

## **RQG – 162 – Flying High**

### **Content Warnings**

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**[Show Theme - Intro]**

**ALEX**

Hello and welcome to the Rusty Quill Gaming podcast, episode 162. 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

Rusty Quill Gaming – 162 – Flying High

**ALEX**

And who are you playing?

**BEN**

Zolf Smith

**BRYN**

Hamid Saleh Haroun al-Tahan

**LYDIA**

Cel Sidebottom

**HELEN**

And Azu

**ALEX**

So apparently we're playing the game like this [voice going up at the end].

**BEN**

In these credits I will be falling down a well – Zolf Smiiiiittthhhh

**ALEX**

Why on earth have I not had an NPC who's absolutely pivotal to everyone's survival and speaks like this the whole time [high voice]

**BEN**

Because they will be murdered.

**HELEN**

Yes! Well we can't now, we can't reach through the screen.

**BEN**

That's true, dammit.

**ALEX**

So we are going to be picking up where we left off which is that Azu is learning the perils of not being careful and treating your body like a temple.

**HELEN**

This is so careful!

**LYDIA**

But the whole point is that we got given these and we found them lying around in a dangerous location and we are using them now where it's safe.

**BEN**

Also you can treat your body like a Temple of Dionysus. It's fine.

**LYDIA**

Yes!

**ALEX**

So obviously the logistics have been covered with the Earhart side of things and we were dealing with the hotel room and Azu you had come to, to a completely trashed place. I am now going to describe things from Cel's perspective and then we'll cover the mechanical affects. Azu drinks the potion and for a moment goes, oh it's a bit rubbish, nothing really ha...[gasps], begins just yelling. Just yelling. Loads. All of the veins start popping out and she genuinely just won't stop yelling and is just vibrating in place like argh.

**HELEN**

It's a potion of Grizzop.

**ALEX**

Cel's a good person so at some point Cel would have been like, are you ok? And Azu's answer was something along the lines of – yeahhhh, arghhh, mmmm.

**BRYN**

It's a good thing these rooms are well sound proofed because if Hamid heard that he'd have rushed in.

**ALEX**

So unfortunately because of the scale it did look a little bit like Azu was a tantruming toddler. Certainly Azu will have immediately started doing push ups and then demanded more weight and then demanded more weight and then when there wasn't enough weight would've gone, argh, and then will just have started smashing things a little bit. Probably the first one was an accident but that would've made Azu more angry. So she smashed a thing in anger but then she'd broken a thing so she needed to smash another thing. And it's just...

**HELEN**

I like to think she was trying to lift the sofa and just dropped it or just smashed things together.

**ALEX**

Yeah, yeah.

**LYDIA**

A good work out.

**ALEX**

You did the most destructive work out in the world whilst telling Cel...it was a combination of argh, I'm not really feeling anything, argh, I don't think it's working. For what it's worth you saw some astonishing feats of strength and by the end of it Azu genuinely just went argh and then just fell asleep.

**(laughing)**

**BRYN**

How long was she asleep?

**ALEX**

I would say how long is Cel willing to let Azu sleep afterwards? This thing lasted for about two minutes, a very busy two minutes.

**LYDIA**

Cel will have tried to...I don't know if they're capable of rolling Azu over and putting them into a comfy position but that's what they will have tried.

**ALEX**

That's fine.

**LYDIA**

Or at least Cel will insert a pillow under Azu's head and then lie back in a gigantic chair, which I assume has...

**ALEX**

What's left of a giant chair.

**LYDIA**

No, no, it's had two of the legs broken out so it's a very slanted sofa now.

**ALEX**

To be specific Azu tore the legs off and ate them.

**(laughing)**

**LYDIA**

Ok. Cel would've been particularly impressed by that because they don't know any potion that allows you to chomp wood and now...

**HELEN**

She was like a beaver!

**ALEX**

There was a minor jump scare when you gently moved Azu in order to insert a pillow underneath. She will have yelled full volume without waking up.

**LYDIA**

Ah. Well yes then Cel lies down and is now consuming alcoholic intoxicants rather than combat potions.

**ALEX**

Understood. In which case, after about...from Cel's perspective, after a few minutes. Let's say five minutes or so, Azu comes to, seemingly normal in every way. Azu, you feel quite tired.

**HELEN**

Urgh. What happened?

**ALEX**

You have no memory of any of that by the way and you will have been babbling the whole time you weren't yelling, basically like someone who has just had their filters removed. Urgh that's a good chair, bang and it broke, it's not a good chair. That is a bad chair. I used to have a good chair. It was a rocking chair. My dad made it. The whole time, that kind of stream of consciousness nonsense.

**LYDIA**

Yeah you had such fun as you can see you had a really effective workout.

**HELEN**

Oh no. Are we going to have to pay for this?

**LYDIA**

Uh well I mean maybe but we have so much money.

**HELEN**

That's true but...

**LYDIA**

You know, like Hamid with his extremely insightful thing about getting all of that adamantium we basically have enough money to buy this hotel and turn it into something more useful, like a workshop.

**(laughing)**

**HELEN**

Well thank you for staying with me.

**LYDIA**

Oh that's absolutely fine.

**HELEN**

Seems like...was it scary?

**LYDIA**

No not particularly.

**ALEX**

At no point was Azu ever threatening to you in any way.

**LYDIA**

You...I mean, honestly it's one of the nicest things you can learn about someone that at a point of stress, confusion and intense emotion they continue to be lovely and caring before anything else.

**BRYN**

Aw!

**HELEN**

I agree actually. That was a really nice thing. Thank you.

