

## **RQG – 161 – Terms and Conditions**

### **Content Warnings**

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

#### **ALEX**

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

#### **BEN**

Ben Meredith

#### **BRYN**

Bryn Monroe

#### **LYDIA**

Lydia Nicholas

#### **HELEN**

And Helen Gould

**ALEX**

And who are you playing?

**BEN**

Zolf Smith

**BRYN**

Hamid Saleh Haroun al-Tahan.

**LYDIA**

Cel Sidebottom

**HELEN**

And Azu

**ALEX**

And basically, you know, by all accounts things aren't on fire which is a new one for me. I don't like it but it's the shape of things. But you're equipped, you're in a place that isn't trying to kill you yet.

**LYDIA**

Yet

**HELEN**

Urgh yet.

**ALEX**

All in all things seem vaguely ok unless I'm missing something.

**LYDIA**

No, Alex I'm sure that you'll put something like emotions in here and...

**ALEX**

I have never brought emotions to a D&D game. Mostly all I do is try and patch the holes that appear as the pressure builds.

**BRYN**

You try and skip over the emotions as much as possible.

**HELEN**

You do things to give us emotions and then you get annoyed when we try and do the emotions that you caused us to have.

**ALEX**

You pretty much have summed up all of my problems with humanity there.

**(laughing)**

**HELEN**

That we have emotions!

**ALEX**

I'm just saying all stories would be better if everyone was Spock. No, not Spock even he's...

**BEN**

The whole point of Spock is he has emotions! Read a book!

**ALEX**

Wait...read a book?!

**BEN**

Yes...that...yes.

**LYDIA**

Early season data?

**ALEX**

Better! Right, ok, so you are all currently in the final stages of preparing for a wonderful voyage. Also known as a really cold road trip in the sky. So in terms of the splits, unless I'm mistaken, Zolf and Azu are playing therapy and doing,...

**BEN**

Wait, hang on a minute, yeah doing therapy not playing therapy.

**ALEX**

I mean you did manage to convince someone that like eliminating governmental figures is the solution to their...to their sadness.

**BEN**

No, well they convinced themselves of that but we didn't disabuse them of that notion.

**ALEX**

And then on the other hand we have Team Lego, as they will be referred to, who have been quietly deconstructing and then well on the way to reconstructing an airship.

**LYDIA**

Yeah, it's cool.

**ALEX**

So if you'll all remember last time we did a sort of mushy time thing where we were dealing with a week in a go and looking at snapshots. So I am going to be picking up where Amelia is going to be formally introduced as it were by which I mean finally leaving the hotel room and we're gonna say it's towards the latter half of the week where I'm then after that going to get a few rolls to do with the engineering-y side because it makes no sense to do that prior to you then meeting Amelia Earhart. So with that in mind, before I do so, just as a quick rundown I have given people, everyone, the chance to stock up given they're in a trading hub and given that they had a lot of things to sell. Broadly

speaking does anyone have anything especially new and shiny they want to share other than “I’m better”.

**BRYN**

I spent about half my money equipping the kobolds and buying them shiny, magical breastplates because I want them to stay alive and I’m worried that they won’t.

**HELEN**

Azu has a shiny new ring of protection and a shiny new amulet of natural armour which from the description seems to physically make her skin more tough. Just covered in callous. Urgh.

**BRYN**

I mean I have natural armour because my skin is party dragon-y.

**HELEN**

Aw, scales. I got a tonne of like small sundry items like packs of cards and marbles and some whistles and a collapsible baton.

**ALEX**

Ok I’m going to ask this question because I’ve played this game before and I know what players are like. How many marbles did you buy?

**HELEN**

50 gold’s worth.

**LYDIA**

Woah!

**BEN**

That's a lot of marbles.

**LYDIA**

That's gonna keep the airship on the ground.

**BEN**

Yeah that's ballast, that's not marbles.

**(laughing)**

**ALEX**

That's so many. This is why I asked. That's so many marbles.

**HELEN**

Because you could throw them, you can trip up enemies with them, you can play with them.

**ALEX**

You can bury a small town.

**BEN**

We have bags of holding so you know...

**ALEX**

Like this is why I'm checking because now it becomes a valid strategy to what do you do, I throw my marbles at them. Oh that's a...wow, ok, well that's a big move, ok.

**BEN**

Just upend the bag of holding and drown them in small glass balls.

**BRYN**

One gold worth of marbles Helen is probably a bag of marbles about as big as your head.

**(laughing)**

**ALEX**

At least.

