

RQG – 158 – On the Road Again

Content Warnings

- X
- X

ALEX

Hi everyone, Alex here. Just a quick warning ahead of today's episode. This is the first of the episodes we recorded remotely once lockdown began and unfortunately Bryn's set up had a bit of a problem during recording that we only discovered after the session meaning that for the next couple of episodes his audio quality will be a little worse than normal. Our editors have worked hard to clean it up and make it a bit more intelligible and we were able to repair the fault for later recordings but you will just need to bear with us for the next couple of episodes. As always thanks for your time, we hope you're all happy and health and we hope you enjoy today's episode.

[Show Theme - Intro]

ALEX

Hello and welcome to the Rusty Quill Gaming podcast. Episode 158. I'm your host and GM Alex Newall and with me today, I have

BEN

Ben Meredith

Rusty Quill Gaming – 158 – On the Road Again

BRYN

Bryn Monroe

LYDIA

Lydia Nicholas

HELEN

And Helen Gould

ALEX

And who are you playing?

BEN

Zolf Smith

BRYN

Hamid Saleh Haroun al-Tahan

LYDIA

Cel Sidebottom

HELEN

And Azu

ALEX

Ok we did it. We did it. We did it.

HELEN

We did do it!

ALEX

So for listeners, Alex is real bad at intros in the new system. So for everyone, this is us recording remotely. This is the first of our attempts where we're basically recording main campaign but we're doing so from separate locations. Seems to be working. We've done our tests. How are people feeling about it?

LYDIA

I'm actually inside your house Alex.

(laughing)

ALEX

That would make life so much easier! Like that would just make life so much easier.

LYDIA

Hiding!

ALEX

If everyone wants to move into my loft you just say, ok.

LYDIA

Secret

HELEN

I do not want to move into your loft. Just to get out there.

BRYN

I mean the commuting's a lot easier.

HELEN

That is true. That is true. My bed is literally just behind this wall.

BRYN

I mean I think I can reach my bed from here.

(laughing)

If I leaned harder.

ALEX

Recording from your bed with the covers up to your chin is forbidden! That is a hard rule we're going to set now.

BRYN

I could put a duvet over me Alex. Think how good the sound quality would be.

ALEX

Oh that's fine. So I do ask all listeners to bear with us and so on, you might notice like the energy's a little bit different and maybe the recording quality might've changed. It should be like fine but just bear with us as we all get used to the new system. With that in mind, I should probably recap where we've been because it has been sooo long! It has been so long since we've recorded!

LYDIA

Ages

BRYN

2,000 years!

(laughing)

Alex built a time machine just so we could go back and record the side quest which just aired and then back it's been 2,000 years since we last recorded.

ALEX

It's true, it has been at least 2,000 years. So in terms of what has happened in this timeline, a sentence I never wanted to say in a recording.

(laughing)

Obviously Sasha's letter was read. Zolf had a chat with Azu where Azu laid down some hardcore Aphrodite counselling. That went quite well.

HELEN

It was definitely softcore.

ALEX

It was definitely softcore I think. That's true. Then I'll be honest, most of the last episode was us discussing increasingly ludicrous ways to travel a large distance.

LYDIA

Er, none of them were ludicrous! All of them were completely within my capabilities!

ALEX

We ended up finishing with Cel returning to a village that was still there.

LYDIA

Yay!

ALEX

With people having a fun party because the rain ended because I am a benevolent god who gives only good things to those who wait.

HELEN

Oof, such lies! Such lies! You're only getting away with this because I'm not there and I can't attack you with this pencil.

ALEX

No one can hit me. It's wonderful! So what I am going to suggest we do is that we pick up probably the next day so the fete having played itself out a little bit and for people to have had a bit of decompressed time and also frankly to give Wilde a moment to start doing research. But what I'm going to be doing is asking people, assuming that you're just...obviously you're all tied to the inn to a degree but with 24 hours I'm going to go around and ask what people are doing and then I'm going to end up by asking Cel whether you're returning to the inn. What's going on there. Ok. So first things first, Helen. Azu has 24 hours at the inn. What's the plan?

HELEN

Azu is going to be trying to be calm and quiet and a reassuring presence.

ALEX

Are you doing that in a way that's genuinely helpful or it's like, hey guys if anyone needs anything, I'm here. Or is that going to be the thing where you stand just a little bit too close to people going, you ok, you ok? You still ok?

HELEN

No, no, no she's learnt her lesson about that since talking to Wilde and Wilde definitely being no leave me alone! So I think she's a pleasant lurking.

(laughing)

ALEX

Azu is pleasantly lurking. Understood!

BRYN

Lurking with intent.

HELEN

Yes being just quite visibly...

ALEX

Lurking with intent to make happy.

HELEN

Yes and just like I am here. I'm around. I have ears.

LYDIA

Little pointy ones.

HELEN

Yes. And maybe she does a little...has a little ride on the beach with Topaz.

ALEX

Yeah sure. Ok cool. In that case then Hamid, same question.

BRYN

Hamid is probably still pursuing his campaign to halfling-ise himself in front of the kobolds rather than being some sort of distant, you know, weird powerful, creature. He wants them to see him as a person.

ALEX

Can I get you to give me a perform check please.

BRYN

Perform? Not diplomacy?

ALEX

No, no. No, no, no. Talking to them will just make it worse. You just have to perform normal to the best of your abilities.

BRYN

That's a shame.

HELEN

Ah that's relatable!

BRYN

My only...

ALEX

Sometimes talking isn't the solution.

BRYN

My only point in perform is drama.

ALEX

Oh, drama's probably not gonna help you in this one.

