic storage space you could imagine.

**(Laughter)**

**BEN/ZOLF**

'It just looks like a much, much bigger version of the storage bays on the other floors.'

**BRYN/HAMID**

'Right. Shall we skip it?'

**HELEN/AZU**

'They've got a lot of stuff to store...'

**BRYN/HAMID**

Rusty Quill Gaming – [135] – [Science!]

‘Yeah. I feel like we should at least look through some of the boxes to see if there’s anything interesting in them? But there probably won’t be...’

**BEN/ZOLF**

‘Alright. Let’s make it quick.’

**LYDIA/CEL**

‘If there’s... if there’s one of your mackerel things?’

**BEN/ZOLF**

‘... Sim-u-la-crum.’

**(Group laughter)**

**BEN/ZOLF**

‘That’s how we got there – Simulacrum!’

**LYDIA/CEL**

‘Oh, okay.’

**BRYN**

I open the door...

**BEN**

I think the Czech might call it a robot.

**BRYN**

Yeah, they do – it's a really good word. I like the word robot.

**ALEX**

You say as you step through the door...

**LYDIA/CEL**

'How cool. '

**ALEX**

So, heading into the room...

**LYDIA/CEL**

'I don't speak Czech.' It almost surprises Cel because they don't actually know European languages, but they speak most of the languages they're aware of.

**ALEX**

So heading into the room, it seems full of all kinds of things – furniture covered in sheets, crates...

**BEN**

We will start going through the crates, but we'll probably do it in a much less thorough way...

**ALEX**

I need to know how long people are looking at spending, and then I'll get Perception Checks from everyone.

**LYDIA**

Cel is going to get bored very quickly.

**BRYN**

Yes, a few minutes...

**HELEN**

Yes, because we're not going to be able to look at all of this.

**BEN**

I'm going to try and take a look at the big ticket items, maybe very magical things...

**ALEX**

Yes, that's absolutely...

**BRYN**

I will cast Detect Magic...

**BEN**

I will also do that because I can do that and it would be helpful.

Rusty Quill Gaming – [135] – [Science!]

**ALEX**

That's fine. Can everyone please first give me a Perception Check.

**[Sound of dice being rolled]**

**HELEN**

Oh, I look at the ceiling.

**ALEX**

Mmm hmm.

**BEN**

20 for Ben.

**ALEX**

20 for Ben.

**BRYN**

20 total.

**ALEX**

That makes life easier for me – the two people casting Detect Magic have the same.

**LYDIA**

26.

**ALEX**

26 from Cel.

**HELEN**

Er, Perception 25.

**ALEX**

25. Okay, cool. So, er, you look up and there are no monsters in the ceiling. Good start. You do for a brief moment think there are and it's like, oh no, they're cool bats. Normal bats, to be clear. Not a swarm of vampiric intent or anything like that!

**HELEN**

Vampire bats!

**ALEX**

You are clear that at the very far end of is, yeah, a chunk of the roof has fallen in. There are no windows up here, to be clear. The light that is coming in is from that broken in bit. In terms of the items that are around, it is a hodge-podge, equal parts, kind of posh-ish mansion-y stuff like you'd expect combined with medical equipment. We're not going for, like, horror movie rusted blood everywhere...

**(Laughter)**

Rusty Quill Gaming – [135] – [Science!]

... it's more like you know the things that you have for drip bags, I forget what they're called, like, the stands...

**BEN**

An IV? Oh, the stands...

**ALEX**

... the stands for IV bags, that kind of thing. Like, there's a bunch of them in a corner with a sheet over them. There's a couple of gurneys with sheets over them. Nothing in here in terms of liquids or anything. It appears, genuinely, to be furniture and just a bunch of equipment that's not being used. There is nothing particularly interesting and valuable in term of the normal mundane stuff really. What there is, is this big flat magic item at the back with a transmutation aura to it, and it's under a sheet.

**BRYN**

Pull the sheet off.

**BEN**

Cursed mirror?

**ALEX**

Okay, you pull the sheet off. Everyone is pulled into the mirror... no!

**(Group laughter)**

**HELEN**

Stop doing this! Augh!

**ALEX**

You see a portrait. It's slightly spoiled in the corner, but not heavily, and it's a portrait of a 30-year old Japanese gentleman.

**LYDIA**

Do I recognise?

**ALEX**

Oh, yeah – absolutely!

**LYDIA**

Yoshida?

**ALEX**

Yes, absolutely. It's Yoshida in more or less the last, not the last time you saw him, but the last time that you've seen pictures of him because, obviously, you saw him ages ago...

**LYDIA**

When he was young, yep...

**ALEX**

... and his picture's still been around but it's a picture of him as a, sort of, handsome adult and so on, and the transmutation...

**BRYN**

So, the aura... the picture isn't, like, of him being old and terrible?

**ALL**

No. No...

[0:17:19 talking over one another]

**ALEX**

... it's him normal, and it appears to have had a very, very unnecessary transmutation magic on. It has slight movements.

**(Laughter)**

It looks a little bit alive...

**BRYN**

Can I... ?

**ALEX**

To be clear, it's not, like, talking and recognising you, it just... it breathes. It fidgets a little...

**BEN**

It's clothes are moving...

**BRYN**

Can I... ?

**ALEX**

There's a good breeze through his hair!

**BRYN**

Roll an Arcana or a Spell Craft to check there's nothing more interesting that might be hidden?

**ALEX**

Absolutely. Absolutely, absolutely.

**BRYN**

Which one would you like? I mean, they're the same number...

**ALEX**

Give me Knowledge Arcana.

**BRYN**

**[Rolls dice]**

**ALEX**

Cel, if you have the same when it's been exposed...

**LYDIA**

I definitely...

**ALEX**

... please do.

**BRYN**

27.

**ALEX**

27.

**LYDIA**

Only 17.

**ALEX**

You take your time. Cel, at a glance, yeah it looks normal. Hamid, okay, I know how this rolls. Look at the back of the frame, blah blah blah blah blah...