**ALEX**

Mechanically. Mega juice does the following: 1) it induces a barbarian rage. Correct. 2) whilst under the influence the following skills are basically reduced to ludicrous penalties, I'll leave it at that. A sense motive, deception and basically any of the social...sorry bluff in this system, any of the social skills. Barbarian...like barbarian rage normally takes a hit, horrendous for this one. What this is, is like a knock off barbarian's rage. You basically become almost incoherent. You have no memory of the things that happened by the time that your rage is finished but criticals autoconfirm.

**LYDIA**

Ooh!

**HELEN**

Oh no I did the ultimate Bertie, I just attacked all of the furniture!

**(laughing)**

**ALEX**

Yes. Yes. So all it does is...I did play around with it maybe inducing frenzy which is a mechanical thing but that would inevitably lead to Azu killing everyone in the party so I didn't want to do that.

**HELEN**

Oh my god!

**LYDIA**

Oh no!

**HELEN**

That would've been terrible. I suppose I should be grateful you didn't do that.  
Ok.

**ALEX**

I dunno, frenzying Azu whilst everyone else is asleep feels like a slight disadvantage to the rest of the party.

**BEN**

Now you didn't say while asleep.

**ALEX**

Fair. Ok Zolf wanted a side conversation regarding having Wilde in the party.

**BEN**

Oh yes.

**HELEN**

Ooh.

**BEN**

Actually yeah, I guess that given Wilde has been like specifically avoiding Earhart, it's fine, they probably haven't seen each other yet but Barnes and Carter have no such thing so I don't know if they wandered in at any point or where they away?

**ALEX**

They've genuinely sort of been off sorting other stuff.

**BEN**

Fine.

**ALEX**

There hasn't been an overlap. I mean Earhart's been out of the room a day so they haven't come up yet as a thing.

**BEN**

So when is this? Is this like...well I guess morning after so at the warehouse?

**ALEX**

I will say this is the morning after and it is, let's say at the hangar because Earhart is an early riser and will be there tinkering and rearranging piles in a slightly more inefficient way that I'm sure Cel would hate if Cel notices.

**LYDIA**

Don't like it.

**BEN**

Hey Earhart?

**ALEX**

Yep

**BEN**

Got a...well we've yesterday established your demands and it looks like everyone's fine with that. We've got one thing that I don't know if you're aware of but you may not be.

**ALEX**

This feels like a bait and switch, go on.

**BEN**

Nope. It's not at all. We've got some associates with us. We've got Barnes.

**ALEX**

Who's Barnes?

**BEN**

James Barnes. Used to be a commander in the meritocratic navy, not anymore.

He's working with the Harlequins, all that kind of stuff so he's good people.

Court martialled me once. Fun fact. But water on the bridge for that one.

**ALEX**

And you vouch for him?

**BEN**

Oh yeah absolutely 100%. Howard Carter. Thief. He's quite useful for thieving things. I think he's an archaeologist as well but he talks a lot more about thieving than he does about archeology so, you know, I think that's an excuse to get to the other one. But also we are dealing with...your friend and mind, Mr Oscar Wilde.

**ALEX**

Oh smarm.

**BEN**

If you want to call him that then fine and quite frankly...

**ALEX**

Is he still alive?

**BEN**

Well yes he is and he is also...has been very helpful and quite frankly I don't know what happened between you two. Right? And quite frankly don't care.

**ALEX**

He's a meritocratic tool. You know that.

**BEN**

Not anymore.

**ALEX**

Count your blessings.

**BEN**

Was that literally the only thing? You know we were working for...we said we were working for the meritocrats, right?

**ALEX**

Was that in character?

**BEN**

Yes. That was in character. That was a **locarist** muck up.

**ALEX**

Wait, wait, wait, wait backtrack. No, no, no you were Harlequins. We did the whole thing. Your father and all that...

**BEN**

Oh no, no. You told me that I had a family connection to the Harlequins. Why do you think I was so taken aback and not just like, yes, this scans.

**ALEX**

I just assumed you were a bit weird. I'm ok with that. It's fine.

**BEN**

Right, great, well no we were working for the meritocrats. Now we're not. Right? Hence our general ok-ness with the whole personal vendetta against all meritocrats thing.

**ALEX**

Right.

**BEN**

But Wilde is working with the Harlequins, right? So Marie Curie, Einstein, the Prague lot, all that kind of stuff, right, who's organised the resistance. We don't know all this. So he's good at this point and is going to be on this ship because he's important for the mission and that is going to be ok.

**ALEX**

Is he still pro dragon?

**BEN**

I imagine he's probably dragon ambivalent.

**ALEX**

That's a start.

**BEN**

He's pro the world not being destroyed and the blue veins taking over so that is honestly the most important pro or anti right now. Once this is all resolved you can go have a fist fight, whatever. You can chuck him off the boat, you're fine but...

**ALEX**

What are our terms of completion? What counts as resolved? So you're saying if I get you to Svalbard I can chuck him off?

**BEN**

No. Once we have dealt with this whole, you know, world destroying apocalyptic situation. Why does nobody here have perspective?! Honestly!

**ALEX**

He's your responsibility.

**BEN**

Yes, fine. Well he's his own bloody responsibility. You don't have to talk to him, just don't like point at him and scream every time you see him and I'll have a talk to him to be civil as well. I know...

**ALEX**

I don't scream. I've never screamed.

**BEN**

Oh fine.

**ALEX**

I don't yell. I shoot people, I push them off the ship, I explode people. I've never screamed at people.

**BEN**

Pretty sure the first time we met, you did shout at him about how you were gonna throw him off the boat but fine. There was definitely a raising of the voice Amelia.

**ALEX**

I get to pick where he sleeps.

**BEN**

He has been through a lot and I'm...

**ALEX**

So have we all.

