

Armchair Adventures: A Join-in Story Podcast For Kids

A Gunpowder, treason and plot Adventure!

Connie: Welcome to the Armchair Adventures Travel Agency, journeys of the imagination. I'm Head Travel Agent and Host, Connie!

Music: Armchair Adventures theme

Connie: Good morning, good evening, good afternoon wherever you're listening from adventurers! The voices of this episode's special guest Adventurers are...

Adventurers: Saying their names

Connie: Hi Everyone!

Adventurers: Hi Connie!

Connie: You too can star in an episode of Armchair Adventures as one of our special guest adventurers. All you need to do is ask your grown up if you can join the Armchair Adventures Fanclub on patreon. Simply head to [patreon.com](https://www.patreon.com/armchairadventures) and search Armchair Adventures for more info

Scene 1

Connie: Hello Adventurers, my family are hosting some foreign exchange students at the moment, it's so cool finding out about their lives in another country!

They've asked me to teach them about some British traditions, and as it's bonfire night, I thought I could take them to a fireworks display...

The problem is I'm not sure why we celebrate it, why it's called bonfire night or what all this penny for the guy stuff is about?

I've left it a bit late to do any research too, because it's November the 5th today and I'm in school all day! I'll never get the research done in time!

What am I going to do...Oh I know, My Uncle Chris and his community theatre company love history...I'm going to give him a ring to see if they can help...

SFX phone ringing

Unc. Chris: Hello, Uncle Chris dramatist extraordinaire speaking, how can I help?

Commented [AS1]: Can the music keep going throughout all of this and then stop at the start of scene 1 please

Connie: Hello Uncle Chris, it's Connie.

Unc. Chris: Oh, hello love, what's happening?

Connie: Well, I need some info about bonfire night.

Unc. Chris: Oh I love Bonfire night! The fireworks, the toffee apples and getting wrapped up warm by the big fire...

Connie: I sort of know all that stuff Uncle Chris, I was thinking you might know a bit more about *why* we celebrate it...

Unc. Chris: Oh do you know, I'm not too sure of the specifics...tell you what Connie, me and the community theatre company absolutely LOVE history, leave it with us, and we'll sort out all the info you need.

Connie: (Bit cheeky) I was hoping you'd say that. But there's just one thing... I need it by tonight!

Unc Chris: Tonight!?

Connie: Yeah...sorry it's so last minute...

Unc. Chris: Don't worry, we'll sort it out for you!

Connie: Thanks so much Uncle Chris.

Unc. Chris: Goodbye Connie.

SFX phone hanging up.

Right, I better hurry up and get my community theatre company on the line for some bonfire night investigation...

Because with an Armchair Adventure Adventurers, we can go anywhere we like from the comfort of where we are right now, so they're perfect for everyone, no matter what age you are. Start. Call. Now.

SFX phone ringing

Hi everyone!

CTC say hello

Chris: Are we needed for an adventure Uncle Chris?

Unc. Chris: We sure are Chris! Connie has asked me to find out everything about why we celebrate bonfire night, to help her explain it to some exchange students that are staying with her.

Dan: Well, I know there was some kind of plot to blow up parliament...

Julia: And some one called Guy Fawkes was involved.

Louise: But I'm not too sure about the reasons why they were plotting?

Roz: Or how and when everything happened...

John: Me either, I just know the date it happened, because of the rhyme about it. Remember, remember the 5TH of November, gunpowder treason and plot...

Unc. Chris: Then we better get on a journey of the imagination to London on the 5th of November 1605 and uncover the details of why we celebrate bonfire night as they happened!

Julia: But it was a very dangerous time Uncle Chris...

Roz: Full of plots against the King.

Chris: Most of them to kill him!

Unc. Chris: Hmm yes sounds super serious...then we better take care...

Habib: How will we do that Uncle Chris?

Unc. Chris: There's only one thing for it we'll have to go undercover...

Dan: Like secret detectives?

Roz: From a Cop show.

John: Well, there wasn't any police in the 1600's.

Louise: It was just the King's guards keeping the peace.

Chris: So, it'd be more of a guard show in 1605!

Dan: I hope we're part of a 'guard' chase then!

Julia: With horses instead of police cars.

Habib: Or a sting operation!

Roz: Where the guards do a surprise bust on someone who's up to no good.

CTC do cop impressions – stick em' up! Ha ha etc.

Unc. Chris: Yes, exactly like that, I'm sure there's a police uniform in here somewhere.

