

Episode 11: An Audience with the Catechumen, Part 2

Content warning: Mummification, human fossilization, body parts as relics, willing loss of limb

Matthew: Previously on Oathsworn.

[music plays - "[The Bleeding Horizon](#)" by Devin Nelson]

Devin: "An old shrine, mostly collapsed, that Sarpat locals say dates back to the Old Empire. Never have been seen digging in the area. If they're searching for something, then it might be something worth the Legion's time as well."

Brendan: You see something that marks this as a place that was sacred to the God of Craft.

Gavin: Everyone, we're sneaking in the dead of night into that pit.

Devin: It's like a chaff grenade for Ferals.

Kris: Last time we used-

Devin: A bunch of spices in a pouch.

Kris: It has worked in the past.

[music fades]

[music plays - "[The Consonance That Rang Into The Void](#)" by Devin Nelson]

Brendan: There are a lot of them. Most of the ones that seem to be sort of chewed up near the pit.

Kris: That- Yeah, chewed up? Sorry? What?

(Brendan chuckles)

Gavin: Well, it's like, if we come up to a third party that is violent some way, you know Lance is going to talk to it first.

[music break]

[music fades]

Kris: Everyone's just going down this rope and is just - SHOOM SHOOM SHOOM - so fast, so cool.

Brendan: Uh huh.

Kris (cont'd): And Rahel is just like, yes! And then just goes and, too fast - BAM! - just lands too hard.

Brendan: Take the level 2 harm...

(Kris makes a small worried noise)

Brendan: "Collision." You can resist this. Or mark harm.

Kris: I *can* resist that. Is that worth resisting...

[music plays - "[Fleeting Respite](#)" by Devin Nelson]

Kris (cont'd): 'Cause a level 2 harm would be...

Gavin: It's your first level 2.

Kris: I would need another one before the...

Gavin (cross): Yeah. I don't think it's worth resisting.

Kris (cross): That took effect, right?

Matthew: Well...

Kris: Okay.

Matthew: Sure, but a level 2 harm also is going to take a long time to heal.

Kris: This is true. And this is a rookie who's already likely to die very easily.

Brendan: This is probably another Prowess resist, for what it's worth.

Kris: Yeah. I mean, she does have three dice in Prowess, but that would get it down to what, level one plus some stress? It's also very early, is my fear, and I'm just like, I feel like worse things are gonna come that I'm gonna need that stress for later.

Matthew: Sure.

Gavin (cross): My philosophy...

Kris (cross): I think I might just roll with it.

Gavin: Yeah, my philosophy about clocks is the same about harm.

(Kris laughs)

Kris: Jeez. Yeah, what was that harm again, Brendan?

Brendan: Level 2, "collision." I guess maybe it should be a better adjective.

Devin: Like "sprained" or something?

Brendan: What's the worse version of sprained, but not broken?

Gavin: Twisted?

Brendan: Twisted is good. Level- (laughs) Level 2 harm, "twisted."

Kris: *Twisted.*

Devin: Wasn't that a, wasn't there a numetal band called Twisted?

Gavin: Sure.

Brendan: Almost certainly.

Kris: That sounds accurate.

Brendan: So, the pit in the center of town leads into these tunnels. This is clearly like this is a built system of tunnels. People used this space 100, 200 years ago.

[music fades]

Brendan (cont'd): But it has fallen not merely into disrepair, but also there has been deliberate damage to the area. There are more dead Never here, and there are, there is more recent devastation, like people, someone has deliberately dug into the ceiling and into the stoneworks in order to bring down the ceiling.

Kris: Mmm. Yeah, is the temple up on the surface that way? I mean, I guess we're not there yet, but...

Brendan: This area is also collapsed in, but this collapsed in is much older.

Kris: Mmm.

Brendan: This looks more like it has happened simply over the course of time.

Kris: Gotcha.

Brendan: Whereas this area up on the north end looks like someone just did this a day ago or something like that.

Kris: I see.

Gavin: Huh.

Brendan: What do you do?

Gavin: Are there any Never in the immediate area?

Brendan: Not that are alive and kicking.

Gavin: Okay...

Brendan: Or, alive. You know what I mean.

Devin: I have a question before we do anything.

Brendan: Sure.

Devin: Is it really dark down here?

Brendan: It is. It's extremely dark.

Devin: Despite that, can Aoife see anything with her alchemical construct eye or her...

Kris: Special eye?

Devin: Chosen, petrified eye?

Brendan: Good question.

Devin: It says I can see invisible targets clearly and identify supernatural forces.

Brendan: Yeah. There are no invisible targets. I think... So if you look on the map, there's sort of a green glow off to the left, and there's also a spring to the right.

Kris: (quietly) Mhm.

Brendan: Both of those are faintly supernatural.

Kris: Hmm.

Gavin: Huh.

Brendan: I think you can just see, based on the map here, I think you can just see, this is sort of a natural forge that seems to be happening. It is still burning. It is not roaring, but it is still smoldering. It is still-

Devin: Thermal?

Brendan (cont'd): In the heat and light. Yeah. Yeah, it's like a...

Matthew: Is it a green flame?

Brendan: It *is* a green flame, yeah.

Gavin: Oh, so it's like that coal mine that was ignited 20 years ago and is still...

Kris: Centralia.

(Brendan chuckles)

Kris: Good.

Brendan: It's probably like that, but it seems like there is... There's the outline of what was once forge equipment, like stone benches and such around it. So it is something that was used as a forge flame.

Devin: Cool. And it's supernatural in origin?

Brendan: Yes.

Devin: Mmm. What was the other thing you said I saw?

Brendan: There's a spring over here-

Devin: Okay.

Brendan (cont'd): A spring that I think Gavin had alluded to earlier. Of oil.

Devin: And this spring has magic vibes, too.

Brendan: Yeah.

Devin: Mokay. What were you saying, Matthew?

Matthew: I have a question.

Brendan: Go ahead, Matthew.

Matthew: We got sent here because we think there's a *thing* for us.

Brendan: Yes.

Kris: WEethink there's something worth getting.

Matthew: Did we, do we have any detail whatsoever-

(Kris chuckles)

Matthew (cont'd): On that thing?

Brendan: Good question. Let's look really briefly back at the brief as written.

Matthew: Mhm.

Brendan: Which says, "Never have been digging in the area. If they're searching for something, then it might be something worth the Legion's time as well." So as written, not explicitly. However, I think it's perfectly valid to have a flashback in order to learn a little bit more about it.

Matthew: Somebody with Research want to do that? (laughs)

Kris: I think Rahel has Research... She does!

Gavin: I also have Research.

Kris: Ah, probably more. Also, why would somebody tell Rahel a thing, and not Lance?

Matthew: Mhm! Well, we know there were two rookies right before we had the scene between the commander and Marshall. Maybe Rahel was one of them.

Kris: Oh.

Gavin: Yeah. What sort of stress would cost for this flashback?

Brendan: I think this is one simply because of the scarcity of information.

Gavin: Okay.

Kris: Do you want me to take that stress, because you're...

Gavin: Yeah.

Kris: Already at three?

Gavin: And I'll help you.

Kris: Okay. Yeah. What's the position and effect there?

Brendan: I think I'm gonna treat this as a gather information roll.

Kris: Okey doke. That is two dice. Wah. Four!

