

Episode 62: Are You Still Alive?, Part 1

Content warnings: Corpses, alcohol, drug use mentions

Devin (as Kael): A sermon from Kael Osier, the Smiling Willow, lorekeeper of the Consonant Legion.

The Legion is like a knife. A knife is a weapon, but it is also a tool. It can kill, but it can carve. It can thresh, but it can clean. It can pierce the heart of a foe just as easily as freeing hands from bonds.

The gods knew well the use of a knife. In the time before the world, there were only the gods and their ominous father, the Dead God who now hangs in the sky. In the beginning, he hoarded creation to himself. When the still living god thought of something new, a god was created then and there to embody that thing forever. Though the gods purged his name, we know his children well.

Song, life, love, justice, all there is. The children soured on living under their father's tyranny. They begged to share in creation and he refused. He would not suffer a world beyond his sole design. And so song and life and love and justice and all there is took counsel amongst themselves secretly. They made themselves into knives, and sprang upon their father in the night. Thus did the Dead God meet his infamous end.

But the gods were not done yet, for as quickly as they freed their bondage, they began to create. They carved the Dead God apart and used him to make their world, our world. His blood became the sea, his bones the land, his body the sky. They made songs and life and love and justice and all there is. And when they finished, they dropped their knives to Tzel Shel El, and each pierced the world, a monument where it landed. Thus ever have the Skydagger Mountains stood, a testament to the bloody creation of the world.

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

[music break]

[music fades]

Brendan: I want to kind of do this in opposite order because we're right here at the end, we're almost at Skydagger, and I think that that's interesting. And technically the way that this would ordinarily work is that we would do downtime on the trail and

then advance to the location or something like that. So we would be at whatever the High Road location is, but I want us to be at Skydagger for a lot of these scenes.

Matthew: Oh, okay.

Brendan: And I think if, unless anyone explicitly doesn't want to be at Skydagger for these sorts of things, I think we could do some math in advance and then maybe start setting the scenes. Does that make sense?

Matthew: Sure.

Brendan: Okay.

Kris: (quietly) Okay.

Brendan (cross): In which case-

Matthew (cross): Gavin, that was a sigh? Was that a-?

Gavin: I'm trying to think. I think it works.

Brendan: I think so too. I think it's just flavour at this point. In which case, let's do this. We're not concerned about a secondary mission because we played two primary missions.

Matthew: Mhm.

Brendan: "Incur any penalties for missions not pursued." That didn't happen. Lorekeeper, record the names and circumstances of any fallen Legionnaires in the Record of the Fallen.

Matthew: I don't believe there were any.

Brendan: *Unbelievable*.

Matthew: Yeah, bizarrely.

Brendan: Yeah.

Devin: Not coming out unscathed, though.

Matthew: No.

Brendan: (laughs) I suppose not.

Devin: Far from.

Brendan: Yeah.

Devin: Quite, quite scathed.

Brendan: A soupçon of scathing. Commander, mark changes to Pressure, Time, and Intel as the result of missions.

Kris: Okay, let's see. We get two Intel from the recon mission?

Brendan: Mhm.

Kris: So that puts us up to three, which is lovely. So there's potential additional rewards, includes (thinking noises) stuff in the recon mission description. Did we do any of that?

Brendan: I don't think so. I think-

Matthew: I thought we got troops.

Brendan: Well, I think the Taílos are there as part of the refugee train.

Matthew: I see. Gotcha.

Brendan: Yeah.

Matthew: Okay.

Brendan: Yeah. I don't think there was enough done to establish them as like, and we're going to join the Legion.

Matthew: Sure.

Kris: Okey doke. And then from the assault mission, we are awarded five Morale, -3 Time, and 1 Favour.

Matthew: Mhm.

Kris (cross): Yay.

Matthew (cross): Nice.

Brendan: Quartermaster, mark changes to Supply and Assets. I'm not sure that there are any. I don't think there are.

Matthew: Is this where we tick Food?

Brendan: Nope.

Matthew: Okay.

Brendan: Going down the list on mission phase in the spreadsheet. Marshal, mark changes to Morale. Again, we didn't lose anyone.

Devin: Yeah.

Brendan: And you've already awarded experience points, so we're good there.

Gavin: If we're...

Brendan: Uh huh?

Gavin: If we're not getting the additional troops, do we get supplies at least? Or was that something else that we didn't encounter?

Brendan: I mean, I don't think anyone brought any supplies from the Omniculum.

Gavin: Okay.

Brendan: I'm happy to be corrected about that, but...

Matthew: No, I don't think so. Not unless the Taílos happened to have supply on them, and they were like, here, have some extra supply we happen to have.

Brendan: Not given the circumstances in which you left.

Matthew: Sure, fair.

Brendan: Okay, so the next thing is a Back at Camp scene. Like I said, let's-

Matthew: Yep.

Brendan (cont'd): Skip over that for right now. Commander, note +1 Time and +1 Pressure.

Kris: Sure.

Brendan: Quartermaster, note -1 Food.

Gavin: Yep.

Brendan: And let's go ahead and advance the Legion.

Kris: Alrighty. So we just roll the number of pressure dice there are?

Matthew: Well, you could ask for horses.

Kris: I could ask for-

Gavin: I have horses saved for this express purpose.

Kris: Oh, sweet.

Matthew: At least in the base game, there's some benefit to the Time clock being less filled when you get to the end.

Gavin: And there's no benefit for having horses left over.

Matthew: Right.

Kris: Sure. Listen, if this is what they've been saved for, then yeah, let's get there as fast as we can ahead of the Never.

Gavin: I've marked horses.

Kris: Cool. So that reduces the number of dice I roll here by one?

Matthew: Mhm.

Kris: So that's zero dice. So that's 2d6 take lower. Wah. That's a three!

Matthew: Okay.

Brendan: Okay.

Matthew: That's one tick, I believe.

Kris: It is.

Gavin: That's the best you could have rolled.

Matthew: Yeah.

Kris: Yup.

Matthew: Nice.

Kris: Noice.

Brendan: Alright, so that ticks Time. Reset Pressure to zero.

Kris: Donezo.

Brendan: Okay, so... Skydagger Keep.

[music plays - "[A Blade To Split Heaven](#)" by Devin Nelson]

Brendan: It is an enormous fortress of stone. Its walls guard the only pass through the Skydagger Mountains, east into the kingdoms beyond Tzel Sh'El. Its ramparts stand unattended. Its heavy wooden doors are sealed shut with the grime of the ages. It is cold. Its huge black stones are covered in snow. And as far as you know, it is empty. It has been abandoned for many, many years.