Genuinely, it looks like it is just normal. In fact, you realise that the discolouration at the top is just a bit of the frame. The actual picture is pristine, but that makes sense – it's a magic picture! They need to be pristine no matter what! It really doesn't seem to have anything else going on.

**BRYN**

I'll cover it back up, just because otherwise it will make me feel creepy and watched.

**ALEX**

Fine. It isn't looking out, by the way, it's looking slightly off-frame.

**BEN/ZOLF**

'Ego piece?'

**BRYN/HAMID**

'Seems to be!'

**LYDIA/CEL**

'That, again, fits with what I know of the guy.'

**BEN/ZOLF**

'Alright then, let's move then.'

**BRYN/HAMID**

'It's looking more and more like these top few floors are deserted, and maybe we should...'

**BEN/ZOLF**

'... unless there's a secret garret right at the top!'

**BRYN/HAMID**

‘Well, I think we should check.’

**BEN/ZOLF**

‘Let’s double-check.’

**ALEX**

Okay.

**LYDIA/CEL**

‘Also, the view will be amazing!’

**ALEX**

So, you go up the last set of stairs. This one, unlike the others which were circling the lift and so on, are circling the lift mechanism so, you know, like, a complicated pulley system and blah blah blah blah... It’s not in good condition, for what it’s worth. Like, it’s a little bit rusted, it...

**HELEN/AZU**

‘Good to not take the lift, guys!’

**ALEX**

... it doesn’t look like it’s about to immediately collapse, but it’s also not in good repair. No one’s been up here in a while. And, heading up, these stairs lead to a ladder which then leads to a hatch and a flat ceiling marker. There’s a

Rusty Quill Gaming – [135] – [Science!]

little bit of stone arching, and it appears that someone has, sort of, put a trap door or used an existing trap door or something like that.

**BEN/ZOLF**

‘ This is gonna be dangerous, we need to check that.’

**LYDIA/CEL**

‘I’ll do it!’

**BEN/ZOLF**

‘Okay!’

**(Laughter)**

**LYDIA/CEL**

‘I will look at it hard.’

**ALEX**

Give me a Detect Traps.

**LYDIA**

**[Rolls dice]**

Ooh, natural 20.

**ALEX**

Yes, there are.

**HELEN**

Ooooh...

**ALEX**

What you can see is, you're sort of going, okay, so look but don't touch, fine, fine...

**LYDIA**

Don't touch. Don't like it.

**BRYN/HAMID**

'That hinge is on the wrong side. That's a really stupid way of doing that. Why would you... ?'

**LYDIA/CEL**

'Oh no, it's a thing! Oh!!'

**ALEX**

Yeah, the thing's trapped. You are not able to tell how because you don't have those abilities.

**LYDIA**

No.

**ALEX**

There's a trap on the door.

**LYDIA/CEL**

'Folks, I'm pretty sure there may be some kind of trap – either that or it's just really badly engineered. Erm...'

**BRYN/HAMID**

'Oh, well done for spotting it, though.'

**LYDIA/CEL**

'Yeah. Although I have no idea what to do about that!'

**(Laughter)**

**BRYN/HAMID**

'Do you think you could disable it? I mean, you're pretty good at engineering, but don't do anything dangerous...'

**BEN/ZOLF**

'I mean, I could just poke it with my glaive.'

**LYDIA/CEL**

'Yeah – poke it from a long way away. That sounds like what the engineer in me is saying.'

**BRYN/HAMID**

‘Okay!’

**BEN/ZOLF**

‘I mean, unless you’ve got a spell with you or something? I don’t know that we’ve got...’

**BRYN/HAMID**

‘Probably not!’

**LYDIA/CEL**

‘I could blow it up!’

**HELEN/AZU**

‘Let’s not blow it up!’

**BEN/ZOLF**

‘I’ll poke it first and then blow it up if it doesn’t do anything?’

**LYDIA/CEL**

‘That sounds like my usual approach to things.’

**BEN/ZOLF**

‘Okay.’

**LYDIA/CEL**

Rusty Quill Gaming – [135] – [Science!]

So, steps back quite a long way...

**BEN**

Yeah, I'm gonna...

**LYDIA**

You broke it, not me!

**BEN**

... stand, obviously, below it...

**LYDIA/CEL**

'... this is me being safe!'

**HELEN/AZU**

'Ahh!'

**BEN**

... sort of, with the glaive and try and, like... actually, I'm going to make the glaive be on fire...

**ALEX**

Mmm hmm...

**BEN**

... and I'm going to...

**HELEN**

... sounds unnecessary...

**BEN**

... back the lock mechanism...

**ALEX**

Okay. To be clear...

**BEN**

I'm not standing directly under it...

**ALEX**

... to be clear...

**BEN**

... I'm going to try as hard as I can and ready to jump out...

**ALEX**

... to be clear, there is also a lock, it's not just this trap. You bash it and nothing seems to happen...

**BEN**

Right.

**ALEX**

... but it is still locked.

**BEN**

'Splash the lock off, then try again?'

**ALEX**

Okay.

**BEN**

Yeah, again, I'll stand at a reasonable distance but close enough to be sure of my aim and cast Acid Splash at the lock a few times.

***[sound of acid burning]***

**ALEX**

That's fine. It takes a little bit longer because occasionally you miss.

**BEN**

Yep.

**(Laughter)**

**ALEX**

But yeah, eventually, the goop that was a lock drips down exposing a trap door that's now not locked.

**BEN**

Okay, I'm going to try and push the trapdoor up, then.

**ALEX**

Okay.

**BRYN**

Very gingerly...

**BEN**

... readying a 'run away' action...

**(Laughter)**

**ALEX**

... you run down the lift shaft!

**(Helen laughs)**

**BEN**

Can I push it defensively?

Rusty Quill Gaming – [135] – [Science!]

**(Laughter)**

**ALEX**

Try to make it count!

**BEN**

Okay.

**ALEX**

How long is your glaive?

**BEN**

Two squares.

**LYDIA**

That's such a big weapon!

**HELEN**

Heyyyyyy!!

