

Episode 61: The Procession of Rot, Part 4

Content warnings: Mold, body horror, battlefield medicine, hallucinations

Gavin: Previously on Oathsworn...

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

Devin: If there's any chance that Aoife can snap out of it at any point, she has enough resources, I think, to take another shot.

Matthew: I think I'm gonna try to doctor Aoife.

Brendan: Okay, Judet was just eaten in one gulp. Until, descending from out of the sky, she lands on Draknor's back, climbing across like a spider.

[music break]

[music ends]

Brendan: Nabain.

Matthew: Yeah. Okay. Let me do one more round of trying to get Aoife back on her feet. I am going to use a Doctor tick this time. I still have one more left.

Brendan: Okay.

Matthew: Just so I can get that extra die, 'cause clearly things are getting worrying, shall we say. Do I need to mark a fine med kit again for the second roll, Brendan?

Brendan: No, I don't think- No.

Matthew: Okay, cool. So let's do a 3d6 on this one. Roll 3d6, risky standard. Alright, there's a crit.

Kris: Yo!

Brendan: Wow!

Devin: Oh!

Kris: Wow!

Devin: Hell yes!

Gavin: When it matters...

Kris: Wow.

Matthew: Can I-

Brendan: What's this look like?

Matthew: I wonder if Nabain ends up using a reliquary here. As kind of like a psychic sponge, because this was sort of fallout from the star shot. And so I think that Nabain takes a circlet of dried Chosen hair dipped in wax and places it over Aoife's sort of fucked up magic eye, like a spectacle almost, looking through that.

Devin: Aoife does wear glasses.

Matthew: Oh, perfect. Just over the, one of the lenses of the glasses, then. And then it just burst into flames. (chuckles)

(Devin chuckles)

Matthew: As all of that star stuff is just absorbed into it. And it's that very like Sans Undertale, one glowing eye burning for a bit.

(Brendan chortles)

Matthew: And then, yeah, Devin, tell me, what does it look like when Aoife stands back up?

Devin: So Aoife doesn't stand back up, something extremely unexpected happens and I think Nabain will never quite understand what just happened. But Aoife sort of lands on Nabain, as if Nabain caught her.

Matthew: Mmm.

Kris: Oh.

(Gavin makes a concerned noise)

Brendan: Great. Good, good, good.

Matthew: Sounds great.

Devin: She kind of is in your arms, and then she kind of comes to and is like, "Oh. Fuck."

Matthew: (chuckles) Nabain backs off and does a polite cough. Like, (clears throat) "Yes."

Gavin: Doctor's never handled live people before?

Matthew: I mean, not usually.

(Devin and Matthew chuckle)

Matthew: Not historically. It's more, it's more, you know, suddenly being held by a patient is weird. Or suddenly holding a patient is weird.

Brendan: Mhm.

Matthew: Nabain is a deeply awkward man. Cool.

Devin: We both kind of help each other up back onto our feet.

Matthew: Yeah. And Nabain says, "There's no time. Things are very bad!"

Devin (as Aoife): Is Ruin still...

Matthew: Nabain just points.

(Kris chuckles)

Brendan: Yeah, you can see everything that's going on.

Devin: Ah, fuck. Alright.

Brendan: / am going to tick the last tick on "People safely across the bridge".

Matthew: Let's go.

Brendan: I think enough time has passed that you can... Maybe a flare goes up or something like that?

Matthew: Nice.

Kris: Noice.

Matthew: I have a suggestion in terms of mechanically paying off that, the crit that Nabain just got for no reason.

Brendan: Please.

Matthew: Can I have given basically a setup action for Aoife?

Brendan: Yeah, absolutely.

Matthew: Cool.

Brendan: I like that a lot. Aoife, what do you do?

Devin: So I guess the first key point to setting up another shot here is getting into a position where I can use my Ambush.

Brendan: Well, as far as the Never concerned, you're unconscious.

Devin: Yeah.

Brendan: So I think you're good there.

Devin: Okay, cool. So I'll be shooting from a new position.

Brendan: Yeah.

Devin: Okay, so that gives me four dice to start with setting up my sniper rifle, going to take another shot at Ruin. I have a fine rifle.

Brendan (cross): Is this-

Devin: Oh, go ahead.

Brendan: Can I, can I colour that Nabain assisting?

Devin: Yeah, go for it.

Matthew: Please.

Brendan: Does Aoife tell Nabain to turn around and then use Nabain's shoulder as a rest for the rifle?

Matthew: Sure, yeah.

Devin: That's cute. I like that. (chuckles)

Brendan: Yeah.

Devin: Yeah, 'cause maybe she is having trouble standing. She needs (chuckles) you-

Brendan (cross): Oh!

