

RQG – 140 – How Puzzling

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ALEX

Hi, everyone. Alex here. I'd just like to take a moment to thank some of our patrons. Kirsten Jeffords, The Laughing Kookaburra, Mermarook, Mrs Mitebump, George Cardass, Jess Donaldson, Constantine Valdor, Joya Vita, James Rule, Probs Not Josh, Issy Aleberty, Ethan Morris, Deborah Mitchell and Karad, Sarah and Michelle Poyani, Matthew McCorcall, Nicky Nelson-Hicks, Villie Kanelli, Sam Oliver, Tales Hunter. Thank you all. We really appreciate your support. If you'd like to join them go to www.patreon.com/rustyquill and take a look at our rewards.

MIKE

Hello, everyone. Mike here, the Rusty Quill's video guide to let you know that Gaming and Giving is back this year and better than ever. Tune in on 7 December between 10am and 10pm GMT to join us as we roll, button bash and bluster our way through twelve hours of board games and video games to raise as much money as we can for MIND the mental health charity. We'll have many of your favourite of you RQ crew coming down to play along with special guests like Beck Hill, Imogen Harris and Grant Howett and, once again, you can join us online. We'll be performing this in the Theatre Deli's Old Library Space but unfortunately all of our tickets are now sold out. So, instead join us on www.twitch.tv/rusty_quill to take part from the comfort of your own home.

Rusty Quill Gaming – 140 – How Puzzling

That's Gaming and Giving, Saturday 7 December on twitch.tv/rusty_quill. See you there.

[Show Theme - Intro]

ALEX

Hello and welcome to episode 140 of the Rusty Quill Gaming podcast. I'm your host and GM Alex Newall and with me today I have

HELEN

Helen Gould

LYDIA

Lydia Nicholas

BRYN

Bryn Monroe

BEN

It's become worse now he's got some 02:01 ??, Ben Meredith

ALEX

And who are you playing?

HELEN

Azu

LYDIA

Cel, Cel Sidebottom

BRYN

Hamid Saleh Haroun al-Tahan

BEN

Zolf is also disappointed in Alex 02:07 ?? Smith

ALEX

Oh, please. Ben is just sad because he's literally dripping with sweat and doesn't like it. He's just finding ways to be annoyed.

BEN

I'm not, he's lying. I've got a light dew of sweat.

(laughter)

HELEN

You're just a bit shiny.

BEN

Yeah.

HELEN

Aaw.

BRYN

Alex puts in a dripping sound effect, just to undercut you.

ALEX

Sound set, I can do that. (dripping sound)

LYDIA

That's actually noise,... cause I heard that in **02:29 ??**.

BEN

Oh, Alex, it's funny that you're not actually doing anything, you're adding that in first.

(laughter)

BEN

What a talentless person you are.

(laughter)

ALEX

Honestly, if I could put that effect in it's actually far far more difficult, I'd never do that. God. Right, so you have managed to make your way out of combat, temporarily. I don't know how you managed it, hopefully it's only for a short length of time.

LYDIA

Let's not open any more doors.

BRYN

Murder.

BEN

No spiders.

LYDIA

No spider bullets.

ALEX

Brought their spiders.

LYDIA

Yeah, Cel is as the combat phase awaits, stroking one of the spiders.

ALEX

I really wouldn't, that counts as occupying its square. That would go real bad for you real quick.

LYDIA

I don't think it affects me.

ALEX

Absolutely will.

HELEN

Yes, it affects everyone who goes into the 03:07 ??.

LYDIA

Okay.

ALEX

Listen, if you want to sacrifice strength, I am more than happy to but I don't you want to.

LYDIA

No, no, no, it's okay.

HELEN

Cel, 03:14 ??.

ALEX

Oh, yeah, that's grand.

LYDIA

Strokes the spider and gives it to Zolf.

HELEN

And with those tiny plastic hands.

LYDIA

Yeah.

(laughter)

ALEX

I kind of want it to be one of those ones that you know that have the criss-cross mechanism so when you squeeze it it extends.

HELEN

With the tiny little hand.

LYDIA

The canon is in the...

ALEX

You know, what I'll allow you, if you can find it, you can definitely construct for yourself a collapsible ten foot pole. That's a thing and that will definitely be (sounds like wang) with a little hand on the end.

LYDIA

Yeah, okay.

ALEX

So, you are all still... actually, you're in the exactly the same I started last time, that was a whole combatty day. But now you find yourself watching kobold be like really into Hamid, like kind of problematically, whilst the spider one just does its own thing on the stairs. You are still, technically speaking, searching for... anyone remember the name?

HELEN

Yoshida.

ALEX

Yes. Have a bonus XP in this XP non-track system.

BEN

His surname is Shoin.

ALEX

I mean, the pronunciation was questionable so have half an XP.

LYDIA

The spiders dissipate after the equivalent of eight times six seconds.

ALEX

Yeah, that's fine. I'll just let that happen naturally unless anyone draws attention.

BRYN

"Tell me your name."

ALEX

"Shraak."

BRYN

"Shraak?"

ALEX

"Shraak."

BRYN

"Okay. Shraak, I'm going to... Shraak, you need to relax."

ALEX

“Shraak, yes.”

BRYN

“Shraak?”

ALEX

“Yeah.”

HELEN

Is it me or are they just saying Shraak to each other?

BEN

I don’t think so yet.

BRYN

“His...his?”

ALEX

“Shraak”.

BRYN

Their name is “Shraak”.

BEN

“Right, this is nice. Are they going to be useful or shall we just leave them here and carry on with the mission?”

BRYN

“Well, they might know something.”

BEN

“Well, ask them then.”

BRYN

“Skraak.”

ALEX

“Skraak.”

BRYN

“What do you do here?”

ALEX

“Uh... uh... standing, watching.” Skraak gives a weird kind of like closed fist salute to its heaven.

BRYN

“Are you a guard in this facility, Skraak?”

ALEX

“Yees. Yeah. Yeah.”

BRYN

“Great. Did you know your way around at all?”

ALEX

“Oh, Skraak, yeah.”

BRYN

“Do you know where Yoshida is?”

ALEX

Kind of looks at you blank.

BRYN

“What does Yoshida look like, guys?”

LYDIA

“Remember they thought that he was 60 foot tall and like on fire or something.
I don’t know.”

HELEN

“Ask them for the boss.”

BRYN

“That’s a good...yeah. Do you know where the boss is, Skraak?”

ALEX

He goes, “Ah um, mm, mm.” Really really pours some brainpower into this. A lightbulb goes off like lightning has just struck its brain. It looks up, points at Hamid.

(everyone) Ooooh.

BRYN

“Um, why do you think I’m your boss, Skraak?”

ALEX

“Ah, um...” To be clear, by the way, the language barrier is not a thing. Either this one or the kobolds in general, they’re just not big talkers and Skraak gives a kind of like face like, “I am small.” And then gives like a, “Aaargh, biggen. Aaargh.”

