

RQG – [142] – [Splashing Around]

Content Warnings

- X
- X

MIKE

Hi everyone, Mike here, Rusty Quill's video guy, and I'm here to announce Rusty Quill's brand new show. On the back of all the support you've shown us through Patreon and our ever-growing community, I am stoked to announce that we are now able to branch out into new video content, and we're starting with streaming. Come by and join in at 3pm GMT on Saturday 25th of January as me and our community manager, Anil, embark on a brand new gaming livestream series where we aim to introduce new players to the world of gaming through a variety of indie, retro and AAA titles and genres so we can show you how and where to start on your new voyage of discovery and community. And, no doubt, you'll see some guest appearances from other RQ crew and friends, too! That's RQ Streams, starting Saturday 25th January at 3pm GMT over on www.twitch.tv/rusty_quill. See you on the stream!

ALEX

Hi everyone, Alex here. I'd just like to take a moment to thank some of our patrons; Jam-Jamz, Anna Ivanyos, Kellan B, Sarah S, Gabriella Cigarroa, Ashley

Rusty Quill Gaming – [142] – [Splashing Around]

DesertWillow Wilson, Ashura Sumeragi, Kenzie JP, Catherine Evans, Jess Riley, Elodie L, Anna Walker, Eri Martinez, AJNR, Isabella Bestfriend, Tracy T, Beaujester Real, Jake Cazden, Vinetabris, Quatermooself. 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 to the Rusty Quill Gaming podcast. I'm your host and GM Alex Newall and with me today, I have:

BEN

Ben Meredith.

BRYN

Bryn Monroe.

LYDIA

Lydia Nicholas.

HELEN

And Helen Gould.

ALEX

And who are you playing?

BEN

Zolf Smith.

BRYN

Hamid Saleh Haroun al Tahan.

LYDIA

Cel Sidebottom.

HELEN

And Azu.

ALEX

And how are you all feeling right now?

BEN

Confused...

(Laughter)

BRYN

Yes, very confused.

BEN

And angry. Like a teenage boy!

(Group laughter)

BRYN

You also haven't done episode numbers for the last couple of episodes. Is that because you've forgotten what they are?

ALEX

No, I know what episode we are on. We are on episode 142, he says...

BEN

Yep, hundred and forty-two.

ALEX

... possibly...

BEN

Yes! No, you're correct.

ALEX

... however, Alex has started to abandon them because he starting to feel kind of old saying such high numbers!

Rusty Quill Gaming – [142] – [Splashing Around]

(Group laughter)

LYDIA

Awww...

ALEX

We've been doing it ages!

LYDIA

The new married Alex...

(Laughter)

BEN

As soon as Alex is, like...

LYDIA

... doesn't like numbers!

BEN

... this is too much, the party dies. End of campaign. Goodbye!

(Group laughter)

ALEX

Actually, that's never been mentioned, the campaign! Yeah, I'm married!
That's happened!

ALL

Yeah...

Yaaaaayyyy... !

ALEX

I talked about myself, by which I mean someone else talked about me because I say nothing, nothing by game. So, in terms of what's happening today...

(Laughter)

... we are...

LYDIA

... is being married!

ALEX

... it's currently morning somewhere. As it stands, you are at the bottom of the ocean. You are at the end of a tunnel with a bunch of mouldy old traps that are not doing what they were meant to, facing a corpse where, presumably, at least one of them did!

LYDIA

Rusty Quill Gaming – [142] – [Splashing Around]

How big is this corpse and how decomposed is it, and who does it look like it is?

ALEX

All excellent questions! With that in mind, can I please get someone to give me a relevant check, most likely Heal unless anyone has anything they think they can justify.

HELEN

Yeah, I've got Heal.

[Rolls dice]

BEN

The two divine characters are, like, yeah, we do that!

[Rolls dice]

So 17 from me.

HELEN

That's a 30 from me.

ALEX

Excellent!

BEN

That was a natural 20.

HELEN

Yes.

LYDIA

Could I do a Nature one to see how decomposed it is because I bet that's something Cel would be fascinated by?

ALEX

Unfortunately not. Nature is slightly different in this system.

LYDIA

Oh, I do have Heal, though! I've only got nought in it, though.

ALEX

Then it's physically impossible for you to beat Azu so I may just press on with Azu's because we do not do exploding net 20s in this one. That is a bad way to...

LYDIA

... that's a bad way to heal!

ALEX

... that's a bad way to play!

LYDIA

Don't explode!

BEN

That is a bad way to play. There's a reason they didn't put it in the book!

ALEX

Yeah!

HELEN

What's exploding 20s?

ALEX

Exploding 20 is where...

BEN

... roll a 20, you roll again...

ALEX

... if you get a 20 you roll again and then you end with, like, an 80.

BEN

That is silly and homebrews are stupid.

Rusty Quill Gaming – [142] – [Splashing Around]

(Laughter)

Except when they're not. Sometimes they're really good.

(Laughter)

That homebrew – that's stupid!

ALEX

So, I'm just going to give this from Azu's perspective. Ah, yes, you've dealt with this before and...

(Group laughter)

BRYN

The old bolt-in-head syndrome!

(Group laughter)

ALEX

... unfortunately you've mostly seen this kind of thing in drowning victims because the body is in a very, very bad state of disrepair. It is heavily water-damaged, and it is in a really, really messy state.

BRYN

It's got more confusing!

ALEX

In terms of the room that you are in, to give you a small amount of context, okay? You are in a smaller room. It is the same width as the corridor, however, there are two large pressure doors – one to the left, one to the right, and then just a blank wall in front of you. I say a blank wall. One panel is up and there is an empty tube where, presumably, a bolt flew from.

HELEN

Oh dear.

ALEX

However, there is a leak within the room. There is water upon the floor and this person has been face down in the water for more than a year.

ALL

More than a year, oh no...

Oh gross...

Fair enough...

Oh gosh, oh no...

HELEN

It stinks in here...

LYDIA

This is gonna be a puddle of horror!

ALEX

So, I'm not going into huge amounts of detail but it's sufficient to say...

BRYN

Horror puddle...

ALEX

... you know enough to do the following; suggest no one move it whatsoever...

HELEN

It will burst!

LYDIA

Euuurrrggh!

ALEX

... suggest no one so much as touch it, also because it's probably, like, disease may not be an issue because if it's a pressure sealed room then at least that's okay, but you know that, like...

LYDIA

Toxins!

ALEX

... maybe, maybe leave it as it is! This person has been dead more than a year, possibly two, face down in water and was killed by that trap. You are 100% certain.

HELEN

Mmm hmm.

BEN/ZOLF

'Finally, signs of life! Oh, it's a trap, right!'

ALEX

I can give all of you, because it's obvious, they appear to be a heavily equipped adventurer. They have a broadsword on their back, undrawn, they have a, like, backpack kind of, you know the sort of belt backpack thing?

LYDIA

Human height?

ALEX

About human height, yeah. You would guess human and they appear to have, like, a cloak that's, you know, splayed out, etc.

BRYN

Er, were they shot in the front or the back of the head.

ALEX

Front.

BRYN

So they walked in and went, nope?

ALEX

Yeah.

BRYN

Cool.

ALEX

It looks like they went, sort of, konk! You actually turn around and look, and on the back of the door is a bloody splatter where it's gone and popped out a bit of the back...

LYDIA

Eeeuuurrrrgggghh...

ALEX

... and then he's fallen forward. He's just gone 'crunch' and then he fell forward...

HELEN

[0:06:10 talking over one another]

ALEX

... or she fell forward. In fact, no, it's a he!

HELEN

Yeah, I was gonna say, surely not that decomposed?

BEN/ZOLF

'So, we shouldn't search the body, then?'

HELEN/AZU

'Do not touch this!'

BRYN/HAMID

'You know that that will go...'

ALEX

It will only end in tears!

HELEN/AZU

'Something might come out.'

LYDIA/CEL

'That is essentially jelly, right there. That's horror jelly. Jelly horror. You do not wanna have fun with jelly horror.'

HELEN/AZU

'What they said!'

BEN/ZOLF

'So let's step over it and go through one of these other doors... and not get shot by bolts, everyone! Eyes on for bolts!'

LYDIA/CEL

'Alright.'

BRYN

Presumably we took stock of the rest of the complex that we could see from before we entered this room?

ALEX

So as far as you can tell...

BRYN

Can we tell which direction...

ALEX

... I'll give you a few general things, but I can't go into huge amounts of detail because it's way too complex to decode.

BRYN

I basically just want a mental map so that we could start...

BEN

... should we go left or right?!

BRYN

Yeah.

ALEX

In terms of a mental map, it feels like a vaguely circular compound made up of smaller circles. Sometimes the circles overlapped a little bit, like, they were staggered in terms of heights. None of them appear to be sunk, as in it didn't appear to go underground. You didn't see signs of that kind of stuff. It does appear to be settled on the sea bed. You did see that the left hand side appeared to be more heavily overgrown and the right hand side appeared to be more heavily damaged, like, I said something fell on it or something. That one had, like, maybe two domes had kind of imploded. The one on the left appeared to be more intact, but also you could see less of it because of these huge, like, fields of seaweed across it.

BRYN/HAMID

'What do we think – left or right?'

BEN

When you said some of the domes were lit up, or powered?

ALEX

Little on both, unfortunately.

BEN

Okay.

ALEX

There's not really a distinction thing.

BEN/ZOLF

'I was hoping that the power would have gone off because that lightning rod. Was my reckoning, but, you know, looks like I'm wrong. I dunno...'

HELEN/AZU

'Hmmm...'

LYDIA/CEL

'You could power it in lots of different ways, like, they might have a tidal system where the way that the water is moving around, er, or it could be the thermal vents, because there's definitely some thermal vents around.'

ALEX

You, Cel, Knowledge Engineering.

LYDIA

Ooh!

[Rolls dice]

Ooh...

BRYN

Many! Big!

LYDIA

Many lots! That's 30.

ALEX

Something this big almost certainly has a backup power supply. However, something of this size would not be able to sustain itself indefinitely off the power that would be available, unless it has geothermal vent which it may because of the phosphorescence.

LYDIA/CEL

'Yeah, so, if it was going to keep going like this, it can't get battery, right? This has been years. So it must have some kind of connection, possibly to the thermal vent. If that was me, I would do the thermal vent.'

BEN/ZOLF

'Well look, yeah...'

ALEX

If it was a thermal vent, you also know it would be unlikely that they'd bother with the lightning rod.

