

## **RQG – 60 – To the Aeroport!**

### **Content Warnings**

- X
- X

### **BEN**

Hi everyone, Ben here. I'd just like to take a moment to thank some of our patrons Joshua Phillen, Lyndsey H, Amy Stapleton, Max Cairnduff, Rosie Delight, Kristen Alstrom, Anika Khan, Adam Bertalett, Linda Julia, Shaun Throlling - thank you all. We really appreciate your support. If you'd like to join them, go to [www.patreon.com/rustyquill](http://www.patreon.com/rustyquill) and take a look at our rewards.

### **ALEX**

Hi everyone, Alex here with a quick confession. You might notice while listening to today's episode that the number in the introduction is a bit ... rock. Now, don't worry we didn't release the wrong episode or anything and there's a perfectly simple explanation - I'm an idiot and I forgot how to count! So, yeah ... my bad. Anyway, I hope you enjoy today's episode because I am never gonna live it down.

### **[Show Theme - Intro]**

### **ALEX**

Hello and welcome to episode 59 of the Rusty Quill Gaming podcast. I'm your host and GM Alex Newall and with me today, I have:

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**JAMES**

James Ross

**BRYN**

Bryn Monroe

**LYDIA**

Lydia Nicholas

**BEN**

Ben Meredith

**ALEX**

And who are you playing?

**JAMES**

Sir Bertrand MacGuffingham

**BRYN**

Hamid Saleh Haroun al-Tahan

**LYDIA**

Sasha Rackett

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**BEN**

Zolf Smith

**ALEX**

And everything isn't going ... great. But, but, but you're not dead, and only one of yours unconscious, so ...

**LYDIA**

That's actually pretty good.

**ALEX**

And like, as far as like trends go you ...

**BRYN**

Though he's with the one person who doesn't know how to wake him up in this episode!

(laughter)

**JAMES**

Bertie's just chasing rabbits, he's having a lovely time.

(laughter)

**ALEX**

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So, as it stands, the party are still attempting to ... broadly escape Paris as the, the underworld rises up and starts claiming it, and by that I mean, the criminal elements ... so, having again ...

**LYDIA**

Well here, because they're based on the Eiffel Tower, they're the overworld. So, in London you've got other London, which is underneath, but in Paris it's actually all like ... Oooo, its upper city.

**ALEX**

It's all kooky, all kooky.

**BRYN**

I have heard that France is a topsy turvy crazy way.

**(Group Laughter)**

**ALEX**

So, having had Wilde turn up and attempt to, sort of, corall you out of Paris sadly you got jumped. He got drugged, and you all managed to escape only to then make it to a locksmith only to then have the locksmiths attacked. You manage to escape out into the street and just as you were trying to flee ... Bertie kind of went off on one and tried to, tried to get the archers ...

**JAMES**

I tried to flush out the sniper's nest, you're welcome!

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**(Group Laughter)**

**ALEX**

And kind of ended up a little bit unconscious. So then Sasha, who, spent a brief stint unconscious, but it barely counts ... headed back to, sort that out. On the bright side though Hamid, you've managed to pull Bertie down some stairs.

**LYDIA/BRYN**

Yeah.

**ALEX**

So you know, like gently, gently.

**BRYN**

Gently and lovingly.

**LYDIA**

Without ever ...

**BRYN**

Cradling his head.

**LYDIA**

Without ever knocking him in the way that might just wake him up.

**ALEX**

And I believe that the last thing that happened was, Zolf managed to trip over a new enemy ... slip over and land face down in front of ... the one that you were attempting to tackle who, who has kind of been of starting to raise the alarm a little bit. With that in mind, the person that you were about to tackle, immediately scarpers ...

**BEN**

Yep.

**ALEX**

The person who lifted up the sewer, curses, as they are currently in the sewer with a face full of Zolf's watery boot.

**BEN**

I'm not wearing boots.

**ALEX**

Yeah, exactly, that's why it's watery.

**BEN**

Oh right, yes.

**LYDIA**

I thought we discussed this. It turns out he doesn't leave wet footprints, it's just sort of a mildewy, slightly moist ...

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**JAMES**

This chap, he's had the experience of being ... pulped by a flannel.

**(Group Laughter)**

**ALEX**

He's just like ... oh my god drizzle! Oh it's terrible ...

**BEN**

Then I sort of flipped a wet towel in his face.

**ALEX**

Oh yeah, there wasn't really much impact in it, it was just, the shock of being kicked by water was enough to push them back down. **(Imitates sound)**.

**LYDIA**

Particularly, since they've come out of the sewer ...

**BRYN**

That dice went away.

**ALEX**

That dice flew away, I'm gonna grab that one.

**LYDIA**

Rebel dice.

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**ALEX**

So, the two enemies that you were facing, one of them has fled and the other one is, gone back down into the sewar. Sasha, you're up. You've managed to successfully dodge an arrow, and you are on a roof with what looks like ... in fact give me a perception check in general. I haven't got one ... for a while.

**LYDIA**

Rolls dice. 18 plus 9, 27.

**ALEX**

Did you sigh when you got a 27 on a perception check? You need to lower your standards!

**LYDIA**

No, no. I think I just sighed in general. I mean, you know life these days ...

**(Group Laughter)**

**LYDIA**

It's just sometimes ... I don't really want to know what's going on, sometimes I don't even check Twitter for almost 5 minutes!

**BEN**

Welcome to **unclear 0:04:39** cast ...

**(Group Laughter)**

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**ALEX**

So, having a quick look, there are only two, let's be honest, there were two snipers up on this roof. Gor

**LYDIA**

Yep.

**ALEX**

They look like they were set up with their equipment, so there are a bunch of arrows in the rooftop you know, ready to pluck and go.

**LYDIA.**

Yeah.

**ALEX**

They had a trap set up. You, with this perception check, you've had a little bit more time, they'd clearly been ringing something up with alchemist's fire, to give a very, very bad day to anyone who tried to come up the skylight again. But most likely to be Bertie probably, if he ever woke up. **(Imitates sound)**. And they, they appear to be, geared up to the eyeballs, they're both wearing face masks and hoods pulled up so that you couldn't tell you who they were, even if you wanted to. They're quite slim, so they're not, like big bruisers but, you can also see from your vantage point that there are a few more, people rushing across rooftops. However, they're not all converging on you, or anything like that.

**LYDIA**

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Yeah.

**ALEX**

Mostly, you can see the remnants that were, firing at Bertie when you were in the locksmith scattering ... but it's coming apparent to you that they're stopping scattering, it's probably because they may have realised that it's an illusion by this point like, they're ... dotted around all of the rooftops basically.

**LYDIA**

So, essentially, this is ... the kind of job that Sasha would have been doing, 6 months ago?

**ALEX**

Exactly, the kind of job that Sasha would have been doing 6 months ago. Your turn and what do you do?

**LYDIA**

Okay, so Sasha is going to try and do, full Cirque De Solei cowardice ...

(laughter)

**ALEX**

It's a very specific type of cowardice, that?

**LYDIA**

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Yeah. It's like after they've done the, you know the Cirque De Solei Le Frog, just ... I know there were, there were adverts everywhere with them all dressed as frogs and there was ...

**ALEX**

Big things.

**LYDIA**

And then they, they did like a cat one, they did ... you know, Cirque De Solei theme, she's gonna do a cowardly run and do a ... sort of tumble, no, she's gonna go through his legs ...

**ALEX**

Sure.