Brendan: Two fours. Okay, so you get okay information. Which I think is enough to know, even before learning that this is a site sacred to the God of Craft, that this is a tomb of a Chosen.

Kris: Oh.

Matthew: Oooh.

Brendan: A Chosen from a long, long time ago. But the understanding, I think, is if a Chosen was buried here, that it may have something, something that perhaps allows it not only to be linked to the Chosen that came before it and the Chosen that came after, but Chosen of other gods as well. Something that would be useful in the hands of a living Chosen now, and dangerous in the hands of a Broken.

Gavin: Like a weapon?

Brendan: No...

(Matthew chuckles)

Brendan (cont'd): I think explicitly not a weapon. I think the term that you see used to describe it as almost... an instrument?

Kris: Oooh...

Gavin: It's like a musical instrument or like a tool instrument?

Brendan: I think that part is not clear.

Kris: Probably unclear. Yeah.

Gavin: Damn. Okay.

(Kris chuckles)

Gavin: Well, it was a four.

Kris: Mhm. I also like that question being in character. Rachel just like, "uh, there was something about an instrument?" "What kind?" (makes a surprised noise)

Brendan: I think you can ask a- well, I guess I just said... I think you can get one more follow-up question that isn't, "like a musical or a tool."

(Kris and Matthew chuckle)

Brendan: Any other follow-up question.

Matthew: Bigger or smaller than a bread box?

Brendan: Good question.

Matthew: No, don't. I'm not the one asking.

Kris: Oh boy. I'm curious about what else is down here, 'cause something is just wrecking some Never down here. It might be other Never, but... Yeah, I would like to know about, is there any information about what else might be down here? In terms of-

Gavin: Like what might be guarding the instrument?

Kris: Yeah, yes. Yes. That.

Brendan: I don't know that it's a recent tradition, maybe it is for some, but you come across records, I think maybe looking for information about other Chosen tombs-

Kris: Mhm.

Brendan (cont'd): And there, particularly in the time of the empire, was a tradition of the faithful of the Chosen being buried alongside the Chosen at the time of their entombment, perhaps even prematurely, to help stand guard. To ensure that no one disturbed them.

Matthew: Lance is Chimorti, right?

Gavin: Yep.

Matthew: Is he just Chimorti ethnically, if that even makes sense in this setting? Or is he, was he culturally Chimorti?

Gavin: Well he's got Chimera, so I think he was born and raised Chimorti.

Matthew: Okay, then he should probably know about funeral stuff for Chosen.

Brendan: Sure.

Gavin: He's, he's got the, remember, peach plant features? Blond and pink hair and stuff.

Matthew: Oh yeah, yeah, yeah. I remember. He's got anime hair.

Gavin: Anime hair.

Matthew (cross): How could I forget anime hair?

Devin (cross): There it is. We said the word anime.

(Matthew chuckles)

Gavin (as Lance): Well, if I were gonna bury a Chosen, I would do it... not in the stuff that would take the Crafter God area. That seems gauche.

(Devin, Kris, and Matthew chuckle)

Gavin: So maybe if we could find a way around this recent collapse, maybe go that left hallway.

Brendan: So as you've spent a little bit of time down here getting your bearings, I think the fumes from this green flame forge are starting to get to everyone. Eyes are watering, throats are drying out, the air burns. What do you do?

Gavin: Could I Channels for some gas masks?

Brendan: Absolutely. Tell me how Channels works.

Gavin: Spend Channels to acquire an asset for your squad in a flashback, like you would in a normal Blades in the Dark game for every character, only the Officer can do it. Roll Sway to determine quality. You can spend additional uses to improve quality as per supply rules. Such assets are temporary or on loan and will go away when the mission ends.

Brendan: Cool.

Gavin: So yeah, give everyone gas mask slash eye protection.

Brendan: Yeah, mask up.

Matthew: Rao goes, "thanks boss."

(Gavin snaps his fingers)

Gavin: Just snaps.

Brendan: I think you could just mark that and that works.

Gavin: Cool.

Devin: Hell yeah.

Kris: Noice.

Brendan: Cool. Okay, so you're heading up this, past the forge, up towards the left?

Gavin: Yeah.

Brendan: Okay. So up in this area where I'm marking, this begins to give way. A lot of this is tables and floor and stuff like that, but the walls are still rough-hewn. It's all still very cave-like perimeter.

Gavin: Mhm.

Brendan: But up past this space, it becomes to be much more like built walls, clear perpendicular hallways. But it's a tighter fit. It's probably single file down that path.

Gavin: And the way up?

Brendan: Yeah. The light that was ambient here from the opening of the pit and from the forge fades out, so it's very difficult to see what is up here.

Gavin: Okay. Aoife, what do your special eyes see down that hallway?

Devin: I think this whole time she's had a pistol in her hand, head on a swivel looking down every corner.

Brendan: Yeah. Do you want to give me a Scout?

Devin: I guess. (laughs)

(Brendan and Matthew chuckle)

Devin: I'm always scared to roll things based off of just short narrations.

Brendan: I mean, you don't have to roll anything. You could ask me questions. You could tell the boss, no, you could go home and leave.

Devin: Well, do I get, do I get anything for free because of my eye or do I need to actively...

Brendan: Yeah, that would automatically bump up your, I think this is risky standard. I think it would be risky great with your special eye.

Devin: Okay. 'Cause I only have one die in Scout.

Kris: You want a help?

Devin: I would love a help. How's Rahel helping?

Kris: Maybe Rahel could go with and, since Aoife is focusing on looking out at things, Rahel is there just to test the ground first, is more just being like, is it safe to stand here? Yes. Okay, you can stand there and then look around now.

Devin: (laughs) That's so sad that the rookie is testing the safety for the specialist.

Kris: Well, she's not doing Scout, so it's like... You know-

Devin (cross): Yeah, yeah, yeah. Okay, that's fair, that's fair.

Kris (cross): If anywhere's got some loose rocks or something, can just hop back.

Devin (cross): Six!

Kris (cross): Hey!

Devin: There we go.

Gavin: Finally.

Matthew: There we go.

Kris: We love to see it.

Gavin: 'Bout time.

Brendan: Terrific.

Devin: Yeah, so she's looking for danger and cool shit.

Brendan: Yeah, there are absolutely non-magical, but very fine constructed, pressure sensitive plates in the hallway this way.

Devin: Oooh.

(Kris makes a scared gasp)

Devin: Good catch.

Brendan: They are connected to flamethrowers.

(Kris makes a scared noise and Gavin and Matthew laugh)

Brendan: I guess "flamethrowers" probably isn't quite their word, but that is the effect, right?

Gavin: Yeah.

Brendan: They're flame spouts.

Kris: It opens up a vent in the wall where the fire just already is? It just releases it?

Brendan: Yeah.

Gavin: I'm pretty sure the ancient Roman flamethrowers were called flamethrowers.

Brendan: Probably.

Kris: Sick.

Brendan: This is the secret closet.

Matthew: I think they were called flamus throwus?

Brendan: Yeah, that's probably, that's almost certainly it. Hang on, I'm looking at my English to Latin dictionary and that's what it is.

Kris: Flamvs throwvs.

(Matthew chuckles)

Matthew: No, it's with a W, right? If it's, y'know, original Latin.

(Brendan chuckles)

Kris: Flames?