**(Laughter)**

**ALEX**

If it's ten foot, you don't need to be on the ladder, you can just be at the base going 'poke'...

Rusty Quill Gaming – [135] – [Science!]

**BEN**

That was my plan!

**ALEX**

The trap goes off!

**BEN/LYDIA**

Yep.

**ALEX**

By which I mean an enormous explosion happens...

*[sound of enormous explosion]*

**HELEN/LYDIA**

**[Gasp]**

**BEN**

Try and roll out of the way.

**ALEX**

Gimme a Reflex Save.

**LYDIA**

I'm really glad that I'm not...

**BEN**

Do I get any, 'I'm ready for this and expect to get bonuses'?

**ALEX**

'Fraid not!

**[Oooohhhh...]**

Doesn't work like that!

**BEN**

Stupid system. I know it doesn't work like that, but I was hoping... !

**BRYN**

How big is the radius because we've stepped back, but I want to know if we've stepped far enough back?

**ALEX**

I'd like to know the Reflex Save for Zolf first and then we'll answer that – one thing at a time.

**BEN**

23.

**ALEX**

23?

**HELEN**

That's pretty good.

**BEN**

Oh, by the way, my breastplate has Spellresist...

**BRYN**

Good roll.

**ALEX**

So, good to know. Things that happen, number one, you make your Reflex Save...

**[Hurray!]**

... you're taking half damage. The width of the thing – Hamid, you might know this off the top of your head – I've got it here, but, er...

**BRYN**

Fireball?

**ALEX**

... width of a fireball?

**[Gasp]**

**BRYN**

Yeah. It's a 20 foot radius.

**ALEX**

So a 20 foot radius, if you are all...

**LYDIA**

I'll step WAY back!

**ALEX**

... unless you are down the stairs, you're going to get hit, but I was assuming you were down the stairs!

**BRYN**

I think Hamid is close enough to get hit by that. I think he was assuming a tenth of the radius.

**ALEX**

That's fine, that's fine. But for what it's worth, I was assuming that you wouldn't all be stood going 'let's stand underneath the trapdoor and see what comes down'!

**BRYN**

Rusty Quill Gaming – [135] – [Science!]

No, but yeah – Hamid might well have been ten to 15 feet back.

**ALEX**

Okay. So in terms of damage, give me your Reflex Save, Hamid.

**[Bryn rolls dice]**

I mean, for you it's not really that much of an issue, the whole fire damage thing.

**BRYN**

It does help, I won't lie to you!

**(Alex laughs)**

... that's 18 on the Reflex Save.

**ALEX**

You make the Reflex Save.

**[Sound of dice being rolled]**

It's 15 damage rounded down. That was a real low roll.

**BRYN**

15 total... ?

Rusty Quill Gaming – [135] – [Science!]

**ALEX**

15 total.

**BRYN**

... and we both take half so we both take 7 and...

**ALEX**

I rolled three ones, two twos and a five.

**BRYN**

Wow.

**HELEN**

Ahhh...

**BRYN**

That literally bounces off my fire resistance.

**BEN**

Also spell resistance?

**BRYN**

Spell resistance applies to fireball...

**BEN**

Basically, I think the fireball rolls one D20 plus cast 11 and that has to beat 13.

**HELEN**

Oh, okay.

**BRYN**

Or is that your spell resistance?

**ALEX**

It's succeeds on the spell resistance.

**BRYN**

Yep, that's fine.

**BEN**

But then I take a mighty seven, seven damage...

**BRYN**

And I take zero.

**ALEX**

Whispers: seven. Why do we even bother?! Also I...

**[0:23:13]**

Oh, oh... !

Rusty Quill Gaming – [135] – [Science!]

**ALEX**

... I... about the numbers, I got it wrong, I knocked one.

**BEN/ZOLF**

'I'm fine, I'm fine!'

**(Group laughter)**

'I'm fine!'

**BRYN/HAMID**

'Are you okay? You okay?' I'm just patting out the...

**(Laughter)**

**BEN/ZOLF**

'Yeah, I'm fine.'

**BRYN/HAMID**

'Good, good!'

**ALEX**

The door is now not there anymore and the tempest is **[pppwwcchhrrrrkkk]**  
pouring in, rain dropping down into the rain shaft...

**BEN/ZOLF**

‘So I guess that was just to avoid people getting in...’

**ALEX**

... the ladder is still there, by the way...

[0:23:32 talking over one another]

**BRYN/HAMID**

... oh forget that by the way, it’s... above... yeah!

**BEN/ZOLF**

‘We might as well check, As Cel said, the view might be lovely.’

**BRYN/HAMID**

‘We can go and stand in the storm and curse the gods to... you know... challenge us with their power...’

**LYDIA/CEL**

‘I actually do a lot of that with...’

**HELEN/AZU**

‘That's not a good idea, because they will.’

**BRYN/HAMID**

‘I was joking, I absolutely was not going to do that.’

**BEN/ZOLF**

‘I have done that once before.’

**(Group laughter)**

**LYDIA/CEL**

‘I do a lot of work with lightning, so I try not to be rude to storms.’

**BRYN/HAMID**

‘Yeah! I absolutely was not going - I thought I'd try and lighten the mood.’

**ALEX**

So Zolf goes up the ladder.

**ALL**

**[I think...]**

**[We all do...]**

**[We all go up...]**

**ALEX**

Okay, cool. So you all head up the ladder. You head up onto the roof of one of the highest points of the complex. So to describe it very quickly, visibility is terrible – lightning, storms, etc., like, it's not great. Through the flashes of lightning you see that there are four towers. You are in the central actual, like, keep bit, I suppose, retrofitted. It's a pitched roof that has, sort of, walkways

Rusty Quill Gaming – [135] – [Science!]

upon it and so on, but yeah, there's thunder, lightning, etc. You see those four towers. One of them appears to be in complete disrepair, like, crumbled in on itself effectively. The others seem okay. Because you are, like, at the edge of a building you are able to have a quick peek down and you can see lights moving around way down at the bottom.

**BRYN**

Do they seem agitated?

