

## **RQG – 173 – Mixed Blessings**

### **Content Warnings**

- X
- X

**[Show Theme - Intro]**

**ALEX**

Hello and welcome to episode 173 of 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 everyone is ready for something to go wrong. All of the pieces are in place...

**LYDIA**

Oh it's all going to go RIGHT... Alex... Everything is going to be fine.

**HELEN**

Everything is going to be fine.

**ALEX**

I've managed to isolate everyone, in the sky, in an unreliable vessel due to environmental factors, as far from civilisation as I can realistically get you, and have filled it as full of characters, that people like as I can.

**LYDIA**

I mean to be fair, civilisation wasn't going very well... you know...

[Laughter]

**ALEX**

This is less of an epic journey and more of a retreat...

**LYDIA**

Yeah...

**BEN**

Let's take this ship all the way to another planet, and repopulate...

[Laughter]

**LYDIA**

At least away from... yeah... at least away from London...

**ALEX**

So, in terms of... where we're at... everyone is actually, yeah... ready... you've... goodness me... you have set yourself up for the reverse new and old trons...

**LYDIA**

Uh hm...

**ALEX**

And... oh... something I didn't clarify earlier, which is worth mentioning is... the speed that you believe it's required, that 88 knots... that's actually just within the realms of the vehicle, as it is, by virtue of the way that you built it. Funnily enough, if you had built it without the extra stuff, you wouldn't have been able to do it, but you kind of got ahead of me on that one.

**LYDIA**

Cool.

**ALEX**

So...

**BRYN**

Yeah, it's faster than normal cruising speed, but the engines can cope, Captain...

**ALEX**

You're at the upper limits of what is like safe, but it is still in the safe side of things, and I can tell you now, your average airship wouldn't have been able to do it, so... good job on that one, I guess.

**LYDIA**

And we have three elementals... yeah...

**ALEX**

Yes...

**BRYN**

And we built the whole airship to be a...

**ALEX**

But you didn't go for four, which would have exploded...

**BRYN**

Spikey sportscar, amongst airships... as I recall...

**[Laughter]**

**ALEX**

It's true. It's true. So, with that in mind then, I am going to have jumped ahead to Wilde, handed over to Zolf, Zolf is already set up to sail. Everyone is settling in, and I am going to say now that we are going to start as we start

hitting the borealis, for obvious reasons. I would say that the conversation was civil, if a bit hushed, within the hold. A little less tense than it was the first-time round, and a little bit more supportive, I guess would be the way to describe it. But people are dropping off, prior to getting to the borealis. Like, obviously prior, a few of them have actually just fallen asleep, because it's... as you know... warm, close, not in an uncomfortable way, and it's like 2:00am, 3:00am. So as a result, people are dropping off naturally. Admittedly, I suppose for Cel, that might feel a little bit déjà vu, but it is different. It is like people dropping off, and just having a little bit of a thing. With that in mind then, last chance, is anyone wanting to do anything, in the current set up, before we hit borealis?

**BEN**

Yes. When I wake up, after my nap, I'm going to cast read weather, a spell actually being cast... who knew...

**ALEX**

I don't think you have ever done this before?

**BEN**

So it takes a minute. It's basically just a bit of internal concentration, and spell allows you to forecast the weather, at your location for the next 48 hours, providing you advance warning of storms, tornados and so on. It only reveals weather that would arise naturally, and does not take into account any magical occurrences that might change the weather. So basically, I'm not looking for arura info, but more... but also there's a bit storm that you have to deal with...

**ALEX**

You don't believe that a storm... It's 48 hours, right?

**BEN**

Yeah...

**ALEX**

You don't believe that there is a storm within 48 hours, but you are overdue one in this region, but it is... like it is genuinely clear skies all around...

**BEN**

Grand...

**ALEX**

However, in this region there is always something going on. So, you're getting kind of low-level pings of... this could be a thing in a couple of days, but not batten down the hatches, if you know what I mean?

**BEN**

Great, that's exactly what we need.

**BRYN**

Hamid will cast heroism on Zolf again, as they approach the deadline.

**ALEX**

Yeah, sure... sure.

**BEN**

Oh, what does that do again?

**BRYN**

+2 to basically everything, for 90 minutes.

**BEN**

Cool.

**ALEX**

In which case then, I'm going to open with... can I get a perception check from Zolf?

**BEN**

Yes. Perception... with a +2 hurray! WOW...

**ALEX**

I kind of want you to roll like an 18 or something and thus hit a DC. Just to really validate it.

**BEN**

No, I hit 27. So...

**[Laughter]**

**ALEX**

So instead that +2 we're like... ah... you missed... you missed it by 1 instead of actually helping by 2... Ah... OK, cool. With that as a check yep, the borealis is handling itself more or less as you expected. However, I am going to throw you some extra stuff, which is... you obviously have been... have passed that graveyard stuff and as a result that was a lot of scattered detritus and things. Nearby there were things that... like... that were obvious, it isn't even a thing that I've brought up now... where it's things that would once have been the tracks of these animals. You know, like depressions in the land and blah, blah, blah... you think you are starting to see, in inverted commas "fresher" depressions on the ground ahead. To be clear, you can't see something like on the horizon, or anything like that, but you are seeing something that doesn't look like it's been there a thousand years, you look like you're seeing something that has been here, you know, recently'ish... It's quite difficult to apply normal tracking rules to this, but you know what I'm getting at.

**BEN**

Yeah, especially when you're flying above it.

**ALEX**

Yeah, but that's why you're able to see it. It's literally look down and go "this looks like the tracks of a small animal close by"...

**BEN**

Ah, yep...

**ALEX**

“It’s not. It’s the tracks of a very large animal, far away...”

**[Group laughter]**

**ALEX**

So, you start heading towards the borealis, and we start hearing the tones again. I would say by this point, you know what, for the sake of my ease, all of the MPCs, apart from Earhart, are probably asleep by this point. Earhart you can see is wilfully sitting awake and finding ways to keep herself up and is... you know... pinching her head occasionally, and things like that. At which point the tones start, as before. The whisps start, as before, and can I get my first will save from Zolf?

**BEN**

Ah, yeah. Could you let me know when the 90 minutes has elapsed?

**ALEX**

Yes I will, I will.

**HELEN**

Good luck Zolf.

**BEN**

Err... that’s a 30...

**EVERYONE**

Yeah...

**BRYN**

Booo...

**LYDIA**

No... Waa...

**[Group laughter]**

**ALEX**

Yeah, it turns out being prepared knowing what's coming, all of the distractions are a lot less distracting, right... It's more like...

**BEN**

Also Alex...

**ALEX**

Ah... we're at phase two... weird wispy things...

**BEN**

Right now, my base bonus is 17, so I would need to roll really quite badly.

**ALEX**

Good job I set my DC this second to at least 19...

**BEN**

I will take those odds. That's fine by me.

**[Laughter]**

**ALEX**

Awful odds in your favour... yeah... so... it proceeds more or less as it did last time. Can I get a will save from Cel please?

**LYDIA**

Uh hm... 18.

**ALEX**

OK, cool. All of you start to feel that slightly gentle lulling that happened last time. Of Earhart, Cel and Zolf, all three of you are wide awake. In terms of Azu and Hamid, I'll let you make a call as to whether your characters just decided to go to sleep earlier, and on a rare treat, I'm not going to get you to roll to see if you just don't go to sleep, because I'm deciding not to be that cruel today, but I do need to know if you're wilfully trying to stay awake, or if you're just going with the flow...

**HELEN**

Azu is still scared of wild magic, and doesn't really know what it feels like to be transported out of the body she's in and into someone else.

**BEN**

That's fair...