Devin (cont'd): To be both doctor and a sniper stand.

Kris: Doctor and tripod.

Brendan: I think, Nabain, you notice that when Aoife tries to put her feet on the ground, they're just like an inch above the ground.

Matthew (cross): Cool!

Devin (cross): Oh, fuck.

(Kris makes a concerned noise)

Brendan: Yeah.

Devin: I'm a doctor, not a tripod! Anyways.

(Gavin laughs)

Matthew: No, Nabain just closes his eyes very, very tight.

Brendan: Uh huh. Great.

Devin: Yeah, this is probably gonna hurt your shoulder. (giggles)

Matthew: My *ears*.

Gavin: Plug your ears.

Devin: Ye- Mm. Yeah.

Brendan: His poor floppy ears.

Devin: Alright. Fine weapon, starts at effects two. Black shot brings me up to effect three.

Brendan: What are you shooting?

Devin: I'm shooting Ruin.

Brendan: Okay! Cool.

Devin: So that brings me up to three. I'm spending both of my remaining Aim points to bring it up to a five.

Brendan: Okay.

Devin: I'm gonna push myself to bring it to a six. And then I was going to ask about other elements. And it sounds like I got a setup action out of this?

Brendan: Mhm. Yep.

Devin: Can I use that to bring me to greater effect?

Brendan: Sure. That would bring it to risky great.

Devin: Sweet.

Matthew: Alternatively, I can toss you my last tonic and you could use that to get a great and get an extra die.

Devin: Love that, too. Cool. 'Cause great is all we need to get this clock.

Matthew: Alright.

Brendan: Nabain, I think you- Because of the way that we've coloured this, Nabain, I think you can see that Aoife is aiming for Ruin on the ridge, but between them are these two Grafted and then Draknor.

Matthew: Right.

Brendan: Do you have any feeling about Aoife's target prioritization here?

Matthew: No, because I think that Nabain, as number one Chosen fanboy...

Brendan: Uh huh.

Matthew (cont'd): Is noticing that the place that Judet has put herself is now in between Ruin and Draknor.

Brendan: Right.

Matthew: And so from Nabain's perspective, well, we need to get rid of both of these things. So we might as well start with Ruin.

Brendan: Sure, that makes sense. Okay, Aoife.

Devin: Alright. 5d6 risky great finish god.

Kris: Oh...

Devin: Five.

(Kris exhales loudly)

Matthew: A five does it, but you know...

Devin: That's a five, a three, a four, a three and a one, so... Glad I got those dice. I mean, the first one was the five, but.

Brendan: Yeah, absolutely. Are you aiming for the same spot that you hit them before, or something new?

Devin: Yeah, I'm trying to pierce them in the center of their avatar.

Brendan: Yeah. And this is just- this is not a crimson shot. This is just regular black shot.

Devin: This is black shot, yeah.

Brendan: Yeah. It doesn't snap the world in half the same way that crimson shot does, but it blows a hole in the side of this thing. You can see splinters flying. You can see, not merely this weird algae slime, but nettles and puffs of poison vapour go flying. There's a sound like a forest falling down. And I think Ruin retreats across the side of the, across the ridge. Nice job.

Matthew: Given Ruin's scale and the fact that there were still Never behind them...

Brendan: Mhm.

Matthew (cont'd): Is this the case that like, is it just Nev- Ruin leaving? What I'm asking for is really just colour here. Like, is Ruin the kind of commander quote unquote that sweeps past or through their forces, or like their forces make way for them? Do you know what I'm asking?

Brendan: I do, I do know what you're asking. And I think that this feels less like an army and more like a stampede of beasts.

Matthew: Sure. So in that case, are they hitting them as they go by?

Brendan: I think so, yeah. I think a number of just regular standard issue Never were destroyed (chuckles) as-

Matthew (cross): Nice.

Brendan (cont'd): Ruin staggered backwards and basically just crushed them.

Kris: Destroyed or like-

Brendan: And I think that-

Kris: Sorry.

Brendan: Go ahead.

Kris: I was going to say destroyed or like some caught up in the massive tangle of roots and just kind of swept back with them.

Brendan: Absolutely, absolute- I think Ruin regularly steps on or drains all of the moisture out of one of their enemies.

Matthew: Right.

Brendan: Or, one of their minions, and just does not even notice.

Matthew: Yeah.

Brendan: And it is just part of the process. And Ruin moving back this way, like staggering back, I think it will affect the direction of the stampede. The army will eventually begin to follow it back away from the bridge.

Matthew: Right.

Brendan: But it's like water sloshing back. It won't happen right away.

Matthew: Right. That makes sense.

Brendan: Yeah.

Matthew: But just seeing that is enough for Nabain to not feel guilty about helping with a potentially selfish thing.