LYDIA

It's the opposite of what you want, if anything.

BRYN

Exactly. Do you remember the time I tried to make a dramatic entrance in the opera scene and you made me perform drama. He now has a point in that.

(laughing)

But I'll roll without that extra +1.

ALEX

Noted. Noted.

BRYN

13.

ALEX

13. You do no damage.

(laughing)

And if that isn't winning, I don't know what is.

BRYN

Hamid also wants to be productive so the other thing he will start to do is to create cold weather gear for the gang.

HELEN

Oh my gosh with your...

BRYN

We don't have any cold weather gear. We do have a bit of hot weather gear for some unknown reason but assuming he can find any level of materials at all or repurpose them, he'll start to create cold weather gear for people.

LYDIA

Wait, did we definitively decide on the polar option?

BRYN

No but we're going to Svalbard which is inside the artic circle.

ALEX

It's going to get cold at some point regardless.

BRYN

Like I mean I don't even know what season it will be in Svalbard so it might not be too cold but there's a chance it will be cold and it won't hurt. And we've got endure elements so we may not need it regardless but it won't hurt basically and it gives him something to do that might be useful.

LYDIA

And endure elements is not stylish.

ALEX

Tailoring takes a while for obvious reasons.

BRYN

He's assuming we're not leaving any time soon.

ALEX

Thankfully because of the nature of this climate there are some furs kicking around at the inn that you can retrofit. It takes a little bit...I forget do you speak Japanese?

BRYN

No. I have comprehend languages so I can cast a spell which will let me understand other people but does not allow me to talk Japanese back to them.

ALEX

There is a brief little miscommunication where the innkeeper is just convinced that you're saying you're cold and keeps bringing you blankets but eventually some communication happens and you're allowed to retrofit a few furs that are kicking around the place.

BRYN

Cool. Do you want me to make a profession tailor check?

ALEX

You know what, yes. I was gonna say no we'll wait to see if you get attacked but nah, go on, you're fine.

BRYN

20 total.

ALEX

20 total. You manage to make a...who do you want to start making stuff for?
Yourself or other people and if other people, who?

BRYN

I probably start with Azu.

HELEN

Aw!

BRYN

No favourites or anything.

ALEX

Pick a piece of clothing that you are going to attempt to make.

BRYN

A big, fluffy jacket with a hood.

ALEX

A big fluffy jacket.

BRYN

She doesn't have any hair. Her head might get cold.

HELEN

That's true!

ALEX

I need to ask another arbitrary detail, is this to be intended to be worn over the armour or under the armour or not with armour at all.

BRYN

Over the armour.

ALEX

Ok. You proceed to make...

BRYN

Which is a terrible idea actually isn't it. Yeah I don't think Hamid's worked that out. He's never really been to cold places.

ALEX

He's not an armour guy. When was the last time Hamid wore armour.

BRYN

The profession tailor helps him make it, it doesn't help him understand the principles of insulation.

ALEX

So the good news and bad news is, the good news is you have made the single biggest parka that has ever been constructed. And for what it's worth it looks like it's probably going to fit Azu and it's going to be the right size. The negative is you have used all of your materials that you set aside for four people on Azu's one enormous parka. She basically will be walking around wearing the best part of a full rug.

(laughing)

HELEN

Do you know what...

ALEX

Like proper, like ice climber style.

HELEN

That sounds about right.

ALEX

But it'll do the job. I give you that. You know it'll do the job.

HELEN

Are you going to give this to Azu or is it going to be a surprise?

BRYN

Oh no, I'll definitely give it to Azu at some point, yeah.

HELEN

Aw!

BRYN

Well this probably happens a couple of days later. It probably doesn't happen instantly. I don't know. I'll let Alex tell me when I can actually give it to you.

ALEX

Sure. In which case Zolf you're up. You have 24 hours before things progress. Is there anything else that you wanted to be doing during a little bit of downtime?

BEN

Being outside and alone.

(laughing)

ALEX

Understood. One question. Because of the nature of your character, is this being used in anything approaching like spiritual contemplation with the powers that be or anything like that?

BEN

I mean introspection but given the nature of my powers I don't think there's anything to contemplate to as it were.

ALEX

That's kind of what I meant. Is you weren't reaching out, you were just...

BEN

No because my power is internal so I have no reason to reach out.

ALEX

Yeah that's fine. That's fine. In which case then that leaves me to Cel. Your fete went real, real well. Everyone was super chill and happy and all I need to know is, I'm assuming that you tell them the whole Shoin thing is dealt with.

LYDIA

Yeah, yeah. Cel, I think wins a cuddly toy. I can roll for success at knocking down coconuts if you want.

ALEX

No. I'm going to say that you will succeed. Can you roll for scale of cuddly toy.

LYDIA

I do actually have some dice.

ALEX

Where 20 is actively problematic and 1 is key chain.

LYDIA

Oh 2!

ALEX

Ok so it's a little dinky one. A little dinky one. What's it a cuddly toy of most importantly?

LYDIA

It is a red panda.

ALEX

Ooh nice! So we're going to say that your fete lasted into the night and you're up the next day. I need to know are you returning to the inn to reconvene with people or not?

LYDIA

No, they'll stay in their shop. They'll stay overnight there. Need to be summoned I think. They're going to enjoy being at home.

ALEX

That's fine. Ok, cool. In which case then I am going to say that you have the evening of the fete. You have a full day of lurking with intent to love, sewing,

mulling and basically catching up, let's be honest, from Cel's side of things. So a full 24 hour cycle of that and then the day after that Wilde sort of asks everyone into his office. The core party to be specific. When you all have a moment. I'm assuming you do.