SFX Rummaging

Ta da! A high viz and walkie talky, not to mention my tall hat, look it's even got a blue flashing light on the top...and wait for it...a siren!

SFX Siren

Commented [AS2]: This cuts short, is that us??

CTC moaning about siren noise

John: You don't wear that undercover Uncle Chris...
Roz: Or in 1605, when the gunpowder plot happened!
Dan: Undercover means we're on a secret mission.
Habib: So we can't stand out, we need to blend in with everyone else.
Unc. Chris: Oh of course...got too excited there, definitely going to stand out in that get up!

SFX throwing the outfit away siren fading into the distance

Chris: What we need is, lace up boots and frilly cuffs.
John: A big leather cape and a dark hood so we blend in...
Louise: Or those big baggy pants people used to wear!
Julia: What are they called again?
Chris: Pantaloon!
Julia: That's it!
Dan: A broadbrim hat to cover our faces.
Louise: Or a big dress like a barmaid of the time.
Unc. Chris: Great ideas everyone! What about you adventurers? What would your 1605 undercover outfit be?

SFX Ding

Adventurer: I'd be in all black hiding in the shadows!
Adventurer: I want to look mysterious in a hat that covers my eyes.
Adventurer: Very sneaky!
Adventurer: I'd wear a fur cape.
Adventurer: A fancy gown.
Unc. Chris: Perfect undercover outfit ideas everyone...and there is one more thing an undercover detective doesn't go on a case without...
Habib: What's that Uncle Chris?
Unc. Chris: Their trusty notepad! We need to write down all our findings for Connie, like real detectives.

Be sure to note everything about the plotters, the plot and what happened to cause bonfire night.

CTC are up for it

Now, let's put on our broad brim hats, pantaloons or barmaid dresses and get back to London town in 1605. A journey of the imagination here we come!

CTC reacting to exciting adventure

Music: Short Armchair Adventure's theme underscoring to transition

Scene 2

SFX as the theme fades out fade into a cold night in London, breeze whipping, the sound of the Thames in the background, a crow cawing.

Dan: Oh, where have we landed everyone?

John: It looks like we are on London bridge, I can hear the River Thames below us.

Louise: And you have a big view of London.

Roz: What can you see adventurers?

SFX Ding

Adventurer: Everything's lit up with torches.

Adventurer: The smelly river Thames – eww!

Adventurer: I can see the King's palace.

Adventurer: Woah, it's massive!

Roz: Look at the Tower of London over there.

Julia: Its huge white towers...

Dan: And fearsome gate...

Louise: Complete with drawbridge...

Chris: What a scary building...

John: It should be scary...it's a prison!

Unc. Chris: And a great place to start I'd say!

Chris: What?!

Roz: Keep your voice down Chris...

Julia: We're undercover...

Chris: (still panicked but a whisper) What?!

Roz: Much better.

Unc. Chris: Well, we are here to the get facts about the bonfire night plot and who better to tell us where to find the other plotters than plotters that have already been caught plotting?

Chris: Prisoner plotters in the plotter prison!? No thanks.

CTC grumble at this

Unc. Chris: Come on, it will be fine we just have to sneak across this bridge and past the King's guards...

SFX kings guards muffled chatting

John: Not to be a scaredy cat Uncle Chris but I don't think we should go there.

Louise: We could end up locked in for trespassing

Habib: Or worse...tortured!

Julia: He's right Uncle Chris.

Roz: I don't want to end up with my head on a spike like this lot at the start of the bridge!

SFX dun dun dun!

CTC commenting on how gruesome it is

Unc. Chris: Oh dear, I forgot they did that to people who plotted against the King.

Head: You should listen to them me old China, you don't wanna be anywhere near that tower...

Unc. Chris: Who said that?

Head: Me up here fella, head on a spike.

Unc. Chris: Oh of course you can talk we're on an Armchair Adventure, a journey of the imagination! You don't happen to be a plotter do you?

Head: Got it in one me old mucka, me and the other heads on spikes tried to kill the King with some poison, didn't we lads?

SFX cockney agreement from other heads

Dan: Ah a poison plot! Why were you trying to kill the king?

Unc. Chris: Hang on Dan this is important information! Detective notepads at the ready everyone.

SFX Notepads

Head: Well, you see there are two main religions in England these days, catholic and protestant. At first, he said he would let you pick which one you wanted, but now he's changed his mind and made it illegal to be catholic...

SFX Cockney agreement

Head: And it's not just that you can't *be* catholic, they arrest you, fine you, put you in prison and even sentence you to death!