**HELEN**

So she's going to have snuggled up with Kiko in a corner and like gone to sleep there.

**BEN**

Which is going to be really awkward for the owners of those bodies, when they wake up and they don't know...

**HELEN**

Not snuggles... just nearby.

**BEN**

Ah right.

**ALEX**

But that's quite the dilemma, do you snuggle with the person who you know is there, or do you primitively snuggle with the person that's going to swap in. Like... what a dilemma.

**[Group laughter]**

**ALEX**

How about you Hamid?

**BRYN**

Hamid will probably be trying to stay awake until most other people are asleep. Like, he's not like... he's not like... he doesn't want to be awake for the whole experience or anything, but he just... he... you know, he wants to make sure other people are OK. And he wants to make sure that Cel is OK as well.

**ALEX**

In which case then can you give me a will save as well please?

**BRYN**

Yes.

**ALEX**

Azu's long gone on the sleep side of things.

**HELEN**

Oh yeah. Azu's a very heavy sleeper.

**ALEX**

Well, the thing is, is from your perspective, due to the scale change, you're in a very, very large and comfy room.

**[Laughter]**

**HELEN**

I bet she snores. I bet she's doing little tiny... Kobolds snores...

**[Laughter]**

**ALEX**

[Sound effect]

**HELEN**

Yeah...

**[Laughter]**

**BRYN**

15 total.

**ALEX**

15? You're starting to feel drowsy Hamid.

**BRYN**

Yeah yeah...

**ALEX**

And you recognise it as an artificial drowsy. It's not necessarily unpleasant, but it isn't... coming... it isn't sneaking up on you, it's like... it's more like being put under say a general anaesthetic, where you know it's happening. OK. Time presses on. Zolf, you start to feel the movements of the ship of last time.

**BEN**

Uh hm...

**ALEX**

You know where it starts to do that gentle anticipation of turns and so on.

**BEN**

Yep.

**ALEX**

It does really genuinely seem to be hitting the same beats as last time.

**BEN**

OK. That's good.

**ALEX**

It doesn't seem to be wildly digressing from what any of you are expecting. At which point your 90 minutes is up. I am going to warn you now, because I know you have a bunch of stuff coming in, that you're going to start feeling the drowsiness creeping in again. So, I'm going to expect another will save from you.

**BEN**

Yeah. I'm just going to...

**ALEX**

So if you want to cast your stuff, you can.

**BEN**

Yep.

**ALEX**

Hamid, you know for a fact that casting from within where you are, is a bad idea.

**BRYN**

Yep. Hamid will basically say a few final words of encouragement to Cel, and then lie down and actually sleep.

**ALEX**

OK. Yeah, you just go out like a light. The second that you stop trying to fight it, you're just out like a light. Earhart takes a moment and comes over and then sits next to Cel for a moment.

**LYDIA**

Uh hm...

**ALEX**

Thank you Cel for umm... well... all of this. This would have been extremely difficult without your input.

**LYDIA**

Well, you know... umm... don't... don't thank me until it's done.

**ALEX**

I don't think you're going to make things worse.

**LYDIA**

Well... I mean it's my fault that it's as bad as it is so...

**ALEX**

Or, it's thanks to you that we didn't all turn into various types of sentient pot plants and then explode.

**BRYN**

Oh no, not again.

**[Group laughter]**

**LYDIA**

Yeah, she does actually get a laugh out of Cel, for that... Well you know... not for the want of trying. You do your best. Right... and it's... but it's very hard to tell when you're doing your best, or when your kind of... arrogantly taking other peoples lives into your own hands and destroying them err... by thinking that you're doing the right thing for them.

**ALEX**

I need you to know... I need to ask a question of you. Is this Cel... I'm assuming Cel's talking about Cel?

**LYDIA**

Yep.

**ALEX**

Thankfully Earhart rolled uncharacteristically high on a sense motive, because initially Earhart was like... what? At which point then, as you carry on, Earhart just goes... we're talking about you aren't we?

**LYDIA**

What? Yep... yes of course... sorry I... it's gone wrong before. And I lost... I lost everyone... umm... so I... I just... I know it... it's probably going to be OK. How about you... you have a sleep. I think that it will work much better if you're sleeping. And I'll take care of looking out for the... making sure that the box is working... because last time, a lot of weird stuff happened, and I'll just... I'll just make sure that all of that is taken care of... and doesn't disturb you folks and nobody needs to get lost, and nobody needs to be sad, ever again. It's all good.

**ALEX**

Well... Earhart stands and basically starts to leave you to it. Yawning on the way. Just remember... err... Cel, if this goes wrong, it is going wrong despite you, not because of you. And then Earhart just kind of [unclear: 12:57] into a corner and is basically out like a light.

**LYDIA**

Cel has also, without making a big thing of it at all... put the flagon and rope like in the corner... like hopefully... outside of the metal thing, because of course it wouldn't work if they were inside. But they've been sitting on the shelf, next to Cel's bed the whole time... and now sort of, just outside the box, and so... you know... they look hopeful within the bars now...

**ALEX**

In which case then... oh Ben are there any things that you want to do to boost yourself up, knowing that you are actively feeling the draw...

**BEN**

Yes, in which case I'm going to cast blessed on myself. It lasts nine minutes. But if I can actively like feel something start to try and do anything.

**ALEX**

Oh now that will give you a benefit at this point.

**BEN**

Yeah, so that's fine. And also, all allies within a 50-foot berth, which I think probably covers everyone. Because 50 foot's quite...

**LYDIA**

Yeah, but we're in a box.

**BEN**

Well, yeah, depends if it gets through the box.

**ALEX**

I am going to so no in this case. Because there's too much stuff happening around.

**BEN**

It's also probably good, because if it got through the box then we'd have issues... yeah...

**LYDIA**

Other things could get through...

**ALEX**

Then the box is not working... Yeah... OK, cool. In which case then, can you give me a will save, both of you, and yeah you can factor in the [unclear: 14:18].

**BEN**

And also, actually I have a question. Dwarfs have hardy, which means I get a +2 for saving throws against poison, not relevant, but also spells and spell like abilities. I don't know if that's relevant here, but it might be, and I haven't mentioned it before.

**ALEX**

I'm going to say... no.

**BEN**

That's fine.

**ALEX**

Because this is more of an environmental effect.

**BEN**

That's fine.

**ALEX**

But, I would remember that in future, because I think that's probably come up a couple of times and we haven't err... you know factored it in.

**BEN**

It's quite good. It's actually quite a good thing haha.

**ALEX**

It's pretty decent, yeah.

**BEN**

It's like a whole feat...

**LYDIA**

Cel only rolled a 12. So, I assume they are unconscious.

**BEN**

My brain has...

**ALEX**

Oh, your number's getting too big Ben.

**BEN**

No, my maths... my maths' is too weak.

**ALEX**

Oh poor Ben, with his massive will saves...

**BEN**

Err... no, it's not at all. It's 23, yeah 23.

**ALEX**

We're getting somewhere. OK.

**BEN**

Sod off.

**ALEX**

Cel, you've finally... you finally drop off. The only person awake on the ship is now Zolf.

**BEN**

Yikes. Yeah, thanks for the assist, Wilde. Great backup you were. This is why I'm flying the bloody ship.

**[Laughter]**

**ALEX**

At which point Ben, I am going to jump time ahead a little...

**BRYN**

Sing an air-chanty.

**BEN**

No.

**[Laughter]**

**ALEX**

I am going to jump time ahead a little bit, at which point, the ship is doing the same thing, where the ship is starting to steer itself and you start seeing minor points of thing on the ship start to organise themselves. You also see the bar, at the bow very slowly at first, but is increasingly speed, starts to disassemble itself.

