

RQG – [141] – [All The Way Down]

Content Warnings

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ALEX

Hi everyone. Alex here. I'd just like to take a moment to thank some of our Patrons; Carolyn Yepson, Salsa, Prince Hess, Anne Schindler, Gwain, Rebecca McElfish, Piper Cooke, Estrid Nielsson, Yearn, Mari, Lucy Breskill-Waters, Steph Leadington, Honeybee, Abigail Trevor, Jennifer Fleming, Emily Doitch, Annie Wold, Charlotte Shi, Dave Palmer, Stephanie Santos. 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.

[Show Theme - Intro]

ALEX

Hello and welcome the Rusty Quill Gaming podcast. I'm your host and GM Alex Newall and with me today, I have:

BEN

Ben Meredith.

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BRYN

Bryn Monroe.

LYDIA

Lydia Nicholas.

HELEN

And Helen Gould.

ALEX

And who are you playing?

HELEN

Azu.

LYDIA

Cel Sidebottom.

BRYN

Hamid Saleh Haroun al Tahan.

BEN

Zolf Smith.

ALEX

Oh, look at us! I tried to throw you off and it definitely didn't lead to any complications!

[Ha ha!]

Cool, so we are picking up where we left off, but I'm going to put a caveat in, as I occasionally do, which is it's been a loooooonngg...

BEN

Oh god, it's been so long!

HELEN

It's been a really, really long time!

LYDIA

Like months!

BRYN

I've missed these characters!

ALEX

... it's been months and months. We have played other characters multiple times between then and now...

BEN

Many specials!

ALEX

... and as always, there may be, like, a minor rep con thing that I'm not aware of, like, it's tricky to keep track...

BRYN

Oh yeah, there's continuity errors!

BEN

As I like to say, if we get things wrong, suck it!

(Group laughter)

ALEX

Stop saying that! You keep saying it and I keep warning you not to.

BEN

Look, I have an honest relationship with our fans. This is difficult. We have memories. We are human, but suck it!

LYDIA

You're...

BRYN

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Actually, none of us are human. We're a dwarf, a halfling, a half-elf and an orc.

BEN

Lyd, Helen, Ben and Alex are!

(Group laughter)

Bryn! I said Bryn! I'm Bryn now!!

(Group laughter)

ALEX

So let's kick on!

LYDIA

I have decided to role-play as Ben!

(Laughter)

Hellooooo... !

(Group laughter)

I'm so deadly!

ALEX

It turns out everyone's been asking for a...

[0:02:01 talking over one another]

(Group laughter)

... everyone's been asking for a Ben-only episode! It's actually all of us are...

[0:02:08 talking over one another]

BEN

I am being negged! I am being negged right now!

(Group laughter)

HELEN

I'm Benjamin Bento-Box Meredith!

(Group laughter)

Tasty, tasty!

(Group laughter)

Tingly!

BRYN

I bless the rain...

(Group laughter)

... down in Africa!

BEN

I'll have you know that made a lot of money for me! I loved it!

HELEN

It did! Okay, no, we're being very serious. We are very serious people!

ALEX

So. As it stands, you have been investigating the Shoin Institute and finding it to be an abandoned place of academia slash once recuperation that went to seed because clearly Shoin just went wrong as a person, full of Kobolds, and also Mooks, blokes and or lads, as we've established. You've made your way back down through the main entrance where it was like, 'Welcome, friends!' after you'd killed most of the blokes and or lads and or Kobolds at some point or another. You made your way through a bunch of 'Welcome to my adventure' thing and just pooped all over that as they can see.

BRYN

Well, we had our Kobold friend helping us.

ALEX

You really, really did. So, you entered an escape room, as it were, and escaped the room by breaking it into pieces and then breaking it so it stopped being a lift, and climbed up onto the top.

LYDIA

If that is not a metaphor for playing, just role-playing games in general...

(Group laughter)

ALEX

So that is where we are going to pick up, okay? So, you are all atop, do we call it an elevator or a lift... ?

LYDIA/BRYN

A lift...

ALEX

... because I keep bouncing... good!

HELEN

We're British, Alex!

ALEX

Good, good, good. I'm glad. Lift it is. So you're all atop...

BRYN

No elevation, please, we're British!

HELEN

(Laughs)

Only downwards! We want a downwards spiral!

ALEX

Only lift, no elevate?!

(Group laughter)

So you're all atop a lift and Skraak is with you. You are all on top of it facing a ladder...

BRYN

Like a maintenance ladder?

ALEX

... yeah, so there is a maintenance ladder in this lift shaft. To be clear, you've already gone down a decent distance from the top. You think you can see where the light's coming in from where the lift started, but way, way up because it was travelling both really, really slowly, but for a long time because you did, like, didn't you take 20 to smash, or something?

BEN

Yeah maybe.

LYDIA

Yeah.

ALEX

Like, you stripped it to the wallpaper.

BRYN

With a skilled engineer as well!

ALEX

Absolutely! In terms of looking down, it just disappears beyond all of your sights into darkness. In terms of depth, it is a plummetous death.

BRYN/HAMID

‘I mean, Zolf, you could scout underneath the lift with your Boots of Levitation?’

BEN/ZOLF

‘I can, but that will take me a while to get there and back again.’

BRYN/HAMID

‘Well, I just want to know how deep the... can we see really?’

BEN/ZOLF

‘Pretty deep! Give me half an hour, I’ll see where I get!’

BRYN/HAMID

‘I think we should tie ourselves together before we start climbing down, but I just thought easiest for you to just climb down a little way...’

BEN/ZOLF

‘You want to see what’s on the underside of the lift?’

BRYN/HAMID

‘... but it’s safe for you because...’

BEN/ZOLF

‘Yeah, alright.’

BRYN/HAMID

‘... because you can levitate without...’

BEN/ZOLF

‘Yeah. Go-go boots, go!’

(Group laughter)

HELEN

[0:04:52]

ALEX

Okay, you begin to levitate. Bearing in mind you can go up and down at will. Anything else requires you to move around.

BEN

Yeah, so what I do is, I like, hop into space, shout 'Go-go boots, go' and don't fall...

ALEX

Yep.

BEN

... but now just descend vertically.

ALEX

Yep, that's fine. In terms of space, it is easy to step from the lift's roof to – there is a ladder on either side, that is a step – there's no checks or anything. However, there isn't much movement room between you and the lift. It's not a squeeze but, at the same time, it isn't, like, spacious, but once you're down there it's just empty lift shaft, okay. So in terms of going down underneath, you see two things – one, that the lift brakes have kicked in, which is why it has stopped because you triggered just about every safety mechanism there is at some point, so it's not going anywhere. Even if it was turned on it has a... anyone know how these work? I do, I'm just curious if... okay. It has a dead, a literal deadbolt mechanism, which means that when certain criteria are met it

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just seizes up, so even if power were to return it cannot go up or down, it is a locked unit now.