SFX dun dun dun

CTC Saying how bad this is

Head: So yeah, me and the lads ended up getting caught and now we're here on the bridge as a warning to all the other plotters, I guess.

John: Speaking of which...

Roz: Do you know one called Guy Fawkes?

Head: Oh, course yeah.

Habib: You wouldn't happen to know where they meet up do you?

Head: Only the best plotting pub in London! The Duck and Drake inn. Anyone whose anyone on the plotting scene meets in there.

But you'll have to be quick about it, the plot was set to happen tonight. If you don't hurry up you'll miss your chance!

Unc. Chris: Thanks for your help, my detective note pad is off to a great start! Come on undercover theatre company, to the Duck and Drake!

Head: *(calling after them)* If you pass this way again bring us an ale, we're parched up here!

Dan: Will do!

SFX Footsteps of the CTC running to the duck and drake

Commented [AS3]: Can you add a dun dun dun to this please?

Commented [AS4]: I think the footsteps and wind/river/other London sfx should slowly fade out, then a beat of silence for a couple of seconds, then can we have sfx of the pub (so people chatting, laughing, singing etc), but as if we're hearing that noise from outside the pub, we've not opened the door yet.

Scene 3

SFX outside the pub

Unc. Chris : We've arrived everyone...

Louise: What a cool old building.

Habib: It's painted white with black wooden beams.

Roz: Looks like it's going to fall over too, the way it leans forward.

Unc. Chris: Right then everyone, let's try and sneak in, slowly open the door, we're undercover remember...

SFX huge door kick

SFX sounds of people inside the pub

Chris: Hello everyone!

John: We're undercover!

SFX of people in pub lowers to a murmur, odd creak of chairs, clink of glasses etc.

Unc. Chris: Errm Hello everyone...

Dan: Uncle Chris, why isn't anyone saying anything?

Julia: Why is everyone turning round and staring at us.

Chris: They look really scary.

Landlady: Oi you lot, get over here, and everyone else get back to your drinks!

[SFX walking over to bar and hubbub of tavern returning to normal]

Landlady: What do you want in ere then?

Unc. Chris: We're here to learn about the gunpowder plot against king James the first.

Landlady: Well, you've come to the right place, we're burstin' at the seams wiv plotters ere!

Unc. Chris: Perfect, could we ask you some questions about that?

Landlady: Course darlin'.

Unc. Chris: Right, detective note pads at the ready gang.

SFX Note pads and scribbling that stops when dan interrupts her

Commented [AS5]: I think the footsteps are a bit too heavy here

Landlady: Them lads over there are planning 'the Bye plot' they wanna kidnap the King, them over there are planning the 'Treason of maine plot' and they want to get rid of the King and replace him with his cousin Lady Arabella Stuart no less...

Dan: Sorry to interrupt, but are any of the gangs in here plotting to blow him up?

Landlady: Ohhh you want Robert Catesby's lot over there.

Roz: No, it's not them we're after, we want Guy Fawkes' gang?

Landlady: Yeah, he's one of them but he's not the leader, he is one of the 'gunpowder 12'.

Unc. Chris: But there are 13 of them...

Landlady: Ohhhh yeah, they let that new lad Francis Tresham in last night, but between me and you I don't like the looks of him...and well 13, it's my unlucky number.

John: (Gulp) Mine too.

Landlady: Anyway, you're in luck because they are putting the finer details on it tonight, so you'll hear everything you need, no trouble.

Dan: Thanks for your help.

Landlady: My pleasure darlin'. Right, who's **next?**

Unc. Chris: Right everyone, did you get all that written down?

CTC affirmative!

Then let's sneak over and listen in to see what we can find out...you too undercover adventurers, sneak over with us!

SFX Ding

Adventurer: Watch that creaky floorboard!

Adventurer: Act natural...

Adventurer: I'm on my tip toes.

Adventurer: Me too, so we don't make a sound.

Unc. Chris: Ok now were at the table, we need to get in closer to them so we can hear everything they say, without blowing our cover! I'm going to pretend to collect some glasses from their table!

Julia: I'll drop off some menus!

Commented [AS6]: This is cut short

Habib: I'm going to tie my boot laces

Unc. Chris: What will you do adventurers?

SFX Ding

Adventurer: I'll ask to borrow a chair.

Adventurer: I'll bring over the drinks.

Adventurer: I'll trip over nearby!

Adventurer: I've got it! I'm going to sweep up around them.