**LYDIA**

Slip down between his legs, down the hole, and then throw a tanglefoot bag up to keep perception up.

**ALEX**

Okay, so give me a tumble check?

**LYDIA**

Rolls dice. (**Imitates sound**). That is 26.

**ALEX**

Oooo ...

**BRYN**

That die has been doing significant work for you in the last couple of episodes.

**ALEX**

Yes, yes it has.

**LYDIA**

Remember that she has an acrobatics bonus of 11 ...

**BRYN**

No, I know. You also haven't rolled below 14 yet.

**ALEX**

Just throwing that out there ... I mean I haven't rolled higher than a 9 for ... while the entire time he's been with you guys. So you, yeah, you successfully ... straight through the legs and you land. Drawing a tanglefoot bag as you go. You land, squarely ready to throw. Give me an attack roll.

**LYDIA**

Rolls dice. Is that a 20?

**BRYN**

That is a crit.

(laughter)

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**LYDIA**

Right, so, she crits ... does it throw in the face, is it a face tangle bag?

**ALEX**

So, you slide through the legs ...

**LYDIA**

Yep.

**ALEX**

You, bounce off the wall deliberately land, you then turn around and because cool guys don't look at explosions ...

(laughter)

**ALEX**

You throw the tanglefoot bag, just cursorily over your shoulder, it goes up, you hear the (**imitates sound**). Dam it!

**(Group Laughter)**

**ALEX**

And I will allow you, to stroll out, having successfully incapacitated the person.

**LYDIA**

Yep.

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**ALEX**

Maximum cool.

**LYDIA**

Yep. Gonna just saunter ...

**ALEX**

Sasha ...

**LYDIA**

Saunter, silently, and there's no-one around as well.

**ALEX**

Hamid. You see Sasha sauntering out of what, she really shouldn't be sauntering out of, like the stakes are incredibly high but she looks ...

**LYDIA**

Mechanically sauntering.

**ALEX**

She looks like a Tom cat who just got a ... put saucer of milk.

(laughter)

**ALEX**

Hamid, you're up. You're at the bottom of the stairs, dragging a ... Bertie.

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**BRYN**

Sasha, how do we get Bertie out of here?

**LYDIA**

Slap him in the face!

**BRYN**

What! Are you ... I, sort of half-heartedly slap Bertie in the face.

**ALEX**

You'll raise the helmet to do so, obviously, but yes ... **(imitates sound)**

**JAMES**

Right, oh, I was having the most terrible dream, I was in an exam that I hadn't revised for and I'd also forgotten to pay off the exam board!

**(Group Laughter)**

**ALEX**

You awake. Once more, it's now your turn. Congratulations you only had to wait a whole episode, but it's your turn.

**JAMES**

Okay, right ...

**BRYN**

You couldn't get out of here.

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**JAMES**

Bertie wants to draw his sword and charge, up the stairs again ...

**ALEX**

I'll allow it.

**JAMES**

Bertie makes moves in this direction but assumes that Hamid or ...

**BRYN**

Yes.

**JAMES**

O, okay is gonna stop him.

**LYDIA**

No, Sasha's just gonna ... no.

**(Group laughter)**

**JAMES**

Fine, fine ... alright, fine.

**ALEX**

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Zolf, you are unaware of all of this, you're currently flat on your back. The person who you were tackling has run off which is a good thing, but to get more people which is a bad thing. What do you do?

**BEN**

Is the person I kicked in the face that I'm now aware of, still kind of ... ahead out?

**ALEX**

You hear the distinct sounds of someone, sloshing around in the sewars beneath you, echoing up through the hole.

**BEN**

Cool. I'm gonna stay on the ground, get the Rapier out, stay on the ground and ready in action for, when that man pops his head out of the ... sewars again I'm gonna put the Rapier through it.

**ALEX**

Okay.

(laughter)

**LYDIA**

I just want to point out that, the damp mildewiness of your touch is so horrendous that someone has chosen to **unclear 0:09:24**

**(Group laughter)**

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**LYDIA**

Back into actual raw sewage.

**BEN**

It's a talent.

**JAMES**

It's also the final paragraph on Zolf's online dating profile.

**(Group laughter)**

**ALEX**

His gift, it's his curse.

**(Group laughter)**

**ALEX**

Your readied action goes off ...

**BEN**

Oh, there you go.

**ALEX**

A person tries to climb up (**imitates sound**) ... and is face to face with you, at the end of a Rapier. Yep, give me the roll.

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**BEN**

She's come up. Rolls dice. I rolled a 2.

**LYDIA**

Oh, oh oh.

**ALEX**

I've got good news and I've got bad news.

**BEN**

Yeah.

**ALEX**

The good news is, it's not a fumble ...

**BEN**

Yep.

**ALEX**

The bad news is, they basically put their head up ... you go "Ha ha". They use that time to just, duck again and you go (**imitates sound**).

(laughter)

**ALEX**

Stop announcing, stop announcing when you're gonna attack! Grrr, basic stuff.

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**BEN**

Yep.

**ALEX**

But ...

**LYDIA**

Shouldn't have given that half hour lecture about my motivations, exactly what I'm gonna do with a laser for the moon ...

**JAMES**

Why did I write my evil plan, in a large volume and called it My Struggle and have it published all across France?

**(Group laughter)**

**JAMES**

Why did I do that?

**(Group laughter)**

**JAMES**

Why?

**ALEX**

Okay.

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**LYDIA**

Oh, no.

**ALEX**

Sasha you're up.

**LYDIA**

I've got one more smoke bomb, right ... don't waste it, that alleyway. She throws the smoke bomb out and then ... runs to the alleyway.

**ALEX**

Okay. Again, I will not get a stealth check in that case because, the smoke will be sufficient to cover you.

**LYDIA**

Uh uh.

**ALEX**

Hamid, you're up.

**BRYN**

I hold my action to make sure Bertie is running in the right direction.

**(Group laughter)**

**ALEX**

Look at you working as a well-oiled machine ... to keep Bertie on point!

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**(Group laughter)**

**ALEX**

Bertie, you're up.

**JAMES**

Bertie's thinks about it like **(imitates sound)** ...

**BRYN**

I point.

**JAMES**

Yeah.

**(Group laughter)**

**JAMES**

Bertie follows the direction of Hamid's pointing.

**ALEX**

Okay, and, then Hamid it's the end of the round ...

**BRYN**

I move after him.

**ALEX**

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Funnily enough. Okay, you all make it back to the alleyway ...

**LYDIA**

Yeah!

**ALEX**

At the far end to Zolf. Zolf, you're up.

**BEN**

Okay, so is there some sort of manhole cover they keep poking away at that's just ...

**ALEX**

Yes. Yeah, you could, you could just, put that cover back.

**BEN**

I'm gonna put it back and sit on it.

**(Group laughter)**

**ALEX**

You're strong enough to not, need any checks, it's a basic cover so you should just **(imitates sound)**.

**BEN**

Yep.

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**ALEX**

Sit on it. You hear (**imitates sound**) ...

**(Group laughter)**

**BEN**

Adventures of man!

**(Group laughter)**

**BRYN**

Dwarf.

**ALEX**

At which point, I am going to drop out of initiative, cause the person underground has no way of lifting that now! And there are no enemies currently nearby, so I will allow you all to reconvene as long as it's where Zolf is.

**BEN**

Right, we've been seen, so we need to get out of here quick.

**LYDIA**

Yes, let's just flee!