**BRYN**

And you just bought 50 of those.

**ALEX**

At least.

**HELEN**

I'm just thinking of that interaction. I would like all of your marbles please.  
Not a lot. All of them.

**(laughing)**

Azu also went out and got herself a tattoo on the back of her hand. It is a  
tattoo of...

**ALEX**

Naked Hamid, yeah?

**(laughing)**

**HELEN**

No, it's of Sasha and Grizzop. She got herself a tattoo of a flowering rose on  
the back of her hand to remind her of her dedication to Aphrodite because she  
had a bit of a wobble but now she is back on the narrow...I was going to say  
straight and narrow but just the narrow.

**ALEX**

Last chance, anyone else have any bells and whistles that they need to share.

### **LYDIA**

I have quite a few. So Cel has a feat called alchemical allocation. They had it when they were introduced but I never got round to finding a potion that worked and in this place, I think it kind of makes sense, story wise. This is one of the first times they actually, in a long...this will actually be the first time in a very long time they meet alchemists that are not them or people that they've trained so they go out and get stuff that they can't make themselves to use in that alchemical allocation slot. So they have a stone skin. Basically what that means is that they can take it and then spit the potion back out and use it again.

**ALEX**

That's what alchemical allocation means. Not stone skin.

**LYDIA**

Yeah sorry, stone skin just means your skin's like stone. Basically. And because they stand Hamid they've got electric dragon breath.

**BRYN**

That's awesome.

**LYDIA**

Just cuz it was cool man!

**HELEN**

Electric dragon breath?

**LYDIA**

Yeah, yeah.

**BRYN**

Do you breathe a cone of electricity or a line of electricity?

**LYDIA**

A line. A line of electricity.

**BRYN**

Nice, nice.

**LYDIA**

So one of the things about culture, right is you see what someone's one and you like it but you make it your own, yeah, in a way that...

**BRYN**

Love it, love it.

**LYDIA**

Yeah so they've got their...and because it was genuinely quite traumatising being stuck alone in the dark in the water on their own and having their leg grabbed. Dunno who feels guilty about that! They've got a dark vision potion so they'll be able to plug that and then just a ring of protection.

**ALEX**

And I'm assuming that Zolf basically doesn't have anything at all because he's got loads of hit points. Why bother?

**BEN**

No, just bought a bunch of the standard don't die package. So upgraded cloak of resistance to a +3, ring of protection +3, headband of wisdom +2.

**ALEX**

And life insurance right?

**BEN**

No. Who buys that?

**(laughing)**

**ALEX**

But what's poor Hamid gonna do if anything happens to you?

**BEN**

Yeah the point is to have insurance you need dependents.

**LYDIA**

Ooh.

**ALEX**

I like to think everyone depends on you.

**BRYN**

Hamid is an independent woman. The shoes he's wearing he bought it.

**(laughing)**

**ALEX**

So...

**LYDIA**

It's Bryn's face. It's Bryn's face that's the...

**ALEX**

So we are going to be picking up where, again latter half of the week. I'm going to leave it a little bit mushy because god forbid if someone was trying to...could you imagine if someone was trying to keep a timeline of the events that were happening here.

**HELEN**

What a thankless task.

**ALEX**

What a thankless task that would be so I'm gonna keep it deliberately vague. Towards the latter half of this week Earhart finally, finally is willing to emerge from her room and I'm going to work under the assumption that the party feels it a good idea to maybe, maybe spend time with her but if you all decide not to bother, that's fine but I need to leave that option open.

**HELEN**

I think Azu will ask if she wants to go and see her ship because that's also where Cel and Hamid and the kobolds are so Azu's like, meet everyone.

**ALEX**

Ok in that case then we will jump ahead to the aeroport, specifically heading towards the hangar. Wilde, by the way, has made a point of being completely scarce the entire team that Earhart's been around as was previously discussed. Earhart heads towards the hangar. I'm going to say that it's late afternoon and Earhart steps into the hangar to find a still mostly deconstructed airship. Things to bear in mind, just because it's in bits doesn't mean that you're not well on the way to rebuilding it, it's just sometimes that you have to assemble components away from the thing. So what you're actually looking at is a Lego kit ready to be assembled, is the best way to describe it.

**LYDIA**

If I recall correctly you made a point of saying that the kobolds had arranged everything in an extremely like...

**ALEX**

Yep

**LYDIA**

...it looks like a spreadsheet of parts arrayed extremely logically and carefully. It in no way looks in a mess.

