Episode 17: The Threat of Miracles, Part 1

(sound of things being moved around)

(paper rustling)

(pencil scratching on paper)

Brendan (as Thar): From the personal journal of Thar, born of Draknor. Private! Do not read!!

Today's fitness regimen: 10 laps around camp. Push-ups, five sets, 20 reps. Sit-ups, five sets, 20 reps. Squats, five sets of 20. Tucks, five sets of 20. Jacks, five of 20. Officer Kayo showed me something called a bear crawl exercise, which is good for your core though you look like a Feral while you're doing ‘em. Will add to rotation.

Today's skincare regimen: mostly the usual. Wanna up the tin oxide but getting low. Alchemist might have stuff? Remember to ask. Is salt water good or bad for your skin? We're at the Well of Ikario. Will report back.

Today's affirmations: I am the future. I am a visionary. I am strong. Uh… I, um, oh. I *love* being strong. Yeah, that's it. I love being strong.

Today's reflections: still need to seek out a mentor. Options from the available officer core: Augur Nikolaj. Nikolai? Nikolaj. Absolutely not. Not even sure what an augur is. Worse than no mentor at all. Hard pass. Medic Nabain. Waloot said he was smart. If he was so smart, then- well… Pass. Sniper Aoife. Aoife’s like the cool big sister. I'd rather be Aoife's friend than her protege. Pass. New long-term project: become Aoife's friend? Scout Lark. Lark is a badass, and command loves her, but also she never says anything. I'm not even sure if she *can* talk? Pass for now. Heavy Kayo. Kayo's so fucking strong. I bet they could take the Marshall in a fair fight. Hard maybe.

[music plays - “The Consonance That Rang Into The Void” by Devin Nelson]

Brendan (as Thar, cont’d): Officer Lance. Best dressed in the camp other than Samnael. Lance can talk the talk and walk the walk. I heard he seduced a Witch and cut her heart out. I think Lance might be it.

Goals for tomorrow: talk to Lance, three reps of bear crawls, salt water bath. Stay winning. Thar out.

[music break]

[music fades]

Brendan: So when last we left off, we had wrapped up the primary mission, the mission to eliminate the enormous, powerful Never at Duskfall Canyon, which means we pick up with the secondary mission. Matthew, would you read the secondary mission that was chosen, please?

Matthew: For sure. Our secondary mission was Troop Recon. Lady… is it Jasiko or Jasiko [pronounced Yasiko]?

Brendan: Jasiko [pronounced Yasiko].

Matthew: Jasiko, leader of the Plainsfolk, who've assumed command of the well, has a problem. Bandits are mounting increasingly sophisticated raids on both the settlement and the refugees who trail down the road, but she can't spare the menpower to mount an investigation of how or why they're operating with such superb organization. She asks for a legion squad to investigate the eastern pass, find the bandits' hideout, once there get a sense of their strength, and discover who's leading them.

I almost slipped into a Legends of the Hidden Temple there for a second.

(Brendan chuckles)

Matthew: (deep voice) She asked for the Legion squad to investigate the Eastern Pass, find the bandit's hideout, and then find the Shrine of the Sacred Monkey!

Brendan: Absolutely. Well, now they *have* to fail.

Matthew: Yeah, Brendan, can I ask you to add a Shrine of the Sacred Monkey to the map? (laughs)

Brendan: Yeah, yeah, you're going to have to find it first.

Matthew (cross): Oh, of course.

Brendan (cross): But it’s there.

Kris (cross): It's a special mission. We need the Intel for that.

Matthew (cross): We were thinking of a long-term project, yeah. (chuckles)

Devin (cross): Get some Intel on that?

Brendan: Absolutely.

(Kris chuckles)

Matthew: Sorry, it's the *Silver* Monkey, Silver Monkey. Good. Really got to make sure we get this right.

Brendan: Serikali, I really need you to get on board with this ‘cause it's happening.

(Matthew laughs)

Gavin: So I sent Lark and Nikolaj alongside the Grinning Ravens… To investigate this.

Brendan: Okay, assemble your dice pool.

[music plays - “Bracing For The Tide” by Devin Nelson]

Gavin: Okay. Are all on the mission oathsworn to the Legion? Yes. Commander, do you want to spend one Intel?

Matthew: Yeah, for this one.

Gavin: Okay, +1d. Is everyone on the mission a specialist or soldier? No. Does any Legionnaire distrust the leadership or not fear them enough to obey orders on the battlefield? Not yet.

(Matthew chuckles)

Gavin: Are required specialists or equipment not on the mission? No. Did the quartermaster spend horses to equip the mission?

Kris: Ooh. I-I will, yes.

Gavin: Cool, three dice.

Kris: That's good, that's a good number.

Gavin: And no Legionnaire is starting with heavy load because it's fake. They're not, we're not loading them.

(Devin chuckles)

Gavin: So that's three dice?

Brendan: Yeah.

Gavin: (in pain) Aah! Aaaaaggghhhh!

Matthew: Well, you did two dice.

Gavin: Oh.

Matthew: You did two.

Kris: Roll another, roll another.

(Devin chuckles)

Brendan: Which is good, because you rolled a one and a two so far.

Kris: Just roll a six, it's fine. It’s exclamation point, then “r”.

(Kris, Devin, and Matthew laugh)

Matthew: (laughing) Oh my gosh, Gavin!

Kris (cross): (laughing) I'm dying.

Matthew (cross): You’re killing us.

Brendan: Fine…

Matthew: This is a slapstick routine.

Brendan: Everything’s fine.

Kris (cross): (relieved) Okay, okay, okay.

Matthew (cross): Alright.

Gavin (cross): (relieved) Ohhh.

Brendan: That's a five.

Kris: Agh!

Matthew: God.

Kris: I hate this.

Gavin: Okay, let me read the five.

