

# Armchair Adventures: A Join-in Story Podcast For Kids

## A Gunpowder, Treason & Plot Adventure!

### Part 2

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

*Music: Armchair Adventures theme tune*

Connie: Good morning, good evening or good afternoon, wherever you're listening from adventurers. The voices of today's adventurers are...

*Adventurers all say 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://patreon.com) and search 'Armchair Adventures' for more info.

On an Armchair Adventure 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. Restart. Call. Now.

*SFX phone ringing*

### Scene 1

*SFX horse hoofs beating on the cobbles, sounds of a busy streets*

Unc. Chris: Welcome back adventurers! Last time we saw you, me and the community theatre company were escaping the guards of King James 1<sup>st</sup> on a horse and cart! We're on an adventure in 1605 you see, to gather facts about Bonfire night for Connie!

Katie: We went undercover, just like a cop show.

Dan: With our trusty notepads to write everything down.

Chris: Look out Uncle Chris! Hay bale dead ahead.

*SFX crashing into hay bale*

Unc. Chris: We're through it! Haha woohoo!

Katie: It's all in my hair! I look like a scarecrow!

John: We tracked down the plotters who were trying to blow up parliament.

Chris: Found out their plan...

Dan: But one of the plotters stayed behind...

Habib: To write a warning letter to his family member...

Katie: Who was going to be there when it blew up!

Julia: Look out Uncle Chris, apple cart crossing the street!

Louise: You'll have to squeeze past it!

*SFX screeching turn, and loads of apples bouncing everywhere*

Katie: That was close!

Unc. Chris: Phew! But when we delivered the letter, he decided to tell the king and send the guards to arrest us...

Roz: As if we were the plotters!

Unc. Chris: So, we borrowed someone's horse and cart and now we're on the run.

Chris: Unfortunately, the guards are chasing us through the streets of London.

John: On horseback!

*SFX Guards jeering, galloping horses hooves*

Julia: Where are we going to go Uncle Chris?

Unc. Chris: Well, we have to lose these guards first.

Dan: And we haven't got all the information for Connie.

Roz: We need to meet Guy Fawkes below parliament.

Katie: So we can find out how he gets caught.

Unc. Chris: Ok let's head there as soon as we escape these guards! Any ideas?

John: Not really – but look out! The Thames is dead ahead!

Katie: We're going to crash into it

*SFX roaring river*

*CTC PANIC!*

Unc. Chris: Not if I can help it! I'm a master at cart racing, I won a gold medal for it in primary school! If I turn the horse at the last minute we will miss the water but the guards will fly into it...watch this...

Sharp turn horsieeeeeee!

*SFX Whinny and sharp turn of the cart*

John: You did it Uncle Chris!

Louise: Excellent turning skills!

Chris: We missed the water!

Roz: And the guards didn't! Haha they have just crashed into the Thames!

*CTC Cheer!*

*SFX Big splash and shouting of guards.*

Chris: Urrgh it's gross in there as well, people emptied their toilets into it!

Julia: Glad it's them and not me!

Unc. Chris: Me too, they are going to absolutely s.t.i.n.k – STINK

*CTC all laughing*

John: And lucky for us, the river Thames runs right through London...

Dan: And parliament is alongside it.

Katie: I can see it just ahead.

Unc. Chris: That is a bit of good luck! We will be there in no time in the horse and cart. Giddy up girl, onward to Parliament!

## **Scene 2**

*SFX Horse whinny and hoof beats.*

Unc. Chris: The houses of parliament, we're here...I think...it doesn't look the same as it does in 2024.

Roz: Well Big Ben, the clock tower from our time, hasn't been built yet.  
John: And a lot of the medieval buildings were burnt down in a fire years later.  
Katie: This collection of old buildings looks a bit confusing...  
Habib: Where will we find Guy Fawkes?  
John: And time is of the essence! The plot's happening tonight.  
Habib: We need to find him... quick!