And yet... you're able to find your way. Because there is a light that guides you. As the dark of night comes, you can see it, warm and bright, beckoning you forward. As you approach the huge broken gates that stand slanted in the snow and look in at the enormous main courtyard, you can see it. A funeral pyre, an incomplete altar, on which lies a body. The corpse of the Chosen Asmada, left here hundreds of years ago. Limp and desiccated, but still whole. Preserved by the cold without and the divinity trapped within, and lit brightly as if the sun were right here by the shape growing from out of the gaping wound in the corpse's chest.

A tree. A huge willow. Shining bright. Its roots sprawl from the chest of the Chosen and wind desperately. Past the altar, past the snow, past the frozen ground, twisting and turning to find the soil deep beneath. And up, up, up, each branch twists and turns to shield the body from the sky and the stars above. Each and every branch holds hundreds of leaves, and each and every leaf is a tiny spark of warm, flickering light. As if the whole willow was on fire.

[music ends]

Gavin: Who's Asmada Chosen of? Do we know?

Devin: The-

Gavin: We just know her name?

Devin (cont'd): God of Secrets and Fire and Love.

Gavin: (quietly) Okay.

Kris: Oh, previous...

Devin (cross): Asmada was in one of Kael's stories.

Kris (cross, cont'd): Previous Whisper.

Gavin: Cool.

Brendan: Yeah. Was- Occupied the same category that Chara currently occupies.

Devin: And referring to that story, Brendan, can I make a suggestion about the tree?

Brendan: Please.

Devin: The tree grew out of the arrow that pierced their heart.

Brendan: 100% it did. Yeah. Growing from out of the arrow that pierced their heart-

Gavin: God, that's so cool.

Brendan (cont'd): Is this great – not burning, I want to be clear – but, but brilliant, illuminating willow tree. I want each person to describe something interesting or useful, something good, something noteworthy, that they discover as we begin to move into the keep.

Devin: Like about the environment, about the keep itself...?

Brendan: Either or. Something that makes this, something that reaffirms the idea that yes, the Legion was right to come here.

Kris: Mm. Part of me just wants to say supplies.

(Devin chuckles)

Brendan: (chuckles) You can say that.

Kris: Okay.

Brendan: Do you find-

Kris (cross): Supplies!

Brendan (cont'd): Supplies here?

Gavin: There's a storeroom.

Kris: Yeah. Maybe something like- 'Cause I think in the stories that Kael had told, this whole place had been burned up?

Devin: It was certainly on fire.

Brendan: When last we saw, it was (chuckles) very much on fire and there's still absolutely a lot of sign of very, very old fire damage.

Kris: Mm. Yeah, maybe we find something that either survived the fire or an area that was just not fully destroyed by it.

Brendan: Sure.

Kris (cross): And there's stuff in there.

Devin (cross): To be clear, the fire was centuries ago. Like 400, 500 years ago.

Kris: Yeah, but if it's still on fire... I don't know.

Brendan: The only thing that's still on fire, like presumably you would put your- the back of your hand to whatever door to make sure there's not gonna be a back draft that opens it up, right? Who finds the supplies?

Kris: I guess whoever would be... Maybe the spies, who were the spies again? It was Ar- was it Argyle and Jemma?

Matthew: Yep.

Brendan: Yeah.

Kris: Right? Like they sort of get sent, or they're part of the group that gets sort of sent out. It's just like, okay, scout out this place. Like, are we alone here? What's the condition? Are there any areas that we should avoid? Are there any areas we need to seal off or fortify or whatever?

Brendan: Right.

Kris: And just kind of sweeping the place.

Devin: While not a spy, and if not going officially, I think Suleiman is also with them.

Kris: (laughs) Yeah, that makes sense.

Brendan: Just following his nose.

Kris (as Suleiman): Found things!

Gavin (as Suleiman): This salt, it's still warm!

(Kris laughs)

Brendan: Yeah, what do you think, what do you think they find? What is there that would last that long? Or, you know, it's our own fantasy world. We could say whatever it is that that lasted, but...

Kris: This is true.

Devin: I mean, people have been presumably still using this building, right?

Brendan: ... I mean-

Devin: Passing through once in a while, maybe not living here.

Brendan: Yeah, that's fair to say. It's definitely been a place where travellers would pass through. That's true. So yeah, maybe there's stuff that's not hundreds of years old.

Gavin: Big heavy bricks of salt.

Brendan: Nice.

Kris: My next pitch was also alcohol.

(Brendan laughs)

Gavin: It was juice at one point.

Brendan: Uh huh.

Kris: Yeah. (chuckles)

Devin: That'd be so nasty to drink.

Brendan (as Suleiman): Follow the nose.

Kris: I know that there's a way of making fruit syrups where it's just like I have equal parts fruit and sugar. I put them in a, you know, jar and let them ferment for a very long time.

Brendan: Mhm.

Kris: And it's like, oh, we just found these barrels full of syrup? Alcohol? What is this? And it's like, oh, that used to be fruit.

Brendan: Right.

Gavin: Honestly, what probably happens at that length of time is the alcohol evaporates and the liquid just disappears and it's just like solid chunks of sugary fruit.

Kris: Yeah, it's just preserves.

Gavin: Fruit sugar.

Kris: Mmm.

Brendan: Like little gummies.

Gavin: No, it's like crystallized.

Kris: Like rock candy, but it's fruit.

Gavin: Yeah, like orange or purple rock candy.

Brendan: Like crystal gummies.

Gavin: Except probably not very good. You have to dissolve it.

Brendan: (chuckles) Awesome. What else do people find? What's another advantage to this place?

Devin: I think I have a pitch sort of based off of Kris's pitch.

Brendan: Sure.

Devin: What if somebody *does* live here?

Kris: Ahh.

Brendan: Who's that?

Devin: I'm thinking this is like some sort of weird hermit scholar.

Brendan: (typing noises) Okay.

Devin: That... I think they're both Eyes of Smoke *and* Astronomer.

Brendan: Oh, cool.

(Kris makes a concerned noise)

Devin: I think they went to both schools and learned about them and then left and then became a hermit that lived here on this fucking castle on the top of this mountain.

Brendan: Sure. Absolutely. Someone who knows the ins and outs of Skydagger.

Devin: Yeah.

Brendan: Awesome.

Devin: Their name is Felix.

Brendan: Okay.

Devin: And they are Archadian.