LYDIA/CEL

'In which case the lightning was not powering this.'

BEN/ZOLF

'Are you sure?'

LYDIA/CEL

'Well, why would you if you've got the power here connected up to the thing up there?'

BEN/ZOLF and BRYN/HAMID

'We didn't...'

'We don't...'

LYDIA/CEL

'They do have the power down here.'

BRYN/HAMID

'Well, then it could be two isolated systems or...'

LYDIA/CEL

'It could!'

HELEN/AZU

‘Shall we flip a coin to decide what direction we’re going?’

(Laughter)

BEN/ZOLF

‘I’m going to vote for the ones where they haven’t collapsed and let’s go for the overgrown side ‘cos...’

BRYN/HAMID

‘Okay, then left?’

BEN/ZOLF

‘Yep’.

LYDIA/CEL

‘Sure.’

ALEX

Okay, cool. You are looking at an identical pressure thing. There’s also another locker beside it. You see that there’s also an identical locker on the far side. There appears to be a locker for each pressure door.

LYDIA

But you can open the door without opening the locker?

ALEX

Yeah, yeah! It's literally a completely, like... it is a locker. Just a normal locker beside a pressure door.

LYDIA

'But it had a tool in it that we might need for some of the puzzles at the end.'

BEN/ZOLF

'That trap. Where is that bottle? Just up the top?'

HELEN/AZU

'Hmmm...'

LYDIA/CEL

'Yeah.'

BEN/ZOLF

'Alright. I'll open one, catch the bottle.'

ALEX

There's no bottle in this one.

HELEN/AZU

'Oooh...'

BEN/ZOLF

I'll open one go ... 'there's no bottle!'

(Group laughter)

LYDIA/CEL

Does it have one of the funky tools?

ALEX

It has three things in it. It has a fire axe, it has another one of those slightly peculiarly-shaped wrenches with their, like, proprietary-shape...

BEN/ZOLF

'Wrench.'

LYDIA/CEL

'Ooh.'

ALEX

... and it also has another wooden box on top.

BEN/ZOLF

'Right. I'm going to open the box away from me so I don't get squirted in the face by foetid confetti... confoetidi!'

(Group laughter)

ALEX

Confoetidi. Nice!

(Laughter)

Very nice! I'm going to say something that annoys you, but...

BEN

Do I get an Inspiration?

ALEX

... I'm being genuine, I would give you Inspiration for that one!

(Group laughter)

BEN

I hate that he just rewards puns!

(Laughter)

ALEX

So, in terms of the box in this one...

HELEN

It's almost a pun if [0:10:02]...

(Group laughter)

ALEX

... it actually isn't the same as the first one. So the first one was like a post rosewood box that you smashed up. This is far more mundane. Within in it, you see what is left of a potion vial. You also see that there is what appears to be, and I know that Cel would know this at a glance, I'm assuming you're showing Cel?

BEN

Yeah, yeah, yeah...

ALEX

Er, it appears to be a solvent and it appears to be intact. And additionally, you see, like, tools for the applying of a solvent so, like, types of gauze, a pair of tongs, things like that.

HELEN

What's a solvent?

LYDIA

It's something that dissolves things... or that things could dissolve in...

ALEX

Actually, no, you would have a solvent and a glue in there, so there's three vials there. There's a vial that is no good anymore, a solvent, a glue and the meansing of applying a glue.

LYDIA/CEL

'Look, this is part of some puzzle that we decided not to partake in.'

BEN/ZOLF

'Are you sure, because actually we're in an underwater base, right? Airlocks everywhere... I think it's just maintenance stuff.'

LYDIA/CEL

'Oh, it could be... So, wait...' Cel takes the proprietary spanner and looks around for a...

BRYN

... proprietary nut!

LYDIA/CEL

... a proprietary nut...

(Group laughter)

... literally, like, holding it up!

(Laughter)

BRYN

Like a shadow puzzle in Resident Evil!

ALEX

Two things that you see. There are a pair of speakers in the very, very corners of this room that you missed – they're not built to be super-sneaky, they're just kind of unobtrusive...

BRYN

For evil berating!

ALEX

Naturally!

LYDIA

Oh yeah!

HELEN

For clues!

ALEX

And also, you can see that there is a service panel at Kobold height to the left of the pressure door, with the locker on the right...

LYDIA

Yep.

ALEX

... and in there you can see there is, and it looks like it's just a way of manually bypassing doors.

LYDIA/CEL

'Oh, it's maybe not a puzzle it might be just, you know... I mean, I suppose in the end all engineering is a puzzle, really, like, just living in the world if you think about it is kind of puzzling!'

BEN/ZOLF

'It's a service locker.'

LYDIA/CEL

'Yes.'

BEN/ZOLF

'Right, everyone take a wrench if you can get hold of one. Everyone take the fire axe.'

ALEX

There are only two in this room, but there are two fire axes, two wrenches, and two solvent/glue pairings.

BRYN/HAMID

Rusty Quill Gaming – [142] – [Splashing Around]

‘Just stick them in the bag of holding.’

BEN/ZOLF

‘You know, because if they think we need ‘em, we’re gonna take ‘em. Or... if they think they need them, we’ll have ‘em... Because then we’ll need ‘em. Cause we’re here... Where they are. Right?’

(Group laughter)

LYDIA/CEL

‘I understood EXACTLY what you meant then, for one of the first times in a long time.’

(Laughter)

Starts opening the door.

ALEX

You open the door...

[Sound of heavy metal door clanking open]

... and the trigger goes off – I’m not going to say trap because it’s clearly not!

(Laughter)

Opening this door, you find yourself at the top of a walkway which is surrounding a room which is about ten foot lower than where you are. All of the bit below this walkway is completely underwater. The water is slightly oily. It stinks of brine. It has been standing water for a long time. So it doesn't smell good, but you're not looking at Fort Saves and things like that. There is a clear, like, signs of decay in the far side of it and stuff has grown, literally, up over the glass so it's a lot darker in this room. It does appear to have a form of, like, maybe an electric light. That's off. So in terms of darkness, we're in dim light, but we're not in pitch dark. With the door open there's enough for you to see by. In terms of stuff that it inside. You see a pair of very, very small bodies on the far side of the walkway, but not in the water. By very small, I mean they are mechanically small.

BEN

Are they Kobolds?

ALEX

Yes.

BEN/ZOLF

Cool. 'Two dead Kobolds over there.'

LYDIA/CEL

'Oh...'

HELEN/AZU

‘Hmmm.’

LYDIA/CEL

‘... I guess I’ll investigate? Keep Skraak over there, I don’t wanna – they may be his friends.’

BEN/ZOLF

‘Sure.’

LYDIA

How did they die?

ALEX

Give me...

LYDIA

I’ve only got Perception...

BEN

I’ll also wander up – we’re the heal-y types!

HELEN/AZU

‘Yeah, yeah.... alright.’

BRYN

Rusty Quill Gaming – [142] – [Splashing Around]

How is Azu dealing with this biome situation?

HELEN

Oh yeah, not good!

(Laughter)

Not good.

ALEX

They appear to have been... you need to give me the Heal Check for...

LYDIA

Oh right, with a nought bonus...

[Rolls dice]

14.

ALEX

14. Ah, no, you've seen this before. They were acidied to death.

HELEN

Oh noooo...

LYDIA

Rusty Quill Gaming – [142] – [Splashing Around]

Is that another of your anxieties?

HELEN

No, it's just horrible!

BRYN and BEN

It's gross...

ALEX

It's just grim. Yeah, they were acided.

LYDIA/CEL

'So these guys have been melted.'

ALEX

Apparently in the face, like, they've not been melted to goo, but something's just gone... *[pchchchrrr...]* in the face and they're out like a light.

BEN/ZOLF

'Really?'

LYDIA/CEL

'I mean, look at them.'

BEN

Yeah, 18, probably the same.

ALEX

Anyone else Knowledge Nature? You do, don't you.

LYDIA

Okay.

[Rolls dice]

BEN

I do not.

LYDIA

I do. What's that?

HELEN

19.

LYDIA

Oh, that plus 12. 31.

ALEX

That's a naturally occurring acid. Probably more likely came from a creature than came from a trap.

LYDIA/CEL

Rusty Quill Gaming – [142] – [Splashing Around]

‘Like, something attacked them with the acid, so if that thing’s still alive, which, I mean, it may be, then there may be something around that’s actually dangerous rather than just like, nyeeeeeaaah, dangerous! You know?’

BEN/ZOLF

‘Cool. Okay. Well, be on guard, everyone, then.’

BRYN

Acid-spewing creatures...

BEN/ZOLF

‘Oh, I was also going to say, we should still be careful for traps because it’s all fine if all the traps have gone off until one of ends up with a bolt in the head, so let’s not get complacent.’

HELEN/AZU

‘I agree with that. Let’s not die down here, please!’

BEN/ZOLF

‘Not on my plan of things to do.’

HELEN/AZU

‘No, mine neither, no.’

ALEX

In terms of the room’s layout, to be specific...

LYDIA/CEL

‘You guys have some very, very specific to-do lists. I never put ‘die’ on my to-do list!’

(Laughter)

ALEX

... so the door that you came in was slightly towards one end of the room, so the Kobolds were on the far side. There are two more doors in this room. One is the far side to the right hand side opposite side, and another one which would double back on you maybe one room over from the one you came in, d’you see what I mean?

BRYN/HAMID

‘I have no strong opinions either way.’

HELEN/AZU

‘If continuing in this direction means we’re going into more dilapidated places, that’s probably not a good idea so let’s head back central. That’s my vote.’

LYDIA/CEL

‘Yeah, and whatever is in the door that’s nearest them, I mean, that’s the most likely thing to be the acid-spewing monster!’

BEN/ZOLF

‘Alright. Let’s go central then.’

ALEX

Okay. Do you check the door for traps or do you just open the door? How do you do this?

HELEN

I think we’ll probably check the door.

ALEX

From now on in I’m going to have to ask...

BEN

Yeah, I think there’s a standard check-y trap, we know we’re bad at it but we’re going to go there.

ALEX

Okay, give me a perception check?

BEN

Who’s doing the open?

[Sound of dice being rolled]

Rusty Quill Gaming – [142] – [Splashing Around]

Hamid's doing the open!

BRYN

I'm just doing the check! 31.

BEN

Fair enough.

ALEX

There is an active trigger on this door.

HELEN

Ooooh...

BRYN

Can I tell where?

ALEX

You can tell that it is designed to go off when opened. It might be disableable, but it won't be easy.

