

## RQG –143 – Separation Anxiety

**Content Warnings** **leave as shown unless dictated otherwise**

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### MIKE

Hey, 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 Patreon and our ever growing community, I am stoked to announce that we are now able to branch into new content and we're starting the streaming. Come by and join in at 3pm GMT on Saturday 25 January as me and our community, Anil, embark on a brand new gaming live stream series where we aim to introduce new players to the world of gaming through a variety of indie, retro and triple A titles and genres so we can show you how and where to start on your new voyage of discover and community and no doubt, you'll see from guest appearance from other RQ crew and friends too. That's RQ streams starting Saturday 25 January at 3pm GMT over on [www.twitch.tv/rusty\\_quill](http://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 patron . Anna Stature, Simon, Felkiss, Monica, Querk, Duplis. Tory, Self Aware, Molly, Aif Mid Kelt, Deanne, Seagiqua, Ivy Piper, Lilycoy, Miah Flink, May Parsons, Eddie Current, Ellie Le Sale, Diana Reed, Kieran, Harry Thompson, Erin Biddle, Becky N. Thank you all. We really appreciate your support. If you'd

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like to join them go to [www.patreon.com/rustyquill](http://www.patreon.com/rustyquill) and take a look at our reward

**[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?

**HELEN**

Azu

**LYDIA**

Cel Sidebottom

**ALEX**

Zolf 01:55 ?? Smith

**BRYN**

**ALEX**

And what 01:59 ?? are you?

**LYDIA**

No!

**BRYN**

Hamid Saleh Haroun al-Tahan

**ALEX**

I rebuke it.

**BRYN**

And I am completely live and well, thank you.

**ALEX**

Are you? Are you? Right so...

**BRYN**

I've even got my sidekick with and just think how the audience will turn on you if you kill Shraak. That will be like killing Brutor but worse.

**ALEX**

Oh, good.

**LYDIA**

Aaaaahhhh.

**BEN**

In this, me and Alex agree.

**LYDIA**

I agree as well, I just think it's brilliant.

**ALEX**

At the bottom of an ocean in an extremely unsafe underwater facility, whilst being basically GMd by incompetent evil NPC...

**BRYN**

02:41 ?? in the game.

**(cheering)**

**ALEX**

So, as it stands, we're going to pick where we left off which is everyone abandoning Hamid to his inevitable death.

**HELEN**

Don't.

**BEN**

Yes, absolutely, 100%.

**ALEX**

So, I'd like to start with everyone apart from Hamid, because he's already a corpse.

**BEN**

"Well, no, we're done with that character, let's move on. I wonder what our new friend will be."

**ALEX**

"Shraak."

**(laughter)**

**BEN**

I have made a terrible mistake.

**(laughter)**

**BYRN**

It's also chronological that if adventuring kobolds reach a high level, they turn into dragons. It's just a natural part of their lifecycle.

**BEN**

Oh, it's true.

**BRYN**

But most of them never reach it.

**ALEX**

You are accelerating this guy to maturity very rapidly. It's excellent.

**LYDIA**

If I became small, would I be able to get in the tunnel?

**ALEX**

Small, no. Tiny, yes. That's why I was very specific in my sizes.

**LYDIA**

I can reduce the...

**BRYN**

Wait, I'm small to start with.

**LYDIA**

Yeah, but my potions only work on me.

**ALEX**

It's an alchemist one, not a normal one. Although that would have been an excellent thing because then the only person you would have been abandoning thing would have been Shraak.

**HELEN**

Ah.

**LYDIA**

Yeah, yeah, I didn't think that through.

**ALEX**

I would have been well on board with that. What are the party, obviously that's not you, Hamid, what other party doing now?

**LYDIA**

“So, it seems like he said, “How do you dance if you can’t see what you’re doing?” So, it’s probably dark in there, which is fine, you guys can see in the dark, or the potion is a blinding one in which case, well... maybe this antidote would work if you guys have any heal stuff that maybe does something...”

**“HELEN**

Yeah, but the gas was very heavy and fell the floor so...”

“

**LYDIA**

“Maybe we could fly.”

**BEN**

“Might levitate over it.”

**LYDIA**

“Yeah.”

**HELEN**

“Yes, that might be an idea. I’m thinking maybe it’s not about our eyes, maybe it’s about the floor and maybe there’s a particular pattern you’d have to walk.”

**LYDIA**

“Or it could just be smoke.”

**BEN**

“Yeah.”

**HELEN**

“That heavy?”

**BEN**

“Yeah, I mean, it could be 04:24 ?? smoke.”

**HELEN**

“Just smoke in here?”

**BEN**

“I don’t know. Okay, the thing is as well, that potentially Shoin wants us to play his game, so killing us too early would be boring. You’ve got to think like a megalomaniac.”

**LYDIA**

“Did kill that one just as it came in the door.” Points at the jelly.

**HELEN**

“I don’t think killing us would be boring.”

**BEN**

“That’s actually very true and there was a spike trap which was very dealing. Okay, scratch that, probably some kind deadly kill gas that also you know blinds you.”

**LYDIA**

“Maybe just like let’s open the door...”

**BRYN**

Maybe Cel could knock up a breathing equipment thing quickly.

**LYDIA**

I do have water breathing.

**BRYN**

Well, I was just thinking you could invent scuba gear.

**(laughter)**

**BEN**

Lydia's eyebrows are raising.

**LYDIA**

"If you could give me like a week I could probably come up with a mechanical solution but that doesn't seem..."

**HELEN**

"We don't have a week."

**BEN**

"Right, let's open the door, see how much gas flows out as well."

**LYDIA**

"Yeah."

**HELEN**

"I suppose there's not really much 05:19??."

**BEN**

"We can't not press on now because we can't leave Hamid here..."

**HELEN**

"No, absolutely not."

**ALEX**

The speakers burst into life again. “How are we doing? Oh, heavy, heavy, pay levy. Don’t suffocate, just relocate.”

**BEN**

“What was that?”

**LYDIA**

“Right. So, nonsense for a start but he said, “Heavy...”.”

**ALEX**

The rhyme does not translate. I’m having to fudge this a little bit.

**LYDIA**

“Yeah, he says...” What you mean you wrote this in Japanese and then you made it to translate into...?

**ALEX**

No, I’m just saying, in this world it rhymes in Japanese but it doesn’t translate across.

**LYDIA**

He’s saying that you weight a lot and you should go somewhere.

**BEN**

Rude.

**HELEN**

That’s sounds very insulting.

**(laughter)**

**BEN**

Honestly.

**BRYN**

Maybe he overheard you saying you were a beefy boy.

**BEN**

“Right, well, let’s get to his fat shaming piece of ass and show him what’s for.”

**LYDIA**

“Yeah, sure.” Opens the door.

**ALEX**

Okay.

**BEN**

“How much gas? Uuurgh.”

**ALEX**

It immediately... however, it doesn’t sweep in, it kind of wooaaa. Have you ever seen like a heavier than air gas that’s coloured?

**LYDIA/BEN**

Yes.

**ALEX**

That but slow mode. It’s ponderous.

**BEN**

Super weird.

**ALEX**

And it similarly as it flows out are any of you allowing yourself to touch it? It's easy to see where gas is and where gas isn't.

**BRYN**

I'm not trying to 06:32 ??.

**ALEX**

It's like a bright purple.

**HELEN**

Absolutely not touching it.

**ALEX**

In which case it just starts to... uuuurrrr, ponderously start flowing out and into this room.

**BEN**

Go, go, boots, go.

**ALEX**

Okay.

**BEN**

I float up to the roof.

**ALEX**

The doorway is full of gas.

**BEN**

Oh, right.

**ALEX**

It is like to bottom and immediately just starts kind toppling very slowly out. It is chocker with gas.

**BEN**

“Well, alright, hang on a minute, one of us is going to have to deal with this eventually, I’ll just stick my hand into the gas.”