[music ends]

Gavin: Fail the mission *or* you can succeed. Two squad members die and all specialists take level two harm. So if we fail, one person's gonna die anyway. So…

Matthew: Yes, correct.

Gavin: We should just succeed and take the…

Matthew: The two rookie deaths? And then Devin gets to do a story.

Devin: Mhm.

Gavin: And we'll also be at four to seven Morale, which means we'll only get one action.

Kris: (quielty) Gaaah.

Gavin: But we're going to be four to seven anyway.

Matthew: If we go with the death here, the two deaths, and succeed, then we get an Intel back?

Kris: Mhm. Yeah, we're very low on Intel, aren't we?

Matthew: Well, now (laughing) that I spent our last Intel.

(Kris chuckles)

Matthew: Yes.

Kris: Yeah, Intel would be good to have. How bad is it to get more Pressure?

Matthew: Right now, we just started a new clock. Not so bad.

Gavin: I guess the question is, what's more important? One Intel, or…

Kris: Or one action.

Gavin: Yeah.

Kris: ‘Cause it's true, we do- we are also at three Supply, so I could-

(Matthew chuckles)

Kris: The Intel might be better to take because it's harder to get.

Matthew: That's true.

Kris: Whereas I can spend Supply for another action if it turns out to be a thing we need.

Kris: I'm voting on succeed, killing two unnamed rookies.

Gavin: Me too.

Kris: I'll agree to that.

Devin: Yep.

Gavin: Alright.

Matthew: Okay.

Brendan: Okay.

Devin: Ha. Brutal.

Matthew: Ain't that just the way.

Brendan: Yeah, what's this look like? How’d these two rookies die?

Devin: Hmm…

Matthew: I mean, it comes down to the fact that these bandits, or whatever was the exact wording that you used, are definitely former members of that big Consonant Pledge, right?

Brendan: Oh, absolutely, yeah.

Kris: Mmm.

Brendan: Yeah, that's gotta be the case.

Matthew: ‘Cause we've already run into some of them, right?

Devin: That works really well with my story, so yes.

Brendan: Right. Yeah.

Matthew: And then we had that betrayal that happened and then we killed one rookie because of the betrayal. And so maybe this is the case where these are two rookies who were looking for revenge?

Brendan: Oh, absolutely. Yeah.

Devin: They could also be rookies that have a thing out for Nikolaj.

Brendan: Yeah, 100%. And that discord in the ranks, distrust, might've created the opening of these two green rookies decide, well, we're just going to go off on our own and take revenge and get killed as a consequence.

Matthew: Maybe it's specifically Nikolaj commands them to stop and they're like, fuck you.

Brendan: Yes! I like that a lot, of Nikolaj is the one to spot ‘em sneaking off.

Matthew: Uh huh.

Brendan: Is a specialist, is like-

Kris: Yeah, it's like… A new join that has been promoted above them.

Brendan: Uh huh.

Devin: Mhm.

Brendan: Yeah. 100%.

(Kris makes a worried noise)

Matthew: I don't gotta respect this guy.

Brendan: No.

(Devin chuckles softly)

Devin: It is funny though that before we do these missions, we answer the question, “Are they all oathsworn to the Legion,” and then we find out after the fact that they're not. (chuckles)

Kris: I mean, they are oathsworn. They can still be mad at it.

Matthew (cross): In this case it is. Last time we had a, we had a traitor and we couldn't have known that when we were rolling.

Kris: Mhm.

Devin: Yeah.

Gavin: And they were oathsworn to the Legion. They are all oathsworn. It's just, what does that really mean?

Brendan: Right.

Kris: Mhm.

Brendan: Absolutely.

Devin: Yeah.

Brendan: I think that answer will wind up being “no” increasingly often as we go.

Kris: Yuuup. Oh, boy.

Brendan: I mean, unless people take steps to amend it, but… Gavin, who is it that we have here that has died?

Gavin: So we've got Hurack, he/him, Taílos, and Datcheva, she/they, Matzor.

Brendan: Okay. Add them to the record of the fallen. Okay, so... We incur any penalties for missions not pursued. Kris, can you read the mission that we didn't pursue?

Kris: Sure thing. It was an assault mission called The Wild. More survivors from the Omniculum? Ah! They arrived here days ago and traveled to a nearby shrine to gather useful relics. But Feral have been sighted in the region and local guides have

said a sandstorm is all but guaranteed. If a squad is going to bring them home, they'll have to move fast.

Should I read the rewards and penalties too or not bother since we're…

Brendan: Just the penalties, I think.

Kris: Alright. Right. Penalties, since this is the mission we didn't pursue and thus automatically failed. -2 Morale and +1 Pressure.

Brendan: Uh huh.

Kris: Yikes.

Brendan: Yep. Does someone in the Legion know who these folks were? Is someone that we have already seen on screen connected to maybe who these folks might have been? To account for why it's a 2 Morale hit?

Devin: Hmm.

Matthew: Probably not just Nikolaj, then.

Brendan: No, I don't- Well, no, I feel like Nikolaj already has the weight of screen time up on him.

(Devin chuckles)

Devin: Maybe some of the other legionnaires on the squad, not necessarily the specialist?

Gavin: So the people who are part of the Grinning Ravens were Rahel and Rao, who we've met before.

Kris: Mhm.

Brendan: Oh, right.

Gavin: Rao is the soldier who did that badass controlled explosion.

Kris: Mhm.

Brendan: Mhm.

Gavin: Rahel makes good soup.

(Matthew chuckles)

Matthew: The Omniculum, Brendan, wasn't that an Eyes of Smoke stronghold?

Brendan: It was. The write up of this is meant to be other folks from the Consonant Legion.

Matthew: Right.

Kris: Yeah.

Brendan: Who, for whatever reason, just didn't wind up regrouping with the Legion proper.

Matthew: Right.

Kris: Yeah.

Brendan: Which if, but you know, if you'd taken this, you would have gotten three rookies.