HELEN

Sure

BEN

Yep

LYDIA

And I suppose Cel will come then if they're specifically asked.

ALEX

He wouldn't have called for you yet.

LYDIA

Ok

ALEX

So it'll be the people who were immediately there.

LYDIA

I'm just gonna mime all the things I'll be doing while you have your deep chat.

ALEX

So how is everyone feeling?

BEN

Fine.

BRYN

Good as can be expected I suppose.

HELEN

Yes.

ALEX

As always, mixed news. I think I've managed to track down Earhart. And she seems close enough that we can probably pursue that as an avenue.

BEN

So what's the bad news then?

ALEX

Things to be aware of, Einstein's currently off the grid. Not necessarily an unusual thing. It's happened before but just so you know.

HELEN

Off the grid as in no one knows where he is.

ALEX

The problem we're at is that off the grid in that no one knows where he is but sometimes that's intentional and sometimes it's not and it's really difficult to tell which it is at any time.

HELEN

Oh.

ALEX

Let's just say that he's off the table as a player for the foreseeable.

HELEN

Ok.

ALEX

I've also been warned that although Earhart might be an avenue, there might be some work at our end to get her shipshape, shall we say.

HELEN

She's injured?

ALEX

I don't know. I know that her vessel was damaged.

BRYN

Oh dear.

HELEN

She's injured..

ALEX

I am assuming she's injured however I have been told that she should still be capable of making a journey of this calibre but unfortunately what that does mean is that we are going to have to head to her. She is not going to be coming to us.

BEN

Where is she?

ALEX

As far as I'm aware she's currently in Hiroshima. Which would make sense, it's a major airport. It makes sense that she would end up there but we're going to have to get there ourselves. I'm not especially worried about the transport but here we are.

BEN

Alright well I'll start packing then. We're moving as soon as possible, right?

ALEX

Ideally, yes.

BEN

Alright.

ALEX

I need to ask did anyone confirm with Cel whether Cel was willing to stick with us? I'd prefer them to if they would.

BRYN

They offered to keep travelling with us and to keep helping.

ALEX

In that case then I'd ask one of you to request their presence.

HELEN

I'll go.

BRYN

I'm happy to go and visit them. Do we think it would be better if it was just one of us or all three of us.

ALEX

I'll leave it to your good judgment. I'm going to be speaking with Barnes in terms of chartering a vessel towards Sakaiminato. Realistically I'm looking to set forth tomorrow if possible. I'll be coming with. We're...at this stage it seems sensible to shelve the inn as an HQ.

HELEN

Are Barnes and Carter coming with us?

ALEX

Potentially.

HELEN

Ok.

ALEX

There are a few things I would like to pursue a little further before I can make that call. They'll certainly be travelling with us as far as Hiroshima.

HELEN

And how far is that away from here?

ALEX

We're looking at a gentle day's sailing towards the port and then a few days travel by horse.

HELEN

That sounds quite nice.

ALEX

I believe I've managed to find us route that should avoid any major urban centres. It should be a ride in the country but when has it ever been.

HELEN

There's always time for things to be nice.

ALEX

Here's hoping. Well in that case then I have a number of arrangements to make. If we could make sure that Cel is present at the inn at first light tomorrow we can begin a journey if that's applicable for everyone.

BEN

Yeah I'll keep packing up here if you two want to go and get them.

BRYN

Ok Zolf.

ALEX

Wilde gestures for you to head out and then returns to his enormous mounds of paperwork.

BEN

I'll head out.

HELEN

He's such a projection of you!

ALEX

No he's not! Wilde's really helpful!

(laughing)

I'm all of his worst traits with none of the positive ones. Who is heading to Cel then?

BRYN

Sounds like Hamid and Azu. Probably though all the kobolds as well.

HELEN

Oh!

BRYN

Because remember one of the suggestions was that all the non Skraak kobolds potentially stay in Cel's village and help out Jasper.

ALEX

Yeah they are all going to be coming with you. That's true.

HELEN

Ok how many kobolds are there again?

BRYN

There's Skraak and then there's six others.

ALEX

A small platoon. Just a iddy, biddy, little platoon. They'll hardly notice they're there.

HELEN

That's too many to have on Topaz it sounds like.

ALEX

Yes it is!

HELEN

Just Hamid and then a stack of kobolds on top!

ALEX

Is anyone getting a bit of a [singing] Prince Ali, mighty is he...

(laughing)

BRYN

I mean remember that the kobolds very much made friends with Cel as well. Like Cel had been reaching out to them, they'd been working with them.

ALEX

Cel wasn't a terrifying death spot, of course they got along with Cel.

BRYN

Well exactly.

ALEX

In which case then I am going to jump to all of you arriving at the village.

BRYN

I'll probably explain at some point, I'll take Skraak aside and explain the itinerary to them, just kind of like we'll go on a boat for a couple of days, we'll cross to the other side of the mainland for another day and then we're going to get on an airship and travel halfway across the world. This is what we're facing.

ALEX

Skraak is customarily unforthcoming with the exception of there's...you get the impression that if Skraak had eyebrows he would've raised them at the idea of an airship. I am going to jump to, it is about 3pm give or take because you were speaking with Wilde at first light and the time it takes you to get your stuff together and head over at a normal pace, not a frogmarch, you get there about 3pm. In terms of the village itself, it has become a bit of a hive of activity, everyone has been putting off a lot of stuff due to the Shoin situation and the weather. When was the last time people got to lough a field properly or set up a paddy and things like that so as a result, it's kind of like that spring cleaning vibe where all the doors are open and everyone's making hay while the sun shines kind of thing. So it's quite busy with a lot of activity and people are hammering, and woodwork and farming and everyone's kind of going at it really.