BEN

So, my knowledge engineering is not, so it's yes..

ALEX

It's obvious to see that this isn't going anywhere. Like, it's clearly obvious. But in terms...

BRYN

And he can now confirm what you've told us before...

ALEX

Yep, but in terms of the...

BRYN

... goes down a long way...

ALEX

... but in terms of the underneath, because it's an old style elevator, there is, technically chains and stuff, but there isn't anything that you think people could reliably climb down other than the ladders.

BEN/ZOLF

Cool, I'll come back up. 'Yeah, lift is locked down. It's not going anywhere unless you can fix it, Cel. There's like deadbolts and stuff so it's all pretty metal and just there.'

BRYN/HAMID

'Best to climb down, I think.'

BEN/ZOLF

'I can't see the bottom. This could be a long climb.'

BRYN/HAMID

'Okay. We should tie ourselves together and we should probably go in weight order? That's the safest way?'

HELEN/AZU

'In which direction?'

BEN/ZOLF

'Heaviest first.'

BRYN/HAMID

'No, lightest first.'

BEN/ZOLF

‘What? Oh, I thought so if the heavy person falls down they don’t hit the lighter person and take them off.’

BRYN/HAMID

‘No, but if the heaviest person falls down, everyone else falls anyway.’

BEN/ZOLF

‘If we’re all tied together, I guess!’

BRYN/HAMID

‘Yeah, but, I mean, Azu’s also the strongest so, you know... the thing is, if I fall off, if I’m beneath Azu then it’s a slight jerk on the rope because the rope will already be close to being tense and I won’t have gone very far, whereas if I’m above Azu when I fall off...

BEN/ZOLF

‘Yeah.’

BRYN/HAMID

‘... I fall round her or fall into her, and there’s a much bigger jerk on the rope because I’ll have built up momentum before it goes taut with me beneath her.’

BEN/ZOLF

‘Sure. It makes sense. Reverse the situation. Azu falls off, definitely takes you down with her...’

BRYN/HAMID

‘Yes...’

BEN/ZOLF

‘... but, you know...’

BRYN/HAMID

‘... there’s nothing we can do about that regardless.’

BEN/ZOLF

‘Okay, so whatever. Just do it, then.’

BRYN/HAMID

‘I mean, if Azu falls off then we... I will cast Fly on myself...’

BEN/ZOLF

‘No, no, no, that’s fine. This is a perilous situation and it is perilous. Can we just get on with it?!’

BRYN/HAMID

‘Sure! Just trying to be safe!’

LYDIA/CEL

‘I always find that’s overrated, really!’

(Group laughter)

ALEX

So what's marching orders here? You're all tied together, as far as I understand...

BEN

I'm not in...

ALEX

... you have more than enough rope.

HELEN

Okay.

ALEX

In terms of you, Zolf, are you tied to anyone, I need to know.

BEN

All of them.

ALEX

Okay, cool. That's fine. You've got enough rope to do any permutation although eventually you will just be a Gordian knot that plummets...

LYDIA

Do I... do I have a carabiner of any kind?

ALEX

I'm just going to give you that for free, yes!

LYDIA

Okay, cool, then I'll be clipped on to each step as we go down.

ALEX

That's fine. It will grossly slow you down to do so, but I'm assuming that's still fine.

ALL

That's fine.

LYDIA

As soon as I start to get tired...

ALEX

Yeah, yeah, that's sensible.

LYDIA

Basically, the first time someone fails a Fatigue Check, which I assume would, in the game world, be evidenced by *[sighs]*...

ALEX

Yeah, I'm going to say now, you will be making that kind of check and when someone fails I'm not skipping to 'you die!'.

BRYN

Yep.

LYDIA

Someone's going to go...

ALEX

[0:08:23 talking over Lydia]

Okay, so marching orders, who's at the bottom?

BRYN

Skraak.

ALEX

Skraak is more than happy to go first.

BRYN

With me next...

ALEX

So I'm going to write this down on a nice vertical list. So we have Skraak, we have Hamid, after Hamid we have...

LYDIA

Er, I guess it's me!

ALEX

Cel. After Cel we have...

HELEN

Me, because Zolf is levitating.

ALEX

Azu, and then we have Zolf over here, like, helloooo!

(Laughter)

[0:0:08:46 talking over one another]

LYDIA

... flappy things on his...

ALEX

Zolf with little flying boots! There we go! Does everyone start climbing down? Carefully and sensibly?

ALL

Yes.

Yeah!

ALEX

Okay, cool. I am going to tell you all now – you all appreciate the scale, you all know how going down a ladder goes – it’s gonna take a while! You all start climbing down in your marching order, yep? In which case then, I am going to accelerate time, however, none of you have a way of accurately telling time whilst you’re climbing down here, and if none of you have any special abilities to let you do that can I get a Survival Check from anyone that’s able to give it, ‘cos that’s the only way to actually guess at a long period.

BRYN

Zolf can tell the time by how often he has to react to his boots!

(Group laughter)

[Yeah!]

ALEX

I mean, technically, yeah!

(Group laughter)

BRYN

Ben’s face is a picture!

BEN

I hate this... !

(Group laughter)

I hate this!

(Group laughter)

LYDIA

He's like, oh, unnecessary admin! And, oh, I wish we that we had a way that we could tell time!

BEN

I'm glad that there was an unnecessarily administrative way to solve this problem!

ALEX

Zolf, are you still wanting to keep track of every single minute that passes?!

BEN

Oh, I don't know!

ALEX

Just give me a yes/no!

BEN

Yes! I don't care!

(Group laughter)

Like, this is beyond my ability to care!

ALEX

Everyone, please give me a Fort Save, apart from Zolf who really doesn't need to.

BEN

Oh, I thought we were doing a Survival Check?

ALEX

Oh, sorry, yes. Let's do a survival check anyway, yeah, let's do a survival check anyway.

BEN

I've got 13.

ALEX

Yep.

HELEN

I got eight.

ALEX

Okay!

LYDIA

I got 21.

ALEX

Okay.

BRYN

I choose not to make one. Hamid does not have these skills!

ALEX

That's fine. Erm, that's all good. In which case then, I will deal with that at the other end of this tunnel. Can everyone, please, apart from Zolf, give me a Fort Save. The first of many!

[Sound of dice being rolled]

HELEN

Ha ha, 30!

BEN

As a natural 20.

HELEN

Yeah, that was a natural 20.

ALEX

Good!

LYDIA

20, unnatural.

ALEX

Yep.

BRYN

24!

ALEX

And can everyone please give me a Fort Save.

HELEN

Oh god...