Unc. Chris: Great ideas everyone! Now off you go... but stay undercover! And remember, write everything down! We need all that information about the plot.

CTC going about their undercover missions

You too adventurers!

SFX Ding

Adventurer: Excuse me can I borrow a seat.

Adventurer: Who ordered an ale?

Adventurer: Ooooh I've fallen over!

Adventurer: Lift your feet please, just having a sweep.

Unc. Chris: Pssst, come back everyone what did you find out!

SFX Creeping footsteps and whispering

Julia: Ooooh they have just said that Guy Fawkes is in charge of the gunpowder.

Louise: Because he was in the army.

Habib: They have rented a space under parliament.

John: And filled it with 3 score barrels of gunpowder!

Roz: How many is 3 score?

John: 60!

Chris: That will be a big kablooie!

Dan: Definitely.

Unc. Chris: What did you find out adventurers?

Commented [AS7]: Please can we add some sfx to help this, so while adventurer says 'can I borrow a seat?' Please can you add some wooden chair being pulled along the floor sfx. Then a couple of secs after do the next adventurer line, and include the sfx of glasses clinking. Can you cut 'What all of you?' Then a few secs later have the next adventurer line along with sfx of a cartoon style slip. Then a few secs later later the last adventurer line with sweeping sfx along with it.

Commented [AS8]: Is it possible to cut the "ooooh: and still make it sound clean?!

SFX Ding

Adventurer: Robert Catesby thought of the plan...
Adventurer: And got all his rich friends involved...
Adventurer: So they could help buy the gunpowder...
Adventurer: And help run the country after they blew up the King!
Unc. Chris: Ah, so Guy Fawkes is going to be under the houses of parliament waiting to set off the gun powder, but Robert Catesby is the mastermind behind the plan! Well I never! (Gasp) Careful gang, act natural, they're all leaving! Doo-dee-doo-dee-doo... You too adventurers.

SFX Ding

Adventurer: Oh me? I'm just standing by this wall...
Adventurer: Nothing to see here!
Adventurer: Just enjoying the surroundings, you know.
Adventurer: Doo-dee-doo-dee-doo...
Adventurer: Oh I fell over - again!

Commented [AS9]: Include the cartoon slip sfx again please

SFX – plotters leaving

Roz: But they aren't all leaving Uncle Chris, that new recruit Tresham is staying behind to write a letter.
John: Do you think he's up to something?!
Tresh: Up to something, I am!

CTC acting shocked!

Tresh: Oh, don't be acting so surprised, I can see you all listening in.
Chris: But we're undercover!
Tresh: Then you must try harder! Faffing about around our table and then repeating what we say back to each other before writing it in your little note pads... It sort of gives you away...
Dan: Rats!
Tresh: Oh don't worry, I love an audience, and now you get to admire my letter.
Louise: Who are you writing to?
Tresh: Are your note pads at the ready?

CTC affirmative

Tresh: Then get all this down...as you know we are going to blow up the King and parliament as we aren't very happy with how he's running things, however, we're not just ruffians you know.

I have well to do relatives in parliament you see, and I can't be blowing up my own family, therefore, I'm just writing a little letter in code to warn them...

SFX Shakes out letter

"Ahem, My lord, I want to make sure you are safe, blah blah blah, I would advise you not to sit in parliament because it's wickedness is going to be punished blah blah blah do not think this is a joke, go to your estate in the country as this parliament will take a terrible 'blow' don't ignore this letter, burn it after reading it, God save you blah blah blah."

Perfect no?

Unc. Chris: Errrm well I do think it sounds great blah blah blah and it's noble to keep your family safe blah blah blah, don't you think blow is a bit obvious? Blah blah blah?

Roz: Why do you keep saying blah blah blah Uncle Chris?

Unc. Chris: Just speaking like the people of the time Roz.

John: That's not how people spoke in the 1600's Uncle Chris.

Dan: It's just what you say to move things on quickly!

Unc. Chris: Ahhhh right! Gotcha.

Tresh: I don't mean to patronise you, but I've been writing letters for years, so I think I know what I'm doing...now be a good chap and take this to Lord Monteaagle, he's staying at the manor at the end of road. It's of the utmost urgency with the plot happening tonight!

Tresh: Thank you muchly byeeee.

Unc. Chris: Well, if we have all that written down, we better get our skates on to deliver this letter...before it's too late!

SFX door|opening, street atmosphere, Footsteps|

promo swap

Commented [AS10]: Can you include the footsteps of them leaving the pub here too please?