BRYN

I don't know if any of us have the skills to Disable Device...

LYDIA

I do have Disable Device. It is not as trap-relevant...

BEN

Yes.

BRYN

No.

ALEX

Oh, so you're not rogued up so you couldn't disable a magical trap, but this is mechanical, you know that.

LYDIA

I know. Okay...

[Rolls dice]

So, I guess I'm stepping up! That is 32.

ALEX

32? Yeah, you're...

LYDIA

No, wait, wait, no – that was my Alchemy! 30.

ALEX

30. You are able to disable this trigger.

LYDIA

They've got an Int bonus of plus six! So that's...

BEN

I know they're high!

BRYN

We're a good team!

LYDIA

Everything that you've got in hit points...

(Laughter)

BRYN

... that is very true...

BEN

You've got a beefy brain!

LYDIA

Yeah! I got a beefy brain... !

HELEN

Ahhh!

(Laughter)

LYDIA

... not a beefy body! Not a beefy body. Like, you can lose all of my hit points and still be having a good day!

BRYN

Oh yes!

ALEX

So, you are able to disable it and do so.

LYDIA

Cool.

ALEX

Do you open the door and...

LYDIA

Yeah!

ALEX

Okay, cool. I'm going to accelerate time a little bit and say this door appears to be jammed, but you know from that Disable Device it hasn't had, like, a massive structural implosion. It's not full of water. It's literally just jammed so

Rusty Quill Gaming – [142] – [Splashing Around]

you have to use one of your little wrenches to undo the deadbolts to then open it. You open it into a pitch black corridor...

[sound of creaking metalwork]

... like pitch, pitch black.

BRYN

Dark Vision? Not me.

ALEX

Ah yeah, of course, sorry...

BEN

And Azu...

ALEX

... so, for everyone that has Dark Vision, you can see that it leads about 20 foot forwards and leads to another sealed door, and also appears to have a stairway that leads down and left, even more central.

BEN

So many options!

ALEX

Yep!

[Ben sighs]

BRYN

Further up, further in.

LYDIA

So there's a...

BEN

You mean, further down further in... ?

BRYN

Yeah.

BEN/ZOLF

'Down the stairs?'

BRYN

I was quoting Narnia!

BEN/ZOLF

Right. 'Shall we go down the stairs?'

BRYN/HAMID

'Yep.'

BEN/ZOLF

'Right. Let's go down the stairs.'

ALEX

Okay.

LYDIA/CEL

'If we're still in Narnia we're probably going to go to hell, right!'

HELEN/AZU

'Yeah, we're so deep now.'

ALEX

Are you searching for traps as you go?

ALL

Oooh... probably not, to be honest.

Oh, oh, no...

ALEX

Okay. You start heading down the stairs...

BRYN

Shall I give us some light or are we going to stay in... ?

LYDIA/CEL

‘I mean, I think the idea of there being, what’s the word, traps and seeing them and seeing, like, holes or mechanical flaws or, places...’

BRYN/HAMID

‘Yeah, I don’t see why not...’

HELEN/AZU

Mmmm...

LYDIA/CEL

‘... that’s probably more dangerous than whoever might spot us because, also, we are underwater so we would like to come up!’

BEN

To summarise, yeah!

ALEX

Okay.

BRYN

Okay, I cast Dancing Lights.

LYDIA

That’s actually very useful when you do that. Yes.

ALEX

Okay, so casting Dancing Lights. Can everyone please give me a Perception Check?

[Sound of dice being rolled]

BRYN

28.

HELEN

22.

LYDIA

23.

BEN

22.

ALEX

Okay. 28. There is a trip wire across the stairs. You haven't set it off. You can see, like, you would have set it off. In the dark it would have been almost invisible. In fact, it looks like it might have been deliberately made to be invisible to Dark Vision specifically. There are ways of doing that.

HELEN

Hmm!

ALEX

Additionally, you see that there is a chalk marking to the right hand side of the stairwell, which has a big white cross through it. Like, someone has gotten a piece of chalk and gone, *[chrrrk, chrrrk]* and put an X. Do we think this means it's flooded?

BRYN/HAMID

'It's possible. I mean...'

BEN/ZOLF

'If I'm using...'

BRYN/HAMID

'... or is that previous corpse looked like it was part of an adventuring...'

BEN/ZOLF

'... if I'm using my adventuring brain, they're using this as a dungeon and that means, oh, we've don't this room and we've already been in there – there's nothing to see...'

BRYN/HAMID

'Presumably a previous group of mercenaries came and tried to explore?'

BEN/ZOLF

‘Would Shoin be sitting in an evil lair for the last three years just waiting for somebody to do his devious... I hate this guy. I hate this. I hate all of this, this is rubbish...’

(Group laughter)

‘... honestly!’

BRYN/HAMID

‘I feel you’ve got some very strong feelings towards the person that’s set all this up for us to have to go through. Is that what you’re saying, Zolf?’

BEN/ZOLF

‘This is just really aggravating! I just, honestly, it’s just so pointless! This... I don’t wanna be... just arrgggh!’

LYDIA/CEL

‘I mean, if anything, it’s like you’re being psychologically tortured. I don’t know what you’ve done and you might deserve that... !’

(Group laughter)

BEN/ZOLF

‘No, just the...’

(Group laughter)

‘... honestly no, it’s just the arrogance. It’s just the arrogance of somebody like this setting all this stuff up in ways that, like, defy what modern science can do and the amount of things that they could do to help, but they waste it on some silly adventuring game. Honestly, I’m going to really enjoying beating this person’s face in.’

BRYN/HAMID

‘So I don’t the cross is from a previous adventuring party, but we don’t know what it means and...’

BEN/ZOLF

‘It’s almost certainly going to mean, we’ve gone down here and it’s done so we can keep track. So let’s not go down the stairs. Let’s go on the other place because if they’ve not found anything useful then we’re not going to find anything useful.’

BRYN/HAMID

‘Okay.’

LYDIA/CEL

‘Or it could be saying don’t go down there because it’s dangerous, in which case we should go down there because dangerous things are the most interesting things. In fact, I sometimes wonder why people have two words for that!’

BEN/ZOLF

‘Okay, tell you what, let’s do an experiment. We’ll go down there. If it’s been ransacked it means we’ve looked in here. If it’s not ransacked it means it’s dangerous!’

LYDIA/CEL

‘An experiment! Yes!’

BRYN/HAMID

‘That’s a good idea – try and work out what this...’

BEN/ZOLF

‘I just wanna waste as little time here as possible, so let’s try and be efficient about this.’

BRYN/HAMID

‘And, obviously, avoid the tripwire and remember it when we’re coming back, even if we’re fleeing at the time.’

BEN/ZOLF

‘Yep.’

ALEX

Alright. Okay.

LYDIA/CEL

Rusty Quill Gaming – [142] – [Splashing Around]

‘Down we go!’

BEN/ZOLF

‘Actually, hang on a minute, Cel, this tripwire...’

LYDIA/CEL

‘Mmm hmm?’

BEN/ZOLF

‘... what do you reckon it’s going to do?’

LYDIA

Knowledge Engineering!

ALEX

Er, Disable Device for this one I’m afraid – use the same roll.

LYDIA

Ohhhh, well I got a natural one!

ALEX

You have not a clue, but in fairness, this one isn’t your fault. It’s a tripwire that leads into the wall that is a sealed unit. Makes the entire place explode? Gives you a banana?

LYDIA/CEL

Rusty Quill Gaming – [142] – [Splashing Around]

‘Er, I don’t know... !’

(Laughter)

HELEN

I love that!

LYDIA/CEL

‘... yeah, like, I dunno. If it did give you a banana...’ because Cel repeats this, ‘... then it would probably be rotted by now, or it could have grown into new banana.’

BEN/ZOLF

‘Well, quite honestly, I’m not a great fan of anything going wrong – us running through here in a panic, someone hitting it and getting hit by it. Now, I’ve got a glaive which has a big reach and, basically, stand back because I’m going to do it!’

BRYN

We stand waaaaaay back!

ALEX

Yeah, that’s fine.

BEN

Chops.

[a kerchunk sound]

ALEX

Okay, cool. You hear the sound of a mechanism happening, like, a chkunk... and then seemingly nothing happens.

BEN/ZOLF

‘That was almost worse than anything actually happening...’

(Group laughter)

‘... I’d have preferred it if a bolt tried to shoot me, honestly! Anyway, that either means it’s broken or we’ve got a certain number of these things before something happens, or maybe a little flag’s gone off in Shoin’s office to be, like, oh ho, they’ve triggered my trap, so they’re silly! I don’t know! Have I mentioned I hate this?’

HELEN/AZU

‘Yes.’

LYDIA/CEL

‘I’m going to go downstairs now.’

BRYN/HAMID

‘Yeah, let’s go downstairs.’

HELEN

We proceed, I think.

ALEX

Okay. So you start heading down the stairs. They are short. They are only about 20 feet long. You can tell without heading into it that at the bottom is a large room. A large circular room you can just tell, even from a distance, the way that the doorway is built for it. It is a large circular room with a pitched floor. However, you can see that the floor is completely pitched wrong for the room. It is pitched, like, at a really steep angle so that if you were to enter from the bottom of these stairs, you would basically fall, like, 20 feet. It's like the whole room's been built on a pivot and it's pivoted wrong. Does anyone go to the active doorway?

BEN/ZOLF

No, I look through the active doorway and go, 'It's a puzzle room! Aarrgghh...'

ALEX

Serious question, do you actually look, like, through the doorway, or are you just stood at the bottom? Like, do you look down at the ground and so on?

BEN

I look in the way that got the description you gave us.

ALEX

Okay, cool. That's fine, that's fine. You're just at the bottom, then, looking at a room.

BEN/ZOLF

'It's just a puzzle room. It's another game.'

ALEX

Yes, it is, like, clearly.

BEN/ZOLF

'Oh, we're going on a little pivot. Whooaaaaa, don't fall in the traps! Grrr!

ALEX

Should we go back up the stairs?

BEN/ZOLF

'I think they've been in here, done the whole puzzle rubbish and then...'

BRYN

I send the Dancing Lights into the room and around the room.

ALEX

Okay. So, into the room, things that you see. There are at least two other doors in this room which are partially obscured by the raised floor and so on.

Rusty Quill Gaming – [142] – [Splashing Around]

You can also see that the flooring doesn't actually go to the edges of the room. It looks like, if it was completely flat, it would but the bit underneath where the floor would pivot is a little bit wider and you can see that it has spikes. Do you look vertically down from the doorway?