*SFX opening notebook*

Unc. Chris: Well our notebook says the plotters rented a space under the houses of parliament, which seems to be this main house here. So, I think if we follow these steps down, we should be right on track...  
Roz: I'm so glad we wrote everything down.  
Katie: Me too, the note pad really helps us to remember what's happening and where!  
Unc. Chris: And don't forget when too. We better get down there, before we miss Guy Fawkes!

**Scene 6**

*SFX going down steps*

Katie: This feels a bit creepy...  
Dan: It's very dark...  
Unc. Chris: Ok everyone, help me push this big door open and let's see if Guy Fawkes is still here.

*CTC push the door*

*SFX big heavy door opening, underground*

John: We need to be really careful; we don't want to get caught with Guy Fawkes.  
Katie: We already had a close call with those guards earlier...  
Julia: We'll definitely end up in the tower if we get seen with a plotter...

*CTC agree*

Unc. Chris: You're right everyone, we need to be super undercover now. I've got my note pad at the ready detectives, let's go... you too adventurers.

*SFX Ding*

Adventurer: I'm going to hold my breath

Adventurer: I wish I'd put better shoes on, mine are too loud for sneaking!

Adventurer: Shhhh everyone, we need to be quiet!

*SFX notepad, creeping footsteps*

Habib: Wow look at all these barrels!

John: This won't just blow-up parliament, it will blow up all the streets nearby too!

Unc. Chris: How many are here...(counting) ooh 59, we're not too late! There's still one missing according to our notes...

*SFX rolling barrel and grunting*

...And here's Guy now rolling in the last barrel...

Chris: Hang on a minute...there's something wrong with that barrel!

Katie: It's moving on its own...

Julia: It looks like it's going to burst...

*SFX barrel bursting open with a great cracking of wood*

Guard: AH HA! We have you now!

Louise: It's the king's guards.

Habib: They were hiding in that barrel.

Roz: I thought I could smell them, after their dip in the Thames....

Dan: It's a guard sting operation just like we wanted to see!

Guard: You're under arrest Guy Fawkes.

Guy: How did you know I was here!

Guard: That letter from your friend Tresham was clear enough... if you were going to blow up the houses of parliament, you'd need somewhere to stash the gunpowder, so it was a no brainer to look underneath it!

Chris: (too loud) So, it was the letter that foiled the plot!

Guard: Who said that!

*CTC Chris!!*

Chirs: Sorry!

Guard: Oh I should have known it would be you lot again...well you won't get away this time...you and Mr Fawkes here are off to the tower of London!

*CTC Scared pleading*

Unc. Chris: But we haven't done anything! We were just in the wrong place at the wrong time... why would you take us there?

Guard: Why? We're going to torture you of course...and find out all the details of this little plot. Now get moving!

*SFX footsteps underscoring the protests below*

Chris: What are you going to do to us?

Guard: Well, first we puts you in chains hanging off the wall, then we shout at you and that, and if ya don't talk then well, we'll put you on 'THE RACK'

*SFX dun dun dun*

CTC: The rack!?

Guard: Aye, we tie your arms and legs to it then stretch you out until you talk...or your bones snap...hehehe.

Guy: I'll never talk! You won't get anything out of me...I'm going to lock up my lips and throw away the key!

Guard: Well we will see about that...you can go on the rack first then... Guy Fawkes.

*\*promo swap\**

*Unc. Chris: While we make our way to the tower of London, 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 at the tower of London...I hope we'll be alright...eeek*

*\*promo swap ends\**

## **Scene 7**

Guard: Right we're here, get down these steps...to the dungeon...quick march.

*SFX steps and horrible dungeon atmosphere, dripping walls occasional distant screams*

Katie: I'm scared.

John: It's so horrible down here.

Habib: Dripping stone walls.

Dan: And rats!

Katie: I don't like this.