**BEN**

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Oh, also there's a man in this manhole cover, so he may try and chase us after I get off but, prefer to run ... let's go!

**JAMES**

We could escape through the sewer; Bertie says drawing his sword.

**BEN**

We don't know where that leads, we don't how to get, we don't know how to navigate the sewer.

**LYDIA**

Wilde was the best exit for us.

**ALEX**

Wilde, yeah Wilde stumbles up (**imitates sound**) ... again it's like, he just looks at Zolf ... he actually looks apologetic, he doesn't say anything and he goes ...

**BEN**

Glare at him.

**ALEX**

Yeah, he goes ...

"Right, we can't use the sewars, the sewars they've got locked down, the rail network is basically not running. As far as I'm aware the only place that's left is the Aeroport."

**BEN**

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Right, let's go.

**ALEX**

"Okay. It's a pretty significant distance."

**BEN**

Well, yeah, fine.

**LYDIA**

We need to get walking.

**ALEX**

"Right".

**BEN**

Oh Bertie there's a metal bar there ... shove it through the manhole cover so it can't get opened.

**JAMES**

Bertie does so.

**ALEX**

And wouldn't even need a check.

**JAMES**

Yep.

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**ALEX**

**(Imitates sound)**. You just bend it into a nice looking bow.

**JAMES**

Oh very nice. It's a double-tied necklace.

(laughter)

**JAMES**

It looks quite fancy.

**ALEX**

Rabbit through the hole again!

**(Group laughter)**

**JAMES?**

Over the streets **(imitates sound)**.

**ALEX**

So, Wilde takes a moment, he looks around and goes ...

"Okay, this way".

And he starts going, again cautiously rather than legging it, and starts heading off. I am assuming that you're all following his lead.

**JAMES**

Yeah.

**ALEX**

Okay.

**BEN**

I'll go at the back.

**ALEX**

So, Wilde as he's stalking along cautiously ... there's definitely something going on, there's a few plumes of smoke which are visible, like above the rooftops around the city. Occasionally you all take a moment ... Sasha's probably going to be the best at spotting this ... you know ... tells everyone to stay as a couple of people, jump across an alleyway and things like that. And she's going very, very cautiously and not, just bombing it.

There's a few hairy moments, as you're heading Wilde is basically, explaining what he couldn't explain and didn't have the time to earlier, and it's very clear as time passes on, that he's sobering up. Whatever happened to him has clearly been a short term thing and he just needed the time to just, wear it off. As he does, he goes from being a little bit panicked and a little bit overwhelmed to ... he's starting to get a bit of his, a bit of his manner back. The conversation plays out over a, fairly extended period so I won't RP the whole lot cause it'll take a while but, as he is your handler he is wanting you to move on from Paris to Prague if possible. The reason for that is that, as far as you can tell, the higher ups are getting worried that the American separatists have managed to get hold of the Simulacrum plans.

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The American separatists is a thing that's come up before ... basically there are, there's a group of humanity, who have decided to "break out" into what is effectively North America and try to set up shop on the East coast. They have the blessing of the Meritocrats in so far as ... "hey, yeah, you're not in prison ... go nuts". It's gonna be incredibly difficult and it is. It's wildly known that it's going very badly, and they're worried that a bunch of American Separatists are a sub-section of the people who are trying to colonise North America and, just one shot of Meritocrats entirely ... not even cordial like, break off all relations completely.

They're worried that these people have gotten hold of the Simulacrum and, what's more, it's known and he's revealing this to you, that Tesla, Babbage, and Ada have all sort of, defected across to ... America. Whether they were the separatists or not, no-one knows. But, what they have now is a crack team of people who are very good at making things like the Simulacrum, may have the Simulacrum plans and maybe with, politically very, very volatile groups who may want to create an enormous amount of problem. So, what they're hoping now is that, rather than making this army themselves they're hoping for you to go on and find the weaknesses to exploit.

You've already destroyed the plans that were here, the chances of them being able to make it without, what Ellis in the Americas are slim, what they now is ... you know, Achilles' heel territory ... what could they actually use to ... stop this sweeping across Meritocratic lands and just, treating people like ... rubbish.

**BRYN**

So, our extended goal is still to research the ... original Zine plans?

**ALEX**

Correct, but with a different final objective which is rather than it being ... to make this ourselves, that's ship's kind a sailed ...

**BRYN**

Identify weaknesses?

**ALEX**

We want to stop this from happening, at this point.

**BRYN**

Hamid is gonna be quite vociferous about ... dealing with the problems in Paris. Like, he'll agree to this essentially, as long as Wilde has ... made some pretty convincing assurances that other people are coming to Paris to help out Paris. Like, the truth is that us as a team, are not exactly well placed to ... go up against the local **unclear 0:16:07** and solve all these problems but, Hamid will want ... will not agree to leave Paris until he's pretty certain that someone is.

**ALEX**

I am now going to, RP this specific bit.

**BRYN**

Sure.

**ALEX**

You've effectively just said what you said but, **unclear 0:16:20** does Hamid.

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"Right, the reason I couldn't ... the reason we've been rushing and the reason we don't want to be captured is ... Weave is going to make a move."

**Gweave** could be the Meritocrats responsible for ... Paris, like the actual Meritocrat.

"Eiffel's Follies gone far enough, they're making a move, **Gweave's** stepping in personally. We do not want to be here when that happens".

**BEN**

Wait, so, she's gonna ... fly around and do the whole ... being the massive dragon thing?

**ALEX**

She's not going to be raising Paris to the ground, but Eiffel's Folly is going to be, probably Eiffel's flat piece of charred glass.

**BEN**

Right.

**ALEX**

"We do not want to be captured and taken there. Similarly, we do not want to be out and about, because whilst **Gweave** is incredibly good at combatting enormous amounts of people simultaneously, spotting a few people who are actually meaning well in a city that's awash with people who mean ill, probably isn't gonna go well."

**BEN**

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So, I mean ... still gonna try and evacuate as many people who are involved if possible, right? Cause, you know ... setting that kind of thing off in the middle of the city is gonna have a lot of ...

**LYDIA**

I mean, it looks pretty empty ... like everywhere that we're going around ...

**ALEX**

You haven't seen any civilians.

**BEN**

Right

**ALEX**

You haven't seen a single civilian on the streets anymore. There was one point where you may have done, but not really. It looks like, pretty much the entirety of Paris has locked up.

**LYDIA**

Yep, there was that ... that old woman in the, in the shop.

**ALEX**

Like I said, **Gweave** isn't gonna destroy Paris, but **Gweave** is gonna to be doing fly bys and that's not, that's not a place you want to be in right now."

**BEN**

Right, okay.

**ALEX**

"It hasn't happened for a few hundred years; this is the scale of things that are going on. Gormon's making a move on ... the entirety of Paris."

**LYDIA**

Maybe that old woman was an employee of unclear 0:17:58 ..

**BRYN**

Well she was in her house, I mean it's gonna people in the streets ...

**ALEX**

"Look it doesn't matter, what it comes down to is ... we can't be in the city right now. Either we hole up, or we get you to Prague ... given how pressing the matter is, we need to get you to Prague."

**BRYN**

That makes sense.

**BEN**

Kind of on that note, I need equipment and you're employing us so give me equipment.

**ALEX**

He just looks at you, reaches in, grabs ... a small bag, throws it at you.

"There's enough to buy any equipment that you need, can we just move on?"

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**JAMES**

I also need equipment.