**ALEX**

And I'm going to certain sub elements have now been assembled. So it's like, ok this part of the engine housing is good to go and it's sort of being built to then...you build two small bits to make one big bit and then two big bits to

make a bigger bit and blah, blah, blah. So with that in mind she steps in and sees her deconstructed airship.

**HELEN**

What do you think?

**BRYN**

Oh Captain Earhart, it's so good to see you again.

**ALEX**

Uh huh. Hamid.

**LYDIA**

Oh! Hi! Hi, hi, hi.

**BRYN**

This is our friend Cel.

**LYDIA**

Hi I'm Cel. They/them. This is your airship? This is incredible. It's so beautiful. It's been an honour to work on it. Me and my little buddies here and I do hope that we get it back to you in a form that you find...well I mean not just mechanically but also, you know, well satisfying.

**ALEX**

Amelia looks a little bit taken aback at the bits of her ship that are laid around the place. I can't place that accent?

**LYDIA**

Sort of on the north east coast of America is where I started out although it was quite a mixed bag in the town but since then I have been all over the place really. Would you prefer to converse in a stream of mostly Portuguese, Spanish, Japanese, sort of testing out. Like enthusiastically.

**ALEX**

Question for Cel. Does Cel speak any gnomish?

**LYDIA**

Yes. But Asiatic gnomish.

**ALEX**

That's fine.

**LYDIA**

So they would speak it with a kind of Pacific twang.

**ALEX**

Cool. In which case then Earhart just starts – ok, thank you. Walk me through what you're doing here. And she starts to head through the hangar. So you've

got all these things laid out in their concentric lines and she starts walking up and down between the lines, occasionally stop, examining a single piece, tutting, putting it back and so on. She seems to be very critical of her own thing.

**LYDIA**

While Cel explains things when they get to points where things have been arranged by a kobold, Cel makes a point to bring the kobold in question over and have them explain even when they need to translate from draconic to gnomish.

**ALEX**

Yeah. Earhart dives into their bits a bit and it becomes apparent very quickly that what's happening here is that it's not that Earhart is unhappy with what's been done but it's being rebuilt from base principles, not from like an industry knowledge so there's a lot of stuff, like, you aren't using the manifold correctly and it's like, yeah, you don't really need it. you can just put that bit straight into that, doesn't that mean it's more likely to explode? Yeah that's what the lead's for. Like it's all from base principles. So she's taking a moment to go through and be like, right. Ok. It's like someone is rebuilding a plane and it now has four wings because four wings is better. And you're like ok.

**LYDIA**

I can imagine there'll be comments that Amelia will make that will be about what these things are actually like to use in practice. Actually you couldn't...you shouldn't...you put the switch on the other side and it's like well

logically that's where it should be and it's like, but you need to hit that when you're running through the corridor thinking that there's an emergency. You need to not have to unpack...

**ALEX**

Yeah there's a lot of that.

**LYDIA**

Yeah, yeah.

**ALEX**

It becomes apparent that you've done one other thing as well which is, whether intentionally, whether it's the kobolds or whatever, you are spec-ing this thing for raw power and it may not have been intentional. It might just be a side effect of how things have been working but whereas before it was intended for a smooth ride and for you know, gentle ascent and blah, blah, blah, what you're making is, you're kind of going a little bit muscle car hot rod with it.

**BRYN**

We're turning it from a passenger plane into a war plane.

**ALEX**

Basically yeah. It's all in the torque and the top speed and weirdly Earhart seems quite on board with it. Although Earhart, as it progresses, Earhart starts

to come out of herself a little bit and starts asking more pointed questions. Can you give me a sense motive check. Cel specifically.

**LYDIA**

Ha! 8.

**ALEX**

8 cool. She seems to be asking as things go on, increasingly irrelevant questions that won't affect the performance of the vessel, where it's things along the lines of like if we were to massively increase the weight in this portion of the ship, do you reckon that these alterations are gonna be able to account for it and so on. But the questions are kind of irrelevant because all of the things that she's suggesting putting on, like the kind of questions she's asking aren't to make it fly better or be better at what it's intended for.

**LYDIA**

Cel assumes the best of people so is like – well yeah, I'm sure that these are relevant for something that I haven't quite clocked yet.

**ALEX**

I'm sure that large, heavy thing is a lifeboat, right.

**BEN**

Actually that has reminded Ben, because obviously we recorded this a couple of weeks ago, while this is happening I will sidle over to Hamid to have a little sidebar.