Devin: Is there a ticking contempt mechanic in this game?

Brendan: Yes.

(Kris and Matthew laugh)

Brendan (cont'd): But with a six, yeah, you 100% are able to spot the outline, guide people past them, show where they should step, show them where they should not step.

Devin: Cool.

Brendan: But then on the other side of this, there is another collapsed area. This is very clearly an archway. This first hallway was just more rough-hewn stone. This looks much more like the temple structure that you'd seen above where it's more deliberately carved.

Devin: Ohhh...

Brendan: I think you see that, the insignia of the slack pool that we had seen before.

Devin: Just from general spatial awareness-

Brendan: Mhm.

Devin (cont'd): Will we be able to sort of infer that where we're, the direction that we're headed is towards the subterranean part of the temple maybe? Below the temple where we know the...

Gavin: The temple's the other direction.

Brendan: Yeah.

Devin: Ohhh...

Brendan: Yeah. I think you can tell that is probably where you're heading.

Devin: And I don't see any movement or anything like that? There's no figures down here?

Brendan: No, I don't think so.

Devin: Mokay.

Brendan: There's no Never down here. All the Never seems to be on the other side of this collapsed space.

Devin: Okay.

Gavin: How's the air quality situation?

Brendan: Pretty musty.

Gavin: But not like we're gonna need our gas masks for this moment?

Brendan: No, this is far enough away from the furnace.

Gavin: Okay. "Alright, team, I think it's time we make camp for today."

Brendan: Interesting.

Kris (as Rahel): In... here?

Gavin (as Lance): Yup.

Devin (as Aoife): Uh... Why?

Gavin (as Lance): Well-

Brendan: Lance, are you used to having...

(Matthew chuckles)

Brendan (cont'd): Aoife ask why for one of your decisions?

Gavin: No, probably not. Look-

Devin: I mean, this is the first mission they've been on together.

Matthew: On screen.

Gavin: Yeah, no, we're specialists. We've probably been on lots of missions together. Except Nabain, who is... just joined?

Matthew: Recent, yeah.

Gavin: Yeah.

Matthew: Recent to the signing.

Gavin (as Lance): Look there are no Never on this side, it's safe enough for us to take our gas mask off, and I'm hungry.

(Matthew laughs)

Devin: Ah, so you mean a break not like a "we sleep here." (laughs)

Gavin: No, this is me trying to set up for Rahel's Home Cooking ability.

Kris: Yeah. I think Lance was just like, "and I'm hungry," and there's a beat and then Rahel's like, "Oh! Right," and then starts setting that up. Like, "Oh! That's me. That's my cue."

Devin: What does the Home Cooking ability do again?

Kris: It says "if a mission takes multiple days, use your fresh food," which I do have equipped, "Say what you cook everyone in the squad that partakes clears one stress."

Devin: Cool.

Gavin: I probably don't explain this, Aoife, but this is also giving time down here for the guardians of the corpse of the Chosen to... show up, I guess?

(Matthew chuckles)

Devin: (chuckling) Do we have some sort of "we come in peace" kind of plan?

Gavin: Well, we've got food.

Kris: Got food and we've got Lance. That's-

Gavin: So, what are you cooking? What's for dinner, Rahel?

Kris: That is a good question. Let me read about the Mitzrayim some. Maybe there's like...

Brendan: Well, I think if you're bringing your cooking kit deliberately on a mission, I think it would almost need to be something that is not usually what-

Kris: True.

Brendan (cont'd): People pack to travel.

Kris: That makes sense.

Brendan: Yeah.

Kris: Yeah, that makes sense.

Brendan: If there wasn't a rookie here with a cooking kit, then I would probably assume that everyone has at least hard tack and jerky and stuff like that. So, this should-

Matthew: That's supplies.

Gavin: Yeah, I think that's supplies.

Brendan: Okay, then yeah. But everyone can have supplies, so, yeah, make this something that needs to be prepared.

Kris: Alrighty. Make it something cool.

Devin: Cook it in the forge.

(Brendan laughs)

Brendan: Yeah, make-

Kris: Yeah!

Brendan: No, don't do that.

Kris: No, I'm not going to activate one of the fire vents. But maybe because this is all rock and stone down in these tunnels, I think Rahel does set up a kind of rock pit situation like jerk chicken that you just cook in a pit.

[music plays - "[Fleeting Respite](#)" by Devin Nelson]

Brendan: Mmm.

Gavin: Hell yeah.

Kris: So it just kind of, you know, has meat, wraps it up in something with some of the spices and seasonings that she has, wraps it up and then just sets a little fire and then just covers it in rocks and it's just gonna sit there for a bit. And then the other stuff that goes with it is, well see, now I just want rice. Or maybe there's a bread or something. Oh, what if it's just pita, and then you just put it in the pita and then eat?

(Matthew chuckles)

Kris: I just want that in my life now.

Brendan: Sounds really good.

Kris: I want that now.

Brendan: Awesome, everyone remove one stress.

[music break]

[music fades]

Brendan: What does the oil here smell like? I guess it smells different from usual oil, because it's given by Agon, the God of Craft.

Devin: Spicier.

Gavin: What kind of oil do they use for quenching?

Kris: Mineral oil...

Matthew: It's usually for...

Kris (cont'd): Says here.

Gavin: Nano quenchants. Vegetable oil.

Devin: Well, maybe it is like a spicy vegetable oil.

Gavin: ... Mineral oil? The fuck's a mineral oil?

Kris: "Mineral oils are fats of fossil origin. The most known mineral oils are petrolatum, *petrolatum*, and paraffin oil."

Brendan: Oh, man. Okay, okay, okay.

Kris: What?

Brendan: Stay with me here.

Gavin: Paraffin? Paraffin-

Devin: What if it's wax.

Brendan: What- The oil here is from fossilized Chosen.

Kris: Ahhhh!

Matthew: Mmm...

Devin: Ew, mummy oil! (laughs) Wasn't there a meme about mummy goo recently? Or that was a couple of years ago. (laughs)

Kris: The sarcophagus goo?

Gavin: Yeah, it turned out to be sewage that had fallen in.

(Devin laughs)

Kris: Oh, bummer. That's much less cool.

Brendan: But it's not, like this is deliberate of these Chosen of like, you serve the God of Craft and then you serve again in death-

Kris: Sick.

Brendan (cont'd): As part of the process of crafting things with the forge.

Kris: Yeah, that's fucking baller.

Gavin: This is very grimdark.

Kris: We take some?

(Brendan chuckles)

Kris: Can we take some? Would that be good? (sheepishly) I think that'd be pretty cool.

Gavin: I'd like a bottle of Chosen, liquid Chosen fat.

Brendan: Yeah, I think there's a chiseled diorama on the far side of the fountain that displays that process, of a Chosen being buried and then being absorbed into the ground and creating the spring. It looks like, you know, like a medieval illustration or something like that. That, so that realization happens in scene at the same time that we that we have that realization here.

(Kris chuckles)

Brendan: But yeah, you can have, you can gather... Hmm. (Brendan makes thinking noises) Yeah, you can just do that. Mark a bottle of fine agonic oil.

Devin: Some good old sarcophagus juice.

Brendan: Yeah, yeah.

Devin: 100% mummy juice. No concentrate.

Gavin: I guess I should leave something behind, but I've already used my Channels and my fine luxury item.