**BEN**

Yes, I know so have we all but that means we're in this together, ok? No petty pranks. No destruction of his wellbeing alright. Just...he sleeps with the rest of us, like normal. Just keep the lid on it. This is too important and too big to give into these stupid personal vendettas ok?

**ALEX**

Fine. Earhart starts walking into the hangar and starts working on stuff – you're a rubbish first mate.

**BEN**

No I'm not. I'm a good first mate because this is the point.

**ALEX**

Cool I am going to now do a few rolls and we're going to round out the reconstructing thing and get our timelines back in order if that's ok.

**LYDIA**

Whoop whoop!

**HELEN**

Ok.

**ALEX**

So first things first, I need a engineering check. Cel is going to be taking the lead on this one obviously. The kobolds can try to assist. I am going to rule that the kobolds can't harm, I know there's a variation of the rules where like if you fail hard enough on helping you may hinder but they're not. It doesn't really work like that for this. So I need knowledge engineering from Cel and the kobolds can aid if they're able to.

**BRYN**

Do you want one roll just for Skraak or multiple rolls representing...

**ALEX**

One roll for whoever has the highest ability modifier.

**BRYN**

Well I mean Skraak has higher ability than everyone else.

**ALEX**

There you go then.

**LYDIA**

I got 19.

**BRYN**

22 from Skraak.

**ALEX**

That's a successful aid. Ok cool. So that brings it to 21 something like that. Can I then please get a...can I get knowledge alchemy...craft alchemy sorry even.

**LYDIA**

Yes. I do have that. That is 31.

**BRYN**

25 from Skraak.

**ALEX**

Ok. It's good. Do you have knowledge arcana at all?

**LYDIA**

Yeah. Loads! I've got more arcana than engineering.

**ALEX**

Can I get knowledge arcana please?

**BRYN**

Skraak won't be assisting with this one but Hamid will.

**ALEX**

Yeah that's fine.

**LYDIA**

Cool. 28.

**BRYN**

32 from Hamid.

**LYDIA**

Oof!

**HELEN**

Oh my gosh, you're beasting this.

**ALEX**

You guys are making a hot rod.

**LYDIA**

You say that but I actually rolled about as low on engineering as it was possible to.

**BRYN**

I rolled 15, 15, 16 so the dice are smiling upon me today.

**LYDIA**

It's nice!

**ALEX**

I'm glad that the engineering one is the lowest one you've done. Let's put it that way. Ok and then last but not least, you know what, I'm going to leave it open to you Lydia one last check for you. If there are any additional skills that you think you can bring to bear that you think you can get a high score on that are relevant, I am happy to include them and make it a customisation element, a flare if you will. If you had for instance, I don't know, proficiency land vehicles I'd make it have proper landing gear as an example. I don't...I'm not aware of you having any off the top of my head but the option's there.

**LYDIA**

No. Cel doesn't have things like that. They have so many languages.

**BRYN**

Can Hamid roll fly to make sure it's airworthy?

**LYDIA**

Oh yeah I've got a tonne in fly as well.

**ALEX**

I would allow fly as the final customisation.

**(laughing)**

**LYDIA**

How about Hamid put that on and Cel assists?

**ALEX**

No Cel's got to...

**BRYN**

Cel has to lead.

**LYDIA**

Oh right, oh ok.

**BRYN**

Yeah.

**LYDIA**

Alright then, I rolled...

**ALEX**

Come on natural 1! Come on natural 1!

**LYDIA**

No I rolled a 2 so it doesn't crash but that does mean that it's only 13.

**ALEX**

13.

**BRYN**

I rolled 25.

**LYDIA**

Nice! Thank you!

**BEN**

15, it gets you up to a DC.

**ALEX**

Excellent. So just to clarify what we have here is a ship with tip top alchemy.  
Tip top arcana.

**LYDIA**

Shiny

**ALEX**

Fine engineering, like well made engineering and it can fly.

**(laughing)**

I love it. Perfect. Now one extra element on the building this thing side of things, Zolf you are able to summon elementals obviously.

**BEN**

I am.

**ALEX**

Now I am not gonna dive into a huge RP as to how you manage to source a fitter, which is someone who's able to get the elementals into the elemental ring on the ship and blah, blah, blah. It's sufficient for you to provide the elementals, getting someone who can do that is easy in the aeroport. I'm just gonna skip that bit. So what I'm gonna do, is I'm gonna give you two options ok? Sorry two variables, that's a better way of putting it. Variable the

first...actually I need to know one thing. What's the biggest elemental that you can summon?

**BEN**

Right so I can do a large. I actually do have access to summon monster 5 but I can do one a day of that.

**ALEX**

I am fine to have mused this back over the week to make life easier on us.

**BEN**

Oh ok.

**ALEX**

There's no reason not to have, it's easy to do, it's fine.

**BEN**

Oh fine I can do...I'll do large elemental then I think.

**ALEX**

So I need to know what decisions you want to make on the two variables. Variable the first, what elementals you want in there because there are other options. Option the second, you can fit more than one elemental in there. It's normal practice to use two. You can fit up to five. However for every additional elemental that you put in, you are increasing performance and sacrificing stability. Five is a controlled explosion that you will ride to your

destination. One is something that will limp along but if you encounter any trouble, it's not going to fly again.

**BEN**

I will take Cel's advice. Not Earhart's.

**ALEX**

You have the same info that I do. Earhart obviously is immediately pushing for five with no arguments.

**LYDIA**

Cel would be definitely on the line of three because they're very much of the...they start talking about the joys of five and then while talking about how beautiful the explosion would be, they kind of talk them down.

**BRYN**

Are you guys familiar with the real world spaceship design where you have a giant piece of armour and you poop out nukes into the space just behind the armour and then the nuke explodes to send you forwards.