**ALEX**

It doesn’t hurt, it doesn’t burn, I don’t expect any saves, it’s really heavy. It’s like pushing your hand through felt.

**BEN**

“Weird. I pick up a bit.”

**ALEX**

It’s got a weight to it.

**BEN**

“This is actually like stuff.”

**LYDIA**

“That is really fun. Oh, my gosh, that would go down so well at parties.”

**(laughter)**

**LYDIA**

Like can you imagine just having the kids just playing around with lots of different coloured...”

**ALEX**

It’s like candyfloss. It also wants to stay together, it almost has a... you know like...

**BEN**

“It’s flubber.”

**BRYN**

“The discord once asked me if candyfloss existed in this world and I said I didn’t know. 07:33 ??.”

**ALEX**

This is as close as it’s going to get as well in consistency.

**BEN**

“Right. So, I guess it’s just trying to make it hard to dance. Hang on, I’m just going to...”

**ALEX**

It has a slightly fishy smell to it.

**LYDIA**

Eeergggh.

**BEN**

“Mildly gross but not making me hurl so...”

**ALEX**

However, it’s not an unpleasant one, it’s more like the smell of say sushi. It’s not like rancid or anything.

**BEN**

Yeah, yeah, okay.

**ALEX**

Has a smell.

**BEN**

“Right. I mean, I think it... I think it might just be here to be annoying.”

**LYDIA**

“It’s just smoke.”

**BEN**

“It is weird smoke.”

**LYDIA**

“It is very awesome smoke.”

**BEN**

“Right, I’ll just turn my boots off.”

**LYDIA**

“Well, then, how about... so, if we’re thinking that we need to just get through... maybe staying high up is good, maybe as the gas goes into both rooms it will...”

**BEN**

“Maybe. Well, I’ll walk into the middle, I could also maybe muck around with the vents, if I can close them off. That would be good. But really we’ve got two things, either we play his game and try and dance with these dummies, or we use the wrenches, find the access panel and just manually open it.”

**LYDIA**

“Well, yeah, maybe...”

**HELEN**

“I’m in favour of that option”.

**LYDIA**

“We definitely want to... we want to open the door but maybe look out the dancers because they may have weapons.”

**HELEN**

“Yeah.”

**BEN**

“True, could be bad.”

**HELEN**

“I really don’t like the look of them.”

**BEN**

“Alright. Well, I’ll go into the middle of the room and float up to the ceiling to see if I can get any sort of headroom and if you guys try and get to the other door and see if you can open it because you’ve got the wrench right, Cel?”

**LYDIA**

“Yeah.” Pulls out three wrenches. “I’ve been collecting them as we go.”

**BEN**

“Fair enough.”

**ALEX**

So, Zolf going in first. Yeah, yeah, I do need to know first.

**BEN**

Yeah, yeah, yeah.

**ALEX**

So, Zolf's going in first, okay? You have to physically push your way through. It's like folding things out the way almost and immediately for free you start to recognise what the danger in this is. It's going to be tough not to suffocate. It is a gas and it is pressing in immediately and all it wants to do is close in on you and you can't...

**BEN**

I immediately back out again. "Right, so, yeah, this gas blocking off all the oxygen. So, we might suffocate, that's the problem here. "

**HELEN**

"So, we should try and... I suppose we let it come into this room and not fill it.."

**BEN**

"Hang on a minute..."

**LYDIA**

"Are bags of holding full of air? Cause could use that? Could you just breath...?"

**BEN**

“They are not.”

**BRYN**

Very specifically not.

**ALEX**

It’s really really explicit because otherwise stuff gets really weird really quickly.

**BRYN**

“Could transfer all the stuff from one person’s bag holding to another and then just take this bag of holding and fill it with the gas.”

**LYDIA**

“Oooh fill it with the gas!”

**HELEN**

You’re so smart Bryn!

**ALEX**

That would function.

**BEN**

Do we ?

**ALEX**

Yes, unless Hamid explicitly has already left I'm happy for Hamid to be yelling out suggestions from afar.

**BRYN**

Hamid's already gone.

**ALEX**

Hamid's already gone, that's fine.

**LYDIA**

Cel asks about the air so then it's like, "So, they're not full of air but can you fill them with the stuff?"

**BEN**

"Yeah, you could. Yeah, you could. Let's do that."

**LYDIA**

"Do either of you have a spare because this one is mine?"

**BEN**

"I mean it's full of anything anyway. I mean, it's not going to crush stuff in there. I don't need to empty it out, let's just get in there."

**HELEN**

“Let’s... so,, this is...”

**BEN**

“I mean this is weird and magical, it’s not a bag full of smoke, I’ll just reach in and maybe pull out a thing I want. That’s how it works.”

**BRYN**

You’ll have a maximum weight but you could... there’s an extra plane of space and you summon individual things back out of them.

**BEN**

“This gas is probably quite light because it’s a gas. You can probably fit quite a lot...”

**ALEX**

It’s heavy for a gas.

**BEN**

Yeah.

**ALEX**

It’s not...

**LYDIA**

“Okay. Well, how about we try and... we go and do it as fast as possible and then you go up to the vents and try and shut them off so that no more can come out to replace it.”

**BEN**

“Alright.”

**ALEX**

I need to know, are you using one bag of holding or multiple bags of holding? It matters.

**BEN**

I have one so I’m using that.

**HELEN**

I have one and I’m using that.

**BEN**

Do you have one?

**LYDIA**

I just want to join in.

**BEN**

That's a no.

**LYDIA**

Yeah.

**BEN**

There were two....

**BRYN**

There were four amongst the party...

**BEN**

Oh, have you got one as well?

**LYDIA**

Yeah, yeah.

**BEEN**

Oh, right, sorry.

**ALEX**

You did say you gave one to Cel?

**LYDIA**

Yeah, yeah.

**BEN**

Great, we've got three bags of holding.

**LYDIA**

"Like, you know, I just want to be part of the 11:47 ??."

**BEN**

"Alright."

**ALEX**

Are you taking stuff out or are you just...? Okay, excellent.

**BEN**

"We've got to carry it."

**ALEX**

Can you just describe how you want to do this just so I can visualise it if nothing else.

**BEN**

I hold the bag in front of my head and run in.

**(laughter)**

**LYDIA**

And since Cel has...

**BEN**

11:34 ??.

**LYDIA**

Cel is a different height as above so just goes along behind.

**BRYN**

Azu is a different height.

**(laughter)**

**HELEN**

All at the different levels.

**ALEX**

So...

**BRYN**

We are playing a Mario party.

**ALEX**

This works but not as well as you might hope. How it works is, very simply, you start heading in, you can't just sprint because the way pressure works there's an empty space behind you. So, it's stops feeling like you're pushing against stuff and it's a little bit more like you're pulling against the suction if you see what I mean. So, you are going slow, it's definitely working, it's really tough going but you're basically scooping through the air like windsocks clearing it out a lot faster than it's coming into the room and it's going to take a couple of minutes but you're not really making any progress into the room, you're mostly just ending up scooping from the surface but it is actively working.

**BEN**

Once we've had a little bit, I'm going to hold my breath and levitate up.

**ALEX**

So, you eventually get to the point where's there... you've got a little bit of an air gap at the top of the door or so. So, yeah, it's tough, you're kind of diffing your way through.

**BEN**

But do you know what that means? It means I can navigate the room because I can actually hold onto the gas itself.

**ALEX**

Yes...

**BEN**

Because it has resistance.

**ALEX**

Yeah, absolutely. So, you can levitate up to above the gas layer. So, there is maybe ten feet of space between the top and between the top layer of the gas, more gas is still coming in from the sides but the rate is a lot slower than it has been pouring into these bags.

**BEN**

Right, so these guys... “I’ve got about ten feet, I’m going to go see if can do a vent”

**BRYN**

I don’t think he can hear me but I’m going to shout anyway.