Kris: Got a cloak.

Devin: His fit is so good, it's worth giving to, you know, the gods and the dead.

Kris: Listen, Chosen didn't have drip like this.

(Devin laughs)

Brendan: If you offer the fine ornate cloak, you can't mark it again.

Kris: Oof.

Gavin: I want to leave it in a separate area so that my girlfriend will see.

(Devin and Kris laugh)

Matthew: Jeez...

Brendan: Listen, we all want that.

Gavin: Yeah. Look, don't you just want to come home to your girlfriend wearing your fine ornate cloak?

(Devin laughs)

Brendan: Always. Always, I want this.

Gavin: I'm thinking, unless somebody else wants to offer something up in my stead, I'm probably going to leave the compass.

Kris: The only thing I can think of that Rahel would leave is like, she has a family weapon, and then, I don't- would sing- how bad of an idea would a song be?

Brendan: A song?

Kris: Yeah.

Gavin: Leave behind a song as offering to the god?

Kris: Yeah, if, y'know, caves, tunnels, I mean, I don't know how echo-y it is down here, but...

Brendan: It's pretty echo-y.

Kris: Yeah. If she goes with that, then it's just like, sings into this kind of... There was somewhere in Italy we went to where there was this dope room that was just this semi-spherical chamber, right? It was just a dome, and then there's a bit of a pathway you walk out on, and it's just this one narrow pathway there. The rest of it was just water, just this big pool that filled up the whole room, and you could sing in there and it would echo so beautifully. And I like the idea of that oil zone having similar sonic qualities. That's almost like you sing it and then the echo lasts longer than it should, or just can bounce around for longer, and it's just like, here's a song for you for a while.

Brendan: That would absolutely be a valid offering. I will make you roll to see whether or not to Never hear you.

Kris: Yeah, that's why, that's why both in terms of, just from a Mitzrayim standpoint, right?

Brendan: Yeah.

Kris: Where there's song, there's the Lord of Song and I- Is this a good place for that to be? 'Cause if this was, if the temple here or the Chosen here was, it was something about they could connect with other Chosen or other gods, right?

Brendan: Something like that. Yeah.

Kris: Yeah, here's another god.

Brendan: Well, you know that about, you know that about whatever it is that you hope to find. I don't-

Kris: Mhm.

Brendan: I think this god is perhaps not, unless someone tells me otherwise, is maybe not immediately within your purview of understanding.

Kris: Okay.

Gavin: I'm coming around to this musical idea, 'cause-

Brendan: I think that's great. It's just going to be a roll.

Gavin: 'Cause also, tactically, the Never have to go through this trapped area to get to us first.

Brendan: Sure.

Gavin: As far as we can tell. So, if they want to come investigate the singing, they're going to have to risk death through that hallway.

Kris: Yeah, at least as far as we're aware, we're pretty far from both their ways down here, either via the temple or the pit.

Gavin: Yeah.

Devin: And we could try to set a trap for them too, if they decide to follow.

Gavin: Yeah, so-

Kris: Mhm. I mean, I will also roll for it.

Gavin: Yeah, let's roll for it. I think that's good and cool and also sad.

Kris: I wonder if the content is specifically about, maybe it's not even about the, right just 'cause like, if their song, Lord of Song is there, the song does not need to be about her.

Gavin: Mhm.

Kris: I almost like, you know, I know that this is a quenching pool for weapons, but maybe it's a song about a swim or a bath or something.

Gavin: Yeah, it could be like the Mikvah prayer.

Kris: What is that?

Gavin: So Mikvah is a ritual bath of sorts. Kinda- a lot of non-Jews will mistake this as a baptism in Jewish stories, but it's generally a ceremony you do... Originally it was a cleansing ceremony, a literal bath, but you can do it for spiritual cleansing. I know for a long time women had to do it after they had their periods. And there's a whole blessing that goes along with it before you... This is a different kind of mikveh that I've linked. 'Cause apparently, dishes are also, like if you just immerse something in water, that's a mikveh? I'm just finding out.

Kris: Sure. I'm thinking Consort?

Brendan: Is it about making the connection, or is it about doing this and not being detected?

Kris: Oh shoot, right. What would that one be? What would-

Brendan: That...

Kris: How do you sing, what is the singing sneakily?

(Matthew chuckles)

Brendan: Good question. Maybe that's also Consort. What do people think?

Gavin: I think since the action is singing, it's just Consort, and then the conse- the risk is-

Kris: Yeah, the risk is-

Gavin (cont'd): That we have guys.

Yeah. Like-

Brendan: Yeah.

Kris: You know, I roll badly enough and yeah, probably someone could hear that and that's probably not great.

Brendan: Sure. But of course people can resist that.

Devin: And I'm helping.

Brendan: Okay. How are you helping?

Devin: I'm singing along.

Brendan: Cool.

Kris: So what is, what is position and effect there?

Brendan: Risky standard.

Kris: Risky standard. Could have it be risky great, or controlled or something. I don't know what great effect would do.

Brendan: I would reward it appropriately.

Kris: Oooh. I do like rewards.

(Brendan chuckles and Devin laughs)

Gavin: There's a secret door to the instrument.

Kris: Yeah.

Brendan: I'd pat your head appropriate enough number of times.

Kris: Do I get a gold star?

Brendan: Yeah.

Kris: I'm gonna put it on the sticker board. Good. Yeah. Hmm. *Hmm...* I don't know, the dice have been very mean. I'm very afraid of Avrae and it knows that... 'Cause I have 2d6. Okay, you know what? I'm going to go 2d6 risky great, 'cause that sounds...

Gavin: Hell yeah.

Kris (cont'd): Fun. A four!

Brendan: Three and a four.

(Kris laughs nervously)

Gavin: That's-

Brendan: Yeah.

(Matthew chuckles)

Gavin (cont'd): Nice. There we go.

Brendan: Cool. Yeah. I don't know if there is a clear response to this song. I think interacting with the gods is not an experience of expecting to receive an answer. I think I'm gonna tick "Squad Discovered" twice.

Kris: Where are we at? We're at seven out of eight?

Gavin: Oof.

Devin: As Gavin says, the last one is the one that matters. (laughs)

Brendan: Someone could resist. Someone can resist it down to one tick. That'd be an Insight resist.

Devin: Oh, I have four dice in that.

Kris: Oh, fuck. Yeah, you're very good at that.

Devin: I mean, it is the last tick that matters, but not every tick is going to have the same circumstances. (laughs)

Brendan: I mean, I will say being discovered above ground and being discovered while you're below ground are probably different situations, right?

Gavin: Yeah, we only know of one exit, really.

Kris: Yeah.

Devin: So this is probably a good idea, right?

Gavin: I won't stop you.

(Devin laughs and Brendan chuckles)

Devin: (hesitantly) ... Let's do it. Resist to sing quieter. There we go. No stress.

Brendan: That's a six.

Gavin: Hell yeah.

Kris: Oh, hell yeah.

Devin: Yeah. I think, so, Oileánders like to sing and it's like, it's more of a fun thing. It's not as holy as it is to the Mitzrayim.

Brendan: Sure.

Devin: And maybe Rahel is getting a little bit too into it as she is transcending with the holiness of this song and Aoife maybe gives her sort of a... Hmm, what would be a good way to-

Kris: Rein it in.