**BEN**

Oi...

**ALEX**

And the components start like tidying themselves up, and effectively starting to draw themselves back below back into the hold and so on.

**BEN**

Oi, we wanted that. Stop it.

**[Group laughter]**

**ALEX**

They don't stop it.

**BEN**

At least bring me a drink while you're at it.

**ALEX**

Eventually a small mug does drag itself across the deck and place itself at your feet.

**BEN**

I will pick it up and have a sniff.

**ALEX**

It appears to be a standard grog. It isn't any of the posh stuff.

**BEN**

Alright, much obliged. And I'll down it, and pop it back down.

**ALEX**

It scoots off to join the others. But yeah, unfortunately it turns out when you have a bar deconstructing itself, it can deconstruct itself faster than other people can construct it.

**BEN**

Yeah.

**ALEX**

It is rapidly ceasing to be. Thankfully, it's doing things like... all the ropes are coiling themselves really nicely, as they rollaway, and the sheeting is folding itself elegantly before it does so, but the shop is stowing everything that's been used on the bar.

**BEN**

That's going to be a weird bloody conversation.

**[Laughter]**

**BRYN**

The ship wants to be shipshape.

**BEN**

It does.

**ALEX**

I've just realised. What the ship's doing, is its returning to factory settings

**BEN**

Yes.

**[Laughter]**

**BEN**

And also, I've got the right voice for Bristol fashion as well, don't I!

**ALEX**

Oh yeah you do... fair point. Can I get a fresh well save from you, Zolf?

**BEN**

Hurray... I'm assuming the nine minutes has elapsed?

**ALEX**

Oh yes.

**BEN**

I'm out of help.

**ALEX**

It's still above 20.

**BEN**

It is... is it? Oh yeah, it's higher than last time. That's fine. I'm getting myself worried, for no bloody reason. It's 28.

**ALEX**

Can you give me a perception check please?

**BEN**

Yes, that's less good. Err... that is a 14.

**ALEX**

14? Things are starting to be a little bit different from last time. Specifically, the density of the borealis is seemingly starting to increase beyond its heaviest last time, if you see what I mean...

**BEN**

Yeah, yeah... it's a...

**ALEX**

As a result, you are feeling a much heavier draw to sleep, but you are... you are keeping yourself together...

**BEN**

Yep.

**ALEX**

But it is... you are starting to lose visibility. Eventually it's like... OK. I don't actually know where the ground is now. All you can see are the [unclear: 18:05] all around, but it's reaching a density where... at the moment you can still see the whole ship, but as time is ticking by it's like, at some point you realise you've lost sight of the extreme... like the bowsprit and the stuff like that.

**BEN**

Are the instruments behaving sensibly?

**ALEX**

No.

**BEN**

Piss.

**ALEX**

They haven't gone completely wild, at first.

**BEN**

OK.

**BRYN**

Is the ship managing to maintain the 88 knots speed, that we said we needed?

**ALEX**

So, things that happen. The 88 knots speed is being maintained. The first weirdness that you notice is that the horizon meter, starts to shift, you are absolutely certain that the horizon is not shifting, because at some point, it starts doing things where it's like the horizon is trying to be like the wrong way up.

**BEN**

Yep.

**ALEX**

That can't be possible. Everyone would immediately fall off the ship.

**BEN**

I cover up that instrument, so it won't mess up my ability to... yep.

**ALEX**

Yep, that's actually really sensible. The altitude meter starts swinging wildly. And I don't mean it just goes up, up, up, up, up... or down, down, down, down, down, it's like... about 1,000 feet up, about 2,000 feet down. 2 feet up, 1 foot down. 50,000 feet up... literally it's just like... wow, hang on.

**BEN**

That gets covered as well.

**ALEX**

Yep.

**HELEN**

I love this method. I don't like it, so I shall not see it...

**BEN**

It's more if I try and trust the tools in a moment of panic, it will err... make me make the wrong call.

**HELEN**

Ah... ah...

**ALEX**

As the visibility of the ship decreases, you've reached the point where you have lost half of the deck, and you are now losing the trap door down into the hold, that everyone else has used.

**BEN**

This is horrible. I do not like this at all. I think we get some nervous humming from Zolf at that point...

**[laughter]**

**BEN**

Where he's effectively flying completely with no information, and just has to trust that it won't go wrong.

**ALEX**

Yeah. At this point the ship is still seemingly trying to steer itself.

**BEN**

Yeah, which is good.

**ALEX**

But, you're at the point of like... you have zero points of reference. Like utterly zero points of reference. Visibility is dropping, like a... I was going to say like a stone, but that makes no sense. Visibility is worsening by the second.

**LYDIA**

Like a stone in your face. Like you smashed your face in the mud... yeah..

**[Laughter]**

**BEN**

I've got stones in my eye...

**[Laughter]**

**LYDIA**

All I can see is gravel... and blood.

**[Laughter]**

**LYDIA**

It's not nice.

**ALEX**

One instrument seems to be functioning correctly, at this stage, which is what is effectively your speedometer, your air speed measure. It starts to tick up very slowly.

**BEN**

OK.

**ALEX**

So it's like if it was at 88 it goes you know... 88 and a half, 90... 90 and a half, 100. To be clear, you can feel a slight acceleration to things. Everything else is basically giving you obvious like... obviously false readings. There is definitely something happening to your speed.

**BEN**

If I try and slow us down, does the ship respond?

**ALEX**

At first, yes. You realise what this feels like. You've done a lot more sailing on the sea than you have in a river. This feels like sailing in a river, where you can try and slow against the current and so on, but as you do, you start introducing... like... twists and turns and it starts to, at first, it will decelerate, but the longer you're trying to fight, what feels like an increasing current, the more the ship starts to, at first, vibrate, very very slightly. But those vibrations start to build, if you try and maintain it.

**BEN**

I take the hint and go with the flow.

**ALEX**

OK. At that point then, the speed ticks up to where it would have been, if you hadn't have slowed it down, and it keeps ticking up. Can you give me a will save please?

**BEN**

That is a 27.

**ALEX**

27? OK. Cool. You are keeping it going, but it is reaching the point of... this is starting to be a brutal battle of will power.

**BEN**

I'm slapping my face. I'm creating water over my head. I'm...

**ALEX**

Visibility has reduced to the point where you can see the wheel in front of you, and the instruments, and nothing else.

**BEN**

Cool. I treat that like it's my world.

**ALEX**

You're starting to reach the point where you're losing visibility of your own feet.

**[Laughter]**

**LYDIA**

And his feet aren't even that far away!

**BEN**

Yes... Oi!!!

**[Laughter]**

**ALEX**

OK. At this stage then I'm not going to require another will save from you. At some point, you happen to glance towards your speedometer again, and you've decided it must be broken.

**BEN**

How fast is it going?

**ALEX**

Silly. Like it's just topped out.

**BEN**

Sure.

**ALEX**

You know there's no possible way you could be moving at that as a speed, because if you were, you'd be flat against the back of the deck being turned into a pancake. Like it's nonsense. It has to be nonsense.

**BEN**

Sure.

**ALEX**

At which point, visibility drops to actively zero. If you close your eyes, the lights are that bright, that you're just seeing them on the inside of your eyelids anyway. And if you open your eyes, its exactly the same. It's just everywhere.

**BEN**

I'm just holding the wheel steady. Navigating through touch.

**ALEX**

I need one more will save from you.

**BEN**

28.

**ALEX**

28? Cool.

**BEN**

Very consistent with my like 13s and 12s.

**HELEN**

I'm so glad you've been rolling well. So glad.