**ALEX**

Yeah. And then across this building, so on the far side of what was, you know how that attic space was large, blah blah blah blah blah... ?

**[Mmmm...]**

... you see, you're not at *the* highest point because as a single bolt of lightning crackles, you can see the monolithic, like, obelisk of this lighthouse heading up even higher than where you are. It's almost like they built it on top of the keep for added height. That appears to be still be giving off light and, now that you're close, the light it's giving off is massive! In order for you to have seen it way up there, and it's already that high, they've gone gross overkill for some reason on it. And on that, with another bolt of lightning and thunder, rather dramatic and unnecessarily now, we're going to take a break!

**(Group laughter)**

**LYDIA**

Rusty Quill Gaming – [135] – [Science!]

Oh, it's so rainy!

**ALEX**

And welcome back. So it's all very dramatic at the top of this, chucking rain and so on...

**BRYN**

There's nothing there to investigate or fight.

**BEN/ZOLF**

'Right. So...'

**LYDIA/CEL**

'Yes?'

**BEN/ZOLF**

'... from what we can see I reckon lighthouse...'

**LYDIA/CEL**

'Mmm...'

**BRYN/HAMID**

'Yep.'

**BEN/ZOLF**

'... but also they know something's in this building. So maybe...'

**LYDIA/CEL**

‘... we could run around the top of the... we could go down and then run through the...’

**BEN/ZOLF**

‘... or we just fly to the lighthouse...’

**LYDIA/CEL**

‘Oh yeah!’

**(Laughter)**

‘Okay.’

**BEN/ZOLF**

‘... ‘cos we can!’

**BRYN/HAMID**

‘Yeah?’

**ALEX**

Hamid, you know that in this kind of strong weather, also, by the way, you’re talking quiet quietly over *[pppwwcchhrrrrkkk]*...

**(Laughter)**

**BEN**

Yeah, but we don't want to shout...

[0:25:58 talking over one another]

**ALEX**

... but, er, one thing you will know is it takes an element of skill to fly through that kind of weather.

**BRYN/HAMID**

'So, I have enough spells to cast fly three more times, you can fly yourself, but I don't think it's a great idea because of the weather...'

**ALEX**

There's a solid chance you'll get blown off course.

**BRYN/HAMID**

'... flying is hard.'

**BEN/ZOLF**

'Alright.'

**LYDIA/CEL**

'Is there a door at the other end that might take us to, like, another... the other tower, because it looks like it all joins up?'

**BEN**

Does it all join up?

**ALEX**

So, it looks like you can walk along this walkway to the far side where that tower is and you could go on foot.

**BEN**

Oh!

**ALEX**

You can't necessarily make out a doorway but, you know, massive torrential rain, and it's a massive building...

**LYDIA/CEL**

'We could go there and then I could explode it...

**BEN/ZOLF**

'Let's walk...'

**LYDIA/CEL**

'... or he could!'

**BEN/ZOLF**

'I think...'

**LYDIA/CEL**

‘His explosions are even better!’

**BEN/ZOLF**

‘... well we should walk across the roof because they’re going to start working their way up this building to find out what caused the explosion.’

**LYDIA/CEL**

‘That’s true!’

**BRYN/HAMID**

‘They’ll probably find the guy we tied up earlier as well, that’d be a bit of a giveaway!’

**HELEN/AZU**

‘Poor little buddy. Hope he’s okay!’

**BEN/ZOLF**

‘Maybe, but anyway we should really just keep going. Time is of the essence now.’

**BRYN**

Okay, let’s cross over and then go down the other tower.

**ALEX**

Yes, that's fine. I'm not going to require checks of any kind because there's big, safe walkways with railings and so on. No one's been up here for a while, but it's almost like when you make stuff outside, you make it to last!

**[Mmmm...]**

So, yeah, you're heading along these walkways and they are, sort of, metal grate style, clank clank clank. The storm's still going on, etc. So you're heading along the walkway and you can, sort of, peer down. There's two courtyards, one on either side of it, effectively, and yeah, there's a couple of lights. It doesn't look like an army and it doesn't look like a mob. We're talking, like, a few agitated lights, not hundreds.

**BRYN/HAMID**

It's kind of people being, like, 'Ah, something's happening!' you know, that kind of thing.

**ALEX**

Yeah, yeah.

**HELEN**

Sort of, like a dozen?

**ALEX**

If that.

**HELEN**

Okay. That's fine.

**ALEX**

I'm thinking closer to, like, maybe six. Assume a dozen if it's on both sides.

**HELEN**

That's only three to one odds!

**BEN/ZOLF**

'If they're all Kobolds we're all fine, but if they're ogres, we're not!'

**(Laughter)**

**LYDIA/CEL**

'This... it used to be a...' cut me off if I'm...

**[No, no... ]**

'... I swear this used to be, like, a school. Like a big busy school...'

**BEN/ZOLF**

'Well that makes sense from what we saw...'

**LYDIA/CEL**

Rusty Quill Gaming – [135] – [Science!]

‘... loads of people came here – that was only a few years ago.’

**BEN/ZOLF**

‘So much of it looks abandoned now.’

**BRYN/HAMID**

‘Yeah...’

**LYDIA/CEL**

‘I mean, I knew he was up to something, but where are all the people that have been attacking us come from?’

**BRYN/HAMID**

‘Erm, victims, monsters, minions, yes?’

**ALEX**

It is worth mentioning for Cel’s benefit the timelines that seem to be coming out do check out, which is that it was a school. Things started going a little weird five years ago, but that would mean that, like, three to five, but if they were going a little weird that means that all of this has been happening and he was still presenting everything’s fine, everything’s wonderful for, like, years.

**LYDIA/CEL**

‘Like, I guess it’s... I suppose maybe he was covering up the fact that there were problems or he was... I just...’

Rusty Quill Gaming – [135] – [Science!]

**BEN/ZOLF**

'I mean, I guess so people don't really want you to... they don't actually want people to know he was an 'orrible villain.'

**HELEN/AZU**

'There's literally dead people around, so...'