HELEN

You’re the elf one.

ALEX

“Aaargh.”

BRYN

“It’s looking that way, isn’t it?”

ALEX

“Aaargh.”

BRYN

“I mean, I knew kobolds had a relationship to dragons but I didn’t think that extends to me.”

ALEX

Skraak just starts like posing in front all of the other party members. “Aaargh Skraak. Skraak.”

BEN

“As interesting as this cross-culture sociology is going, we need to get on.”

BRYN

“Skraak, who was your boss before me?”

ALEX

“Uh... the boss.”

BRYN

“Where are they?”

ALEX

“Uh... uh... down.”

BRYN

“Can you take us in the right direction?”

ALEX

“Mmmm.” Kind of gives a worried kind of nod.

BRYN

“Okay. Skraak might be able to take us there. I mean, it’s the best we’ve got.”

ALEX

Anyone have any appropriate knowledges for what kobolds are and so on, by the way?

BRYN

Knowledge nature?

ALEX

Do you have knowledge nature?

BRYN

No, but someone might.

LYDIA

I do. I got so much knowledge nature.

HELEN

You know who had knowledge nature? Christoff had knowledge nature.

BEN

He did, but now he's dead.

ALEX

Hamid, do you have any knowledges...

(laughter)

ALEX

Basically, there's additional things that should come up, however, I can't bring them up unless someone with the appropriate knowledges is made aware of certain... you can't because you aren't speaking the language. So, continue.

HELEN

I've only got religion and nobility for further reference.

BEN

Arkana...

ALEX

You're pretty certain this is the Earl of Sussex.

(laughter)

BEN

Arkana, history, nobility, planes and religions, if there's anything in there useful.

ALEX

Not really, no specific things.

LYDIA

I know loads.

BRYN

"Skraak seems to react when I showed them my claws."

ALEX

"Skraak. Skraak".

BRYN

“I think the other kobolds might be the same. Like, so kobolds have a relationship with dragons. I don’t exactly what it is but the fact that I also have draconic heritage might mean that they’re going to react to me.”

BEN

“Okay.”

BRYN

“What it is means is if the other kobolds also notice my claws...”

ALEX

Skraak starts tugging at Hamid’s tunic.

BEN

“So, is that our plan now? Or should we just...?”

BRYN

“Well, I think it... I don’t... I can’t guarantee it’s going to work but I think it’s going to...”

HELEN

“I think it will probably 08:08 ??.”

LYDIA

“Can you just like go in with your claws out flying?”

BRYN

“Well, maybe, yeah.”

ALEX

Skraak keeps tugging at Hamid’s tunic.

BRYN

“Yes, what is it, Skraak?”

ALEX

Kind of gestures to give a secret.

BRYN

Okay. I lean down.

ALEX

“Can I be a general?”

BRYN

“Um, yes. You’re going to be my general and you’re going to tell all the other kobolds...”

ALEX

Skraak visibly puffs like in a way that humans can't, inflates and suddenly this tiny little creature stood up well tall.

BEN

"What did it tell you and what did you tell it?"

BRYN

"One second." So, hands on hips. "Skraak, you have a very important mission..."

ALEX

"Skraak."

BRYN

"So, your orders are to tell all the other kobolds that they shouldn't fight me or my friends." And I point to other three.

LYDIA

Cel waves.

ALEX

"Mm."

BEN

“Alright?”

ALEX

“Mm.” Azu just gives another closed fist salute, a little bit hard punching himself in the head just a little bit.

BRYN

“So, you’re going to tell the other kobolds that and then you’re going to take us to the boss you had before me.”

ALEX

“Mm.” Skraak just starts running down the stairs...

BRYN

“Wait! Skraak! Skraak!”

ALEX

Turns round. “Skraak.”

BRYN

“Not too fast. Give me one second to talk to my friends first.”

ALEX

“Uh, uh.”

BRYN

“One minute to talk to my friends first.”

ALEX

Skraak just sort of sits there. It starts counting.

BRYN

“He asked if he could be a general so I said yes and that he should order the other kobolds not to attack us.”

BEN

“Right. So, you’re now lying to creature?”

LYDIA

“Well, you’re not exactly lying to him.”

BRYN

“Well, it’s better than murdering him.”

BEN

“I wasn’t thinking of murdering, it’s better than leaving him behind because he’s useless. We should keep going.”

HELEN

“He might not be useless.”

BRYN

“He will take us where we need to go.”

BEN

“Then if whatever you’re doing can we do it quickly and now?”

HELEN

“Yeah.”

BRYN

“I mean, suddenly you’re in a rush. Earlier you were like... can we just...?”

BEN

“Because we’ve already not done the stealthy bit. They know we’re here so we need to move fast.”

HELEN

“Why don’t you and...”

BRYN

“It doesn’t hurt us to have some information, Zolf.”

BEN

“So, do it very quickly.”

HELEN

“Why don’t you and Skraak lead the way?”

BRYN

“I have done it and now... the only thing that’s...”

HELEN

“Gentlemen, please! Can you... can we... why don’t you and Skraak lead the way, try the scaring the other kobolds thing...”

ALEX

“Skraak.”

HELEN

“And if not we can just fight them if necessary.”

BRYN

“That sounds like a good plan. Yes, I think that’s the right approach.”

HELEN

“Thank you, everyone. Alright, let’s go.”

BEN

“Right, yeah, good plan. Let’s do it.”

BRYN

“Okay Skraak...”

ALEX

Skraak is still counting on his claws but getting very confused because there’s more seconds than claws.

LYDIA

Is there anything about dragons that I might or kobolds I might know extra now? Just roll my... same knowledge. Oh, okay.

BRYN

“Okay, Skraak. So, not too fast.”

ALEX

“Skraak.”

BRYN

“But take us to the old boss you used to have.”

ALEX

“Skraak.” Skraak takes a moment, squares himself and starts really slowly creeping down the stairs.

BEN

“This is not looking good.”

BRYN

“Okay, a little bit faster than that, Skraak.”

ALEX

Picks up the pace to something sensible.

BRYN

“Good work, Skraak. Well done.”

ALEX

“Skraak.”, is the echo.

BRYN

“Alright, everybody, let’s go.” I’m sticking with Skraak, yeah.

HELEN

Out of character, I love Skraak. I want to adopt him.

ALEX

So, you all proceed to continue down the stairs with Skraak. Everyone give me a perception check.

LYDIA

Okay, are we ready for me to fail? 21.

HELEN

19.

BRYN

20.

BEN

25.

ALEX

Okay. The 20s... yeah, so everyone who got 20 or higher, you all notice that...

HELEN

Everyone except Azu. Just like everyone apart from Bertie.

ALEX

Skraak is scampering in a slightly haphazard way. You get the impression maybe that either they're drunk or more of that stuff that's been going before

is happening. Like, they aren't moving quite easily as you'd probably might expect. They bash into things a little bit more than they should etc. Zolf, you hear the characteristic vv vv vv vvv of those eye things in the stairwell and you spot one of them is sort of underneath the stairwell, it's tracking underneath the sort of next floor up down.