Kris: Yup. Okay, hmm. Hmm, no, that's not a thing I have. That was, or not a thing she has rather, but I was- Because I was looking at Rahel is a Matzor and-

Brendan: Mhm.

Kris (cont'd): They can do the whistling, long communication, long range communication thing. So I was thinking, you know, there might have been a someone, some Matzor, you know, sends out a whistle and there have been sort of responses back and forth over very long periods, you know, over a couple of days…

Brendan: Oh, dang.

Kris: Like "yes, heard something back," and then sends one out and just does not get that response.

Matthew: Mmm. That's good.

Gavin: (quietly) Ahhh.

Matthew: Into that.

Brendan: I do like that. Yeah.

Kris: Right, ‘cause also that's a thing like someone does that, you know, on regular enough intervals and people are just like, oh, we're waiting. A crowd gathers to wait for the response and they just don't get it. And everybody's face is slowly falling, of just like, with the realization that, oh, they're not there anymore.

Brendan: Yeah, I'm happy for that to be the case. Someone add a note to Rahel's sheet.

Kris: That's not one of the Mitzrayim traits that Rahel has, so…

Brendan: Oh!

Kris: Yeah, that's why I was checking Rahel and was like, damn it, that's not a thing she does.

Matthew: I mean-

Brendan: Oh…

Matthew (cont’d): She could have *heard* it, but not-

Gavin: Yeah.

Matthew (cont’d): Be able to *do* it.

Brendan: Yeah.

Kris (cross): Mmm, okay. Okay, yeah.

Brendan (cross): Actually, yeah. I like that more.

Kris: Aw. Oh, that hurts more.

Brendan: Yeah, yeah, it does.

Kris: The thing of just like, oh wait, wait, maybe I can call back to them, and then has to, you know, in front of a crowd of people show that she doesn't know how to whistle or something like (makes sputtering noises). Ah, shit.

Gavin: Not everyone needs to do it.

Kris: Yeah.

Gavin: But, you know, now Rahel wonders.

Brendan: Okay, next step is… detail the results of the secondary mission. Surviving specialists earn two XP. Do we have… So the specialists on that mission got level two harm, is that right?

Gavin: Yeah, I just marked that now. I'm marking XP now.

Brendan: What do you think the harm is there?

Gavin: I just wrote bloodied right now. If y'all have good ideas, I'm happy to hear.

Matthew: It was Nikolaj and who was the second one?

Kris (cross): And Lark.

Gavin: Lark.

Matthew: Lark. For Nikolaj, it might be you have a fun one of… more of like a mental social one? Like “estranged.”

Kris (cross): Yeah, like “suspect.” Yeah, suspected or some shit.

Matthew: Suspected, something about a feeling of failure.

Kris: And that thing of like, even though he's now oathsworn, there's not more trust in him, even with that.

Matthew: Level two harm “untrusted” is pretty good.

Brendan: I like that, but I would want to pair it with something with Lark. Lark taking “exhausted” or something like that, for having to pick up as much of the slack as she has to.

Matthew: Ooh, I like that.

Gavin: Yeah.

Kris: Mhm.

Gavin: Too much extrovert for the introvert.

(Brendan, Matthew, and Kris chuckle)

Devin: Why I quit my job. (chuckles)

(Brendan chuckles)

Brendan: I hate those mid-aughts Facebook memes where it's like “How to take care of your Lark the Reticent.”

(Matthew scoffs and Devin laughs)

Brendan (cont’d): And it's like-

Devin: Roll up in a li’l burrito.

Kris: Ughhh…

Brendan: Yeah, yeah. Give them time. Give her time to herself.

Matthew: Lark the Reticents only do that when they're really afraid, so…

(Brendan chuckles)

Brendan (cross): Ooh, sorry. Sorry.

Matthew (cross): It’s not cute.

Brendan: Oooh.

Matthew: Oh, I'm so sorry. Unfollowing. I just followed him for his funny prophecies. I had no idea he engineered the destruction of the Legion.

(Brendan chuckles, Gavin and Kris laugh)

Brendan: Cursed. Deeply cursed.

Kris: Goddamn it.

Devin: His funny prophecies?

Matthew: Yeah.

(Others laugh)

Kris: Yeah, true, true.

Devin: I was gonna say that's like a really cursed Twitter account. Somebody who just posts funny prophecies.

Brendan: Yeah. Commander, mark changes to Pressure, Time, and Intel.

Matthew: Okay. The Intel is at one now. Pressure doesn't change, except for that one uptick of pressure that we got from that one time.

Brendan: Right.

Matthew: Time doesn't change except when we move, so we're good.

Brendan: Quartermaster, mark changes to Supply and Assets.

Kris: Yep, our Supply is still at three. Oh, we got an Asset from succeeding the mission though. Oh, what is the thing that we should get? Oh, things are so fun. Let's see, food, blackish- black shot would be great. Can we have taken the bandits (chuckles) Taken some black shot from the bandits? That would be…

Matthew: Fun.

Kris: So useful. I'm going to do that.

Matthew (cross): Horses as well.

Devin (cross): Yeahhh.

Matthew: We could, we should really do with some horses.

Kris: That was one of the things I was going to spend an action, spend- or one of the campaign actions I wanted to do, because if I remember correctly, Brendan mentioned that there's a bonus to acquiring horses at the Well of Ikario? Because-

Brendan: That is correct.

Kris (cont'd): They have good ones.

Brendan: Yep.

Matthew: Maybe worth... Maybe worth spending a Supply for that.

Kris: Yeah, absolutely. So I'm going to take a black shot. We were running low.

Matthew: Cool.

Kris: Alrighty. That's the Asset.

Devin: One question about black shot…

Brendan: Yeah.

Devin (cont'd): Black shot comes with my, with Aoife's kit, is that automatic or is that dependent on having black shot?

Kris: I think that's automatic.

Devin: Okay.