LYDIA

He's really trying to make us do that.

ALEX

You don't have to, no, genuinely, you don't have to. I just... there are aspects of this room where I have to know how you look.

BEN

Well, yeah, I probably do.

ALEX

There is someone impaled, like, dead, long dead, impaled on the spikes. It looks like they entered the puzzle room, set it off...

BRYN

They got puzzled!

(Laughter)

ALEX

... and one of them, at least, got puzzled and is, yeah, impaled on spikes, like, directly underneath this door.

BEN

Yeah.

ALEX

Like, at a guess, they may have been *that* close to getting out and then [*snaps fingers*]... yeah.

BEN

What class? We saw the fighter.

(Laughter)

BRYN

Oooh, did we?

BEN

Or the barbarian. Two-handed swords.

BRYN

Oh, good point, yep. I mean, how genre savvy are we?!

LYDIA

This all fits in...

BEN

Is one of them in a pointy hat?

(Group laughter)

ALEX

Let's just say robes are on display.

BEN

Ahhh... is there a book nearby?

(Laughter)

ALEX

Yes.

BEN

A wizard! 'Twas a wizard!

(Group laughter)

BRYN

A wizard didn't do it!

ALEX

Heyy! You're in dungeon of reward genre savviness!

LYDIA/CEL

'Yeah, this looks like a warning to be careful! I mean, this doesn't look very structurally sound, does it?! Haha! So keep going!'

BEN/ZOLF

'Right, and be careful for trick floors and things. But yeah, looks like X's mean we've been in this room and it's a done room or a bad room or a... I dunno. I mean, it did mean danger, but not the kind of danger we were thinking, just...'

BRYN/HAMID

'A not very interesting form of danger.'

LYDIA/CEL

'No.'

BEN/ZOLF

'Stupid danger. Arrogant danger.'

LYDIA/CEL

'Stupid danger does exist.'

BEN/ZOLF [pointing at the floor]

'It's that right there!'

ALEX

What a silly place!

BEN

Not at the person.

ALEX

It is a silly place.

BEN

I'm not being that cruel!

HELEN

Let's not go there.

ALEX

So what are people doing?

HELEN

We go back up the stairs...

BEN

I think we take... yeah, and do the other door...

HELEN

... we're fed up!

LYDIA

Do the other thing!

ALEX

So do you do the door at the top of the stairs or go back another room?

BRYN

If we go back to the stairs and continue the road we didn't take.

BEN

Yes, so we're taking the top route of this new sphere.

ALEX

The other door appears to be, sort of, sealed and at a guess, I'm giving you this for free because let's just say you use the proprietary thing to just start doing it, the second that you do a small amount of water starts coming out.

[sound of water splashing]

BRYN/HAMID

'Ooop, no – don't do that!'

Rusty Quill Gaming – [142] – [Splashing Around]

BEN/ZOLF

‘Ooh...’

LYDIA/CEL

‘Back we go!’

BEN/ZOLF

‘... right. Not that way!’

BRYN/HAMID

‘That’s why we need a backup!’

(Group laughter)

BEN/ZOLF

‘Right. I guess there’s only... oh, there’s still two ways to go. The acid room?’

BRYN/HAMID

‘Yeah.’

[Azu sighs]

BEN/ZOLF

‘Has anybody got some chalk so that we can put, I dunno, chalky, wavy lines?’

BRYN/HAMID

Rusty Quill Gaming – [142] – [Splashing Around]

‘Do you actually have chalk, Azu?’

HELEN/AZU

‘I think I do. I have a paladin’s kit.’

ALEX

You so... you probably do, then!

HELEN/AZU

‘Yeah. I also have manacles in case that’s of interest! I’ve got incense!’

[Azu laughs]

LYDIA/CEL

‘Oh my!’

BRYN

Manacles and incense – that’s quite a good time away... !

(Group laughter)

HELEN

I’m broke!

(Group laughter)

[someone whistles]

But yeah, I've got chalk!

ALEX

Paladins have a very specific kit!

BRYN

So with, with...

LYDIA

Wait, no, no, no...

BRYN

... Azu's very special pink chalk...

LYDIA

... she's a Paladin!

BRYN

... we don't just draw an X, we write 'water behind this door'!

(Laughter)

HELEN

Yes, yes. I'm going to be so specific!

Rusty Quill Gaming – [142] – [Splashing Around]

(Laughter)

LYDIA

And then Cel takes it and writes it again in Japanese.

(Laughter)

ALEX

Good shout!

HELEN

(Laughs)

Ahhhh!

BRYN

I would probably write it in French as the lingua franca.

ALEX

This is going to start wasting a lot of time as you Rosetta Stone every single door!

(Group laughter)

Okay, so you head back and you're heading through the alternate door in the acid room.

ALL

Yeah.

ALEX

Okay, you start to do so...

[clanking noise]

... there's a brief moment – it's similar where it's, like, water starts coming out and you're, like, oh, it's a right-off, and then the water stops...

LYDIA

Oooh.

BEN

So it's like a woosh.

ALEX

... however, the way it's coming out, this is probably a flooded room. It's just probably not a, like, literally completely underwater room.

LYDIA

Flooded or flooding?

HELEN

A splash room!

ALEX

Yes, yeah, absolutely.

HELEN

A splash splash room.

BEN/ZOLF

‘Right.’ Well, what do we see inside?

LYDIA

What’s in the room?

ALEX

Oh, you head in? okay, cool.

BEN

Well, we look in!

ALEX

So, you have to force this door a little bit and you’re struggling because, if nothing else, the water is trying to flow out and you’re trying to open the door into the water. It will take... I’m not going to get a Strength Check because

Rusty Quill Gaming – [142] – [Splashing Around]

we're under a lot of time pressure here, but it will take people coordinating and working together to shove it open.

BRYN

I was about to suggest some jolly cooperation!

ALEX

Okay, cool! I can skip the Strength Check, then, too. It does take, basically, all of you to varying degrees...

[groans as sound of heavy door creaking open]

... the second it opens a certain amount, the water starts to flow out. I'm also going to assume that you let the water flow out to see if it stops?

BRYN

Yeah.

ALEX

It takes about five minutes of... it's not, like, knocking you over...

BRYN

It's running hella loud!

ALEX

It's very loud, but at the end of it the water level has clearly dropped to half a foot or so, so that it is now, like, an enterable room.

BRYN

What has it done to the other room because it had, like, a grate above some stagnant water so...

ALEX

The stagnant water has risen to, basically, the grate.

BRYN

Sure. So it's still navigable?

ALEX

It is completely navigable, but it is a situation now where the water level is effectively level with the walkway instead of a little drop.

BRYN

So let's not do it anymore!

ALEX

Yeah, absolutely. Absolutely. In that room, it is completely flooded up to the door level, like we said. Looking down, you can see what appears to be maybe some kind of lab or something similar, but it is both completely flooded up to this door which is a walkway entrance and it is a little sunken into the sea bed,

Rusty Quill Gaming – [142] – [Splashing Around]

and just trashed. It is completely overgrown. You can see some plants have somehow managed to work their way in from the outside in. In fact, who has Knowledge Nature? Again, give me the roll so it's knowledge heavy!

LYDIA

[Rolls dice]

31.

ALEX

Okay. Everyone notices one thing for free, which is the far wall is mostly overgrown with coral. It is...

HELEN

[gasps]

... an annihilation...

ALEX

... however, Cel, you know two things – one, coral will take a lot longer than that to have grown, like, a lot, lot longer than that to have grown. However, you also know there are ways to accelerate that growth chemically, so it is more likely that something has leaked that that *'time has gone wrong and it's the year 15 million...'* or...

Rusty Quill Gaming – [142] – [Splashing Around]

BRYN

Or it's a feature wall!

(Laughter)

ALEX

... or it's a feature wall, yeah!

HELEN

We are in a laboratory so, yeah!

ALEX

But, yeah, a trashed lab.

BEN

Are we? Or are we just in the Crystal Maze?!

(Laughter)

HELEN

If we were in the Crystal Maze and have Richard O'Brien it would be a lot more fun.

BRYN

No, it would be Edward Tudor-Pole.

Rusty Quill Gaming – [142] – [Splashing Around]

LYDIA

Or Richard Ayoade.

HELEN

Yeah!!

BEN

I'll take that!

HELEN

Introduce Richard Ayoade please, Alex, that's a request.

ALEX

Okay, cool. The speakers burst into life above you.

HELEN

Haha.

ALEX

No, they really, really do.

HELEN

What?!

BEN [also impersonating Richard Ayoade]

Incredible! And Shoin sounds like Richard Ayoade!

(Group laughter)

'Hello! Hello! Right, oh! So very awkward!'

LYDIA

We can't... you have to cut that and our suggesting it and just do it!

ALEX

I mean, I'm going to. That was basically the voice I was going for!

LYDIA

Okay!

BEN

Don't cut it! We have a premonition. We are all so genre-savvy!

BRYN

Shoin is clearly an irritating nerd – who would have guessed... ?!

BEN

Ayoade's lovely!

ALEX (also as the voice over the tannoy)

And what comes next? 'How on earth did you make it this far?'

BRYN

Oh, he's more irritating than Richard Ayoade!

ALEX

And I'll take a break there!

So the voice, yes, it echoes out via the speakers.

LYDIA

In what language?

ALEX

Japanese.

BRYN

I think you're the only one who speaks that...

HELEN

Yeah.

ALEX (as the voice over the tannoy)

‘How on earth did you make it this far? Wait, okay, who... hello! Okay, ha haaaaaaa... I see you made it this faaarr... shut up, shut up, shut up, shut up, shut up, shut up, shut up, yeaaaahhhh! Shut up, shut up!’

LYDIA/CEL

‘It’s Shoin...’

ALEX

... and then the speakers die.

LYDIA

... Cel says.

BEN/ZOLF

‘Are you sure?’

BRYN/HAMID

‘That was what we heard.’

LYDIA/CEL

‘Yeah, that was definitely Yoshida, yeah! I know... we would...’

BEN/ZOLF

‘Right? Good. Knows we’re coming!’

ALEX (as Shoin)

‘How did you find the puzzle? Was it good?’

BEN

Is that a different voice?

ALEX

No.

BEN

Okay!

ALEX

It was just bad acting, there!

BEN

No, no. It’s okay! Because it sounded like you were having an argument so I don’t know if...