BEN

No.

[Sound of dice being rolled]

ALEX

Well, apart from Zolf who gets to kind of just...

LYDIA

I got a natural one!

HELEN

I got a natural one!

BRYN

Yeah, but you previously had a natural 20 – those cancel out, right?!

(Helen laughs)

ALEX

Okay, that's good to know. That's what I need.

HELEN

Okay.

ALEX

And...

BRYN

Ten.

ALEX

Excellent. What was your total again, Azu?

HELEN

11.

ALEX

And Cel's total?

LYDIA

Seven.

ALEX

Everyone give me another roll, please. I'm stacking things up in my head!

BRYN

Is that another Fort Save?

ALEX

Sorry, yeah, another Fort Save.

BRYN

Just roll... !

ALEX

When in doubt, roll a Fort Save! You're on the biggest ladder in the world!

(Laughter)

If I ask you to roll assume it's a Fort Save unless I say otherwise!

HELEN

16.

ALEX

Yep.

LYDIA

11.

ALEX

Yep.

BRYN

18.

ALEX

Okay. Another Fort Save?

[Sound of dice being rolled]

There is a specific number I'm aiming for...

HELEN

Are we counting along at home?! 24.

ALEX

Okay.

LYDIA

Eight.

ALEX

Yep.

BRYN

20.

ALEX

13 minutes...

(Group laughter)

Er, give me another Fort Save, please!

[Sound of dice being rolled]

HELEN

14.

LYDIA

11.

BRYN

16.

ALEX

Okay, cool. So, you carry on going for at least two hours at a measured pace – just, [*clonk clonk clonk clonk*]. As you proceed along, you all seem to be doing okay. Sometimes, like, one of you will slip and jerk so Azu, for instance, had a awkward one, there was a slip and trip, urrrghh, that’s tiring, thanks for that, Hamid, or whatever, you know, that kind of thing. However, at the end of the two hours you are, how do I put it, you are still unable to see a clear bottom, but it’s becoming apparent that it’s because it’s very dark. You are on the underside of the lift at this point and no light is coming up from the bottom, which is making it quite difficult to discern distance.

BRYN

And some of us are doing this by feel in darkness.

HELEN

Oh yeah!

ALEX

Yes. So as it stands, you can light the way, by the way, but I'm just saying no light is coming up from the bottom.

BEN

I'm going to light a torch.

ALEX

That's fine.

BRYN

I'm just going cast Dark to Light.

BEN

If you can do that without endangering yourself, fine!

ALEX

I don't think you can because it has a semantic component, and you would have to... you could just hold on with your legs?!

LYDIA

Don't do that!

ALEX

Don't do that!

(Laughter)

BEN

I light a torch!

ALEX

Correct. So the point stands then, no light's coming up from the bottom so the distance is still hard to call. Cel...

LYDIA

Mmm...

ALEX

... you are now entering fatigued.

LYDIA

Okay.

ALEX

So what fatigued means is the following, which is going to be relevant going forwards. You cannot run or charge, and it takes a minus two penalty to strength and dexterity...

LYDIA

... ooohh...

ALEX

... and doing anything that would cause fatigue will cause exhaustion. Okay? The way that you get rid of fatigue is normally you take eight hours of complete rest. I actually think that's a little bit extreme, given the nature of, like, the game, so I'm going to lessen that, but you will need proper rest.

LYDIA

I can't remember which of the [0:13:09] had Kill Fatigue.

BEN

It was Grizzop, but I also have it!

BRYN

Wooohooo!

(Group laughter)

ALEX

Okay, cool!

LYDIA

Yeah, I think I have that, but...

BEN

You chose different [0:13:16]

LYDIA

Yeah, it's deceived different people...

ALEX

What I will say is you have the ability to deal with it, then I am going to retcon and say, fatigue will have an eight-hour rest period because it is a resource drain that you can actually deal with.

BEN

We're going to get seven a day, though, Alex.

ALEX

So, what this means is that you are going to be like this going onwards from now...

LYDIA

Mmm hmm...

ALEX

... and it will take you eight hours of rest unless someone magically deals with the situation...

BRYN

So...

ALEX

... and, to be clear with everyone, exhausted is a state you do not want to enter. I'm not going to go into all of the mechanics of it. Avoid it, even if it costs you resources.

BRYN

Is Cel vocal about their situation?

LYDIA

Yeah, they'll grumble.

(Helen laughs)

LYDIA/CEL

'This is... do you know how much longer this will, just. There are things that I'm willing to do for, kind of, you know, eight, ten hours a day, but I don't know if...'

BEN/ZOLF

I float down next to them... 'Do you need a pick-me-up?'

LYDIA/CEL

'What have you got?!'

(Group laughter)

BRYN

Nice!

BEN/ZOLF

‘You might be disappointed about this, but magic!’

(Helen laughs)

LYDIA/CEL

‘Oh, yeah!’

[magical, musical sound of healing!]

BEN/ZOLF

‘Yeah?!’

(Laughter)

ALEX

Please tell me that you boop Cel and then deal with the fatigue.

BEN/ZOLF

No, I just sort of poke them in the shoulder blade...

ALEX

Yeah, yeah!

BEN/ZOLF

As a sound action, though, I have cast Calming Touch. I have seven of these a day. They are separate from my other spells, and you remove fatigue, shaking and sickened.

HELEN

Oh lovely.

ALEX

Excellent!

LYDIA

Oh, that's the good stuff!

ALEX

Make sure you track that it's gone. Also, I love that it's just a... 'what's this?' 'this is a feel better spell', 'what does it do?' 'It makes you feel better in all ways'!

BEN

I am a cleric of being, like, cool.

ALEX

Yeah, just...

BEN

I can hang! I'm a cleric of 'I can hang'!

(Group laughter)

ALEX

I just wish that we could industrialise this, it would do a lot of good for a lot of people.

BRYN

I'm not, like, one of those dull clerics, I'm a cool cleric!

[Yeah!]

[Ahhh!]

ALEX

Look at this shark tooth-necklace I got! It's cool! I'm cool dad!

BEN

Not shark tooth – that comes from the sea, and I'm not going back!

(Group laughter)

ALEX

Okay, so everyone please give me a roll. You all know exactly what I'm asking for!

[Sound of dice being rolled]

HELEN

Yeah!

BEN

Right, a Will Save? Cool! Er, oh – I got a natural 20!

(Group laughter)

BRYN

You've just wasted a natural 20!

BEN

Oh no, I've used it up!

BRYN

You've used it up! Ahhhh...

BEN

Oh look, I get another one – I'll use it up again!

(Group laughter)

ALEX

What are people getting on their Fort Saves?

BRYN

19.

LYDIA

24.

ALEX

Yep.

HELEN

13.