**ALEX**

Just as you're about to succumb, as in like you're just like... oh I've done everything, there's not much more I can do, you notice a waft of... there's the wheel that you couldn't see before. You have no idea how long it's been, to be clear. Like I genuinely mean you have no point of reference to draw on, and it's just... it's felt like an eternity.

**BEN**

Yep.

**ALEX**

But... the visibility starts to... very slowly improve. First you can see the wheel, then you can start seeing... you know... the deck beneath your feet. And it seems to start improving quicker. So, it might be that you've passed through like a front or something, where it's rapidly improving whereas before it took a long time to build up. As you do so, you look around and... give me a perception check please?

**BEN**

Err... 15.

**ALEX**

15? OK. Cool. The first thing that you notice, is that it's like someone has given the ship a nonsensical paint job.

**BEN**

OK.

**[Laughter]**

**ALEX**

Lurid green ropes, purple rigging, half of the decking is bright pink, the other half is pure mat black. It appears to have just randomised the colours of everything on the ship.

**BEN**

I quickly check myself.

**ALEX**

It would appear that all of the mundane items that are upon you, have completely changed colour, randomly. I'll let you pick the colours. There is no pattern. There's no sort of sense to it. It is... you know... roll on a colour code chart kind of thing. Utterly random.

**BEN**

I'm not going to do everyone. They are the worst possible colour combinations that you could have. Nothing looks right. Nothing looks good.

**[Laughter]**

**ALEX**

To be clear, magical equipment doesn't appear to have changed and like your own skin tones, hair, that kind of thing has changed. We're talking... mundane, like non-sapient, non-sentient stuff only.

**BEN**

Question then. Has anything with my legs changed, because... you know... we've left it kind of vague, but I'm not entirely clear if the whole thing is magical, or if some of it is mundane, with magical elements or like...

**ALEX**

The best way I can describe it, is that the outer elements of it are utterly mundane, and they have like magical components within the sort of fabricate part of it. So as a result, I would say that the colour of the outer shell of the legs has been randomised, but they aren't behaving strangely in any way.

**BRYN**

They are mostly under your go go boots anyway, right?

**BEN**

That's true. That's very true.

**[Laughter]**

**BEN**

But the bits that you can see, the left one has gone like an upsetting bone colour, and the right one is sunshine yellow

**[Laughter]**

**HELEN**

Yeah...

**ALEX**

Other things that you notice, is that the ship is, apparently shipshape. Everything is stowed, everything is buckled, everything is... wonderfully excellent. You do notice however that all of the instrumentation, I'm going to assume at some point you're try and lift a cover on something.

**BEN**

Yeah, yeah... I'll check, yeah.

**ALEX**

All of the instrumentation remains useless.

**BEN**

Great...

**HELEN**

Oh no...

**ALEX**

It's still just going [sound effect]

**BEN**

I'm going to cast a spell magic on it, to see if it does anything.

**ALEX**

Yeah. You manage to start repairing the instrumentation. Where it's just like dispel magic and it just settles itself. The horizon suddenly rights itself. The altimeter rights itself. The speedometer rights itself. To all intents and purposes, you still can't see the ground or anything, but everything seems to have normalised to what it was when you went in.

**BEN**

Great, to be clear, like targets one object, so I've used three. One for each instrument.

**ALEX**

Yeah. That's sensible. As you expand out further, you do notice that though the ship is ship shape, a number of items also do appear to have turned into plants. Barrels, coils things like that. Not pot plants. They are like wedged into the ship as it were. You can see roots that are sort of poking into the timber and so on.

**BEN**

Oh good.

**ALEX**

But it isn't like the whole ship. It's just there are chunks whereas like I'm pretty certain that was a barrel. It now appears to be a lemon tree. OK.

**LYDIA**

Good for scurvy...

**HELEN**

Yeah, I was about to say.

**BEN**

That's true. Very helpful actually.

**BRYN**

Was it a barrel of lemons?...

**[Laughter]**

**LYDIA**

Where has the grog gone?

**ALEX**

Oh... actually, Zolf would know. Umm...

**BEN**

What's the grog's identity. Good question Lyd!

**ALEX**

Yes it was. There was a barrel of lemons which has apparently become a lemon tree.

**BEN**

I'm going to lock the wheel, briefly. Run to the back and have a look and see if the engines are still fine. Oh...

**ALEX**

OK. This is a wise course. You see that there are... I'd say that there are three engines on this ship. I think we've covered that previously, where you basically have a port, starboard and then you have something a bit more centralised, which is more of your thrust, where the edges are. A bit more to do with your direction and so on. The starboard engine is not there.

**BEN**

Err... Oops...

**[Laughter]**

**ALEX**

To be clear, it doesn't look like it's been sheered. It's just the ship stops. And there's no engine there.

**LYDIA**

Oh dear...

**ALEX**

It's just not there.

**BEN**

Oops is I think all I can really say to that.

**ALEX**

There is a trail of brightly coloured streamers where the engine used to be.

**[Laughter]**

**BEN**

Oh God... great...

**LYDIA**

Very helpful. Useful.

**BEN**

Very good, yes. Excellent. Cool... cool... cool...

**[Laughter]**

**ALEX**

You notice to your eye, that the visibility is increasing even further, and it appears to be that its approaching dawn.

**BEN**

Is the ship actively falling out of the sky?

**ALEX**

Give me a perception check?

**[laughter]**

**BEN**

Yeah, great, that's fine. I've got the instruments... I've got the instruments...

**ALEX**

It's true...

**BEN**

16.

**ALEX**

16? You can't see the ground yet, but according to the instrumentation and you know your own feeling of balance and so on, you are losing altitude. You are not plummeting.

**HELEN**

Oh dear...

**BEN**

Right, at that point I start jumping up and down on the floor and bellowing.

**[laughter]**

**BEN**

Wake up... wake up...

**ALEX**

And I think on that, I'll take a break.

**ALEX**

And welcome back. So, I believe I left Zolf yelling, stomping, and just altogether making a noise.

**BEN**

Yes.

**ALEX**

Could everyone please give me a perception check?

**LYDIA**

21.

**HELEN**

That's 30 again. That's my second 19.

**ALEX**

Look at you go today...

**HELEN**

Yeah...

**LYDIA**

You can even tell the colour of his new legs...

**BEN**

Yeah... 28 for Hamid.

**ALEX**

All three of you awake to Zolf's yells and as a brief description of the hold, it's a similar fashion, in that there are a lot of lurid colours there. I am afraid that your rope and your beer stein, or whatever we're calling it... are not there.

**LYDIA**

Oh, so they've moved?

**ALEX**

They're not there.

**LYDIA**

Right.

**HELEN**

They got stowed do you think?

**ALEX**

However, it's not the top list of the things that you're noticing, given complete lurid thinking like I'm fairly certain that three of the hammocks are now... OK, yeah... three of the hammocks now just appear to have been turned into a large volt of silk.

**LYDIA**

Nice.

**BEN**

Just three?

**ALEX**

Flopped down on the ground.

**LYDIA**

We can make new hammocks.

**HELEN**

Luxury hammocks...

**[Group laughter]**

**LYDIA**

Hypoallergenic hammocks...

**ALEX**

To your eye Cel and to your eye Hamid, there's been a whole mess of wild... wild magic has gone on.

**BRYN**

The first thing Hamid checks is what his hands look like.

**ALEX**

I'm going to start by saying that you do appear to have Hamid's hands.

**HELEN**

Oh no.

**ALEX**

They appear uncharacteristically filthy, and someone has been doing an absolute number on your nails, which... you're going to need to start cleaning up a little bit, but it's definitely your hand.

**BRYN**

Oh... well that's nice. Oh good... Azu... Azu are you...