ALEX (also as Shoin)

... no, no, it’s one person. ‘How did you find the puzzle? Was it exceptional? I bet it was! Ohhh, I bet you loved... Shut up, shut up, shut up, shut up, shut up...’

BRYN/HAMID

Rusty Quill Gaming – [142] – [Splashing Around]

‘Most of us can’t understand you!’

ALEX (also as Shoin)

‘... shut up, shut up...’ Speakers have gone again.

LYDIA/CEL

‘I don’t... I don’t...’

BEN/ZOLF

‘What’s he talking about?’

LYDIA/CEL

‘He was just saying, “did you enjoy the puzzle” ...’

BEN/ZOLF

‘No!’

LYDIA/CEL

‘... and, “Well done” and, “That half-elf amongst you is devastatingly attractive and brilliant and, really, everyone should listen to them more” ...’

(Group laughter)

BEN/ZOLF

‘Now, I’m no expert, but I don’t think that is what was said.’

Rusty Quill Gaming – [142] – [Splashing Around]

LYDIA/CEL

‘No, he’s just being strange!’

BEN/ZOLF

‘Right. Well let’s do it quickly before he un-stranges himself to being harmful to us, I suppose!’

HELEN/AZU

‘I am going to shake him.’

BEN/ZOLF

‘Good! Shake him into my fist!’

HELEN/AZU

‘Yeah!’

BRYN/HAMID

‘Back through the tilt room or through the entrance?’

LYDIA

Does the lab have other... ?

ALEX

Yes, it does.

LYDIA

Yes!

BRYN

Oh, okay.

ALEX

Yes, so there is an entrance exactly opposite, and there is one on the right hand side of the room. You would have to swim to both of them. There is no walkway between them, and they appear to be slightly lower than the door you've come in.

BEN

When you say swim do you mean, like, actually swim or is it wading for some...

ALEX

You're about 20 feet up in this room, which is completely filled.

BEN

Okay, fine.

ALEX

The door to the right-hand side, it is roughly halfway up the door. The room on the far side, it is to the very top level of the door. So you would have to swim to either, and...

[0:32:21 talking over one another]

BRYN/HAMID

‘Opening either of those doors is a bad idea – we should go back.’

BEN/ZOLF

‘Yeah, you’re right. I’m not going to muck around with water. Maybe we should do the right-hand side?’

BRYN/HAMID

‘Yeah, go right back to where we found the guy with the bolt through his head?’

BEN/ZOLF

‘Yeah. I mean, where is he getting his supplies from? Because, like, if this is all full up with water, it doesn’t look like the elevator’s been used at all, like, he’s getting his supplies from somewhere or otherwise he would have died, unless he’s in some sort of survival bunker with food for a decade and nothing else, and then he’s gone mad because he’s on his own and is now doing puzzles for adventurers, or something?’

LYDIA/CEL

‘That does sound possible!’

HELEN/AZU

‘Very possible.’

(Group laughter)

HELEN/AZU

‘Yeah. Also, you know, there might be an exit that we haven’t seen...’

BEN/ZOLF

‘But then how is he still causing an active problem? He should just be holed up here and being annoying!’

BRYN/HAMID

‘Well there’s a tunnel to the mainland somewhere, as well, remember.’

HELEN/AZU

‘Yeah. So, onto the other side.’

BEN/ZOLF

‘Arrggh, are you saying we could have just not bothered with all of this and just gone through the tunnel to the mainland?’

BRYN/HAMID

‘Well, we...’

LYDIA/CEL

‘You discussed that, right? Like, you discussed it...’

BRYN/HAMID

Rusty Quill Gaming – [142] – [Splashing Around]

‘We discussed it, but we didn’t know where the entrance was...’

BEN/ZOLF

‘No, I know, I know...’

BRYN/HAMID

‘... too obvious.’

BEN/ZOLF

‘... I know we couldn’t have known, but oh, if that had been the case!’

LYDIA/CEL

‘Have you considered other careers than adventuring?’

(Group laughter)

‘It seems that you’re not really enjoying it.’

BEN/ZOLF

‘Right, okay, so this isn’t really a career, this is more of a thing that I have to do because the world has ended.’

ALEX

Skraak, kind of, waddles over and tugs on Cel’s coat...

LYDIA/CEL

Rusty Quill Gaming – [142] – [Splashing Around]

‘Hello, buddy!’

ALEX

... points at Zolf and then just does a sad face.

(Group laughter)

LYDIA/CEL

‘I know, buddy, I know!’

BEN/ZOLF

‘This isn’t something I enjoy, but it’s something that’s necessary so we can build a better world after this. But, remind you, Europe, North Africa, and Eastern Asia have just fallen over.’

LYDIA/CEL

‘Well...’

BEN/ZOLF

‘So, yeah, that’s why I’m doing it.’

LYDIA/CEL

‘... try and be cheery about it?’

HELEN/AZU

‘I don’t think he needs to be cheerful about it.’

BEN/ZOLF

‘Come on.’

LYDIA/CEL

‘Okay. Just gonna go over here and save the world while being cheery again, I guess...’

ALEX

Ben, I want you to know. I am happy for you to continue the mechanical advantages of being grief-stricken because you are putting your legwork in on the RP side!

(Group laughter)

You’ve managed to dodge a conversation about class abilities for another few sessions...

BEN

Ah, yeah – I may have changed what I care about, but it doesn’t mean that I’m just happy!

ALEX

That’s all I wanted to know!

BEN

Just sort out...

ALEX

So, are we doubling back all the way to Bolty?

LYDIA

Yeah.

HELEN

Bolty! Yeah.

ALEX

Okay. So you head all the way back to Bolty without any incidents and it goes quite easily. Assuming you check the doors for traps, whoever's checking, do the roll...

[Sound of dice being rolled]

BEN

[Laughs]

Bryn's seems [0:34:33]!

(Laughter)

BRYN

27.

ALEX

27? There is a trigger. It is broken.

BRYN

Right. I say that.

BEN/ZOLF

‘Right, let’s open the door, then.’

ALEX

Opening door. Door opens easily. It has not rusted it is actually in fairly good condition. You couldn't have known from the other side, but yeah, it’s good. It’s fine!

BEN/ZOLF

‘Right, good start.’

LYDIA/CEL

‘I’m just wondering if maybe one of these vials was filled with like, grumpy powder, and that’s actually there, and... ‘cos that, you know, it affects the party, you know? I’m just saying that, like, we could be in the moment, because you never know what’s going to happen next. Weird stuff happens all the time.’

HELEN/AZU

‘Not all of us can have your sunny disposition.’

LYDIA/CEL

‘It took a while to get there.’

BEN/ZOLF

‘Alright!...’

HELEN/AZU

‘Not all of us are there.’

BEN/ZOLF

‘Maybe some of us are on that journey, okay, so... I’m not going to escalate any of this but c’mon... seriously. C’mon!’

HELEN/AZU

‘Let’s get the job done, alright?’

ALEX

Okay. So you open the door and head inside. Yeah?

LYDIA

Yeah.

ALEX

So, in this one you encounter what appears to be the end of a mechanical conveyor-belt. So, there is a... what appears to be a non-active conveyor-belt that leads out of this room and towards the centre of the complex. It is not active. In terms of this room, there is also another door on the very, very far side, as in, directly opposite to the door you came in, but in terms of exits, there's the conveyor-belt that leaves this room and there's the door. There are a lot of boxes which are intact. This room has not been leaked – it's actually in better maintenance than the rest. A lot of crates around the outside and what appears to be a pile of broken glass is in one corner, but it appears to have been swept there, like, it appears to actually be actively put there rather than just randomly set there...

[Zolf sighs]

BRYN/HAMID

'Shall we look through the boxes and the crates quickly?'

HELEN/AZU

'Yeah, let's open a few, yeah.'

BEN

While they're having that, I'm going to quickly try and grab Cel.

ALEX

Sure.

BEN/ZOLF

‘Look. I’m gonna stop, but I wanna have a conversation about this afterwards, I don’t want this to affect us for, for now, but, you know, I’m gonna... yes, I’ll try to keep a lid on it, okay? But...’

LYDIA/CEL

‘Just — sometimes you gotta do hard things!’

BEN/ZOLF

‘Yeah, I know. I know. I know — we can deal with this after we’ve done this, okay, but for now, fine... I’ll, I’ll keep a lid on it, alright? Good. Let’s, let’s get on.’

LYDIA/CEL

‘Would you like a potion?’

(Laughter)

BEN/ZOLF

‘No, I don’t want a potion.’

LYDIA/CEL

‘I have some fun ones.’

(Laughter)

BEN/ZOLF

'I wanna stay focussed, but I might take you up on that afterwards.'

ALEX

This one's called Zoprac – it'll cheer you right up!

(Group laughter)

LYDIA

I mean, one of them is waterproofing!

ALEX

Oh, there you go!

LYDIA

I'm not telling anyone else I've got that because I've only got one!

ALEX

The crates are full of what seems to be potions. One of them you recognise immediately as, you know those syringe things that were kicking around with the potion?

BRYN

Oh yeah.

ALEX

One of them is just chock full of them.

HELEN

Mmm hmm.

ALEX

Another one, also chock full of them – they’re actually, kind of, the predominant ones. There is another one which has a, sort of, marker on the top in Japanese. Another one beside it in Japanese. The best way I can describe it is one of them just says the words ‘Mega-potion’ in quotation marks...

LYDIA/CEL

‘Yeah, we’ve got mega-potion and we’ve got run away.’

ALEX

And, yeah, there’s another one which is run away, yeah.

LYDIA/CEL

‘Well...’

BEN/ZOLF

‘What I would say is that these are supplies for this, you know, the staff here. Take everything you want and I’m going to break it all.’

Rusty Quill Gaming – [142] – [Splashing Around]

LYDIA/CEL

'Oh, that's a great idea actually, yeah!'

HELEN/AZU

'I would like to acquire some more mega-potion.'

LYDIA/CEL

'I'm, I'm... I would like...'

ALEX

I'm not going to tell you what they do, but you just add, realistically, as many as you want to you...

BRYN

We have whole bags of...

[0:38:01 talking over one another]

ALEX

... as long as it is a sensible amount, you know, you're not putting 17,000, you're fine!

HELEN

Okay. I'm putting in ten.

BEN

20 of each?

ALEX

I'm absolutely fine with that.

LYDIA/CEL

'I'm going to put 20 mega-juice because getting big is something that I like to do!'

ALEX

You've now explored the room. You've now helped yourself to an enormous amount of potions...