**ALEX**

It’s muffled but you can.

**LYDIA**

“Bags off, yourself.”

**BEN**

Yeah, I kind of wade over to a vent.

**ALEX**

It's kind of more like moving through zero G because you're kicking off...

**BEN**

Yeah, yeah, yeah, nothing.

**ALEX**

Nothing, but it's working almost.

**LYDIA**

If you're swimming in the shallow bit in a beach and you can like tug along the sand.

**BEN**

Yeah, yeah, yeah.

**ALEX**

That's exactly what it is, yeah. It's exactly that.

**LYDIA**

You feel like a giant seal.

**BEN**

I'm going to go over to a vent, it kind of... did it have shutters?

**ALEX**

It has little flapping shutters.

**BEN**

Can I just like push the flapper back? Cause it's just whether showing thought of somebody doing this or not. Maybe he did he didn't but maybe he didn't.

**ALEX**

So, it looks like you can but it does look like something you're going to have to force, you can't just get a little thing and go 'boink' cause it's a vent for heavy  
13:48 ??.

**BEN**

That's fine. "Uuurghh. Uuurghh."

**ALEX**

Can you give me a strength check. You will be succeeding slightly, it's determining of how successful you are.

**BEN**

That is a 16.

**ALEX**

16. You're getting mostly close. Some's still coming out but at the rate it's coming out it's probably not going to be a problem.

**BEN**

Cool. Now that I'm on the wall, I'm... cause the gas is probably just still leaving cause they're still...

**ALEX**

You're going down even further.

**BEN**

I move over to the next one, do the same thing.

**ALEX**

Okay, give me...

**BEN**

I repeat rinse and repeat, I can give you more strength.

**ALEX**

I am not going to even ask for strength checks for the simple reason that if you can get it into a state where others can come in they can bash them and close and stuff and get help and blah blah blah. It's just not worth it really.

**BRYN**

Oh, right, great.

**BEN**

Yeah, yeah, yeah.

**BEN**

Cool.

**ALEX**

In which case, yeah, to manage to get them closed enough that it reduces the flow.

**BRYN**

But it's negligible?

**ALEX**

To the point where it's going to be difficult terrain because unless you're going through scooping it all, also bear in mind the dancers are still moving and you see that not only are they not only are they kind of jerking around, a couple of them are broken, occasionally they'll dance and then they kind of do a spin and then blades shoot out from their middles, spin and then return back and then they can carry on dancing. It would have been a bad day for anyone if you tried to go through this unseen. As it is, you should go round the edge of the room basically and you'll be fine.

**HELEN**

Yeah.

**BEN**

“Right, well, that’s shown Shoin. So, Shoin to him that didn’t work.”

**LYDIA**

“How many doors are there?”

**BRYN**

“Ooh, yeah.”

**BEN**

“Oh, yeah, the room, this is actually just a...”

**ALEX**

You can actually just see what’s going on now.

**BEN**

“This is the way to the thing. This is the end point, 15:15 ?? like, yourselves trap.”

**ALEX**

There are, I’m afraid, three other doors...

**BEN**

Oh, Alex.

**LYDIA**

Is there a ghost behind any of them?

**ALEX**

One immediately opposite has a big chalk X on it, right? There is another one beside that on the opposite side also has a big chalk X on it and then there is one sort of doubling back on yourself almost if it wants to heads back towards the conveyor belt that is a pressure door the same as all the others. You see that the locker is already open, the fire axe is missing as is all the stuff that's in there, maintenance, locker for that door.

**HELEN**

“Let's go through there.”

**LYDIA**

“Yeah.”

**BEN**

“Right, and that's back towards Hamid so, great.”

**HELEN**

“Yes.”

**BEN**

“Thank you 15:52 ?? party, you died, you've saved us time. God job.”

**ALEX**

Speaking of which, everyone give me a perception check.

**HELEN**

Oh, you.

**BEN**

That's almost a 20.

**LYDIA**

23.

**BEN**

10.

**HELEN**

13.

**ALEX**

23. Cel, you think there might be someone in a bit of a corner of the room. They're kind of obscured by heavy gas but you think there might have been someone in here at some point.

**LYDIA**

“I think they were quite a big party when they came in?”

**BEN**

“Oh, really?”

**LYDIA**

“I mean, there’s another one over there.”

**HELEN**

“Where?”

**BEN**

“Oh, yeah, there is. Well, we should go over and get that one’s equipment. It’s not been sitting in water so probably more safe to 16:29 ??.”

**HELEN**

“Wait, were they... were they standing?”

**BEN**

“Probably, probably they got murdered by dancers.”

**ALEX**

You can't really see. You can see that there's something there and it looks to be body shaped, it's obscured by heavy gas because you haven't literally cleared the entire room.

**LYDIA**

"Maybe we can find out something about who they were."

**BEN**

"Are you okay with massive amounts of gore?"

**HELEN**

"What are you thinking, Zolf?"

**BEN**

"Well, they would have been cut to ribbons by horrible blades so if you'd rather not see that we can go and check."

**LYDIA**

"I have seen worse."

**BEN**

"Fine, off we go then."

**HELEN**

“Alright.”

**BEN**

“Look, I’m just offering.”

**ALEX**

You are still having to go around the dancing people.

**BEN**

Can I just chop their ankles off?

**ALEX**

They are solid metal. You can mess around with mechanics but it’s going to take ages and...

**BEN**

Actually, one thing I am going to do, when like the blades open, just ram the flaming glaive like into the metal and just see if it just breaks it.

**ALEX**

It breaks that one.

**BEN**

“Right, I’ll deal with these to make them less annoying and me showing how to fix them for the next batch, if you guys go check that out.”

**LYDIA**

Yeah, Cel generally goes over, “I’m sorry this happened to you, buddy.”

**ALEX**

Can I get a heal check from someone if they want it and a perception check to search the body.

**HELEN**

Wow.

**ALEX**

A DC isn’t high.

**HELEN**

12.

**ALEX**

12, okay. You are fairly certain that the reason that the reason they’re dead is that his torso here, his legs are over there and his head is over there.

**BRYN**

That would have counted as a sword death.

**ALEX**

Yes.

**LYDIA**

I'm going to look in his pockets because it seems like the most...

**ALEX**

Give me a perception check and I can go into how...

**BRYN**

Steal his stuff.

**LYDIA**

Oh, only 3 which means 16.

**ALEX**

16. So, in there you find, let's go through this, that first and most obvious one is they have a great axe...

**LYDIA**

A smashing axe.

**ALEX**

It's great.

**LYDIA**

Fabulous.

**ALEX**

Well, it is adamantine. It is old adamantine so it has the walls as well, so it's probably very very old.

**LYDIA**

Ooooh.

**BRYN**

And quite valuable.

**LYDIA**

Yep.

**ALEX**

Extremely extremely so.

**BRYN**

Put it in the bag of holding and write it down so we can sell it later.

**ALEX**

The gas, pushing the X in there.

**LYDIA**

“I’ll take the... 18:30 ??.” You know I’m not 18:31 ??.

**(laughter)**

**HELEN**

Yeah, you’re not.

**BEN**

You should give me that. Given everything we know about Cel’s character, I don’t assume they’re you know that savvy economically or care.

**LYDIA**

“Hey, you like axes.”

**ALEX**

“I do.”

**LYDIA**

“Here.”

**ALEX**

“Thank you.”

**BRYN**

Azu does like axes.

**ALEX**

You know that unfortunately the axe that you use is mechanically better.

**HELEN**

Yeah, but it's...

**ALEX**

However, it's a very pretty axe.

**BEN**

It's a solid backup axe.

**ALEX**

Oh, yeah.

**HELEN**

And I already know that sometimes you need non-magical things.

**ALEX**

You know what you also note from this heal check, whoever this was, once upon a time, they were a beefy beefy boy.