Devin (cont'd) To sing, but also tell your friend to sing quieter. (chuckles)

Gavin: Conductor signals? I don't know.

Brendan: Yeah, what is, what's the-

Kris: (laughing) Conductor signals.

Devin: Oh yeah, there is a thing where sometimes you kind of use your hands in sort of a moving down motion to kind of indicate volume.

Brendan: Yeah.

Devin: I think- Yeah, she grabs Rahel's shirt, kind of tightly just to kind of get her attention, and kind of makes a hand gesture to be like, hey, voice is beautiful, but we don't want everybody here to hear it.

Kris: Rahel's eyes go a little bit wide, like "I see what you mean," and then just yeah volume decreases. I think with the echoing it's, you know, it's still the sound is traveling but it's like yeah you don't need to sing at full volume it's already bouncing all over the place. Yes. Was a little lost in the sauce there, appreciated.

(Brendan laughs)

Devin: It's a delicious sauce.

Kris: It's made of Chosen bones.

(Devin laughs)

Brendan: Alright, what do you do?

Devin: Don't use the mummy juice for cooking.

(Kris chuckles)

Gavin: Oh, so I'm guessing the mixed success also meant it was reduced effect?

Brendan: Oh, it was, it got moved up to risky great? Did that happen?

Kris: Yeah, it was risky great.

Brendan: Oh, I missed that, I'm sorry.

Kris: That's what I did with the help, because Rahel already had two dice in Consort.

Brendan: Okay. Oh, I know how I'm going to roll with the great. I think before the song finished, you heard a third voice singing along with, on the other side of the nearby collapsed archway.

Kris: Oh, so this middle path up at the top?

Gavin: Sweet.

Matthew (as Rao): You want me to bust that open, Captain?

Gavin (as Lance): Yeah, let's see what you got, Rao.

Matthew: Got a two in Wreck and have a fine wrecking kit. What's my position and effect, Brendan?

Brendan: I think this is risky standard. Again, this'll run the risk of making noise and attracting the Never.

Matthew: With the fine wrecking kit, I assume that's great?

Brendan: Yes, absolutely.

Matthew: Great. So then I had only used one stress and then that stress went away thanks to the delicious tomb chicken we had.

Brendan: Mhm.

Matthew: And so I'm gonna push myself.

Brendan: Cool.

Matthew: I can resist some stuff, so I'm not too worried about that risky. So yeah, I think I just want this to be great effect, 3d6. Rao kneels down, takes a sling off her side, pulls out these little ceramic rounds or ceramic spheres which she packs in to the wall, and then she pulls out some twine and with the, with a lighter or something like a matches, probably matches, there's no lighters in this setting, with matches lights them, tells everybody to get around the corner. The fine here is that I'm hoping to do this in such a way where I'm gonna blast the minimum amount of this open.

Brendan: Yeah, I like that.

Matthew: Just in case there is a weird spooky spirit back there, we don't wanna piss them off ahead of time.

Brendan: Sure, absolutely.

Matthew: We're gonna piss them off afterwards once Lance gets to talk to them. Okay. 3d6 risky great. Let's do it.

Kris: Hey!

Brendan: That's a six.

Gavin: Yeah!

Brendan: Absolutely, you get exactly what you wanted.

Gavin: I see why Rao is a soldier.

(Matthew chuckles)

Brendan: Does Lance say that?

Gavin: Yeah. "I see why we promoted you now."

Matthew (as Rao): Thanks, boss.

Gavin: No, no! Lance says, "See, this is why I recommended you for promotion."

(Devin laughs and Matthew chuckles)

Devin: Wasn't she part of the reason why Lance's last mission was so successful?

Brendan: Absolutely.

Kris: (quietly) Group effort.

Brendan: But yeah, you do it. You get, y'know, a person sized hole in the rubble. You can see now, yes, that there is a hallway on the other side and that there is light coming from the far end, probably torch light or something like that. And you have made practically no additional sound in the process of doing it.

Devin: Hell yeah.

Gavin: I think Lance is going to go in first. Maybe.

Devin: I think Aoife is right behind Lance with gun out, ready to go. Just in case.

Gavin: I've got my fine shield up with my hand weapon, you know, Aoife's gun over my shoulder, standard formation stuff. Standard Left 4 Dead formation stuff.

(Brendan and Matthew chuckle)

Brendan: So, you move into, or move up to, this larger room. This room which has magical, or you assume that they are magical because they are still lit after hundreds of years, torches. Or maybe not torches, but braziers. I think these are built. This is a finely crafted room, an antechamber, leading up to the grand tomb of the Chosen ahead, which is past this arch up here in the far north end.

But standing in this room, at attention basically, are four figures. They are tall, six, six and a half feet apiece, all of them broad. Two more masculine, two more feminine. They are each clad in what could either be knightly armour, but could also very reasonably be blacksmith armour. They each have sort of a sheer face mask helmet on, and likewise, they're each clasping something different that could be something that had just been pulled out of a forge, or something that has been used as part of a forge. You can see them sort of muster as you move forward.

Gavin: Hmm. I'm going to signal for everyone to keep their weapons up, and I'm going to put mine away.

Brendan: Okay.

Gavin: And step forward. "Hello!" (hums)

(Others snicker)

Gavin (as Lance): Hmm. Not very talkative types.

Brendan (as one of the figures): We don't talk to trespassers.

Gavin (as Lance): Uh, well, consider us pilgrims then.

Brendan (as one of the figures): Do pilgrims usually use explosive material to get where they're going?

Gavin (as Lance): Only when your beautiful entrance was blocked by, was tragically blocked by a cave in.

Brendan (as one of the figures): (angrily) We blocked that entrance to prevent those monsters from further defiling this place. You have created a path for them to come in.

Gavin (as Lance): Oh, we can close it when we leave.

Brendan (as one of the figures): Good. Leave.

Gavin (as Lance): Well, hold on.

(Matthew and Kris chuckle)

Brendan: It takes a step forward.

Gavin (as Lance): We haven't made our pilgrimage yet. Look, we're from the Consonant Legion. Do you remember us?

Brendan: Hmm, do they remember the Consonant...?

Gavin: Shows my symbol.

Brendan: That's a good question. Let me...

(keyboard clacks)

Brendan (cont'd): I'm just gonna do a quick fortune roll here. Let's see if they remember the Consonant Legion. The one who's been addressing you, I think sort of, they seem nonplussed. They're like, "We know of the Legion. We know perfectly well who they sided with in the God's War. We want nothing to do with you. We have no quarrel with you, but we do not countenance you trampling through our temple."

Gavin (as Lance): We're not- Okay, well...

(Matthew chuckles)

Gavin (as Lance, cont'd): I'm sorry. We just saw that there were creatures here and we wanted to make sure that whatever they were trying to get didn't fall into their hands. I'm Abunalance, by the way. You can just call me Lance. What's your name?

Brendan: Give me a Sway.

(Kris snickers)

Gavin: You got it.

Brendan: Risky limited.

Gavin: Hmm, what's a devil's bargain here?

(Matthew chuckles)

Brendan: Hmm. Do you think Abunalance has a storied heritage? Is there an ancestor that this person could have heard of? I guess that's more an Arcadian trait than a Chimorti trait.

Gavin: I'm sure Abunalance could spin up a, could pretend to be an Arcadian at this point.