**LYDIA/CEL**

'Oh yeah, it's true, but, I mean, that happens in laboratories!'

**ALEX**

Okay, you make it to...

**BEN/ZOLF**

'It shouldn't!'

**ALEX**

... the base of this lighthouse, in inverted commas, which is really wide. It's a massive structure, you can see the...

**BEN**

[0:28:57] to be that tall!

**ALEX**

Yeah. You can see that actually – anyone have Knowledge Engineering?

**LYDIA**

Meeeee!

**ALEX**

... he says...

**(Group laughter)**

**LYDIA**

So much knowledge!

**BRYN**

I'm just wondering how far below us the courtyard is because fireball has a really long range.

**ALEX**

I think it *might* be within range!

**BRYN**

**(Laughs)**

Like I bomb them from up here!

**[Sound of dice being rolled]**

**HELEN**

Rusty Quill Gaming – [135] – [Science!]

Pew pew, pew pew pew!

**(Laughter)**

**BEN**

... and reflected back!

**(Helen laughs)**

**LYDIA**

... that's 30.

**ALEX**

I didn't expect this to go John Wick, but I'm okay with it!

**(Laughter)**

Er, 30? You are pretty certain there's some magical reinforcement going on. Your guess is, it looks to be stone on the outside, probably someone's got metal reinforcements on the inside and so on, and probably magical reinforcement on top because a structure of this size requires so much upkeep that, to have been abandoned for, like, three to five years, they either use magic or it starts falling down, just as a heads up.

**LYDIA**

Do they have no door to get in?

**ALEX**

So, as you are getting to the end of the walkways, they converge from either sides of the pitched roof and then lead down a little bit to, yeah, a doorway – an arched stone doorway, which has a heavy steel door inside it, and there appears to be a metal shutter on it, not one that would let you see through, but one that looks like will pull out. Know what I mean?

**BRYN**

Yeah.

**ALEX**

So, like, a...

**BRYN**

It's a hatch..

**ALEX**

Yeah, it's kind of like a hatch that can open from this side, not the other side, and it has a...

**HELEN/AZU**

'Oh no...'

**LYDIA/CEL**

'The padlock is on this side...'

**HELEN/AZU**

‘... that sounds like prisoners to me.’

**BEN/ZOLF**

‘Alright?’

**LYDIA/CEL**

‘... or really cool monsters!’

**BEN/ZOLF**

‘Something could be trapped inside. Do you want to look through the hatch first?’

**LYDIA/CEL**

‘Yes! I do!’ Cel, like, jumps out and opens the hatch.

**ALEX**

Okay. The trap doesn’t go off because there isn’t one.

**LYDIA/CEL**

Aaaahhhhhh... this is going to...

??

[0:30:27]

**ALEX**

You find a water-damaged but still legible piece of paper.

**LYDIA**

Uh huh.

**ALEX**

Scrawled on it are the words 'Go away'.

**(Group laughter)**

**LYDIA/BEN**

In what language?

**ALEX**

Japanese.

**LYDIA/CEL**

'Yeah, it says go away.'

**BEN/ZOLF**

'No!'

**(Group laughter)**

**HELEN/AZU**

‘That seems like the kind of thing we should obey!’

**LYDIA**

Cel thinks for a second. Goes back, shuts the shutter and opens it again. Is it still saying the same thing?

**ALEX**

It still has a tatty piece of paper on there, yeah. From your Knowledge Engineering, I’ll give you this as an additional – it looks like the kind of thing that would have, say, a schedule in it for people to have a look at or something similar. Something useful.

**LYDIA**

Okay... but when...

**BRYN/HAMID**

‘It’s such a weird message – is isn’t going to keep out anyone... I mean... anyone coming in know why they’re coming... it’s just...

**BEN/ZOLF**

‘I dunno!’

**BRYN/HAMID**

‘There’s something incongruent about that as the message.’

Rusty Quill Gaming – [135] – [Science!]

**BEN/ZOLF**

‘You say incongruent, I say suspicious, so let’s go and investigate.’

**LYDIA/CEL**

‘I say interesting!’

**BRYN/HAMID**

‘Shall I blow the padlock off again?’

**BEN/ZOLF**

‘Yes please!’

*[sound of acid burning]*

**BRYN**

Acid Splash!

*[bsh bsh bsh bsh...]*

**LYDIA**

Cel goes 20 foot back.

*[bsh bsh bsh bsh...]*

**BEN**

I also do, because it’s been very fire-based which means that Hamid is inherently much, much better at dealing with it.

**LYDIA**

Yes.

**HELEN**

I also step back quite a way.

**ALEX**

Yep. You burst through the lock. It comes off quite easily. The door, it'll be heavy – it's a big thick door.

**BRYN**

I hope.

**ALEX**

It opens outwards, not inwards, so you're having to sort of...

**BRYN**

Yep, pull it against the wind...

**ALEX**

... grab and pull. It's certainly rusted on this side and it's pretty heavy. I'm not going to do a strength check because it's fairly arbitrary, you can just step in and fix it if you need, but it's...

**BRYN**

Rusty Quill Gaming – [135] – [Science!]

Hamid is struggling...

**ALEX**

... it is hard work to get this door open.

**HELEN**

... yeah, I can come and help!

[0:31:56 talking over one another]

**ALEX**

I think, Azu, you probably would actually need to help, just because it's so much heavier than Hamid is.

**HELEN**

Yeah. I think as soon as I know that it's not exploded and you're struggling I would be, like, oh okay...

**ALEX**

I think the point where he's bracing his feet in the door jamb, is fully horizontal and is pushing, you might have to step in!

**HELEN**

Awwww!! I just yank it!!

**(Laughter)**

Rusty Quill Gaming – [135] – [Science!]

Whaaaaaa...

**(Group laughter)**

**ALEX**

You appear to be in the base room of some kind of lighthouse or something.  
There is a circular staircase which goes both up and down.

**BRYN**

Right.