Kris: Yeah. Like-

Gavin: So-

Kris: Aoife has black shot, other people, depending on their specialist or rookie or soldier or whatever, only get black shot if it's equipped, if it's given to the mission.

Gavin: No.

Kris: (confused) Wot?

Gavin: Anybody can get black shot. It's in everybody's utility. It's just that if the quartermaster marks black shot, we all get it for free. It doesn't count towards the utility limit.

Kris: Okay, gotcha.

Devin: I actually get it for free, though, because it's not in my utility. It's in my-

Gavin: Yeah.

Devin (cont'd): Regular items.

Gavin: Yeah. So what would happen is you get three black shot every mission and then you can also mark black shot again in the utility.

Devin: Mhm. Yeah.

Gavin: For three more.

Devin: I marked a whole lot of black shot the last mission. (chuckles)

Brendan: Yeah, I think that part of the sniper promotion ceremony is being given here's your year's supply of black shot. Use it smartly.

Devin: Yeah. (chuckles) Use it smartly.

(Kris chuckles)

Brendan: Smart- smartly is what I went with there, I guess.

Devin: Shoot, shoot guns smartly, please, kids.

Brendan: Shoot. Yeah. You know.

Matthew: Use it.

(Brendan laughs)

Gavin: I tell you-

Kris: Goddamn it.

Gavin: I tell you not to shoot your eye out, but…

Matthew: Haaa…

Devin: That wouldn't be smartly, so…

(Gavin chuckles)

Brendan: Jiminy crickets. And mark changes to Morale, earn bonus XP. Gavin, I assume you've already done this?

Gavin: Yup.

Kris: Mhm.

Brendan: ‘Kay.

Gavin: Lark has leveled up, actually.

Kris: Oooh.

Matthew: Niiice.

Gavin: Taking the special ability Ghost. I can spend Scrounge as special armour against traps or detection.

Matthew: Nice.

Kris: Noice.

Brendan: Awesome. Someone remember to put our two dead rookies in the record of the fallen, but otherwise we will move on to the campaign phase. At which point we select and lead a loremaster Back at Camp scene.

Devin: I think for a while I was calling it loremaster on accident as well, but I reminded myself that I am-

Brendan: Lorekeeper!

Devin (cont'd): The lorekeeper. (chuckles)

(Kris chuckles)

Brendan: Lore*keeper*.

Devin: I didn't know my own fucking title.

Brendan: The loremaster is the evil one-

Devin: Mmm.

Brendan (cont'd): That will come to show up and make fun of you.

Devin: Like how Lore is the evil Data.

Matthew: Yes.

Brendan: Is that a thing?

Matthew (cross): Oh my gosh.

Devin (cross): In Star Trek Next Generation, yeah. Lore has a- or, Data has a twin brother named Lore who's-

Brendan (cross): Wooow.

Matthew (cross): Who’s not a nerd.

Gavin: Wait, but…

Kris: Is that like-

Gavin: Lore is just so much cooler than Data.

Kris: Is that like Urkel and Stefan Urkel? What's happening?

Matthew: Yes, that is exactly it, Kris.

(Gavin laughs)

Kris: Oh, my god.

Brendan: They did this in season one?!

Matthew: Yeah.

Devin: Uh huh.

Matthew: He's a regu- recurring character.

Devin: Yeah.

Brendan: They couldn't wait to get out of season one before they unleashed “oh hey, it's an evil duplicate of the robot character”?

Matthew: Uh huh. It rules.

Brendan: I mean- Okay.

Devin: I mean, besides the Sherlock episodes, most of the Data focus episodes are great. Also, Data pretends to be Sherlock in a bunch of episodes and there's-

Brendan: I'm going back to sleep.

(Devin and Kris chuckle)

Matthew: Okay, but hold on, Brendan, because at one point, Lore says, “Are you prepared for the kind of death you've earned, little man?”

Brendan: Ok- (grumbles) Alright. Okay, okay. Alright, I'm back on board.

Devin: Anyways, (chuckles) Back at Camp.

Brendan: Back at Camp.

Devin: Yeah.

Brendan: Kael reads a transcript of a Star Trek: The Next Generation episode.

(Matthew and Devin laugh)

Matthew: Out loud. “This is my fan fiction. Get ready, everyone.”

(Devin and Kris laugh)

Matthew (as Kael): It's self-insert, so change the pronouns appropriately in your head.

Brendan: Mhm.

Devin: Oka, so we're still- Wait, we're in medium Morale now, right?

Brendan: Yes.

Matthew: Yep.

Kris: Yes.

Brendan: Medium morale.

Devin: Okay.

Brendan: Four to seven.

Devin: Oof. Bad news. These are all bad news.

Matthew: Mhm?

Kris: None of them are good news, no.

Devin: I'm gonna go with a… Hmm. Gotta figure out what kind of scene to put around this, but I'm interested in “News arrives of devastation from another front.”

Matthew: Ooh.

Kris: Oh.

Matthew: I like that.

Kris: Yikes.

Brendan: I like that a lot.

Devin: I think this news comes from the Oileánds. I think one of the southernmost islands…

Brendan: Mhm.

Devin (cont'd): We'll call it Lys, had to be evacuated as it was starting to be pulled towards the bleeding horizon and pulled apart by the sky.

Brendan: Now, what directions is it being pulled apart?

Devin: To the south.

Brendan: No, does it, but like, okay, okay. But is south… Talk to me a little bit about this bleeding horizon.

(Matthew chuckles)

Kris: South and up?

(Devin chuckles)

Brendan: Yeah, tell me about the shape of the horizon.

(Kris laughs)

Devin: It's five dimensional. (chuckles)

Brendan: Uh huh.

Devin: I mean, I've mentioned this briefly before, and it's the reason for one of the heritage traits for the Oileánders, is that there is just this cursed horizon to the south where the sky and the sea start to bleed together. And I think it's just sort of like reality being kind of bent. I don't think it makes any sense in terms of physics.