**ALEX**

"Bertie, as sad as it makes you, your equipment's more than adequate".

**JAMES**

Yes, that's quite ... oh, hang on.

**(Group laughter)**

**ALEX**

So, can everyone ...

**JAMES**

Hang on, so before this goes on because Bertie is still having the Serpent of Command sent to Paris and, he wants that!

(laughter)

**JAMES**

We're not postal forwarding services in times of ... complete social breakdown. Like that's ... that's his principal concern at this point.

**ALEX**

So what do you do about it?

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**JAMES**

Mr Wilde, Mr Wilde, I am having the Serpent of Command ... a historic artefact, my personal property sent along to ... laterally on. How, how will it be forwarded to me if we are in Prague? How am I to obtain this, and give it its rightful place, just above my face?

**ALEX**

"Presumably, well presumably you gave ... the hotel a forwarding address? Or at least, you told it to head on to ... the MacGuffingham Estate or something?"

**BEN**

Look surely the courier won't be able to get in to Paris, right? You've cordoned it off?

**ALEX**

Oh, absolutely not. It'll just revert to, as long as you have alternative address, it'll be fine.

**LYDIA**

It'll go back to the museum.

**JAMES**

But then I won't have it!

**LYDIA**

Well, you can send a message ...

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**JAMES**

Yes.

**LYDIA**

From Prague.

**JAMES**

Grr!

**LYDIA**

Bertie there's gonna be a dragon!

**ALEX**

There is the distinct sound of someone noticing a loud angry Bertie from a distant rooftop and more yelling.

"We don't have time for this, we need to move on".

**JAMES**

I want my pretty hat!

**LYDIA**

Your hat is gonna get to you in Prague Bertie, just a little later.

**JAMES**

Grr!

**ALEX**

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Everyone give me a stealth check. This is kind of a long term rather than just a short term one.

**LYDIA**

Oooo.

**JAMES**

Rolls dice. Minus 3.

**LYDIA**

Well Sasha rolled a 4, but she does have plus 11.

**ALEX**

So, what's everyone getting?

**BRYN**

12.

**LYDIA**

15.

**BEN**

15.

**JAMES**

Minus 3.

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**LYDIA**

That's the worst that's actually rolled, pretty much.

**(Group laughter)**

**ALEX**

You shouldn't be so proud of your minus numbers.

**LYDIA**

You will actively draw attention to yourself.

**JAMES**

Yep.

**ALEX**

Okay. So, you're all being very, very careful, very, very stealthy ... there's a couple of hairy moments but between you, you all manage to cover one another's backs. And Wilde is making it very clear that, probably within the next couple of hours, bearing in mind it's still the middle of the night. Like, you got ... you got effectively ambushed at the locksmiths at about ... 2am or something so, it's starting to approach dawn. So, the storm has been brewing as I said earlier, has begun to break. It has been torrential downpour for the last hour ... you are cold you are wet; it is not great but, it's been helping you avoid people.

**BEN**

This is categorically the worst day I've ever had!

**ALEX**

You finally ...

**LYDIA**

You've got two legs right now!

**BEN**

That is a complicated issue that I don't really wanna go into right now.

(laughter)

**ALEX**

As you're heading through, it's torrential the downpour and you ... Wilde points across a square ... a big wide open square.

**LYDIA**

Sasha is still interested but, so losing a leg can't be quite as painful as I assumed then?

**ALEX**

Wilde just turns around and goes ...

"Don't have time, don't have time for this ... come on, please."

His hair is matted down, no amount of what was presumably prestidigitation is clearing him from this downpour. What turns out to have been some subtle concealer that he's been wearing is running. Wilde calls a stop, just before the square, and he turns to you and ...

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"Look, the Aeroport is on the far side of this, there's a couple of more streets, but we're gonna have to cross this square. I'm hoping that the rain will cover us but, we're also quite near where a lot of the ... the problems that have been happening. **Gormon**'s been trying to shut down every single transport system. Obviously, you lock the city down and you have it. He doesn't know that **Gweave**'s gonna be moving, why would he, it's been hundreds of years but, we don't know what state the Aeroport's in ... okay? It could be hellish, we don't know so, just ... for what prep you're able to do, please ..."

As he's saying that like, it's clearly ... like dawn is just beginning to break distantly. You're down in the streets so it's not coming, but it's very clear that the night's kind of passed.

**LYDIA**

The titans are already loaded, spring loaded receipts.

**ALEX**

Anyone got any other prep they can do? I suspect it's going to be awful.

**BEN**

No, I'm currently a dwarf **unclear 0:22:20**.

**LYDIA**

Kind of (laughter), better than ...

laughter

**BEN**

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At least I've got clothes on today.

(laughter)

**LYDIA**

Would you be better at sneaking without them on?

**BEN**

No. I would definitely be colder.

**BRYN**

I load and ready my cross bow.

**JAMES**

Bertie draws a sword which is assumed.

**LYDIA**

I mean, you've got an hour or two, I can make some bowls?

**ALEX**

"We should just go".

**LYDIA**

Alright.

**ALEX**

Wilde sets out, everyone give me a stealth check.

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Rolls Dice.

**BEN**

7.

**LYDIA**

16.

**BRYN**

25

**JAMES**

10 minus 8 is 2.

(laughter)

**BRYN?**

I hide behind Bertie.

**JAMES**

Ah ah, solid.

**ALEX**

As you all set out into the square with the rain pummelling downwards, we'll take a break and be back in a couple of minutes.

.....

**ALEX**

Hey everyone, Alex here with another quick update for you. Rusty Quill Gaming will be recording a one off live episode on August 17th at The Harrison in Kings Cross, London, England. Myself, Ben, and Lydia will be attending along with Johnny Simms from the Magnus Archives and, we'll be double-billing with the Chaotic Adequate podcast. Tickets are still available, but we can't guarantee they'll stay that way so if you are planning on coming, don't wait to the last minute. For more details visit our website or follow the link in the show notes.

We look forward to seeing you in person. And now, let's get back to the episode.

.....

**ALEX**

And welcome back. So, you're setting off across the square. The streets obviously disappear off to either side, it's such a torrential downpour you cannot see in the distance. So you're creeping forward, creeping forward. There's a moment where Wilde loses his balance, he catches himself and has a look round. There's a moment where Bertie, significantly louder loses his balance with a great clang. Hopefully the rain deadened the noise, you're not sure. As you continue on, you see moving shapes at the far end of the square, lots of them and, you hear what sounds like ... combat. (**Imitates sound**). No-one appears to have noticed you caused your covered by the rain currently,

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but there's clearly something big going down at the far side of the square. You're currently ... in the exact middle of the square. You're by a fountain which is just ... gushing over because the rain is pouring down and it's just ... flooding into the square.

**BEN**

Oh, this doesn't look good. Right, does anyone have any ideas?

**LYDIA**

I've got a Thunderstone I could throw it at the other side and maybe everyone would ... run after it?

**BEN**

I don't know, if they're actually having a fight. Maybe you just throw it into them and try and distract them while we break through the line?

**LYDIA**

Oooo, that'd be cool. And Wilde can you throw us ... conjure us up another tank?

**BEN**

Yeah, could you actually just, do any spell?

**LYDIA**

Yeah.

**ALEX**

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He looks at Zolf ...

**BEN**

Zolf looks at him, holds up his fingers ...

**LYDIA**

Unclear 0:24:55 ...