**ALEX**

Aha! Aha! I'm really disappointed that Ben remembered this!

**BEN**

That's rude, you're not allowed to do that. That's mean. You're using our own time against us, not the character's time.

**ALEX**

Go for it.

**BEN**

Hey Hamid.

**BRYN**

Oh yeah what's up Zolf?

**BEN**

Yeah so got her to agree to, you know, help us, hence why she's here.

**BRYN**

That's good, how's she doing?

**BEN**

Bad but better. Some conditions.

**BRYN**

Ok

**BEN**

So she's gonna do us a transport but then we're gonna go and kill Guivres.

**BRYN**

Oh well they said Guivres was infected right?

**BEN**

Yep.

**BRYN**

I mean I hope there's a way to save people that doesn't involve killing them but if we have to I suppose...

**BEN**

Yeah I think...yeah. Now that's gonna be a later conversation but if we do find a way to save them I'm not sure Earhart is gonna want to stop because Guivres is the one who did this – and gestures at like the destroyed ship – and killed all her crew. So it's deeply, deeply personal and not very reasonable and also are they gonna stop at Guivres? I hope so and we ain't exactly agreed to anything more than that but just as a heads up.

**BRYN**

What are you saying?

**BEN**

I'm...well obviously I'm saying she wants to kill all of the meritocrats.

**BRYN**

I suppose she is a Harlequin. We knew that already.

**BEN**

No I know but I mean, like really. Really wants to now.

**BRYN**

Oh. Oh dear.

**(laughing)**

**LYDIA**

Bring out the classics!

**BEN**

That's a post saving the world problem so for now kill Guivres. Fine.

Whatever. They've been got, if we meet him we'll have to kill him. just thought I'd let you know given all of this – waving at your dragon-y scales.

**BRYN**

Well yeah thanks for the heads up I guess. I mean if we're going into a combat situation against being with blue veins we might have to do things we'd rather not I suppose. I just...I mean I'm hoping there's a way to save people and not just kill them. I mean what happens after this. I mean I'm not...the meritocrats can look after themselves but...

**BEN**

Well apparently not but we want we want but we're gonna get what we're gonna get so let's worry about it when it becomes relevant.

**BRYN**

Yeah I think that's probably for the best. I mean there's just more pressing things right now. I mean maybe...this situation has created some very strange alliances. I mean Wilde working with Curie and maybe once...I mean I see Oscar's not here right now but if Oscar and Amelia have to work together that...and working with us. It's all gonna be...nothing's gonna be the same when this is over, is it.

**BEN**

No. It's already not the same as anything.

**BRYN**

Exactly.

**BEN**

But yes I will sit them down if they start throwing their toys out of the pram and make them both behave like adults but yeah. Anyway there you go, that's your heads up.

**BRYN**

Well thank you Zolf. I do appreciate that. Yeah I can see why that's going to be a bit tricky but not an immediate problem I hope.

**BEN**

Yeah well if we meet Guivres now we're all gonna die anyway so it's kind of an irrelevant problem.

**BRYN**

Fingers crossed then!

**(laughing)**

**BEN**

Fingers crossed indeed.

**ALEX**

At which point Earhart comes back over with Cel and kobolds in tow. Alright, ok I think we can this work.

**HELEN**

Oh good. Good, good, good.

**ALEX**

I have a few customisations that I would like to make while we're in a decommissioned state. We are gonna have trouble sourcing elementals...

**BEN**

No we're not.

**HELEN**

We aren't?

**BEN**

No I can summon them.

**HELEN**

Oh yes.

**ALEX**

Interesting.

**BEN**

I'm a cleric. That's what we do.

**ALEX**

Ok we need to head back to the hotel and start discussing logistics. You.  
Hamid. Your little helpers.

**BRYN**

Well they're not mine...

**ALEX**

Are they crew?

**BRYN**

...they've been helping Cel mostly but I guess they're with me in a sense.

**BEN**

I will mutter – on your orders though.

**HELEN**

They're part of the party.

**ALEX**

There's a really awkward moment with Earhart where...in fact you know what,  
give me a sense motive everyone.

**BEN**

Ok.

**HELEN**

Wahoo.

**ALEX**

I love sense motive. I rarely get a chance to use it so any time I do, I'm like yeah let's do it!

**BRYN**

7

**BEN**

23

**HELEN**

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**LYDIA**

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**ALEX**

This is for Zolf and Azu only. So separate out your player and character knowledge. Earhart doesn't like the kobolds and Earhart doesn't like Hamid.