BEN

Smash it with a glaive.

ALEX

I'm not even going to get attack rolls, there's no point at this point, I'm sure.

HELEN

I'd forgotten about those.

BEN

More cameras. No, that's not a things. More...

HELEN

Eyes.

BEN

Eyes with legs.

BRYN

11:59 ?? focuses.

BEN

Sure, that. “We should make up a name for them.”

BRYN

“Uh, camera, I quite like cameras.”

LYDIA

“Yeah, from the... like from the Latin, that’s edgy. I like it.”

(laughter)

BEN

There we go, yeah.

BRYN

I mean, they are evil so Latin is an appropriate language.

LYDIA

“I always thought it was weird, you guys, over in like Europe and stuff thinking that there’s a language that can be 12:21 ?? like that.”

BRYN

“I guess the language isn’t evil but certainly...”

HELEN

“The originators.”

BRYN

“Well, I mean, to be honest none of us are Romans and...”

BEN

“None of us really know about that since none of us are human, you know. Like, they can do it if they want. But, you know. I mean, the Temples had an issue with it but who cares about what they think?”

ALEX

“Skraak.”

LYDIA

“Yeah.”

ALEX

You continue following...

BRYN

We just continue following Skraak.

ALEX

I love how blasé the conversation has gone to, “Can we beat everything here? I think we can beat everything here”. “Cool. Great. It’s all good.” So, yeah, you are continuing making your way down the stairs. At some point it becomes apparent that you are heading back into the more populated areas. You have grating that you know was used before like demarcated the kind more abandoned bit and then the more populated bit. You pass another one of those basically on the way down and below that point you are at onions, carrots. One of them appears to be full of weapons, more of those syringe spears and things like that. You are heading down clearly like populated areas. You see one floor down a door is wide open and you get the sense that it leads to an open space beyond just by the sort of sound etc. Like a large open space, not a small open space.

BEN

“Do we want to check it?”

ALEX

To be clear, by the way, this stairway continues a heck of a lot further down than where you are.

BRYN

Is Skraak reacting to the open door?

ALEX

He continues down the stairs and as you are approaching that open doorway he points to it.

HELEN

“Shall we check for the traps because there might be traps?”

BRYN

“Okay, Skraak, stay close to me, stay behind me. Try not to get hurt.”

LYDIA

“Like, if he went ahead he knows if there are you know traps.”

BEN

“Yeah, he lives here, don’t he?”

LYDIA

“Yeah, so..”

BEN

“Ask him if he knows his way around.”

BRYN

“So, the boss is through there, Skraak?”

ALEX

“Uuuh, uuuh.”

BRYN

“What’s through there, Skraak?”

ALEX

“Um... welcome.”

BRYN

“Uh he said welcome.”

BEN

“Ominous.”

BRYN

“Yeah, that’s a bit...”

LYDIA

“Sounds like a... maybe a lot of kobold. Like, your new army. Aye? Aye? New friends. New friends.”

BEN

“Or like a lobby.”

LYDIA

“Always more friends, yeah.”

BRYN

“Has he brought us to the front door? I mean, maybe. Kobolds are not very sophisticated thinkers.”

BEN

“You don’t say.”

ALEX

Give me a knowledge nature.

LYDIA

18.

ALEX

I mean, that’s not accurate. Kobolds are kind of like about sophisticated as people are really.

LYDIA

“Okay, like this like anti-kobold sentiment, I’m going to draw a line under because I’ve met kobolds in the past and they are... they’re just as capable of thinking and talking as you or I. Like, if there’s some problem with this guy then that is... that’s a sign, that’s a symptom of something. That’s not just the

way things are. Like, you've got to look at the underlying social economic or political or possibly like even, you know, chemical reasons that they might be confused."

ALEX

It is worth pointing out, by the way, I did let that play out because Hamid, as far as you're concerned and as far as people have said, kobolds are kind of dumb. Although, thinking on it, people did used to say that about goblins as well. It's just a whole thing.

BEN

"So, what you're saying is like Yoshida's drugged this one to be an idiot."

LYDIA

"Well, like the ones that we saw before."

BRYN

"Yeah, and all the ones we've met have been..."

LYDIA

"They were kind of slow, right, and kind of confused but they did want to talk. They were just... they were just getting... it was hard for them to get the words out so I'm thinking that something weird is going on here."

BEN

"Alright."

HELEN

“So, they’ve all been drugged into compliance?”

BRYN

“Yeah, it seems like they’re under the influence of something.”

BEN

“Alright.”

ALEX

Skraak is tugging at Hamid’s kind of robes again.

BRYN

“Skraak, are you okay?”

ALEX

“Welcome.”

BRYN

“We’re going to go through...”

ALEX

He’s doubles thumbs up.

BRYN

“Is it safe for us to go through?”

ALEX

“Ee uuh.”

BRYN

“There’s no spikes that ...?”

ALEX

“In there...” Kind of gives a little vague... I mean, yeah, obviously spikes are somewhere.

BRYN

“Where are the spikes, Skraak?”

ALEX

“Uh...” Kind of goes, “aaargh” like gives kind of like a top down, “uuuuur”.

BRYN

“In this doorway...” He doesn’t know where the traps are.

BEN

While that was going on, I get my glaive and go bang bang bong bing bang bang bang, around the frame.

ALEX

There is the echo of bang bang bong bing bang bang bonk through what seems to be a very large room on the other side of the doorway that you're clearly, I'm assuming no one's standing in the doorway?

BEN

No, we're not standing in the doorway. That thing is going to spike me.

ALEX

Obviously yeah, obviously, obviously.

LYDIA

"Are any of you like good at this spelling stuff or..."

BEN

"I can do that once, so it had better be important."

LYDIA

"Well, just like if he's... you might be able to get all of the information that you need."

BRYN

I cast detect magic.

ALEX

You detect no magic.

BRYN

“So, yeah, there’s no ongoing magical effects on Shraak.

ALEX

“Shraak”.

BRYN

“I don’t whether other forms of affects could be... I don’t know what Yoshida’ been experimenting with.”

BEN

“I mean, Cel, unless you’ve got any ideas I assume it’s going to be...”

LYDIA

Could I do an alchemy roll? If there... is any kind of potion would do this?

ALEX

Yeah, give me a knowledge alchemy. You have already this but...

LYDIA

Oh, yeah, I think I did... yeah, when they were groggy before.

ALEX

Go for it.

LYDIA

27.

ALEX

The same again. Yeah, there are plenty of ways that you can make this happen. I mean, it's not simple but, again...

BEN

"Hang on a minute, I'll give him a medical. He's a heal check."

ALEX

Give me a heal check.

BEN

23.

ALEX

23, you find the same mark on the back of the neck that you found on an earlier one before, the one that was shifting onions, I think it was. You're guess is it's a very complex poison.

