

RQG – [32] – [End of the Line]

[Show Theme - Intro]

ALEX

Hello and welcome to episode 32 of the Rusty Quill Gaming podcast. I'm your host and GM Alex Newall and I'm drowning the entire party either above ground or below and with me I have

JAMES

James Ross

BRYN

Bryn Monroe

LYDIA

Lydia Nicholas

BEN

Ben Meredith

ALEX

And who are you playing?

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JAMES

Sir Bertrand MacGuffingham.

BRYN

Hamid Saleh Haroun el-Tahan.

LYDIA

Sasha Racket.

BEN

Zolf Smith

ALEX

And as I may have slightly spoiled earlier, everyone's drowning.

LYDIA

Imitating gurgling.

ALEX

Everyone's drowning.

LYDIA

I'm actually less drowning than...

BEN

None of us are drowning.

JAMES

So this spoiler's for me – I'm not actually drowning – there's no hint of drowning, apart from that massive hint about me drowning.

(Group laughter)

JAMES

So maybe soon I'm gonna drown!

LYDIA

I mean there was "dooommm"

EVERYONE

Dooommm!

JAMES

That's non-specific, that's not necessarily wet doom.

LYDIA

Yeah you might get electrocuted in water.

JAMES

Yeah.

LYDIA

I mean in that case does it count as drowning?

JAMES

If I fall forwards, like you can drown in an inch of water.

LYDIA

Yeah, you're concussed by the electric.

ALEX

Let's say that just Bertie's drowning in bureaucratic inadequacy.

JAMES

Right, all right, fair enough.

ALEX

There we go.

BRYN

We've all been so convinced of our death we've been discussing back-up characters – I maintain one of our back-up characters should be the pessimistic train driver.

(Group laughter)

ALEX

Do you search for traps? Yes. Dooooomm!

(Group laughter)

ALEX

Is there a lot of traps? No, but there's doooooomm!

(Group laughter)

BEN

I've found some doom here!

(Group laughter)

ALEX

So we are still on our way to Paris and the party has split with Bertie taking the normally safer train which admittedly has a little bit of flooding in – not too much – but it is a lightning powered train in a slightly flooding tunnel so that's a combo that's interesting. Meanwhile we have the rest of the party deciding to take a tiny little driftwood dinghy effective...

BEN

Not deciding – got told to!

ALEX

Well, they decided to support you.

BEN

Bertie is almost exactly 800 feet below us right now.

(Group laughter)

ALEX

And being very careful to make sure ...

JAMES

Are we – where are – who's winning the race, in inverted commas. Who's further along?

ALEX

Well we can't know, there's no way you can know.

JAMES

But you know!

ALEX

Yeah of course I know.

JAMES

But we're curious.

ALEX

Yeah, everyone is, that's the nature of narrative.

JAMES

Right.

(Group laughter)

Unclear crosstalk 02:11.

ALEX

Let's jump back to everyone who's currently in the eye of the storm.

LYDIA

Oh well done Zolf, you got a – I'm slumped over, like oh it's calmed right down.

ALEX

I should spell out actually for listeners – currently Sasha's slumped over your stepping stone. Zolf's doing the kicking – the irony of this is – it's phenomenal by the way – and then we have Hamid who is currently sat on top of a capsized driftwood boat.

Rusty Quill Gaming – [32] – [End of the Line]

BEN

Grabbing tightly to the...

ALEX

Just holding on to everything.

BEN

To the keel.

ALEX

That said, the wind has died now that you're in the centre of it.

BEN

Yes.

ALEX

So suddenly it's eerily calm.

BEN

I'm still holding on tightly because I'm still quite scared.

BRYN

Actually, thinking about, this is probably just the eye of the storm.

LYDIA

What does that mean?

BRYN

That means it's coming back.

Rusty Quill Gaming – [32] – [End of the Line]

LYDIA

Oh right, well like I thought that you ...

BRYN

We've probably got a couple of minutes – we need to get back and get prepared.

BEN

Cooey!

(Group laughter)

LYDIA

I'll help you kick.

BRYN

No it's fine.

ALEX

Ahoy!

(Group laughter)

BRYN

Hi Hamid.

Unclear 03:09 crosstalk.

LYDIA

...into like a sailor buoy or the kind of...

Rusty Quill Gaming – [32] – [End of the Line]

BEN

I'm not longer wearing goose fat and pants.

(Group laughter)

BEN

I tell you what he's wearing – he's wearing Chinos, sandals, a pastel shirt and a sweater tied around his shoulders.

(Group laughter)

LYDIA

He's wearing Jack Wills.

BEN

Yeah.

ALEX

We'll skip ahead and say for the sake of ...

LYDIA and BEN

Ya, ya!.

ALEX

For the sake of speed, you manage to reconvene Jack Wills and the sippy pair.

LYDIA

Oh wow, so we've crossed 50 foot.

ALEX

For the sake of my sanity yes.

LYDIA

Okay, good.

BEN

And the stepping stone lasts for three minutes, so that's enough time to get across.

ALEX

So you are there and it is beginning to...

LYDIA

That's someone who's been counting the seconds!

(Group laughter)

LYDIA

For quite a long time now.

ALEX

We'll say you have reconvened with the boat – again the water's...

LYDIA

Hello boat.

ALEX

...bordering on calm and the stepping stone is expiring.

BRYN

What we are gonna do Zolf?

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BEN

Turn the boat over and get back in.

BRYN

You can do that?

BEN

I'm going to roll a professional sailor am I?

BRYN

It's really easy – you grab a line from the mast and you essentially – someone needs to break the air pocket and then you haul on the line while leaning on the keel.

LYDIA

Oh yeah – I've done that.

BRYN

You have done it, yes.

LYDIA

I'm remembering I did sailing when I was 15!

BEN

We should do what Bryn told us to do!

(Group laughter)

ALEX

What I'd say is a profession sailor check to know what to do and how to do it.

BEN

15.

ALEX

15 and then I would require strength checks from the whole party to basically achieve it, although the DC is not particularly high cos I've done this as well – I know it's not actually that difficult.

LYDIA

Well I might not be the most strenuous, I get the most leverage and by quite some way the tallest.

BEN

Well the two of you should get on the keel while I try and just break the air pocket cos you can do that without too much effort cos the air pocket creates suction which holds the boat in place.

LYDIA

I got a natural 20!

ALEX

So...

LYDIA

I'm doing really well on the boat stuff.

BEN

I rolled a 7.

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LYDIA

While I'm touching the boat...

ALEX

So stay on the boat, just stay on the boat!

LYDIA

Can't swim but oh gosh, a natural sailor!

ALEX

So, we've got Zolf ...