LYDIA

I'm going to say that there's a little group of gnomes playing some music and then there's an amplification device that Cel and Jasper have put together which means that the entire village is kind of, you know, working together, cleaning, stripping stuff out. Like all stuff that had been sodden for a long time needs to be replaced and rebuilt. There's people...they're planting things in the soil in time with the music kind of thing. It is a vibe.

ALEX

You're all mashing with my musicals now because now what I have is Prince Ali is coming over the hilltop and the first thing that they hear is [singing] heigh ho.

HELEN

I was thinking of heigh ho too.

LYDIA

Yeah it's one of those world building songs where people are like [singing] down in the village we're doing this and it's great. This character is moving through. They have these attributes.

(laughing)

That sort of song, the sort of thing that is played by some gnomes on a little stage amplified through the thing. Everyone's having a lovely time.

ALEX

Agreed. Agreed. You all convene in the square surrounded by a bunch of villagers who are suddenly acting as if they didn't work on that choreography for months.

LYDIA

Yeah, it's a bit once more with feeling kind of. [Singing] they got the mustard. They got the black mould out.

HELEN

Azu will make a comment to Hamid about – see things can be nice. This is nice.

BRYN

I agree. Yeah it's lovely. Hamid is smiley and wavey at everyone.

HELEN

Yay! I guess we go to Cel's shop and knock on the door.

LYDIA

Hey! Buddies! How you doing?

BRYN

Hi Cel, it's so good to see you. Everything looks so great. I'm so glad they've done so well.

LYDIA

It's lovely isn't it. So the people who are playing, that is Gypsum, Jodhpur and Carly.

BRYN

They're so talented, I'm really impressed.

LYDIA

I know. And the amplification device, I gave him some tips but this is actually Jasper's doing. Jasper. Come over here.

BRYN

Oh is Jasper here? Hi Jasper.

LYDIA

Jasper maybe takes a while to come so Cel walks up behind the people that are playing the music and then just shouts – Jasper to the shop!

ALEX

Jasper kind of pokes over with a haybale that is far, far too large for him. Sort of coming over and [thudding noise] everyone's looking good.

LYDIA

The people said that the music was good, that everything was good. I thought that you should hear it.

BRYN

Everything's been brilliant. Jasper you did such a good job of looking after this place.

ALEX

Oh thanks the amplification was tricky but then we found some old casks and then we just retrofitted them. It was dead easy.

BRYN

Oh Jasper I wanted to introduce you to all my friends. Hamid will start introducing the kobolds to Jasper.

ALEX

I'm afraid that they have spread themselves out quite wide amongst the square already.

BRYN

Oh fair enough.

ALEX

But they kind of come scarpering over the second that you gesture them and then they're all stood to attention. They're kind of intense.

LYDIA

Cel will rapidly translate between draconic and Japanese which I assume is quite confusing for people. Actually...Azul would be the only person there who doesn't speak either.

HELEN

She's fine with that. She just sort of stands there and watches. She gets the gist of what's happening. She's like well...

ALEX

I mean it's fairly straightforward because bless him, Jasper just immediately resorts to hello. Tea? Tea? And then immediately is gesturing the tea set that is on the porch. And is like tea? Tea? Tea. As a solution to all of the problems.

LYDIA

I think that once they start drinking tea Cel is going to excitedly explain the workings of the amplification device to the kobolds and perhaps ask them if they have any ideas about how it could be improved.

ALEX

Ok I'm going to skip to the end of that conversation with their suggestion mostly boils down to, tell you what, if you just kind of angle it a bit and used it as one big megaphone you could all just get loads and loads of people yelling behind it and that would be well loud.

(laughing)

They seem to have got the idea that you want the loudest noise possible, not necessarily the idea that there might need to be a quality attached to that in any way.

LYDIA

I just remember that you said that they were all little engineering prodigies and so Cel is...

ALEX

Their designs are great.

LYDIA

They're attempting to build overly complex bridges here.

ALEX

Hey! It totally works. It's just the conversation diverted initially because they were focusing mostly on well if you want something loud, just blow something up. But eventually you manage to get across the stuff that they were talking about but yeah, I am going to accelerate past to, they all actually just start making their own amplification stuff.

LYDIA

It's a little workshop.

HELEN

Well while that's going on Azu is going to say – so we think we've found a way to travel to Svalbard.

LYDIA

Oh really? I've been working on some stuff...did you...? I know we may be thinking the same thing but burrow through the centre of the earth. Burrow through the centre of the earth.

HELEN

No. The opposite actually.

LYDIA

Oh. Go into space? I've always thought...

HELEN

No. If you wanted to come with us you could go in an airship flying through clouds and things.

BRYN

We have a friend...a friend...a member of the Harlequins. Amelia Earhart.

LYDIA

Is Harlequins supposed to mean something for me? My English is still a little patchy.

BRYN

It's the organisation that Wilde is working...well working with I guess, not necessarily directly for. Some of the relationships are a little complicated

actually. Earhart and Wilde have a bit of a history that they don't necessarily get on. Anyway the point is...

LYDIA

Big mood brother.

BRYN

Yeah, yeah. The people we've been working with, you know, they have connections and we think that Captain Earhart is going to be able to get us there. She has an airship. It's in Hiroshima. Is that what...that's what Wilde said?

HELEN

Yes he said it was a big airport.