Unc. Chris: What can you see in the scary dungeon adventurers?

*SFX Ding*

Adventurer: I think that's a skeleton!

Adventurer: There lots of chains everywhere.

Adventurer: It's so dark, I can't really see anything.

Adventurer: There's a dead rat!

Adventurer: It's really scary!

Guard: Enough jabbering, get in your cell.

*SFX door opening*

Now it's up in chains for you lot. First, we put the cuffs on your wrists...

*SFX Chains and handcuffs going on*

*CTC protest*

Then we turns the crank to lift you up

*SFX Crank turning chains*

*CTC further protest and worry (ow! My feet don't touch the floor! Eek etc.)*

And now you're hangin' by your wrists nice and high off the ground...it's time to talk! Who else is involved in this vile plot to kill the King?

Unc. Chris: This has all been a big misunderstanding...we're only here...

Guard: SILENCE. You first Fawkes - who else was involved?

Guy: (mumbling as before)

Guard: Still not talking? I was hoping that would be the case...have it your way Guy, take him to ...THE RACK!

*SFX dun dun dun and then Guy unchained and marched out*

Guard: If he carries on this silent routine...you're next.

*SFX door slam*

John: What are we going to do!?

Julia: I don't want to get tortured.

Chris: Or me...I don't want to go on...THE RACK.

*SFX Cranking sounds of the rack and Guy fawkes ooh and arring*

Dan: That's Guy on it now.

Habib: And he's not talking.

*SFX worse rack sounds*

John: How can he stand it!

Katie: He's still not talking.

Julia: They're cranking it even more!

*SFX worse rack sounds*

Guy: Ooooh me back!

Dan: Looks like he's talking now...

*SFX Door slamming open*

Guard: Yes he is, but it's not what we wanted to hear so now it's your turn for a stretching.

Habib: How will we get out of this one!

Chris: Uncle Chris, any ideas?

Unc. Chris: Errrrmmm I dunno...

Katie: Think of something quick!

Guard: Right lads, get them down.

Unc. Chris: Oh no, I'm out of ideas, what do you think adventurers?

*SFX Ding*

Adventurer: Show him the notepad, Uncle Chris!

Adventurer: It proves you were trying to help...



Adventurer: Yeah give him the notepad!

Unc. Chris: Of course, my trusty detective's notepad! We wrote all of our discoveries in there! Thanks adventurers, it's all the evidence we need.

Wait, wait, wait! We are undercover detectives, investigating the plotters to help stop it happening. Take my notepad, all the information we have is gathered in there...

*SFX flicking through notebook*

Guard: There's just one small problem with that...I can't read.

*SFX Fanfare*

James: Lucky for you I can.

Dan: Who's that?!

James: How verreh dare yoo! Am King James the 1<sup>st</sup> of England and Scotland.  
Trumpets!

*SFX fanfare repeats*

An am here to see ma would be killers in person.

Unc. Chris: We're ever so sorry your majesty-ness, please if you could just read the notepad you will see that we were only trying to help.

James: Yes, yes, I heard ya the first time, now let's see...(mumbling as if reading)

*SFX flicking through pages*

Ah yes, it appears you were indeed hot on the tail of these plotters...but how may I ask, did you know when and where to be, the timings are a little convenient.

Sounds like witchcraft to me.... I've enough of this plotting and witchery... how can ah stop all these plots from happening!? Guards skip THE RACK, off with their heads!

*CTC Pleading!*

Unc. Chris: Wait! Please hear us out! I've got just the idea for that!

James: Am listening...

Unc.Chris: Why don't you mark the foiling of the plot with a night of celebrations about you surviving?! So everyone remembers how you stopped the plot against your life!

James: An how wud ah do that now?

Unc. Chris: We could light big fires all over London to show the plotters never succeeded in blowing you up.

James: Well I do love a Bon fire...

Unc. Chris: Ohhhh that means a good fire! That's why we call it bon fire night.