Brendan: Yeah. No, that makes sense.

Devin: One little last little description to that moment. When she was aiming up the shot, she was singing the last verse of the funeral dirge. So she was singing, “when I no longer howl at the moon, when I no longer sail into the sky, I dream of what I'll become next life because I no longer howl at the moon.”

Brendan: Awesome.

Kris: (whispering) Sick.

Brendan: A wretched, rotten, gust of flame emerges both from Draknor's gullet and chest and sweeps onto the bridge.

Kris: Oh, that's bad.

Brendan: Everyone here at the front is gonna take the level four harm “rot”.

Kris: (groans) Fuck?

Devin: Well, as previously discussed, Shoogt's roll has the I-frames, so I'm gonna...

Brendan: (chuckles) He's going to dodge roll through it.

Devin: They.

Brendan (cross): They, excuse me.

Gavin (cross): This is magic fire, right?

Brendan: They're going to dodge- It is. It absolutely is.

Gavin: Well, then I've- I'm chewing on a stinky-ass piece of parchment.

Brendan: Sure.

Kris: Yeah, I don't have another one of those.

Brendan: Hmm.

Kris: You still, should still have-

Brendan: Hang on. Hang on. Let me think through this. Let me think about what Gavin just said. This is a magical effect, yes. The special armour, as we have defined it for Kayo, will cancel out the corruption that you would take. Absolutely.

Gavin: Oh, but not the harm.

Brendan: I don't think it would cancel out the harm.

Gavin: Okay, great. Then I'll spend my fine heavy armour and my fine shield.

Brendan: Okay.

Gavin: To go down to... level two harm?

Brendan (cross): That seems-

Gavin (cross): Or, armour, heavy armour is...

Matthew (cross): Heavy armour will do two, yeah.

Gavin (cross, cont'd): Two.

Brendan: Heavy armour will do two.

Gavin: So I go down to level one harm.

Brendan: Yeah.

Kris: Mhm. Yeah, I might... Yeah, Kayo's got fitted heavy plate, so that is heavy armour. So I might spend those two and go down to two, because that way I don't automatically suffer less effect on everything. And I get to clear a stress.

Brendan: So it takes you both to level one. Is that right?

Kris: No, I think it takes- Kayo's just going down to level two, Obik going to level one.

Brendan: Okay.

Devin: How does fine armour work?

Matthew: Two ticks.

Devin: Okay. So that would bring- if I use my fine armour here, that would bring me from a four to a two?

Matthew (cross): Does Shoogt have-

Devin (cross): Or four-

Matthew (cont'd): Fine armour?

Devin: Uh huh.

Matthew: Oh, wow.

Devin: Oh, no, I'm looking at the wrong sheet.

Matthew: Yeah, I didn't think so. Rookies don't have fine armour.

Devin: Oh, no. Nope. (laughs)

Brendan: Yeah.

Devin: I got a, just a big Prowess resist. That's all I got.

Matthew: Yeah.

Gavin: Somebody's gonna have to jump in front of these rookies, because otherwise they're just dead.

Brendan: Yeah, I think these rookies are dead unless someone else takes it.

(Kris makes thinking noises)

Matthew: I mean, Devin wants to take back Aoife, so at this point, this is a good point for Shoogt to die.

Devin: Ah.

Gavin: Yeah, but-

Brendan: I think all three of these rookies are probably dead.

Matthew: Yeah.

Gavin: Yeah.

Matthew (cross): And that's fine.

Gavin (cross): And that's the problem.

Matthew: (chuckles) We have other rookies.

Brendan: Yeah. And that's Yvan, who I think named the worm within the walls for us.

Kris: Uh huh.

Brendan: And Tyr.

Gavin: We can roll to resist this.

Kris: Yeah, what kind of... Because Kayo's still got a shield.

Matthew: Oh right, and you cleared stress. Yeah, Kayo could resist, sure.

Kris: Yeah.

Gavin: Or Shoogt could resist. And-

Matthew: I want Shoogt dead.

Brendan: Shoogt is no longer a player character.

Matthew: Yeah.

Kris: Yeah. Okay, so-

Devin: Shoogt has a good Prowess resist. I'm just saying.

Gavin: No, this is how we killed Jemma, remember?

Devin: Yeah.

Matthew: Sure.

Kris: Penthos?

Gavin: This is how we killed Penthos.

(Brendan laughs)

Gavin: Pentos...

Matthew: They're the same.

Gavin: Penthos rolled to protect the other two rookies.

Kris: Mhm.

Matthew: Yeah, as Brendan points out, Shoogt is no longer a player character, so yeah, Kayo would have to do it. Or Obik and die.