Brendan: Cool.

Devin: They have- instead of horns, they have a, they have a single horn in the top of their head like a unicorn.

Brendan: Dang! Okay. Who...

Devin: They're *incredibly* old.

Brendan: Who runs into them? Who discovers them?

Devin: Hmm.

Brendan: Or does Felix just sort of trot out?

Matthew: Yeah, they were waiting for us.

Devin: Yeah.

Matthew: Right? They have to have been.

Devin: Yeah. They knew the Prophecy.

Kris: Ohhh...

Brendan: Oh, yeah! Of course, of course.

Devin (cross): They had supplies *for us*.

Brendan (cross): Oh, that's good.

Matthew: Mhm.

Brendan: Oh, excellent. Okay, okay, good. Alright, we'll get back to Felix in a second, it sounds like. I'm looking forward to them. Unless you have more with them.

Devin: I wanted to pitch something. I think they introduce themselves as Felix born of No one.

Brendan: I'm super into that.

Gavin: Felix Unborn?

Brendan: Eughhh. No, no, no.

Gavin: Oh wait, no, that's a thing. My bad. Never mind.

(Brendan chuckles)

Devin: I think they're just kind of like an exile or they've purposefully sort of dispossessed themselves.

Brendan: Yeah, I mean, yeah. Felix, even just Felix doesn't... Unless it's just like F-E-L-X, doesn't even necessarily follow the Archadian naming convention. I like that a lot. Almost in the same way that we saw Nikolaj kind of cast off Oileánder trends.

Devin: Also Argyle.

Brendan: And Argyle, yeah, absolutely. Yeah, I like that a lot. Okay, no, that's great. I like that a lot. What's another advantage here?

Matthew: Gavin... or who's gone? It's Kris and Devin?

Brendan: It was Kris and Devin.

Kris: Mhm.

Matthew: Okay. Gavin, do you have thoughts? I had a thought, but Devin's was close to mine, so now I want to rethink a little.

Brendan: And there's *another* person here!

(Devin chuckle)

Matthew: No, I was going to say there's a ghost, but-

Brendan: And they hate Felix!

(Kris gasps)

(Devin laughs)

Matthew: They haven't talked to each other in 100 years!

Devin (cross): There could definitely be a ghost.

Brendan (cross): They've drawn a line across Skydagger Keep. That's your side of the fortress.

Matthew: Exactly.

Gavin: No. There're unkept- What's the word? Unmaintained siege weapons here. Or counter siege weapons?

Brendan: No, sure.

Matthew: Sure.

Brendan: Hmm. What is a counter siege weapon?

Gavin: Like a...

Brendan: Like a fighter jet?

(Matthew laughs)

Kris: Like the big cauldrons that they boil pitch in to dump down walls?

Brendan: Ohhh.

Gavin: The thing you do when you're being sieged.

Devin: Ballistas.

Kris: Defense weapons.

Brendan: Right.

Kris: Siege defenses?

Gavin: Yeah, I guess it's mechanically still siege weapons.

Brendan: Cauldron of- No, I get what you mean. Boiling cauldron on castle. (typing noises)

Gavin: Or like trebuchets or ballistas that need to be restrung or something.

Brendan: Sure, sure. Unmaintained (typing) anti-siege defenses.

Devin: There could be a trap moat kind of thing too.

Brendan: Trap moat. I like trap moat. It's probably a pretty solid moat right now.

Gavin: If we had more time, we could set it up so that the Never fall into the fire.

Brendan: Sure. Yeah. Yeah, just, you know, hit, open the nap menu and wait for...

(Matthew chuckles)

Brendan: I'm not going to count how many hours that would be. Who examines these siege structures?

Gavin: Tzufit.

Brendan: (typing noises) We've seen much of Tzufit before now?

Gavin: I don't think so. We've only had the one or two scenes.

Kris: Yeah, atz is pretty new to the Legion as well.

Brendan: Mhm. Tell us about them again.

Gavin: Tzufit is pronouns atz/atz. Atz is...

Brendan: Right, okay.

Gavin (cont'd): Lark's younger brother.

Brendan: Mhm.

Gavin: Who isn't actually sworn to the Legion, but is helping them out to figure out what Lark's deal was, I guess.

Brendan: Right, apprentice quartermaster.

Gavin: Yeah.

Brendan: Tzufit Live Well, It's the Best Revenge. Cool, Matthew.

Matthew: Yeah. So I'm not going to say ghost.

Devin: There is a ghost.

Matthew: There is a ghost, but I'm not going to say it.

(Kris chuckles)

Matthew (cross): What I'd like is-

Devin (cross): We don't talk about it.

Matthew: So normally at this point in the base game, you wouldn't have a massive caravan of refugees with you.

Brendan: Uh huh. That's true.

Matthew: I don't know if you knew this. We may have hacked things a little bit.

Brendan: Looking at the book right now, I see it. I see it underlined right here: it says "no refugees".

Matthew: Yeah. They were weirdly, kind of like their politics are kind of weird.

Brendan: No, that's not true. It's not- (chuckles)

(Matthew laughs)

Kris: These rules were written in Novara?

Brendan: It's fine, it's fine. Strass Acimovic and John LeBoeuf-Little are not, as far as we know, cancelled.

Matthew: (laughs) Sorry. So, so what I was going to suggest is that- sorry, what was the, what was the old person's name Devin?

Devin: Felix.

Matthew: Felix. Right, okay. So I think that how Felix has been surviving for so long here is that they found sort of natural caves underneath Skydagger.

Brendan: Mmm.

Matthew: Which have an underground river, which is a thing.

Brendan: Absolutely.

Matthew: And the kind of mushrooms what are good for eating.

Brendan: Yeah, absolutely. Y'all would have discovered a bunch of that if you'd taken the other route here, as a matter of fact. So, yeah.

Matthew: Right, so I think that's- And it's going to be deeper into the mountain, so I think that's where we put all the refugees for this next little bit.

Brendan: Sure. Underground cave, river. I think some of these mushrooms are absolutely bioluminescent.

Matthew: Of course!

Brendan: So you can just walk down there and it's just lit up.

Kris: (quietly) It's lit.

Brendan: It is lit. (typing) Mushrooms what are good for eating *and* recharging batteries.

Matthew: Love to see it.

Brendan: Awesome. I like that a lot. And you know, it protects, you know, they're not out in the storm.

Matthew: Exactly.

Brendan: They're not out in the winter of death. Alright, excellent. Now I want you each to give me a problem. What's something... what's a disadvantage? What's something that needs to be addressed now that you're here?