**ALEX**

Yep. That's five elementals of travel. That's the best way to describe that.

**LYDIA**

Yeah, Cel describes that as a beautiful...it becomes increasingly clear that Cel has a level of safety that they're willing to accept for themselves and then a

level of protection that they build for other people. And therefore while they talk about the beautiful explosion and then someone maybe asks, how safe would that be for us? They immediately kind of climb down, bounce around and settle on 3.

**ALEX**

You do not believe that your engineering would be able to sustain a journey with Svalbard with four or more elementals. Let's summarise it at that.

**LYDIA**

Yeah

**ALEX**

But you would get halfway there really quickly.

**LYDIA**

Cel is intelligent enough that it loops around into not necessarily making sense in the real world as it exists and they are not wise but they are not...they are not a fool.

**ALEX**

Understood. In that case then, in terms of your elemental choices I am going to rule that one of them has to be an air elemental.

**BEN**

Yeah

**ALEX**

Otherwise you're just making a fire or something similar.

**BEN**

I think they're just the best type, right. Like...

**ALEX**

There's a reason air elementals are the airship elemental type.

**BEN**

Yeah I don't think there's any...

**LYDIA**

Wasn't there one that was air and electric.

**BEN**

Well there's a lightning elemental but they don't really do much more than...they both have 100 foot fire speed with a perfect fly ability but then they have like weapon finesse and mobility and I don't care, we're putting him in a jar.

**ALEX**

The man's not wrong.

**BEN**

It's all just a bunch of whatever. However because I know that Cel would like...would prefer them, I will summon lightning elementals because they have the same fly speed but they crackle.

**ALEX**

In which case there's...assuming you only want lightning elementals there will be two lightning elementals and one air elemental because there has to be one air elemental. I'm pretty much having to rule that one.

**BEN**

Ok fine.

**LYDIA**

I think that at the point where you plug them in, like can we RP that because I think that might be the first time that Cel's like [gasps] begins to say Mr Smith and then is just like – oh! Oh my gosh! Oh Zolf it looks incredible – as lightning starts to crackle around the ship.

**BEN**

Yeah I thought you might like it.

**LYDIA**

Ah no, thank you very much. This is extraordinary. Oh and like – sort of bounces around – and the zap here does that make it...that will make it go faster, yes. And this bit here, ooh that will provide protection, you know

there's always going to be a reason. And this...oh that's just...that's a very pretty crackle. Could I tell you about the electrical potential that that indicates that this has – like continues to babble for quite a while.

**BEN**

Yes.

**ALEX**

Ok. In that case then, unless anyone has anything left that they want to do before major launch I am going to assemble everyone, everyone who is going to getting aboard the ship outside the hangar for, what can best be described as, a grand reveal.

**LYDIA**

Wait, are we assembling to avenge.

**ALEX**

Are you saying that you're all assembling in order to avenge Earhart's last crew?

**LYDIA**

Yeah well...like no a world stopping threat that's taking over...

**ALEX**

I mean yeah you could go with that. Yeah like if you were to name a team...

**BRYN**

On your left.

**ALEX**

...of that name. This would be a threat of that level.

**LYDIA**

Right just checking. We're assembling. Cool.

**BRYN**

We didn't successfully save the world but you can be damn sure...

**HELEN**

We'll defend it.

**BRYN**

...we'll do the bit we can now. The other bit.

**LYDIA**

The avenging.

**ALEX**

I am going to preface the reveal with one extra fact which is for you Lydia.  
Earhart insisted on making a number of last minute modifications, with your

supervision, there was nothing in there that will make the thing explode or whatever but you...

**LYDIA**

That's a shame.

**ALEX**

But you have had to concede, this is non-negotiable, the ship is spikier than it needs to be.

**LYDIA**

This is baffling to Cel but they understand that may be the way that some people have to design. Their things are often overengineered to a certain extent but it's not spiky, it's just because you want the detail and you've got to have feedback loops and things so they end up quirky but they understand that everyone's got a style. I think spikey's a style. That's cool.

**BEN**

Also one thing as well, so for me, in the off hours where we're not working on the ship or talking to each other, I am going into the city and just generally healing people and spreading the message of hope because I'm a cleric and that is literally my job.

**HELEN**

That's a really good idea. Can Zolf and Azu be doing that together? Like I'll be like I'll cover this section of the city and you cover the other section.

**BEN**

I am absolutely happy to coordinate yes.

**BRYN**

Yeah do we need to wrap up the other downtime stuff we've been doing over the course of the last bunch of days because I've probably finished making cold weather gear for everyone.

**HELEN**

Awww!

**ALEX**

Yeah I'm ok with that. You've had enough time.

**BRYN**

Yeah in the course of shopping I've marked down 150 gold for enough furs and materials to make like, just...

**ALEX**

And more importantly you bought some patterns this time.

**BRYN**

I don't need patterns, I can design it myself.

**(laughing)**

No remember the mistake that Hamid has made is that he's forgotten that it needs to go under the armour, not over it.

**ALEX**

Are there any additional downtime activities people want to have wrapped up that we haven't already discussed?

**BRYN**

In terms of interviewing extra crew, who has conducted that process?

**HELEN**

Weren't you going to see if there was an alternative to Earhart?

**BRYN**

Well I mean...given that we managed to come to a sort of level of agreement where we wouldn't be recklessly endangering everyone.

**ALEX**

I am actually going to provide a little bit of clarification on that point actually for you Bryn. Can you please give me...technically it's a gather information check but a knowledge local. I know that you haven't got it so you're gonna max out but can you roll for me anyway please.

**BRYN**

Sure. 13.

**ALEX**

You are laughed out of every single person you speak to regarding the journey you're proposing.