BEN

6.

ALEX

... has a powerful 6 there; we've got Sasha who's rocking the natural 20 and Hamid?

BRYN

Also a 6.

ALEX

Right – what we'll say is ...

BEN

Come from the other direction!

LYDIA

Although it's a natural 20, it is down to 19.

ALEX

So Zolf and Hamid between them get in each other's way and just end up just fluffing it. You just...

LYDIA

Like an elegant seagull but stronger. Like a porpoise.

BEN

Attack me for my chips?

LYDIA

Like yeah, just I swing the boat.

ALEX

Now that Bertie's removed from the equation, suddenly you're the hench one.

(Group laughter)

ALEX

It totally plays out that way – you're just like, oh I can solve this with brute force.

LYDIA

Yeah.

ALEX

And yet, you do effectively – they do enough so that it's possible and you do the vast majority of the work and tip the boat back upright again and it's draining water out as you are still underwater.

BEN

But still we'll need to bail as well.

LYDIA

Somehow I'm getting that I do something that twists my body that makes it basically a decks check which is the thing that I've got – I do not have the strength.

ALEX

Almost certainly, almost certainly.

LYDIA

It's a beautiful ballerina like effect and then I splash into the water, giggling!

ALEX

And I will allow you to take a 10 to actually get in.

LYDIA

That was fun.

BEN

Yeah, we don't have any way to propel ourselves.

BRYN

But there's still the oars – they're locked on.

BEN

Were they locked on? They were, good. I was definitely busy!

(Group laughter)

BEN

Right, okay, we've got them, that means we're not stranded, good.

ALEX

The sail is still flapping – I mean even with the slight breeze, it's just sodden and it's just flapping cos it was detached so that it wasn't pulling you along but it's still dragging, so the ship's still tilting left and right.

BEN

I'm going to untie it and take it down.

ALEX

It would require you to untie it in two places – the base of the mast and the top of the mast.

BEN

Yeah.

LYDIA

You want me to climb up there?

BEN

Yeah, yeah, yeah, yeah. I'll do the bottom bit.

ALEX

Okay, I'll just take the time.

LYDIA

Is this an acrobatics or a climb?

ALEX

I'll let you pick. One is much flashier but with higher cost i.e. acrobatics – flipping your way to the top of mast.

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LYDIA

I've got vastly higher acrobatics.

ALEX

Then go for flashy.

LYDIA

Flashy it is. 10 plus 9 – 19.

ALEX

Yeah, you flashily acrobat yourself..

LYDIA

I basically cartwheel up the mast!

(Group laughter)

LYDIA

And then land and do a courtesy.

ALEX

And because...

LYDIA

This is the only courtesy Sasha's ever done!

(Group laughter)

ALEX

And because all of the masts are done properly, it's much easier to untie when done properly, so...

BRYN

I start folding up the sail, cos folding a sheet is a thing Hamid can do!

(Group laughter)

ALEX

At which point, we'll cut back to Bertie with the driver still sat in the co-driver chair with you sat in the driver chair and the driver's just under his breath "doommmeed!"

JAMES

Right, so where is the elemental?

ALEX

He just looks at you and points it out over the window and there's effectively a five foot step of just machinery and all that kind of thing and then straight after it is a huge, large – it almost looks like a boiler – large sheet metal, however every time a drop of water drops from the ceiling it just (*imitates lightning sounds*) – lightning off the top of it.

JAMES

Is there any way of detaching the elemental carriage as it were from the rest of the train?

ALEX

We can detach the engine from the train, yes – what would that achieve?

JAMES

I'm trying to consider a way in which it is possible to separate...

ALEX

Who are you?

JAMES

I am Sir Bertrand MacGuffingham!

ALEX

Oh right.

JAMES

Good, that's you told – we'll move on.

(Group laughter)

JAMES

So with that firmly established – well I cannot possibly wait for a day – I have important business matters.

ALEX

Well you're welcome to walk – he gestures – don't walk!

JAMES

You say the engine is definitely coming in a day?

ALEX

Definitely a day. Probably.

JAMES

How probably is probably?

ALEX

Well it depends – if the flood – I mean the tunnel goes down before it goes up so it could be completely flooded further up. I mean that'd be a big deal, that'd be a few days to remove it. In fact the engineering team from Dover will probably get here before the Parisian ones now I think about it.

JAMES

Oh!!! Would it be possible to exit safely from the other end of the train and walk back to Dover and obtain some other alternative form of progress to Calais?

ALEX

Oh you wouldn't want to catch a boat – it's dead stormy.

JAMES

Yes. Perhaps an airship. You know, this idea of this electricity powered under-sea vehicle in a flood prone environment gives you a wonderful idea for an airship filled with hydrogen perhaps.

ALEX

That's not a bad idea, we use air elementals but I mean they're very, very temperamental.

JAMES

In the way that hydrogen certainly isn't.

(Group laughter)

ALEX

Well look – he sort of reaches underneath and he starts pulling some wires – right, he hands you a piece of cabling – drop this at the end of the train, the far end. What we'll do is we'll route all of the power across to the breakers at the far end of the train so everything ahead of the train ain't getting electrified.

JAMES

Perfect, excellent, let's give this a go.

ALEX

Yes! He hands it to you.

JAMES

Sir Bertrand takes it and gradually pulls it through the back of the train.

ALEX

You walk about 10 feet and then pull up short. It might be a bit of effort.

JAMES

What is it that's holding it in place?

ALEX

Effectively bolts – he's rewiring the train on the fly! You're effectively having to haul it manually – either remove every single individual bolt and slowly take some cabling and run it the length of the train or just haul it and pop bolts on the way.

JAMES

Sir Bertrand MacGuffingham is gonna pull the cable out using brute force.

ALEX

For the sake of my sanity, rather than doing a hundred strength checks...

JAMES

Let's not do that.

ALEX

We'll just say we take ten across the board.

JAMES

Yeah.

ALEX

And it takes a long time.

Rusty Quill Gaming – [32] – [End of the Line]

JAMES

How long is a long time?

ALEX

Cutting back to the storm...

JAMES

Okay!

ALEX

The water is starting to get very, very choppy again and the wind is starting to pick up again and you can visibly see the storm front on the far side of the eye moving towards you and the light failing.

BEN

Profession sailor – how quickly is that storm front going to hit?

ALEX

Give me the check.

BEN

Nat 20.

ALEX

Nat 20.

LYDIA

Do you know exactly?

BEN

Hitting a DC of 30.

ALEX

So what happens is you know that it will be with you in probably a minute – it's moving fast.

LYDIA

Exactly.