Matthew: I can go again.

Brendan: Okay.

Matthew: For, if we're doing snake style. What's that called?

Gavin: Snake draft.

Kris: Snake order?

Brendan (as Suleiman): Snaaaaaake.

Matthew: Snake draft, yes. Yeah, yeah, just snake. Big snake. I think that the caves are both a good thing and a bad thing.

Brendan: Mhm.

Matthew: In terms of, you alluded to this earlier, Brendan, there's other routes.

Brendan: Yes.

Matthew: From the caves, which means there's other routes *in* through the caves. So we have another place we need to potentially defend or block off.

Brendan: Very good, very good. Thank you for that.

Matthew: You're welcome.

Brendan: Who discovers, who- or who comes to the realization of the tunnels and the caves? Who realizes that these need to be watched or might need to be maintained?

Matthew: Feels like maybe Waloot would be good, our new Scout.

Brendan: Sure. Waloot can, of course, see perfectly clearly in the dark.

Matthew (cross): Of course.

Kris (cross): Sick.

Gavin: Mhm.

Brendan: What else? What's a problem someone finds around here?

Gavin: There's fire *everywhere*.

(Kris and Devin laugh)

Brendan: Like where?

Gavin: Like main hallway, like... What would you call-

Devin: Is it in the mortar and shit?

Gavin: Like when you get past all of the defenses in a castle and there's that big courtyard, sometimes it's roofed, sometimes it's not. Atrium?

Brendan: Yup.

Gavin: That's just on fire. Like uninhabitable, can barely skirt around the edges. If you want to get inside the actual building, you have to go through the winding, defensive-

Brendan: Uh huh.

Gavin (cont'd): Walls of the castle instead of through the main actual area.

Brendan: Can I embellish on that a tiny bit?

Gavin: Please.

Brendan: It's leaves, right? It's 500 years worth of willow leaves that have been just circulating through this place. And everywhere they land, they burn, and they just keep burning. And so this atrium is just, there's hallways that are just jam packed with what's basically yard waste. It's just it's also fire.

Gavin: The fire is, it sucks out oxygen in rooms, it's too hot to the touch. People who have beasts of burden, who managed to bring beasts of burden this far are... they can't bring them into the castle.

Brendan: (typing) Mhm.

Gavin: They'll just all lose their shit.

Brendan: Yup. Yeah.

Devin: As a reminder for the listener, the fire is because of an improperly buried Chosen dying.

Brendan: Right.

Matthew: Nabain's just like, look, (chuckling) this is what my people are all about. This is what we tell you constantly!

(Brendan laughs)

Matthew: This is why you have to let us bury Chosen!

Gavin: Is it too late?

(Devin laughs)

Matthew: Ooh, great question.

Kris: Oh ho ho ho.

Brendan: Uh huh.

Kris: If we don't have any of our people to bury, let's...

Gavin: Better question: do we *want* to bury them? Is it better this way right now? Can we use this to our advantage?

Devin: They weren't a villainous Chosen. They were considered a good one, but, you know.

Gavin: Yeah, honour doesn't mean anything. Honour doesn't mean they deserve a proper burial.

(Devin chuckles)

Brendan: Sure.

Devin: I have a pitch.

Brendan: Please.

Devin: We can veto this if it's too abstract, but I think... So that last battle we had was in the daylight, so maybe it's evening by the time we've gotten here.

Brendan: Mhm.

Devin: There's *too many* stars.

Brendan: I like that a lot.

Gavin: And they're too big.

Devin: Yeah.

Kris: (concerned) Mmm.

Devin: They're close, they're pulsing different colours.

Brendan: This is like, this is a combination of a couple of different things. This is one, all this shit that's been happening. (chuckles) Everything that's been happening. But it's also like, I don't know if you've ever been away from a big city where you're able to escape the ambient light pollution of just the modern world.

Kris: Space gets real big.

Brendan: And you start to realize how many there are up there. And it could be really overwhelming. And this is already a world that does not like to look up at the sky. Devin, who do we see taking this in?

Devin: My first thought is Nikolaj.

Brendan: Ooh, yeah.

Devin: I dunno, he's kind of an anxious dude. I imagine him maybe going up to one of the towers to sit and think and then just looks up and is like, oh, fuck.

(Kris chuckles)

Brendan: Yep.

Kris: That scans.

Brendan: Yeah. Alright, Kris.

Kris: I think building off of the, you know, many places are on fire, space is real tight. People are kind of on top of each other where they can be and it's... it's uncomfortable. Nobody likes it. There's only so much space people can, what, set up tents in? Or, you know, be like, this is where I'm going to sleep. Okay, but that's also where more people than usual are going to be sleeping and everybody is cold and tired. And it's just not nice.

Matthew: Is this part of, with the underground caves that there might be more room down there, but people are freaked out?

Kris: Mmm...

Brendan: Or is it even like, is it explicitly like, no, Legion needs to stay topside?

Matthew: Oh, sure.

Brendan: And so they're forced to stick around in this space where there's not enough space.

Kris: Yeah, I was wondering about that. 'Cause if there's gonna be, you know, areas in the tunnels that we're gonna have to defend, people are probably going to have to go down there to figure out what needs defending and how much or how.

Brendan: Sure.

Kris: But yeah, maybe it is like a, let the caravan have their space.

Gavin: I think there's some people who don't want to be down there because they think the Never will come from there. They'd rather be inside the walls somewhere.

Matthew: Sure.

Brendan: 100%.

Devin: Have we talked about how many bodies we have?

Brendan: Not in concrete terms, I don't think.

Devin: Maybe that's not really something we want to establish, but I was just-

Gavin: (typing) Medieval capital cities population. 50,000 to 500,000.

Brendan: Hmm.

Matthew (cross): Like-

Gavin (cross): Constantinople, which is the largest...

Matthew: Alright. And then how much was the Jewish population of that city?

Gavin: Like 2% of that.

Matthew: Okay, that's pretty reasonable.

Devin: That's still a lot.

Matthew: We only had some of that 2%.

Gavin: But then we just had everyone coming out of the gates.

Brendan: I think you've got maybe two to five thousand people in the baggage train.

(someone whistles)

Kris: Woah.

Matthew: That's more than I thought.

Kris: That's many much.

Brendan: I think-

Gavin (cross): That's less than I thought.

Brendan: Yeah. I think, you know, I think that number is in flux. I think some people get here with you and are like, alright, bye. We're going east.