BEN

“Yeah, I reckon it’s bee poisoned. There’s that mark.. I think it’s, you know, just the drugs are administered probably regularly to keep him in control.”

ALEX

It’s worth mentioning you aren’t aware of any poison that could create this but it’s probably a cocktail.

BEN

I’m in a weird alchemist lab and I’m going to assume they’ve made one.

LYDIA

And as an alchemist, Cel is like this is doable but can’t tell what it is.

BRYN

How long could a poison hang around in their body? There hasn’t been is it not possible something has been implanted that could continuing to deliver it?

ALEX

I can give you this for free.

LYDIA

Ooh, but I got a natural 20, Alex.

ALEX

You already rolled, you can't keep rerolling the same knowledge check. You reckon about 24 hours.

LYDIA

"Like probably a day or something. Maybe we should take a holiday for a day. If we have a nap, I nap I can explode..."

BRYN

"We're inside the bad guy's base."

LYDIA

"But we could hide."

BRYN

"Being attacked by phalanxes of kobolds."

LYDIA

"But those have been pretty easy to deal with."

BEN

"I mean, if we keep Shraak with us, maybe it will come to that but we can't afford to just wait."

HELEN

“No.”

LYDIA

“Where is the... okay, no beds.”

HELEN

“I suppose we... so, we look in the room.”

ALEX

“Shraak”.

BEN

“I think we should.”

BRYN

“Shraak, stick close to me, try not to get hurt.”

ALEX

Shraak is basically plastered to Hamid’s hip.

BRYN

“A little further than that, Shraak, just for safety. I might need to move around a lot.”

ALEX

I mean, there's a small amount of like maybe half an inch distance.

BRYN

Sure.

BEN

I'm going to inch through the door.

ALEX

Okay. You inch through the door and proceed to not die, not trigger anything and then enter, what seems at first to be a dark corridor but it becomes clear it's only dark for a little bit and then it opens out into something bigger at the other end. It seems to be some kind of large hall where you would have to cross through the corridor in order to do it.

BEN

Is there any light?

ALEX

You know what, I can give you some more. There seems to be a small amount of light coming in, natural light, presumably from windows or something similar but not in this corridor, do you know what I mean? It's an internal corridor and light is probably coming from round the corner. In terms of decoration, there's carpeting, there's wooden floors and there's a big picture

on the right hand side which appears to be some kind of matronly figure, would... I don't think Cel would recognise them either, actually.

LYDIA

I've got knowledge and ability.

ALEX

Do you have knowledge ability?

LYDIA

Yes.

ALEX

Yeah, you can... it wouldn't be applicable for Azu because you're on the far side of the world I'm afraid for this one.

HELEN

Oh, okay.

LYDIA

Only nine.

ALEX

Nine, it doesn't ring a bell.

BRYN

We were in some sort of well appointed but super old and dilapidated like hallways earlier, does this look in better upkeep?

ALEX

Yeah. So, it looks like it's the same aesthetic but hasn't just been left to the twoses.

HELEN

Alright.

BRYN

I mean, there was only one so...

ALEX

Definitely was... definitely was twos.

BRYN

Not in that bit?

ALEX

No, not in that bit.

BEN

Anyway, I can see down the corridor.

HELEN

Yeah.

BRYN

We'll stick relatively close together.

ALEX

You proceed down the corridor and find that you are behind a grand stairway. So, like a kind of alcove doorway. So, as you come through and it becomes a bit easier for you to see, you can see there's another alcove doorway at the far end of this very very large room and then as you turn round you see a great hall, like a very very large grandiose castle great hall.

BEN

"We think this is the front door."

LYDIA

"Yeah, whoever had the bet on the front door."

ALEX

It very clearly has a large large ornate front door.

BEN

"He's taken us to the front door."

ALEX

Worth noting the door is not a huge barricaded castle affair. It is, you know when people take a castle and they kind of want to make into more like chateau so they replace it and make it more kind of fancy.

LYDIA

Oh, yeah, that happens all the time, yeah, just in my normal everyday life.

ALEX

Okay, think the castle in Beauty and the Beast for instance, lots of posh doors, it's not really a castle anymore but that. An enormous chandelier, which appears to be in fairly good condition and with a couple of lesser chandelier over the remaining stairways.

HELEN

Greater and lesser chandeliers.

ALEX

Two big curved like classic stairways. You see a corridor leading off to the left on the ground floor, a corridor leading off to the right and, yeah, there appears to be... I think... I used to remember this, I want to call it an incidence table or something. So, it's like it's a table in the middle of a room that's just in case you need to put...

LYDIA

Incidental? Occasional?

ALEX

I don't know if it's an occasional because occasional table and incidental table aren't the same thing.

BEN

I don't think it's important.

ALEX

I think we should all take a moment, okay, and take a break while I look this up because it's really important. Real real important..

LYDIA

As the only person in this room that doesn't own property, I am trying to learn.

(laughter)

Break

ALEX

And welcome back. Term that we were looking for is table.

(laughter)

BRYN

Is there any sign of inhabitation? Are there people anywhere in this grandiose picture you've painted for us?

ALEX

So, there are signs of people being there in that there appears to be an umbrella stand by the main entrance, which has some umbrellas in it and looking around you notice there appears to be a large banner seems to be hanging over the two stairways but because you're coming out from behind and underneath, you can't see it. It's clearly built for whoever's coming in the main entrance, not out.

BEN

"Wait, okay. Are we not going to take the back way then? Are we just going to walk in through the front door, I mean, without a plan?"

BRYN

"We're already inside the front door, this is..."

BEN

"We can leave."

BRYN

"...back of the front door."

BEN

“Okay, are we going to go up the stairs through the main corridor they **22:25**
?? for people.”

ALEX

Shraak grabs Hamid’s things and starts tugging them again.

BRYN

“What is it, Shraak?”

ALEX

Gives a salute and points at the banner, gives a big grin.

LYDIA

Is it picture of a person?

ALEX

Go and have a look?

BRYN

We’ll have a quick look at it I guess.”

BEN

“It’s going to be in Japanese. So, Cel, can you have a look?”

LYDIA

“Looking at the banner. Having a big old look.”

ALEX

You are going to have to head into the main hall to look back. It is built to be seen from the doorway.

BRYN

Yeah, we'll do that I guess.

LYDIA

I think I'm low enough on spells to be coming invisible is not worth it. So, just going to like... “Alright” and hop forward.

ALEX

As you're moving, Shraak kind of runs up and tugs your kind of clothing a bit.

LYDIA

“Hey, little buddy, what's up? What's up?”

ALEX

Runs to the other corridor behind the stairway and you hear a (sound like doo doo doo doo – like something tumbling).

LYDIA

“Shraak?”.

ALEX

And then he comes back.

BRYN

“What was that, Shraak?”

ALEX

“Uuuurgh.”

LYDIA

“Trap, trap, trap, traph. Oh, god, trap.”

ALEX

Just a big spikey thing.

BEN

“Oh, we turned off a trap.”