Brendan: So when this island is coming apart, it is coming apart almost on a slope that eventually starts pulling up towards the sky.

Devin: Yeah, but the up becomes sort of a meaningless direction.

Brendan: Right, absolutely.

Devin: Yeah.

Brendan: Damn.

Devin: So I think as a result of this, I think, and the reason why we hear about this is there's a ton of Oileánder refugees showing up in at Brigantel, the city on the coast of the bay.

Brendan: Oh, right.

Matthew: How would we know about that, because we're not there.

Devin: I mean, hmm.

Brendan: Are some of them, I was going to say, are some of those refugees coming this way?

Matthew: Yeah, all the way to the Well of Ikario. “Get me away from the coast.”

Devin: Oh, yeah. Yeah, yeah, yeah.

Brendan: Yeah.

Devin: Yeah, like I'm done. I'm done with the ocean. (chuckles) The land is my new best friend.

Kris: Yeah, heading inland. Yikes.

Brendan: We're running east. They're running north and they're just like, no, what's this direction? Oh, no.

(Devin chuckles)

Devin: Wait, every direction is bad. Oh, no.

Brendan: Yeah.

Kris: Oh dear.

Brendan: That's great. Would you put the name of that island in the chat? So I've got it written down somewhere. That's probably bad, pretty bad news for all the Oileánders here in the Legion, right? They've been like...

Devin: Yeah, for sure. I'm trying to figure out what kind of scene to put around this though. I had a stronger idea for a seven to nine morale scene, but you know, we're here now. (chuckles)

Brendan: It doesn't have to be anything big. It could even- We don't even have to necessarily drop into characters. But… Yeah, is there… Is there some sort of communal reaction from the Oileánders from this news arriving? ‘Cause I'm sure I'm sure a number of them have been feeling like we're going to stay with the legion until we get far enough east, and then we're going home.

Devin: Yeah.

Brendan: Because obviously going across the ocean is probably the safest way to run away from the Voice of the Dead God.

(Devin chuckles)

Devin: I mean-

Matthew: Never can’t swim.

Devin: One would assume. (chuckles) Do we know that for sure?

Matthew: No, we don't know.

Brendan: No!

(Devin laughs)

Matthew: It’s the kind of thing a rookie would say.I know what you would say, really confidently.

Kris: I mean, but some of them also don't seem to walk and that doesn't make them less scary.

Brendan: Yeah.

Devin: Yeah. And I mean, since Caisearbhán was broken and became… What are they now, The Rotting or whatever? There's probably some swimming Never for sure.

(Kris groans)

Brendan: But even there, I think there's probably- I'm at, maybe this isn't the case, but I have to assume there's probably been this feeling of like, if we can just get to X-

Devin: Yeah…

Brendan: Then… then we'll be safe.

Devin: Yeah.

Brendan: If we can just, if we can just run far enough, if we can hold on long enough. For a lot of people, I think that's probably the capital.

Matthew: Mhm.

Brendan: But I think, particularly because we've called out like the Oileánders as being of Tzel Sh'El, but being apart from it in that interesting way, that the islands, the islands for a long time have felt like… Stronghold is maybe not the right word for it, but is their home.

Devin: Yeah.

Brendan: And to know now that even those are not safe.

Devin: Mhm. I imagine in a long part of the history, they were kind of like Japan a little bit, a little bit keeping to themselves as an island. But you know, with all the things that have happened in the past couple decades, I think they've become a big, bigger part of Tzel Sh'El culture.

Well, I guess there is the people on the coast though, there at Brigantel, which is a mainly Oileánder city. Or at least you said there's a lot of them there.

Brendan: Yeah, I don't think they're completely detached in that way, but…

Devin: In terms of named Oileánder characters, we just have Aoife, Nikolaj.

Matthew: Oh, Nikolaj is interesting.

Devin: Do we have any…?

Kris (cross): Kael.

Gavin (cross): Rookies?

Devin: Oh yeah, Kael. Duh.

Kris: I don't know if there's any living ones-

(Matthew cackles)

Kris (cont'd): Who we know are Oileánder. Camdem was Oileánder, but they are… also dead.

Gavin: I guess I need to make some more Oileánder rookies.

Matthew: Mhm.

Gavin: They look underrepresented here right now.

Brendan: Maybe there's an impromptu wake or something like that by the campfire or something, right?

Devin: Yeah. I mean, we can also just say whatever we want here. I could just say that Aoife was from Lys.

Brendan: Sure, absolutely.

Matthew: Sure.

Devin: And that's probably rough news after getting back from a really rough mission.(chuckles)

Kris: Mhm.

Devin: She would probably get together a couple of Oileánders. I mentioned last time that she stole a little bit of liquor from Suleiman. And yeah, I think they're just kinda maybe not talking a lot about it, but, I mean…

Brendan: Mhm.

Devin: People probably bring up the whole like, oh man, I was just, I was going to go back. This, the Legion, was just my, you know, my, in my mind, my escort to a safe place to return home. But..

Brendan: Mhm.

Devin (cont'd): Maybe staying with the Legion is my best bet. How do you think other peoples react to this as well? Because, I don't know, the Taílos are also sort of at an extremity in the world.

Kris: Yeah, I think they can, you know, empathize with that. Of just, yeah, it's hard to be close to the sky, to the edge of things like that. And so are, you know, either giving space or comfort as they can.

Devin: Mhm.

Kris: But they know what that's like, to just be like, yeah, I know you're coming for all of us one day. Just looking at the sky. (chuckles)

Devin: Yeah. And just a horrible reminder that the world is closing in on us.

Kris: Yeah, the world is so much smaller than we think.

Matthew: Always. Always.

Devin: And it's getting smaller every day.

Kris: Yeah. Also, double like… this just, I realized this hurts my feelings every even more to have that one expected message not show up and then to have a surprise, terrible message show up in its stead. Double whammy.