**LYDIA**

He didn't confirm if you had Hamid's head. He just said you had Hamid's hands...

**[Group laughter]**

**LYDIA**

Yeah... we want a full inventory here.

**BRYN**

I trust him that far.

**HELEN**

OK. I think that's a mistake, but OK.

**ALEX**

So yeah, Azu, this weird goat is yelling your name out.

**LYDIA**

Going for Hamid's hands

**[Laughter]**

**BRYN**

It's that adventure time gif of the deer throwing off it's hooves...

**[Laughter]**

**ALEX**

Azu is also within her own body.

**LYDIA**

Is anyone else in there as well?

**ALEX**

No one else has woken up.

**LYDIA**

Right. OK.

**BRYN**

I fling myself into a hug with Azu.

**HELEN**

Yeah.... Azu hugs back... yeah...

**BRYN**

It's so reassuring to be the smaller person in a hug again.

**ALEX**

There is a brief moment where Azu hugs far... far too strong and then acclimatizes...

**HELEN**

Yeah... yeah... She's like wait... oh yes... I remember...

**BEN**

Mayday... mayday!!!

**[Laughter]**

**BRYN**

Oh, it sounds like Zolf might be in trouble. Cel are you alright?

**LYDIA**

Is Cel alright?

**ALEX**

Cel's fine. Like not changed in any way.

**LYDIA**

So you're in the right bodies? Right?

**HELEN**

Yes, I'm me again.

**LYDIA**

You go help Zolf. I'll wake everyone up.

**ALEX**

OK.

**BRYN**

So I roll perception checks for Skraak and the Kobolds as well. Skraak I think rolled high enough also to have woken up early. The Kobolds did not.

**ALEX**

That's fine. Yeah. I'll say that Skraak would have been starting to stir, but I am going to follow the people who are going up on deck first. So, who is that?

**BRYN**

Yes.

**HELEN**

I am.

**BRYN**

Yeah. Azu and Hamid, it sounds like.

**ALEX**

So let's follow them up on deck to... what happened here? Someone picked a fight with a carnival and lost.

**HELEN**

Azu is loving it. Azu is like...

**ALEX**

Honestly, in fact, yeah... if either of your characters have seen floats, as a thing, you know a parade float vibe, it has that vibe. Like it does, where its that weird combination of like a plant, the odd flowers here and there with the colours and so on, that's the vibe that it does give off.

**HELEN**

Well this is exciting.

**BRYN**

This is very strange. Not exactly the choices I would have gone with, but it's certainly a lot more colourful. Anyway... Zolf are you OK?

**BEN**

Oi.. Yes you back?

**HELEN**

Yes.

**BRYN**

Yes and me again.

**BEN**

Right, great. We need all hands-on deck. We've lost the starboard engine. We're going down. We're not crashing, but we are going to go down.

**HELEN**

Oh...

**BRYN**

Oh dear...

**BEN**

Right... everyone... go... go... go... go... go... emergency... go...

**HELEN**

Alright... Azu's going to ring the "oh no" bell.

**BEN**

Yes.

**ALEX**

Oh yes, good...

**BEN**

That's what it's for.

**ALEX**

Look at you.... Ya... OK. So Azu begins to ring the "oh no" bell, everyone starts to hear the "oh no" bell, people start waking up. It's very clear very quickly that everyone seems to be where they're meant to be. You're... bizarro kind of weird contraption, science, but not science has worked. And everyone seems to be where they are, but are taking a moment to acclimatise and like settle and so on but then with the "oh no" bell it turns into a bit of a scramble, where there's one doorway there's more MPCs than I have fingers on my hand and they're all trying to get on deck at the same time.

**BEN**

It's all a bit three stooges.

**ALEX**

Yeah, a little bit. It's that bit from the Simpsons where it's Mr Burns with the door and the squeegee things and he can't... being ill and all that.

**LYDIA**

As everyone leaves, at a point where people, unless they're specifically looking, wouldn't be able to see, Cel is crying. But not in a like attention grabbing way, just in the like... you know... the so much emotion...

**HELEN**

Yeah...

**LYDIA**

It leaks out... but in a like...

**ALEX**

I'm not in a role for any MPC. Everyone is way too distracted to be seen...

**LYDIA**

Everyone is busy, which is what they're relying on.

**ALEX**

Everyone who is on deck sees everyone pour up on deck, and basically sees a mixed combination of happy surprise... err... just utter bewilderment and certainly for Earhart, just stood there going...

**BEN**

Alright everyone... looks weird. Great... We've lost the starboard engine. We're going down. We're not going to crash but... we are going down. So, I need a full like... update on the status of the ship. What do we have? What do we not have? And how do we go down in such a way that doesn't get us all killed?

**ALEX**

Earhart immediately starts yelling out orders, and leaves you steering the ship.

**BEN**

Yep.

**ALEX**

I realise that you bolted it, but she's going to be like get to the wheel, right now...

**BEN**

Oh no, no, no, no... I'm on the wheel at this point...

**ALEX**

Yeah...

**BEN**

Like as soon as I noticed the starboard engine's gone, I'm back on the wheel, and that's why I started stamping and shouting and stuff.

**ALEX**

Earhart takes immediate command, asks Cel to do an immediate inventory of the engines. Requests all of the non-Kobold members to take posts for crew, and then tells all of the Kobolds to basically take an inventory, because they move quicker in the space, than anyone else, and just starts immediately getting an inventory and a [unclear: 35:43] rep.

**LYDIA**

Shall I do a knowledge engineering or something?

**ALEX**

Yes please.

**LYDIA**

OK. Err... 18.

**ALEX**

18?

**LYDIA**

Uh hm...

**ALEX**

Yes, so. The first thing you do is you look over the side and like... that's not an engine... What... err... you then have to head below decks to obviously sort of see the other stuff and so on. A few things seem to have happened. The starboard engine is just gone. It hasn't been sheared off, it has just ceased to be. What this means is you have to take an inventory of the rest of the engine, and it's like... OK, cool, we also seem to have just lost a bunch of the innards as they turned into other things. We now have an excess of this fine... what looks to be coal powder. Has no use on the ship, but we have lots of it now. It appears to be in general that the ship will be able to continue flying, however, there is no version of events where you will be able to work with what you've got and sustain altitude. This ship needs to be put down, so that you can get into the innards and start...

**LYDIA**

Right, so Cel knows that most airships actually only have two elementals and engines. But is it a about the fact that we are now lopsided?

**ALEX**

Yeah... the centre of mass is off and is worsening.

**LYDIA**

Right.

**ALEX**

As like things are still settling within the ship.

**LYDIA**

Do we lean?

**ALEX**

You're not leaning yet, but it's like you know you are going to list, and if you leave it, you're going to list until you're at a complete vertical.

**LYDIA**

Right.

**ALEX**

That's the biggest problem here. You recon that yeah, if you were to chuck all of the cargo overboard, you might be able to sustain it, but what you're talking about now is sustaining a thing that should land. The correct call is to land, assess the damage, reorganise what you can. You recon yeah, most airships have two engines. You can make it with two engines. You don't need to build a new engine or anything.

**BRYN**

I mean we could survive with one... like...

**ALEX**

Yes, you could. But you have to completely re-do all of the instrumentation. The controls. Because this is a three engine'er... that has suddenly become a two engine'er. This is a situation where you can keep it limping along, but the longer it does, the worse it is going to be for you having done so. And this is not a case of if you roll high enough... it's like... I need a tree for like wood to make a new mast type situation.