**BRYN**

Cool.

**ALEX**

By the end of it you come to realise every single person is convinced that the trip is unmakeable and you will die in the attempt because airships have a tendency to not survive this kind of journey for where in the world you're going.

**BRYN**

I probably won't keep trying after three or four if it's the same reaction but I'm gonna be thorough.

**ALEX**

Reactions run the gannet from people thinking that you're, like, mocking them to people thinking you're a fool to pity.

**BRYN**

Hamid can cope with all those reactions.

**ALEX**

It's all good. In terms of the crew it isn't actually difficult. It's an aeroport. Like sourcing people has been trivial. It wasn't even calling in favours or anything. There are job boards. A job board was posted. Zolf...I'm happy for Zolf to have had sign off. It will have been three crew members that she'll have needed.

**BEN**

Ok so not many, ok.

**LYDIA**

Given that all the people that own airships have laughed Hamid out of the building it seems like most of the crew...like experienced crew would have a similar kind of reaction to a journey that might be certain death so how exactly we hire them and the kind of people that you end up getting, that sounds like an interesting question.

**ALEX**

Earhart's reputation actually does a decent amount. As a piece of the, sort of, rumour mill that I'm just gonna to give out, there's a little awkwardness where she has a reputation for being an incredibly caring and dedicated captain for her crew because there's been no news of Earhart since the crash. So her reputation stands as being one of the best captains that there are. She's been

known to take risks but all of the risks that she has taken have been calculated and the story of the crash has kind of gotten a bit muddied to the point where no one's really sure what went on anyway. So what's more being offered is, yeah it's probably gonna be horrible, yeah high chance of death and yeah everything's awful but...

**LYDIA**

Money

**ALEX**

...amazing pay and you can fly with someone who has a reputation as being possibly the best airship captain there is. And she wouldn't do a suicide run. That's not how she rolls.

**LYDIA**

Also a world saving thing, like money and save world. But that just means that we're getting...

**ALEX**

Saving the world depends on Zolf. Earhart's just calling in her reputation and offering a load of cash.

**BEN**

Also we wouldn't want to say that because of spies and stuff. We're not going to be like – we're here to fight the blue veins! Shhh.

**LYDIA**

Ok so we'd probably post a different but extremely long journey on there as a seeing if people are capable and interested and then only reveal once they're hired.

**ALEX**

You get an uncombative and grizzly lot but we have an extended journey in order to get to know them better. They're not going to be presented to people until it's time to ship off anyway.

**BEN**

Can Earhart cover the wages?

**ALEX**

Earhart subtly implies that if you're willing to contribute you'll get a higher calibre of crewmember, let's put it that way.

**BEN**

How much?

**BRYN**

I think it should be clear to the people that we're hiring that Zolf is paying them, not Earhart.

**ALEX**

Earhart doesn't care.

**BEN**

I also don't care.

**ALEX**

In which case I'd say at least 500 gold each so you're looking at 1,500.

**BEN**

Great. Done.

**ALEX**

Fab. Ah parties with money makes life easy sometimes.

**HELEN**

At one point before we get to the airship, at one point Azu very shamefacedly goes to the desk... the reception of the hotel and – here is some gold. I'm very sorry – and pays for repairs to her room.

**(laughing)**

**ALEX**

They are quite good about it because unfortunately there is a tendency amongst the larger races to damage the smaller things in the hotel anyway

because outside of the larger section of the hotel, china breaks easy. It's so small.

**HELEN**

Ah yes, yes.

**ALEX**

So this isn't the first time. It's the first time they've had breakages in the large room but they have a good policy in place. You're fine. Are we ok for our reveal?

**LYDIA**

Yeah!

**BEN**

Yeah I think so.

**ALEX**

Instead of that, let's take a break.

**(laughing)**

And welcome back. So we have begrudgingly made it to potentially getting in a ship. It took us about four episodes longer than I thought it would and that's mostly my fault but nonetheless here we are. I need to ask one question of

Cel. Are we going for an under the sheet reveal or are we going for a hangar doors open during sunset to catch it in its glory.

**LYDIA**

Definitely the hangar and they have done a little something to the door opening mechanism just to make sure that it catches the light perfectly. Like it's synced to the sunrise.

**ALEX**

Yeah nice. Ok. I can do that. I can do that. So let's paint the picture of the aeroport on the grit, the party are lined up and by party, I mean, fairly sizable airship crew at this point. We've got the four adventurers straight out of the gate, we then have all of the kobolds, we then have Amelia, we have our three grizzled airship crew, we have Barnes, we have Carter and then right at the other end to Earhart, we have Wilde. He is wearing, by the way, you know those classic images of real historical Oscar Wilde in the fur coat?

**LYDIA**

Mm

**BRYN**

Love it!

**ALEX**

That fur coat.

**BRYN**

I made it for him!

**LYDIA**

Ha!

**ALEX**

He actually had some decent suggestions in terms of alterations to really make it pop.

**BRYN**

Of course. I respect this man's opinion when it comes to clothing.

**ALEX**

Craft respects craft, right.

**BRYN**

Yeah, absolutely.

**ALEX**

So as the sun crests and the fog bounces that glow and catches it, the hangar doors open. Inside you see a ship returned to some form of glory. By which I mean it looks, at first glance, like someone took a...yeah like a hot rod car and strapped a lot of knives to it.

**(laughing)**

**BEN**

I'm getting a real dark Eldar vibe here.

**ALEX**

It now has a pair of exterior engines; one on the right hand side, one on...sorry one on port, one on starboard.

**BEN**

Oh, very boat-y.