ALEX

However, the benefit is that because of how it's moving and you've managed to keep track more or less of its direction, you know like the direction of France and so as a result, you know realistically that you're at the halfway point, give or take.

BEN

Oh good.

BRYN

We should tie ourselves to the boat this time I think.

BEN

Yes, we've got about a minute – let's get on that now. I will tie them to the boat.

BRYN

Yeah I'm gonna let you do it.

ALEX

Go for it. Give me three separate ones starting with yourself.

BEN

Okay.

Rusty Quill Gaming – [32] – [End of the Line]

ALEX

Then Sasha then Hamid.

BEN

Me – 17.

ALEX

Okay.

BEN

Sasha – 26... Hamid – 20.

ALEX

I love the idea that both Sasha and Hamid are effectively liked roped from ankle to neck!

(Group laughter)

BEN

No, no, no – you have one single line that's quite long because if the boat capsizes again you don't want to be stuck to it in a place which puts you under water.

BRYN

Sasha, grab an oar.

LYDIA

I grab an oar.

BEN

Hamid, call the oar strokes.

BRYN

Okay.

BEN

Like a boat race yeah?

BRYN

Yes, I've seen them.

(Group laughter)

JAMES

That's a point actually – like yeah, Hamid, if he were to do that he would totally be coxing, that is completely ...

BRYN

He'd be an excellent cox as well.

ALEX

He'd be all over it. He'd be fantastic.

JAMES

All you really need is not much mass and rhythm and that's it really.

BRYN

Hamid has spades.

ALEX

Hamid has all of the rhythm.

LYDIA

He'd be prestidigitating the boat to have sparkles coming off the oars.

BRYN

I recolour my top to be light blue.

(Group laughter)

ALEX

At which point, the storm front hits again.

BRYN

Okay.

ALEX

It's very powerful again.

BEN

I start calling out the stroke. Shall I row?

ALEX

To get underway, and actually set off, the rowers give me a strength check.

BEN

Yeah, I'll turn to Sasha and say, basically pull when he tells us to, stay in rhythm with me.

LYDIA

Right.

BEN

Okay.

Rusty Quill Gaming – [32] – [End of the Line]

BRYN

You're gonna probably have to hold yourself back slightly.

LYDIA

I have no idea.

BRYN

To not unbalance the boat.

ALEX

Well yeah, cos so much is based on technique.

BEN

So basically I will be trying to keep up with Sasha cos I'm the expert and also stronger – the reason I handed you the oar is because you have the height.

ALEX

Exactly.

LYDIA

Yeah.

BEN

And also cos Hamid isn't very strong.

LYDIA

15.

BEN

15.

ALEX

Oh there you go.

(Group laughter)

ALEX

I'm not gonna tell what you the DC was – let's just say it was really close, as close as it's possible to be in fact.

LYDIA

The fact that we've got the exact same score means that for a while we're actually in synch.

ALEX

You actually, yeah, you start pulling away.

LYDIA

We've got a good rhythm going on.

ALEX

You start making progress – removing the sail, great idea – should have probably done that from the start but you had to show Poseidon you had some faith, I get it, it makes sense. Long story short, you start making some actual headway – it's really hard going for all of you in fact cos Hamid's still having to do all of this through ridiculous sea sickness so you're all handling it quite well. Cutting back to Bertie – you've managed to haul cabling the length of the compartments with all of the people poking their heads out so – what's going on?

JAMES

Sir Bertrand MacGuffingham is saving the day, rerouting the power to the back of the train in order to save the innocent civilians encased within it, trapped, 20,000 leagues under the sea.

ALEX

You see Campbell's head poking out and he's (*imitating scribbling*).

JAMES

Now Mr Campbell, yes, how would you like to accompany me on one of my adventures mmm?

ALEX

Yeah, certainly okay.

JAMES

Excellent – Sir Bertrand opens one of the doors on the outside of the train carriage and just pushes Campbell out on to the edge.

(Group laughter)

LYDIA

Does Brutor trot after him?

JAMES

No Brutor is safely in the papoose at this point.

LYDIA

Right.

JAMES

Bertie is not fool enough to let Brutor test whether the water's electrical or not.

(Group laughter)

ALEX

So, wow – having pulled all of the cabling through, the cabling is running currently through the central compartment corridor – anyone spot a problem with this? No? Okay.

JAMES

No it's fine. Bertie doesn't.

ALEX

So you open the door – the second that you open the door, there's arcing lightning in the doorway, it's quite patent that if you push him out he'll die. It won't stop you from doing so, by the way but he will patently die.

JAMES

He's only being pushed out as a test so there's no point doing it if I know that that's going to be it.

ALEX

The front of the train there's still arcing lightning, so the driver effectively comes down the whole length, looks at you and goes, it's a good job actually, I'm pretty impressed.

JAMES

Mmm.

ALEX

I mean now we're gonna be putting you know, lightning through the middle, sort of...

JAMES

No-one touch the cable! There we are – good, safety notice issued.

ALEX

All right. That'll do. He then sort of opens the rear door so you've gone effectively, you reach the cargo statement so he sort of opens it, pokes his head out – right this'll do. He climbs down the ladder, gestures for you to pass him the cable.

JAMES

Pass him the cable.

ALEX

He then proceeds to hang around and goes, right okay, so what I'm gonna do is I'm gonna tie all this off, you're gonna stay here, I'm gonna go to the front, just try and you know, switch the circuit breaker and you make sure it doesn't you know, explode. Right!

JAMES

What do I do if it does explode?

ALEX

He then proceeds to start heading off.

JAMES

Bertie takes – okay, so once the cable is tied off, he takes several paces backwards.

ALEX

Sure – you wait a few minutes. Eventually you hear a (*imitates sound of engine*) – something's clearly revving up at which point you start seeing minor arcs of lighting running down the cable in the middle of the train.

LYDIA

It's really badly insulated this cable.

ALEX

Oh it's not intended to be inside a train at all! At which point there's small arcs but it's not comparable to the huge random arcs earlier and congratulations, you've rerouted the power of a train through the train and you now have a live wire so no-one can leave the compartments and then the driver calls from the front – front's clear!

JAMES

Bertie takes 10 to carefully step around the cable all the way to the front of the train – he's not gonna step on the cable.

(Group laughter)

LYDIA

Is there a lot of people plastered against the wall at each side of the carriages looking at this terrifying monster?

ALEX

As he's going down, all of the compartment doors are closed and every single person is backed up right to the edge of the glass going, what is going on?!?
Oh my God!!!

JAMES

Just stay where you are, nothing to see here.

ALEX

Give me one reflex save for the simple reason that occasionally things are burning.

JAMES

14 plus 2 is 16.