Brendan: Yeah, I was a fan of the characters, I let Aoife come back. I don't think you can jump back and forth between Shoogt and Aoife.

Kris: Yeah, so Kayo has, would get 4 dice and take 1 less stress for this, so... You know, hopefully I roll well enough. But yeah, I can, and also if I take too much stress then I get 1 trauma and you just... everybody drag me back. Please don't let me die here.

Matthew: Sure.

Kris: But yeah, I'll resist to try to keep those rookies alive. Just jumping up front with the sick ass tower shield that they have.

Matthew: Yeah, I forgot.

Kris: It had like a big bird, it had like a big bird on it.

Matthew: Yeah.

Brendan: It did.

Kris: Cool and fun. So yeah, this is 4d6. (typing) 4d6 Prowess resist. (effort noise) Take zero stress.

Matthew (cross): Hell yeah.

Kris (cross): I rolled a five.

Brendan: God damn.

Kris: Oh. (laughs)

(Matthew chuckles)

Gavin: So it reduces the down to level 3 harm for these rookies?

Kris: Oh, boy.

Matthew: That's fine.

Brendan: Jeez, I guess so.

Matthew: You could do it again. You didn't take any stress just then.

(Brendan and Kris laugh)

Gavin: I don't think that's how that works.

Brendan: Yeah...

Kris: But Kayo does just have to house this corruption, just take that. So it's 5, right?

Brendan: It is...

Kris (cross): So Kayo takes a blight.

Brendan (cont'd, cross): 5.

Matthew: That's fine.

Kris: Yeah.

Brendan: Okay, so these three rookies are going to take the level- The rookies will also- No. I guess they won't, I guess they won't.

Kris (cross): 'Cause they still have-

Devin (cross): They don't need to get nerfed anyways.

Kris: They all still have their special armour, at least.

Brendan: Yeah, they do. They absolutely do.

Kris: I like the idea of Kayo going up in all of this flame.

Matthew: Mhm.

Brendan: Yeah, absolutely. I'd love if whatever blight you take is like dragon flame.

Kris: Well, I'm considering taking miasma. You generate an aura or cloud- Right? Like this flame just breaks off the shield and just like there's smoke coming, smoke and steam from the snow coming up off of it. And then that dissipates and then you realize like, oh, there's still like a weird kind of, you know...

Brendan: Yeah.

Kris (cont'd): Something coming off of Kayo.

Devin: Nice. Congrats for joining the weird little guy club.

(Devin and Kris chuckle)

Brendan: Yeah, great. Okay, so these three rookies are going to take the level three harm "rotting".

Devin: Oh, my god.

Brendan: Kayo has a level two. Is that right?

Kris: Yeah.

Brendan: Take the level two, the level two harm "foul".

Kris: "Foul", sure.

Brendan: Yeah. And Obik has a level one. Take the level 1 harm "vile".

Gavin: Okay.

Brendan: Okay, what happens next?

Kris: (exhales) We've still got to... deal with these Grafted.

Brendan: Yeah, they're still here.

Kris: How's everybody feeling for another group Shoot? The rookies can't help here, unfortunately, because they need help to do anything.

Gavin: We need Dorado's team to sub in.

Kris: Yeah.

Gavin: For this group Shoot.

Brendan: I think at this stage you can use them. You're now in a position where that makes sense to, for them to be.

Kris: Mhm.

Devin: Oh, I was going to suggest that Aoife shoots, but I just realized that she's out of black shot now because Obik took her black shot.

Brendan: Ha ha ha, nice.

Kris: Hm, and out of points of Aim, right?

Gavin: The rookies can hand you a black shot. Or Nabain can hand you a black shot.

Kris: Yeah.

Matthew: There's lots of black shot about.

Kris: Yeah, I think this is group Shoot with everybody we've got on the bridge time.

Brendan: Okay.

Kris: They near. They approach. It bad.

Brendan: It bad. Risky standard. They're tier four. You have scale now, so that gets you one step closer. If everyone is using black shot, that's another step closer.

Matthew: Still need one step. We could go desperate great.

Gavin: We've been desperate this whole half of the mission, so.

Matthew: Yeah, that feels right.

Gavin: Why stop now?

Matthew: Sorry. Yeah, des- yeah. Let's do desperate great. It's fun.

Brendan (cross): Well, how would it be-

Matthew (cross): Or sorry, desperate standard. Desperate standard, sorry sorry sorry.

Brendan: Yeah.

Matthew: Desperate standard.

Brendan: Yep.

Devin: I always forget how that works when somebody in the group action would have naturally higher effect.

Matthew: It only works if everybody in the group action would have higher effect.

Brendan: Yeah.

Devin: So I don't get the effect of my fine rifle?

Matthew: Correct.