**BRYN**

It's me from the future.

**BEN**

19:11 ??.

**LYDIA**

Are they... what kind of creature are they?

**ALEX**

Human.

**LYDIA**

Ah. "You don't get... I mean, it's not all humans around here. Sort of maybe they came elsewhere for..."

**BRYN**

Can they work out what class this person was from their 19:27 ???.

**BEN**

Oh, yeah. I'm 19:28 ??.

**ALEX**

I'm going to give the Acutrim mark and then you can tell me? So, this a big beefy boy with a big great axe. In terms of their equipment, it's mostly intact. They have a potion 19:37 ??.

**BEN**

Good.

**ALEX**

They have a potion of water breathing.

**LYDIA**

"Hey, you just took a serious wind. I think you should have one to make up for that."

**HELEN**

"That's very kind of you."

**LYDIA**

Pushes it over. "And also, I already have water breathing so you should take on."

**HELEN**

But do you have any healing spells or potions.?"

**LYDIA**

“No.”

**HELEN**

“Well, then you should keep that one because I’ve already got one and it would make more sense for you to have one in case you or Zolf...”

**LYDIA**

“Oh, thank you. You’re very kind”.

**BEN**

“That’s true, if you get separated from us we can heal ourselves like magically so...”

**LYDIA**

“I mean, I have like one cure like...”

**BEN**

“Definitely take that.”

**HELEN**

“Yes.”

**ALEX**

There is also...

**BRYN**

You should take the water breathing though.

**HELEN**

I've already got one.

**BEN**

I'm sorry?

**BRYN**

Oh, sorry, I'm not...

**BEN**

From the walls, "You should take the water breathing." It's from a vent.

**LYDIA**

"I can see you far away. Skraak."

**(laughter)**

**ALEX**

Same name, it's just inherently funny. It just works. And so, who is taking the water breathing, I need to know?

**LYDIA**

"Zolf, buddy, well, guy, do you have a water breathing potion because there's one spare."

**BEN**

"Yeah, got one. All good."

**LYDIA**

"I mean, I'll take it to give to Hamid then I guess."

**ALEX**

Sure, okay. There's also a potion of giant strength in there.

**HELEN**

Wooo.

**(laughter)**

**HELEN**

I inhaled so fast that my nostrils closed.

**(laughter)**

**BEN**

It was strange, I looked up and Helen's nose was a completely different shape and I was like, "What is...?"

**ALEX**

Choose amongst yourselves.

**HELEN**

I want it.

**BEN**

Have it.

**LYDIA**

Yeah...

**HELEN**

Oh, I'm such a hoarder now.

**LYDIA**

It's alright, this was part joy for you.

**(laughter)**

**BEN**

“Right, well, I can just cast giant strength on myself, I don’t need your potions”.

**HELEN**

“That’s fine.”

**LYDIA**

“Is he always like this?”

**BRYN**

That was Ben and, yes, he can.

**(laughter)**

**HELEN**

Giant strength, I love it.

**ALEX**

They also have a well-stocked dungeoneer’s kit so we are talking... I can go through all of it but will be things like rope, crowbar, pitons, hammers...

**LYDIA**

Cel would like to have that because Cel does not have any of that stuff...

**BRYN**

You were not a dungeoneer and now you are.

**LYDIA**

No, an alchemist.

**ALEX**

I'm not going to list everything that's in there because it will take a while but there is the Pathfinder dungeoneer kit.

**BEN**

"Now, the thing which will help me their class, what are they wearing?"

**ALEX**

Mostly furs.

**BEN**

Barbarian. Right fine. And the one at the door was wearing leathers or up?

**ALEX**

What... you got quite decent on your perception check, didn't you?

**LYDIA**

I got 16.

**ALEX**

16. You find that there is a name tag inside of the furs. It says, “Property of Yoshida Shoin”

**BEN**

“Yeah, cause he’s wearing... wearing the uniform.”

**LYDIA**

“Ooooh.”

**HELEN**

“Ooh.”

**BEN**

“You see, this is what happens when you put on stupid clothes.”

**HELEN**

“Will they kill you?”

**BEN**

“No, but you’re dumb enough that you die.”

**HELEN**

“Oh.”

**BEN**

“22:23 ?? put on stupid clothes.”

**LYDIA**

“Maybe the clothes do actually have an effect of stupidify”.

**BEN**

“Maybe.”

**LYDIA**

“Could be.”

**BEN**

“Yeah, not putting on anything he gives me. Anyway...” (door lock noise)

22:34 ??.

**ALEX**

That’s fine.

**HELEN**

Yeah, every so often just to...

**BEN**

Yeah.

**ALEX**

I am now going to jump to Hamid. Hamid, I am going to pick up from the rest of the party going, “Bye.”

**BRYN**

“Okay, Skraak stick close to me.”

**ALEX**

“Skraak.”

**BRYN**

“We’re going to go very carefully.” I cast dancing lights because now I’m solo I’m definitely not putting myself in a position where dark vision is necessary.

**ALEX**

This place is chock full of trip wires, just chock full of them. However, you do also notice that if you just are careful you’ll find the issue is was Azu’s size and in fact 23:11 ??.

**BRYN**

Me and Skraak are much much smaller.

**ALEX**

You are going to have to go slowly but you also notice that the way it's built, this is built to catch people going through here but to still allow product to come down the conveyer belt.

**BRYN**

Yeah.

**ALEX**

So, it is navigable but because you're bigger than you know smaller bottles you are going to have to do a little of movement. With that in mind...

**BRYN**

Doo doo doo doo doo.

**ALEX**

...can I get an acrobatics check.

**BRYN**

Oh, no. No, no, no no.

**BEN**

Also, you've just got to hope that it doesn't do a resident evil where they have the lazar trap and then it makes the entire grid and chops.

**ALEX**

Oh, that's way better than the chap I had. Okay, yeah, it comes down and then it just gets smooshed between two adamantite grates.

**BEN**

Is it Colin's salmon.

**HELEN**

I don't remember but I know the bit you mean.

**BEN**

Yeah.

**HELEN**

Because it reminds me of 23:55 ??.

**BRYN**

18 on my acrobatics check.

**HELEN**

Oh.

**ALEX**

You both manage to navigate the conveyer belt...

Rusty Quill Gaming – 143 – Separation Anxiety

Everyone – “Skraak!!!”

One person – “Hamid!!

**(laughter)**

**ALEX**

So, yeah, it turns out, you’re both quite small and you’re both quite dexterous so this is a doable thing. You do know as you... any of you ever seen that film Entrapment with the lasered... like the very famous trope thing?

**BRYN**

Yeah, yeah, yeah.

**ALEX**

It’s a lot of that on a 24:21 ??...

**BRYN**

And Hamid is exactly as sexy as Catherine Zeta Jones.

**ALEX**

Absolutely. And Azu is sort of crawling along and you’re getting around and so, Azu would not have made it through here, like that was a ticking time bomb. Cel maybe, Zolf maybe, Azu never in a million years. This would have gone so badly. You manage to finally make it out the other end of the conveyer belt and you’re still using your dancing lights, right?

**BRYN**

Me and Skraak high five.

**ALEX**

“Skraak.”

**BRYN**

I mean, it’s not very high but we still... relatively high.

**LYDIA**

Aw, mid five.

**HELEN**

Yeah, medium.

**ALEX**

Skraak’s desks hold up, I kind of wanted Skraak to miss after getting really getting 24:57 ?? wrong but, no, he...okay.

**(laughter)**

**BRYN**

Right, 25:00 ??.

**BEN**

“Remember to look the elbow, Skraak”.