ALEX

16 – you make it back to the driver’s carriage. There’s lightning coming literally from a control panel down the length and he’s just looking at you going, terrible idea! This was the worst idea – we’re all doomed!

(Group laughter)

JAMES

Not me, I’m getting out and walking now.

ALEX

You’re right. He reaches across, pushes the thing – ladies and gentleman, Sir Bertrand MacGuffingham will be escorting us to Calais on foot – repeat again on foot – the train has been compromised and we’re proceeding on foot.

JAMES

Rusty Quill Gaming – [32] – [End of the Line]

There we are – Sir Bertrand MacGuffingham as people gradually exit the train on to the tracks.

ALEX

What starts happening is that people start trying to climb out of the windows on to the tracks cos they can't go into the corridor cos they'll die.

JAMES

Yeah, there we go – lovely, now...

ALEX

It takes ages, some women have rather large dresses, some men have enormous ridiculously impractical clothing cos they're dressing ostentatiously and a lot of its getting left in the carriages as people are...

LYDIA

I'm guessing a lot of them, they're carrying them as valuable possessions cos they're gonna try and carry the...

ALEX

Oh yeah.

LYDIA

Their suitcases.

ALEX

They're all trying to pass out trunks and stuff through the windows – it's not happening – it's a complete train wreck!

(Group laughter)

JAMES

Now ladies and gentlemen – now that we have all achieved safety on the platform side it is my duty, indeed my noble obligation to go and seek help on the track ahead. Now it will be a dangerous journey – I don't require your praise or thanks right now.

(Group laughter)

JAMES

However when help arrives postal orders may well be sent to the following address – Bertie gives account details etc.

(Group laughter)

JAMES

Now I would suggest that you all for your own safety remain here on the platform side. I myself and Mr Campbell here will be proceeding ahead to Calais where he will document my further journeys.

ALEX

At which point the driver goes, okay, I suppose – I feel like we could have just not – okay, right... meanwhile, all of this speech was done over the sound of crying, a couple of people yelling and it's just, it's just a nightmare – Campbell's kind of looking at you.

JAMES

Do I need to a diplomacy check or something to see what effect it has?

ALEX

You know what, yeah, give me the diplomacy check.

JAMES

Would that count as retroactive pomp and pageantry cos that's certainly the sort of thing that Bertie would do.

ALEX

Ah! I'll allow you the pomp and pageantry and for the sake of my patience, I won't get you to do anymore.

JAMES

15 plus diplomacy, 3 plus pomp and pageantry 1 is 19.

ALEX

19 – bearing in mind the most ridiculousness of the situation you've gotten everybody into.

JAMES

Yeah.

ALEX

They are neither for you nor against you. No-one's blaming you for anything currently but no-one's cheering your name.

JAMES

Fair enough!

ALEX

Campbell's looking at you a bit nonplussed, but okay, yeah, all right.

JAMES

Campbell doesn't realise that he's a human crash test dummy.

(Group laughter)

ALEX

You start marching in the direction that one presumes is Calais. It's the one the train's pointing at.

JAMES

Yeah the one the train is not from.

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(Group laughter)

LYDIA

Do a perception check!

(Group laughter)

JAMES

Perception check!!! And that would be 2 minus 1 would be 1 if a perception check were required.

(Group laughter)

JAMES

I am pretty sure that Bertie can tell which way a train is going.

LYDIA

Well maybe you start going in the wrong direction and Campbell takes you by the shoulders.

(Group laughter)

LYDIA

While the train driver looks ...

BEN

That was a test!

JAMES

Thank you Mr Campbell, you have passed the first test, congratulations, you will make an excellent Amanuenses and Biographer.

ALEX

As you walk off, there is obviously the receding cries of people and people yelling and things like that – and you just hear trailing after you a very faint “dooommmeeed!!!! Doommmeeed!!!!”

JAMES

Yes, we’ve had enough of that, thank you!

ALEX

At which point, with doomed following you down the subterranean tunnel, we’ll call a break there and we will back in a couple of minutes.

And welcome back. So, with that we will cut across to the people in the storm who are doing okay.

BEN

Yay!

ALEX

You haven’t capsized.

LYDIA

Hurray!

ALEX

You’re making slow progress with the rowing.

LYDIA

Haven't capsized again!

ALEX

You've managed to coordinate yourselves, however the storm is again obviously getting worse as you're moving into the depth of it. With that in mind, everyone give me perception checks.

BEN

7.

LYDIA

21.

BRYN

16.

ALEX

Okay, so I've just passed a note to Lydia.

LYDIA

Golly.

ALEX

Carrying on – you continue to make progress but the storm if anything feels like it's at its worst currently – you're in a much better position, it helps as well that you're not massively weighed down – like the less weight and so on and just ...

BEN

Yes, we're down one trident and chain mail.

ALEX

Yeah, right.

LYDIA

Oh no, you've lost your weapon.

BEN

Oh yeah no, that's why I threw it though cos that is my pencil, give it back to rub my stuff off.

LYDIA

Oh no.

BEN

And my mace, I'm gonna chuck that as well.

ALEX

Sure that's fine. So, you're making progress but...

LYDIA

I don't think I've lost any of my daggers.

ALEX

You're definitely in the worst, like the absolute worst of the storm, but again, Zolf, from your earlier sail profession you're nearly, you're nearly breaking the back of it. Anyone doing anything apart from just staying the course?

LYDIA

Can you describe a bit of what we're seeing?

ALEX

So, surrounded by you there are towering waves, sort of peaking up and then breaking down, so they're not really crashing – it's more on those big swells cos there's nothing for them to crash on.

LYDIA

Right.

ALEX

As you're on a very, very light vessel that's very buoyant you tend to be riding it, skimming across the top rather than plowing through any of the .. . what tends to happen is when you're rowing, you're actually just killing the momentum of the waves that are trying to take you back the way you've come and then you're effectively just riding the wave down in the direction you want to go. There's the occasional flash of lightning which just highlights all of the wave crests and so on – it's a very, very like dynamic landscape.

LYDIA

Zolf?

BEN

Yes.

LYDIA

Like is there usually like stuff in the water?

BEN

What stuff?

LYDIA

Like, right, just like curly stuff, like in the water – like there's – you see that? It looks like a big bangle, like someone's left a massive bangle in the water.

ALEX

Another streak of lightning arcs across the sky highlighting the thing that I have told you about and no-one else.

LYDIA

Right like – cos that looks a lot like a finger nail – like there's...

BEN

A what?

LYDIA

Something just coming out and just – I just don't know – do you usually have them?

BEN

Look where?

LYDIA

Big shiny fingers sticking out of the water.