BRYN

Yeah I think that's one of the cities on the mainland and we think that Earhart will be willing to take us to Svalbard although he also said we might have to help her repair her ship first.

LYDIA

Oh! Are there maybe a lot...a lot of repairs that need doing?

BRYN

I mean we don't know at the moment basically.

LYDIA

Complicated repairs?

BRYN

So the plan is to get a ship to the mainland and then we'd probably have to travel by horse a couple of days or something to get to Hiroshima and then work on this airship and then sail through the skies all the way to Svalbard I guess.

LYDIA

Grand. When do we leave?

BRYN

Well Wilde wanted us to leave tomorrow morning. If you could be ready in time we'd really love to have you with us if you're still happy to come now that you've seen your village.

LYDIA

Er yeah

BRYN

And how well they're doing. I don't want to pressure you. If you feel like you need to be here we respect that decision but we'd love to have you along.

LYDIA

Cel looks at the village and there's a slight kind of strain in their expression but seeing everyone move around to the Disney music, let's be honest, they kind of take a moment – yeah, yeah. Let's do this. That sounds fun. I think that sounds like an exciting and interesting and challenging mission. Yes we can do this.

ALEX

At which point there is an enormous roar. A huge, enormous roar.

LYDIA

Ok plans change.

ALEX

And I will take a break there.

And welcome back. So I believe I left you all with everything fine. A nice simple roar echoing out across the...

BRYN

Hamid was halfway through throwing himself into a hug with Cel when he has to catch it and be like, oh dear.

HELEN

Just does a pirouette.

ALEX

There's a moment of everyone goes very, very still in the village. Then you see a small kobold head poke over what you thought was a pile of barrels and now very much is not. And is the loudest noise the kobolds can now currently make. I need to know which kobold it is. You have their names Bryn.

BRYN

It is Meerk.

ALEX

Meerk. Could you now please add the personality quirk "likes loud noises" to Meerk. Everyone, once they realise what that is, calm down and go about their day again. It was very loud.

LYDIA

Ok. Right, cool. Alright so plans can unchange. I know I said plans change but they can unchange back to the plan and, you know, in fact if any of your kobold friends would like to stick around here I can see that that actually works as a pretty interesting defensive mechanisms so I could – begins to say this in draconic to the kobolds.

BRYN

Hamid nods along enthusiastically but will let you make the offer of having them stay basically.

ALEX

Skraak takes a moment. Hm. I think it's a sensible suggestion but I think they'll likely need to be forces from the island.

LYDIA

Oh, ok. I just thought it might be something that they find fun. It wasn't a demand. I wouldn't ever make a demand of my new friends.

ALEX

It's tactically astute.

BRYN

Well I just thought, you know, now that you guys are in charge of what's formerly the institute, the village is quite close and you guys could form a much better relationship than existed in the past and I just think it would be really useful to have contacts and stuff, I reckon.

ALEX

Hm. Skraak takes a moment and then has a hurried conversation with one of the other kobolds and then that kobold bolts out of the village ludicrously quickly.

LYDIA

My expression mimics Cel's.

ALEX

Oh, I'm sending a runner to the island.

LYDIA

Oh. Literally a runner. Yeah. I respect that.

ALEX

But for now our bodyguard detail – he looks at Hamid – will remain.

BRYN

Ok.

HELEN

That's fine.

ALEX

Cool. In that case then does anyone have an issue with me accelerating to the morning of departure.

LYDIA

Nope

BEN

Nope.

ALEX

Ok. Could everyone please give me a perception check.

HELEN

Natural 20!

ALEX

Nice.

BRYN

Natural 20!

ALEX

Woah! Nice!

BEN

26

ALEX

Er fine.

LYDIA

28.

ALEX

Holy hell!

BRYN

My total is 34 just for the record.

HELEN

Oh my god!

LYDIA

I mean I only rolled a 14.

ALEX

I absolutely hate letting you guys stack up to...you know what it is, it's because you don't have more penalties than positives. That's my bad, I can fix this!

HELEN

In that case I got 31. I just saw natural 20 and didn't bother to add anything on to it.

LYDIA

I mean that was the correct thing. Bryn just wanted to perception wave.

ALEX

Just waving it all over everyone. Just laying it all out.

BRYN

Just wanted to get my big, fat bonus out on the table in front of everyone.

(laughing)

ALEX

As the heavy dice lands with a thud. Right, so, in terms of things that you're all noticing then is this is literally just a glance at the squad that you're going to be setting off with. Barnes and Carter aren't there but Wilde said that they will be waiting at the fishing vessel that they've managed to get hold of to transport to the mainland. Obviously there's no horses and so on because the journey isn't that far at this end towards the vessel. Other things to note, everyone actually got high enough. It's been a while so I'll mention it again, Wilde is still wearing some sort of manacles around his feet.

HELEN

Oh no.

LYDIA

I mean surely you wouldn't need very high perception to notice that.

ALEX

Not chained. Well you say that, so he's...as he's sort of faffing around and it's reminded you notice he's wearing clothes that can best be described as starting to approach bellbottoms.

HELEN

Oh my god Wilde in flares.

ALEX

Basically yeah. But he is still wearing those anti-magic manacles. Other things to bear in mind are the kobolds have all returned up to full like squad. The runner has returned. They must be able to cover long distances real well but they are up to full capacity. Wilde himself is, he looks practical in a way that I don't think anyone apart from Zolf would've seen before. He has a backpack. It's weird. And he's wearing a wide brimmed hat but it might actually be just because it's quite sunny and not to make a point. There's no even a feather in it. Other things to note is the inn is...you notice that the village itself surrounding the inn, there are a few new faces kicking around. They're not literally going into the inn or anything like that at this stage but you, Zolf specifically, are used to this being a ghost town and who knows why. Maybe word got out or something but a couple of people have started to set up shop in houses that have been left empty for months. With that in mind, Wilde takes a moment, has a look at the inn. Turns around, everyone got everything they need?