BEN

Erm, these are non-magical containers, right?

ALEX

The crates? Yep, they're just crates.

BEN

And, like, the syringes and all this kind of stuff.

ALEX

It's all good.

Rusty Quill Gaming – [142] – [Splashing Around]

BEN

The glaive is magical and I cut through all the needles on the injectors and...

ALEX

There are no injectors, this is just vials.

BEN

Oh, they're just storage of... er...

ALEX

Just vials.

BEN

I just kinda... I don't set it on fire because that would be dumb, but I just, like, the place would just go [*bdup, badupp, brdupp...*]...

ALEX

You can stick your glaive in...

LYDIA

Yeah!

ALEX

... wiggle it around in those...

(Laughter)

BEN

Yeah, I just break everything. I just break everything.

ALEX

It's easy.

BEN

Smash it all up!

ALEX

You smash it up!

HELEN

Once Azu sees Zolf doing that, she is also going to start smashing things and just go adventure!

[She makes grunting sounds with the effort of smashing up the vials and crates]

BEN/ZOLF

'If we come across, yeah... if we come across any supplies that we have not yet nabbed a load of, nab those as well.'

LYDIA/CEL

Rusty Quill Gaming – [142] – [Splashing Around]

Once you've don't that, so Cel says, 'Next time, before you do that, can you check with me that the stuff won't go airborne when you smash up a vial? Because, like, if this was some of my other potions, we would be having fun right now!'

BEN/ZOLF

'Right, fair enough.'

[Helen laughs]

'Also, if you come across anything that could be transmitted in an airborne way, tell us off the bat!'

LYDIA/CEL

'Yeah!'

BEN/ZOLF

'We'll both be, you know, we'll both be...'

ALEX (also as Shoin)

The speakers spark to life. 'Right, okay, so we are going to...'

BEN/ZOLF

'Oh, shut up!'

Rusty Quill Gaming – [142] – [Splashing Around]

ALEX (as Shoin)

‘... to pages 3 because we are way ahead of schedule! Okay, right, so...’

BEN/ZOLF [talking over Shoin]

‘Shall we just go on? Let’s not listen to this.’

BRYN/HAMID [also talking over Shoin]

‘We still can’t understand what he’s saying!’

ALEX [as Shoin]

‘... the first thing that you will find is a way through the mire, but only if you do not find yourself upon a tyre!’

(Group laughter)

And then they cut out...

BRYN/HAMID

‘So, is he saying anything useful?’

LYDIA/CEL

‘No!’

(Laughter)

BEN/ZOLF

‘From now on, shall we just ignore what he’s saying until, if you ever hear him say anything important, let us know, but we’ll just... he’s background noise!’

LYDIA/CEL

‘Yeah, he said something about the mire – I dunno, maybe something’s gonna be wet?’

BEN/ZOLF

‘Right.’

HELEN/AZU

‘We are on the sea bed!’

BRYN/HAMID

‘A mire!’

BEN/ZOLF

‘Is he telling us riddles?’

LYDIA/CEL

‘Yeah...’

HELEN/AZU

‘Oh no...’

BEN/ZOLF

‘Is he trying to run some sort of game?’

LYDIA/CEL

‘I really don’t think...’

HELEN/AZU

‘Can you imagine that? Someone trying to run a game?’

BEN/ZOLF

‘Yeah, is he trying to be the master of this dungeon?’

(Laughter)

‘Honestly, what kind of idiot would spend all of their time doing that? Ugh!
Right, anyway, let’s open this door, check for traps...’

LYDIA/CEL

Cel brings out, like, a little map that they’ve drawn and it completely is
incorrect. ‘Like, I mean, I’ve been trying to keep up, but it’s...’

BEN

22 to look for traps.

ALEX

22 to look for traps. There is a trap.

BEN

You!

(Group laughter)

You... Alex!

(Laughter)

ALEX

What? There's a trap!

BEN

Jest...

ALEX

There is! There's a trap! There's a trap there!

BRYN

I'm not... I'm now...

BEN

I generalised 'you'!

BRYN

Rusty Quill Gaming – [142] – [Splashing Around]

I point out the trap.

HELEN/AZU

‘Okay.’

BEN/ZOLF

‘Right.’

LYDIA/CEL

‘Do you want to disable it?’

BEN/ZOLF

‘I mean, yeah! Yeah!’

[Sound of dice being rolled]

That was a 16.

LYDIA

So that’s 31.

ALEX

You are able to disable the trap. It’s not a nice one.

HELEN

Oh!

ALEX

With that roll, you are not able to harvest from it which, by the way, is unusual. That means it's a very good trap.

LYDIA

Yeah!

ALEX

It appears to be some kind of very, very well-maintained poison distribution thing, which basically would have sprayed on you as you opened the door.

LYDIA/CEL

'Okay, folks, just to, like, this... this was up to date and this is deadly stuff, like, I'm not going to keep this...' Doesn't let them know that they could have...

ALEX

You know what, I will allow you... give me a Knowledge Alchemy to at least determine what was in it...

[Sound of dice being rolled]

... but you're not going to be able to harvest it.

LYDIA

What was that?

BRYN

You rolled a five.

LYDIA

Just to let the listeners know, I *can* read numbers, I just keep rolling them too far! My maths skills have not degenerated *that* much!

(Laughter)

BRYN

But your strength is through the roof!

(Group laughter)

LYDIA

Well, to be fair...

BRYN

And my eyesight's got very slightly worse!

LYDIA

22.

ALEX

22?

LYDIA

Yeah.

ALEX

You are not able to determine what poison it is...

LYDIA/CEL

‘I don’t know what this is – it’s probably very bad...’

ALEX

... because it’s... but you also know that the fact that you don’t know what it is means it’s really obscure. That normally means awful!

HELEN/AZU

Mmm...

LYDIA/CEL

‘... so this is bad, but then that’s not too surprising because Shoin was always, like, he...’

BRYN/HAMID

‘I mean, this being a good trap at least means we’re probably heading in the right direction.’

BEN/ZOLF

‘Well, it means we’re in the danger-zone, right?’

BRYN/HAMID

‘Yeah. So it’s good!’

(Group laughter)

BRYN

Me and Helen just started... I’m into the danger-zone...!

(Laughter)

ALEX

Excellent, my plan worked!

LYDIA/CEL

‘I mean, just so... like, I know he’s being an idiot and he’s annoying you, I can see that there’s some stuff here, but he was good at what he did.’

BEN/ZOLF

‘Sure, so we should be careful from now on.’

LYDIA/CEL

‘But the stuffs, yeah, the stuff may be dangerous.’

BEN/ZOLF

‘Alright. I’m not going to take him seriously, but I am going to take what he built seriously.’

HELEN/AZU

Mmm hmm...

LYDIA/CEL

‘That’s probably a good idea, yeah.’

BRYN/HAMID

‘Alright. Okay, let’s open this door then!’

BEN/ZOLF

‘Let’s go!’

HELEN/AZU

‘Alright!’

ALEX

So, you start to open the door...

[creaking sound as a heavy metal door slowly opens]

... and then you open the door and the second trap goes off...

[Gasps]

BEN

Who is opening the door?

BRYN

So, in general, I've been suggesting that Azu opens the doors because there's all these strong wheels and they might need a bit of muscle behind it?'

ALEX

I am perfectly fine with to retcon whoever's in front of the door, it really doesn't bother me. I am happy to say, like, at the risk of slight spoilers, this isn't going to kill anyone so whoever's up front, it doesn't matter on this one.

HELEN

I am happy to have been opening them because that makes the most sense.

BEN

Sure.

BRYN

Yeah. I look for traps. Cel gets rid of traps. Azu opens doors.

[0:43:01 all talking over one another]

BEN

And I complain!

LYDIA

A team, a team!

(Laughter)

ALEX

Okay, so, who was opening the door, one more time?

HELEN

Me.

ALEX

Okay, cool. So you open the door. You are the first person to see. It is a large room full of mannequins who are all in dance positions...

[everyone shrieks!]

(Group laughter)

BRYN

Wow! Helen's face!!

HELEN

What the *what*?!!

ALEX

... As...

HELEN

What the *WHAT?* You've been going through my nightmares?!

(Group laughter)

ALEX

... as the door opens...

LYDIA

... he keeps a file on you!

ALEX

... they begin to jerkily dance with one another – really badly! A few of them are broken and just grinding [*makes grinding noise*], it's not really working.

LYDIA

So twerking?!

(Laughter)

ALEX

And then a very, very thick gas...

LYDIA

... it wasn't actually a twerk, you just should have just seen what Alex was doing!

ALEX

... begins to pour from the ceiling in four vents, and begins to fall down into the room. You can all tell immediately it is heavier than air and it is behaving quite strangely for a gas, in that it is kind of almost plopping. It is a gas, but it seems *verrrrry* heavy in some way and the dancers continue to jerk through the room...

HELEN/AZU

'Let's back out! Back out, back out!'

LYDIA/CEL

'Yep!'

ALEX

... and they just start dancing around.

HELEN

I close the door again.

LYDIA/CEL

'Some sort of nightmare room over there!'

BEN/ZOLF

‘Via the conveyor-belt?!’

HELEN/AZU

‘I don’t want to find out where that gas was, or what those dolls are...’

LYDIA/CEL

‘The conveyor-belt is probably how he gets his food so it probably goes straight to him.’

BEN/ZOLF

‘Right, let’s go on the conveyor-belt, I’m not dealing with this... another... I’m not dealing with a puzzle. I’m not playing this game.’

ALEX

Okay. In which case, then, who is in the lead?

BRYN

How big is the opening to this conveyor-belt?

ALEX

It is large enough for the crates to move through, so it’s large enough for all of you. A medium creature can comfortably crawl through it...

HELEN

Ohhhh, ho ho...

ALEX

... but it is a crawl, not a walk upright.

BRYN

Erm, I mean, is Azu going to go for it?

HELEN

Yeah!

BRYN

Cool! And that gives you your answer!

ALEX

Okay. Give me a Perception Check.

[Sound of dice being rolled]

HELEN

That's a 12.

ALEX

Okay, cool. So, you start crawling down. It's genuinely not as claustrophobic as it could be, like, it's...

HELEN [sarcastically]

Oh, yay!

ALEX

... you can't stand up, but it's quite spacey, you know what I mean? You are not mechanically squeezed, so that's a thing...

HELEN

Good.