**ALEX**

Wilde basically steps down from the precipice ...

"We don't have time for this .. yes I can".

**LYDIA**

Right, yeah, let's get us another tank, right. Can you make gyrocopters?

**ALEX**

"Sure".

**LYDIA**

Cool.

**JAMES**

Can I have a pony?

**ALEX**

"Yes" ...

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**BEN**

We don't have time for this, do we Wilde?

**ALEX**

"No, no we don't". Right, so what's the plan I give you a distraction and what?"

**LYDIA**

And then we run through to the ...

**BRYN**

Yeah, we just have to break through the line.

**ALEX**

"Look around you".

He's having to speak quite loudly over the rain.

**BEN**

So, something that lights up is probably gonna be pretty be noticeable!

**ALEX**

"Fine."

He just (**imitates sound**) clicks his fingers, mutters something and then throws his hand into the air. There is the roar of some massive mechanical bohemia, above the sky ... what little light is coming from the dawn is blocked out as ... a great shadow, something four winged swoops overhead and continues off. You hear cries of fear and distraught people at the opposite end ...

**LYDIA**

That's alright that is.

**BEN**

So why didn't you do that before ... let's go, go, go, go!

**ALEX**

"Well I was going ..."

You start running, there is ... again, it sounds like someone took a dragon, and then mated it with a tank and then took what was left and put it on steroids.

Whatever he has made is massive ... loud, impressive and ...

**LYDIA**

Sasha appraises it so hard ... oh man, she rolls a 19.

**ALEX**

I tell you what, you can't see it, but it sounds expensive.

**(Group laughter)**

**ALEX**

It swoops across the square and you can see its shadow playing upon all of the various buildings. As Wilde's running along, you can see him concentrating ... and his eyes are sort of flicking as he's ... he looks like he's calculating something, his head'll turn to the left and then, suddenly you'll hear ... what sounds like an explosion (**imitates sound**) and **unclear 0:26:40**. Hamid give me a knowledge arcana.

**BRYN**

Rolls dice - 28. Unclear 0:26:46.

**ALEX**

If you've got knowledge arcana, please do.

**BEN**

7 unclear 0:26:53.

**(Group laughter)**

**LYDIA**

Don't you think there's a really basic spell and it's not unclear 0:26:55 ...

**BRYN**

I know it's a comprehensive ... it's like, this is beyond me.

**ALEX**

So Hamid, you know that ... whilst he may have been a bit naff earlier, he is a masterful illusionist. Like, top draw, short of like, you know making cities appear like they're not there ... he's pretty high. He's as high as you would get for someone who's actually, still out in the field getting their hands dirty. This is really excellent spell craft. So, you run on and, as you're running towards there, he just says ...

"Give me a moment".

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There's another huge, what sounds like explosion, directly in front of you (**imitates sound**). You don't feel the heat of the it, but you can see a bright flash of light and, what looks like pieces of debris going everywhere ...

"That should make it easier".

**LYDIA**

Oh yeah, that's a bit of alright ... yeah.

**BEN**

Right, well let's go and take advantage.

**ALEX**

Okay, he's looking quite tired but, yeah. You run on and you head towards a large ... large building that, actually looks more modelled after ... you know the sort of ... art deco stations that you can get? So, it's not, it's not ... it doesn't look like an airport, it looks like a train station ... big, huge façade at the front, lots of artistic depictions of ... gods in various flattering poses and has a certain art deco style.

**LYDIA**

Elongated ... very stony?

**ALEX**

Yes, yes, yes.

**LYDIA**

White marble, yeah.

**ALEX**

And, as you're running up to it, at first it looks like there's been a huge explosion at the front, it looks like it has been decimated by something and pieces of it are falling. As you run, there's a faint buzz as you walk through **(imitates sound)**. And suddenly, it's completely fine, it hasn't been damaged at all, it's absolutely fine. Wilde looks behind you and goes ...

"If anyone goes through they'll see, and I can't keep this kind of stuff up for much longer".

**BEN**

Fine, do we have a ... a thing that can take us up?

**ALEX**

What you see is what you've got, we just have to find something ... I don't know.

**BEN**

Do you know how to fly one of these things?

**ALEX**

"No".

**BEN**

Does anybody know ... do any of you know ...

**LYDIA**

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I can give it a try.

**JAMES**

I am also very good at trying.

(laughter)

**BEN**

Sasha ... right.

**LYDIA**

Yeah, alright.

**BEN**

Yeah, give it the old college try, yeah?

**LYDIA**

Yeah, let's do this. I can disable devices so, why on earth could I not enable them.

**BEN**

Give it enable, yeah right, okay.

**BRYN**

I mean if they're magical I might be able to figure it out.

**BEN**

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Alright, but a group effort then ... okay? Let's get on ... the plane.

**ALEX**

So, you head through the double doors ...

**BRYN**

I cast a tech magic. (**Imitates sound**).

**ALEX**

Okay. So, giving the tech magic, obviously I'm assuming that you take time concentrating blah, blah, blah. You detect nothing ahead of you ... casting your head around though, you detect really strong illusion magic from ... whatever Wilde has put up.

**BRYN**

I'm not even, yeah.

**ALEX**

Like ...

**BRYN**

That's a quick glance, but I'm heading into the hangar and looking at the ... the machines.

**ALEX**

There's there's nothing. So, heading in it's not actually a hangar, you're heading into a foyer ...

**BRYN**

Oh right.

**ALEX**

For, like you're at the public entrance to this. So, heading in, it is marble, it's actually in really good condition ... and it appears empty. There is definitely the sign of people having recently fled though. You see ... there's a couple of daggers that have been left in the floor ... there's maybe a length of rope and things like that. People clearly went ... "That's a very big scary thing and just fled".

**LYDIA**

Are there any nice daggers?

**ALEX**

Nah, there're all rubbish.

**BEN**

Right come on, let's get going ...

**JAMES?**

Yeah, looking out the window are there any ... craft **unclear 0:29:59** ..

**ALEX**

Its torrential downpour. There's a pair of ... staircases, like sweeping ... like I said, art deco styles leading up to higher floors. There's a staff only thing to

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the left, to the right is what looks like some more airports, like public facing stuff and you can see big glass fronted back to the building ... like, effectively, there's no back wall, it's just big and glass and, you can see what looks like there might be ... open space on the far side. Again, it's torrential downpour.

**BRYN**

Is there is a door in this large glass façade?

**ALEX**

No.

**LYDIA**

Like Wilde, where are the ... where are the gyrocopters, where are the flying things?

**ALEX**

"I'm not an engineer, I don't know".

**BEN**

Have you ever been to the airport?

**ALEX**

"Once."

**LYDIA**

Well **unclear 0:30:35** to the airport.

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**JAMES**

Look, I'm going to hazard a guess that they're not indoors ...

**ALEX**

"Yes, they're either gonna be on the roof or they're gonna be out there."

He gestures to the big, massive glass frontage thing, that's probably a view port or some kind.

**BRYN**

So I'm gonna fire an icicle, and then if I get another icicle at the window, so that if it smashes then we can just run through.

**ALEX**

It takes two (**imitates sound**). The first one goes (**imitates sound**) ... it throws some cracks out but it's clearly, like reinforced glass because it's, its massive.

**BRYN**

Yeah.

**ALEX**

It is like, this foyer is about ... 3 storeys tall, it's actually quite impressive. If you had the time ... the chandeliers, it's quite opulent but, you know ... busy, busy, busy.