BEN

Yep

HELEN

Yes. You look very prepared.

ALEX

I mean, yes.

(laughing)

HELEN

Just saying. Just...

ALEX

Wilde starts walking towards the coast.

BEN

Follow Wilde.

HELEN

Azu feels embarrassed.

ALEX

Yeah he'll do that. I'm sorry. So if you all start heading off then, it is comparatively a similar walk to the one that you made to the island though it's not exactly the same route and in about half a day I'd say you make it towards the coast and on the actual coast proper there is a fishing vessel just off the beach. It is a beach down, so there isn't like a dock or anything and it is going to be wading through the water to get onto it but you can see Barnes and

Carter on probably one of the biggest fishing vessels on the island. They're just there out giving a sort of signal wave to you all.

HELEN

Azu waves back.

ALEX

Wilde hoicks his backpack over his head and starts wading out to the vessel. I assume you all do the same.

HELEN

I might sort of try and give as many small members of the party a hand because if it's going to be wading then they might quite quickly be up to their necks.

ALEX

Reverse pyramid.

HELEN

Yeah that thing where someone's on a motorbike and everyone...

(laughing)

BRYN

I'll cast fly on myself probably if it's too deep for me to wade at least.

ALEX

It is. I'm afraid for anyone who is below medium height you're going to be doing a little bit of a swim I guess.

BEN

What's medium height?

ALEX

I'm afraid Zolf would currently be looking at a little bit of a swim unless you use your levitation.

BEN

Yeah.

ALEX

Your...I was gonna say your halberd but you're not using your halberd, it's a glaive right.

BEN

Glaive.

ALEX

Yeah your glaive is of sufficient length that you can punt. So to everyone else's eyes you're...I suppose you're riding an invisible gondola towards the ship now I think about that look.

BRYN

Amazing. Wonder Woman has an invisible plane. Zolf has an invisible gondola.

LYDIA

I don't know what the details are for when use a transform spell and then is carrying stuff so...

ALEX

It gets absorbed into you.

LYDIA

It gets absorbed into you?! Ok. Well then Cel's going to be dolphin.

ALEX

Although there's a weird little clarification I think in an obscure corner of Pathfinder which is if you're carrying more than your character capacity and you transform, the spare bits just go [thudding noise] and drop beside you.

LYDIA

Well Cel's got a bag of holding. I think they were given a bag of holding.

ALEX

I think you're fine. Yeah I think you're fine.

LYDIA

Yeah Cel's gonna be a dolphin and is going to occasionally leap over the party in a graceful arc.

BRYN

I'll ferry the kobolds one by one in the air.

HELEN

Oh. Azu doesn't get to help anyone.

LYDIA

The ones that can't fit on Azu.

ALEX

For once the kobolds that aren't going to get shuttled comply. Oh apart from Skraak, sorry. Skraak's swimming.

BRYN

That's fair.

ALEX

Interestingly they swim the way that, have you ever seen larger lizards swimming, where they use their tail as a propellor kind of deal-y.

HELEN

Like a crocodile.

ALEX

It's quite cool. Anyway you all get aboard the vessel. Barnes and Carter are there. There's no fishermen on the vessel but they immediately set off. It is a sailing ship to be clear. Barnes is under the impression that it take about...probably the rest of the day and you'll be getting into port at night and Wilde lets you all know that there should be, all going well, some horses waiting for you at the drop off point so you can immediately press on after maybe a short rest but he advises you all to take a rest whilst you're on the vessel. Anyone want to do any RPing or anything other than chill on the vessel before you get there?

BEN

I look distinctly uncomfortable for the entire journey.

ALEX

Understood.

BRYN

It's like going back to the place your ex works isn't it.

BEN

Except that ex could kill me.

BRYN

Yeah.

ALEX

And everyone else.

BEN

Yep

ALEX

No spontaneous storms spring up around the vessel focussed entirely on Zolf, as much as I want to. And I really, really do want to. That doesn't happen.

HELEN

Well it would be Aphrodite versus Poseidon wouldn't it. So personally I think Aphrodite would win.

BEN

You're in his house unfortunately.

HELEN

Aphrodite doesn't care about that! She'll go to anyone's house.

ALEX

I love the way you're describing it makes Poseidon a little bit more like the Godfather. You come into my ocean and you tell me how to treat my people...

BEN

It's the Greek gods, they are a mob family.

ALEX

They absolutely are. Ok cool. In that case then the journey is utterly uneventful.

LYDIA

How long is it? In minutes?

ALEX

Maybe six hours.

LYDIA

Ah ok. Cel is only a dolphin for the first nine minutes of that.

ALEX

Here's the thing, you can just take a rest and then go again a couple of times if you want to burn all of your slots on...

LYDIA

Not all of them! They're having fun but they're not a crazy person.

ALEX

You see I'm so proud of you all. You've all gotten so cautious, I'm like would you like to have fun and you're all like only if it spends no pressure rest or resources!

HELEN

Well you know what if Cel is a dolphin and having fun, can we do some kind of game where Azu holds out her arm and Cel tries to jump over it.

LYDIA

Absolutely.

HELEN

I think that would be nice.

ALEX

I am going to jump ahead to coming into port. In which case then coming into port, port is a very strong word. There is a dock. There are some buildings. This constitute the port It is not a large area, it is a provincial little side port and it's basically a fishing village to all intents and purposes.