**BEN**

Oh I wonder why! Maybe it's the scales and fangs and dragon-y bits.

**ALEX**

Yeah she's very much keeping a lid on it. You don't think that she is like a flight risk or anything like that, pardon the pun. But she is not liking this.

**BEN**

They're affiliated with the enemy as far as she's concerned.

**ALEX**

A little bit. So Hamid your helpers they can...you reckon they're capable of crewing a vessel.

**BRYN**

I mean I think maintenance definitely seems to be something they're very good at. I don't know about crewing and flight but they learn everything very quickly. I'm sure that they'd, with a bit of instruction, they'd be able to yeah.

**HELEN**

Yes they've been very useful. They're great people to have around.

**ALEX**

She turns and addresses the kobolds specifically – hm, right, so let's lay our cards on the table. I'm a fairly direct person. I intend on killing your lot, your grandmother, your great, great grandmother I don't know...

**HELEN**

Amelia!

**ALEX**

What's the play here?

**LYDIA**

How do you know their grandmother?

**BEN**

I mean I doubt it's Guivres.

**HELEN**

Hmm...she...

**LYDIA**

Who's Guivres?

**HELEN**

So Amelia has agreed to come on board as it were in exchange for killing Guivres, the infected dragon. Which I feel...

**ALEX**

The kobolds, by the way, have...this has not translated across, like they're looking at this like...

**HELEN**

Thank god.

**BEN**

I actually have a practical question.

**ALEX**

Go for it.

**BEN**

What colour are the kobolds?

**BRYN**

They're red.

**BEN**

What colour is Guivres?

**ALEX**

Gold I believe.

**BEN**

Ok, fine.

**ALEX**

Like to be absolutely clear on this, there is categorically no link between them whatsoever.

**BEN**

I was double checking. She has a vendetta.

**ALEX**

Little bit, yeah. So at the moment she's said that and the kobolds, it genuinely hasn't translated across. Even Skraak who has better language is a bit thrown.

**BEN**

What language?

**ALEX**

It'd be Japanese but not very well.

**BEN**

Fine.

**BRYN**

Captain Earhart what exactly do you think is the relationship between Guivres and these people?

**ALEX**

I don't really care. What I care about is if it's gonna be a problem.

**BRYN**

I mean Guivres is infected. Right now they're the enemy of all of us.

**ALEX**

I'm gonna get this in writing and then we're gonna move on, ok.

**BEN**

Yeah if you want a contract, fine.

**BRYN**

Well I'm gonna have to talk to the kobolds properly.

**ALEX**

That's fine. I'm not gonna sail with a crew that won't follow orders.

**BRYN**

Ok. I think...

**HELEN**

We may have to have some negotiation on the orders part.

**ALEX**

That's fine.

**BRYN**

We're not...Captain Earhart what are your intentions? We're not planning to fly to Paris and take on Guivres directly. We're going to Svalbard.

**ALEX**

Oh sure but if the opportunity presents itself I want to know that if I give the order to shoot that people are gonna shoot.

**BRYN**

Shoot what?

**BEN**

Hamid! Guivres!

**BRYN**

No I mean...I mean, look if Guivres is attacking the ship while we're in flight obviously I'm going to cast spells at Guivres but what do you expect the kobolds to do? Shoot what? They have spears.

**BEN**

Not betray us because they've seen a big dragon. They're following you, basically unconditionally, because you have shown draconic lineage. Alright. So we actually do not know if a big actual dragon turns up that they won't immediately go, this is our leader now.

**HELEN**

Maybe we should talk to them about it instead of talking about them.

**BRYN**

Absolutely. I mean I think that's what needs to happen.

**BEN**

Yes but...right, please talk to the kobolds about this so that we can move on with this.

**ALEX**

Let's just hash this out. I've got places to be.

**BRYN**

Fine ok. Let's gather around and let's...I'll try and explain what might happen.

**ALEX**

Skraak kind of leaves the conversation on – that's complicated.

**BRYN**

Yes, I agree. I mean we've explained the infection and that the blue veins that are taking everyone over and making them all work against everyone else and it seems that this dragon, there's a possibility we could encounter, is one of these infected and that, you know, everyone's a bit worried about facing this dragon and also you know, you've said that...Skraak you told me that kobolds tend to follow the biggest...

**ALEX**

Skraak barks an order to the other kobolds and they go back to their mechanical work and then he pulls Hamid aside a little bit – there's a part of being a kobold that you might not understand yet. They won't follow Guivres but they're not going to be saboteurs. We're not spies.