Unc. Chris: While we make our way to Lord Monteagle's house, let's pause our journey of the imagination, and hear about another podcast I think you might like.

SFX Ad plays

Unc. Chris: Now let's get back to our journey of the imagination and get this letter delivered...while we still have time!

promo swap ends

SFX street atmosphere, hurried footsteps.

Scene 4

Roz: This must be the place.

Chris: How can you tell?

Roz: Well, it says Monteagle in gold letters above the door.

Chris: Ohhhh yeah, Best give it a knock, takkkkke that.

SFX a really big knock

SFX creaky door

Mont: Errm yes? What do you want.

Habib: Well, we have an anonymous letter here for you sir.

Mont: Anonymous ay... very well pass it here...

SFX letter snatch

Looks like Francis Tresham, my brother in law's handwriting if you ask me...

SFX opening letter

Monty: (reading... denoting mumbles between words) right what have we here...stay safe at manor...parliament's wickedness...not a joke...blow parliament!

Hang on...

Is this person going to blow up the houses of parliament and kill the King?

Unc. Chris: Welllll yes...

Habib: You'd better get out of here, like the letter says!

Louise: You don't want to get hurt.

Monty: Get out of here...you must be joking, I'll have to tell the King, I can't be getting mixed up in all this...my head will end up on London bridge!

SFX dun dun dun

John: Looks like this letter isn't written in a very subtle code after all!

Monty: And you lot are a bit suspicious! You just happen to deliver this letter full of plotting to me? You must be involved... Guards seize them! **You** must answer to the King, Take them to the tower!

Julia: The tower!?!

Roz: But we haven't done anything!

Monty: Excuses, excuses, Guards!

SFX Nasty guards

Unc. Chris: Time to get out of here...RUNNNNNN. You too adventurers!

SFX Ding

Adventurer: Let's get out of here – run!

Adventurer: I'm too young to die!

Adventurer: Why do we always end up on the run with you Uncle Chris!?

Adventurer: Yeah, it's every adventure.

SFX guards shouting, running on cobbles

CTC running – panicked!

Roz: We need to get out of here.

John: Our covers blown!

Chris: It's a medieval police chase.

Dan: A guard chase! Just like we wanted...

Julia: I'm not sure I want it anymore, now it's happening!

Louise: Oh no, they're catching up!

Roz: They're hot on our heels!

SFX jeering guards

SFX horse and cart

Commented [AS11]: Can you add a trumpet fanfare for the guards like the one you've used in previous episodes please?

Commented [AS12]: Play the fanfare again alongside the nasty guards sounds please

Commented [AS13]: Bring this in sooner please

Commented [AS14]: All of this dialogue can happen above the previous ensemble sounds of guards/CTC running please

Unc. Chris: We need speed! Look over there a horse and cart! Excuse me, can we borrow your vehicle?

Person: Eh?

Unc. Chris: Your horse and cart.

Person : You can, but it will cost ya...

Unc. Chris: Oh dear...how much?

Person: Ten pence...

Unc. Chris: Ten pence?! Sold!

SFX Uncle Chris looking for change in his pocket

Actually, I don't have any change! Will a pound do?

Person: A pound?! Haha you can keep it then! Yippee I'm rich!

CTC Getting on the cart

Unc. Chris: That was easy, what a bargain!

Roz: Well, a pound was a lot of money in 1605 Uncle Chris.

Dan: The guards are on horseback too, we need to hurry!

Julia: They have nearly got us!

Chris: We need to get out of here.

Unc. Chris: Right you are gang. Giddy up!

SFX horse whinny and speed on cobbles

Ride on the cart with us adventures!

SFX Ding

Adventurer: It's going really fast!

Adventurer: The streets are very cobbly...

Adventurer: I'm scared the wheels will break off!

Adventurer: We're getting away from them.

Adventurer: The streets are really narrow, I hope we don't crash.

Unc. Chris: Right we need to lose the guards pronto, go faster horsie, fly like the wind!

SFX horse whinny and faster cart

Commented [AS15]: Can you change this to clinking of change rather than a pocket sfx

Commented [AS16]: Can this come in sooner pls and add some creaking sounds of them getting on the cart too please

SFX horse hoofs beating on the cobbles

Join us next time adventurers and see if we can get out of this one...

Music: Armchair Adventures theme tune outro

Blueprint: Armchair Adventures is a Made by Mortals production. This episode was funded by the arts council England.

End of part 1