LYDIA

Hey folks while we're here, I mean it was many years ago that I was last here because of course the world situation as it was, but there was a restaurant here that was called The Soggy Fisherman which I think we should absolutely look up if we have a moment. I mean I don't know if it's...it's been a lot of years. Oh and humans don't live that long. Hmm.

HELEN

There's no harm in checking and do you know, businesses get passed down.

LYDIA

True.

ALEX

Wilde suggests that you all maybe actually go the place whilst he makes sure that all of the horses and equipment are ready for you but he knew that you were going to have a bit of a time between anyway. So yeah, if you want to go eat at The Soggy Fisherman.

HELEN

Absolutely.

LYDIA

Actually thinking about it, it's probably only been about three/four years. Cel just gets mixed up with time.

ALEX

In which case then does everyone wish to go to The Soggy Fisherman? Yes or no?

BRYN

Yeah!

BEN

Sure.

HELEN

Yes.

ALEX

So The Soggy Fisherman is a very downhill looking place. It is weather beaten to the point of being problematic. There are broken planks and everything. It looks from the outside to be a little bit of a mess. However the second that you're inside it is quite cosy, it is warm and the food smells incredible. Absolutely incredible. And I'm going to say that you all have probably the best meal you've had in ages. Obviously it is going to be primarily fish and seafood and so on.

BEN

Also rude

ALEX

I'm sorry dude! I'm sorry. In fairness I distinctly remember you doing a couple of decent cook checks didn't you. You got a natural 20 on one of them I think.

HELEN

You did a really good breakfast.

ALEX

Yes that was it. I'm sorry but at the same time, professional chef who's been doing it for 40 years who hasn't had customers in a long time.

BEN

They got player levels? Didn't think so.

(laughing)

ALEX

I'm desperately scanning through my brain in the Pathfinder ones. I think they could have a level in aristocrat because that includes high level business.

(laughing)

BEN

I don't think they're the ones doing the cooking at that point!

ALEX

Little bit. So yeah, you are treated really, really well. It's not problematic or anything. It's just over the course of it, it becomes clear that they've not had much business. The storms have meant that things have been kind of hard and as a result they are pulling out all the stops because it's been a while since they've been able to fuss over people so there's a lot of...

BRYN

Is it a sushi restaurant? Are they serving us sushi?

ALEX

Absolutely.

BRYN

Hamid loves it. Hamid is so excited by sushi. He's never had it before and he's like oh my god, this is the greatest thing.

ALEX

They have a speciality of...basically tropical fish is a speciality of theirs. But yeah you also notice that they have effectively fish tanks in the building itself but yeah. I'm going to skip past this meal. It's an interesting restaurant.

BRYN

Hamid overpays to quite an embarrassing extent.

ALEX

The chef recognises you are doing so and humbly accepts it because times have been hard.

HELEN

Aw

ALEX

I would say then that we jump ahead to reconvening outside the...village square's a push, empty dirt yard near a warehouse where there are a number of horses and a cart waiting. Barnes and Carter are already upon their horses. Wilde's upon his. The cart seems to be intended for the kobolds who hop up as well and you each have a horse. Obviously there is a Shetland for Hamid and another Shetland for Zolf. Cel, out of curiosity, this might not be a thing that I can do. Do you have knowledge local at all?

LYDIA

No I don't have ranks in it.

ALEX

Ok, fair enough. I'm gonna just have to give you some generic stuff of Cel you know for a fact that Japan as an area...

LYDIA

I've got a lot of history.

ALEX

Yeah. Yeah give me a knowledge history, that'll do it. But this is only specifically for Cel I'm afraid.

LYDIA

26

ALEX

Yeah that'll do it. So historically Japan has been a gnome heavy area for a long time. It's a centre for sort of magi-tech and so on and additionally as a result one of the things that you'll notice as you start heading through the countryside is it heavily caters towards smaller humanoids. A lot of things where it's like if you're going past a house that has steps, it also has a set of steps at smaller distances to make it easier to get up. Things like there are bannisters at lower levels and things like that and as you start setting off through the countryside, it becomes apparent to the others as well, but just for Cel's benefit it's because the gnome population's very high. Probably highest in the world for human settled lands if you see what I mean. But as a result, yeah, there is a heavy catering towards smaller people in the environment and there are entire herds of Shetland ponies to cater to this set of needs as well. But night starts to sort of draw in but Wilde seems intent on trying to minimise the time and pushing on and camping on the road rather than waiting at the village if everyone's ok with that.

LYDIA

Uh huh.

BEN

Yep.

ALEX

In that case then, it is going to be a few days of journey. I don't have a major shocking revelation to drop on you during these few days.

LYDIA

What?! He's just saying that so it's more shocking!

ALEX

It's a very mean move! We're in a weird, new world order where downtime's on the cards. I'm struggling but I'm getting there. Does anyone have anything they want to cover on the RP side. It is going to be a few days of just travelling through what is effectively rural countryside along roads but not key roads or anything. You're heading down sort of back roads a little bit deliberately. The weather will remain good and the area is primarily farmland and maybe some woodland as well here and there.

BRYN

Hamid probably finishes his sewing project which he's been sneaking a couple of hours on in the evenings in his tent. And then will present it to Azu.

ALEX

Aw!

BRYN

Azu I made you something.

HELEN

Oh!

ALEX

He hands you what you for a while thought was maybe the covering for the cart that no one was using because it's huge.

HELEN

Azu sort of picks it up and turns it around and she's like what is it?