ALEX

You can't make out what she's pointing out but I would say from your earlier checks – this is peculiar – like there's been a sudden marked step up in how bad the storm is from like, it was sort of decreasing, oh whoa, where did this come from briefly?

BEN

Is it may be some kind of wreck?

LYDIA

Like may be, yeah, but I don't know – are ships made of like metal usually? Shiny metal?

BEN

Yeah.

LYDIA

Well it might be that – I don't know Zolf – like there's a lot of lightning.

BEN

Point out – where is it?

LYDIA

She points out where it is.

ALEX

Give me a perception check both of you – it's incredibly difficult to see. Sasha's obviously got a line on it.

LYDIA

19.

BEN

13.

ALEX

Are you looking Hamid?

BRYN

Yeah, 23 for me.

ALEX

23.

LYDIA

27.

ALEX

You know what – just to bully Ben for once!

LYDIA

It's just, it's like you know, like it could be a mast of like a ship. But it might be another ship.

BRYN

I don't think that's a ship.

BEN

What? I can't see anything.

BRYN

It looks like a... an appendage.

LYDIA

Like a finger? Like I said, like fingers.

BRYN

Yeah.

LYDIA

Made of metal.

BRYN

But it's made of metal? It looks like something from the simulacrum almost.

ALEX

All of you...

BRYN

But bigger.

ALEX

...hear an enormous "whoosh" – like sort of waves like actually breaking in the direction that they've been pointing but you still can't see it.

LYDIA

It's really big, Zolf.

BEN

I don't know – this is not – no this does not..

LYDIA

It's right over there. You can't see it?

BEN

No I can't see anything!

LYDIA

They're shining!

BEN

This does not happen! This is not...

ALEX

You do however see large amounts of waves breaking and approaching the vessel. You still can't see what's making them.

LYDIA

I've got no idea.

ALEX

The other two are only getting glimpses of what this is but there's a V – there is a ploughing V powering towards the vessel.

BRYN

There's definitely something coming this way Zolf.

BEN

I say we run away from it.

ALEX

It's huge – it's likely genuinely, mechanically, you're looking at gargantuan.

BEN

Good, that's great.

ALEX

Absolutely enormous.

BEN

That's fine.

BRYN

It's as big as a meritocrat!! What?!?!

ALEX

It's powering towards you further. By creating a bow wave bigger than the waves that you're currently sailing.

LYDIA

Is this a Poseidon thing? Like does it have metal unclear 25:30.

BRYN

No! Just stop rowing and hold on!!!

BEN

All right.

ALEX

You get an enormous roar as if by a thousand machines dying in pain.

LYDIA

Is that normal?

BEN

No.

ALEX

At which point, the bow wave disappears and you finally Zolf catch a tiny glimpse.

BEN

Oh can I read it then? Can I read the note?

ALEX

You may read the note and tell me how you would describe seeing that disappearing beneath the waves.

BEN

Oh no!

(Group laughter)

ALEX

So Zolf, you see the tip of a huge metallic tentacle just slip beneath the waves and it's as if there was nothing there.

BEN

Argh!

LYDIA

Is that normal?

BEN

No!!!

BRYN

No!!!

ALEX

Cut back to Bertie – you're currently trudging about knee-deep in water along this tunnel and it's slowly dipping downwards so the water level's very, very slowly, over sort of miles creeping up.

JAMES

Okay, fair enough. I continue to trudge on forwards.

ALEX

Okay.

LYDIA

In a tank!

JAMES

Oh no, I've taken my armour off – I took it off a little bit earlier.

ALEX

Presumably you're carrying it on your back yeah.

JAMES

Yeah, in my backpack and Brutor is lying along in the papoose because he's presumably, his head will not stay above water.

ALEX

So yeah, you keep going, you keep going.

JAMES

Or would it? Can he swim?

ALEX

Have you ever tried?

LYDIA

For 17 miles?!

(Group laughter)

JAMES

Yeah, good point.

ALEX

Clunk, clunk, clunk, clunk – the water level rises to your waist. You're still going – you've now been going a couple of hours cos obviously it's very slow going through water that high – you're getting slower and slower till eventually it's at chest height for you and Campbell's going, um, Sir Bertrand, I, I think this is about as far as I go Sir Bertrand, I think I might be turning back – this was a terrible idea.

JAMES

I disagree. Off you go. Coward is it Campbell, hum?

ALEX

He's still holding by the way the sketch book with all the writing that he had that was about you above his head over the water.

I fear I may have misjudged you Sir Bertrand. Very well, well, best of luck – and he sort of turns around and really slowly starts moving away given that the majority of his body is underwater and you just hear him occasionally muttering going, **unclear 27:37**.

(Group laughter)

JAMES

Well he's lucky he didn't get electrocuted that's all I can say!

Rusty Quill Gaming – [32] – [End of the Line]

Right, so, what I would like to do is I would like to attempt to track how far through the tunnel I have gone using, I would guess, something along the lines of an outdoorsman skill.

ALEX

That would actually probably be a survival check wouldn't it?

JAMES

That's what I mean. Yeah.

ALEX

Do you have survival as a skill?

JAMES

Yes, I'm at minus 1 for it cos it's wisdom based, so I'm trying to work out basically, assuming that everything is like it's a uniform dip, basically how long I would have to swim under water.

ALEX

Sure, sure.

JAMES

Oh natural 1!

(Group laughter)

Unclear 28:12 crosstalk.

LYDIA

You had to do it cos he turned the wrong way round!

(Group laughter)

BEN

Oh I've got through it! It's getting smaller!

JAMES

I think with a natural one I would have to catastrophically underestimate the amount of underwater swimming that I would have to do.

BRYN

You're probably almost there. You've probably got about 15 of the 17 miles do you reckon?

ALEX

Genuinely, you're basically there – a couple of minutes and in fact you see off to one side there is a service tunnel appears to be open, there's like a door – you know like these where you can have the sort of nooks and crannies.

JAMES

Yeah, yeah.

ALEX

And it appears to have a stairway leading up – it leads up, but it's off to the side.

JAMES

So basically, okay – so basically I want to play this one sincerely, okay, so it's not far to swim.

ALEX

Treat the information that I am giving you.

JAMES

Yeah.

ALEX

As if it is exactly perfectly described and you hadn't rolled a one. Okay?

JAMES

Okay.

ALEX

Okay, so you feel like if you were to carry on along your current route, yeah, you're probably there – like maybe 20 minutes maximum.

JAMES

Cos that's underwater 20 minutes?

ALEX

No, no, no, no, no – the water's probably going to go – I mean it's not above your head yet – it's probably going to go down and then there's a service tunnel off to your left which has stairs leading up.