BRYN

“And you make it stop. Well done, Shraak.”

ALEX

“Shraak.”

BRYN

“Good work, you turned off a trap”, he says.

BEN

“Alright. Well done, Shraak.”

LYDIA

Cel crouches down and two thumbs up right in the... right in the... “Yeah”

ALEX

“Aaargh... aaargh.”

LYDIA

“Yeah.”

ALEX

It kind of goes from cheery into kind of a little bit scary. “Aaargh. Aaargh.”

BEN

“Cel, Cel, the banner, Cel.”

LYDIA

“Oh, right, yes. Yep, distracted, yes, going.”

ALEX

So, you head into the great hall.

LYDIA

Hops up.

ALEX

As you do from your sort secluded thing, it’s massive. Really really enormous. Like, ostentatious waste of space massive. Think like corporate headquarter foyer, like, “Look how empty our space is.”

LYDIA

Yeah.

ALEX

Looking up you see there is banner that is stretched between. It is very badly done but in Japanese it says, “Welcome intruders!”, like scrolled on across the to it. And then it has a basically what seems to be an arrow that’s just hanging below the banner that points down.

LYDIA

“Yeah, guys. So, it just says, “Welcome”. Oh, oh, it says, Welcome”, and then like they pause slight over the... “Intruders! Intruders!”, I think that would be the English word.”

BEN

Right.

LYDIA

“For unfriendly like of all the translation. But, yes, “Welcome intruders!”, and then there is a little arrow that just points on the floor really down.”

BEN

“Right.”

ALEX

Worth mentioning at the front beside the main doors are very very large stained glass windows depicting two images of Yoshida Shoin. One of them is of course Yoshida the Healer as he is handing out balms and tinctures to the needy masses, and then there’s the other one of course which is Yoshida Shoin the Genius, the man of science who stood atop lighthouse looking up towards the stars and holding stuff. You’re aware that it’s garbage.

LYDIA

There’s also like these lovely narcissic stained glass windows, which are par for the course for like you know...

ALEX

They're a decent likeness.

LYDIA

Yeah, for an **25:16 ??** space in a...

ALEX

Let's go back down the stairs.

BEN

Yeah, I was going to say, we don't want to follow the intruders' path. I mean...

LYDIA

"Why not? Could be fun."

ALEX

Shraak just heading into the main hall.

BRYN

"Shraak!. Shraak. Shraak."

ALEX

"Shraak!. Shraak. Shraak."

BRYN

“Come back. Come back. We’re going to go back down the back stairs I think. Stick with us.”

ALEX

“Mmm.” Kind of phases out and just stares at the corridor for a little bit.

“Aah.”

BRYN

“Alright, let’s go, let’s go.”

BEN

“Yep.”

LYDIA

“I mean, I could... I could like go in this 25:42 ?? and check what’s going on.”

BEN

“Yeah, but if you a trigger a pressure pipe or a trip wire it doesn’t matter if you’re invisible.”

BRYN

“I mean, we don’t want to go the big sign saying, “Welcome intruders!”

BEN

“I don’t think so.”

BRYN

“It’s a pretty... it’s a pretty bad trap though. I mean, unless it’s a kind of double bluff.”

BEN

“It’s a kind of goading. It’s a challenge.”

BRYN

“You think?”

BEN

“Okay. Narcissistic portraits, obviously clever person, probably quite evil. I’m going to assume quite arrogant and maybe and a bit of a...”

ALEX

Shraak is grabbing clothes and, “Aaar.”

BRYN

“Shraak?”

ALEX

Pointing to the main hall.

BRYN

“No, we’re going to go this way, Shraak. Stick with us.”

BEN

“Well...right, hang on a minute, I...”

LYDIA

“Maybe this was made by the kobolds and they want to help us.”

BEN

“Yeah if Shraak turned off a trap... ask Shraak if he get us through to the boss safely.”

LYDIA

“Shraak, who made the... who made the sign? Ask him who made the sign.”

BRYN

“Shraak, who made the sign?”

ALEX

“Mmm mmm!” Big hands on hips. “Shraak.”

BRYN

“Shraak. Shraak made it.”

LYDIA

“When did he have time to do that? When did he...?”

BRYN

“When did you make it, Shraak?”

ALEX

“Uh, two ago.”

BEN

“Yeah, it’s got that one.”

HELEN

“Yeah, two hours ago.”

BRYN

“Or two days?”

BEN

“Two weeks?”

LYDIA

“Two years?”

BEN

“Two something. It doesn’t matter when they made it, they made it.”

BRYN

“Yeah.”

ALEX

Shraak give a plot progression.

BEN

“So, can Shraak get us to the boss safely?”

BRYN

“Look I just don’t think...”

BEN

“Ask them.”

BRYN

“Shraak, need to go and see Yoshida...”

ALEX

He points in the main hall.

BYRN

“Is it safe?. Can you... what you did with the lever, you turned off the spikes. Can you do that again?”

ALEX

“Yes! And then no.”

BRYN

I mean, can we start to assume I’m starting to just translate between Shraak and the rest of the party because otherwise it’s just getting bit...

(everyone) Oh, yeah.

BEN

“Alright. Well, “Yes! And then no”, fine. They get through what they can and then we disarm or trigger safely the things that they can’t. If they know where the traps are then the traps ain’t traps, just they’re just... they explode.”

HELEN

“Obstacles.”

BRYN

“Obstacles, yeah. I mean, tis seems risky but it might be better than the alternative.”

BEN

“I think this is the best bet, you know rather than walking up and down the back stairs, not really knowing where we’re going. It didn’t go too well for the point of myself you know last time.”

BRYN

“Yeah, alright.”

LYDIA

“Did you go right through the skull? Yes.”

BEN

“Yeah.”

LYDIA

“Yeah, that’s the thing that happened.”

BRYN

“If everyone... everyone’s happy with that plan? Let’s do it.”

BEN

“Not happy but it’s the best one we’ve got.”

BRYN

“Yeah, that’s what I mean. Alright, Shraak...”

ALEX

“Aaargh.”

BRYN

“Make it safe and we’ll go.”

ALEX

Shraak starts stumping off. He basically doing a parade march. He then kind of starts to forget what he’s doing and just starts to amble and then he’ll maybe turnaround realise there’s people behind him and start marching again, and he leads you out to the main hall and then back up over and through the main sort of big curved stairway. Obviously it has the overhanging balcony so that you can view all of the needy masses as you are handing balms and tinctures. I know. Then heads through a large double doors to the room behind, which is a fantastically appointed dining room, which is laid out for about eight people, maybe more. You get the impression that all those lots of plates is kind of a buffet deal and then Shraak kind of goes, “Ah ah”, and then goes over, “Ah, ah, ah, ah.” Pulls out a bowl of apples, kind of looks around for a moment, “Uuuuh”, just throws them through a window.”

(crashing sound)

(laughter)

ALEX

And then turns back, like a very expensive looking window and then he just turns up, double thumbs up.