James: Oh and ave sin these wonderful gunpowder things from China that cause bright sparks in the sky. We could set them off to be the explosions that never happened, an all.

Chris: Fireworks!

James: Aye a bonny name fer em. Well as much as I like this being all about me, I dunnae see how this bonfire night is gonnae scare any would be plotters...

Unc. Chris: Why not make effigies of the plotters to throw on to the bonfires?

James: Effigies?

Unc. Chris: You know, make a fake person out of old clothes and stuff it with straw so it looks like Guy Fawkes, that way it represents what happens to you if you try and cross the King!

James: Now ah like that.

Guy: O!

Unc. Chris: Sorry Guy...

James: All the people of London, throwing these fake Guy Fawkes's on the fire, to show how much they love *me* and hate the plotters. Ah must say am liking this.

Dan: (realising) A penny for the Guy!

James: Well as much as ah do love that for me, am still not convinced.  
How would this celebration make sure I'm remembered through time, as the mighty King who stopped the vile plotters, and not just end up being one big bonfire party...

Unc. Chris: You need something to make everyone want to celebrate it every year, something that will *burn* this event, and your fearsome Kingliness, into England's memory forever. How about a catchy little ditty to make everyone remember, remember the 5<sup>th</sup> of November!

James: Interestin... and how can you lot help wi tha?

Unc. Chris: Well, it just so happens we are also a theatre company...we could definitely make that song for you - right gang?

*CTC – Affirmative!*

If you could just let us down from these chains...

James: Hmm there is something catchy about tha rhyme, an I definitely deserve a theme tune.

Alright, here's how it's gonnae go. I dunane want anyone saying am not a fair ruler, after all these troubles, so I'll give ye a chance. Convince we with ya song and yer free to go, mess this up and it's rack attack - alright? Guards free em.

*SFX chains unlocked*

Unc. Chris: Understood! Thank you, your royalist of highnesses!

Roz: We've got this.

John: Come on gang.

Unc. Chris: LEEEEEEETS GOOOOOOO!

**SONG: 'Remember, Remember'**

James: I love it, you're pardoned!!

## **Scene 8**

Unc. Chris: Phew that was a close one! I'm glad King James went for the song!

*Com Theatre company all agree.*

Unc. Chris: And we got so much information for Connie on why we celebrate bonfire night. Let's consult my detective notepad everyone.

*SFX notebook opening.*

Katie: We learned all about why people wanted to blow up the king.

Roz: And how there were many plots against him not just this one...

Habib: How Guy Fawkes and the gunpowder 13 were going to do it.

Katie: Why it's called bonfire night.

Louise: How the plotters might have gotten away with it too...

Dan: If it wasn't for that letter from Tresham!

John: And some medieval torture methods...

Chris: don't mention...

CTC: THE RACK!

*SFX dun dun dun*

Chris: You mentioned it!

Roz: And there was so much gunpowder, 60 barrels

John: Unlucky for King James, we remember Guy Fawkes on bonfire night and not him! Even after we convinced him to celebrate it!

Unc. Chris: Haha, you're right John. Speaking of which, let's grab a toffee apple and enjoy the festivities, it's bonfire night after all.

Habib: And now we know everything about it, we can enjoy it even more!

Katie: Oh yeah, let's get to a bonfire night celebration and see some fireworks.

*Com Theatre company are excited*

Unc. Chris: Absolutely! Let's wrap up warm and enjoy the 5<sup>th</sup> of November! But remember, remember adventures, always be careful around fireworks and listen to your grownups so you can enjoy bonfire night safely.

Goodbye everyone!

*Com Theatre say goodbye.*

Goodbye adventurers!

*Adventurers say goodbye.*

End call now.

*SFX phone down*

Lovely

**Music:** *Armchair Adventure's theme*

**Credits:** *Armchair Adventures is a Made by Mortals production. This episode was funded by the Arts Council England.*