Devin: What was the expected message?

Kris: Of the… That assault mission that we didn't take. Of the survivors from the Omniculum.

Devin: Ohhh…

Kris: Coming from whatever direction. People were expecting a response from there. Didn't happen.

Devin: Yeah.

Kris: We get this message from the other direction or something instead, and it's also terrible.

Devin: Yeah. Does anybody try to convince the refugees not to keep going west?

Kris: Maybe? I mean, if they've reached the Well of Ikario, it's just like, yeah, we're heading, you know, west to safety and everyone just (wincing noise).

Brendan: I think Lady Jasiko would intervene in that way. I think she has really kind of taken it upon herself to be like a warden, protector, and, you know, it's not going to stop anyone, but is going to make it clear that there's nothing that way.

Kris: mmm.

Brendan: If you go that way, you'll never return.

Matthew: I'm really interested in Nikolaj in this sequence.

Devin: Mhm.

Brendan: Uh huh.

Matthew: Because I didn't even realize he was Orlander.

Brendan: Mhm.

Matthew: Oileánder. And I think that is, particularly with the level two harm "untrusted," he probably sees this collection of Oileánders and… I don't know. How do you react in that situation? Does he try to go? Does he stay at a distance?

Gavin: You have one mission and you give up on the Legion?

Matthew: No, no, no, that's not what I'm saying. I'm saying that he ha- he knows that he's deeply untrusted by the Legion and he sees this gathering of Oileánder that I think under normal circumstances, before getting this level two harm, he probably would have gone and joined in it. Maybe.

Kris: Like Oileánders who are part of the Legion, who are mourning.

Matthew: Correct. That's what I meant.

Kris: Yeah. Not like, oh, Oileánders are going away from places? Let me join.

Gavin: I see.

Kris: Jumping on that wagon.

Brendan: I think Nikolaj probably hasn't found… Found the footing to have that boldness to join in in that way. But I think would observe.

Matthew: Right.

Kris: It feels like that sort of thing where, you know, at a party where there's a circle of people talking and they're… That's where the party is happening. That's the life of the party. And then the people who want to be a part of that, but are just like, “I… no. I can't,” are standing 10 feet away, but aren't looking that way. That's Nikolaj. It's mourning Oileánders in the Legion, and then a couple of tents away is Nikolaj, still close enough that he can hear things, but not right there in the middle of it.

Brendan: Aoife, there's nothing that you can't see. You know Nikolaj is there.

Devin: Mhm.

Brendan: Do you…? What does Aoife think?

Devin: Yeah. And also not to remind you of- remind the teacher of the homework, but I did take a collateral die last time about something going on with my eye.

Brendan: Oh, I re-

Devin: Okay. Cool, cool. (chuckles)

Brendan: Oh, I remember!

(Kris chuckles)

Devin: Okay.

Brendan: (enthusiastic) I got, I got that one all planned out!

Devin: You got that gun loaded. Okay.

Brendan: Mhm.

Devin: So are you asking more like-

Brendan: I got your- I got your eyeball right down there in the chamber, just ready to fire it.

(Devin laughs)

Devin: I mean, I haven't tried that yet, but there's always more missions. (chuckles)

Brendan: But yeah…

Devin: Are you asking... Are you asking how she responds to Nikolaj, or how she's just kind of interacting at this little gathering?

Brendan: I think specifically about Nikolaj, of knowing that like... Because it's clear, I think, that Aoife... Aoife has taken the lead in getting this gathering together, and there's another Oileánder close at hand who, regardless of anything, is hurting and doesn't have the connection that he wants.

Devin: Yeah. Yeah, I think she's willing to bring him in. Do the othe- So he's untrusted by a lot of the Legion, but…

Brendan: Mhm.

Devin (cont'd): I would imagine that in this moment that wouldn't really matter, at least to other Oileánders.

Matthew: Mmm.

Kris: I could picture a thing where, for the time that people, that they're mourning, it's like, fine, you can be a part of that. But when that sort of breaks up and people, you know, go off sort of in groups sometimes of just like, yeah, these are the people I know, he is left behind in that.

Matthew: Mmm.

Devin: And what we know of the lore of the Consonant Legion is this is an organization that historically is about coming together in hard times to fight against a power bigger than ourselves, regardless of who we are or what we come from.

[music plays - "No Longer (Instrumental Version)" by Devin Nelson]

Devin (cont'd): And I think this is maybe like a little bit of a reminder of that and yeah, she gestures for him to join their little circle. I think she's, I think she had a little pot of soil from her home island that she then scatters into a fire like ashes. And she says, "Lys was my home, but I left it long ago to join the Legion, and I already knew that I would never return. But it feels weird. Feels too real to know that it's gone now and that the Never have taken another thing from us.

[music fades]

Devin (as Aoife): Nikolaj, did you want to say anything? Anything from your prophecies that could help us heal?

(Brendan chuckles nervously)

Kris: Ooof.

Devin (as Aoife): I don't mean that with any acid on my tongue.

Brendan (as Nikolaj): Uh, no, no, I um… I didn't foresee this or… I was born on Lys, too.

Devin (as Aoife): Really?

Brendan (as Nikolaj): I left a long time ago to join the devo- To observe the Omniculum. I don't know if I ever really thought that I would go back, but there's, there's things you take for granted. Of places and people and… (gestures broadly) Just things in the world that you stake some degree of permanence on, of something that's a fixture.

Not knowing it's there, I feel… I don't know if… (scoffs) I don't know if I'm, I don't know what's real anymore.

Devin (as Aoife): Well, real and unreal seem to be more and more relative every day. I've heard people refer to homes as being a place of comfort, a place of stability, but… It seems like the only real home is a place you can return. And sometimes that place is other people. So know that you are of us, of the Legion, and that you have a home with us.

Matthew: Aoife says this and then Nikolaj is left alone after this gathering.

Gavin: Mhm.

Matthew: Which is very good.