**BRYN**

No of course but you're thinking beings, you're not going to suddenly...I'm sorry that I have to bring this to you but I guess you sort of know what might happen if we do encounter Guivres.

**ALEX**

Have you ever seen a deer when being hunted and it stops?

**BRYN**

I mean I've not seen it but I know what you're talking about, yes.

**ALEX**

That.

**BRYN**

Ok, ok. Well thank you...

**ALEX**

We won't betray you but I can't guarantee how useful they're going to be if they end up running in front of what is effectively the closest word to god.

**BRYN**

Yeah, well thank you for being honest with me Skraak and I'm sorry that we have to even have this discussion but thank you for sharing that with me. Do you want to come and talk it over with Captain Earhart with me?

**ALEX**

Skraak actually pats you on the arm and says – after everything that's happened, it isn't exactly a high stress situation.

**BRYN**

Well I guess. I just...I don't want to put you all in harm's way and that's why I gave you those breastplates. I don't want...Skraak if I'm honest I still think that what Shoin did to you is the worst possible thing and I'm so terrified of doing...

**ALEX**

Skraak just starts waving his hand, like shut up, shut up, shut up.

**BRYN**

Ok.

**ALEX**

Skraak just starts walking over to Earhart and just mutters out of the side of his mouth – translate for me.

**BRYN**

Ok.

**ALEX**

Skraak speaking clear, loudly and it is clearly loud for the benefit for the other kobolds who are sort of cocking half an ear to the situation as they're working on stuff – Guivres isn't a dragon. Guivres is something else now. I don't see a problem with what you're talking about as long as it's Guivres that we're talking about. Earhart kind of goes very, very still – fine, fine, ok. I'm gonna hold you all to that.

**BEN**

Good, that's the agreement.

**BRYN**

Captain if I might have just a quiet word in your ear as well.

**ALEX**

Fine. Earhart steps outside the hangar.

**BRYN**

Skraak has let me know that they're not gonna do anything intentionally to act against the rest of us but I don't know if we can trust them to be at 100% operating capacity in the face of a dragon. They may freeze up.

**ALEX**

Then I'm gonna need more people than the four of you.

**BRYN**

That seems fair. This is the biggest airport in the world, I assume there'll be other crew for hire potentially.

**ALEX**

Fine. Ok let's head off and talk logistics.

**BRYN**

Ok.

**HELEN**

While this is happening I would like Azu to have gone over to Cel and I want to have a conversation about the mega juice.

**LYDIA**

Yeah!

**ALEX**

Go for it!

**LYDIA**

Heya friend.

**HELEN**

Hello. I was wondering, because you're all about the potions and all of that...

**LYDIA**

There's more to me than potions.

**HELEN**

Yes there's all of this, it's amazing!

**LYDIA**

Not much I'll be honest.

**HELEN**

No you build things and all of that. But...so we got all these potions from Shoin's things. This one just says mega juice on it which I don't...it's not something I'm familiar with. Do you...have you taken...

**LYDIA**

No, but do you want to do that tonight? We could go out on the town and get mega.

**HELEN**

No, not like that! I mean not quite like that.

**LYDIA**

Stay at home and get mega!

**ALEX**

For the benefit of everyone by the way, the handwriting on the potion is terrible and juice is spelt "joos" or an equivalent.

**BEN**

I like the idea of like let's take some combat drugs and go on a bender!

**(laughing)**

**ALEX**

Oh god, this is so bad!

**HELEN**

I don't really know what it does, I would like to know what it does in case it's something we can use in an extreme circumstance. If it makes me get really big that could be useful. My room is for a large person so presumably could accommodate.

**LYDIA**

Sure, let's stay up late tonight. We'll get takeaway food, get mega and then chat about everything.

**HELEN**

I would like that.

**ALEX**

I'm gonna use that as a break.

**(laughing)**

We'll examine that situation when we come back.

And welcome back. So we are going to jump ahead to logistical discussions before we cover...

**LYDIA**

Mega party!

**ALEX**

...recreational combat drug usage which apparently is a thing I have to put a warning for now! Earhart insists on covering logistics with everyone and having a sit down in the hotel to do so. And with that in mind she starts immediately covering, like, you're going to need to get some more crew because she doesn't trust the kobolds necessarily.

**BEN**

Yes. On that actually, so there are two things that Zolf wants to mention. So in the same way that I had to break it to Hamid that we're gonna have to kill a meritocrat, I'm going to break it to Earhart that we might have to have Wilde on the boat.