BRYN

Well we're headed to quite far north and just sometimes it gets really cold there and you know, we haven't really travelled anywhere cold before so I just thought I'd make you a nice, warm coat.

HELEN

Oh Hamid!

BRYN

I've kind of run out of materials but I really want to make them for everyone as well but this is just the one I made first.

BEN

Oh, I don't need one. I've got my own stuff.

BRYN

Oh ok. Yeah I mean I can...if you don't want one that's fine, I just...as soon as I get more materials I was just gonna make...because...that's fine, of course.

Yeah I just I haven't been to the north before and I don't think Azu has either or Cel, I don't know if you've got any cold weather stuff. I could make you one as well.

LYDIA

Er no, I actually...I mean sometimes it gets quite cold on the ocean sometimes and I...the occasional there's the odd mountain but I've never actually been that far north when I think about it. Not even that far south. That's a...well quite far south but not that far...not this far south.

BRYN

I just thought it would be helpful to have some. I mean Zolf, if you've already got some then obviously I won't, you know, but if you wanted something new or anything I could have a go. But try it on Azu, I want to see if it fits alright.

HELEN

Azu eventually finds the armholes.

ALEX

So it actually fits really well and it doesn't cost you any mobility or anything like that. It's just...he made a coat that goes over armour. The problem is in the conception, not the execution. That's the best way to describe it.

HELEN

She wears it anyway and she puts the hood up and she does a big grin and she says, thank you very much. And then she picks Hamid up to hug him and I'm assuming that this coat is made of fur or something?

ALEX

It's probably made of three different furs cobbled together. You've done the best you can to turn it into maybe the lapels of one and the backs of another or whatever but you didn't quite have accurate, equal amounts so you've had to work around it a little bit.

HELEN

Well that's fine. It just means there's a very warm and snuggly hug.

ALEX

Yeah very warm. Very, very warm. Like really warm. You are in an almost tropical environment warm.

LYDIA

Azu you look amazing.

HELEN

She still wears it for as long as possible.

BRYN

As soon as we get more I'm going to work on making one for myself and one for Cel.

LYDIA

Oh I would be so grateful Hamid. Azu looks incredible. You should be very proud.

BRYN

Oh thank you, thank you.

ALEX

Carter pipes up – can I have one?

BRYN

Yeah of course. I mean anyone who needs one.

ALEX

How are you at pockets?

BRYN

Erm yeah pretty good I think.

ALEX

Wicked.

BRYN

There's a couple on that one if you have a look Azu.

HELEN

Azu demonstrates as if she's on a catwalk. She turns to one side, she turns to the other.

BRYN

It's just a question of materials. I can...I'm not very quick but I can make as many as we want really. Ok so one for Cel, one for me, one for you and you sure you don't want one Zolf?

BEN

Erm...

BRYN

It sounds like you're covered, sounds like you're covered.

BEN

I've already got a perfectly good...I mean yeah.

(laughing)

HELEN

If you change your mind, I'm happy to share.

BEN

I think that would be a bit big for me so I probably wouldn't share it.

ALEX

It'd make a serviceable tent though.

HELEN

Well it could be repurposed.

BEN

But then you wouldn't have it.

HELEN

I'm just saying if anything went wrong, I am happy to share any of my supplies with you, Zolf.

BEN

Noted.

ALEX

The name's Zolf Smith. Conversation killer.

(laughing)

Licence to awkward.

BRYN

Oh I should probably make sweaters for the kobolds as well. I don't want them getting cold.

ALEX

I am going to accelerate time to as you continue you keep drawing more and more stares from what are basically rural farm folk going is it a circus? It looks like a circus. It must be a circus. Ooh. But as you start approaching it starts getting a bit more developed and starts converting from fields to slightly more developed...has more of a town vibe. You crest a low-ish slope and then you see laid out before you Hiroshima. It is an odd looking city. It is, if you took high, high art like cathedral architecture and sweeping domes, huge balustrades and things like that and then smashed it into a factory setting, insofar as there is a monorail. All of the buildings seem very old and very artistic and very high culture but everything in between it is pushing the tech side. Again you're looking at lots of horseless carriages and so on which seem to be running. Which given that you took out the Mr Ceiling stuff is unusual. Effectively it is as if someone industrialised Vatican City. It's a weird one. And

on that weird note I think I'm gonna end the episode there before we head into the city proper.

LYDIA

Cool.

HELEN

Ok

ALEX

How are we feeling? We all ok?

BRYN

That was too relaxing Alex.

LYDIA

Yeah I don't trust you and I don't trust this.

BRYN

You're making us nervous.

ALEX

That is the plan so I'm glad! In that case then I'm going to wrap it up there. I'm looking forward to doing the next recording where something might happen other than making a coat but who knows.

BRYN

It was a very lovely coat.

HELEN

I think making a coat is pretty exciting.

BRYN

Good bonding moment.

ALEX

You know what, I'm gonna call it there. Look after yourselves and we'll be with you all next week. Bye guys.

EVERYONE

Bye!

[Show Theme - Outro]

ALEX

Rusty Quill Gaming is a podcast distributed by Rusty Quill and licensed under a creative commons attribution, non-commercial share alike 4.0 international license. Today's episode was directed by Alexander J Newall and produced by Hannah Preisinger. To subscribe, buy merchandise, or join our Patron, visit rustyquill.com. Rate and review us online. Tweet us @therustyquill, visit us on

Rusty Quill Gaming – 158 – On the Road Again

Facebook, or email us at mail@rustyquill.com. Join our community on Discord, or via Reddit at [r/rustyquill](https://www.reddit.com/r/rustyquill). Thanks for listening.