LYDIA

You're gonna be fine Bertie.

JAMES

Mmm... I think ... this is the thing though, like ...

ALEX

Welcome to the conundrum of separating character and player out.

JAMES

Yeah, well I mean I think even Bertie would realise that it's probably gonna go under, underwater at some point and he'll have to hold his breath.

ALEX

To clarify, to clarify – I'm not saying you have to – I'm presenting you with options.

JAMES

Yeah.

ALEX

Actually, here's a peak behind the curtain – when it comes to GMing, if someone's doing this kind of thing and rolling a natural one, it isn't "do the terrible thing that you think's a bad idea".

JAMES

Yeah.

ALEX

It's present the character and the player with something that they think's a good idea.

BEN

That doesn't make you more stupid. It just means that you've grossly underestimated or misrepresented something.

ALEX

So, again, I wouldn't normally do this – as a peek behind the curtains, for all you know, that's stairs up. It's so much worse a decision than just going on but similarly, going on maybe so much worse.

JAMES

Yeah.

ALEX

The whole point is you leave it so that the player themselves are as nonplussed.

JAMES

Okay. I think Bertie is, I mean he's fundamentally lazy so wading through a lot of water at neck height is hard so I think he probably is going to go for the service tunnel and go up the steps. I think that is what he is going to try and do.

ALEX

Okay.

JAMES

So that is what he does.

ALEX

Yeah.

JAMES

Takes Brutor up in the papoose up to the service tunnel and starts climbing the stairs.

LYDIA

Turns out it was a painted door!

(Group laughter)

BEN

Got road runners.

LYDIA

Hilarious!

JAMES

Yeah.

ALEX

So you start up this narrow service tunnel – it's extremely narrow like barely as wide as your shoulders, and it leads up...

JAMES

I'm armoured shoulder or unarmoured?

ALEX

Unarmoured.

JAMES

Okay, cool cos I'm still unarmoured.

ALEX

You wouldn't be able to wear armour in this corridor.

JAMES

Yeah, okay cool.

ALEX

So you're climbing up the stairs and eventually you only go up say 30 feet and you find yourself up on to a metal grayling, a metal grate – in a narrow tunnel

Rusty Quill Gaming – [32] – [End of the Line]

you can barely stand up – there is a tunnel leading behind you back the way you've come, a tunnel leading ahead which isn't wet and there is a tunnel leading to the left which appears to lead even further into a side tunnel.

JAMES

Is he taking stairs upwards, if that is an option?

ALEX

No, as in there was the stairs up to this crossroad.

JAMES

Oh sorry, yeah.

ALEX

And then there are three options on the flat – 1) towards presumably Calais, 1) towards Dover presumably and 1) doubling back on yourself across the roof of the tunnel.

JAMES

I think I might try and see what is through the alternate – take the cross one to see what it up and down that.

ALEX

Okay. Crossing it again you reach the end – it takes a left, it takes a right – you reach another crossroads. Again, this is incredibly narrow, it's not a huge sprawling thing.

JAMES

Yeah – does it seem exactly the same as the previous?

ALEX

No, they appear in different directions.

JAMES

How do you mean they appear in different directions?

ALEX

So, the T-junction does not appear to be mapping up the same way that the other two junctions did.

JAMES

Okay. So Bertie I think would want to take what he considers to be the most direct route to Calais through the tunnels.

ALEX

You start walking in the way that you presume is the direction towards Calais.

JAMES

Yeah.

ALEX

You encounter another crossroads – you can't decide if you're back where you started or whether you've reached somewhere else – you're completely turned around.

JAMES

Okay.

LYDIA

The countdown is running in his head.

JAMES

Yeah, exactly.

BEN

Sir Bertrand MacGuffingham is a tunnel conundrum!

(Group laughter)

JAMES

The adventuring kit – that has rope in it, am I right?

ALEX

Correct.

JAMES

Okay, cool. Sir Bertrand MacGuffingham retraces his steps back to where he originally started cos there's only been two turnings and even Bertie can remember two turnings.

LYDIA

Can he?

JAMES

He goes back – unless he's done it – exactly, but I'm gonna let Alex decide this – he believes – again...

ALEX

You're fairly...

JAMES

Just a peek behind the curtain.

(Group laughter)

ALEX

You're fairly certain you're back where you started.

Rusty Quill Gaming – [32] – [End of the Line]

JAMES

Okay.

ALEX

There is a staircase leading down.

JAMES

Right, okay. Bertie lets one end of the 30 foot rope – is that the standard unit of rope?

BRYN

Yeah.

ALEX

Yes.

JAMES

Yeah – one length of the 30 foot rope down tied to some innocuous object that isn't particularly heavy so I think I've still got an eel in a bun! I'm gonna...

(Group laughter)

BEN

Ohh!!! That's got to be rancid!

JAMES

Tie the rancid eel in a bun on one of the rope as a dead weight.

ALEX

You are storing what's left of the eel in a bun.

JAMES

Yep!

ALEX

In your – presumably an empty bottle or something because there’s no way that’s solid anymore!

JAMES

In that case, I use the empty bottle – in inverted commas, empty bottle – that’s got the ...

ALEX

So a bottle of eel in a bun!

JAMES

Bottle of eel in a bun – I use that as a dead weight to weight it down without having to tie the other end to anything.

LYDIA

It’s only been three days, it’s just rancid, it’s not liquified.

(Group laughter)

BEN

You could use it as squid bait.

JAMES

Bertie then takes the rope following behind him and then proceeds back in the direction that he thought was Calais.

ALEX

You do so, and keep encountering these crossroads and then suddenly, after may be sort of ten minutes of, hang on, it was the left? Yeah, it was left, it was left, you go to the left, no, no double back – that’s stupid and eventually you find that you’ve managed to cross the rope so the rope is now crossed over itself – you are so utterly lost.

JAMES

Aargh!

ALEX

So utterly, utterly lost. You could retrace the rope looping back round on yourself, crossing the crossroads that you're at to get back to where you dropped the bottle.

JAMES

Right – does the adventuring kit contain anything along the lines of pen, paper, that sort of stuff?

BRYN

So a piece of chalk or a **tarcostick** or something like that.

ALEX

Yeah.

JAMES

Okay – Sir Bertrand MacGuffingham then attempts to ... he retraces his steps back to the original bottle with the rancid eel in a bun in it – he then proceeds again in an attempt to map out storing in his massive mind ...

(Group laughter)

JAMES

What happens if he ...

LYDIA

His head's a shed!

JAMES

Yeah, that's basically it! It's his mind shed.

LYDIA

His mind shed.

ALEX

In his mind shed.