ALEX

Okay. Another one?

[Sound of dice being rolled]

BEN

I'm just going to roll for funsies!

HELEN

Stressful! 25.

ALEX

Yep.

LYDIA

17.

ALEX

Yep.

BRYN

12.

BEN

Infinity.

ALEX

Again.

[Sound of dice being rolled]

BEN

I like being involved! Ooh, a seven!

HELEN

Ugh, 11.

ALEX

Yep.

LYDIA

22.

ALEX

Yep.

BRYN

11.

ALEX

One more.

[Sound of dice being rolled]

HELEN

15.

LYDIA

16.

ALEX

Yep.

BRYN

14.

ALEX

And, sorry, one more. I got my maths wrong.

BEN

So an eleventh... natural one – that would've been bad!

HELEN

16.

ALEX

You just want to be involved, eh?!

BEN

Yeah!

BRYN

12.

LYDIA

11.

ALEX

So, as it stands, at the end of this, everyone gains a level of fatigue...

BEN/ZOLF

[Boop boop boop boop...]

ALEX

Please deduct the necessary resources...

BEN

When you say everyone, that's Cel again?

ALEX

Yeah, I'm afraid Cel did, again.

BEN

No, no, that's fine. And Skraak...

ALEX

Oooohhh, I've gotta roll for Skraak!

HELEN

Oh nooooo....

ALEX

Excellent, excellent!

[Rolls dice]

BEN

Do I care about Skraak?

LYDIA

I mean, is Skraak light enough that if they just flop... ?

HELEN

Can we just carry?

ALEX

I would allow that, actually. Skraak would be light enough that the rest of you could carry them if you wanted.

LYDIA

Yeah, I think that we should just carry them.

BRYN

Lizards aren't known for their heft, are they?!

ALEX

They are an extremely light individual. Do people just want if Skraak's limb, tiny limbs finally give up, to just leave Skraak hanging?

BRYN

Well, actually the best solution might be to tie Skraak to Zolf.

HELEN

Awwww...

ALEX

That's... I'm fine with that!

LYDIA

A little Kobold backpack!

BEN

Yeah, I'll just hold Skraak.

ALEX

That was the correct call. It is physically impossible for Skraak to have succeeded those four saves and not end up an exhausted puddle of 'I'm tired' at the bottom!

HELEN/LYDIA

Ohhhhh, baby!

(Laughter)

BRYN

Was everybody... just to reiterate – was everybody at maximum hit points?

ALL

Yes...

BRYN

Fine. Cool.

ALEX

You make it to the bottom of this lift shaft.

[Gasp!]

[Whoohoo!]

It takes you the better part of about five hours, four hours-ish – maybe four and a half.

HELEN

Oh, we'd better not have to go up again!

ALEX

The reason being, really simply, you made this because someone was magically making you not tired. There is no version where you could have possibly climbed down on your own. Also...

BRYN

We must be a long way down...

ALEX

Also, whoever designed this did a terrible job because there weren't even refuge points halfway down or whatever. But, as you continue going down the bottom sneaks up on you, if I'm honest. Can everyone please give me a Perception Check.

HELEN

Imagine if there's nothing down here!

BEN

Yeah!

LYDIA

Imagine if it's just a room!

ALEX

Ohhhh, I kind of what to do that!

HELEN

Don't do it!

BEN

NO! 14.

BRYN

21.

LYDIA

31.

HELEN

20.

ALEX

Okay, everyone. Everyone gets high enough to...

LYDIA

Oh, come on!!

(Group laughter)

I should be through walls!

(Group laughter)

ALEX

Extra stuff is coming. You're all so keen! So, as you climb down you're all aware when the bottom starts coming up, for the simple reason that it turns out it's not completely dark. There is a slight amount of glow coming. Specifically, you know that effect where you shine light on water in, like, a darkened room and then you end up with ripple-y effect up on the ceiling?

LYDIA

Oh yeah!

ALEX

That is across the bottom. There is no possible way you could have seen this light from a distance because it's quite dim.

BEN

I still have a torch so...

ALEX

So, my point is you're seeing this beyond the realm of torch.

BEN

Oh, fine. Oh, sure, yeah, yeah.

ALEX

So you know that the ground is coming a long time before it hits.

BEN

When we start to get down towards it I'm going to extinguish the torch, just because we're entering the realms of people might be here again.

ALEX

Yep, that's fine. Cel, you additionally hear the sounds of, your brain goes, leaking hydraulics.

LYDIA

Mmm.

BRYN

Are we in, like, an underwater cavern? Do that cool drip noise that you make with your mouth!

ALEX

What, you mean...

[makes cool drip noise with his mouth!]

[Everyone shrieks!]

BRYN

I just really like that noise!

ALEX

No, you're in a lift shaft!

(Group laughter)

As it stands, I'm going to let you have stopped a sensible distance above it to do, like, maybe preps and not just go, **[fbumpf]**, 'hellooo'!

(Helen laughs)

BRYN

[0:19:02] season!

ALEX

Yeah, absolutely! So while you're taking a moment to sort of figure out what...

BEN

How many hours did you say it had taken us?

ALEX

... probably about four and a half, as close as you can estimate. There's a couple of times...

LYDIA

[0:19:11 talking over Alex] might be beginning...

ALEX

... where I may have lost count in the tens of thousands!

BEN

Yeah, well. I can't remember how long my [0:19:17] lasts.

ALEX

While we do a bunch of admin, we'll take a break and then we'll come back with an active game plan!

(Laughter)

And welcome back! So, you are at the bottom of the lift shaft. Are you proceeding to the entrance?

BRYN

Yeah – we'll start to explore...

ALEX

Bear in mind that the doors are closed. They don't look like an enormous slab or anything, but the reason it's so dark is only a tiny amount of light is coming in through a crack between the two doors.

BEN

So you were talking about the ripple-y look...

ALEX

Uh huh.

BEN

... is the floor, the base of this lift shaft, like floor or does it go into water?

ALEX

Good question. No. So, the ripple-y effect is, there is a line of light on the opposite wall to the lift...

BEN

Like some kind of massive elevator doors?

ALEX

Yeah. Think massive elevator, think freight elevator door. It has a sort of line down the middle where the doors don't quite meet. The quality of that light is waving, but it's not reflecting off water in the actual bottom of the lift shaft.

BEN

So the lift shaft is just, like, concrete.

ALEX

So the lift shaft is... no. So the lift shaft bottom is full of mechanism. If you were to have fallen you would have fallen on to an elaborate, massive, clockwork mechanism, etc.

BEN

‘Orrible spike wotsits...

ALEX

‘Orrible spike wotsits. It would have been bad!

HELEN

Hmmmmmm...

BRYN

There’s probably a bit of a lip up to the door...