**ALEX**

There is a room that it's entering into, so there's a ceiling – it's quite high but you know what I mean – there's a lot of electrical-looking equipment around the edges, buttons, levers, all the fun stuff, and a bunch of heavy cables running down through the middle of the circular staircase which runs down, not just through this, but then on downwards.

**BRYN**

So, assumedly, it's powered from below us?

**ALEX**

Yeah. I mean, that checks out!

**BEN/ZOLF**

'Right. Um...'

**LYDIA/CEL**

'Let's go about...'

**BEN**

What kind of equipment is around the walls?

**ALEX**

Er, give me Knowledge Engineering.

**LYDIA**

Wayhaaaaayy...

**ALEX**

If you don't have it, good luck!

**LYDIA**

Yay! Er, oh, only 18.

**ALEX**

Only 18? It looks to be a combination of communications equipment...

**LYDIA**

... oooh...

**ALEX**

... and power transference.

**LYDIA/CEL**

‘This stuff, this isn’t just power – they are also communicating with someone, this is...’

**ALEX**

But not like... to be clear, like, radio isn’t a common thing here – it’s not like you can just go, oh, yeah he’s got a radio transmitter, like, not a thing!

**LYDIA**

Yeah, but...

**ALEX**

It’s more like the cables might be running to a PA system, that kind of thing.

**LYDIA/CEL**

‘Maybe it’s just like a PA or a voiceover thing.’

**BEN**

Right. Is this new tech? Is it maintained?

**ALEX**

There is a mix of both. There's some older stuff which appears to be the power transfer stuff, and the communications stuff appears to be newer, and what I would say is that in the nicest way possible for Cel...

**LYDIA**

Mmm hmm...

**ALEX**

... everything here is cutting edge, but it's very easy to be cutting edge when you've got all the resources, you know?!

**(Helen laughs)**

**LYDIA/CEL**

'I mean, it's okay. It's good, kind of... I mean, some of it's very, very good. Some of it's very new. I mean, I could make something like this given enough time!'

**BEN/ZOLF**

'So it's in active use?'

**LYDIA/CEL**

'Yeah, like, this is...'

**BEN/ZOLF**

‘Right, so let’s... shhhhh... all be on our guard now, okay? They might have people actively guarding this place.’

**LYDIA/CEL**

‘Oh, yes.’

**BRYN/HAMID**

‘Up or down?’

**LYDIA/CEL**

‘Up! I want to see the light!’

**ALEX**

Do you close the door or leave it open?

**BRYN**

I close the door, and the hatch.

**(Laughter)**

**ALEX**

Okay.

***[sound of heavy metal door clanking shut]***

Rusty Quill Gaming – [135] – [Science!]

All give me Perception Check, please.

**BRYN**

Add, 'no, really' to the end of the note!

**(Group laughter)**

**[Sound of dice being rolled]**

**BEN**

Oh dear...

**HELEN**

Ahhh...

**BEN**

17.

**BRYN**

15.

**HELEN**

13.

**LYDIA**

32.

**(Laughter)**

**HELEN**

Cel... ?

**LYDIA**

Sorry! I just keep rolling really high on my Perception, I don't actually have that high a bonus!

**HELEN**

... save some time...

**BEN**

13 is a pretty high bonus!

**ALEX**

Up the staircase there are multiple people up in the room above. You can't tell by sound, but you can smell 'em!

**HELEN**

Mmmm...

**ALEX**

They have a, kind of, acidic-y smell that you're like, yeah, there's multiple people there.

**HELEN**

Yeah.

**LYDIA**

Also as a half-elf I do have big pointy ears!

**ALEX**

Yeah! But you smell 'em!

**LYDIA/CEL**

'Guys, guys, er... quiet.' Although Cel, the whole time, has been the only one talking!

**(Group laughter)**

'Be quiet because there are actually people up there.'

**BRYN/HAMID**

'Right, okay. Hang on then, do you think this is the time for invisibility?'

**LYDIA/CEL**

'Erm, I think it might. I mean, it could be the time for fighting. It could be the time for... do you want to, like, sneak past them? Or do you want to, like, surprise them?!'

**BRYN/HAMID**

Rusty Quill Gaming – [135] – [Science!]

‘I mean, invisibility doesn't make you silent.’

**LYDIA/CEL**

‘Yeah! And also, if you are going to explode them - which it seems like, as a team, we are pretty keen on...’

**BRYN/HAMID**

‘... the invisibility goes away straightaway – it just doesn’t last.’

**LYDIA/CEL**

‘Yeah.’

**BRYN/HAMID**

‘Okay, so are we thinking rush them? Sneak and rush?’

**ALEX**

Worth mentioning as well now that the door’s closed – big thick walls. The storm’s nice and quiet outside. Finally.

***[whispered conversation between the characters]***

**BRYN/HAMID**

*‘Sneak and rush.’*

**LYDIA/CEL**

*‘Sure. Who’s good at sneaking?’*

**BRYN/HAMID**

*'I mean, you and me, a bit...'*

**LYDIA/CEL**

*'Give it a shot?'*

**BEN/ZOLF**

*'We'll back you up. If we stay here and you go up, set things off, and we'll run up, right, because otherwise they'll hear us, right?'*

**BRYN/HAMID**

*'Okay.'*

**LYDIA/CEL**

*'Yeah.'*

**BRYN/HAMID**

*'Alright, we don't wanna get, you know, stuck in like you guys do, is the thing.'*

**BEN/ZOLF**

*'That's fine. But back off and come back down here...'*

**BRYN/HAMID**

*'Okay.'*

**HELEN/AZU**

*'And see if they're hostile first, like, don't just...'*

**LYDIA/CEL**

*'Yeah, they might be nice people!'*

**BRYN/HAMID**

*'Okay, we'll go have a look. We'll sneak to the entrance of the room...'*

**LYDIA/CEL**

*'Okay.'*

**BRYN/HAMID**

*'Okay?'*

**LYDIA/CEL**

*'Okay, yes.'*

**BRYN/HAMID**

*'Right. Go on, then.'*

**LYDIA/CEL**

*'Yeah, I'll do that.'*

**BRYN/HAMID**

*'Yeah! Go, let's go!'*

Rusty Quill Gaming – [135] – [Science!]