(Brendan and Kris laugh)

Brendan: Oh, I have an idea.

Gavin: Mhm.

Brendan: The devil's bargain is, in your effort to be familiar with this thing, you'll expose yourself to corruption.

Matthew: Oooh.

Gavin: Sure. Lance is the one that's gonna get corrupted a bunch this campaign.

Brendan: Looking forward to it.

Gavin: Yeah.

Brendan: Okay, mark a corruption.

Gavin: Now the question is do I want to do desperate standard with 3d6 or risky standard with 2d-

Devin: Oh my god.

(Matthew chuckles)

Brendan: You know the answer to that.

(Kris exhales loudly)

Gavin: I don't think a Resolve tick on my XP clock is worth it.

(Devin laughs)

Gavin: 2d6 risky standard.

Brendan: Okay.

Gavin: That's a five.

Brendan: That's five. Okay. So I'm gonna add a clock. Actually, I'm gonna add another pair of race clocks. This one is gonna be, they're both gonna be eight step. One is gonna be "Blacksmiths Convinced." The other is gonna be...

(keyboard clacks)

Brendan (cont'd): "Blacksmiths Hostile."

(Devin chuckles)

Brendan: Or "Blacksmiths Attack," maybe. Yeah. I'm going to put two ticks into convinced.

Gavin: Just desperately looking at what everyone else can do.

Brendan: Uh huh.

Devin: I can shoot things, which is probably not good here. (laughs)

(Matthew and Kris chuckle)

Gavin: Rao is actually pretty good at talking.

Brendan: The- excellent. I think this thing says, "Abunalance of the Consonant Legion. I am Renda of the Catechumen of Agon. This is the resting place of Ygsera. If you truly respect us and our traditions, then leave this place in peace, and do not let the abominations above trouble us any further."

Devin (as Aoife): The abominations are going to trouble you regardless.

Gavin (as Lance): Yeah, if-

Brendan (as Renda): We have watched this place for two hundred years, we will watch it for two hundred more.

Devin (as Aoife): Was the sky dead then, was the sky dripping onto all of living beings and consuming them then?

Brendan: "The sky has always been dead." And really quick, I am, because it was a mixed success, I'm ticking "Blacksmiths Attack" by two. Someone can resist that.

Matthew: Rao only has two stress. I'm happy to resist this.

Brendan: How do you resist?

Matthew: This is from during the empire, right?

Brendan: Yeah, absolutely.

Matthew: I think that Rao is not a student of the empire, but she's into those aesthetics?

Brendan: Mhm.

Matthew: Or maybe had a parent who was really into this, and I think that maybe what she does is like... Hmm, what would there be? Maybe there's a particular phrase? 'Cause tensions are getting heated, right? And I think maybe there's a particular phrase for forgiveness from this particular god that suddenly springs to her mind, maybe? Depending on how this roll goes?

Brendan: Yeah.

Matthew: And she's gonna interrupt and blurt that out, which might cause stress because she'll be, you know, going against sort of the chain of command.

Brendan: Yeah. Is it maybe... something to do with things being broken, but never beyond repair, or something like that?

Matthew: Mmm. Yeah, yeah, yeah, yeah. I'm into that. What kind of resist we talking?

Brendan: Resolve.

Matthew: Okay.

Brendan: I think.

Matthew: I'm good with Resolve resist. Let me get a 3d6 on that.

Brendan: Yeah.

[music plays - "[Do Not Wish](#)" by Devin Nelson]

Matthew: There we go.

Brendan: Six.

Kris: Hey. Heyyyy.

Brendan: Okay, I'm gonna reduce that down to one tick.

Matthew: Okay, so then Rao steps forward and blurts out this prayer she half remembers. "To the ashes, the embers, the coals, the fire, the forge. Great Agon grant us your temperament."

Gavin (as Lance): Look, Renda, if we could kill all the creatures above and protect the tomb, we would. It's not an easy thing to admit, but these creatures are winning. We had a plan, we had a force, we formed the Consonant Legion, and it failed. There's less than forty Legionnaires left. Even if all of us assault this ruin, we wouldn't take it back.

Our mission here is simply to make sure whatever they're looking for doesn't get into their hands. You can stay here if you want, but they're going to dig you out, and they're going to take whatever you're protecting. If you give it to us, we can take it east to Novara, or we can destroy it. Your call.

[music fades]

Brendan: Sounds like another Sway.

(Kris makes a sound of despair)

(Matthew chuckles)

Kris: Trying to think of how I can help.

Matthew: I can help, I can help, I can help. I have very little stress.

Devin: I have fucking nothing to help with here.

Gavin: What's the position and effect?

Brendan: Risky limited.

Gavin: Risky limited again... Ugh. For all of that heartfelt speech.

(Matthew chuckles)

Brendan: Yeah, you know what? I'll tell you what. I'll tell you what. If "Convinced" is higher than "Attack", it's risky standard. I think that's fair.

Gavin: Okay.

Brendan: Yeah.

Gavin: Okay. I don't know, laying everything out on the table being like, not holding anything back about, just being completely frank about the situation, I feel like that's forcing it into desperate great. Not forcing it, but-

Matthew: Sure.

Gavin (cont'd): I want to make it desperate great here.

Brendan: I think it absolutely feels desperate great, yeah. Someone's helping?

Matthew: Me.

Brendan: How are you helping?

Matthew: I don't think that the, these sort of benedictions or whatever that Rao has been doing have necessarily stopped. She's just sort of backed off a little bit and let this continue while sort of keeping a low chant going.

Brendan: Mmm, okay. How're you taking that help?

Gavin: Extra die. Desperate great.

Brendan: Okay.

Gavin: 3d6.

Brendan: Right. Okay.

Gavin: It's a four.

Brendan: Four. Okay. So, great effect will get you three ticks. That's absolutely true. Now at five of eight. I think they believe you. I think, I think you can see in their body

language, in the way that the other ones look at one another, that they know that what you're saying is absolutely true. Your consequence here, however, is I think that one of them is going to spot the bottle of-

(Matthew chuckles)

Brendan (cont'd): Agonic oil that you took...

Gavin: Uh...

Brendan (cont'd): And if they notice that, then you're going to slip into a desperate position.

Kris: Can we resist that?

Brendan: Yes.

Kris: I'll resist it. Can-

Gavin: What's the resist for this?

Brendan: What were you saying, Kris?

Kris: Oh, no. Yeah, I would like to hear what the resist is first.

(Brendan laughs)

Gavin: 'Cause if it's Resolve, I've got four dice.

Brendan: I dunno. It sounded like you had a really good idea. I think it's Insight. I think it's Insight-

Gavin: Oh. Then...

Brendan (cont'd): To realize what's about to happen.

Kris: Okay. I've got three in Insight, and maybe it's just like, yeah, Abunalance is going up ahead is just like, okay, I'm going to hold onto this back here. I can put it in my bag with all of the medic kit that has all the soft things in it so it doesn't break. It's just like, don't leave that right at the front. (laughs) In case something happens to Lance, because we don't know what we're walking into.

Brendan: Mhm. Yeah, I like that.

Kris: I have 3d6 for Insight Resolve. No, an Insight resist, that's what that word is. Bad.

Matthew: Whew.

Brendan: Four.

Gavin: We'll take it.

Kris: The four is only two stresses, not the worst.