ALEX

In fact, Cel, you got, like, a 30 on your Perception Check, right?

LYDIA

31.

ALEX

Yeah. So what you see at the very, very bottom – this is useful information – there is a rescue lift there...

LYDIA

Hmm!

ALEX

... so what it is, it's basically just a platform for, like, two people; you might all be able to squeeze on it if you're kind of hanging, or whatever...

LYDIA

Yep.

ALEX

... that has the sole job of going up to assist in the event that that lift stopped halfway.

LYDIA

Hmm!

ALEX

Whether it's powered... *[makes incoherent rambling noises]*, but it is there.

LYDIA

Useful information.

ALEX

And that's what you would have landed on and turned into a type of paté through!

LYDIA/CEL

Rusty Quill Gaming – [141] – [All The Way Down]

Ah, okay, cool! ‘So, do you guys have a normal, like, tech strategy for these sorts of situations? Is there anything you can include me in?’

BEN/ZOLF

‘You’ve basically seen it!’

BRYN/HAMID

‘Yeah.’

HELEN/AZU

‘Yeah.’

LYDIA/CEL

‘Oh.’

BEN/ZOLF

‘I know. Sorry. Disappointing isn’t it?!’

LYDIA/CEL

‘Okay.’

HELEN/AZU

‘We should look through that door quickly.’

BRYN/HAMID

‘Look through that gap and then prise them open.’

BEN/ZOLF

‘Yeah, I guess. I was going to say we’ve got invisibility, but we can’t really hide a door opening, can we?’

LYDIA/CEL

‘No, that would be a bit poltergeist-y, and these guys might think...’

BEN/ZOLF

‘I’m running a bit low on spells as well, as you might imagine.’

BRYN/HAMID

‘I’m going to clamber around the lift shaft and just look for, maybe, some service entrance.’

ALEX

Oh, yeah! Sure, sure, sure. I’m not even going to get a Perception Check. You find that there are two ways that you can do this. On one side there is a hatch, like, a manual entrance where you can pull it open and do, like, you know the hydraulic pump thing to pump the door open.

BRYN

Oh, yeah.

ALEX

On the other side you see a Kobold-sized little hatch which does, literally go through beside the lift doors.

BEN/ZOLF

Okay, that's... 'Wait, there's a little hatch there for Skraak.'

ALEX

It is too small for, I think, all of you actually, apart from Skraak.

[0:21:50] ??

I might just be able to but it'll be a very tight squeeze – I'm not sure I could get through...

ALEX

It is... this is... to put this in context that people will, might get the reference of – this is Jeffries tubes for Kobold's size, so it's not a case of, oh, I might be able to squeeze, like, you've already got to be at the lower end before you even try.

LYDIA

I mean, I could reduce myself.

ALEX

That would work.

LYDIA

I can be small.

BRYN/HAMID

‘Right, so we can get some people through there, or even just send Skraak through and...’

[Skraak!]

HELEN/AZU

‘How are you feeling, Skraak?’

BEN/ZOLF

‘We should keep Skraak with us.’

ALEX

Have you dealt with Skraak’s fatigue or have you saved the resource. Because at some point, the reason you will have picked up Skraak is because he’ll have just gone, hrrrrgghhhh...

BEN

It took a long rest, didn’t it?

BRYN

Yeah, go on...

ALEX (also as Skraak)

Okay, cool. In which case, Skraak's good. Skraak's just, like, 'Skraak!'

LYDIA/CEL

Hey, Skraak, buddy, what's on the other side of this door?'

ALEX (as Skraak)

'Skraak!'

LYDIA/CEL

'You are on the other side of the door?'

ALEX

They just kind of look a bit vaguely blank at Cel.

BRYN/HAMID

'Have you ever been down here before, Skraak?'

ALEX (as Skraak)

'Hhrrrrgghhhh...' Kind of shakes its head, looks at you, like, whoooooaaaaaa... because, I will give you this for free, Skraak did say before you went to the lift, 'no one goes past the curtains'.

BRYN

Yeah.

(Helen chuckles)

ALEX

That's where the big boss lives.

BRYN/HAMID

'Look...' I walk up to the lift doors and peer through the crack.

ALEX

Okay, cool. Give me a Perception Check, actually.

[Bryn rolls the dice]

Just because there's a chance you could get extras off...

BRYN

18.

ALEX

Okay, cool. So, what you see takes a moment for your brain to process. It looks at first, you're like, ohh, it's an aquarium tunnel – they had one of these in Pari... ohhh... It is what appears to be a thick glass tunnel that is running across, potentially, the sea bed, like, a few fish are going at the edge. You have a very narrow field of vision. It disappears off into gloom straight ahead.

BRYN/HAMID

Rusty Quill Gaming – [141] – [All The Way Down]

Yeah, I'll describe that to everyone else.

BEN/ZOLF

'Alright, okay. Well I'll pump this little handle then and get the door open.'

LYDIA/CEL

'That sounds amazing!'

BRYN/HAMID

'Yeah, it's pretty cool, but...'

HELEN

Azu stands next to the door with her axe out, just in case.

ALEX

Does Ben describe what Zolf is doing, or?

BEN

I'm pumping the little handle!

(Group laughter)

It's taking a little while to get there, to get the door open!

(Laughter)

LYDIA/CEL

'Keep pumping!'

HELEN

Azu is tense.

ALEX

Excellent.

BRYN

I'm going to give Azu some wordless encouragement because I think I've worked out by now what triggers your anxieties!

(Helen laughs)

ALEX

Okay, cool. So, you pump the door and two things become immediately apparent. One, it works. Two, it's really messed up and clearly no one's been using this door. *[groans with effort]*...

BEN

Oh, okay.

ALEX

It's kind of, like, mucked up, rusted – you can see that, yes, there isn't literally water completely filling the lift shaft, but there is, like, the sign of mildew-y kind of rust patterning on the door.

HELEN/AZU

'This is presumably the tunnel back to the mainland that we were told about, but...'

BEN/ZOLF

'Are we going the wrong blummin' way?'

ALEX

So you keep opening...

BRYN/HAMID

'This is where we were being herded to by the weird puzzle stuff.'

ALEX

... so as you continue pumping the hydraulics, it opens. It opens about 75% of the way and there's the sound of, yeah, that's leaking hydraulics. Okay, cool, great, that's just cool. In terms of what you are looking at – metal grating along the floor. It looks to be a glass tube has been sunk into the sea bed in some way. A glass tube from about a quarter of the way up the tube is like dirt, sea bed kind of thing, you can see stanchions to hold it in, and then arced glass with metal... what's the word, like...

BRYN

Reinforcements?

LYDIA

Arches? Girders?