BEN

“I assume now those were poisoned.”

HELEN

“So, those are poisoned.”

BRYN

“It seems likely.”

BEN

“Although I don’t think we’ve got time for a light lunch so...”

LYDIA

“Oh..”

ALEX

I mean, Shraak’s like, “Ah ah.”

BRYN

Hamid, “It doesn’t hurt to just have a quick snack...”

HELEN

“No, no.”

ALEX

Points to the suckling pig which has been freshly cooked and is laid out. “Aah.”

BEN

“Hamid, we can come back... evil food, evil buffet. No! Come on. I know what you're like. Let's keep going.”

BRYN

Hamid really struggling to walk away, you guys.

BEN

“I'm going to get...”

29:25 ??

BRYN

“Fine, fine, fine.”

ALEX

It looks really good, it's the best meal you've seen in, wow, god, more than a year.

HELEN

Oh, gosh, yes. Because of this 29:37 ??.

BEN

Not from his lived experience.

ALEX

Only months from his lived experience. He reckons he could eat.

BRYN

We had some pretty good meals early on in the campaign.

ALEX

I don't know, this is...

BRYN

And then took everything nice away from us.

ALEX

This is coming near to like triumph of the food.

BEN

I don't know, the Funeral Mill was probably quite nice, your family is rich.

LYDIA

Yeah.

BRYN

Yeah.

ALEX

Are you sure you don't want the last taste of dire lobster before you move on, Hamid?

BRYN

No, because there is a cleric and a paladin marching him out of this room.

HELEN

Yeah, if he lingers any longer we're just going to take like one arm each and just... frogmarching, yeah.

BEN

And I am taller than him again.

ALEX

He leads you through and pushes open the double doors at the other far end revealing a larger more spartan but that doesn't mean it isn't posh room. It has a rug across it. You see that there are four chests laid out, two to the left, two to the right. They appear to be basically... it appears...

LYDIA

“Are we... are we in a like... we’re in Zelda.”

BRYN

We’re doing a dungeon. We are doing a dungeon with a cheat code.

ALEX

It appears like there should be more chests there. Like there is the capacity for more.

BRYN

Okay, if anyone who makes computer games is listening to this and can make a cheat code called “Shraak” that explains everything your reach as you reach it, I will pay them a million pounds.

ALEX

At the other end you can see a very...

LYDIA

You’d better be careful...

HELEN

Yeah, that’s been recorded. That’s for posterity now.

ALEX

You can see at the other end of this room...

BRYN

A hundred pounds.

ALEX

...this elaborate sort of almost tapestry carpet leads up to what is a large gilded doorway. However, it's tacky. It is a late addition to what is actual opulence. It's clearly carved wood with a bad job of painted gold.

BRYN

Oh, the Donald Trump look.

ALEX

Like it's real tacky. It's big and it's... it's not even well carved. I think it's meant to have cherubs but their kind of melting a little bit. Like it's not a good looking golden doorway as such, and what it has is a pair of like velvet curtains that are kind of a little bit moth-eaten hanging from it as well. And Shraak points to all of the chests, gives a double thumbs up, "Shraak", and then he goes over to beside the golden thing where he reaches behind it and goes, "Eeer", and you heard another (sounds like) chung chung chung chung.

BRYN

"Is it safe now, Shraak?"

ALEX

“Er.”

BRYN

“Alright, chests.”

HELEN

“That’ll do.”

BEN

“Glaive.”

LYDIA

“Eee.”

ALEX

“They are not locked. So, inside one you see that there is a fresh set of fine clothes for someone very tall and you also see in there there seems to be like a test tube rack with six test tubes unlabelled and then beside that is a sort of closed wooden box, which appears to be locked.

BEN

How?

ALEX

Like it has a little insert key.

BEN

Yeah, okay.

ALEX

Yeah, it's not... it's a wooden box like a little bit bigger than you would need say to hold a passport, I am not talking it has a **haffing 32:25 ??** great padlock as well.

BRYN

"These chests are all safe are they, Shraak?"

ALEX

"Ye."

BEN

Yeah, I'll start... I'll just open the next one along.

ALEX

The next one. Ooh this has clothing for a very... quite a heftily built person. They are very opulent but, yeah, they are... they're made for someone significantly larger than, you know, the average human.

HELEN

I'm going to go and hope a chest.

BEN

So, we've got Cel and we've got Hamid.

HELEN

Yeah.

ALEX

You see a very very fancy drawven attire. It kind of has a lot of brocade going on and it seems to have very artfully done cut-offs.

HELEN

"I think these were made us."

BRYN

"It does look that way. I'll open the last chest."

BEN

"That doesn't make any sense."

HELEN

"Well, Zolf, this is yours."

ALEX

She flourishes it. “33:05 ??”. It’s not something you’ve ever seen. It’s what happens when a child is told to design an admiral’s costume and has a real big thing for the colour green, okay?

BEN

“Right, is there a box in there?”

BRYN

“I opened the last chest.”

ALEX

The last chest has stuff for a halfling. It is appropriate size. You know what, as far as tasteful goes, it’s okay. I mean, it is worth drawing attention that like a cultural things, these are Japanese regalia, they aren’t westernised or anything. But, yeah, it’s fine, you know.

BRYN

I’d like to use professional to assess them.

HELEN

Go for it.

BRYN

I have a single point in profession tailor.

LYDIA

Is that actually your profession? Oh, my god.

BRYN

Just a single point

ALEX

It's come up like once.

BEN

You coward.

(laughter)

BRYN

17.

ALEX

17. It's a rush job but it's a good rush job.

BRYN

Okay, I put the clothes into my bag of holding, slip my cuffs off, slip them back on and I'm wearing a really tasteful well put together version of the same outfit.

ALEX

Gotcha.

BRYN

It's so when I design my outfit on the fly I can do it well. That's what the point is.

BEN

So, in the Zolf box is there one of those small wooden boxes?

ALEX

Yes.

BEN

Right, as I'm riffling and getting one of them I'm like, "Yeah, you really haven't changed, Hamid, have you?", under my breath, and then I will take the box and hurl it against the wall.

ALEX

Okay. Give me a strength check.

BEN

Natural 20.

ALEX

Natural 20. It just explodes into chunks.. You hear a “sssss” and then like the chunks of wood fall down. It splashes a little bit.

BEN

Poke around?

ALEX

You get the distinct smell of like acid or something?

BEN

Any remains of anything?

ALEX

What appears to be a small like vile and the remnants of maybe a piece of paper that are just curling into nothing.

BEN

“Ooh, an evil letter from the evil person. Right. Shall we get on? I’m not really in the mood to play their game?”

HELEN

“Yep.”

LYDIA

“Uuur.” Cel was going to look at this rack of test tubes and inspects it. Is there stuff in it?

ALEX

No, they are empty test tubes but there are six of them for each of you. You have your rack and then there are six test tubes, each corked.

LYDIA

Do we each have one?

ALEX

Yes. You each copies of those...