**(Helen laughs)**

**ALEX**

*Can you all give me Stealth Checks?*

**[Sound of dice being rolled]**

*No! Who's sneaking?*

**BRYN**

*Natural 20.*

**ALEX**

*Nice.*

**BRYN**

*Plus ten.*

**ALEX**

*Nice!*

**LYDIA**

*14.*

**ALEX**

*Okay.*

**BEN**

*It's better than what me and Azu would have got!*

**LYDIA**

*It's the lowest I could possibly get!*

**ALEX**

*[0:36:17] needs something that has an opposed roll.*

**[Sound of dice being rolled]**

**HELEN**

*How did they do, Alex?*

**BRYN**

*There's lots of them.*

**ALEX**

*There are at least four enemies...*

**BRYN**

*Four enemies...*

**ALEX**

*They all did really terribly!*

**BRYN/LYDIA**

*Good!*

**(Laughter)**

**ALEX [not whispering anymore]**

You manage to sneak up. There is a hairy moment where Cel basically knocks over what appears to be, like, an unattended wrench and then...

**BRYN**

But my natural 20 lets me catch it!

**(Group laughter)**

**ALEX**

... yeah! It's just, like, a look of, 'Hellooo... !'

**BRYN**

Hamid looks surprised that he managed that. He's very pleased!

**HELEN**

Awwww!

**ALEX**

A little bit of claw came out, it's all good! So, I'm going to allow, for flavour just stick with me on this one, full Scooby-Doo, two sets of heads next to each other just poke up...

**(Helen laughs)**

... kind of looking...

**LYDIA**

The thing is that actually quite a lot shows then 'cos Cel had a *very* vertical head!

**ALEX**

... oh yeah, it's like hair hair, hair hair hair, hair hair hair hair hair, eyes...

**LYDIA**

Eyes!

**(Group laughter)**

**ALEX**

Sorry, goggles, eyes!

**(Group laughter)**

**LYDIA**

Goggles, eyes, yes!

**ALEX**

What you see are a bunch of what appear to be Kobolds wearing little lab coats...

**HELEN/LYDIA**

Awwww!

**ALEX**

... and they're all operating equipment around the edges of the room, and they all look to be... flustered is a nice word of saying it. They're all kind of... they're all wearing little lab coats. The lab coats are super-tatty, like, kind of, ratty at the bottom and loads of stains and stuff.

**BRYN**

Are they talking to each other?

**ALEX**

Yes.

**BRYN**

What are they saying?

**ALEX**

Whoaaar, all four at once, I can do this!

**(Group laughter)**

**BEN**

You can give a general description rather than recreating the conversation.

**ALEX**

The first thing you can tell is that they clearly aren't drugged the same way that the one down was. It's not like, 'push button, make lever go'!

**BRYN**

Yep.

**ALEX**

At the same time, they don't appear to be, like, genius level intellects techno-babbling, but it is stuff like, 'hmmm, hmmm, move the power, move the power, okay, right, we've got to... can you do a transfer from B? "I'm doing B, grrr..."!' It's all in Draconic, obviously. They appear to be faffing with something and occasionally, but you may just stealth through also, you're going to get away with it, occasionally one of them will keep, like, glancing over towards the trap door, but you've always got enough time to, sort of, duck down. And they're like, 'not much time, come on, come on' "I am coming on, I have..." and the two of them just start kind of...

Rusty Quill Gaming – [135] – [Science!]

***[Alex impersonates what sounds like two small dogs growling and snapping at each other]***

**(Helen laughs)**

... going at one another!

**BRYN/HAMID**

I whisper to Cel, *'I'm gonna try something.'*

**LYDIA/CEL**

*'Is it casting Sleep?'*

**BRYN/HAMID**

*'No, but similar...*

**(Laughter)**

*'Cos sleep, unless they're all only one hit, it wouldn't affect all of them.'*

**LYDIA/CEL**

*'Ahhh...'*

**BRYN/HAMID**

*'But I have a new spell! A level four spell!'*

**ALL**

Rusty Quill Gaming – [135] – [Science!]

Oooooohh!

**BRYN/HAMID**

I cast...

**ALEX**

I know what you're doing...

**HELEN**

Please don't hurt them!

**BRYN/HAMID**

... Rainbow Pattern...

**ALEX**

... yeah... I know what you're doing.

**ALL**

Aaaaaahhhh...

**ALEX**

It's quite literally audience and [0:38:44 talking over one another]

**BRYN**

So I literally create an illusion, a kind of shimmering sheet, in the air above them which is glowing. So this happened to Sasha...

**LYDIA**

Yeah, yeah!

**BRYN**

... when...

**ALEX**

Not exactly, but almost...

**BRYN**

... it's a very similar effect. So, yeah, it forces them to become fascinated by it. Kobolds probably have garbage [0:39:05].

**ALEX**

Describe the spell [0:39:06 talking over one another]

**BRYN**

I surround the Kobolds and fill the room with this swirling haze of colourful rainbow energy...

**ALEX**

... okay...

**BRYN**

... and they all basically get distracted and start to stare into it.

**LYDIA**

Does it affect Cel?

**BRYN**

It turns out that, yes, it does also affect Cel.

**(Group laughter)**

... I thought it wouldn't.

**ALEX**

How many hit dice of creatures does it affect?

**BRYN**

Erm, 24.

**ALEX**

Okay, cool. Let me just do some quick maths. Maths, maths, maths, maths, maths... So, you've got 20 hit dice of creatures going spare and so, yeah...

**BRYN**

So I could have cast Sleep, actually, and it would have worked...

**ALEX**

... so it is going to affect Cel, but they get well soothed!

**BRYN**

They get well soothed and you well soothed as well.

**LYDIA**

Maaaannnn!

**ALEX**

What's the DC?

**BRYN**

Er, 18!

**[Sound of dice being rolled]**

**HELEN**

Oh, I don't like that face!

**LYDIA**

Oh my word, I actually only got 18!