(laughter)

**JAMES**

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Might I, might I, might I ...

(laughter)

**ALEX**

The second one ... shatters through (**imitates sound**). The entire sheet ... it looks like it's actually, maybe two or three sheets that's just been reinforced against one another. It just collapses down in one big, huge one.

**LYDIA**

Does the glass dusts, like collapse on them?

**BEN**

I mean is it safety glass?

**LYDIA**

Do we get shattered?

**ALEX**

What's the range of the icicle?

**BRYN**

30 foot.

**ALEX**

It's 30 foot away, it shatters, glass goes ... everywhere ... everyone give me a reflex save.

Rolls dice

**ALEX**

You're so eager for me to hurt you, you don't even let me get it out before I start hurting you.

**LYDIA**

Ow.

**JAMES**

18.

**ALEX**

18.

**BRYN**

21.

**ALEX**

21.

**LYDIA**

17.

**ALEX**

17.

**BEN**

6.

**ALEX**

6.

(laughter)

**BEN**

Shut up, I'm in front.

**ALEX**

So you shoot at it, you shoot at it again. Everyone else, seeing an enormous amount of glass falling to the ground and shattering everywhere ... let's just say, Bertie closes his helmet and everyone goes in single file behind him.

**(Group laughter)**

**ALEX**

Zolf, you don't do that.

**BEN**

No, I just keep going ... busy, busy, busy as you say.

**(Group laughter)**

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**ALEX**

You take ...

**BRYN**

Rolls dice.

**ALEX**

10 ... damage from the glass.

**BRYN**

Okay, really glad I healed myself.

**ALEX**

Yeah, really, really quite a good call.

**BRYN**

Yeah.

**ALEX**

But the glass goes everywhere.

**BRYN**

Oh, we've lost them on **unclear 0:32:22** haven't we?

**ALEX**

Yes.

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**BRYN**

That's cool. Cool, yes I am covered in horrible sharp glass.

**ALEX**

The second that you ... obviously, rain and wind starts ... pouring in to the foyer, you've opened it to the elements. You can see a bit more movement out there ... but you can't get more than that. Wilde is not paying attention right now; he is facing the way that you came in and he's clearly maintaining the illusion.

**BRYN**

Yeah.

**BEN**

Right, come on, let's go.

**JAMES**

Bertie follows and rushes through. Where are they, where are the big flying things .... Mmm.

**BEN**

I assume they keep them in hangers or something.

**ALEX**

Okay, do you all ...

**BRYN**

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Look around, what can be seen ... yeah.

**LYDIA**

Running through the window.

**ALEX**

Everyone give me perception checks.

Rolls dice.

**LYDIA**

Perceive aeroplane.

**BRYN**

Ooo, critical ... 20.

**JAMES**

Minus 1 which is still 19.

**BEN**

Still a crip, you get to keep that.

(laughter)

**BRYN**

14.

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**ALEX**

14.

**LYDIA**

I rolled a 3 ... so that's only 12.

**BRYN**

20, but not a natural one.

**ALEX**

Okay.

**LYDIA**

Clearly Sasha's been threatened by a crazy.

**ALEX**

No, what you did is you were running and you were looking for other bits of glass that might fall and saw a very big, very shiny chandelier. And as you watch, you see a tiny little plane take off in the chandelier, it's got automated mechanical planes circling around, and it turns out it's this big elaborate set piece you didn't know it at first. No wonder you didn't see anything else.

Zolf, you're looking off to one side, basically scraping glass out of your eye.

**BEN**

Yeah, oh, that's hurt.

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(laughter)

**ALEX**

Sasha obviously distracted and ... Wilde is facing the wrong way. Bertie and Hamid ... you can see there is a very large, distance open in front of you. Basically, an airfield to all intents and purposes. You can see that there are, what look to be large hangers, very, very distant in the left. There's a brief flash of lightning which gives enough light for you to see. You don't see any movement over there, you also see more hangars on the extreme right, you see lots of movement over there. However, in the far, far distance directly opposite ... you can't see, it just disappears into the green and blue.

**BRYN**

Make eye contact with Bertie and go "That way".

**JAMES**

Yes, correct, the far hangar, yeah?.

**BRYN**

The ones on the left where there is no movement?

**JAMES**

Yes, quite so ... mmm.

**BRYN**

We start running.

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**ALEX**

Okay.

**BEN**

I'll follow these guys; cause they've obviously seen something.

**ALEX**

Wilde takes a moment and then once you've all headed off, turns, and starts running. Are you guys ... breakneck speeding or does Wilde have a chance to catch up?

**BRYN**

Yeah I wait for Wilde.

**ALEX**

Okay. He runs up, he looks more tired than he should do for that running ... it's probably all of the illusions. He's just like ...

"They'll know that it was all fake, I can't do that again".

**BEN**

Fine, let's go.

**ALEX**

"That's me done".

So, you're running, you start approaching the warehouses, everyone give me perception checks.

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Rolls dice.

**BEN**

6.

**JAMES**

5 minus 1 is 4.

**BRYN**

Back on 4.

**JAMES**

Yep.

**LYDIA**

14.

**ALEX**

14.

**LYDIA**

Pretty bad for her.

**JAMES?**

I felt like a critical 20 ... should it have got more with my?

**LYDIA**

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Just sort of playing ... really well.

**ALEX**

The problem is, is I'd have given you more if there was more to see but, you're looking at things that are very, very distant ... it happens sometimes.

**BRYN**

Yeah, oh well.

**ALEX**

So, Hamid, the rest of you are having a bit of a hard time ... Hamid, just by fluke of being slightly closer to the ground I suppose there's a moment part in the rain for you. There are three hangars, it turns out ... a near one, a middle one and a far one ... all three appear to have their fronts open. Inside the nearest one you can see is, a huge, dismantled thing, you're not a gearhead, don't know what it is, it's a dismantled thing. The second and third one ... the more distant ones, you can't see from here.

**BRYN**

Keep running, don't head, don't head towards the first one ... and say that. Say I think, whatever ... it doesn't seem to look like there's anything ... in one piece in there.

**ALEX**

Are you sure? Okay, you all power along to the ... second hangar. Here you see movement ... what you see are, a bunch of gnomes and they are, burly for gnomes so, that's unusual by the way. Gnomes tend to be a bit more slight,

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they're all quite, quite built. And it is chock full of equipment ... crates and crates and crates of things ... pallets, and there are some large, what look like mechanisms hanging from the top of the top of the hangar. The fact that the door's open feels a bit incongruous ... I mean, you wouldn't leave this much delicate equipment open to the wind and the rain.

**BRYN**

It's almost like people are stealing it.

**ALEX**

What you can see is ... a bunch of burly gnomes are, shuttling big crates, big for them ... like Bertie, you'd be able to hold two easily. And they are shuttling them, from that middle hangar to the far hangar. So, you'll see one normal **unclear 0:36:55**, gesture to the others, pick up a crate pass it over ... that one'll, you know, run for ... 50 feet, pass it to the next one. There's only actually about 5 in the entire shuttle run.

**BRYN**

Five gnomes.

**ALEX**

Five gnomes from one, where ... from one hangar to the other. They are all wearing identical ... blue overalls with some kind of flash on, there's gold on the breast, but you can't really see what it is.

**BRYN**

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Like, are blue and gold the colours of any ... institutions that we might be aware of?

**ALEX**

Plenty. Blue and gold's ... I mean, if nothing else, blue, and gold is the core pairing you'd see in the Navy a lot.