BEN

Empty test tubes?

ALEX

Empty test tubes.

LYDIA

“Some sort of 35:13 ??.”

BRYN

I’m going to stuff them in bag and holding too.

HELEN

Is there no pockets? Is there anything in Azu's chest?

ALEX

The same as the others. So, yours was the one that had like clothing for a much bigger person.

HELEN

Oh, yes.

ALEX

And in there is, again, six test tubes, no which have any liquids in and a box that's locked.

LYDIA

As we're trying to unlock the thing, I do have quite a lot disable device. Can I try... but I don't have any lock picking tools, can I just try and shake and whack it until it...?

ALEX

You could just do a disable device check without thieves' tools, it's just you're not as good without thieves' tools, it's that simple.

LYDIA

Yeah, yeah.

ALEX

Yeah, give me the roll.

LYDIA

27.

ALEX

27. Just. This lock is excellent. It is a fantastic lock. It is...

LYDIA

Cell does not notice or care.

ALEX

I know, I know, I know. But what you do notice is that there's a mechanism to it but without disabled advice, it's not a trap. But what you do is as you unlock it you realise that it's set in such a way that if someone didn't unlock it using the key and just tried to jimmy it, but you did it right, you open it up and you see there's a piece of paper in there with a glass vile built into box that has a clear liquid in it and then there's a folded piece of parchment in there.

LYDIA

Reads the parchment.

ALEX

It just has the number five on it.

LYDIA

“Uuuh...”

BEN

“What?”

LYDIA

“There’s some kind of puzzle or a game or something...”

HELEN

“Let’s just... no.”

BEN

“I cannot be bothered with any of this. I’ll take the test tubes, I’ll just throw them into a corner.”

ALEX

Your empty ones?

BEN

“Yeah, I’m not playing his bloody games.”

HELEN

“It’s probably one of those where like one of them is a poison and one is
antidote.”

BEN

“Well, he just wants to desperately prove how clever he is. I’ve not got time
for that.”

HELEN

“I hate that, yeah.”

BEN

“Shall we go?”

LYDIA

Cel just looks slightly disappointed.

BRYN

Hamid reaches out tries to pat you on the shoulder and ends up patting you on
the forearm.

(laughter)

HELEN

What did you say was past this room?

ALEX

I didn't. There's a big golden gate with some velvet curtains.

HELEN

I'm going to go and look at the curtain in there.

BRYN

"Safe to go through the door, Skraak?"

ALEX

Skraak gets a claw out and just scrapes into the wooden floor like where there isn't carpet, just (scraping noise), kind of draws a line. He stands on that side of the line, he's like, "Eeerrr", big thumbs up and then he stands on the other side and he like, "Ggrrr". Stands on that side of the line, "Eeerrr." Stands on this side, "Ggrrr."

BYRN

Seems clear enough.

ALEX

And then he goes over to the curtain and scrapes a line where the curtain is and then stands on this side going, "Eeerrr."

BEN

“Yeah, they’ve made their point.”

HELEN

Alright, Azu going to go and stand on the “eeerrr” with the thumbs up side.

ALEX

Yep.

BEN

Do the same.

HELEN

Yeah, and then pull the curtain.

LYDIA

I’m going to cast shield on myself.

ALEX

Okay, describe it and how long does it last?

LYDIA

It lasts a minute per level. It’s plus four to AC. And when I say cast I mean, a neck of potion.

ALEX

Well, yeah.

LYDIA

“Oh, no, tasty, no.” And, yeah, so that just makes me a little bit less pathetic.

BRYN

I’ve still got about six hours left on my mage armour.

LYDIA

Oh, yeah. You’ve got so much mage armour.

BRYN

They’re basically the same it’s just one lasts a lot longer.

(laughter)

ALEX

Aw, aw.

BRYN

I mean I just mean I’m mentioning it because...

ALEX

“I just mean, I just mean that I’m better. I mean, I mean, I’m just saying that, you know my spells are better.”

LYDIA

That’s cool, that’s cool, there’s somethings that Cel can do better. 38:36 ??.

BRYN

There’s a lot of things you can do better.

LYDIA

Yeah, can you turn into a dolphin just for fun?

BRYN

No.

HELEN

What happens when I pull the curtain?

ALEX

So, you pull the curtain aside and then you see on the other side a large mahogany wooden door with an elaborate golden handle, looks actually posh instead of the fauxness around it. It’s closed.

HELEN

Okay. I pull it.

ALEX

It opens easily into what appears to be a drawing room, a very well appointed one. It's got books on the side, it's four comfy leather armchairs. It has a fireplace that's not lit. It's only about 20 feet by 20 feet so it's a smaller one and, yeah... it seems to have... oh, there's a big big picture of Yoshida Shoin, again, stood... he's looking out at you with a knowing smile, a smile that's seen the world and no more than you could ever hope to.

BEN

"God, this guys and absolute poop."

ALEX

There don't appear to be any doors out from it.

HELEN

I'm going to look around the doorway and the floorboards or whatever in front of me just to see.

ALEX

Give me a perception check.

HELEN

Yeah. Let's do a perception... and not do very well. 13.

ALEX

13. You see that there's a table in the middle of the room and like a coffee table.

HELEN

I was looking 39:48 ??.

ALEX

No, I know but from here you aren't seeing anything suspicious around the outside, you see there appears to be some kind of mechanism built into the middle of the table.

BRYN

"Is there anything unsafe in this room, Skraak?"

ALEX

"Eeerrr." Kind of gives a little bit of... a symbol of a like a little bit behind the...

HELEN

Yeah, step in.

ALEX

I mean, Skraak also steps in like, “Aaah.”

HELEN

Alright, then.

ALEX

Skraak’s just looking around and it’s just like, “Waaa, eeerr “

BEN

“Oh, and what incredibly genius mechanism has Yoshida got in store for us now to test out very wits?”

HELEN

“There’s something in the table.”

BEN

“Oh, right.”

HELEN

“I’m going to go and look at what’s in the table.”

LYDIA

Cel wants to check behind the big painting just in case that’s a secret door because that’s the sort of thing that a **meglaminicle 40:25 ??** evily...

BRYN

Do some eyeholes around the eyes.

ALEX

As you start to look behind the painting, you find very clearly there's a whole mess of stuff going on behind that painting other than painting.

LYDIA

Right.

ALEX

The painting is covering a huge amount of very complex machinery.

LYDIA

“Uh, guys um so, this room is... so, this 40: 50 ?? kind of like rooms that you have to escape from. I've been thinking of like...”

HELEN

Oh, no!

LYDIA

“...mechanical no go room or get me out of here please, this is frustrating or maybe just like brand tie in, story plot room where you can do... like I've had

this idea. So, this maybe... there's stuff going on here that maybe we'll need to like there'll be clothes or..."

BEN

"What is behind that painting?"

LYDIA

"Look, there's just machinery and stuff. There's nothing really interesting going on."

BRYN

"What do you think the machinery does Cel?"