**LYDIA**

Yeah, yeah. Cel explains this to Earhart, and it may seem at first, because of the general speed at which they talk, and you know... tangential way that they talk, that there might be a solution through, but they keep reiterating... it's like every solution that's thrown at them and it's like... "no but I would need to be on the ground, to do that", or "I might need to be addressing this from the outside. I can't do that from the outside. I'm not saying that we can't fly, I'm saying that we can't fly like this. So it's about finding somewhere safe, maybe there's a port somewhere near. You know... somewhere to go down and just to check it from the outside". How much work should it be? Should I roll for that? Is it like days or weeks?

**ALEX**

You can't even give an accurate guess because you need to be off the ship.

**LYDIA**

OK.

**ALEX**

This is genuinely a situation of like I can complete plugging holes, but eventually it's going to be all plug and no ship.

**LYDIA**

Yep.

**ALEX**

You can't even get an accurate assessment.

**LYDIA**

OK. Cel's like we're going to need to set down in the next few days.

**ALEX**

Earhart hears all of this. Takes it on board and basically, pardon the pun, and immediately is just like... OK, cool. This has become a situation where I need to find out where we are laying down, and not if we are setting down. [unclear: 39:20] I need you to come... to find me a solution with whatever tools you have available, Zolf, we going to have to discuss the logistics of this. We're also going to need the security detail if we're going to be landing. I am beyond the reach of my knowledge in terms of these areas. This is sort of talking to people as they're going by and so on. We are landing. We are not emergency landing, but we are landing. This is what's going to happen. Let's make it happen.

**LYDIA**

Do you have any of the maps of where there might be a port or a... or a place to set down?

**BRYN**

There is nowhere nearby. We're going to have to reduce height as much as possible and literally do a visual scan for a good spot to put down, given where we are and what we know is nearby.

**ALEX**

Can you please give me a profession sailor check, Hamid, with your profession navigator?

**BRYN**

10.

**ALEX**

You have no idea.

**[Group laughter]**

**ALEX**

Like... I can't stress by you have no idea... I mean... Not a clue. This isn't like you have an educated guess. You... visibility is just reaching the point where you're going to start being able to see land soon. Things that Hamid knows... we're not over the ocean.

**BRYN**

Yeah, and even if Hamid had rolled well, like the fact that all the instrumentation went crazy during that last storm, means that there is absolutely no way to track... how far or how fast we've travelled.... During that...

**ALEX**

Actually, I've been too harsh. You would know that, as far as you can tell, your bearing is what it was when you last left. Like the direction of travel and so on is still the same. The issue is where you are acting on that bearing.

**BRYN**

The storm messed with the instrumentational a lot. I'm going to need... at night-time I can take star readings, to try and locate us again. But right now, it's impossible to tell exactly where we are. Our best bet is to do visual scans of the landscape and get closer to it, and just try and spot a good landing spot from the air. In the cause of that, there is actually something we can do to help. If the ship is going slow enough, myself and a couple of others can fly off it as scouts and fly back.

**ALEX**

That's actually an excellent idea. The issue of this, is I can see a version of events where we turn out to be a lot lower than we think. Again, I'm assuming that the instrumentation seems to be functioning normally, but we don't know what's happened in the interim. I would like to endorse this, and I'd like to leave this to you, Mr Smith, to make sure that we happen. We need more information. I just mean pick a person. I don't know who has these skills required.

**BEN**

Amid, you can fly right?

**BRYN**

Yeah.

**BEN**

Right, off you go. Umm... don't disappear please... or die. But that's really all I can do.

**ALEX**

Is there a second person we can allocate?

**BRYN**

Cel, you're pretty good at flying, but you probably need to stay on the ship. Skraak... I think you might actually be able to joint me maybe. I can cast this spell a few times.

**ALEX**

I'd like to volunteer.

**BRYN**

Great. The visibility is still pretty poor, but it looks like its increasing rapidly. If Skraak and I umm... just spend a few minutes preparing, and as the visibility keeps extending, we can probably leave pretty soon. But I don't think it's right to just jump off right now.

**BEN**

Whatever happens do not go outside visual range of the ship. If you get lost, you're gone.

**BRYN**

Yep.

**HELEN**

Oh... oh, but if you do get lost, Azu's going to give Hamid and Skraak a compass each.

**BRYN**

Oh nice... nice.

**HELEN**

Yeah... Prepared.

**[Laughter]**

**ALEX**

The compass confirms the bearing readings that you've taken. Like all of the compasses are agreeing there's no weirdness happening there or anything like that. In terms of visibility, it's worth mentioning that you have left the borealis behind you. It appears to be that there is low level cloud and so on, which has meant that visibility is extremely poor. But it isn't poor of like you're in the borealis. I just mean... there's clouds.

**BRYN**

Hamid's going to take Skraak aside, and basically start to brief him on what to expect flying at this level, and help both Skraak and Hamid wrap up a bit warmer, because if they start flying solo through the air, it's actually going to get colder, even.

**BEN**

Oh, I can help. Give me a sec. Hamid into your elements. Skraak into your elements.

**BRYN**

Oh... I could have done too, but that's nice.

**BEN**

But you still have your spell slots importantly. I'm not doing as much.

**BRYN**

Yes.

**ALEX**

So as you're discussing this with Skraak, Skraak's like... yeah... I basically can do this. It's fine.

**BRYN**

Fantastic. That's good news.

**ALEX**

Have I... I thought... err... Skraak just holds his arms and legs wide and has... basically a full like... umm... I forget what it's called in lizards, but you know the... That allow gliding between...

**HELEN**

Yeah, like a flying school.

**BRYN**

Amazing.

**ALEX**

It just... it... it... I thought I'd show you this.

**BEN**

Oh... no I don't think it's come up before, but that's awesome. That's really cool.

**ALEX**

I'll be honest. I mean this means going down is fine, but the coming back up, that is going to be very useful. The fly thing.

**BRYN**

Yep, I think you'll find that you'll be able to go faster, as well, with the spell. The spell will only last nine minutes... so you do have to keep a bit of a count in your head. You'll be able to feel, as it starts to fade, so just make sure that you're not too far but you going to sort of count in your head.

**ALEX**

We're going to need to fly very quickly.

**BRYN**

Yes. Well the good news is that we will be able to, and I can cast it multiple times, so if we... if we stick together, I can cast it several times, and we'll get... you know... that time over and over.

**ALEX**

Do you know a dive bomb, as a thing?

**BRYN**

I mean I'm familiar with the theory.

**ALEX**

We need to get down very quickly.

**BRYN**

Yeah.

**ALEX**

It's not enough to sort of drift. He sort of [sound effects] pulls all of his body in, nose out straight like... like a needle type thing. [sound effects] yeah...

**BRYN**

Yeah...

**ALEX**

OK. Oh... oh... very important. None of the other Kobolds can [sound effect]

**BRYN**

Oh... also good to know...

**ALEX**

Don't... yeah... this isn't... important...

**LYDIA**

Don't throw them overboard.

**[Group laughter]**

**ALEX**

This is what Skraak avoided saying, and is making as clear as possible...

**BRYN**

Yep.

**BEN**

Good tip. OK great. Well... I think err... it looks like we're coming out of the cloud cover, as we descend... so let's go.

**ALEX**

OK. Cool. In that case then I'm going to stick with Hamid and Skraak if that's OK?

**BEN**

Sure.

**ALEX**

I'm assuming that with nine minutes you are just going to have to divebomb off the bottom, as long as you're not going to lose visibility completely and see how low you can go.

**BRYN**

Yeah, and I can cast it several times. So obviously I'm going to cast it twice and my total number of spells means that I can potentially cast fly, if I use high level spells as well. Oh... I just had the right piece of paper.