**ALEX**

It has a third one up and to the stern and it still has masts of a sort. It still has rigging and so on however it now seems to have a ram at the front, it appears to have reinforced sides and it is certainly longer and thinner than it used to be and the best comparison I can give is minus the blood and gore, you know, the sort of like firefly Reaver spiky raider kind of look.

**LYDIA**

Yeah that but with less cannibalism.

**ALEX**

Yeah. So you can see the Cel bits which is the main body and the actual mechanics thereof which is...it's actually comparatively sleek. It's good looking. It is like, got smooth curves and so on. And then someone came

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along and went, you know what this needs, scrap metal and lots of it. But nonetheless it catches the light and as the light hits it, it just lifts itself off and begins to hover in place.

**BEN**

Very Back to the Future.

**ALEX**

Oh yes.

**LYDIA**

And crackle with electricity.

**ALEX**

Oh yeah.

**BRYN**

Hamid bursts into applause.

**HELEN**

Aw.

**ALEX**

Unless the party joins in, he is alone.

**HELEN**

Azu will start clapping.

**BEN**

I will awkwardly begin clapping because I don't think this is appropriate but I don't want to be rude so...

**BRYN**

Once three people have started clapping everyone's gonna start clapping.

**BEN**

Well the kobolds will clap if you tell them to right, so.

**BRYN**

I'm not telling anyone to clap.

**ALEX**

At which point Earhart steps forward and gestures, Zolf, for you to step forward to.

**BEN**

Oh right, yeah, yeah sure.

**ALEX**

I'm not one for big speeches. Do what you're told. Zolf, give me a bottle.

**BEN**

Oh right, yeah. I'll get a champagne bottle out of my coat.

**ALEX**

She walks over to it and very unceremoniously, she doesn't like to put a big thing on it. She just smashes it on one of the knives, turns around – it's called The Vengeance get on board.

**BEN**

I will shoot Barnes a look of like this is a bit weird.

**ALEX**

He very much gives you a look you've come to recognise which is, it's happening again isn't it.

**BRYN**

Time to assemble the Vengeance Crew. Yeah!

**ALEX**

No one listens apart from the party.

**BEN**

Truly we are entering the End Game.

**(laughing)**

**ALEX**

Ok. I am good to...

**BRYN**

Vengeance Crew Infection War.

**(laughing)**

**ALEX**

I need to know then a few things off people very quickly which is if there are any pre flight checks that you all want to be doing beyond actual pre flight checks, now is the time. If there is anything specific where it's like I need to have a bed in this specific part, you need to let me know. Otherwise I'm gonna montage it a little bit and get us in the air.

**BEN**

Cool, I don't think this needs roleplay but I will fill Barnes in on the, look if she goes off the deep end we mutiny immediately, right.

**ALEX**

That's fine. Barnes doesn't bat an eyelid.

**BEN**

That's fine. I didn't expect him to but as the other naval person, he'll be like right I know the score. Great.

**ALEX**

He has a bit of a wry moment and just sort of goes – it's only mutiny if what you count as a crew. I mean I wouldn't fret.

**BEN**

Hm, right.

**ALEX**

So last chance, any pre flight checks? The exits are here, here and here. There is a nut allergy on board so we'll be only serving meat.

**(laughing)**

**LYDIA**

No. No checks.

**ALEX**

In that case then Earhart takes her place at the helm and requests Cel be beside her in the event that it explodes. And she also insists that all of the crew, kobolds and everyone, straps themselves in like they used to be. You know, the whole karabiner thing. Azu?

**HELEN**

Yeah?

**ALEX**

You notice your karabiner is blood stained.

**HELEN**

Oh dear. She doesn't comment on it.

**(Laughing)**

Sometimes blood gets places. I mean what are you going to do?

**(laughing)**

**ALEX**

Earhart takes a moment, surveys everything – screw it. And then plunges a lever and it shoots forward. Everyone give me a reflex save.

**BRYN**

Oh dear.

**BEN**

Oh dear.

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**ALEX**

Oh dear!

**BEN**

It's a 21 from me.

**ALEX**

Good

**LYDIA**

17

**ALEX**

Good

**HELEN**

25

**ALEX**

Ah good.

**BRYN**

11 for me, 11 for Skraak and...

**ALEX**

The gestalt entity known as kobolds.

**BRYN**

23 for all the other kobolds.

**HELEN**

Wow! Well done them.

**ALEX**

So Cel, Skraak and Hamid. You were ready for a lurch. You weren't ready for what, like in the modern day would feel like an accelerated rollercoaster start, like skin pulling back on your face style. Zolf and Azu you manage to keep your footing. I am going to let you decide how, as to whether you were just a bit more ready or whether you were just better placed. But either way you manage to just keep your footing. Hamid, Cel and Skraak unfortunately, especially given that the rest of the kobolds I think made it, you are flat on your back and pulled to the extent of your cables backwards down the deck immediately. It shoots up near vertical. It is vibrating violently and Cel you know that what Earhart has done is immediately just pushed it to its maximum tolerance and it rockets up like a cork from a bottle.

**HELEN**

Are you alright? Are you...Hamid, Cel?

**BRYN**

I think I'm ok.

**LYDIA**

Cel experimentally sort of touches their head and is like – oh I like what it's done to my hair.

**(laughing)**

Usually that takes me hours but there we go.

**HELEN**

You went flying. Well ha, ha, ha, yeah.

**(laughing)**

**LYDIA**

Cel is going to look concernedly at Zolf and raise the fact that as a very private aside...

**ALEX**

Yeah Earhart can't hear a thing. Earhart's now in the zone and not listening to anything.

**LYDIA**

Erm, Mr Smith...Zolf, this...does...I mean I'm not experienced in the ways of a flying airships but I did build this engine and I'm pretty sure it's not the best way to fly it is...