Brendan (cross): Because now it averages out.

Matthew (cross): Because I also have a fine weapon and it doesn't matter.

Devin: Okay. Is Kayo running this one? Or is it Aoife running this one? Who's running this one?

Kris: Let's have Aoife, 'cause Aoife's got a lot of...

Matthew: Stress?

Kris (cont'd): To- yeah. Also, Aoife's got sort of the best- Well, I don't know if Aoife has the best Shoot here. I think Aoife and probably Nabain are tied. But point is Aoife's our sniper, so...

Matthew: Yeah.

Brendan (cross): Sure.

Kris (cross): Call the shot.

Devin: Okay.

Matthew: Okay, let's all do a big group Shoot.

Brendan: Desperate standard.

Kris: And Kayo's moving back in this one, taking in the whole like, wah! Fire! Hey.

Matthew (cross): Got a six.

Gavin (cross): That's a six.

Kris: That's a six.

Gavin: That's a fail.

Matthew (cross): One fail.

Devin (cross): So I take one stress.

Kris: Oh, okay.

Brendan (cross): Hold on.

Gavin: Don't forget to mark XP.

Brendan: Oh... wait.

Kris: I read that's a six, that's a fail as one, like a six is a fail. I was like, why?

(Matthew and Devin chuckle)

Matthew: Special evil new rule.

Brendan: Yeah, there's a blaze of gunfire and each of these Grafted go down with a terrible scream. Nice job. That fills the Never army clock.

Matthew: Now we just need to get the Judet back here clock filled, which isn't even on screen yet.

Brendan: No. What do you do?

Kris: Oh boy. I wonder, I feel like of everyone on this bridge, Dorado might have the best shot at trying to convi- Like knows Judet the best, has spent the most time with her of anyone here, right?

Brendan: Maybe, yeah.

Kris: But Kayo having, you know, sort of moved back to catch her breath and you know, be like, okay, so I'm not all the way dead, good. Sort of ask Dorado, like, can you convince Judet to come back? Can you, can you- I don't know what needs to be said. You know her better. Can you get Judet to come with us? We gotta *go*. Can I do that? Is that what it, what would that be?

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

Brendan: I think, and I'm happy for this to be a group conversation, but looking at the situation, looking at the mission objective, I think Dorado, in this moment, would accurately say that Judet is the only thing that's stopping not-Draknor from chasing you across the bridge.

Matthew: Sure.

(Kris makes a small scared noise)

Brendan: And that you have two choices here. Maybe, well maybe you have other choices, but the two obvious choices are: fall back with the numbers that you have or try and help her take this thing down.

[music break]

[music fades]

Matthew: I have a pitch which is related to Gavin's earlier suggestion.

Brendan: Mhm.

Matthew: Gavin, you had suggested about- that we had already filled the bridge full of explosives?

Gavin: Yeah, like a flashback to-

Matthew: Right.

Gavin (cont'd): A Wreck roll or something.

Matthew: Yeah, which, Kayo, I think you have the stress now to do that flashback if need be.

Kris: Mhm.

Matthew: What if the pitch we make, or someone makes to Judet here, this is like a group action or something to make this pitch to Judet, is like a part of this flashback of saying like, okay, here's the plan. If there's something big right at the end, we're going to try to lure it onto the bridge and then drop it into the chasm below.

Gavin: (understanding) Ahh!

Matthew: Does that make sense?

Gavin: I like that.

Brendan: Yeah.

Kris: (exhales) Yeah, that makes sense.

Matthew: 'Cause then Judet gets to save face, which I feel like is a big thing for her.

Gavin: Yeah.

Brendan: I like that a lot. If everyone's on board with that.

Kris: Mhm.

Brendan: But I think what the flashback here is is probably the Sway roll.

Matthew (cross): Sure.

Kris (cross): Oooh.

Brendan: I think you had ample opportunity to rig this place up with explosives.

Kris: Yeah.

Brendan: I think that's not necessarily in question.

Matthew: Yeah.

Kris: Yeah. It's the convincing.

Brendan: The risk, the risk is getting her on board with it.

Kris (cross): Yeah, that makes sense.

Gavin (cross): Do any of us have Sway?

Kris: Kayo does not. I don't think any of us have Sway. (laughs)

Matthew: Well, there's something interesting we could do here, which is...

Kris: (quietly) Sure.

Matthew: We could return to the Nabain conversation we started with. If Nabain traumas out here, I could grab Dorado, and we haven't started out Dorado, I don't think. Dorado could have Sway.

Brendan: No, we should have. Yeah.

Gavin (cross): Okay, but if Nabain traumas out here, he's dead.

Kris (cross): If Nabain traumas out, he's dead, right?

Matthew: That's what I'm saying.