**LYDIA**

Why don't you cast it on him on the way back up? Cel will point this out, if they are anywhere near the conversation. He could glide down, and you could cast it on him on the way up.

**BRYN**

Yeah, but I mean Hamid can't. Hamid has a total of 12 castings of this spell, total, if he uses up all his level 3 and 4 slots on it.

**ALEX**

So is Cel coming along as well, to be clear?

**LYDIA**

Earhart told Cel to stay on the ship.

**ALEX**

Good. I wanted to check that was the case. Sorry. The way that people were speaking, I wanted to check.

**LYDIA**

But, umm... the way that things are going very fast, if they can overhear, umm... if the conversation is being had near people... groups... then Cel... would be like...

**ALEX**

I doubt you would have had chance to overhear.

**LYDIA**

Yeah... yeah... Cel can fly for 90 minutes.

**ALEX**

I think there's too much going on and Earhart was like... stay on the ship if anything else goes wrong, no one can fix the ship...

**LYDIA**

OK. That makes sense.

**BRYN**

Hamid's going to change his outfit.

**ALEX**

OK.

**[Laughter]**

**BRYN**

Because his normal dress is not suitable for flying necessarily.

**ALEX**

I'm assuming that you're changing to some kind of halfling master chief right?

**BRYN**

Yeah, basically, yep. Also, in as lurid and neon colour as he has access to, so that he is as highly visible as possible.

**HELEN**

Yeah, Azu is absolutely going to be stuck to the railing, trying to see where the two of you have gone.

**BEN**

Question. What colour is Azu's armour? Because unlike any of the other characters, your pink motive is quite important to you, right?

**ALEX**

It's magical armour.

**HELEN**

Yeah, but it's magical.

**BEN**

Ah so you're fine. You've retained your pinkness, nice.

**HELEN**

Of course I have.

**ALEX**

Yep.

**HELEN**

Alex wouldn't take that away from me, would you?

**ALEX**

Not yet, no.

**[laughter]**

**BRYN**

Hamid casts fly twice and Hamid and Skraak dive off the front of the ship.

**ALEX**

Can you give me a fly check please and since you have Skraak she can roll for Skraak as well.

**BRYN**

Hamid gets... 21. Skraak gets 21 as well. They have different bonuses, but they rolled the exact same amount to balance across the two of them.

**ALEX**

OK. Cool. So yeah...

**LYDIA**

Ahh... synchronised flying.

**BRYN**

Yeah...

**ALEX**

For what it's worth, both of you do do a good proper swan dive off the edge and start plummeting downwards.

**BRYN**

Yep. Tuck in, tip forward, arms out, arrows...

**ALEX**

You're both doing very, very well and I'm going to say through the streaming wind, and you know the tears appearing on your face and so on, you get a glimpse of...

**LYDIA**

Oh no... I'm sure the new clothes have aviators...

**[Laughter]**

**ALEX**

In fairness that is your call yeah...

**BRYN**

Remember they can't... they can't give me mechanical benefits though.

**ALEX**

So what they are they're aviators with no glass.

**[Group Laughter]**

**ALEX**

So as you sort of sneak a quick look at Skraak and Skraak is giving you a look of... err... not bad actually... it's alright, it's not too bad...

**[Group laughter]**

**ALEX**

But yeah, you manage to plummet downwards. There is a brief moment where you sort of lose sight of the ship, so far as you are you know moving through cloud cover, and so on, but on in a case where it's gone. We're talking just like there's a moment of cloud and so on. You drop for all of...

**BRYN**

Can I...

**ALEX**

Go on...

**BRYN**

[unclear: 49:14] on something very quickly, before we jumped off...

**ALEX**

Sure...

**BRYN**

Umm... Hamid can cast both dancing lights, and flare... So, he can signal his position in a very visible way with dancing lights, and he can signal distress with flare, potentially.

**ALEX**

Yeah... sure...

**BRYN**

So, like he has potentially two ways to communicate at long distance through...

**ALEX**

Yeah, yeah... that's fine. Can I get a perception check from Azu first.

**HELEN**

Yeah... 21.

**ALEX**

21. Cool. You're able to follow both Skraak and Hamid as they drop. However, they do drop to the limit of your visibility. So, obviously, they're going to be able to see as far again, but they don't fall out of sight, but they are like proper... proper dive bombing. Hamid, you and Skraak start diving down and you know a bit of cloud, a bit of cloud, a bit of cloud... and then suddenly there's a moment where the cloud parts, and you find out two things. One is that you appear to be over some kind of... maybe the outskirts of some kind of evergreen forest, or something similar, where it's clearly like ice and snow environment, but there is greenery around. The second thing you realise is you are significantly lower, potentially then the instrumentation might have led you to believe. To the point where it's like... You're dropping down, You're dropping down, it's like cool I'm going to start to level out to... oh... that's the ground... OK... OK... Cool. Can I get a reflex save please from both of you?

**ALEX**

This is how Hamid dies. Dropping like a stone... splat...

**BEN**

Yeah... full damages... [sound effect].

**BRYN**

Yep. That's two 11s so Hamid... Hamid has a pretty good reflex save. Hamid gets 21 and Skraak should also have a pretty good reflex save.

**ALEX**

Skraak's pretty good.

**BRYN**

Skraak gets 19.

**ALEX**

OK. Yeah. Both of you pull up very short, because you also find out that although there aren't mountains, as such, this is not perfectly flat ground.

**BRYN**

Yep, yep.

**ALEX**

And so you've got... obviously you've got forward momentum, that you're not going exactly vertical because the ship would leave you behind, but as you're dropping, you sort of pull up short and you're like... OK, we've got some space oh... and there's the ground. You both manage to sort of save yourself so you're still at least a good you know, a good hundred... couple of hundred feet above the ground, but given the speed you were dropping at, that's like... wow... wow... wow... wow... wow...

**BRYN**

Yep.

**ALEX**

Skraak's then hovering next to you going... we are not high.

**BRYN**

Yeah, yeah... seems like a lot closer to the ground than people realise, but the ship's descending quite slowly and it will have us to warn them, so let's spread out a little bit, but not too far, and just try and find somewhere to... to... set down. The problem is with the forest, there's not going to be a lot of open space, and we really need a large open space if we can spot on. Let's get a bit higher. I'll head this way... you head that way and we'll just scan as much of the terrain as we can. Give it a four-minute count and then we'll have to come back together.

**ALEX**

Can I get a perception check from both Skraak and Hamid please?

**BRYN**

Hamid rolls 27. Skraak rolls err... 18.

**ALEX**

OK. Cool. Hamid, as you are sort of searching around, you see that there is a small clearing... you have to go a bit slightly ahead of the ship and so on. To be clear, the ship is not moving at the 88 knots it was previously. Whatever happened with the speed is long over, it's actually moving a little bit slower due to lacking an engine, shocker... Hamid, you manage to see that there is actually a small clearing, a decent distance away, whereby it would be possible, but the ship would need to aim for it now... Like now... steep dissent, let's land it, otherwise you both notice that the tree density seems to be slightly increasing in the direction you're going. Meaning it's likely to be worse, the further on you go, rather than better.

**BRYN**

OK, so I will signal to Skraak to reapproach, and we will both head back towards the ship.

**ALEX**

Yep, that's fine.

**BRYN**

So remember the fly spell lasts nine minutes, so does this all happen in the course of that, or am I going to have to recast?

**ALEX**

Oh... I've had you zipping about. You're fine, but that was why I was saying... like when I say there's a clearing that you could land in, we're talking like... you land on the deck and immediately go "we land now or we..." Like that's the kind of timing you've got.

**BRYN**

Yep. So we get back to the deck of the ship and explain as succinctly as possible...