Brendan: Not the worst.

Matthew: How many does Rahel have now?

Kris: She's at four of six.

Matthew: Okay, that's not terrible.

Kris: If it had been the two, it's like, no, she's gone. She's dead. (laughs)

Matthew: Yeah.

Kris: Dead now.

Brendan: I think Renda sort of looks to her compatriots and then looks back at your assembled group, looks at these rookies, and says, "You entreat us to let you run away. You entreat us to allow you the privilege of trying to escape."

Gavin (as Lance): Well, you could come with us if you wanted, but...

(Matthew laughs)

Brendan (as Renda): We are oathsworn to stay here to defend the tomb.

Gavin (as Lance): I figured, but, you know, the offer it's worth, you know... I think. Just making it clear.

(Kris snickers)

Brendan (as Renda): You who number less than forty, how do you expect to reach the capital? How do you expect to last even when you do reach the capital? What hope is there, trusting in the Consonant Legion?

Gavin (as Lance): Uh, well... I'm not the commander. But this was my mission. I can't tell you all of our plans because I don't know them, because that's not my job. I don't know if we're going to win at the cap. I don't. I can't guarantee that. But I do know that's where we're going. That's where these creatures aren't yet.

One way or the other, the way I see it, the Never are going to find this place and they are going to take whatever you're protecting. You've got two choices. You can either destroy it when you hear them breaking down that cave we're gonna re-collapse. Or you could let us preserve it for you.

Brendan: Give me a Sway.

Gavin: Ah, three fucking Sway rolls. Okay.

Matthew: I can help again.

Gavin: 3d6. Is this another desperate... I don't know, it feels... So what's the- what- Give me the rundown of this roll. Is it baseline?

Brendan: Baseline, I think you're still at risky standard.

Gavin: Okay. And we...

Matthew: Need those 3 ticks for success.

Gavin: We're 3 ticks away.

Brendan: Yep. So great success would do it.

Gavin: Let's make it desperate great.

Matthew: Could also use the help to go up to great.

Gavin: Yeah, but then I'd be rolling 2d6.

Matthew: Sure, yeah, we all know that's cursed.

(Devin laughs)

Gavin: I'd rather avoid that.

Brendan: You could also ask for another devil's bargain.

Matthew: Devil option.

Gavin: Do you have a good one in mind?

Brendan: I do!

(Kris makes a small scared noise)

Brendan: I think Renda will insist on a trade, will insist that something else is left in its place.

Gavin: Well you can have my gas mask.

(Devin laughs, and Matthew and Kris chuckle)

Brendan: I think it will be a higher price than that.

Gavin: Ahhh...

Kris: Cloak.

Brendan: I think it will be a level 2 harm.

Gavin: Yeah, I think Lance will do this. Lance is a little devil may care. 4d6 desperate great. What's this harm, "branded by Agon"?

Brendan: Let's roll first and let's see.

(Devin chuckles)

Gavin: Okay. (breathes deeply) C'mon, four ones. Here we go. Get ready to cry. It's a five!

Kris: (high pitched) It's a five.

Matthew: Five.

Brendan: Five.

Kris: (high pitched, relieved) It's a five!

Brendan: That's a five.

Devin: Another XP.

(Matthew chuckles)

Gavin: Yeah. I already marked it.

Brendan: Okay. Here's what happens. Renda glances over her shoulder and jerks her head back towards the tomb.

(droning noise fades in)

Brendan: One of the catechumen reaches into the open coffin. The way they move, you'd almost think they're about to lift a child from a crib, or an elder from their sickbed. But when they rise, they're not cradling a body, but an instrument. A bowed, stringed thing that looks as old as the haggard bodies of the catechumen themselves.

It's long like a viola. It's slender like a pochette. It's pale, as pale as bleached bone. The pegs are gnarled like knuckle bones. And as the Tomb Guardian inspects the long, pale strings, you realize what they once were: tendons, taken from the body of the Chosen. The instrument, the whole thing, is a relic of a saint of crafting. Turned into one final creation after death.

When they finish inspecting it, they step forward. And Renda says, "Behold the Beacon of Ygsera, last Chosen of Agon. We commit it to your care, to protect from the dead god. Captain Abunalance of the Consonant Legion, give me your hand."

Gavin: Lance does, solemnly.

Brendan: Renda seizes it with her free hand. The knife comes down. Swift, sharp, hot.

(droning fades out)

Matthew: Oof.

Kris: Rahel is immediately going for the medic kit she brought. "I was expecting to have to use this."

Brendan: Take the level 2 harm, "amputated."

Gavin: Lance screams.

(Devin chuckles)

Gavin: Lance is not above that. I think maybe he catches himself or Rahel comes in with the-

Brendan: Well-

Gavin: With a wooden dowel.

Brendan: Mhm. You did get a five. And that means that, unless someone resists, I'm going to tick the "Squad Discovered" clock.

Kris: Oh, the smell of blood.

Brendan: By three, because it was a desperate roll.

Kris: Oh no.

Devin: That would fill it, right?

Kris: Um...

Gavin: Oh.

Kris: Oooh.

Gavin: That we can't resist it down to-

Brendan: You can resist it down to one.

Gavin: Oh, okay.

Devin: What would resist even look like here?

Brendan: I don't know. You tell me.

Gavin: Could this be a Resolve resist to not scream?

Brendan: Yeah. 100%.

Kris: Oh.

Matthew: So, just to metagame a little bit...

Brendan: Mhm.

Kris: Yeah.

Matthew (cont'd): Soldiers have Grit.

Gavin: Uh huh.

Matthew: Which means that to a resist roll, I can add a 2d6.

Gavin: Is it to any resist?

Matthew: An extra 2 die. It is, I'll read it. "Grit is an action that soldiers specialize in training. Unlike most actions, it is not rolled, but its rating determines its uses per mission. You may spend Grit uses to add +2d to a resistance roll. The Grit used must be spent before the roll. You may only spend one Grit use this way per roll." So any resist.

Kris: Hot diggity.

Brendan: Yeah, 100%.

Matthew: So given that Lance is sitting at three stress, you could roll a 4d6, right?

Gavin: Mhm. I'd rather roll a 6d6.

Matthew: Right. So if I can, if I can give you this Grit...

(Matthew and Brendan chuckle)

Matthew (cont'd): Which is sort of me helping you on this resistance roll, 'cause it just says to a resistance roll. It doesn't say to *your* resistance roll or something like that. It's up to Brendan, of course. But this could be, you know, you trying to stop the scream and also Rao grabbing your shoulder or holding your other arm or something like that. Giving you something to focus on.

Gavin (cross): Or Rao just straight up gagging Lance with a glove or something.

Matthew: That's what I was gonna suggest, but I didn't want to be the one to say it.

Devin (cross): You think she sticks her fist in his mouth? (laughs)

Matthew: I think just covers, right? She's probably got a big, meaty hand.

Brendan: Yeah, you can absolutely use it.

Gavin: Okay.

Matthew: Okay. I'm marking my Grit.

Gavin: 6d6. Let's go. Six ones. Ready?

Brendan: I'm ready.

Gavin: That's a six.

Devin: Hell yeah.

Brendan: That's a six.

Kris: Yes.

Brendan: It's a couple of ones in there, but it's a six.

Kris: More ones than I'm comfortable with.

Brendan: Yeah.