ALEX

Like, arches... I've forgotten the work. It'll come to me later. Think curved girders, do you know what I mean? Like, belts around it to keep it... because of the pressure and so on. In terms of what you can see, there is light here because as far as you can tell a small amount of what might be sunlight has been making its way down, all the way through to here, but it's actually... who has Knowledge Nature?

LYDIA

I do! Lots!

ALEX

Okay, give me Knowledge Nature.

LYDIA

Got so many knowledges!

ALEX

Sorry, I was giving [0:25:39] I realised that you actually have relevant knowledges.

LYDIA

17.

ALEX

17?

LYDIA

Yep!

ALEX

Yeah, it's probably not sunlight – it's probably a natural phosphorescence that is kicking around, which would imply that there's a thermal vent nearby, probably.

LYDIA

Cel explains this, but not that succinctly!

(Group laughter)

ALEX

And in terms of this corridor itself, you can see it heads off in towards the gloom, but you also can see that beyond this tunnel, like, through the glass, is

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really heavily warped because of refraction and so on, are more structures ahead. So, it doesn't look like it's just one tunnel that goes on for miles and miles, you can see more structures ahead. There are no large statues that have, like, someone holding a chain and breaking it, or anything like that... I saw that look!

(Laughter)

BRYN/HAMID

'We continue down the corridor.'

HELEN/AZU

'Yeah, that's what I'm thinking.'

ALEX

You all see loads of fishes all around the outside, which is nice.

HELEN

Do we see any octopuses?

ALEX

[Rolls dice]

You see 15 octopus!

(Group laughter)

HELEN

Yayyyy!

ALEX

In fact, you do! You see a herd of wild octopus...

[Everyone sings the incidental music to Jurassic Park]

... crawling across the...

BRYN

... two moving herds!

(Group laughter)

ALEX

Everyone, give me a Perception Check for activity... I assume you're looking out at something you would never have had the chance to see otherwise...

[Sound of dice being rolled]

BEN

Yeah. 23.

ALEX

23.

BRYN

31.

HELEN

23.

LYDIA

17.

ALEX

Excellent! Who got 31?

BRYN

Me.

ALEX

You are the first to spot it, but I'm assuming you would warn... tell the others, not warn, sorry! There's a shipwreck, like, beyond what you can see. It looks to be a wooden sailing ship of some type. But it looks to be there's an actual shipwreck within sight distance of here.

BEN

In the Japanese or European style?

ALEX

In the Japanese style, but good question. Carrying on a little, there's another one. There's two – there's one on the other side.

HELEN

Ohhhhh...

ALEX

Oh no. There's, like, eight.

HELEN

Oh no.

ALEX

They're dotted around. There doesn't appear to be... it's not like there's a specific trap that's just plonking them one on top of the other or anything, but it does appear like there's quite a lot of traffic at the bottom of this ocean!

BEN

Obviously I don't know about Japanese warfare...

ALEX

You know a heck of a lot about boats, though!

BEN

I do, I do! Do these boats look like they're old? Basically, was there a historical battle which we are now just in the middle of, or have Shoin been sinking boats?

ALEX

Okay, do you have Knowledge History and, if you...

BEN

I've got Knowledge Sailor!

ALEX

I know you do. Do you have Knowledge History as well?

BEN

Erm... yes! I do actually!

ALEX

Okay, cool. In that case, then, could you give me a separate Profession Sailor Check and a separate Knowledge History Check?

BEN

[Rolls dice]

Er, 16 on Profession Sailor and...

[Rolls dice]

13 on history.

ALEX

Okay, cool. In terms of history, this isn't your specialty...

BEN

Oh!

ALEX

... but the technology hasn't changed enough to really merit, like, much dating for this.

BEN

Yep.

ALEX

As a Profession Sailor, these are ships that have been actively destroyed. It looks like...

BRYN

I think the giant mechanical squid is grabbing them and bringing them back here to its nest...

HELEN

Mmm...

ALEX

... to some of them it looks like they have been tactically attacked, so, like, you know what something running aground on a reef or something is. One of them has done that. One of them, you're like, that hit a rock – that's what happened there. But the others, something has done a lot more wholesale destruction.

BEN

So I was more thinking in terms of how rotted is the wood? Like, how old do they look? Because it would be, like, oh this is from a few hundred years ago, oh, this if from yesterday!

ALEX

At varying points within the last ten years.

BEN/ZOLF

Cool! Right! 'Looks like Shoin's been sinking boats.'

HELEN/AZU and LYDIA/CEL

Mmmm... ooh...

BEN/ZOLF

These are all from about ten years ago.

BRYN/HAMID

Do you think that squid thing has...

ALEX

Cel, as free knowledge you know that within the last ten years boats would still have been making their way to the Shoin Institute because it's only in the last few years that he's openly been, like, I'm weird! And up to then he was, kind of, maintaining a façade, so that checks out.

LYDIA

So they've been within the last ten years?

ALEX

Yep.

LYDIA/CEL

'Well, he only started being aggressive a few years ago so do you think it could just be within the last few years?'

BEN/ZOLF

'Oh, I don't know, I don't live round here!'

ALEX

It's really hard to tell. Within ten is all you can get.

BEN/ZOLF

‘Is this a dangerous passage of water? How’s the weather been over the last decade?’

LYDIA/CEL

‘Well, like, it was fine. People were trading with Shoin when it was an active thing, but...’

BEN/ZOLF

‘Would you lose boats? I mean, a lot of these look like they’ve actually been attacked. Was there a lot of piracy?’

ALEX

Actually, I can say one of them appears to be a military vessel. All the others appear to be trading vessels. You would know that even at a glance.

BEN

Sure.

LYDIA/CEL

‘There’s no mass disappearance of boats that I’m aware of.’

BEN/ZOLF

‘I mean, there’s not that many for ten years, but, I don’t know, it looks like things have been... this is a dangerous stretch of water. Either that or massively busy and unlucky.’

BRYN/HAMID

‘I think stuff’s been being brought back here. This is where that weird underwater thing with the metal thing comes from... ?’

BEN/ZOLF

‘I don’t know much about them, but I’ve been looking into them over the last two years. I don’t think that’s really how these things function, to be honest. They’re more, I mean, I don’t know to be honest, but my reckoning is that they’re just controlled by something so having them brought back here or anything like that, like, showing any sort of natural behaviours – they’re not natural things, they’ll just do what they’re told. So unless Shoin wants to build a shipwreck collection, I don’t know.’

LYDIA/CEL

‘I, like... I wasn’t aware of people vanishing like this, but there’s basically been a war for the last few years so I can’t tell you.’

ALEX

I will say for free, you can tell that the majority of these vessels must have come from the mainland, just by virtue of size.

LYDIA

Right.