**ALEX**

We will cover that conversation after logistics.

**BEN**

Ok

**BRYN**

Are Barnes and Carter coming with us as well?

**ALEX**

They haven't been mentioned to Earhart yet.

**HELEN**

We should mention them.

**BEN**

She doesn't hate them with a passion so that's less of a problem I guess. So also Zolf would like to try and get himself installed as first mate because he feels like his professional experience of that kind of stuff is warranted.

**ALEX**

Zolf might feel a little bit awkward because Zolf gets cut off and interrupted in order to be told that Zolf is going to be first mate.

**BEN**

Cool.

**ALEX**

The conversation will probably have gone something along the lines of, I think we should discuss who's going to be first mate. Yeah it's you. Let's move on. So in terms of the logistics I'm gonna keep it big, broad picture which is Earhart

wants to strip out as much functionality as possible to make way for more weapons and spiky things and things for what killing and capturing things which means that stuff like, there was a lounge. Earhart wants there to not be a lounge now and wants there to be a bigger armoury, stuff like that.

**HELEN**

Azu is definitely gonna to argue for a lounge area in terms of...

**ALEX**

Azu goes down a little bit further in Earhart's estimation over the course of the conversation.

**HELEN**

Azu doesn't care! She wants a chaise longue and she wants it now!

**LYDIA**

A "longooey"

**ALEX**

Earhart has also suggested removing the captain's quarter wholesale because that will make more space for weapons.

**HELEN**

Oh my god.

**ALEX**

And also Earhart wants to talk to you, Cel specifically, because she recognises that Cel's pretty good at engines and is interested in sacrificing all safety for maximum performance.

**HELEN**

No! No, no, no.

**LYDIA**

Cel is not actually quite that dim. Like Cel likes things that crackle but like, I mean not...

**ALEX**

Did you at any point mention making things crackle?

**LYDIA**

Yeah I mean they do. So as they begin to put things together there's just sometimes like an electric arc will come out and there's...it's really quite confusing to everyone else including even the kobolds that may have even put 90% of the thing together. Like how or why...

**ALEX**

Earhart is very interested in could you perhaps make the entire ship crackle and if you give the response "I mean it might kill people", Earhart's like "but would it kill everyone".

**LYDIA**

I mean so long as we're not planning to go through water...I mean what are clouds made of? They're not enough water to then like electrocute everyone.

**HELEN**

This would be a bad idea.

**ALEX**

You're going up in Earhart's esteem as you're speaking.

**LYDIA**

There's about like...ok so if we replaced that. That, for a short journey. I'm just thinking about the statistical likelihood of it exploding while we're in the ship. Now considering the length of the journey I would say that I have found that thinking beings tend not to operate particularly optimally once you have got over a 50% threshold of them likely being exploded in any particular...

**ALEX**

I'm completely fine with the ship exploding if it explodes in a way that's productive.

**HELEN**

Oh! I am not fine with the ship exploding!

**ALEX**

You can get off.

**HELEN**

No I can't!

**LYDIA**

So while I would agree to some point that if you wanted to but none of the things that you have proposed make it likely that we could control the explosion. You are taking the explosion dampening systems off. What happens if an explosion happens in a place that you don't want it. Now I mean I want explosions in most places...

**ALEX**

I am now going to cut this off and say this is pretty much the shape of things. Which is any time anyone suggests anything that might involve being able to damage something Earhart's all over it. I'm going to skip ahead to, if anyone has any hard stipulations, pick them out, otherwise I'm ok to bounce on because no one seems to be like immediately throwing any spanners in the work.

**HELEN**

Sure. What's...what's the word for a medical bay? Azu is probably going to argue quite strongly for having one of those.

**ALEX**

Oh Earhart's all over that.

**HELEN**

Oh good.

**ALEX**

It's going to be difficult to restock so crew are only expendable once the dragon's dead.

**HELEN**

Oh dear.

**BRYN**

Captain Earhart may I make it very clear that this is your ship fundamentally and you have decisions about what you build it for but let me tell you that if any of our friends do not make it safely to Svalbard, neither will you.

**HELEN**

Well I wouldn't go quite that far but we're not...you're not allowed to just...

**BEN**

Hamid. Side bar.

**BRYN**

No you can say it in front of her. She clearly doesn't care about any of our safety if she can pursue her vendetta and I will not...

**BEN**

Hamid. Side bar.