**ALEX**

So, the room unlike most of them is a cuboid room, it's about 20 feet by about 20 feet, it has a large ceiling apparatus which seems to be like applying toppers you know like a cork bung system. It seems to be applying a cork and then waxing it. The conveyer belt does carry on further now but you see for free that's also full of more of these trip wires and another grate at the other end and in here as well you see the signs of... there's a cot in the corner that appears to have been used comparatively recently, it doesn't appear to be completely ruined, it's a kobold sized cot.

**BEN**

Is there anything else in the room? Just... presumably a door out of the room.

**ALEX**

Sorry, yes. Yeah, yeah. There's a single door out of this room and it is not a full pressure door, it is a steel door but it is a normal handle door, it's not a pressure door.

**BRYN**

“What do you think. Skraak? Down the conveyer belt again? I think it's probably better to use the door, don't you think?”

**ALEX**

“Mmmmm. Mmmmm.” Skraak continues to investigate the room.

**BRYN**

Okay. I’m going to go over to the door and check for traps. I don’t know what I’m going to do if I find one.

**BEN**

Oh, dear. I guess I’m going to explode.

**BRYN**

25.

**ALEX**

You find a trap.

**BRYN**

I open the door.

**ALEX**

You enter a room which has another walkway upon it so it’s raised up and it appears to be a larger room, maybe like you know like 30 feet by 30 or whatever, and the first that you notice in the room is a large literally aquarium tank like within the room. The more you look at it the more you come to

realise that actually it's of those... do you know what I mean? It's like talking like an inverse talk so the seawater is...

**BEN**

So, that basically the room is toroidal.

**ALEX**

Yes.

**BRYN**

The shape of a doughnut. So, the sea that is around the edge is also coming through the middle.

**ALEX**

But coming up through the blob and there is a lid to this so it's not a complete torrid, it's a partial torrid

**BEN**

Oh, okay.

**ALEX**

So, there's a lid to it which has all kinds of pipes leading out from it.

**BRYN**

Interesting.

**ALEX**

The room is still lit, however, you can see that the light quality is poor and inconsistent like it's sort of uuu uuuuu uuu. There is movement within the tank itself. You are not able to see from this angle. You can see that this walkway leads all way round and there is a door to your left, there is a door to your right and additionally the edge does not have glass. So, it's not like there are windows, there is thing in the middle but there is metal on all sides where most of the other rooms have had maybe a little element here or there to the outside.

**BRYN**

Sure. I'm going to duck back behind the door, cast dancing lights again, send them scooting into this room to one side, wait a second and then duck round the other side so that there is light in the room but I am not necessarily immediately associated with the light.

**ALEX**

That's fine. There is increasing movement from inside the tank.

**BRYN**

Okay. If I send the lights closer to the tank...?

**ALEX**

The movement increases.

**BRYN**

Can I see what's inside the tank?

**ALEX**

Give me a perception check.

**HELEN**

Oh, it's going to be something horrible.

**BRYN**

17.

**ALEX**

So, in terms of 17, yes, what you can see in there is that there is more than one large sea creature. At first, like it's very brightly coloured, it's bright orange and there's two of them that are kind of moving around and you realise that it's almost like it has the upper half of say like a panther almost, in terms of shape, in that it actually has like claws. It has reaching, grabbing elements to it but it is a fish. It is a fish with a large maw that has kind of...

**BRYN**

Arms.

**ALEX**

Yeah, the best way to describe it is arms. It's clearly a predator, it's large, the arms are mostly claw. It has very bright patterning on it, very very bright orange patterning and...

**LYDIA**

Poison.

**HELEN**

Poison, yeah. Definitely, yeah.

**ALEX**

And in terms of sort of the look around, you can see that the two of them are moving around. That tank is clearly not big enough for them and they're kind of pushed up against one another quite a lot. You can see that the apparatus at the top of the tank is leading up and further into the complex. It doesn't appear to be active currently but it looks like it could transfer fluid of some kind.

**BRYN**

Okay. So, I'm going to make sure Skraak is sticking close to me.

**ALEX**

"Skraak."

**BRYN**

We're going to basically edge the side of the room keeping the lights opposite us so that the attention of these creatures is drawn away from us. I would like to go to the door, which is likely to lead back in the direction of the other party are.

**ALEX**

And while we discover what happens in there, we'll take a break and then come back and I'll tell you what happens in there.

**Break**

**ALEX**

And welcome back, hello.

**LYDIA**

Hello.

**ALEX**

So, give me a stealth check please.

**BRYN**

19.

**ALEX**

You are doing quite well, you're moving quietly around the room.

**LYDIA**

"Skraak. Skraak. Skraak."

**ALEX**

Skraak is trying to stealth so hard, it starts singing his own tune.

**LYDIA**

"Aaaaaw."

**BRYN**

"Alright, clonk."

**ALEX**

A little bit of a, "Ooh ah. Ssssh sssh sssh sssh."

**BEN**

It's quieter.

**BRYN**

Yeah.

**ALEX**

You manage to navigate the room.

**LYDIA**

“Baby.”

**ALEX**

As you continue to navigate the room and the angles change there's a grate across the bottom which means that they are trapped within this room. You also see there is a third one which is basically attached to the ceiling of the tank and appears to be restrained in place by some kind of device.

**BRYN**

I'd quite like to disconnect this grate and let them free but I don't think I have enough understanding to do that so I'm just going to continue.

**ALEX**

Okay. So, you continue to the left, you said?

**BRYN**

I don't have a very good mental model of the general layout.

**ALEX**

Are you trying to get closer to the party or further?

**BRYN**

I'm trying to get closer to the party.

**ALEX**

So, you want to go right.

**BRYN**

30:43 ??.

**ALEX**

That's fine, that's fine. You keep going and you encounter pressure door, which is sealed and locked.

**BRYN**

Check for traps. Oh, natural 20. 33.

**ALEX**

Yeah, there's a trap on here.

**BRYN**

And now what?

**ALEX**

In good condition.

**LYDIA**

“Skraak, could you...”

Everyone – “Nooo.”

**BEN**

Hamid’s dark side. Remember, he’s still one of the other parties.

**ALEX**

“Skraak, I’d like to call you Roglock 31:11 ??.”

**BRYN**

I back off and cast a spell I haven’t cast before because I only achieved it at my level up.

**ALEX**

Does it sacrifice Skraak?

**BRYN**

Mage hand.

**LYDIA**

Yaay.

**HELEN**

Very cool.

**BRYN**

I literally have seen the trap, I know where it is. I want to apply enough pressure with mage hand to set it off.

**ALEX**

The trap alone is set off when the door opens I'm afraid and you know this mechanically I'm afraid.

**BRYN**

Oh, okay, yeah.

**ALEX**

The doors are explicitly heavy and mage hand can only apply a very light pressure. I feel really bad for shutting this down as an option but it is built in I'm afraid.

**BRYN**

Yeah, that would have been...

**LYDIA**

Can you open the door?

**BRYN**

Can I use like mage hand to claw out the component that's going to...?

**ALEX**

Not really.

**BRYN**

Right.

**BEN**

Do it and run away.

**ALEX**

It's almost like someone has specifically built this trap to not get disarmed.

**BRYN**

Can I just disarm it with infinite assets first?

**ALEX**

You can start shooting acid at the door and see what happens.

**BRYN**

No. I'm going to open the door.

**LYDIA**

Oh.

**ALEX**

Okay.

**LYDIA**

Wait, wait, wait, can't you like do the undo the pressure thing but hold it still and then back away quickly and then use mage hand to push it open?

**BRYN**

That will work. Mage hand can't apply very much force but I guess if I've already unlocked it it might just be enough.

**ALEX**

Not really. Mage hand can explicitly only apply very light...

**BRYN**

Can I tell what sort of thing is going to happen?

**ALEX**

No.

**BRYN**

When I... I rolled a natural 20 when I perceived the trap?

**ALEX**

It is not a simple trap.

**BRYN**

Okay. Yeah, that's fair... no, I do not have 32:40 ??.