**ALEX**

At this point Earhart then initiates a banked turn that is again, Cel to your eye, about as tight as this thing can manage.

**HELEN**

Oh no.

**ALEX**

Can everyone give me a fresh reflex save. This one is for the g forces trying to throw you to the deck.

**BEN**

18

**LYDIA**

I got a natural 1.

**HELEN**

I got a 2. I got 10 total

**BRYN**

Hamid rolled a natural 20. Skraak got 27 and this time the kobolds got 10.

**ALEX**

So Hamid and Skraak basically your solution is stay prone.

**(laughing)**

Zolf you're now the only person still on your feet. The ship is now spiralling upwards rollercoaster style in extremely tight turns and it's just like, [juddering noise] uncomfortable for everyone.

**BEN**

I am going over to Earhart if I can.

**ALEX**

You...because you made your reflex save you can but you are dragging yourself along the deck. She is power standing, buckled into the thing and just going at it like the clappers.

**BEN**

Earhart! For goodness sake, we've got thousands of miles to go. Just calm down!

**ALEX**

If it's gonna blow up I wanna know now.

**BEN**

Brilliant. With us on it.

**ALEX**

Pretty much.

**BEN**

Stop it!

**ALEX**

Fine. She slams one of the levers and it suddenly decelerates. Not in a way that throws you across the deck, it just loses that acceleration. Just as it breaks through the cloud cover. No one's had a chance to look at the city receding, it's mostly been oh my god, we might all die. The ship bursts from the cloud cover and then levels out on top of it and just everyone looking around, Zolf with the exception of you, has pretty much just fallen down at this point and are picking themselves up. Earhart turns to Cel – yeah it's a good job. I reckon we might live here.

**LYDIA**

I...I mean I...I wouldn't like to critique any choices...

**ALEX**

Excellent. In that case don't.

**LYDIA**

...except that you are going to get all of us killed very, very quickly if you continue like this.

**ALEX**

Noted. Earhart then puts it forward and it gives a minor lurch of acceleration and starts heading, basically at cloud cover level. I will mention two facts; one, it's really cold. Obviously. But you're already wearing gear. And two, second point, is that anyone who has been on Earhart's previous ship, this is probably twice the speed.

**BEN**

Ok

**HELEN**

Is it very, very pretty?

**ALEX**

It's gorgeous. It's genuinely stunning because you've done it at dawn the light is just catching the clouds and Azu, for you specifically because you don't have much of a point of reference, you stop feeling high. As in the ship stops feeling high in the air. It starts feeling like sailing which you may have done once or twice because you were near Cairo because of the cloud cover. And maybe your reverie might get broken at some point where a whisp of cloud passes and you see the outskirts of the city already moving distant and down...down, down, down below you but generally speaking the ride's actually quite smooth.

**LYDIA**

Cel was not satisfied with the noted bit. This is a...yeah.

**ALEX**

You can carry on. I just needed to do a bit of scene setting.

**LYDIA**

No, no sure. Captain Earhart you seem to be thinking that everyone on the ship shares your exact level of risk tolerance which I have learned is not the case. People's level of risk tolerance is extremely variable. I for instance am not particularly keen on dying any time soon. Especially not uselessly.

Therefore I would very much appreciate it if you would take into account the mechanical limitations of the ship and general reality. This is not the way that one should fly when one is responsible for a crew.

**ALEX**

Noted.

**BEN**

I think you should probably listen to your chief engineer, Earhart.

**ALEX**

Zolf you have the helm. Earhart wanders off down the ship and starts inspecting it.

**LYDIA**

Cel will be quivering with suppressed...it might look like anger from the outside.

**ALEX**

Sure.

**BEN**

Cel, I'd go with her. If she's gonna do inspections, I want you there as well because you have a better eye for this.

**LYDIA**

It's not the ship I'm worried about Zolf. It's a level of arrogance and recklessness which may endanger all of us. I don't think that...

**BEN**

Cel, just...come closer.

**LYDIA**

Yes

**BEN**

Yeah if she does this again we're gonna mutiny alright. But I wanna get as far as possible with one of the best sky captains around so that we don't die but I know.

**LYDIA**

Cel has exactly as many things to say in response as I do there. Erm....and then looking back continually making big eyes kind of thing, goes to follow Earhart.

**ALEX**

Ok in which case I am going to accelerate time a little bit as people settle in. Earhart does the rounds and to all intents and purposes, again you're not captain or anything but she does seem to be looking at the right bits. She does seem to be inspecting properly. She is a little harsher on the new crew members than you might think, in terms of like stow that properly blah, blah, blah. But she does seem to be doing an actual decent job now. And is going around and doing a proper inspection of things. In terms of the three new crew members, none of them are keen on conversation in any way. They are quite taciturn currently.

**LYDIA**

But Alex. Alex, are they hot?

**(laughing)**

**ALEX**

Why don't we let the dice decide that.

**BRYN**

Also we're gonna need...we're gonna need race and gender.

**ALEX**

Understood.

**HELEN**

And also Azu hasn't tried to talk to any of them yet so we'll find out.

**LYDIA**

Yeah same.

**BRYN**

Hamid is in the mood to make friends.

**LYDIA**

The Charisma Crew! They're coming in.

**HELEN**

Yes exactly.

**LYDIA**

They're coming in hard.

**ALEX**

That's a nice spread. That's a nice spread. So let's go through this then. I'm going to be clear. The reason you have not had a conversation is the opportunity has not come up. For everyone apart from Zolf, they turned up at dawn, immediately you were on a rollercoaster and they have jobs to do.

**HELEN**

Yeah I mean we just went vertically upwards.

**ALEX**

So first things first, not so much on the looking side.

**LYDIA**

We'll be the judge of that.