**BRYN**

Sure, but within this context.

**ALEX**

Do any of you have ... previous experience in this, really? I don't believe so.

**BRYN**

Knowledge history?

**ALEX**

Actually yeah ...

**LYDIA**

Knowledge local ...

**ALEX**

Knowledge history and I'll allow knowledge local ... both of you give it a go.

**BRYN**

Yeah, I'll give knowledge history a go.

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**JAMES**

Ooo natural 20.

**BRYN**

Oh, here you go. Now that might work.

**LYDIA**

He's been reading up on the French Navy ... yeah there's fanzines and everything ... oh my.

**BRYN**

12.

**ALEX**

12.

**LYDIA**

Oh, 14.

**ALEX**

14. A 12 and a 14 now.

**JAMES**

Oh, the French version of the defence magazine is *Jeans Defence Weekly*.

(laughter)

**JAMES**

Sorry, carry on.

**LYDIA**

I don't see **unclear 0:37:58**.

**JAMES**

Oh Jane Defence Weekly, it doesn't matter ... carry on.

**LYDIA**

**Unclear 0:38:03**.

**ALEX**

For Sasha and Zolf know, you don't really get anything from it ... actually, Bertie does. So, for you, what you see is ... it takes a little moment to figure out and, what it is, is ... it is an archaic transport emblem effectively. You can't see the detailing of it, but you can tell by the cut of the suits and so on ... I mean it, it's a bit jazzed up, it's got extra pockets you don't remember that but, you know that there was a period in the sort of, last hundred years or so where a, a transport guild was set up. And this transport guild would declare "Free transport for all, no matter ... blah, blah, blah". And it was a big thing and there was lots of support for it but it just never really came together because each of the individual captains proved too unreliable. So, it kind of fell apart but there was a brief shining moment where there was gonna be universal free air transport ... it never really came together.

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**JAMES**

What was the Guild called?

**ALEX**

It was just the ... the Aeroflot Guild.

**JAMES**

The Aeroflot Guild, okay, right.

**ALEX**

But, yeah, it never, it never really came together.

**JAMES**

Aeroslot?

**ALEX**

But this is ... super obscure niche knowledge like ... it was mostly an industry thing that never really ... came off the ground. You only know it because a distant relative happen to be one of the founding members and then it never really happened.

**JAMES**

Okay.

**LYDIA**

And they had a calendar.

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**JAMES**

Yes.

**LYDIA**

With a different pose.

(laughter)

**LYDIA**

With their gyrocopters ... in their blue uniforms all beside them.

**ALEX**

So, you recognise it as a ... a, out of date but, technically official uniform.

**JAMES**

Right. Gentleman of the Aeroflot.

**ALEX**

They all turn to you. They drop the crates and immediately begin ... sprinting as fast as they can towards the far hangar.

**BEN**

Follow those gnomes!

**(Group laughter)**

**JAMES**

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Bertie runs in the direction of the gnomes.

**BEN**

Incredibly, we're all faster than them.

**(Group laughter)**

**ALEX**

Yes. With the exception of Hamid who is as fast as them.

**BEN**

What are you moving at?

**BRYN**

20. Hamid also **unclear 0:39:53** ... as is Bertie.

**ALEX**

I thought you were with Bertie at this point.

**BRYN**

No I go back to my normal **unclear 0:39:57**. Dwarves are 20 but they never stop being 20 is their thing.

**ALEX**

Oh, that's it, yes I apologise. You don't close the gap; Sasha can close the gap if she chooses?

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**LYDIA**

Yeah, she's gonna close the gap and tackle a gnome.

**ALEX**

Give me a combat manoeuvre check? So just, your D20 plus your CNP.

**LYDIA**

Rolls dice. I'm 22.

**ALEX**

22?

**BRYN**

She rolled a natural 20.

**LYDIA**

A natural 20.

**ALEX**

You're running ...

**LYDIA**

Perfect tackle, rugby style.

**ALEX**

You dive ...

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**LYDIA**

And she's never seen rugby played.

**ALEX**

You dive for one gnome, he turns and has enough time to register you flying out of the rain towards him, he backs up, you hit him and he tumbles in such a way that you take out a second gnome.

**(Group laughter)**

**LYDIA**

Just like dominos.

**ALEX**

The first two stop, kind of look to you, look back, look to you, look back ... and then the ones that you have tackled just yell to them ... "Go, go, go, go, go, go, go, go, go."

**LYDIA**

"We just want out the city" ... she shouts in their faces.

**ALEX**

No, the one's that you've tackled are like ... they're not trying to fight you ... they look burly but also they're clearly not fighters. They're just kind of like **(imitates sound)** "get away."

**BRYN**

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I'm just ... I'm just gonna shout after them "We can pay".

**ALEX**

The last gnome that was running stops, turns around ... you see his head duck down and then you see three gnomes come back out running going ... well you know they're bowing the heads under the rain and they run up to you and just go

"Say that again?"

**BRYN**

We need to get to Prague, we can pay.

**JAMES**

Merit's crack ahoy, come on.

**ALEX**

"Show it, show it, show it."

**BRYN**

I'll get my bag; I'll get the equipment bag out and shake it around.

**ALEX**

He holds his hand out for the bag.

**BRYN**

I'm shaking it ...

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**ALEX**

"It's full of gears I don't care ... show me."

**BRYN**

I open it, open the bag ... still holding it, I won't give him the dam thing.

**ALEX**

He makes a snatch for the bag now.

**BRYN**

Take it back.

**ALEX**

Give me a reflex save, but it won't be a high one.

**BRYN**

I've probably rolled badly ... oh, that was really bad.

**JAMES**

Bertie ... when he because Bertie is suspicious of gnomes.

**(Group laughter)**

**JAMES**

Bertie is ready to slap down the arm.

**ALEX**

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I'll allow this.

**BEN**

5.

**ALEX**

5.

**BEN**

Yeah.

**ALEX**

He reaches out snatches the bag going ...

"You can go anywhere you" ... Bertie's hand slaps ... the jewels that were inside scatter across the ground of the airfield amongst the torrential rain. The gnome just looks daggers at Bertie.

**JAMES**

"Cash on delivery ... young man."

**BRYN**

And I'll be scooping up the ... gems.

**ALEX**

Sure, sure, sure. Okay.

**BRYN**

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How much for five tickets to Prague?

**ALEX**

"Half of that bag".

**BRYN**

How much in gold pieces?

**ALEX**

"Three quarters of that bag ... I'm not in need you guys are."

**JAMES**

Bertie, Bertie, Bertie picks the gnome up by the neck.

**ALEX**

"Half of that bag".

**JAMES**

A quarter of that bag.

**BEN**

Okay, new deal. None of that bag but you'll get to keep your lives! Let's go everyone.

**JAMES**

Hooray ... commerce. Bertie is still carrying ...

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**(Group laughter)**

**JAMES**

Carrying the gnome by the neck towards the hangar.

**LYDIA**

Sasha keeps hold of the one that she tackled ... under an arm.

**BRYN**

Having been on airships before, as an incredibly privileged traveller, what is the going rate for ... intercity travel by airship?

**ALEX**

Depends on the type of transport if it's ...

**BRYN**

First class.

**(Group laughter)**

**ALEX**

Assuming ...

**BEN**

What you mean it's the only class?

**BRYN**

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This is Hamid, I mean, come on.

**LYDIA**

It's the only one he knows.