**ALEX**

You do not have any expertise, you have no experience in this field. That fact that you saw it by the way this was a really hard trap to tap to spot and I'm not going to lie, the DC was higher than you probably should have been able to get but you're 32:51??.

**BRYN**

Yeah, I rolled a natural 20. I mean, I'm just going to have to open the door and immediately leap away and just hope basically.

**BEN**

If only we were playing fifth you get could advantage on your reflex save.

**BRYN**

Yeah.

**ALEX**

But you can't. Ha ha ha ha.

**BEN**

Not reflex save, your **dexture 33:06 ??**.

**ALEX**

So, you start opening the door.

**BRYN**

Cool. You start opening the door, Skraak comes over and starts...

**BRYN**

I made Skraak stay at a safe distance.

**ALEX**

"Skraak."

**BRYN**

I explain why, I say, "This is going to..."

**ALEX**

"Uuuh. Mmm. Boom."

**BRYN**

Yeah, maybe. I give Skraak potion and say, “If I fall over, you have to come and pour this and feed this to me. Don’t drink it.”

**ALEX**

Skraak gives a blink and then goes over and closes the metal door mostly so he’s in the other room. Okay, you start opening the door.

**LYDIA**

Good luck.

**ALEX**

You push the door open...

**BEN**

Hamid dies.

**LYDIA**

No.

**ALEX**

(sounds like pop) There is a pitch black room on the other side but then the speakers start. “Oh, hello. You’re splitting up, I see. What a shame. I hope you’re a fan of the water but, of course, you would be if you were here. Shut

up, shup up. Will you shut up?” And then the speakers stop. There’s a gurgling from the tank behind you.

**BRYN**

Has anything happened? Has the trap gone off? Was the trap the noise?

**ALEX**

And then there’s a ping as something seems to pop off from the tank in the middle of the room.

**BRYN**

I mean, the second the door is open I’ve been sprinting away from it expecting something to explode.

**ALEX**

I now need to be in initiative with you.

**BRYN**

Okay.

**BEN**

So, I just fireball.

**BRYN**

16.

**ALEX**

Are you okay there, Helen?

**HELEN**

I'm so tense.

**BRYN**

24.

**ALEX**

Excellent, so you run into the dark room.

**LYDIA**

"You're a little dragon boy. He is no beefy."

**BRYN**

No. I'm running away from the door.

**ALEX**

Sorry, I thought you were running through, is what I thought is what I thought you said.

**BRYN**

No, no, no, no.

**ALEX**

Okay. So, you're running away from the door. That's absolutely fine. Where are you running to?

**BRYN**

Back to where Skraak is.

**ALEX**

Okay, cool. You run back to where Skraak is as another ping happens from the central thing. The fish creatures inside are extremely agitated. That is your **34:48 ??** action. Skraak opens the door ready for you going, "Skraak. Skraak. Come on. Skraak."

**BRYN**

Yeah.

**ALEX**

I'm going to allow you to have made it in and have the door closed behind you.

**BRYN**

Yeah.

**ALEX**

Okay, cool.

**BRYN**

I'd like to leave the door open a fraction so I can look through but I'm ready to slam it shut.

**ALEX**

At which point, there is another ping and it is your turn. It is becoming immediately apparent that the thing in the centre is basically deconstructing itself.

**LYDIA**

Yeah

**BRYN**

Okay. Slam this door shut.

**ALEX**

Yep.

**BRYN**

Say, "Okay, Skraak, we're going down the conveyer belt. Be really careful."

**ALEX**

Okay, there was a grate at this end, remember.

**BEN**

Oh, then we can't do that.

**BRYN**

I'm going to cast fly.

**ALEX**

Okay.

**BRYN**

I'm going to grab Kraak with one hand.

**ALEX**

"Skraak!"

**BRYN**

Sorry, I'm going to grab Skraak with one hand, fly up to the top of the room over and head into the darkness room but I want to swoop under the door and then head towards the ceiling and whilst hovering there I'm going to cast dancing lights again.

**ALEX**

Okay, cool. As you are halfway through the room, can you please give me a fortitude save.

**BRYN**

9.

**ALEX**

9. Okay. As you are flying across the room it seems to be working. The lid on the tank suddenly just gives a (sounds like an exploding and splashing sound) at which point it splits into four which then retreat back very very quickly. The water level doesn't rise. The creatures are there and the one that was restrained has suddenly sort of plopped into the water. And then suddenly there's this really high-pitched noise, really high-pitched noise and you feel the pressure in the room suddenly begin to really rapidly change and it hurts. Your ears are immediately in agonising pain, you feel your vision starts to go a bit blurry and it starts to really physically hurt. You are now deafened.

**BRYN**

Okay.

**ALEX**

Your vision is impeded but because you are in a lit room you're okay. You make it through to the other door without closing that door at which point as the pressure seems unbearable suddenly that still water just starts to overflow and starts pouring up out of the tank really rapidly.

**BRYN**

Okay, I need light so I cast dancing lights.

**ALEX**

Yep. Oh, yes, I can describe them **36:53 ??**, describe dancing lights.

**BRYN**

Obviously, what I'm now going to do is try and close the door again but it's going to be a race and I'm not set up for it.

**ALEX**

So, inside this room, you see a chess game that is half played.

**LYDIA**

Aaaah.

**HELEN**

Is Ron Weasley knocked out on the side of the...

**ALEX**

So, the room is actually comparatively small. It's not the big huge one, it's like spaces at a premium here, who knew? It is the alternating white/black tiles, a game is halfway through and there is someone dead face down in the middle of the chessboard.

**BRYN**

Yeah.

**ALEX**

That's what you currently see. The room is about 30 feet by 30 feet.

**BRYN**

When I have light again, yeah. You know, I've seen that the water in from the other room is bubbling up. Obviously, I'm rushing to the door and trying to close it again.

**ALEX**

I'm happy just to have you close that door, that's fine. In which case, I'm going to jump back to the rest of the party.

**LYDIA**

"I'm sure your little friend is having a great time. Like that looked like it would be a relatively... you know, I'm sure. I'm sure he's fine.

**ALEX**

Zolf has successfully destroyed everything in the room that isn't nailed down and a lot of the stuff that is. There's still a little bit of gas coming in. You found the desiccated remains of a... not desiccated, sorry, the eviscerated, my mistake, remains of a "barbarian", and as it stands, you were facing your choice of doors.

**BEN**

"Towards Hamid, right?" Oh, also the two Xs. Yeah, 38:11 ?? Xs in it.

**ALEX**

So, you check for traps and triggers. Someone give me the roll.

**LYDIA**

That's 21.

**ALEX**

21. You detect a trigger.

**LYDIA**

I disable it I suppose or I try and I try. "Stand back, everyone."

**BEN**

"Alright."

**LYDIA**

What did I get?

**BEN**

9.

**LYDIA**

That's better at maths than me. 24.

**ALEX**

24. Yeah, you're able to disable the trigger. You aren't able to discern what the trigger was going to do.

**LYDIA**

"Let's go through here."

**HELEN**

"Okay."

**LYDIA**

"Do we? Yep. Yep."

**ALEX**

So, you start to open the door. Who does?

**BEN**

Azu.

**ALEX**

So, you start to open the door. And Azu is building it up. It's fine. The door opens, it's okay. It's cause it's you, Helen. It's cause it's you. Everyone else would just trap but not you, you need a certain finesse. You 39:01 ??.

**HELEN**

This is like a serial killer talking to his victim.

**ALEX**

But you're my favourite.

**HELEN**

(Laughter) Okay, we enter the room.

**ALEX**

So, inside it's not a room, in fairness. It is a corridor and it has only one way to progress which is a hard right and then downstairs similar to the room that led to a tilting room one. However, there is that ripple light coming up from down there and you can see that it is flooded.

**BEN**

It's a dead end then.