Devin: Mhm.

Brendan: Okay. So I don't think we went over this. You get the Morale, you get the Time, you get the Pressure. (chuckles) First, you get the time. Then you get the pressure. Classic Scarface.

(Matthew chuckles)

Brendan: You also got plus one Favour…

Kris: Oooh.

Brendan (cont'd): For this mission, which means we get to tick an XP for Serikali.

Gavin: I hate to be that guy, but Serikali's Favours are Holy, Mystic-

Matthew: Nope.

Gavin (cont'd): And Glory.

Matthew: We have a- we have the special abilities, the first one we took, Gavin.

Gavin: Yeah. Ohh-

Brendan: No, I see.

Gavin (cross): So, normally we would have to pick one.

Brendan (cross): No, see, so there's more than three types.

Matthew: Ah, okay.

Brendan: Yeah.

Gavin: So, normally we would have had to pick one of those three.

Matthew: Right.

Gavin: But because we took the ability that lets us get all three…

(Kris chuckles)

Gavin (cont'd): We'd get any Favour from any of those three. But-

Brendan: I'm seeing here that someone seems to have hacked our discord.

(Kris chuckles)

Brendan (cont'd): Someone seems to have hacked into our discord and I'm rereading the special mission assault reward now, and it seems to be "+1 Favour (Glory)".

Gavin: Oh!

Matthew: Oh, weird.

Gavin: Huh.

(Devin laughs)

Gavin: Never mind.

Brendan: Yeah.

Gavin: Let's cut this past five minutes. (chuckles)

Brendan: No, that's good. No, that's- that…. I will say flat out that is my mistake and not me trying to bait you into getting Favour that you could not use.

Gavin: Okay.

(Devin chuckles)

Matthew: Yeah, we had a conversation extremely like this when we were deciding on picking the special mission and Brendan made very clear that this Favour would count.

Brendan: Yeah.

Gavin: Okay.

Devin: As long as you don't gaslight, gatekeep, gamemaster from us.

Matthew: Mhm.

(Brendan chuckles)

Gavin: So we're two out of four.

Brendan: Two out of four, absolutely.

Kris: We *were* at two already, weren't we?

Gavin: We were at one.

Brendan: No, that's true actually. This is three or four because the second half of that ability that you take is you start with one and then you actually got two from the opening mission of the campaign.

Kris: We got two with the mission?

Gavin: Or got to two.

Kris: Oh, we got to two. Okay, yes, okay, great.

Brendan: Yeah. So this is three of four.

Kris: Okay.

Brendan: Yeah.

Matthew: Cool. One more special mission.

Brendan: Yeah.

Matthew: Speaking of ways to get more stress healing, that could be one of them.

Brendan: It could. It absolutely could. Quartermaster, note -1 Food.

Matthew: There it is.

Kris (cross): Yup.

Brendan (cross): This is where that thing happens.

Kris: Alright. There is a food used.

Brendan: Yep. Lorekeeper, if enough have died, tell a Tale of the Legion.

Devin: Once-

Brendan: I believe we're there, right?

Devin: Yeah, we are. Even though we're only honouring three and two of them are dishonoured (chuckles), we still tick up to our fourth one since we honoured five last time. So last time, the story of the lorekeeper was this sort of initiation event that we happened to also honour some dead. I almost feel like this is more like... ‘Cause I guess I do see the lorekeeper is also sort of this priest figure, so this could be sort of

an overall kind of morality kind of talk, especially since we had this whole dissonance amongst our consonance. I think they want to tell a story about that.

So as is for the memorial Oileánd tradition, they have their bonfire, and they say, “Today we memorialize three other of our legionnaires. First off, I want to honour the brave and strong and loyal Waloot.” They pull out a branch of balsam and throw it into the fire. “And unfortunately, we must spiritually cut ties with Hurack and Datcheva.” And they pull out cotton sedge, which is kind of like a… almost like a dandelion that grows in the mountains and burns that for Hurack, and then a piece of brittle bush, which is like a sort of a spiky flowery desert plant, for Datcheva.

And they take a few moments while everybody just kind of sits, ponders, and gives silence to the dead, and then they speak up. “Did you know that an old oracle of the Eyes of Smoke once said, ‘Consonance is hubris’? It is unclear whether this was a judgement on the formation of this new army, or rather an interpretation of prophecy, but it's a claim worth consideration. True harmony requires practice and an attention to other voices. Not just the other singers, but the lands and the gods as well.

As we remember, the fall of the Archadian Empire relieved an oppressive burden on the peoples of Tzel Shel El. But not even the Eyes of Smoke could see a clear path forward through the turmoil of the years that followed. Taira had returned to her people, having no interest in further violence, and Serikali had traveled back to the Senate to preside as the chosen of justice. This left the Legion without a clear goal or leadership.

Some, high on glory, stuck together to roam, looking for more righteous battle, but finding very little in a time of peace. The Consonant Charter had placed a restriction on the legionnaires from serving as for-profit sellswords. Serikali had believed that an economy of violence would only lead to more empire and more unrest. Many disagreed with this and disobeyed the charter, leading to a time of dissonance.

There have always been those who see the world in terms of vulnerabilities to capitalize on. One such man was Brayan the Rogue Wave, a charismatic Oileánder pirate with hair like berry bushes, who had been given his freedom after helping run supplies to the Legion during the siege of Novara. He felt he was due more than freedom, and began collecting disgruntled soldiers of all heritages, recruiting them for his fleet, and realized that with the size of his forces he could easily storm the ports of Sestrov and Brigantel. It is said that he and his followers deforested an entire sacred burial grove on the oileánd of Ros. He knew this was a massive affront to Caisearbhán, but he did not fear the gods.