**ALEX**

Yeah... I would like another fly check please.

**BRYN**

Oh... those are two good rolls. Hamid gets 31 and Skraak gets 26.

**ALEX**

OK. Yeah. You both manage to...

**LYDIA**

Loop the loop on the way up.

**[Laughter]**

**ALEX**

You manage to flawlessly sail up over the ship, do a synchronised loop, and land flawlessly. The only difference being that when you land it's got more of a... ta da... whereas when Skraak lands it's TA DA [sound effect]... and then then wings suck in...

**BRYN**

OK. We're differently lower than we thought we were everybody. There's not a lot of space between here and the ground. In heavy forest, we've spotted a clearing, but if we want to hit the clearing and land in it, we need to start aiming for it and descending a little bit faster, right now to come in for landing... or we'll get further into a more dense forest.

**BEN**

Stop. Captain -

**ALEX**

land it.

**BEN**

Right.

**ALEX**

We're going down either way. Let's land it on our terms instead of being forced.

**BEN**

Hamid, I'm going to have to give you a quick lesson on brevity next time.

**[Group laughter]**

**ALEX**

Ground... there... good... there...

**[Group laughter]**

**BEN**

And I'll start trying to land it.

**ALEX**

Can I please get a profession sailor check from all party members, for your various rolls?

**BEN**

Now here's a question. Do you mean professional sailor? Or do you mean profession airship crew?

**ALEX**

I mean profession airship crew, I'm afraid.

**BRYN**

So Hamid is not going to help with crewing the ship. Hamid is going to cast fly again. This time head out in front of the ship.

**ALEX**

Yeah...

**BRYN**

And continually cast dancing lights, to essentially create a landing... you know... exactly how they do...

**[Group laughter]**

**BRYN**

Dancing lights, to create a landing...

**ALEX**

No, that's a good idea. That's a good idea... although...

**BRYN**

And by flying out in front of the ship, he will have a good sight of how the ship can get there and maintain his own ability to just to spot the landing zone.

**ALEX**

That's fine. You just made me laugh. Your phrasing did very much feel like you were going to say... Hamid's not going to help. Because he doesn't want to...

**[Group Laughter]**

**ALEX**

Just tough... deal with it.

**BEN**

So umm... that was an natural 20, giving me a total of 29.

**BRYN**

Nice.

**ALEX**

Thank you.

**HELEN**

Speaking of not helping... in my capacity as being the eyes on the ship, I rolled a 5.

**ALEX**

Good.

**[Laughter]**

**LYDIA**

As engineer, Cel rolled a 4. And in ship engineer, I've got that down as add naught? I don't think we added anything. It was just a ranking it or is it just wrong?

**BEN**

No, so you get a single rank, plus your wisdom modifier. So, if your wisdom modifier...

**LYDIA**

Cel is not wise.

**BEN**

Yeah. Your wisdom modifier is -1, then your flat bonus will be zero.

**LYDIA**

It's... it's... no. The wisdom is 0.

**BEN**

Right, so you get 1 rank.

**LYDIA**

So 5.

**HELEN**

Oh... OK. So that means I rolled 8 then, fine.

**ALEX**

OK. OK. Right.

**LYDIA**

OK.

**ALEX**

So, we all start to come in. Hamid's work is helping a lot. It's picking up a lot of it. Unfortunately, Azu it's not necessarily your fault. The visibility as you get lower to the ground, is poor. Hamid, you saw this. The cloud cover got denser, and then it was just gone. As a result, it is a case of, it's not that you're doing a bad job looking, it's just there's nothing to see. You're literally entering cloud... whatever. Cel, you realise...

**LYDIA**

So having managed to get everyone back in their bodies, they're going to kill everyone left... so...

**ALEX**

So Cel has the awkward thing where Cel is doing an excellent job, maintaining the engines of a three engine ship.

**LYDIA**

Right...

**ALEX**

And then realises about five minutes in... we don't have three engines... we have two engines... and then is scrambling to try and right all of the engineering decisions that have been made and routine things and so on, in such a way that you can account for it so, as you're coming in Zolf, you're nailing the piloting, I give you that... however you do start to feel a pretty heavy list which is a side effect Cel just accidentally dropping a ball on something. You're coming in very steep. You are coming in listing heavily, but... you are on target, according to Hamid's sort of path, that he's laying out.

**BEN**

Is there anything that I can do about this? Or is it just a case of trying to keep it... not exploding?

**ALEX**

Let's put it this way, with that roll... you are doing everything that is physically possible for you to be doing.

**BEN**

Yeah, fine.

**ALEX**

This is me heading into basically a narrative description, rather than have a reflex save, do this, have a reflex save do that. Unless you have something special, that I'm not aware of like...

**BEN**

No.

**ALEX**

Like... right airship the spell... or something...

**BEN**

Ah... right airship communal you mean... yeah, no that's a...

**[Group laughter]**

**BEN**

Yeah... no... at which point I just yell - "brace for impact"...

**ALEX**

At which point, you all break through the cloud cover. Hamid... we'll do this from your perspective. You are currently casting dancing lights and so on. Basically, above some tree tops with an empty space behind you. It is cold. It is snowy. Thankfully with the elements you aren't feeling that, but it is not terrible visibility, but there is a light flurry going on, which is not helping things. You suddenly see the prow of the extremely sharp, blade covered, multi-coloured airship... plunge through the cloud cover, quite quickly. It's like watching a whale sort of breach the surface...

**BRYN**

Put it in reverse... yeah...

**ALEX**

[Sound effect]... You're just like... [sound effect] up and long... up and long... Zolf manages to account for this sudden like... oh there's like a rise in the way and so on... Trees start clipping along the underneath of the ship as it comes in. Can everyone please, apart from Hamid, give me a reflex save?

**LYDIA**

24.

**BEN**

20.

**HELEN**

13. Off she goes...

**BEN**

Yeah, that's how somebody dies. Impaled by a pine tree.

**ALEX**

Members of the crew are thrown bodily from the ship. A couple of them didn't have their guidelines attached. At least one of them break. We'll find out who next week.

**BEN**

Oh goodness.

**BRYN/LYDIA**

No...

**BRYN**

I want a superman! I want to catch them, in mid-air.

**ALEX**

That's what future episodes are for...

**BRYN**

OK.

**ALEX**

I'm not even ending on you have crashed, which was my original intent. So many people failed that roll that I'm ending on... crunch...

**BEN**

Oh goodness...

**ALEX**

... people, civilians... [sound effects] and then we'll end there.

**LYDIA**

Explodes...

**BEN**

Yikes...

**HELEN**

OK. Cool.

**LYDIA**

It's not a boom explosion... it's a person explosion...

**ALEX**

Exactly.

**HELEN**

Like confetti... just poof!!

**LYDIA**

Yeah...

**BRYN**

The good news is, is that if it's because we just clipped the top of the trees, we can't be high enough for the fall damage to be lethal to anyone, I hope?

**BEN**

Bryn, Bryn... the fall damage [unclear: 1:00:07] so grim...

**HELEN**

How big are the trees?

**BEN**

They're going to be rolling like 8D6, probably 10D6 damage from a bloody evergreen tree.

**BRYN**

No, it's D6 per 10 foot. How tall are these trees?

**ALEX**

How about... how about, we answer all of this next week.

**LYDIA**

I mean they're alpine. They're not that tall.

**ALEX**

And I'll just leave you all, with all of your valued friends and family, to spend it in mid-air, over sharp branches as you plummet from the sky. That's the sensible out.

**LYDIA**

Nooo...

**BRYN**

Bye...

**EVERYONE**

Bye!

**[Show Theme - Outro]**

**ALEX**

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