Matthew: Sure.

Brendan: I think some people get lost. But at the same time, you're also picking up people as you go.

Matthew: Sure.

Brendan: To put a cap on it, Kris, who do we see trying to negotiate the problem of not enough space?

Kris: Probably Dorado and Lady Jasiko. Or Dorado and Lady Jasiko and then, I guess, whoever the representative of the, of Judet's group of people is.

Brendan: Sure.

Kris: Those are the three sort of distinct parties here.

Devin: Or there's the Taílos too.

Brendan: Yeah, there's some Taílos here now too. Shall we do a Back at Camp scene?

Matthew: Sure.

Brendan: You're at 10 Morale.

Kris: Mhm.

Matthew: Yes.

Kris: We're fuckin' jazzed.

Brendan: Despite my greatest efforts, you're at 10 Morale. We have one medium morale- We have no high morale scenes left.

Matthew: Yeah.

Brendan: We have one medium left and we've got a bunch of low. I think you have the pick of the litter.

Devin: Let's put it this way.

Brendan: Yeah.

Devin: A bunch of bad things have happened to us and then we just took two successful shots at two different gods and also just climbed a mountain. Probably pretty tired, but, you know, we're doing the damn thing. Fuck.

Brendan: Abs- Yeah. Dubs back to back, 100%.

(Kris snickers)

Matthew: Yeah, so I think the most interesting thing in terms of hitting on consequences of the last couple of missions is actually one of these low morale scenes, which is "a festering Blight wound covered up by a soldier is revealed." I'm interested in, first of all, understanding that a little bit broadly, because none of the Blight wounds are festering, right?

Brendan: Sure.

Matthew: At least that I know of. And we may not have it be a soldier, because we only have a couple of those. Or actually, we have three of those with Blight. Still. *But* we had *four people* get level one Blight, or have it exposed in the last couple missions, and so I think what might be interesting is if we have a scene around one of them sort of getting called out and the leadership having to figure out what to do about it.

Brendan: Cool.

Matthew: Yeah. So the first question, then, is who is it? My pitch is Lance, but I'm willing, we could instead have this be one of the soldiers, and it's Lance talking to them. There's a lot of options here.

Devin: The one counterpoint I would make to that about Lance would be that he wouldn't hide it.

Matthew: Sure. But that might even still lead to a conversation, right? Of Dorado having to be like, hey, Lance, so about that last mission where you got your permanent new kiss mark.

Brendan: Mhm.

Kris: Yeah. Could it just be, even if not hiding, you know, during a debrief or whatever, Lance doesn't mention like, and now I have this kiss on me forever. You know, just sort of like breezes right past it, and someone has to be like, aren't you forgetting something?

Matthew: Right.

Kris: With the thing on your face? We can see that. Like, what- what do you- what happened?

Matthew: Yeah, that's fun.

Kris: You know.

Matthew: So-

Kris: Lance has to be like, oh, this old thing?

Matthew: Is everybody on board with that scene set up?

Gavin: Sure.

Matthew: Okay. In that case, I think this is Dorado, Lance, and probably Waloot and Jemma? Nikolaj here also probably, but doesn't need to say anything or maybe Brendan can pick up Nikolaj if need be?

Brendan: Sure.

Matthew: And this is the sort of debrief and we've just gotten past the sort of summary of what just, of the mission that we don't need to do because we all were there. And we get to the end here and I think that did just happen. Devin, if you want to give any more flavour in terms of how Lance would sort of like brush past his new kissy mark. His Hello- his My Little Pony cutie mark...

(Kris snickers)

Matthew (cont'd): Feel free.

Devin: (chuckles) Yeah, I think he kind of just laughs about it. He's like, "Hmm, how does 'Lance the God-kissed' sound?"

Matthew: (whispering) Oh my god.

Kris (as Dorado): (sighs) Are you, are you serious?

Devin (as Lance): Deadly.

Brendan (as Nikolaj): I need to talk with Nabain, but I'm sure, I'm sure we can perform some kind of... um, removal, transplant, or something like that.

Kris: 'Cause I'm wondering what... 'Cause Dorado's issue here is that Lance doesn't seem to take any issue with this, right?

Matthew: Mhm.

Kris: So, so, huh.

Devin (as Lance): Some of our, some of our best, our best soldiers have been touched. If we're going to punish this sort of thing, where will we be?

Kris: Yeah, I guess that's my question. Like, is... Are we punishing people about it? I don't actually know what the response is to Blight.

Brendan: I mean-

Kris: It's concerning, but in more of a like, are you okay way.

Brendan: Yeah.

Kris: I don't know. What is the- We haven't really addressed Blight much before. What is the response to it? I mean, Judet was just like, give me all of the horrible cursed things. I'll have them. But-

Matthew: Mhm.

Brendan: Sure.

Kris: I doubt that was Judet- I don't know how much that was the Other Legion being like we'll hang on to those. I don't think people like them.

Devin: I mean, it makes us fucked up little guys. We know that.

(Kris laughs)

Brendan: Sure, but I think it's important to colour that as much as we as players like those things, these characters, at least from a neutral standpoint, would probably regard those as both unholy and dangerous. I think Nikolaj would ask, like, "It's, it's not about *punishing*. It's about the Legion's safety. You've been marked by one of the Broken. Can they see the world through your eyes, hear the world through your ears, speak through your mouth? I don't know the answer to these questions, do you?"

Devin (as Lance): I think our good friend Whisper would find a way to do that anyhow.

Gavin (as Waloot): I'm fine.

Brendan: Nikolaj sweating, sweating like, as if he's a... You know in L.A. Noire when a character is lying and they make a face that's like (horrible, struggling, groaning noise).

Matthew: Uh huh, uh huh.

Brendan (cross): That's Nikolaj right now.

Matthew (cross): So good.

Kris: (chuckling) What?

Brendan: (groaning) Ohhhh noooo!

Devin: Have we gotten all the Blight buddies together?

Kris: I think Kayo might actively be in a medical tent 'cause they got pretty hurt. Also smoke drifts off of them sometimes so that's, you know, hard to hide all the time.

Devin: Waloot was saying something?

Gavin (as Waloot): I'm fine. If there was something to be concerned about I would've brought it up.

Matthew: Jemma giving Waloot a look.

Kris: (chuckles) I think Dorado would be like, "So that kind of openness, I think, is what we need from everyone. Considering that you didn't even mention it as part of this debriefing, Lance, I have to wonder if, had no one noticed, would you have said anything? Would you have put the Legion at risk, potentially at risk, just because you don't think there's a problem?"