JAMES

If he keeps turning, if he goes left at every single turn, left, left, left, left, left, left, left, does he at any stage then encounter a cross-rope?

ALEX

Yes.

JAMES

Right. He retraces it – he does that...

LYDIA

After just three turns!

(Group laughter)

JAMES

Three turns, very well – all right.

ALEX

Brutor looks up at you, and whilst dogs can't be sceptical, Brutor looks very sceptical!

(Group laughter)

JAMES

Fat lot of good you are!

(Group laughter)

JAMES

Go on then – Calais boy, go on! Bertie like wafts Brutor around in the air hoping he'll get the smell of garlic and onions around on a bicycle.

ALEX

He sniffs, he sniffs – he turns down one corridor that has a rope down it.

JAMES

Woof! Bertie – very well, onward!

ALEX

Forwards, forwards, forwards. Another turning – sniff-sniff?

JAMES

Onwards! Follow Brutor.

Sniff-sniff – woof!

JAMES

Onwards!

ALEX

He manages to finally lead you back to the stairs that you originally took to the service entrance.

LYDIA

To the delicious rancid eel!

ALEX

To the delicious rancid eel! You have wasted so far two and a half hours!

(Group laughter)

JAMES

To be fair that's just...oh, that's just Bertie trying to find where he left his keys.

ALEX

And that's how you handle a natural one in that.

JAMES

Yeah.

(Group laughter)

JAMES

I've lost two and a half hours. Is my natural one now expended?

Rusty Quill Gaming – [32] – [End of the Line]

ALEX

Your natural one is now expended!

JAMES

Okay.

BEN

Do you bang your head on a pipe and go, God it's obvious now!

(Group laughter)

BEN

It's that way! It's all a right angle.

(Group laughter)

ALEX

Let's cut back to our team who've been encountering dangerous...

BEN

Who knows what?

ALEX

So, it disappeared without a trace, a few minutes go by, nothing happens.

LYDIA

So we just keep rowing, just keep rowing.

(Group laughter)

Rusty Quill Gaming – [32] – [End of the Line]

BEN

We keep rowing, no it's not...

LYDIA

Keep rowing, keep rowing.

BEN

I don't know what the heck that was.

LYDIA

I was about to burst into tears and freak out.

(Group laughter)

BEN

Stroke! Stroke!

LYDIA

Stroke!

ALEX

I can't help feeling it's stroke, stroke, what is that? Stroke, stroke, stroke, stroke!!!

(Group laughter)

LYDIA

He's got the one thing that Zolf is very good at is maintaining pace!

ALEX

So you keep going...

LYDIA

Under stress.

ALEX

We'll say that eventually you know, a good 40 minutes, an hour has passed, two hours has passed, three hours has passed, finally the storm starts to lessen on you.

BRYN

You guys have been rowing for ages – you should probably take a break – I best your arms are really tired.

ALEX

Both of you give me fatigue checks.

LYDIA

Natural 20.

BEN

24.

ALEX

You guys are on it!

LYDIA

Yeah, my strength is minus one.

ALEX

You've just got to be on the boat.

Rusty Quill Gaming – [32] – [End of the Line]

BEN

4 so.

LYDIA

Oh so 4, so 2.

ALEX

You've just got to be on the boat, that's all it is, as long as you're on the boat you're doing great.

LYDIA

Yeah, just it's like is it touch wood really worth it?

(Group laughter)

LYDIA

It actually really works!

BEN

Keeping a really good rhythm I think – I can keep going – how about you?

LYDIA

Yeah, I'm fine! This is great.

BEN

Sasha's loving it! Let's keep going!

(Group laughter)

LYDIA

I'm quite used to dangling from my fingertips as I crawl around buildings, so.

BRYN

Have you considered a profession as a sailor, just keep yourself on a boat and you're great!

LYDIA

I mean if there's stuff to climb up on – I mean can you sneak around on boats very well?

BRYN

Big ones, yeah.

LYDIA

Right, all right.

BEN

Proper ones.

ALEX

As this conversation plays out, Hamid, give me a perception check.

BRYN

15.

ALEX

You see at the very edge of your vision straining your eyes what could be the coast dead ahead, you are b-lining towards it.

LYDIA

Is it the right coast though?

BEN

It's a giant metallic tentacle.

(Group laughter)

ALEX

It's got a man off.

BRYN

Oh I think we might be nearly there!

BEN

Oh thank goodness!

LYDIA

Aw that's a shame! This has been fun!

(Group laughter)

ALEX

Cut back to Bertie.

JAMES

Right.

ALEX

You've managed to get yourself back to where you started.

JAMES

Okay.

ALEX

As in when you entered the tunnel.

JAMES

Yeah, yeah. Okay, so I think Bertie is now going to attempt to crawl down the Calais bound tube which he can now correctly identify presumably.

ALEX

Yes.

JAMES

Yes – Bertie crawls down the Calais bound tube.

ALEX

Okay – crawl's the right word cos as you're going it starts to get narrower – it's a service tunnel, it's not something for walking down. Eventually you find yourself going on all fours down this filthy, absolutely filthy tunnel – it's an emergency maintenance tunnel, it's not intended for traffic.

LYDIA

Is Brutor ahead or behind you?

ALEX

You tell me.

JAMES

I think Brutor is probably ahead.

ALEX

Okay, so yeah, Brutor's leading the way – it's the right size for him.

JAMES

Yeah.

ALEX

He's trotting along quite happily but your size keeps scraping against the side, your amour occasionally clanking and catching – and having to unravel it and keep going along. You're getting smeared in grease and filth.

JAMES

There's only first class on this train my eye!!!

(Group laughter)

ALEX

Finally, after what seems like another couple of hours at the very, very least, the tunnel starts to look a little bit more used, a little less filthy, it's still the same size and everything but you get the impression that someone's been here a lot and there's a soldering on that pipe.

JAMES

Yeah.

ALEX

There's this bit looks a little bit painted and things like that and it finally starts to improve. Cutting back to the people on the boat, another couple of hours pass – it's slow going in that kind of choppy water.

LYDIA

Do you want an exhaustion check?

ALEX

I will leave it for now but eventually you start making it towards – yes, that is the coast – it's not Dover at the very least!

(Group laughter)

BEN

It's Spain!

(Group laughter)

ALEX

But you are making it towards the coast.

LYDIA

Seriously, I mean check out how far have we gone off course?

BEN

We don't know.

ALEX

You don't know yet. There's no harbour – you notice that there is a beach, like an uninhabited beach but it is sand and land as opposed to cliffs and death. Presumably, you head towards that.

BEN

Yeah.