Devin: Dorado is started out.

Brendan: Oh yeah?

Kris: Oh, is she?

Devin: Yeah.

Matthew: Oh, and she only has one Sway. That's still better than we do.

Kris: That's better than-

Gavin: There's more than anyone else.

Kris: Yeah. But also, yeah, if-

Gavin (cross): What I-

Kris (cont'd): Nabain traumas out here, he dies, right? Like he's dead. That's bad.

Matthew: So I was saying, we return to that earlier conversation and see how Brendan's feeling about letting me swap out.

Kris: Or, Kayo could trauma out.

Matthew: Sure, that's true.

Kris: And then di- and she, you know, they won't die here because this will be their first trauma.

Matthew: We could do this, now hold- stay with me here, we could do this (chuckling) as a group Sway flashback.

(Kris chuckles softly)

Matthew: Where everybody together (laughing) had to try to make this case to Judet.

Gavin: We would all trauma out-

(Kris and Brendan laugh)

Gavin (cont'd): At the same time to push ourselves.

Kris: 'Cause- Okay, so, Brendan, how would this work? So how many stress would this flashback be?

Brendan: Two.

Kris: Two. I take that as Kayo, Kayo traumas out.

Matthew: There we go.

Brendan: Uh huh.

Kris: Can I then have Dorado sort of make the most compelling case in that Sway? Or if it is a group sway, then, you know, at least there's, well, that one's a one dice, fingers crossed kind of deal. I mean, at that point, does making it a group roll make sense?

Matthew: We get more dice, it always makes sense. If Brendan will let us do it.

Brendan: I don't think staging a group intervention to try and appeal to Judet...

(Matthew chuckles)

Brendan (cont'd): Is the sensible way to go about it. I am willing, I think... I think, Kayo traumaing out to give Dorado the opportunity to make that pitch makes sense to me.

Matthew: Cool.

Kris: Okay.

Brendan: Especially in the wake of that big, big defend.

Matthew: Yeah.

Brendan: Where Kayo is doing the thing that Kayo is good at, taking the big hit, but is no longer in a position to give orders.

Kris: Yeah, Kayo's looking real fucked up.

Devin: Well, it could be like a thing where it's like you're switching places with Dorado, or that was your pitch.

Kris: Yeah, 'cause I literally had Kayo fall back to where the sort of, yeah, like where pretty much Dorado is.

Brendan: Yeah.

Kris: Right?

Brendan: That's exactly it.

Kris: Kind of goes back and then effectively tags Dorado in right? Like it's up to you now.

Brendan: Right. I mean, Dorado is the commander. Dorado would see that instinctively.

Kris: Yeah yeah. I'll take that flashback.

Brendan: Okay.

Kris: Wah. Okay. I'll try to figure out what Kayo's trauma is. But yeah, Kayo falls back and then just like clunk on the ground.

Brendan: Yup. Boy, this is still risky standard.

Kris: Yeah, that makes sense. Alright. Dorado's Tailos? I missed that.

Matthew: Mhm.

Devin: I feel like we've had that conversation a couple of times. (chuckles)

Matthew: Yeah.

(Kris chuckles)

Gavin: I could help here. That would make Obik trauma out.

Matthew: And die, right?

Gavin: No, Obik is a soldier. Obik has two trauma boxes.

Kris: I mean, Dorado can also push. I can also have Dorado push herself. She hasn't taken any stress yet.

Gavin: So that means seven people would have to carry five people across this bridge?

Matthew (cross): Oof.

Kris (cross): Oof.

Gavin: Probably leave a bunch of gear behind.

Matthew: Mhm.

Kris: I think hang on to Obik. I think hang on to Obik, 'cause we still- if we are going to, if there's some amount of us needing to get Draknor on this bridge, that is bringing it closer and I don't know if that's going to involve more fighting.

Brendan: I'm not even sure I'm not even sure what Obik helping Dorado convince Judet would look like.

Matthew: Obik was part of that Legion.

Gavin: Me neither.

Kris: Yeah.

Brendan: That's true. Obik was part of that legion. That's absolutely true.

Kris: That's what I can think of, as another person who here who has spent more time around Judet.

Brendan: Yeah, you could absolutely do that.

Gavin: Okay.

Matthew: Also, it's good if the siblings trauma out together, IMO.

Kris: (sadly) Ahhh.

Brendan: Gavin, are you doing that?

Gavin: Are you okay with that, Kris?

Kris: Yeah, if you are. You're playing Obik.

Gavin: Okay.

Kris: I do like that, you know, Kayo blocks this huge thing of fire and then is moving back as everybody moves forward to shoot again and just says to Obik like, "I'm just going to go take a breather," and then just (laughing) falls down.