ALEX

There might be one that could have been, like, the dinkliest one, but that kind of size ship isn't really going to be here... for Zolf's benefit, you're looking at anything between ten and 25 handers. So, like, proper sailing vessels, like, some of them are multi-masted.

LYDIA

But they weren't from around here?

ALEX

They can't have been from your island. There are enough materials and people to man them.

LYDIA/CEL

'Er, basically, these aren't local, right, but they might have been sailing past our area, but they weren't coming from our...'

BEN/ZOLF

'No, that's probably, yeah, boats and trading vessels. They're going to be going long distances. I mean, is this a trading pass? You know... whatever, it's probably not important. Let's just... we'll leave it. We'll work it out later. Ask Shoin – he's probably got an evil monologue to explain what he's doing so, you know!'

LYDIA/CEL

'Sounds about right!'

ALEX

Do you press on down the tunnel?

BEN

Yeah!

ALEX

Okay, as you continue to do so, the structures beyond resolve themselves from the gloom. Can everyone give me another Perception Check, because this is a perception-heavy bit.

[Sound of dice being rolled]

HELEN

Well, we are in the water.

BEN

19.

HELEN

22.

LYDIA

26.

BRYN

27.

ALEX

Oooh, good rolls from everyone! So, I'll go for Zolf first and then work my way up. There's a complex down here. It lacks the showiness of the building up top. So the building up top was kind of, like, look at the grand arch, and so on. Here, utility is king. You're looking at mostly domed structures to deal with pressure and so on. It's not like, yeah, it lacks the vaguely Art Deco-esque style of up top.

BEN

Question.

ALEX

Mmm hmm?

BRYN

Are the lights on?

ALEX

You can see that some of the lights are on. For everyone else, you all start to realise that it is in quite the state of disrepair. However, it also appears to have had, sort of, no maintenance so weeds, sorry, not weeds, like, seaweeds and so on have started to overgrow one side of it. Like, no one has been going out and clearing stuff so it's been getting overgrown. You see that one of the

domes has imploded. It has just, *[frmpfh...]* crunched in on itself. There are lights on in some of them. The majority of the structure seems okay and then, Cel, I'll give you an additional of if you had to take a professional punt, you'd say it looks more like a combination of it hasn't been maintained and it's also taken some structural damage in the last 12 months, say. So stuff, like, maybe a rock fell on it, but it's not just... I'm not trying to say that something hit it once and now it's a bit damaged. I'm saying both have happened. It's both in disrepair and it looks like maybe it's been hit. Maybe there was an earthquake or something that maybe shook it out a bit.

LYDIA/CEL

'Why would you build something so incredible and then just leave it to rot? This, this... like, look at this place, it's incredible!'

ALEX

Oh, there's nothing like this that Cel's seen elsewhere in the world.

LYDIA/CEL

'This... he's just built it and then, like, left it and then not told anyone...'

BRYN/HAMID

'Well, do we know for certain that he built it? What if someone else built it and then he moved in?'

HELEN/AZU

'Does it matter?'

BEN/ZOLF

‘Probably not.’

HELEN/AZU

‘We should be careful because if there are leaks in there we could be in a lot of trouble.’

LYDIA/CEL

‘Yeah, this could all collapse at, like, any time. This stuff has not been maintained.’

ALEX

You also know for free that this kind of place is likely to chain react so, like, if one bit goes it’ll take more than just itself with it.

LYDIA/CEL

‘And, oh, once it goes it’ll go, like, we will get hit quick. I mean, one of the things is we will be fine right up to the point that we are not fine. I will probably be fine because I can become a dolphin.’

HELEN

Azu’s hands... her knuckles whiten on the axe. She’s holding it like a comfort blanket at this point, like, it is her one defence...

BEN/ZOLF

‘So, what you’re saying is we need to get in and out quickly.’

LYDIA/CEL

‘Yeah, that sounds great!’

BEN/ZOLF

‘Then let’s get moving.’

HELEN/AZU

‘Hmmm...’

ALEX

So, you get close to the complex and in terms of distance you are only talking, maybe, 200 metres or so – it’s just that visibility is poor at the bottom of the ocean. As you start approaching, you see that there is a very, very mouldy, sort of, tatty banner, similar to the main entrance one. It seems older than that one and it’s just saying, ‘Congratulations, Puzzle Whizzes’ – I can’t say it properly! It’s a bad Japanese translation.

(Helen laughs)

But, like, it’s badly written. It’s like a raffle sign. It’s not good.

LYDIA/CEL

‘I’m starting to think that the puzzle was not written for us.’

BEN/ZOLF

‘We are in a literal funhouse.’

LYDIA/CEL

‘It is amazing!’

BEN/ZOLF

‘No, I mean... Oh, this is ridiculous!’

ALEX

It appears to have a pressure door, the same as what the, erm, you remember when you came in by the dock...

BRYN

Submarine style...

ALEX

... yeah, submarine style. There’s one of those which is closed, but seems to be in decent repair.

HELEN/AZU

‘Shall we open it?’

BEN/ZOLF

‘Well, we’re not staying here, are we so, yeah. Let’s get on with it!’

ALEX

Okay, right. There's also, actually, it's worth pointing out there is a locker to the right hand side of it which is closed and affixed to the side of the door.

LYDIA

Open it. Okay.

ALEX

In which case, the trap goes off...

[Helen gasps]

LYDIA

Sort of assumed there would be one!

HELEN

Oh! It take me by surprise every time!

(Group laughter)

ALEX

... a vial in the top of the locker goes, *[kutusshhh...]* and shatters. Inside the locker is what appears to be a fire axe, something similar to that; what appears to be a specific wrench, it looks like it's something made to measure, not a standard wrench; and then up top you see, like, a closed wooden chest that appears to be waterproof.

LYDIA

Okay. The vial...

BRYN

What was in the vial? Just a random vial dropped?

ALEX

I just gave you a very accurate description of what happened. A vial dropped.

LYDIA

I assume that it will have a slow-burning effect.

BRYN

Well, given you're an alchemist!

LYDIA

Yeah. Can I do an Alchemy... ?

ALEX

Yep!

LYDIA

[Rolls dice]

HELEN

Do an Alchemy!

LYDIA

That's a 19 plus 17...

(Group laughter)

36!

ALEX

It takes a little while, then you start to realise why you're having an issue – you're, like, what... what subtle machination is this? What clever and elusive product...? Ah, no. You know what it was? This would have been a really, really lethal poison about three years ago. What it is now, is a very fine residue because no one has done any maintenance, and they set up a trap that hasn't gone off in, like, three years.

LYDIA/CEL

'So, guys. One thing. I just need you to know how incredible this trap would have been years ago, but we're not dead now, which is a great sign. I'm pretty sure that this means that this place has been abandoned for at least three years, maybe more, and look, a wrench! I have a new tool!'