Brendan: Nikolaj looks at Jemma.

Gavin: Waloot looks at Jemma.

(Kris laughs)

Matthew: Jemma looks at the side of the tent.

Devin (as Lance): Well, one, I thought the story would be better told orally.

Brendan: (snickers) Nikolaj coughs.

Devin: (giggles) “And two, our, our, uh, good friend, Aisling, has been marked for a while, and that has not led us into any danger.” Ignoring the times that Aisling almost went beast mode and did something crazy.

Brendan: Nikolaj, desperately flipping through notes, (whispering) “Aisling, Aisling, Aisling...”

Kris: Yeah, Dorado's looking between Lance with a like, are you kidding me face? Looking between Nikolaj looking through these notes. You know, Dorado's probably still in the process of going through notes and files and being like, okay, who all is everyone and what happened? Because I kind of just got into this part of this.

And then also following everyone else's gaze to look at Jemma. Be like, “Is anything else not being said? Because this feels like the time and place to be open about things. What, what are we looking at? Jemma, do you have something you want to share?”

Matthew (as Jemma): Uh, no commander.

Brendan (as Nikolaj): (muttering) How about your little friend?

Gavin (as Waloot): Is there anyone e/se who would like to share any information?

Matthew (as Jemma): Are you talking about Penthos?

Kris: Dorado looks at Nikolaj with a who is that? (chuckles) Like file? Papers? Who? “Who's Penthos?”

Brendan (as Nikolaj): Penthos died back at Sarpat.

Gavin (as Waloot): Yeah. What do you think Penthos thinks right now, Jemma?

Matthew (as Jemma): I mean, I- I think that he just wants the meeting to be over? Y'all could ask.

Kris (as Dorado): I'm sorry, “thinks”? Present tense.

Matthew (as Jemma): Yeah yeah yeah.

Devin: Lance puts his hand on Waloot's shoulder like, hey, cool it.

Kris (as Dorado): (breathes deeply) Okay. It seems like several people have not said enough for a *while* now. But this is the whole Legion's safety that we are talking about here. I'm not saying that anyone who has been afflicted like this is immediately going to burst into one of Ruin's awful creations or start whispering... Whisper's anything-

Look. I'm not saying that you're *currently* a threat, but you need to be upfront about these things, because the *whole Legion* is potentially at stake if you do become that threat. You may not see these problems now, but we don't know when they will hit, and we do not know what the Broken can do.

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

Kris (as Dorado): You swore oaths to this Legion to fight with them, to fight for them, to protect others, and to protect each other.

Devin (as Lance): Well, Dorado, have you found a wing that you can sequester all of us into?

Brendan (as Nikolaj): *Commander* Dorado.

Kris: "Is that needed?" And is looking everybody in here in the eye.

Matthew (as Jemma): No, commander.

Devin (as Lance): No, commander.

Kris (as Dorado): Then let's get back to our duties.

[music break]

[music fades]

Brendan: Quartermaster, it is time to spend free campaign actions based on current Morale. As we've said, despite every tool in my arsenal, you're at 10 Morale, which means you have two free actions.

Gavin: Think we need a Liberty.

Kris: Probably, yeah.

Matthew: We need a Liberty and we probably need a heal. And are we counting that supply as a mechanical Supply we got?

Brendan: Hmm...

Gavin: We didn't get a Supply, did we?

Matthew: Kris talked about finding one.

Brendan: Yeah. I'm willing to say that, yeah, you can use that right now as you have found a supply. That is a thing that is true.

Matthew: Excellent.

Gavin: Okay.

Kris: Ho ho ho.

Brendan: Yeah. And to be clear, that's- I don't have what that would have turned into in, in terms of what the next set of missions is going to be...

Matthew: Sure.

Brendan (cont'd): But I think that's a sensible... Yeah, that's an advantage that you can deal with. Or, that you can take advantage of, rather. An advantage that you can take advantage of? Get it together, Brendan.

(Matthew and Devin laugh, Kris snickers)

Devin: And have advantageous advantage.

Brendan: I'm canceling the show.

Gavin: Already?

Brendan: (chortles) Okay, so yeah, you've got a Supply to work with there.

Gavin: I think I want to boost Liberty.

Kris: Oooh.

Gavin: 'Cause we're out of the drugs. And then Rest and Recuperation, "each Legionnaire marks a tick in any harm row." Our Mercies...

Kris: We have two Mercies. I think they're both free.

Gavin: Yeah. What was the question, Kris?

Kris: How many ticks are in each harm row?

Matthew: So it's one for one, two for two, three for three.

Gavin: Yeah.

Kris: Okay. 'Cause Kayo has a... has an ability, which one? Vigorous, yeah. "When you check wounds during Rest and Recuperation, place one free check."

Matthew: Mhm.

Kris: So I might just-

Gavin: I-

Kris: Oh, go ahead, sorry.

Matthew: No, no, you're good. I just- Nabain also has one remaining use of Doctor that he didn't get to use on the way out, and if Brendan will let me, I could use that here?

Brendan: Sure.

Matthew: If somebody needs a second tick in a healing clock. Or, just a tick generally.

Brendan: Yeah, I'd be okay with that.

Matthew: I also never got to use my Moral Support. Everybody with me heals one's stress.

Brendan: I don't think there was time for it based on the situation.

Matthew: Sure, that's fair.

Brendan: Yeah.

Matthew: And we just did the boosted stress heal, so not as concerned about that one.

Gavin: So basically, Devin, you're the one who's in charge of the bookkeeping for this.

Devin: Of?

Gavin: Of...

Kris: Character shifting stuff.

Gavin (cont'd): Of stress and marking healing ticks.

Devin: Yeah, I've been, I've been, I've been ticking down, ticking down stress on folks.

Gavin: Okay.

Devin: I don't super remember how the healing tick thing works.

Matthew: So it's one tick for one, two for ticks for two, three ticks for three. I don't think anybody has level three harm. Oh, wait, that's not true.

Kris: Several rookies do.

Matthew: That's right.

Gavin: Yeah, so basically the Ember Wolves are out of commission for the final battle, and that's-

Matthew: Yeah.

Gavin (cont'd): Just fine.

Devin: Yeah, they got so fucked up. (chuckles)

Matthew: We can also use a Mercy to just take on a harm.

Gavin: And they... If you want to Mercy, one specialist gains an extra healing tick.

Matthew: And then we have one from Nabain. So we have sort of a total of three free floating ticks as well.