ALEX

... however, as you're crawling through, you do hear a *[pft-thunk...]* as you have clearly set something off. What's your AC, bearing in mind you will be taking penalties...

HELEN

[Rolls dice]

... the heaviest of sighs... 18.

ALEX

It really helps when people... well, I say people, when things miss a lot? It makes life much quicker and easier.

BEN

So, we've got to the stage now where Alex doesn't want to actually engage with the system anymore.

(Group laughter)

ALEX

Well, the issue is, the issue is, certain things take bloody ages.

(Laughter)

BEN

So basically you want to design the narrative, but when the narrative goes off you're like 'Ughh, I have to go look for rules now!'

ALEX

A little bit, yeah!

(Group laughter)

ALEX

Erm... I need a D4.

BEN

Well, why bother now, Alex? Maybe we should just have no traps or traps that just kill us.

(Group laughter)

ALEX

Well, ideally...

BEN

Yes, it's just exclusively roll or die traps from now on!

ALEX

If people wouldn't complain, I'd be well up for that! You are crawling through, and then something clanks straight into the side of your armour, hard, and manages to get through.

HELEN

Ooof...

ALEX

And it immediately begins to burn where it has made contact. You manage to pluck it out, however, you take eight Acid Damage and can everyone please roll me Initiative.

[Sound of dice being rolled]

HELEN

Oh no, fighting acid. Okay.

BEN

16.

BRYN

22.

HELEN

18.

LYDIA

10.

ALEX

[Rolls dice]

Skraak is on...

HELEN

Ohh, I forgot about Skraak!

ALEX

... a nat 20... 'cos Skraak's awesome!

[The players whoop and holler]

Rusty Quill Gaming – [142] – [Splashing Around]

BEN

Skraak is here!

(Group laughter)

HELEN

Yeah, he can't do much, can he?!

LYDIA

Skraak is... here!

ALEX (also as Skraak)

So the initiative order is [0:46:34]! So, Skraak reacts first. 'Skraak' and does nothing.

HELEN

Aww...

ALEX

Hamid, you're up! You have heard a yell from Azu.

BRYN/HAMID

'Are you okay, Azu?'

HELEN/AZU

'No, acid!'

ALEX

What do you do?

BRYN

I get out of the way, so someone who can help can get to her.

ALEX

That's fine. Azu, you are up. You are currently on all fours, have been hit by something, and are currently still actively burning from whatever has hit you and facing away from the party and will need to back up if you want to back out the way you came in.

HELEN

Can I turn round and look at the thing that hit me?

ALEX

Er, yes, there is enough space to do that. You appear to have been hit by some kind of strange looking arrow.

HELEN

I pull the arrow out.

ALEX

Cool. So, you yank the arrow out. It appears to be some kind of syringe-based arrow...

HELEN

Oh...

ALEX

... you still have a move action. I'm going to say that pulling an arrow out in such a way that it doesn't immediately, like, tear you open is going to take an action.

HELEN

(laughs)

Yeah!

ALEX

It is still pumping out a little bit of this acid...

HELEN

Eeurrggh!

ALEX

... which is still burning you.

HELEN

Ugh! Are you saying I have a move action left?

ALEX

Yes.

HELEN

How far along the conveyor, like, the tunnel thing, like, can I see light at the end?

ALEX

You are, like, 15 feet in and it's still dark up front, but you could easily back out backwards.

HELEN

Oh, we're fighting in the tunnel. Well, the thing is, everyone's behind me so I can't back up unless I just shove my bum into all their faces!

BRYN

I have literally spent my turn moving out of the way, so.

HELEN

Oh! Okay, I'll do that!

ALEX

You start backing up?

HELEN

Yeah!

ALEX

Okay, cool.

BRYN

Do we move half-move speed if we're crawling?

ALEX

Yeah, so you're basically at the entrance, but you're not out of the tunnel yet.

HELEN

That's okay.

ALEX

In which case, then, Azu has backed up. Zolf?

BEN

Oh, drag Azu the rest of the way out of the tunnel.

ALEX

Okay, that's absolutely fine.

HELEN

Thank you, I appreciate that!

ALEX

I need to do a quick roll...

[Rolls dice]

BEN

You're welcome!

(Helen laughs)

ALEX

In which case, then, you manage to, yeah, yank Azu out of the tunnel. You were the first one, weren't you?

HELEN

Yeah.

ALEX

As you are yanking, your flailing arm manages to catch a second tripwire that you managed to crawl past the first time...

HELEN

That is uncalled for!

ALEX

... a grate slams down, now separating Skraak and Hamid from Azu and everyone else.

HELEN

This is the worst thing in the world.

BEN/ZOLF

‘Oh, for goodness sake!’

(Laughter)

ALEX

Cel.

LYDIA

Er....

ALEX

What are you doing?

LYDIA

... er...

ALEX

Azu, you are still in the active pain. It hasn't lessened since removing the bolt. It's not your turn, I'm just making you all aware.

HELEN

Okay.

BEN

Do you look, like, dithery?

LYDIA

Yeah!

BEN/ZOLF

'Get 'em out with acid. Burn the grate or something!'

LYDIA/CEL

'I don't... what?!'

BEN/ZOLF

'Hit is with a fire axe, then!'

[clanging sound of metal on metal]

ALEX

Clang clang clang clang clang... That's fine. It hurts your hands non-mechanically.

LYDIA

Yeah.

ALEX

In which case, then, Azu.

[Rolls dice]

HELEN

This is gonna burn a hole in me.

ALEX (also as Skraak)

You take seven further Acid Damage as it continues to burn you, by which point Skraak immediately looks at the grate, looks to Hamid and then just goes, 'What now?'

BRYN

Who's Initiative action is it?

ALEX

Technically, Skraak's! Now, it's Hamid's!

Rusty Quill Gaming – [142] – [Splashing Around]

(Laughter)

BRYN

I start casting Acid Splash at the grate over the vent...

ALEX

Okay.

BRYN

... angling it away so that no acid splatters through.

ALEX

Yep. You start spraying through it. In which case, I am going to move onto Azu. You are still burning!

HELEN

I am going to take my thingy off and look, and hope maybe...

ALEX

Okay. To properly take it off does take, like, five minute or so because it's strapped and bolted, and so on.

LYDIA/CEL

'Can you just heal yourself?'

HELEN/AZU

'I think I need to get the acid off.'

LYDIA/CEL

'Ah.'

HELEN/AZU

'There's a hole...'

BEN

Can Zolf still create water?

HELEN

Yes, can you create water inside...?

(she laughs)

BEN

Pressure wash! I don't think that's how you deal with acid, I think that makes it worse depending on the type of acid, but if it's hydrochloric acid then that makes it much worse! Erm, so no. What I am going to do is wait for my Initiative.

(Laughter)

ALEX

What are you doing, Azu?

BEN

I mechanically cannot do anything until...

ALEX

The man is not wrong!

BRYN

Taking your armour off is one round per bonus of the armour...

ALEX

Yes.

BRYN

... putting it on is one minute per piece of armour.

ALEX

Oh, no. That's a fair point, actually. So, how much... what do you... ?

BRYN

It's like a plus five armour thing.

ALEX [to Azu]

You have full plate, right?

HELEN

Agile half-plate.

ALEX

Agile half-plate is plus eight with a plus one for the magic. Yeah, so it's eight rounds it will take you to take it off.

HELEN

Wow!

ALEX

Yep!

HELEN

Yes, that makes the most sense. I'm going to do a little panic.

ALEX

And then start taking it all off?

HELEN

Yeah.

ALEX

Okay, cool. That's fine!

HELEN

(laughs)

A little panic... haha, whhoooeerrr!

ALEX

Zolf, you're up.

BEN

I'm going to do a Heal Check on Azu.

ALEX

Yep, that's fine.

BEN

[Rolls dice]

19.

ALEX

Azu has been hit by a potent acid. You were right to probably not pour water on it. That probably will make it worse, certainly from what you know of Yoshida, that's exactly his kind of sense of humour. The best thing that you can realistically do at this point is, if you have a way of neutralising it, like, if there was one in the boxes, possibly, but you've already checked those, or get

the armour off and literally scrape it off, will be the best. You also know that this kind of thing wouldn't last forever, it can't. It could burn itself out, but it depends how extreme he's gone in terms of acids.

BEN

Cool. Is it still okay if I assist with taking the armour off and that speeds it up? I don't remember by how much...

ALEX

... it will, it will kick in from the next time that Azu starts taking the armour off. She will be doing so quicker. Yes, that's fine. In which case, then, Cel, you're up.

LYDIA

What does a potion called 'antidote' do?

ALEX

You do not know.

LYDIA/CEL

'I got this antidote thing, but I dunno what it does – it might make things better.'

HELEN/AZU

'It might make things worse!'

LYDIA/CEL

‘It might, that’s true. I hadn’t thought of that.’

ALEX

Look, six seconds – we’re keeping these short. What are you doing, Cel?

LYDIA

Then just not... Getting out the way!

ALEX (also as Skraak)

Cool. Skraak continues to hold his action, staring at Hamid going, ‘Hmmm...’

BRYN/HAMID

‘We’ll be fine, Skraak.’

HELEN

Aww...

BRYN

I cast Acid Splash again.

ALEX

Okay, that’s fine. Azu. Do you continue to take your armour off?

HELEN

Yeah, I think that’s my best course of action.

ALEX

You are doing so at double speed because you are being helped. Six five.
That's fine. I have to roll the damage.

[Rolls dice]

You only take five Acid Damage this time.

HELEN

Hooray! So bitter every time I get hurt!

(Laughter)

ALEX

Zolf, you are assisting. Cel, what are you up to?

LYDIA

Just looking around and checking no gas is coming through from the other
thing...

ALEX

That's right. You said you closed the door. There is no gas coming through.

LYDIA

... not helpful in this scenario...

ALEX

That's fine.

LYDIA

... so just, like, cheering them on!

(Laughter)

ALEX

And, I loop back round. Skraak does nothing. Hamid continues. Azu continues to take her armour off.

HELEN

Mmm hmm...

ALEX

[Rolls dice]

Take a further four Acid Damage. The last one of, unless anyone does anything magically wonderful in the meantime, seven Acid Damage, at which point you manage to drop your Agile half-plate to the floor and I'm going to drop half Initiative at this point, I only have to do it to damage track. I am assuming that you proceed to do the thing that you already...

BEN

Er, take a cloth, ram it in there...

[hissing sound]

... pull it out again. It hurts.

ALEX

Rinse, well, no! Just repeat, don't rinse!