BEN/ZOLF

'Shall we see what's in this stupid box, then?'

LYDIA/CEL

‘Oh. Yeah.’

BEN/ZOLF

‘At least there’s going to be some, like, prize for the bloody game he’s trying to play in this.’

BRYN/HAMID

‘We can, at least, check for traps if we can – not that any of us can really do that very well.’

BEN/ZOLF

‘I can check for traps by throwing it across the bloody room at a wall!’

LYDIA/CEL

‘That’s actually probably a good idea!’

HELEN/AZU

‘Please don’t do that! No. No! I don’t think that would be...’

LYDIA/CEL

‘But then the trap would go off on the other side of the...’

BEN/ZOLF

‘I’ll throw it hard against the floor.’

BRYN/HAMID

‘Yessss, better!’

(Laughter)

BEN

I do that!

ALEX

You smash the box on the floor.

BEN

Yeah. Away from me.

ALEX

At which point, there is a, kind of, sad *[pfrrrroo...]*

(Group laughter)

... as the very small powder charges within it go off, releasing some very mouldy confetti... !

(Group laughter)

[Awwwww...]

[Hahahahaha...]

ALEX

... and, inside, one of the four vials that are inside shatters from the impact, the other three are intact. They appear to also have the residue of what was probably once something useful, or useless, or a poison – who knows?! But whatever it is now is mostly, like, a smear on a piece of glass.

LYDIA

Is there anything else in the box?

ALEX

No.

LYDIA

No.

ALEX

It was like a felt box – very, very posh once upon a time, that’s gone a bit water-damaged, and now has three vials in it which have a small powder, but you’re 90% certain, just at a glance, it should have been, maybe, a potion or something.

BEN/ZOLF

‘Are we being invited to Shoin’s potion factory because we once saw, sort of, some sort of competition?’

LYDIA/CEL

‘To be fair, I would have entered that!’

(Group laughter)

BEN/ZOLF

‘Well, then you’d have known if it happened! Did it happen?’

LYDIA/CEL

‘Nope!’

ALEX

That is an accurate statement.

HELEN/AZU

‘Do you think this was made for you, Cel? If you knew...?’

LYDIA/CEL

‘Well, if so then I never got the invitation! I don’t think I factored that bigly in his, in his calculations, but...’

HELEN/AZU

‘... but he clearly knew that someone would come looking?’

BEN/ZOLF

‘Yeah, but also there were outfits for us!’

HELEN/AZU

‘Oh!’

BEN/ZOLF

‘So maybe he’s updated it? I don’t know! And just done half of it?’

LYDIA/CEL

‘I mean, as if you guys were just, like, two years late for something! I don’t know why that would happen!’

HELEN/AZU

‘Oh!’

(Laughter)

BEN/ZOLF

‘Oh, your little time-jaunt!’

LYDIA/CEL

‘You what?!’

BRYN/HAMID

‘But it was for the four of us...’

BEN/ZOLF

‘Yeah, why was I... ?’

BRYN/HAMID

‘... besides...’

BEN/ZOLF

‘... and you... ?’

BRYN/HAMID

‘... none of this makes sense...’

BEN/ZOLF

‘... and I wasn’t with you when you did that!’

BRYN/HAMID

‘... there’s a lot of bits of this that are completely incongruous with each other...’

BEN/ZOLF

‘... shall we just go in and kick the asses out of them?’

BRYN/HAMID

‘... I think we should just carry on!’

(Laughter)

[0:39:04 talking over one another]

HELEN/AZU

'I am all for that!'

BEN/ZOLF

'... I'm starting to lose my rag with this idiot!'

(Laughter)

ALEX

So. Big old door! Do you open it?

ALL

Yes!

BEN

Check for traps?

ALEX

Okay, cool. Give me a Perception Check.

[Sound of dice being rolled]

BRYN

Rusty Quill Gaming – [141] – [All The Way Down]

Perception Check, for all the good it will do. 27.

ALEX

You detect no traps!

BRYN

Cool!

ALEX

Actually...

(Group laughter)

... he says that! You detect what should have been a trigger once upon a time, but is, like, clearly going to do nothing.

LYDIA

... dangling...

ALEX

... like, you detect what's probably a trap that has both already gone off and also would not work now even if it was reset!

BRYN

I point that out and then go, yeah, let's open this door.

BEN/ZOLF

‘Are we genuinely going to the right place or are we just going to find that...
has Shoin died and nobody’s noticed?’

BRYN/HAMID

‘I’m starting to wonder – this is all very weird.’

[clunking noise]

ALEX

So you push open the door...

[sound of heavy door slowly creaking open...]

... the first thing that becomes apparent is the corpse, face down, in front of
you, immediately in front of the door, that has a large bolt through its head.

[Ohhhhhh...]

BEN/ZOLF

‘Signs of life! Excellent!’

ALEX

And on that, I think we will end the episode!

HELEN

Maybe not signs of life!

(Group laughter)

BEN

Somebody shot the bolt! That is a sign of life!

HELEN

Okay!

BEN

That's what I meant!

(Laughter)

LYDIA

No one has any idea what's going on, and that makes us really happy!

BRYN

No, no, it's incredibly confusing!

(Group laughter)

LYDIA

But if the bolt isn't still crackling with electricity, it could have gone off at any time!

(Group laughter)

BRYN

Are we just literally in bio-shock now?!

ALEX

God, no!

BRYN

Did they have a New Year's Eve party and then half of them went mad on potions and then shot the other half?!

ALEX

Ben, I'm not [0:40:28] they all went mad!

(Group laughter)

HELEN

No, no! That also happened!

[0:40:30 talking over one another]

(Group laughter)

ALEX

Rusty Quill Gaming – [141] – [All The Way Down]

We can get to next week sooner, so bye...

EVERYONE

Byeeeeeee!

[Show Theme - Outro]

ALEX

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ALEX

And who are you playing?

BRYN

Zolf Smith.

ALEX

Er... it has been...

??

[0:41:31] not salad?

BRYN

No, well yeah! That just popped into my head as we were about to do this...

(Group laughter)

... because the Discord went crazy about it, and I nearly said it again...

(Group laughter)

... because I've been defending myself about it so much...

ALEX

I'll cue you back in – are you ready?

BRYN

Sorry, I'm going to do it right.

ALEX

I'm going to do it from who you are playing, okay?

BRYN

Yep.

ALEX

And who are you playing?

BEN

Beefcake!

(Group laughter)

BRYN

The beefy boy!

BEN

Beefy, beefy boy!

BRYN

The beefy boy!

LYDIA

Beefy dad!

(Group laughter)

ALEX

And who are you playing?

(Group laughter)

LYDIA

... it's gone the other way round!!