Devin: Okay. Well, let's look at what we got. So Kayo has one level two and one level one. Lance has one level two. And I think everybody else is clean except for those rookies.

Matthew: I-

Kris: No, there's- Nikolaj has a level two.

Devin: Ohhh.

Gavin: Obik.

Kris: Obik has a level one.

Gavin (cross): Well, Obik's gonna lose his level one with the-

Kris (cross): There's those rookies with- That's true. Yeah, yeah.

Devin: Yeah, Obik was included.

Kris: I think there was someone else. Oh, Jemma has separation anxiety still. But, yeah.

Devin: Yeah, that can clear.

Kris: They can clear that with with one tick.

Matthew: Tyr the rookie-

Devin: Oh!

Matthew (cont'd): Is rotting.

Devin: Shoogt has fucking level three.

Matthew: Yeah.

Gavin: Yeah.

Devin: So does...

Kris: All the Ember Wolves rookies-

Matthew: Allll of them do.

Kris (cont'd): Took level three harm.

Gavin: Yeah, there's no way we're going to heal them in time.

Matthew: Yeah.

Kris: No.

Gavin: Unless we didn't want to stress heal.

Matthew: No, we desperately need that stress heal.

Gavin: Yeah.

Matthew: My suggestion is we use our free ticks to get as many of the specialists fully cleared up.

Kris: Okay, 'cause I can clear Kayo's level two harm.

Matthew: Yep.

Kris: With the RNR and their ability, and then I just have the one level one harm.

Matthew: Yeah, and then we could use one of the Mercies for that.

Gavin: And then Lance could use one Mercy to clear that, or do we want to clear Nikolaj more?

Matthew: We can do both 'cause we have Nabain's free Doctor as well.

Gavin: Oh, okay. Then yeah, then we'll do all that.

Matthew: Yeah.

Kris: Noice.

Matthew: I think that's all specialists clear. For flavour, let's have Nabain heal Nikolaj, just because we've got a Nikolaj/Nabain thing going on.

Kris: (chuckles) If I could just add a thing, I also really like, and I'm not saying we need to play this out, but I also really like Nabain being the one to help Nikolaj through the terror, because, yeah, Nikolaj is a person who's afraid of not having the answer. And so I feel like just going over books and stories and histories and prophecies and whatever with Nabain, of just like, so here's who these three motherfuckers in the thing were, right, would be like, ah, yes, and now I've just looked at all of the answers and information and I feel better about it. It's very funny to me. When I was- (clears throat)

(Gavin chuckles)

Kris: "Yes, these three Migos..." When I was 13, I saw the movie Red Eye, which was a-

Brendan: Oof.

Kris (cont'd): Not great thriller movie with Rachel McAdams and Cillian Murphy, and for weeks afterwards, I was terrified that I was going to be kidnapped. And- 'cause it's like, oh, yeah, Cillian Murphy kidnaps Rachel McAdams because she's a manager at a hotel. And it's like, we need this room so that we can assassinate some guy. And I was afraid that someone was going to kidnap me for my access? As a 13 year old?

Brendan: Yup, that's it.

Kris: Yep. And eventually it got so annoying to my older sister at the time that she just kind of sat me down and was like, "Hey, look, no one's going to kidnap you because you are not worth kidnapping. You have no information, you don't have access to anyone important, you don't have access to anyone *unimportant*. You are literally- it would make no sense to target you for this."

And I was like, "Oh my god, you're right, that's so much better!" My mum was like, don't say that to her, that's so mean!

(Devin laughs)

Kris: So my sister was like, you're not important enough for that. And my mom was like, don't say that. And I was like, no, no, no, that's perfect, actually. That's great. Thanks. And then it was fine!

Brendan: Amazing.

Devin: And we said one of the Mercies was taking on Lance's.

Matthew: So, yeah-

Kris: Yeah, Lance's.

Matthew: Lance's-

Devin: And Lance's is "lost", so that's kind of a wild one to pass on.

(Matthew and Brendan laugh)

Matthew: Oh, that's actually- no, no, no, no, no. That's really interesting 'cause I specifically wanted to get a follow up on- Lance is the only person who heard about how the guar- the gods are gone.

Kris: Ohhh.

Matthew: Is this like Lance in therapy basically?

Kris: Telling- *ohhh*.

Matthew: With Mercy-

(Gavin laughs)

Matthew (cont'd): And being like- or, with Freedom and being like so...

Gavin: The gods are gone.

Devin: And Freedom just leaves that meeting like, what the *fuck*?

Matthew: Uh huh.

Gavin: Okay, but-

Brendan: What if it's like-

Gavin (cont'd, cross): Freedom's, Freedom's a...

Kris: A matztor.

Gavin (cont'd): Matztor. So...

Matthew: This might actually be more healthy for Lance. And for them.

Gavin (cross): So, yeah, the conversation ends up-

Brendan (cross): Could we-

Gavin: Yeah? Do we have that conversation?

Brendan: I would love to have that on screen if you feel like having it.

Gavin: Okay.

Devin: Yeah. I'm down.

Matthew (cross): Gavin, I feel like you-

Brendan (cross): Just really quick-

Matthew: Oh. Brendan, please.

Brendan: I had completely forgotten that Nikolaj had the level two harm "terror" when I was in that previous scene, but I think I still nailed it.

Matthew: No, you're good.

Kris: Uh huh.

Brendan: Yeah. Matthew, what were you saying?

Matthew: Oh, I was just going to ask if Gavin would be willing to play Freedom since I think he-

Gavin (cross): Yes.

Matthew (cont'd): Has the best handle on that.

Gavin: Yes. Please.

Matthew: Cool. So how- Ga- Devin, how does-

Gavin: Okay.

Matthew: How does Lance, how does Lance talk to Freedom about this?

Devin: So (giggles) 'Cause we've kind of described how Lance is basically just like overclocking (chuckling) all of his senses and emotions-

Brendan (cross): Mhm.

Devin (cont'd): At all times, pretty much. Like he's just always going at 110% and if he slows down, he'd probably pass out. So I, I'm kind of, I almost can't even picture him sitting down to relax and talk to somebody. (laughs)

Brendan: I imagine Freedom, like Dorado sends Freedom. Is like, "Hey. This guy's trying to, he's trying to get the rookies to train while we're doing a liberty. (chuckles) Please, please talk to him."

Gavin: I think Freedom comes into the tent with a bowl of nuts in one hand and a pot of hot tea in the other. (sighs) "Abunalance."