LYDIA

"Eeerrr..."

ALEX

Knowledge engineering.

HELEN

No, this is happening, I want to go and prop open the doors with like two of the leather chairs.

LYDIA

17.

ALEX

17?

LYDIA

Yeah.

ALEX

Mm. You've not seen something like before, in fairness. You get the impression that it is probably related to the broadcasting stuff that was up top maybe. You notice that it is currently not on, like it's dead.

BEN

"We broke all his stuff."

LYDIA

"Yep, yep."

ALEX

And as it stands, you do... like here's some things... I can give you some characteristics for free. Something causes this to trigger. When it does the painting is pulled up, like wrapped up at the top revealing stuff behind it. The stuff behind it is a series of pins and they all have painted black and painted white pins next to one another. They appear to be built in such a way that sometimes the white ones come forward, sometimes the black ones come forward.

BEN

Oh, my god, Alex, you had so much fun, didn't you?

ALEX

I'm so happy how this is panning out. It's going exactly how I wanted.

LYDIA

"Yeah. So, this is like there's some kind of communication device. You know the thing that I unplugged earlier and now it's not working and like it... I think maybe the lightning stuff helped a bit. It is uh..."

HELEN

Just a bit.

LYDIA

"Yeah. So, this, maybe he just sits here and then when there's like a message it comes and he goes... it will be a video call, you know? Have you ever wanted to call someone that's faraway like shut into a..."

BRYN

Yeah, I've a mobile...

ALEX

You all hear a clonk as Skraak has just gone up to the table and gone, “Eeerr”, and faffed around with the mechanism in the middle and nothing happens apart from a clunk.

LYDIA

“Like most stone are mobile. I mean, unless their too big to...”

BEN

“Oh, no says... I don’t know about this, sorry.”

HELEN

“A talking stone...”

BRYN

“You can use it to somebody faraway.”

ALEX

There’s an other clunk as Skraak is 43:05 ?? with the device.

BRYN

“Skraak! Skraak!”

BEN

“We turned the power off, Skraak. I can’t tell him.”

ALEX

“Eeerrr.” Clunk clunk clunk clunk.

BRYN

“I can translate.”

ALEX

Skraak just doesn't seem to grasp that concept.

LYDIA

No.

BRYN

“Skraak, don't do anything.”

ALEX

Skraak looks at Hamid and you all see a face you've not seen before on Skraak, which is... I mean, it is though, it's okay that you don't know...

BRYN

“We broke it already, when we were upstairs.”

ALEX

Skraak look well disappointed.

BRYN

“What did it used to do?”

ALEX

“Uh a uh a.”

HELEN

“He just did something.”

BEN

“Right, shall we just start breaking stuff in this room until we find the way out?”

LYDIA

“That sounds incredible.”

BEN

“We’ll do that then.”

ALEX

I am just going to accelerate. I don’t need rolls, I don’t need anything, okay?
So, you all just start just smashing, turning, tearing it...

HELEN

“I love a good smash.”

ALEX

Acid splashing, anything that you want. Here’s what happens.

HELEN

Bish bash bosh.

ALEX

You discern the following information for free. You are in a sealed metal box. This metal box is chock full of various types of really unnecessary complicated machinery. The books on the wall, half of them, half of them are not. Some of them have clues in. You smash them. Like you go through, you’re tearing through and it becomes clear that it’s the trappings of a posh room in a sealed container, however, as you’re smashing and smashing and smashing, you find in the ceiling of the room hidden behind a chandelier that’s like attached but removable etc a hatch.

LYDIA

“Shall we go?”

BEN

Yoshida’s mind palace.

HELEN

Disgusting.

LYDIA

He was always a smart one.

ALEX

It has a big red cross painted it and then a circle around that. To be clear, it was the most hidden thing of the entire rear.

LYDIA

“I just think that like you know, as a concept sure it has been misused here but as a concept for entertainment purposes it has real legs.”

BEN

“I mean, sure, but you’re right, time and place...”

HELEN

“I’m pretty sure it can’t be fun to be in a sealed box.

LYDIA

“But imagine if had puzzles there...”

BRYN

“Right, let’s get this hatch open and then we can go through it.”

BEN

“Yeah, then we’ll work on Cel’s burgeoning business.”

(laughter)

BRYN

“Stack a couple of chairs on the table and...”

ALEX

It’s easy.

BEN

I levitate up to the hatch.

(laughter)

ALEX

For free, I am going to say...

BEN

Sorry, go go boots go.

ALEX

Because you’ve had ages to just trash this place, you are going to get for free...
you get the impression this wasn’t where you were meant to go...

BRYN

You don't say!

ALEX

Like to be clear like there were a couple of the clues and you like, "Uh, so this was...and that ...right." I mean, okay, but you get the impression this hatch isn't part of that for what it's worth.

LYDIA

Oh, okay.

ALEX

You open it. So, clunk.

BRYN

I would like this level of dishonour too.

ALEX

It opens up and you poke your head out, you appear to be in some kind of lift shaft. It appears to have not much above like maybe one floor and then a huge amount of lift machinery is above you.

HELEN

I would just like note that Azu took a lot of pleasure in smashing things in that room but carry.

BEN

So, what, the room is lifted up? Like the whole thing?

LYDIA

It does sound like the kind of thing that you would do.

ALEX

Cel for free. Naah. You're at the top floor of this lift. This lift goes down.

LYDIA

So, we are in a lift? Yes.

ALEX

Absolutely.

BEN

Right thing, wrong direction..

ALEX

Yep..

LYDIA

“Oh, okay. So, this goes down. Right, cool. I wonder how we make that...”

BEN

“So, this lift is down. We turned off the power so we’ve got to find like some sort of maintenance ladder.”

LYDIA

“See if there is a hatch in the floor. Yes?”

HELEN

Or under the table.

BEN

Or maybe... I’m going to look around the shop. Is there a maintenance ladder?

ALEX

So, I can give you for free, there is no hatch in the floor. You have torn this place down to bare metal that had actual wood attached to it and so on, it took a while. There is clearly a ladder, once you are up to the hatch, that appears to be leading off to one side. Like you can levitate up into just a lift shift, there’s a ladder that leads down over the side.

BEN

“There we go.”

LYDIA

“Okay. Well...”

BRYN

“Drop a rope, Zolf, and the rest of us will get... come through the hatch as well.”

BEN

“Oh, yeah, sorry.”

(laughter)

BEN

I’ll tie a rope onto like one of the cables and then drop it down.

BRYN

I mean, we could... “I can still find an emergency...”

BEN

“Oh, no , no, no, I’m not... no, that’s a good idea, I’m doing it, don’t worry.

ALEX

And as you head into the lift shaft, away from carefully constructed puzzles that I don’t have to deal with, as you climb...

BRYN

Well, why did you make them?

ALEX

I didn't spend any time on them they were terrible, I'm so happy. As you climb up into the lift shaft I'm going to end the episode there.

[Show Theme - Outro]

ALEX

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