**BRYN**

Fine!

**BEN**

We leave the room.

**ALEX**

Sure. I am going to follow that conversation.

**BEN**

Yep. Yeah so obviously yes, well done. You're on the right side of morality. Yeah if she endangers anyone we'll just mutiny. We need her ship and we need to get to Svalbard.

**ALEX**

Best first mate ever!

**HELEN**

We'll just mutiny!

**BEN**

I don't care about her stupid personal vendetta when we've got the world to save, ok. But telling her to her face that you're not going to listen to her is a great recipe for her saying, fine, we're not going on this journey which will save the world. So please just keep demoralising and I realise that's quite hypocritical but just keep demoralising to a minimum.

**BRYN**

She's talking about installing a button on the ship that can immediately electrify 90% of it which would equally...be fatal to 90% of people onboard.

**BEN**

And Cel has already said no to that. Ok? So...fine. Alright. Because fundamentally unless you do not trust Cel to not kill us all which I don't think is what you're trying to imply.

**BRYN**

I don't, no. Of course I trust Cel.

**BEN**

Well given that Cel and your kobolds are the ones building the damn thing then maybe just tell them to not have any big buttons that make us explode.

**BRYN**

Zolf she already hates me. She needs to know where the line is. I'm not going to sit here and accept...

**BEN**

She is incredibly volatile right now. If you draw a line and she walks out then we are screwed.

**BRYN**

Are you telling me it's gonna be safer to fly with someone who thinks every one of our lives is expendable or figure it out ourselves. There's other people in this city that know how to fly an airship. It's the biggest aeroport in the world. I understand she's probably the best but if she's the best and she doesn't care about any of our safety then she's no longer the best. Do you see what I'm saying? I'm saying she's not our only option and I refuse to let her get away with what she is implying about the value of our lives.

**BEN**

Fine. Find an alternative then.

**BRYN**

Very well. I'll start investigating other options.

**HELEN**

Does that mean Hamid just leaves the negotiating table, just to be...

**BRYN**

No he's going to come back in. I mean this was a side bar. He's not going to go out immediately.

**ALEX**

Earhart doesn't really care about the side bar at all. I'll give her this, she's goal oriented. I'm going to go through the logistics of it turns into a bit of a negotiation but she's not just saying I want everyone to die. She just doesn't care if a couple of people might. I am going to jump ahead to a couple of things are agreed, one is that a few more crewmembers than just the kobolds are gonna be needed and that she begrudgingly accepts that people might need to sleep and so things like a sleeping quarters, somewhere where people can sit if it's raining that isn't the deck is on the cards and things like that but it's an ongoing process. I am going to jump ahead though to Azu's room

**HELEN**

Yay!

**ALEX**

There are a bunch of people acting, to my eye, what is grossly irresponsibly but hey you do you.

**HELEN**

Well this is the safest opportunity that Azu thinks she's going to have. Like it's better to do it here than in the sky.

**LYDIA**

You want to do this kind of experimentation with someone that you trust in a safe environment.

**HELEN**

Thank you! Exactly.

**BEN**

Just to clearly establish the situation is it just Azu and Cel?

**ALEX**

That's what I need to know.

**LYDIA**

Yes, Cel turns up expecting it to just be us two.

**ALEX**

I need to know one thing. Well two things technically. The first thing is, is one of you taking it and the other observing or are you both going on this journey together?

**HELEN**

Azu is going to propose just Azu taking it and Cel to observe because Cel has more experience.

**LYDIA**

This sounds like something useful to roleplay. This is the thing about trust. This is a...

**HELEN**

Yeah I'm ready!

**ALEX**

That's fine. That's fine. Can you give me a fort save Azu.

**HELEN**

[Bleep]

**ALEX**

Language!

**HELEN**

Sorry! I forgot. That's 29.

**ALEX**

Ok here's what happens. Azu you come to in the hotel room. It is trashed. Cel is laughing at you and is completely unharmed but the room is absolutely trashed. I'd like your first responses and I'll describe what happened next week.

**LYDIA**

Oh hun. You had so much fun.

**(laughing)**

**ALEX**

Perfect out. You're done.

**HELEN**

Well at least someone had fun!

**BEN**

Was it...is it a Barbarian rage in a bottle, that's what I'm thinking.

**ALEX**

I'll tell everyone next week.

**BEN**

Fair enough.

**ALEX**

So until then I guess, bye all!

**EVERYONE**

Bye!

**[Show Theme - Outro]**

**ALEX**

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