**ALEX**

He is probably...I mean I say probably. He is human, probably mid 50s. He's certainly older. He seems quite weather beaten with it. He is dressed for cold weather gear but in a very odd assortment of clothes. He has a very strong smell of sweat and tobacco and he does chew tobacco seemingly incessantly.

**LYDIA**

Wow Alex you're really making it hard for us.

**ALEX**

And occasionally spits over the side.

**BRYN**

Have we been given a name?

**ALEX**

No.

**BRYN**

Ok

**ALEX**

Zolf will know it. Ben if you want to tell the party that's fine.

**BRYN**

No!

**BEN**

You're doing this again?

**BRYN**

Don't! It'll be Siggif! Don't do it.

**BEN**

Alright.

**ALEX**

So what's the name of the first one Ben? They're your crew. You sourced them. All Earhart did is put the advert out.

**BEN**

Bryn is right. It is Siggif.

**ALEX**

Understood.

**BRYN**

[Sighing]

**LYDIA**

Oh so that's intriguing. Maybe Siggif wants to go to Svalbard not for just the money. Maybe Siggif has connections.

**BEN**

Oh maybe, yeah.

**ALEX**

So there is a dwarf who is...I mean he's not bad looking. But similarly he has a certain weather beaten vibe to him as well and his beard is quite short for dwarven standards. It's cut quite narrow but Zolf you've seen it before. It is...it's a very common thing for dwarves that are gonna be doing sailing because a huge beard can get in the way of stuff. It's strictly functional.

**BEN**

No capes.

**ALEX**

Yeah! No capes!

**(laughing)**

**LYDIA**

Oh no! I tied my beard into the rigging, I'm being lifted off the ground.

**(laughing)**

**BEN**

Part of the ship, part of the crew. No! Part of the crew, part of the ship.

**LYDIA**

Oh no! It's tangled in the anchor!

**ALEX**

Two interesting facts to do with him is one, that he is carrying a Warhammer at all times.

**HELEN**

Nice

**ALEX**

And two he seems to have the arms of a much larger creature than him.

**BEN**

Weird.

**ALEX**

Like you know almost the gorilla vibe where like their arms are nearly like knee level.

**LYDIA**

Goodness me.

**HELEN**

God.

**ALEX**

That.

**LYDIA**

He chunky.

**ALEX**

People give me knowledge nature or knowledge arcana if you have it.

**BEN**

21 on arcana.

**BRYN**

18

**ALEX**

Ok

**LYDIA**

28 on knowledge nature.

**HELEN**

I've got none of that.

**ALEX**

Ok. Cool. Hamid you suspect it's probably magically related. Zolf you are sure that in all your travels that has to have been a magically related accident or something similar. Cel, you reckon it's probably some kind of mutation as a result of high levels of exposure to ambient magic.

**LYDIA**

Ah.

**ALEX**

Whether like chilling out in Rome which you hear has some magical stuff but I don't think you have any first-hand experience but anything like that. He has mostly likely been exposed to some long term affect and it has morphed his body in some way.

**LYDIA**

Name?

**BEN**

Friedrich.

**ALEX**

Ok.

**HELEN**

And the third one?

**ALEX**

The third one is a very tall, very well built woman. She is human and she is wearing chainmail. She has a very stern expression. Fabulous bone structure. I'll have to give that. I mean I saw the roll figure. It's a good figure. And she is, out of the three of them, she's the one that has been showing the least like aggression. Like the other two are actively like "go away"

**LYDIA**

Helen's eyebrows say "I'm in"

**(laughing)**

**ALEX**

Now she is a little bit more, shall we say, grounded. Certainly the youngest of all of them. She's probably 20. Something like that.

**HELEN**

20?

**ALEX**

Yeah young.

**HELEN**

That is young.

**LYDIA**

Says the 13 year old.

**ALEX**

She has a certain swagger which implies someone who has something to prove.

**(laughing)**

**LYDIA**

Ah it's just Helen's eyebrows! Continually like uh huh, noted. Noted. Whilst she literally takes notes. Hmm, noted. Swagger you say.

**ALEX**

Ben, I need a name.

**BEN**

Uhhh...Kiko

**ALEX**

Kiko. Understood.

**BEN**

K-I-K-O

**LYDIA**

The Age of the Wonderbeasts. It begin.

**BEN**

Ha, ha. Good series.

**ALEX**

Kiko begins humming a shanty. Kiko has a good singing voice, there you go.

**LYDIA**

It is a musical series. As they're wandering around, somehow doing all the rigging and stuff, introduces a really cool beat.

**BRYN**

As long as she's not singing European opera, Hamid is gonna be ok.

**HELEN**

Aw! I've got smelly old man, massive arms and then just swagger for Kiko.

**ALEX**

I'm glad I know your priorities. So I'm going to leave you then with a classic cinematic shot of the vessel carrying on out over the clouds and it leaves the

camera behind, you know the shot I'm talking about, and it begins navigating its way around the huge, towering clouds as if they were mountains and shoals and leaves Hiroshima behind and starts setting off across a glorious golden sea.

**BEN**

Very nice

**LYDIA**

How lovely.

**ALEX**

Right that's it. Nice times are over. Now the pain comes.

**BEN**

Cool. Great.

**LYDIA**

It's pretty.

**ALEX**

Strap in.

**HELEN**

Ok.

**BEN**

We had to otherwise we'd have fallen off.

**LYDIA**

Yeah!

**ALEX**

I mean not all of you, not necessarily. We'll find out, yeah.

**LYDIA**

Argh! Alright can I just say bye. To end this before he drops anymore ominous stuff. I'm gonna...bye!

**EVERYONE**

Bye!

**[Show Theme - Outro]**

**ALEX**

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