**ALEX**

The sad fact is ... it is the only class in that travel. So, for an airship, you would be looking at, to Prague, a reasonable rate would be 50 gold each, it's not cheap. However, there are plenty of other types of transport and, depending on the transport, it could be anything up to ... 200, all the way down to 25.

**BRYN**

I'm gonna take 500 gold and put it in the hands of ... this captive gnome. "I think you'll find that's more than fair, there doesn't need to be any bad blood" ... I'm looking back at these guys ...

**ALEX**

While the rest of them are running to the ... far hangar?

**BRYN**

Yeah.

**ALEX**

Okay, the one that you're passing it to goes ...

"That's fine, why didn't you just do this, what are they doing here anyway".

**BRYN**

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I was trying to! Let's just go!

**ALEX**

At which point, they all start running, towards the far hangar. You step in, from the torrential rain and, the second that you step under obviously the hangar appears to be dry. What's more, there appears to be some kind of magical barrier which reminds you of the Cult of Poseidon's headquarters that had that barrier from the storm.

**BRYN**

Okay. Not the air docks from Star Wars?

**ALEX**

No, god know.

**BRYN**

Are they red or blue?

**ALEX**

Completely different. So, yeah, stepping through, it's actually ... bone dry in there and it's actually warm, it's a good temperature. What you see is a ... vast vessel, the likes of which ... none of you have ever seen before. To Hamid's practiced eye it ... kind of looks like someone took an airship, got rid of that whole balloon thing and then made the ship bit much bigger and more complicated.

**BRYN**

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Oh my god, it's a jet.

**ALEX**

Sasha to you, it looks like someone took ... a chemical factory, and strapped it to a ... a boat ...

**LYDIA**

She really likes that idea ...

**ALEX**

To make it go.

**LYDIA**

That sounds like a great idea ... she appraises it.

**ALEX**

Zolf, what you see is, an extremely un-seaworthy vessel.

(laughter)

**ALEX**

Bertie, I think.

**(Group laughter)**

**ALEX**

It's a big thing.

**JAMES**

It is large.

**ALEX**

What it is, is ... a ship. It looks ... a full sized ship and it looks like someone has retro-fitted an actual ship.

**LYDIA**

#steampunk.

**ALEX**

There are a pair of, what look like engines or something on the front, and a pair of engines somewhere on the back ... turbine esk, you don't know what you're looking at ... this is kind of advanced stuff. You do see ... large chemical tanks strapped to the outside of the vessel, which are feeding to them ...

**LYDIA**

Oh, this is exactly, as safe as I want air travel to be.

**(Group laughter)**

**ALEX**

There are a pair of ... huge funnels at the back, which are, currently, starting to belch ... bright, like lime green smoke.

**LYDIA**

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Exactly as safe ...

**ALEX**

"All aboard".

**BRYN**

Oh no.

**ALEX**

You see at the very end of the boat there is a ... I'll call it a ship from now on.

**LYDIA**

A sky boat.

**ALEX**

You see ... you see at the very end of the ship, behind a traditional wheel albeit, with 50 levers on either side of the actual wheel ... a gnome in extremely bright clothing. You can't see more than that.

**BEN**

How big is their hat?

**(Group laughter)**

**ALEX**

Their hat, their hat is ... rolls dice ... 12 large. Which is, within the realms of reasonable, but still ... impractical.

**JAMES**

This looks like some sort of mechanical effect is it?

**BEN**

No. I just, I just really want a sky captain to have a really big hat ... and it seems correct.

**JAMES**

Okay.

**BRYN**

Okay. Perhaps how you measure importance on a boat ... is the size of his hat.

**BEN**

Admirals just ... end up with like, other boats on their head.

**(Group laughter)**

**ALEX**

So, all of the burly gnomes are ... loading up, what other crates that have been stacked here. They're loading them up onto the ... boat. So the one that Hamid passed the money to has a quick conversation with two and then they go ... they look at you all a bit non-plussed, then run out and proceed to finish loading the crates that they've got. They show you up basically, a gang plank which is ... you have to go up a little bit of scaffold cause it's ... it's not designed

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to be in this kind of a space, and then they gesture for you to ... go aboard.

Like, do you do so?

**LYDIA**

Yeah, yeah.

**JAMES**

Yeah.

**BRYN**

Yes, with a horrible, horrible, grim look on my face.

**LYDIA**

With a grin, with a wonderful grin, this is amazing ... can I get to fly it? I'm really good at ... machines.

**JAMES**

Bertie is still carrying the gnome by the neck but as soon as he stands on the deck he puts him down and he goes "There where we go" and pats him on the bottom.

(laughter)

**ALEX**

Well, it's a bit slow for you. They start telling you to go onto the gang plank, it creeps ominously beneath your armour, then a couple of the gnomes come and you get, craned on to the boat.

**(Group laughter)**

**ALEX**

As Bertie's feet touch deck and Bertie's gnome's feet touch deck ... you are all greeted by the gnome that you saw behind the wheel. Their hat is a peculiar combination of ... big, floppy, admiral, peacocky thing, and actual like ... sky wear with the ear things.

(laughter)

**ALEX**

So what it is ... is, it's got the ear flaps, it's got the goggles and then it has ... basically a full peacock's tail coming out of the back of it.

(laughter)

**LYDIA**

That's clever, cause you wouldn't want it to be a full sail right? Cause you wanna get ... a breeze would scoop you off, so you'd want it to have, you know the ability to flex ...

**JAMES**

Is there a ... is there a cog glued on the eye of the peacock?

**(Group laughter)**

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**ALEX**

There is not. However, the gnome who is short and very slight for gnome standards like really, really small, strides up to you and they make what they lack in stature they make up for in presence ... big swagger ...

**BRYN**

Still taller than me.

**ALEX**

They pull off their goggles and you all recognise a female gnome, hands on hips, Rapier on one side and to, your eye Sasha, you recognise an actual gun, which is an incredibly rare thing in to seeing around ... looks up at you ...

**LYDIA**

Especially around explosive chemicals and sacks of air!

**ALEX**

Looks to you all and then goes ...

"Oomph, I see ... looks like we've got some passengers then".

**BEN**

That is precisely what you have, that's what **unclear 0:48:45** ...

**JAMES**

It is literally what is happening ...

**LYDIA**

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Yeah, that's exactly what's going on.

**ALEX**

"Hello".

(laughter)

**ALEX**

I'm gonna close the end so there ... in the most, unglamorous boarding ever.

**LYDIA**

Now we are passengers, that's what ...

**JAMES**

Is that a level **unclear 0:49:00** ... which we can expect on this voyage.

**BEN**

We bought tickets right, and then ...

(laughter)

**LYDIA**

And this is a sky tube ...

**BEN**

Yeah and then ...

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(laughter)

**JAMES**

And we're going travelling, aren't we?

**BRYN**

Can you show us to our cabins, we've had a really long day.

**LYDIA**

Are you going in any particular direction?

**ALEX**

Oh, I'm never going into air travel, oh god!

**LYDIA**

We would like to travel in a specific direction ...

**JAMES**

Can I, can I see the wine list?

**ALEX**

Look, I'm calling this, we'll see you all next week.

**BRYN**

Are we doing room service?

**ALEX**

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Okay.

**BEN**

If you start pressing the buttons **unclear 0:49:23**.

**JAMES**

Bye.

**EVERYONE**

Bye bye!

**[Show Theme - Outro]**

**ALEX**

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