With this new fleet of powerful ships, Brayan the Rogue Wave sailed through the bay with an intent to commit wanton violence and robbery. He loaded his ships with powerful weaponry and set off, but was horrified when the winds began to subside,

leaving the flagship, the Black Surge, to navigate a strange, rapidly expanding coral reef. It was then that spires of coral struck the hulls of his ships, sinking the entire fleet and burying him and his crew at the bottom of the bay. It is said that Caisearbhán had mysteriously arrived in both Sestrov and Brigantel that day, asking for prayer and tribute in order to perform a miracle. They spoke of consonance and harmony between people, the gods, and Tzel Shel El itself. And through this collective power, avenged the trees and the spirits of the dead, destroying this agent of dissonance with an act of violent nature.

This is both seen as a holy moment and a threat, but it is important to remember these times. It reminds us that when working together, we must do so with the consonance we claim to represent and take actions that harmonize with each other, the world, and with the will of the gods."

And they go silent. And sort of the message... Oh, go ahead.

Brendan: No, go ahead.

Devin: I was gonna say that the sort of the message they were trying to get across is about working together with purpose, and not letting our own greed and our own ignorance of those around us and the earth itself and the will of the gods get in the way of our working together. And the benefit that I wanted to take here from the story of Legion was "Soldiers work extra shifts, and we get to add three ticks to a long-term project."

Brendan: For the group, how do people feel like this story is received?

Matthew: I like Kris's reading of it.

Kris: Yeah, I just said that this is, I think Devin had mentioned that the whole bandit slash other Legion situation happening would work well with the tale that they'd come up with. And yeah, it sure does. That's very interesting given that, y'know, twice now we've run into bandits who are formerly of the Consonant Legion and are doing their own thing.

And, you know, there's the Nikolaj situation, there's just- I feel like the story gets told and then there's a lot of people looking at each other of like, "Do we? Are…? Yeah? We're, yeah, we're on the same page, right? Yeah…"

Matthew: I like the idea- I think it's interesting if a whole bunch of the rookies, what they take away from this, you know, especially the Grinning Ravens rookies that just went up against whatever this bandit Legion is, if they go like, "Oh, yeah. Yeah. I mean, obviously the Bandit Legion, like that's the metaphor happening here. Right? Like it's fine. There's nothing wrong with *us*. We don't have to change."

(Devin and Brendan chuckle)

Matthew: “There's nothing we need to reflect on about this. It's just that we need to go beat up, you know, the people who are traitors. Easy.”

Gavin: Yeah. It's a few bad apples.

Matthew: Exactly.

Kris: Ughhh…

(Devin chuckles)

Brendan: It is a few bad apples.

Devin: I think what they had intended is to get people to think about what consonance means to them.

Matthew: Sure, sure, sure, sure.

(Kris chuckles)

Devin: But I love the idea that some people are getting the wrong idea. (chuckles)

Brendan: I think there's a not small other contingent that is thinking about like, oh, you're saying if we don't get our act in line that the gods will kill us.

Devin: Uh huh. (laughs)

Brendan: And our gods seem to be dying left and right, so… What are you possibly going to dangle over our heads?

(Matthew chuckles)

Brendan: This is ridiculous.

Gavin: Yeah.

Matthew: Mmm.

Gavin: Well, it's also the gods that aren't dying are actually killing us right now, so…

Brendan: Sure, but they seem to be killing us one way or the other.

Gavin: Yeah.

Devin: The god that was the hero of this story is evil now and actively tried to kill us a few missions ago.

Brendan: Right. Yeah. I think there's, I think there's a variety of responses to this. I think mechanically it is true, yes, that a number of people hear it and are like, oh, okay. Yeah. We're the Legion. We're good. We're, we're gonna do great, and we just have to work hard and defeat the other bandits who think they're the Legion and everything will be fine.

Devin: This is definitely one of those situations where a priest is going to give a sermon, but then like some current event happens and they're like, Oh crap, what stories are relevant to this? And-

Brendan: Yeah.

Devin: Maybe didn't quite get the message across super clearly, but was trying to evoke (chuckles) a message.

Brendan: Yeah. Yeah. That's, that's neat.

Devin: Which is also true of me, Devin, the person who wrote the story-

(Brendan laughs)

Devin (cont'd): 'Cause I just put this story together 20 minutes before we got on this call. (laughs)

Brendan: No, that's fine.

Matthew: Yeah. That's life.

Brendan: Yeah. 100%.

Gavin: Well, we hadn't made up the other bandits until after you had written the story even, so.

Devin: Mhm.

Brendan: Yeah.

Kris: Mhm.

Brendan: Sometimes you just get word that your home island got consumed by the sky.

Matthew: Mhm.

Devin: Yeah.

(Devin and Brendan chuckle)

Brendan: I guess I'm going to use my pre-prepared remarks.

(Others laugh)

Brendan: Okay, you get three ticks. Is the language on it, “You get three ticks on one clock”?

Devin: Well, it says “a long-term project”, so that does imply one, but also I feel like with the idea of soldiers working extra shifts and working harder… together?

Brendan: Yeah.

Devin: I feel like narratively that could apply to any long-term projects, but-

(Matthew chuckles)

Devin (cont’d): Your choice.

Brendan: Yeah. I am fine with you splitting it up between different projects. Yes.

Matthew: Well in that case, we should wait to spend those until we know how we want to use them.

Gavin: Yeah.

Devin: Yeah.

Kris: Mhm.

Brendan: Yeah, I think that's fine.

Devin: ‘Cause we only have one active clock at the moment, which was to investigate the, what was it? The…

Gavin: Beacon.

Kris: Beacon thing.

Brendan: The beacon.

Kris: That we got in the tomb.

Brendan: Mhm.

Matthew: Which I think we should finish because maybe the beacon will help us relieve stress. (laughs)

Brendan: Maybe.

(Kris laughs)

Gavin: Something tells me…

Matthew: No?

Gavin: Knowing what I know about items in this game...

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

Matthew: No? Seems like it could!

(Kris chuckles)

Brendan: Alright, we'll find out next time.

[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]