(Matthew chuckles)

Gavin: God, imagine if you rolled a crit on this. Lance is like, "I deserve this. This is what I want."

(Devin laughs)

Matthew: Yeah, actually this helps me. (laughs)

Kris: I'll look even cooler next time I see my awful girlfriend.

Devin: It adds to his mystique.

Gavin: I'm not owned! I'm not owned!

Kris: I'm not owned? (laughs)

(Brendan laughs)

Matthew: So now we need to get out of here.

Kris: Yes.

Brendan: And you need to collapse the...

Kris: Yes.

Brendan (cont'd): The ceiling, like you said you would.

Matthew: Well I can do the ceiling.

Brendan: Okay.

Gavin (as Lance): Renda, I have this finely crafted cloak that I think I would like to be wrapped around my hand. If that pleases you, it is a very fine crafted cloak. I'd hope it'd be a beautiful thing for the crafting, for Agon to peer over.

Brendan: What does it look like?

Gavin: It's red with a gold trim and a gold symbol of a peach.

Brendan: Renda looks it over and says, "Whatever's become of the world since last we saw, it is a relief to see that some still take pride in their craft. There is no greater mark of respect for the world than to leave it more beautiful than when you came into it." And she takes it reverently and passes it and the hand back to one of her companions.

Gavin: And Lance openly cried.

Kris: Mhm.

(Brendan chuckles)

Devin: There goes his career in hand modeling.

Gavin: Yeah. I've got the other one.

Matthew: He's got the other one.

Gavin: Yeah.

Matthew: Yeah.

Brendan (as Renda): Make good on your promise. Head to the capital. Evade the forces of darkness. We will collapse the tunnel as we did before.

Kris: Oooh.

Gavin: Salute. I offered my offhand, by the way. I still got the good one for shooting.

Devin: But now you can't carry a shield at the same time.

Gavin: Yeah, I'd have to have the shield strapped to my arm.

Brendan: Mhm.

Devin: Oh, you could get an attachment to your stump that is like a shield holder.

Gavin: That sounds very painful.

Brendan: So-

Gavin: I think for now we have Lance lash it to the forearm. But yeah, go ahead.

Brendan: I was going to say, I think I just want to, unless there are particular bits or moments that people want to see, I think we can expediate a lot of the exit, the fleeing-

Matthew: Mhm.

Brendan (cont'd): From this place.

Devin: Mhm.

Matthew: Yup.

Brendan: Maybe with a group roll of-

Matthew: Yup.

Brendan (cont'd): Maneuvering out of this place.

Gavin: Sure.

Kris: Sure.

Brendan (cross): If that makes sense to everyone.

Gavin (cross): Who has the least stress?

Devin: Me, probably.

Kris (cross): Rahel's at four of six.

Gavin: Okay, Aoife, lead the way.

Devin: Yeah, yeah, yeah. I'm down to lead, I have room for five stress.

Brendan: Okay.

Gavin: Okay. Cool.

Brendan: Cool.

Gavin: Maneuver?

Brendan: Aoife leading a quick retreat here makes a lot of sense.

Devin: Yeah. I think while all this talking was happening, she was kind of scoping out their egress.

Gavin: 'Kay. We all get failures and we have to have a fight next session. Ready?

Brendan: We'll see. Risky standard.

Matthew: Oh, my god.

Kris (cross): (shocked) Ohhh...

Devin (cross) Oh, my god!

Brendan (cross): Two, four, two, three...

Kris (cross): *Jesus!*

Matthew (cross): There's a six, there's a six, there's a six.

Devin (cross): The parody, the parody between the ingress and the egress.

Kris (cross): Is there a six? There's no six.

Gavin: There's no six. That's a four.

Matthew: Oh, that's not a six, you're right. It's a total.

Kris: That's two threes.

Matthew: That's my one. *Wow*. I'm the only one!

Gavin: Ohhh, oh my god.

Kris: That's both group, that's both group rolls this mission. One success.

Devin: Yeah, that's what I'm saying.

Kris: Ohhh...

(Gavin sighs deeply)

Brendan: So Aoife takes three stress and you get out. Is that what I'm seeing?

Matthew: I think that's it?

Devin (cross): Yeah.

Gavin (cross): That's correct.

Matthew: There's a consequence.

Kris: Christ.

Brendan: And there's a consequence. Absolutely. Maybe you stumble, like you turn a corner and you stumble into a Never, and it gets, like it doesn't sound the alarm, but it does bite you or something like that.

Devin: And she jab- as it bites her, she jams the pistol right up into its throat.

Brendan: Yeah. Take the level two harm, "bit."

Devin: Fuck!

Brendan: You can resist this.

Devin: (laughing) I mean, I can't. I only have two stress boxes left. I imagine this would be a Prowess resist.

Matthew: You don't have a trauma yet.

Devin: I don't have a trauma yet.

Gavin: I'll resist it and get a trauma.

(Devin laughs)

Brendan: Okay. Do you take the bite instead?

Kris (cross): Oh boy.

Matthew (cross): I'd love Lance to get a trauma here. Well, you should roll. We don't know if you're going to get a trauma.

Gavin: Yeah. This is a Prowess, I guess? I'm trying to like-

Brendan: Yeah.

Gavin: I've got a shield. Or, oh!

Brendan: Yeah.

Gavin: I could just resist with a shield, but I kind of want to take...

Devin: Oh, I have fine armour! Does that help here?

Gavin: Yeah. You've got fine armour. You can just reduce that down.

Brendan: Yeah. You can just resist down.

Devin: Oh yeah. I'll just resist with the armour.

Brendan: Okay.

Devin: Yeah. So it tries to bite at me, but it can't dig through my ghillie suit.

Brendan: Absolutely.

Devin: It gets a mouthful of leaves.

Kris: Like when you get hair in your mouth, it's just like, ah. (makes spitting noises)

(Matthew laughs)

Brendan: Eww. I don't like that.

(Kris chuckles)

Devin: Oh, no, no, no! I have some particularly fragrant eucalyptus branches in my ghillie suit, and if it's a Feral, it'll bite into it and be like, mmm, this is satisfying. (laughs) And then it leaves with just a mouthful of leaves.

Brendan: So, fine armour provides one armour against physical attacks.

Devin: Okay. Bringing it down to one is still way better than having a level two harm, though.

Brendan: That's true.

Gavin: I've got armour *and* a shield. I could jump in and drop both my armour and my shield.

Brendan: Okay, yeah.

Devin: I think it bites into my ghillie suit, gets a mouthful of leaves, it realizes that it hasn't bit through my flesh and then it goes in for another bite.

[music plays - "[What Has Yet To Be Written In The Annals](#)" by Devin Nelson]

Devin: And then I think at that moment, Lance uses the shield to whack it.

Gavin: And we get out of there.

[music break]

Brendan: Oathsworn is an actual play podcast created by...

Devin: Devin Nelson,

Gavin: Gavin Fregeau,

Kris: Kris Allison,

Matthew: Matthew Guzdial,

Brendan (cont'd): And me, Brendan McLeod. All music for the show is created by Devin Nelson. Find it and more at devindecibel.bandcamp.com. Find a link to their music and any of the games that we have played in the podcast description. Follow us [@oathswornpod](#) on Twitter, or [oathsworn](#) on cohost. Until next time.

[music fades]