Devin (as Lance): Ah, Mercy Freedom. Nice to see you.

Gavin: Sets everything on the table.

Devin (as Lance): Oh, I'm fine.

(Kris snickers)

Gavin: They nod, understanding, and pours themselves a glass, and takes a nut, peeling off the shell. "Are you sure, Lance?"

Devin (as Lance): Are you, are you here to help me? Is that why you're here? Did Dorado send you?

Gavin (as Freedom): Tell me what happened in that mission.

Devin (as Lance): Ah, well... You probably didn't hear my recounting of the story earlier, but, uh, you know, I... stood up for my people. I sequestered the Broken in the pub while I let my talented soldiers and rookies under my command get the job done. And, you know, I, I took the opportunity of a lifetime to thrust a knife through the heart of a Broken.

Gavin (as Freedom): That must have been scary.

Devin (as Lance): Yes, but you know, we all do what we need to do for the Legion, for Tzel Shel El. And I would have regretted not taking that opportunity had I let it slip through my fingers.

Gavin (as Freedom): Of course.

Devin (as Lance): And you know, I got a little bit of a battle scar to remind me.

Gavin (as Freedom): Just a scar?

Devin: I forget how we described it, the kiss mark on his cheek.

Brendan: I- maybe it's different now. What does it look like?

Devin: 'Cause I wrote it down as mutation.

Brendan: Uh huh.

Devin: As a Blight. Oh, he's one tick away from a second Blight, too. I didn't notice that. (chuckles) Sorta forgot about that. 'Cause Whisper stuff isn't gross usually, right?

Brendan: Yeah. I mean-

Kris: Depends on how you feel about mind stuff.

Brendan: Nothing, nothing that Whisper does is ever short of beautiful.

Devin: 'Cause it wouldn't be like a kiss mark that's like rotting flesh, right?

Brendan: No, no, nothing like that.

Devin: Yeah, is it just a pristine-

Kris (cross): Smiling-

Devin: Oh, go ahead.

Brendan: What if it's a pair of lips, but both the top and the bottom, if you look at them, they're also like a birthmark flame. Like-

Devin: Oh, it's like a burn mark, like a brand?

Brendan: Yeah, yeah. But almost like a styled flame itself. Yeah.

Devin: Cool. Some, you know, some Guy Fieri vibes.

(Brendan laughs)

(Kris snickers)

Brendan: Yeah.

Gavin: Hottest man on earth. Guy Fieri.

Devin: (chuckles) I feel like Lance and Guy Fieri would get along. Anyway-

Brendan: Lance, Lance looks at Whisper and it's just Guy Fieri.

(Devin, Gavin, and Kris laugh)

Devin (as Lance): Well, you know, I was, and I was touched, touched by one of the, you know, last vessels of the gods.

Gavin (as Freedom): Wanna talk about that?

Devin (as Lance): I always knew I'd be, you know, like the legends in stories.

Gavin (as Freedom): Which legends?

Devin (as Lance): You know, like the brave legionnaires that stood up against grave threats to Tzel Shel El. Not one of them came out clean per se.

Gavin (as Freedom): Did Whisper say anything to you or speak to you in some way without words?

Devin (as Lance): Oh, yeah. She just... unveiled dark truths about the cosmos. But who's to say if it's true?

Gavin (as Freedom): Dark truths?

Devin: "Oh, yes. They claimed that the gods have left us. That can't be true." Kind of fingers his rosary.

Gavin: I think Freedom takes a sip of tea shakingly, but it's not like out of fear. Lance is good at reading people, I think. They're sipping tea because they're trying not to laugh.

(Kris snickers)

Devin (as Lance): She wanted to bring her people somewhere else since we've been abandoned here. They think this place is being left to rot and die and it's time to move on to the next one, to find the perfect new world. What do you think of that?

Gavin (as Freedom): I think it's not worth trying to find a new world when we're already here.

Devin (as Lance): That's what I said.

Gavin (as Freedom): We might as well make this one better.

Devin (as Lance): That's *exactly* what I said, see?

Gavin (as Freedom): The- what's this about the gods not being here?

Devin: I think he grips the rosary and it breaks, the beads scattering to the floor.
“Well, when was the last time you saw a miracle?”

Gavin (as Freedom): Personally?

Devin: “Do you feel like the gods are watching over you? Blessing you with their wisdom and light?” Staring at the floor as the beads settle.

Gavin (as Freedom): The Lord of Song is in every piece of music, in every rhythm. The last time I saw a miracle, Judet split an army so that thousands could leave relatively unharmed.

Devin (as Lance): That was quite impressive. But you say that the Lord of Song is in every piece of music. How do you know what music would sound like without them? How do you know that there isn't a hidden instrument that used to be there that you can no longer hear?

Gavin (as Freedom): I can't know what I can't know. Look, Lance, we Mitzrayim have a... angry relationship with our god. We're the ones who wrestle with the Lord of Song, as it's said. She's not present because she doesn't need to be. It's not her place to act more than she already has. We understand that Tzel Sh'El is our responsibility. No one's going to come and swoop down and save us.

Devin: “Do you think she's right then? About the gods leaving us behind? How could the God of Life still live when Ruin scatters across the world like a mold consuming everything? How could the God of the Sky still exist if it drips from the sky and warps us and corrupts us? How could the God of Justice still live when the cities burn and people fight amongst themselves, and...” Slumping down in his chair, mask fully dropped at this point.

Gavin (as Freedom): Are you still alive? Is there still life?

Devin (as Lance): Yes, but what if it's *despite* the gods?

Gavin (as Freedom): Is there still a sky?

Devin (as Lance): A rotting one.

Gavin (as Freedom): Are you giving up on justice?

Devin (as Lance): I never give up anything.

Gavin (as Freedom): Then what does it matter if the gods here or not?

Devin (as Lance): It doesn't. The only thing that matters is survival.

Gavin (as Freedom): Now you're thinking like a Matzor.

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

Devin (as Lance): (sighs) Is this what you came here for? To give me therapy?

Gavin (as Freedom): Lance, everyone needs therapy. You're just lucky enough to get it.

[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. Music for the show created by Devin Nelson - find it and more at devindecibel.bandcamp.com. Find a link to their music and any of the games we've played in the podcast description. Follow us at [@oathswornpod](https://twitter.com/oathswornpod) on Twitter or at oathswornpodcast.com. If you enjoy the show, please consider sharing it with a friend, or rating us 5 stars on your podcast platform of choice.

[music fades]