ALEX

Sure – we'll skip ahead – the time finally after God knows how long, you pull up on the beach, the waves here almost gentle. You turn around and you can just see – the storm doesn't actually stretch the whole width of the horizon or anything so it's quite small which again, for you, is very bizarre – that's incredibly intense for something so small and yeah, you can see the bounds of the storm that you were in.

LYDIA

Is it still raining so we're soaked?

ALEX

It's still drizzling where you are yes. But it was torrential – you've basically been sat in salt water occasionally taking time to bail out or Hamid has been whilst he's been calling it – so you guys are – if you'd have swum you'd be in exactly the same state but you're on land – you pull up on the sand.

BRYN

Shall we just camp on the beach and try and dry out overnight?

BEN

Yeah.

LYDIA

I lie down on the beach and pass out and just sleep – that is, that is hours of physical labour.

ALEX

Oh yeah, you'll be fatigued in a mechanical...

BEN

Unclear 40:59 crosstalk.

ALEX

Well they may not be fatigued in a mechanical sense but that doesn't mean that yeah, the second that you get a break – fatigued is where you're so tired that it's not a case of oh, I'll take a break when I have one – you're physically unable to continue to act.

LYDIA

It's like you haven't been able to get through the mental block.

BEN

Yeah, yeah, I'll try and find some wood for a fire.

BRYN

I'll set up one of the tents.

BEN

Okay, good.

LYDIA

We have tents?

BEN

Yeah, adventurers kit.

BRYN

The adventuring kit. It was lashed under the benches on the boat so it's a bit wet but it'll do.

ALEX

We'll skip ahead and presume everyone's taking some tents here and there.

BEN

Yes, I do not use the boat.

ALEX

Ha!

(Group laughter)

BEN

Thanks Poseidon! Now to burn it!!!

ALEX

You start collected driftwood – there's plenty, there's been a storm recently. A lot of it's wet and will require a bit of stacking to dry out and so on – it's all stuff you've done before and you've set up the tents. Again, they're sopping wet on the inside and you'd be better to just set them up as some kind of tarpaulin or something cos ...

BEN

Unclear 42:02.

ALEX

Yeah, that's kind of what you're looking at. So we'll say you pull up a bit into amongst some trees and you set up a fire and you find a high up on the beach, you reach down to what you think is driftwood and pull up something metal.

BEN

Pull it out.

ALEX

It's trident.

BEN

Hurrah!!!!

ALEX

It's your trident.

BEN

Good. I will look up to the sky and go, thanks!

(Group laughter)

ALEX

But yeah, you find your trident amongst just driftwood.

BEN

I've rubbed it out, I brought it back again!

(Group laughter)

ALEX

But that is, yeah, that's all you find and you guys set up and dry out.

Bertie – finally, after probably another couple of hours, you manage to drag yourself out of a service tunnel, dropping down on to an empty platform. It is clearly a platform, not just a service area and you've come out of a sort of a staff only doorway into a platform. It's quite gilded, it's quite nice – lots of filigree and golden lacing and bracketed cornicing and all that jazz but there's no-one there.

JAMES

Bertie follows the signs for the exit.

ALEX

So you do so and eventually come up to like obviously ticket booths and so on – there's no-one there – you keep going cos there's nothing to stop you really and eventually you come up to the main entrance – there is a gate closed and there is a man – you don't speak French – stood declaring in French loudly “da-da-da-da-da-“ – you can't hear what he's saying, there's lots of angry people on the other side that he's facing and he's just gesticulating loudly – “blah-blah-blah-blah!”.

BEN

So basically it's like it was at Dover but the queue's less ordered.

(Group laughter)

ALEX

You're on the other side of the gate.

JAMES

Yes, as this chap's...

BRYN

Everyone's slightly grumpier.

ALEX

No-one sees you yet.

(Group laughter)

JAMES

Bertie comes up – Bertie comes up behind the station person attempting to maintain order and just taps him on the shoulder.

ALEX

As he's turning, a woman begins to scream.

Screaming

ALEX

And some other people start backing away, stumbling over each other and there's lots of yelling in a language you don't speak. The station master turns, sees an abomination from the depths dredged up from some brine hell covered in filth and grime, looming with a bizarre shape as your bulky backpack completely distorts your profile and you...

JAMES

And my dog dressed as a tiny adorable sailor.

ALEX

And there's what looks like an incredible...

LYDIA

So is like the Shirley Bassey hair has become tentacles.

JAMES

Temple rather than Bassey. Shirley Bassey in rags dressed as a dog.

(Group laughter)

ALEX

Except as far as they're concerned, this is an actual sailor who's dragging himself on all fours beside you and then the station master just screams. No!!!! Ohh!!!! Ohh!!!

JAMES

It's the sort of welcome I'd expect in France really.

(Group laughter)

ALEX

And I think we'll end it there!

(Group laughter)

ALEX

Well that was possibly the longest journey across the channel I've had in a game ever!

Rusty Quill Gaming – [32] – [End of the Line]

BEN

Yeah, that was unpleasant.

LYDIA

Not dead.

BEN

We're not dead.

ALEX

No-one died though.

BEN

No-one died.

LYDIA

I really assumed I was going to die!

ALEX

There was a really strong chance Sasha and Zolf were gonna die in that one.

LYDIA

There was a couple of rolls where if they hadn't come up high we would have

...

ALEX

Oh yeah.

JAMES

I think if Bertie had attempted to swim, would he have died?

Rusty Quill Gaming – [32] – [End of the Line]

ALEX

Almost certainly yes.

JAMES

Yeah. Fair enough.

ALEX

Well, the thing is, is you wouldn't get blown overboard cos you're the strongest and you're the heaviest.

JAMES

No, no.

ALEX

The second that it tips over...

JAMES

I meant in the tunnel.

ALEX

Oh in the tunnel – I'm not gonna tell you.

JAMES

Okay, fair enough.

ALEX

Never reveal that – what happens if you decided to double back – check everyone's all right.

(Group laughter)

JAMES

Yeah, fair enough – no I mean Bertie would have taken his armour off because firstly he wouldn't have got into the boat in the first place – he's not that much of an idiot and if he was, he wouldn't have been wearing his armour.

ALEX

Oh of course.

JAMES

Cos like that's madness.

ALEX

Nonetheless, we'll wrap up there and we'll tune in next week for something that hopefully is a bit drier – again it sounds weird when I say stuff like that! We'll tune in next week for ...

LYDIA

Very dry, deadpan!

(Group laughter)

BEN

Oh no, Lady Haversham!

(Group laughter)

LYDIA

This will make no sense **unclear 45:57** listen to the specials.

[Show Theme - Outro]

ALEX

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