**BRYN**

That's enough!

**LYDIA**

Just!

**BRYN**

Yes!

**ALEX**

So, three of them all start ‘aaahhhh’, and two of the... the ones that are fighting one another, one of them who is, like, just beating on the one underneath, kind of like pathetically beating...

**HELEN**

A little sap-fight...

**ALEX**

... they are weeds for Kobolds, lets put that in perspective.

**HELEN**

Awww...

**ALEX**

... he’s sort of slapping him across the face a bit, and then the one on top just, kind of, fades off. The one who’s underneath is like, ‘eh?’ gets a few slaps in himself on the one that’s on top and then sees you all. He clearly isn’t affected.

Rusty Quill Gaming – [135] – [Science!]

**BRYN**

Initiative?

**ALEX**

Yes, Initiative for everyone, please!

**[Sound of dice being rolled]**

**BEN**

For diddle's sake.

**ALEX**

For diddle's sake? Goodness me!

**BEN**

12.

**BRYN**

26.

**LYDIA**

17.

**HELEN**

13.

Rusty Quill Gaming – [135] – [Science!]

**ALEX**

Hamid goes first.

**BRYN**

I cast Hold Person on the one remaining Kobold.

**(Group laughter)**

**BRYN**

Make another Will Save, little one!

**[Sound of dice being rolled]**

**ALEX**

What's the DC?

**BRYN**

18 again.

**ALEX**

Yes. It's no. It's just like... (*nnyyaagghh...*)!

**(Group laughter)**

It's eyes are still moving.

**HELEN**

Awwww. Oh, little guy!

**BRYN/HAMID**

Okay so ten gets to save against it at every turn, but I go, 'Let's grab that one so it doesn't start moving again, quickly!'

**ALEX**

I'm happy to just skip to it being grabbed. However, do you warn everyone else about the rainbow patterns?

**BEN**

We've got huge Will Saves.

**BRYN**

I shove the rainbow pattern off into one corner of the room so the other three Kobolds all walk towards it and stare into that corner. I say, 'Okay, guys, come up. Er, don't look in...'

**ALEX**

For the sake of it, I'm afraid the only way you can do that is if they go up the stairs, but that's fine. Because the room's only like 30 foot wide.

**BRYN**

When they get up there I will go, don't look to your... I will shout at them before they enter the room, don't look to the right.

**ALEX**

That's fine.

**BRYN**

If they don't look at it it's fine.

**ALEX**

That's absolutely fine. I don't need rolls or anything. It is so trivially easy for you to just go and grab this thing. I mean, mostly, like, a peek behind the curtain, if it wasn't a held person, it's initial reaction would be to soil itself. You're fine.

**HELEN**

Awwww, poor little buddy!

**LYDIA**

Oh no!

**ALEX**

Right, do you Combat Hug?

**HELEN**

I don't think I need to.

**LYDIA**

Rusty Quill Gaming – [135] – [Science!]

Well, Cel was up first I'm assuming 'cos.

**BEN**

We're out, yeah, we're sort of out of Initiative.

**ALEX**

There's no point being in Initiative because it's beyond trivial.

**LYDIA/CEL**

Cel has grabbed the little buddy and says in Japanese very calmly, 'It's okay, it's okay, we're here to help you, we're here to help you.'

**ALEX**

It proceeds to struggle and try and bite your face.

[ungg, nnnngg, nnggg unnnngghh...]

**LYDIA**

Yeah, that's cool. I'm gonna...

**BEN/ZOLF**

'What's going on and why am I not looking to the right?'

**ALEX**

You don't even need...

**[talking over one another]**

... it's so weak...

**LYDIA**

... I was gonna...

**BRYN/HAMID**

'... there's a hypnotic pattern over there and it's holding three Kobolds. If you look at it you might...'

**LYDIA**

... cast...

**BEN/ZOLF**

'Brilliant. Alright, fine. Either I'll look at it and be hypnotised or... I need to go tie them up. We need to tie them up.'

**[Rolls dice]**

Yes! Flippin' nailed it!

**(Group laughter)**

**ALEX**

What did you roll?

**BEN**

33.

**(Group laughter)**

**BRYN**

Oh yeah, fair. You don't need to worry about it too much!

**ALEX**

You know what, to lesser minds it might be fascinating. To you, it's gauche!

**(Group laughter)**

**BEN**

They call this art!

**(Group laughter)**

**LYDIA**

I mean, Cel's going to cast Focus Group and try and diplomacy this little buddy into being friends.

**ALEX**

Okay, I'm going to do one thing at a time then. First things first, tying up the rest.

**BRYN**

Yep.

**ALEX**

I am not gonna require checks. It is trivial.

**BEN**

Cool. I tie them up. I tie them up well because I am a sailor!

**ALEX**

It's fine. You get that. I don't need the checks. They don't have escape artists anyway! They are all tied up. Cel, do you tie up the one you are currently trivially overpowering?

**LYDIA/CEL**

Yeah, yeah. But very gently. Just like, 'Hey, it's okay...'

**BEN**

And they were clearly in the middle of some kind of experiment – you should try and work out what they were doing.

**LYDIA/CEL**

'Tell me what experiment you were doing, little guy, or girl... or not!'

**(Helen laughs)**

**HELEN**

While this is happening, Azu is going to, like, look like, stand near the trapdoor to make sure no one's following us up here.

**ALEX**

The creature turns to Cel...

**LYDIA**

Mmm hmm...

**ALEX**

... gives the biggest, toothiest grin that's ever been given...

**LYDIA/HELEN**

... mmm hmm...

**ALEX**

... and then in passable Japanese, chewing the word, says, 'Science!'

**LYDIA**

Awwwww, incredible!

**HELEN**

Oh my god, I love him!

**(Group laughter)**

**ALEX**

You all needed little Minions. There haven't been enough Minions in this.

**HELEN**

No, there haven't!

**BRYN**

For science!

**ALEX**

So, for science and for Minions, buy guys!

**EVERYONE**

Bye!

**[Show Theme - Outro]**

**ALEX**

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