**ALEX**

It doesn't look intentionally flooded as well, to be clear.

**BEN**

Right. How flooded is flooded?

**ALEX**

So, the stairs go down about 20 feet. Ten foot of it is flooded and then obviously the bit you're in is fine.

**BEN**

“(sighs). Right, so, we're swimming. There's no two ways about it.”

**LYDIA**

“Yeah.”

**BEN**

We can check the X doors to see if there is anymore dead adventurers in there. But, you know...”

**LYDIA**

“Maybe...”

**HELEN**

“This is the way back to Hamid.”

**LYDIA**

“Maybe he would have like put Xs on as a double. No, he's not that clever.”

**ALEX**

A speaker bursts into life for everyone including Hamid, however, it is just more of this. It sounds like someone's accidentally turned something on. It's sort of rattle and a clatter and it's, "I know, I know that's what I keep saying. Shut up. Why? Why? Why? Just shut up. Oh, my god... stop turning things on." Turns off.

**BEN**

"Is he arguing with himself?"

**LYDIA**

"Yeah, but you can only hear one voice. So..."

**BEN**

"I know, yeah, yeah."

**LYDIA**

"There's someone... there might be someone else there or it he might be hearing it in his head."

**BRYN**

"Hallucinating."

**BEN**

"Maybe."

**LYDIA**

“He could have been down here a while.”

**BRYN**

“Quite possibly.”

**LYDIA**

“Or it could be someone very quiet or maybe the mikes are just set up that way you know so if people aren’t really facing into the mike...”

**BEN**

“Anyway, anyway, right. So, can you still turn into a dolphin?”

**LYDIA**

“One more time, yeah. But more than that, I’ve got a potion of water breathing.”

**BEN**

“Yeah, don’t we all, I’m just thinking that I’ll sink because of legs, Azu will because of his armour so we can just walk it.”

**LYDIA**

“Yeah.”

**BEN**

“You are not that heavy so you’re going to have to swim.”

**LYDIA**

“Yeah.”

**BEN**

“Are you fine?”

**LYDIA**

“Yeah.”

**BEN**

“Alright.”

**LYDIA**

“I’m going to... I’m going to water breath it because I’ve got two of them only one dolphin.”

**ALEX**

So, are people trying to hold breath or all water breath and it 41:24 ?? ?”

**BEN**

I’m holding my breath and holding a water breathing potion.”

**LYDIA**

Yes.

**BEN**

I will drink it when it's relevant.

**ALEX**

Azu the same?

**HELEN**

Azu the same, yeah.

**ALEX**

And, Cel?

**LYDIA**

Yeah, swimming and water breath right in my hand.

**ALEX**

In that case then, you all start down underneath. The first things that come apparent is it's very dark, there is some of the light coming up but it is from the far end of the tunnel. The second that you're down there and having a look, you can see it's only about 60 feet. It's actually not that bad.

**BEN**

Oh, in which case I do like a jog.

**ALEX**

I am fine for 60 feet given I know the movement speeds that you will all be able to make it without having a huge issue or so on. It looks like genuinely this was an unintentional flood, it doesn't look like a challenge room or anything, it's mostly a bit of a flood. There's literally a bunch of broken pipes on one side and it's like, "Okay, that makes sense." Coming up though, you come up into a very very long and extremely dilapidated glass tunnel similar to the one that you first came and you are navigating between the varying structures of this thing. The best way to describe is you know the sort of walkways you get in airports where it's like a...

**BRYN**

A traveller?

**ALEX**

Yeah, like a traveller situation but you know like it's glass on all sides and you're moving from one terminal to another.

**BEN**

Yeah, yeah.

**ALEX**

It's that kind of set up and it is about a 100 foot long glass 42:39 ??.

**BEN**

I have a look around towards my left or if I'm wrong that the way the conveyer belt is to see if there was a small conveyerey looking thing in the sea.

**ALEX**

Give me a perception check please.

**BEN**

Yeah. So, 15.

**ALEX**

15.

**BEN**

And I've got dark vision.

**ALEX**

So, what you see is two things. You start peering around the complex trying to figure out, "If I was Hamid and I was travelling at a normal speed, where I am going to be?" You can't find any sense of the conveyer but then up and two your left you start seeing a bunch of movement in a sort of distant room. You cannot discern what's happening but it's a lit room and there's lots of movement. You also discern something really big moving out amongst the ocean.

**BEN**

Does it look like a massive robotics squid?

**ALEX**

It's too far away. You can't see it's big.

**BEN**

Has somebody who's spent two years hunting for a giant robotic squid and maybe seeing the silhouettes of it, is it similarish to the sort of silhouettes I may have seen?

**ALEX**

Could be? It's genuinely it's moving.

**BEN**

That's fine.

**ALEX**

It is moving amongst the complex is worth describing.

**BEN**

Oh, okay. But, yeah, in general I'm like, "I don't know but it kind of looks like 30 you know."

**ALEX**

Ticks a lot of the boxes.

**BEN**

Yeah. “Right. So... oh, by the way, that...” pointing at the big silhouette, “... might be the big robot squid.”

**HELEN**

“Oh, my gosh.”

**ALEX**

It’s moving very slowly amongst the complex.

**BEN**

“Makes sense if he wants a guard.”

**HELEN**

“Let’s not draw attention to ourselves then.”

**BEN**

“Yeah, that might be wise. Yes, I’m not going to 44:05 ??. Let’s go.”

**LYDIA**

“Okay. So, along the traveller it is?”

**BEN**

“Yeah.”

**LYDIA**

“Cool.”

**BEN**

“Off we go.”

**LYDIA**

“Oh wait, wait...”

**BEN**

“Positive thinking , traveller of life.”

**LYDIA**

“Traveller of challenge that we can go through and...”

**BEN**

“I like your energy, let’s go.”

**LYDIA**

“Yes. Let’s do this.”

**ALEX**

So, do you actually step on the traveller?

**BEN**

Sure.

**ALEX**

Excellent. So, you step on the traveller. It goes uuur uuuur. And then proceeds to not move and die.

**BEN**

“That was deeply disappointing. Still can walk it on.”

**LYDIA**

“Yep.”

**BEN**

Clank clung clank clung.

**ALEX**

You start walking on the unnecessarily long traveller. I shall return to you. Hamid, you're in a sealed chess room.

**BRYN**

Yeah.

**ALEX**

There is one other door leading out from it. There are a few portholes along one side, the door is on the opposite so presumably leads more in not more out.

**BRYN**

Yeah.

**ALEX**

It appears to not have activated properly or something. There's just a half played game of chess with someone dead face down in the middle of the room.

**BRYN**

I cast detect magic.

**ALEX**

You detect no magic. No, no, I lie, you do detect magic, you detect magic on the corpse.

**BRYN**

Yeah, I'm going to go over and examine the corpse.

**BEN**

What's their class? What's their class? What's their class?

**HELEN**

Let's play the class game.

**ALEX**

So, you approach the figure who is face down and still wearing their midnight black cloak.

**BRYN**

Oh, my god, it's going to be a cloak of the bat because Alex is 45:27 ??.

**(laughter)**

**BEN**

Yeah, he's got the face which says...

**BRYN**

Detect magic is still active.

**BEN**

Yeah.

**ALEX**

That's true. Give me a second, I'm digging stuff up.

**BEN**

He has the face which is like, "Maybe."

**ALEX**

Mmmm.

**LYDIA**

They're just ten a penny around here.

**BEN**

Yeah.

**ALEX**

So, you approach the figure and you are detecting a divination or a humming from the body and they're face down in their cloak. You also detect another one but it's one you should recognise which is a... you know that they're wearing a type of cloak of elven kind. Like, you have encountered these multiple times. I think you have all had one at one point.

**BRYN**

The party had one? Originally Sasha wore it 46:03 ?? round a bit.

**ALEX**

At a glance, they are wearing a cloak of elven kind but a dark one.