BEN

Yeah, do field triage. It's not pleasant, but I guess it'll work.

ALEX

Yep, and it immediately, just having the cloth there taking away and, like, maybe using a fresh bit of cloth, immediately deals with the problem. It instantly stops hurting, but there was no way you'd have been able to do it whilst wearing your armour. Never in a million years.

HELEN

Okay. Azu's very sad that there's a hole in her armour!

LYDIA

Isn't it magic? It'll heal.

BEN

Yeah, it'll start repairing itself!

HELEN

Oh really?! Is that what it can do?!

BEN

It'll slowly grow back together.

ALEX

It is already doing so and well on the way to being healed again.

HELEN

In which case, she is not sad!

(Laughter)

ALEX

Magic armour's the best! Also resizes!

BEN

Right, what are we doing?

HELEN

Fine, I'm just gonna, I'll drink a potion just in case.

BEN

Yeah.

HELEN

That's the idea!

[Sound of dice being rolled]

BRYN

Oh no...

BEN

Oh wow...

BRYN

Garbage roll!

One, one, two.

HELEN

That's almost, that is... wow!

BRYN

Almost the minimum, nine!

BEN

Wayhey!

HELEN

Alright.

ALEX

Do you peel off again?

HELEN

Yeah.

ALEX

I just need to know.

[Sound of dice being rolled]

BEN

There you go!

HELEN

Slightly better. 15...

BEN

20.

HELEN

... yeah, 20.

ALEX

Okay, there you go – you're in a better position.

HELEN

Way better! 68, fantastic!

BRYN

I'm still acid-ing away the grate that dropped over the conveyor-belt.

ALEX

You are becoming aware of the fact that it is having no effect on the grate whatsoever.

BRYN

I'm going to go up to the grate with a fire-axe and the grate is, like, shot down, right?

ALEX

So the best way to describe it is it's kind of like a teeny tiny portcullis.

BRYN

Sure.

ALEX

It is shunted down...

LYDIA

Can we lift it up?

ALEX

... and has filled the conveyor space. It is wide enough to fit a hand through, but it is not wide enough to fit anything more than, say, like a forearm through.

LYDIA/CEL

'Shall we try lifting it?'

BEN/ZOLF

'That's a good point, actually, yeah, let's give that a go!'

BRYN/HAMID

'Yeah, my acid doesn't seem to be affecting it and I wonder if it's made of a...'

BEN/ZOLF

'Adamantine? Everything's made of Adamantine at the moment!'

BRYN/HAMID

'... well stronger metal than normal, anyway!'

HELEN

Yes, should be hard.

BEN/ZOLF

'If we go straight with the bicep.'

ALEX

Okay, I can... it is wide enough for two people to try on one side, so it could be Hamid, and Azu and Cel or Zolf, but...

BEN

... I think it's probably Zolf!

ALEX

Okay, in which case, then...

[Sound of dice being rolled]

LYDIA

Zolf raises their scrawny arm!

(Group laughter)

BEN

Okay, come on, Cel, we're gonna help!

LYDIA

You go first!

ALEX

As a reminder, this is Pathfinder not 5E, meaning that we are rolling and getting a minor bonus, we're not...

BRYN

Who is primary actor? I would say Azu is the primary actor.

ALEX

You are objectively correct.

BRYN

I'm the primary actor on the other side!

ALEX

You are correct!

BEN

Also, mechanically, it could be me as well as although her, you know, strengths that are technically higher, we still have the same bonus, so for the sake of rolls, like, realistically, pragmatically, we are the same.

BRYN

Azu's stronger than you.

HELEN

It's still mine!

BEN

I'm also wearing a belt. I don't have big rippling muscles!

ALEX

Skraak sails to aid!

(Laughter)

BEN

Ahhh, I fail to aid!

HELEN

Am I rolling just a Strength Check?

ALEX

Yeah.

HELEN

Okay.

ALEX

In fact, I think what Skraak...

BRYN

Hamid rolls 12...

ALEX

... Skraak doesn't hinder. I think what Skraak mostly does is has misunderstood what is happening and is pulling on Hamid while Hamid is lifting the grate...

(Laughter)

LYDIA/CEL

'Aww, buddy!'

BEN

11.

HELEN

17.

ALEX

17? This thing doesn't even move!

HELEN

Oh no.

ALEX

Like, I mean, it doesn't even give a groan. Nothing!

BRYN

Could you wedge your glaive in and, like, lever it, maybe, rather than just pure muscle power?

BEN/ZOLF

Just give me a run up! Wielding my glaive like a baseball bat, I am going to charge the... 'Skraak, back off a bit...'

ALEX

The glaive being a reach weapon in your inner tunnel that's wide enough for...

BEN

Nope, I'm in a room! Yep, it's gonna be on fire, it is a magical weapon. I take a charge and baseball whack it!

[sound of something hitting metal hard]

ALEX

Okay!

BEN

I take an attack and see if it dents it.

ALEX

In which case, roll Damage.

BEN

Yo, I didn't expect him to say that, er...!

(Laughter)

... I wish I was ready!

[Rolls dice]

... er, 14.

ALEX

14? It doesn't do anywhere near the as much damage as it should, but it does seem to have to have a very small effect on one bar.

[Ben sighs]

I mean, if you were going to do this, two things are going to happen – you are going to get exhausted...

BEN

Yeah, yeah, yeah...

ALEX

... but you might... it's not physically impossible, but barely.

BEN/ZOLF

'Ugh, we might get through this eventually, but this is going to take ages. I'll try levering it. Azu, if you jump on here as well... it's long enough for a lever...'

HELEN/AZU

'Yep.'

ALEX (as Shoin)

'I think you'll find the dance is quite exceptional. How do you move, how do you dance when you can't see what you're doing?! Hahahahaha!!'

BEN/ZOLF

'Still can't understand you!'

ALEX (as Shoin)

'Shut up, shut up shut up... shut up, shut up!'

LYDIA/CEL

Rusty Quill Gaming – [142] – [Splashing Around]

‘Actually, this is quite relevant! So, he’s saying if you can’t see what you’re doing so, the gas may only be, just, a blinding thing...

BEN/ZOLF

‘Right.’

LYDIA/CEL

‘In which case we could probably do it, if it’s not, like, a go mad or a poison...’

BEN/ZOLF

‘Great.’

LYDIA/CEL

‘... like, that could be, I mean, I could test it on myself!’

BEN/ZOLF

‘Let’s do that once we get Hamid out.’

LYDIA/CEL

‘Sure. But also if we can’t get him out we might need to meet at the other side.’

BEN/ZOLF

‘Maybe, but let’s try.’

LYDIA/CEL

Rusty Quill Gaming – [142] – [Splashing Around]

‘Okay.’

ALEX

Yes.

BEN/ZOLF

‘Right. Lever Check for both of us.’

ALEX

Okay, give me another Strength Check from everyone, please.’

[Sound of dice being rolled]

(Laughter)

HELEN

Oh dear!

You can’t help us.

ALEX

Skraak fails to aid...

BEN

Also you can’t aid, you have no purchase on the frame...

ALEX

He can try and...

[0:57:51 talking over one another]

BRYN

I'm just trying to push it up from my own side and, literally, nothing. I rolled a natural one.

ALEX

Excellent! Skraak failed to aid.

HELEN

I only got a 12.

BEN

I got a 22. I got had a plus two to your roll. Nothing happens.

ALEX

I'm going to give you an insight as well, which is you are getting the impression that, like, things have deadbolted it in, and things like that as well. This isn't a thing where it's like, if only we were strong enough. Maybe if you had an industrial strength hammer or a jack...

BEN/ZOLF

'Er, Hamid, mate?'

ALEX

Yeah?

BEN/ZOLF

‘You’re on your own! Sorry!’

BRYN/HAMID

‘I’ve got Skraak.’

ALEX (as Skraak)

‘Skraak...’

BRYN

I wink at you!

ALEX

Skraak blinks at you.

BEN/ZOLF

‘Chin up! Don’t die on the conveyor-belt!’

BRYN/HAMID [nervously]

‘Yep, I’m gonna try!’

Rusty Quill Gaming – [142] – [Splashing Around]

BEN/ZOLF

‘Cool! Anything we can give you?’

BRYN/HAMID

‘I’m pretty well equipped, I think...’

BEN/ZOLF

‘Alright. Well, we’ll see you on the other side, then.’

HELEN/AZU

‘Yeah, we’ll meet you there, alright? We’ll see you soon.’

ALEX

And with the parties successfully split...

BRYN/HAMID

‘... Stay safe.’

HELEN/AZU and BEN/ZOLF

‘Yeah, you too.’

ALEX

... I can end the episode there!

Rusty Quill Gaming – [142] – [Splashing Around]

HELEN

Ohhh, I don't like it!

ALEX

I do, because it's the squishy ones that are on their own!

HELEN

Nooooo!! I shouldn't have left them! Oh no, it's happening again!

(Group laughter)

BRYN

And he goes into a tunnel and doesn't come out!!

[0:59:02 talking over one another]

[Show Theme - Outro]

ALEX

Rusty Quill Gaming is a podcast distributed by Rusty Quill and licensed under a creative commons attribution, non-commercial share alike 4.0 international license. Today's episode was directed by Alexander J Newall and produced by April Summer. To subscribe, buy merchandise, or join our Patreon, visit rustyquill.com. Rate and review us online. Tweet us @therustyquill, visit us on Facebook, or email us via mail@rustyquill.com. Join our community on the Discord, via the website or on Reddit at [r/rustyquill](https://www.reddit.com/r/rustyquill). Thanks for listening.

[Whispering]

LYDIA

Why are you so close to the mike?

BEN

Dunno!

LYDIA

Oh, okay!

BEN

Just hanging about here!

LYDIA

Are we just going to do some [0:59:58] SMR?

BEN

Yeah. Hi, I'm Ben Meredith, you know, the actor!

(Group laughter)

Oh, but call backs!!

(Group laughter)

ALEX

It's deliberately billed so that Maps will just start to fail you!

BEN

Alex, why?

LYDIA

Alex, did Michael design this... ?

ALEX

It's not Alex, this is all Shoin, it's definitely all Shoin with none of me in it!

(Group laughter)

BEN

Look at his face! Look how happy and satisfied he is!

[1:00:23 talking over one another]

ALEX

Don't you dare!

LYDIA

I've never seen him that happy, and the last time I saw him was at his own wedding!

Rusty Quill Gaming – [142] – [Splashing Around]

(Group laughter)