Gavin: (laughs) Yeah, me too.

(Kris laughs)

Brendan: Obik was already unconscious when you said this.

Kris (cross): Noooo!

Gavin (cross): Thumbs up.

(Kris laughs)

Matthew: That rules.

Kris: Okay, and I'm also having Dorado push herself.

Brendan: Great.

Kris: Wah. So that's risky stan- this was risky standard, right?

Brendan: It was. Yeah.

Matthew: Devil's bargain.

Kris: Yeah, I'll hear one.

Brendan: Someone's not going to make it back across the bridge-

(Kris makes a small scared noise)

Brendan (cont'd): When these explosives go off.

Kris: Nope.

(Matthew chuckles)

Kris: No, no, thank you.

Brendan: Okay.

Kris: Oof, I think I'm just going to take both of those, so the push and the help, as-

Brendan: I'll give you a different one. I'll give you a different one.

Kris: Okay?

Brendan: Someone else from the Legion and/or the refugees who is unexpectedly headed back this way will not make it across when the explosives go off.

(Kris makes an upset noise)

Gavin: Yeah, I'll kill Suleiman.

(Kris and Devin laugh)

Kris: But what if we need more crimson- Is there an option for more crimson shot?

Devin: Yes.

Kris: Hmm. I feel like we might need that.

Matthew (cross): It'll-

Kris (cross): Break the sky some more.

Brendan (as Suleiman): I produce one every 48 hours.

(Kris chuckles)

Brendan (as Suleiman): Faster if you subscribe to premium package.

Devin (as Suleiman): I lay an egg.

(Matthew and Gavin laugh)

Kris: That was my first thought. I'm just like, what do you mean "I produce"?

Brendan (as Suleiman): Pay now to remove ads.

Kris: Lord, oh, how does everyone feel about someone not making it back? I'm just so worried about who it is, but...

Matthew: I think I know who it is.

Kris: That's terrifying.

Gavin: Who do you think?

Brendan: I'll tell you right now: I don't know who it is.

Matthew: Oh, that's interesting.

Brendan: But I have, but I have some candidates, and we'll figure it out.

Kris: Brendan has a wheel of names that he will spin.

Brendan: Yeah I do. It's called the Consonant Legion.

Kris: (chuckles) Spin! That! Legion!

(Brendan shrieks)

Kris: I think I'll just make this-

Brendan: That's the sound of spinning.

Kris: I think I'll just still say no, 'cause... Wanna keep everyone together as much as I can. Hmm. Do I make this risky great with 2d6? I don't do math dice in my head, but I would like for something to be great, but more dice is good. Huh!

Gavin: What would great effect look like here?

Kris: That's a good question.

Brendan: Hmm... Hmm hmm hmm hmm hmm. Great effect is that Judet has been playing for this the whole time.

Kris: Mm.

Brendan: Well, I guess that's kind of standard effect.

Kris: Would that mean that, yeah, that she wouldn't really need convincing?

Matthew: Is great effect that this is the last roll of the session?

Brendan: Sure, yeah.

Kris: Ooh.

Brendan: Okay, okay.

Kris: Okay, yeah, I'll go 2d6 risky great.

Brendan: Okay, no, no, no. I'll say one more thing.

Kris: Okay.

Brendan: I'll say great effect is this is the last *action* roll of the session.

Matthew: Ah, okay, sure.

Kris: Okay.

Gavin: Resist consequences.

Brendan: Right.

Kris: Yeah, fair. Okay.

Brendan: Okay.

Kris: Yeah, I'll go 2d6 risky great. 2d6 risky great Sway! There's a four.

Brendan (cross): Four.

Matthew (cross): Nice.

Brendan: Okay.

Kris: (squeaky) That's technically a success.

Brendan: It is technically a success. Absolutely. It's a mixed success. Yeah, the two of you go to Judet and make this pitch. She accepts in that way where she kind of refuses to give you a clear answer. You get the sense that she accepts, that she understands that this is the plan, but of course it's difficult to tell until she roll slides off of Draknors back and makes her way to the bridge. But as the fight has moved this way, so too has that slime. Has that green algae.

Kris: Yuck.

Brendan: I think... Hmm. I'm wrestling between is it more interesting to endanger her or to endanger the Legion? I think the Legion. Judet- What has happened here is Judet has agreed to this plan and will go along with it if it turns out she can't kill Ruin or whatever this thing is by herself. And it turns out she cannot. But she spends too long trying to find that out.

She wastes as much time as she possibly can before she complies and begins moving with the plan. And that buys enough time for this awful, awful blood to begin to wash up like a flood over the edge of the bridge.

Kris: Oh, no.

Brendan: Whoever is there will take the level three harm "corroded".