**LYDIA**

Cool.

**ALEX**

Do you actually search the body?

**BRYN**

Yes.

**ALEX**

Okay, cool. Give me a perception check, please.

**BRYN**

21.

**ALEX**

21. So, you flip then over and they're actually almost unaffected. They're in sealed pressurised room, clearly this might have had no air in it or something similar but like they're in kind of almost... they're not desiccated as such but you know that kind of preserved waxy almost look. In terms of what their equipment is, it's all impeccable, they have a bandoleer of daggers, the divination aura is coming from a specific dagger that's on their belt. In terms

of searching them, you also notice that they have a garrot with them and they have a full dungeoneer's kit and they also have a potion of greater invisibility on them.

**BEN**

Handy.

**ALEX**

Very.

**BRYN**

So, I'm going to roll knowledge arcana to identify for certain both the cloak and the dagger...

**ALEX**

That's fine.

**BRYN**

Because I can do that, that's how you identify magic items. 32.

**ALEX**

So, what level of knowledge to get out of the item.

**BRYN**

28. Basically, what it is and what it does at that sort of... unless it's an incredibly complex unusual one.

**ALEX**

It's not. So, the cloak of elven kind is a cloak of elven kind.

**BRYN**

Yeah.

**(laughter)**

**BRYN**

Shocker.

**ALEX**

Just thought I'd help.

**BRYN**

Yeah.

**BEN**

Could be cursed.

**HELEN**

True.

**BRYN**

Yeah, it was a weird colour. It might have been with extra stuff.

**ALEX**

The dagger is something where... I'm going to tell what it's called so that people can look it up but I will just get what it does, if you see what I mean?

**BRYN**

Yeah.

**BEN**

I want to try and call shot it. It's a scrine dagger, throw it and you can see out of it. That would be awesome.

**ALEX**

That would be cool, it's not.

**BEN**

Aaargh.

**ALEX**

That's better but no. It is a stalking dagger. It is a plus two dagger and how it works very simply is the longer that you have to study a target, the more damage you will do on your first attack against that target, up to a certain max but basically it's like, cool, if you can study your target for like four rounds and then attack you're getting like 4D6 bonus. It's an ambushing weapon.

**BEN**

That's cool.

**ALEX**

It's a good weapon for rogues, it's a good weapon for anyone who does get the drop on people. Like that would finish a fight like that if it's used properly.

**BRYN**

I'd pick up the dagger and I just hold it for a moment and look really sad.

**LYDIA**

Aaaaw.

**BEN**

Hey. Why? I don't get it.

**HELEN**

Shut up, Ben.

**BRYN**

And then I put it in my bag of holding.

**LYDIA**

48:32 ?? his craft.

**ALEX**

I'm going to give you a sort of passive look around as well. You see that all of the speakers in this room have been smashed and you see as well heavy scorch marks around the boots of this person and you also see that they appear to have lifted a panel from the corner of the room. It's obvious once you're kind of down looking at them and they appear to have maybe come in the room via a panel or something similar as opposed to via the main doors.

**BRYN**

Interesting. Am I still deafened by the way?

**ALEX**

Yes.

**BRYN**

Yeah.

**ALEX**

Skraak's there, "Oh oh oh oh oh" mostly holding his ears and going, "Eeer. Eeeer."

**BRYN**

I try to indicate we'll be okay through sign language. I'm not very good at expressing myself through sign language.

**ALEX**

Skraak's actually comparatively good and signs something along the lines of, "No, I know but it really hurts."

**BRYN**

I say sorry.

**ALEX**

While you consider your situation, I'm going to jump back to the rest of the party who are on their travellator of doom.

**LYDIA**

Travellator of overcoming challenges together and becoming better friends.

**HELEN**

The teamwork travelator.

**ALEX**

So, as you start heading along, it becomes readily apparent that this is very very long and very very straight and that Yoshida at some point thought it would be a great idea to put little murals that you'd go past as you go along.

**(laughter)**

**LYDIA**

How much time has he sunk into this?

**HELEN**

A long time.

**ALEX**

It's not made very well and, in fact, it starts...

**HELEN**

As he done them himself?

**ALEX**

It starts comparatively like neat and kind of deteriorates as things go on and then it's just unfinished towards the second half of it. At the start it's a proper mosaic that's made comparatively well, by the end it's like hunks of medal, bit of bottle cap and what looks to be a kobold claw like just scraps and it just gets more and more abysmal until eventually it's not really even patterns. It's just

some stuff stuck on the wall and then it stops. But you're having to clonk past this obviously.

**LYDIA**

I'm deciding not to take this as a metaphor for anything. Just things decaying over time.

**BEN**

Yep.

**ALEX**

Alright, speaking of which, the quality of this tunnel, as you are continuing along, you are starting to see more of the complex sort of around you has been heavily damaged. You're clearly entering a bit that's had a bit more damage to it. Like, over there there's an imploded dome, over there is one that has basically sort of toppled and then fallen flat off its stilt and things like that. The one that you're in along at one point has a really heavy and large crack along one side. There isn't leaking and it appears to be intact but whatever happened, happened quite a lot of around this bit and it wasn't visible from when you were sort of further out. Everyone give me a perception check.

**BEN**

20.

**HELEN**

19.

**LYDIA**

17.

**ALEX**

Zolf is the first to notice but it catches you slightly unawares for the simple reason that it's a direction you weren't expecting. As you're walking you're having a look round, something catches your eye and you look up and you see a large... like large shape is looming straight vertically down quite quickly to the tunnel that you are all in.

**BEN**

“Run!”

**LYDIA**

“What?”

**HELEN**

Run, I run.

**LYDIA**

Okay, yep.

**ALEX**

Everyone do an initiative quickly for me.

**HELEN**

Seven for initiative.

**ALEX**

Seven for Azu.

**LYDIA**

21.

**ALEX**

21 for Cel.

**BEN**

16.

**ALEX**

16 for Zolf. You are acting first, are you just sprinting the direction you were already going?

**LYDIA**

Yes.

**ALEX**

That's fine. Zolf, I have to ask the same question.

**BEN**

Oh yeah, yeah, yeah.

**ALEX**

Azu?

**HELEN**

Yeah.

**ALEX**

Okay, cool.

**BEN**

I'm taking the run action.

**ALEX**

This makes life as easy as possible for me.

**LYDIA**

This is very straight, isn't it? So, can we double...

**ALEX**

Yeah, you can bomb it. You can...

**BRYN**

You can take the run action.

**ALEX**

So, you're all running. There is a... the sound of a heavy (sounds like thud) impact back from where you were. Is everyone tearing straight ahead?

**HELEN**

Yeah.

**BEN**

I have to turn and look.

**ALEX**

That's fine, I figured as much.

**HELEN**

Of course you do.

**BEN**

That's Zolf not Ben. I've been hunting this thing for two years, it might be my white whale.

**ALEX**

Funny you should say that...

**HELEN**

It will kill you in the same way.

**ALEX**

The completely shredded remains of a whale...

**LYDIA**

What?

**ALEX**

...have flooded into the top and are sliding their way down the thing, smearing blood all across the 52:47 ??.

**HELEN**

What kind of whale?

**ALEX**

It is a blue whale.

**HELEN**

Woo woo woo.

**ALEX**

It is massive. The impact is heavy.

**BRYN**

Alex, Alex, Alex, is it ma-hoosive?

**ALEX**

It is ma-hoosive and it has been heavily shredded by something and it's basically thudded and then it's running...

**HELEN**

53:02 ??.

**LYDIA**

That's a building. It's bigger than this house.

**BEN**

Is the glass like cracking further or does it look like it has actually survived this?

**ALEX**

That's a good question.

**BEN**

Creaky cracky noises.

**ALEX**

That's a good question that I will answer next week.

**[Show Theme - Outro]**

**ALEX**

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