Kris: Eugh. So that's- I mean, Obik's already down, two rookies, Shoogt and Dorado?

Brendan: Yeah.

Kris: Oof.

Matthew: Dorado could resist.

Kris: Yeah. How can resist? Would love to resist.

Brendan: I think this is Insight. I think it's realizing the danger.

Kris: Okay.

Brendan: As time is running out.

Kris: I don't have no dice in that.

Matthew: You've got Grit.

Kris: Oh yeah, I have Grit! I'm also going to spend a point of Grit. Heck yeah.

Devin: I don't know why when I made her character sheet I was kind of envisioning her as like a jack of all trades with lots of resistance ability.

Brendan: Yeah.

Kris (cross): Yeah, that makes sense.

Matthew (cross): That's fair.

Brendan: Make anyone that survives as long as she does.

Kris: Yeah, okay, so that's four dice. There's a five. Oh, and she also has the Kind trait, take one less stress on resist for protecting squad mates. Or, protecting others. Yeah.

Matthew: Let's go.

Kris: If this counts as that.

Brendan: Pretty good.

Kris: So it's either one die, or it's either one stress or zero. Sounds like zero?

Brendan: Well, is this- It sounded like this is you defending the rest of the group.

Kris: Yeah.

Brendan: Okay. I think you also have to roll for yourself.

Kris: Oh.

Brendan: Right?

Kris: Okay.

Matthew: Yeah.

Kris: That makes sense.

Matthew: You have a second point of Grit.

Kris: That's true, I do have a second point of Grit.

Brendan: Yeah, absolutely.

Matthew: Do it, do it, do it.

Kris: Oh, does the blood thing also come with corruption?

Brendan: Oh, it sure does. Absolutely it does. But you have a use of special armour.

Kris: Yeah, I have the special armour.

Brendan: Yep.

Kris: Throws that in her mouth.

Brendan: Yep.

Kris: And then, yeah, I'll... It's still Insight for Dorado?

Brendan: Let's mix it up. Let's say it's Insight to ward everyone else away, but it's Prowess to rescue yourself from this.

Kris: Okay. I'm going to spend my other point of Grit, because I might as well. So that's five dice to resist.

Matthew: Let's go.

Kris (cross): Gonna take zero stress.

Matthew (cross): That's a six.

Brendan: Absolutely. Yeah, tell me how you protect the squad from this surge of slime.

Kris: Yeah. So, Shoogt is still up, right, Devin?

Devin: Shoogt got a level three, rotting, I think.

Gavin: Yeah, the Ember Wolves are *all* down now.

Kris: Okay.

Devin: I think Bowie's safe somewhere.

Kris: (chuckles) Oh, goodness. Okay. If, if- No, 'cause Shoogt and... So then Dorado-

Gavin: Yeah, they're all in a pile basically.

Devin: Yeah, Shoogt, Tyr, and Yvan.

Kris: Yikes. So Dorado runs up to call out to Judet, like, we gotta go, sees the slime blood coming. Is there enough time for the rookies who were back with Dorado to come forward and drag the others back?

Brendan: Yeah, absolutely.

Kris: Okay, so then that's the protecting everyone else, and then for Dorado, yeah, throws the- In the same way that Judet was, you know, kind of wasting time and waiting until the very last moment she could to be like, okay, I'll come back now. Dorado also stands at the edge of the bridge until the very last moment she can.

Brendan: Mhm.

Kris: 'Til the blood's right there and then just jumps back and runs back with the rest of everyone else and helps pick up someone else.

Brendan: Cool. Okay. (typing) I'm gonna make one more resist roll for Judet as she extricates herself.

Kris: Yesss.

Brendan: And gets a six.

Gavin: Hell yeah.

Brendan: Again, sort of rolls off of Drakomor's back, leaps over this mess of algae that is beginning to encroach onto Olligari bridge. How many conscious do we have versus unconscious?

Kris: Let's see, Kayo, Obik, and three rookies, right? So five-

Matthew: Nabain's conscious.

Kris (cont'd): Unconscious.

Gavin: Four rookies, four rookies.

Kris: Four rookies, okay. So-

Devin: The rookies needed *help*. They weren't unconscious. They were just injured.

Matthew: Right.

Kris: Okay, so Kayo and Obik are the only who are out-

Devin: Yeah.

Kris (cont'd): With trauma.

Brendan: Okay.

Kris: There's three rookies who need help but can still move, and then everyone else is mobile.

Brendan: Okay.

Devin: Yeah.

Brendan: You make it across the bridge. Dorado, tell me what it's like to surge across the bridge with this rot dragon chomping at your heels.

Kris: Yeah. It's just, it's just everyone, you know, just sort of taking turns of making sure the people who need help are probably rotating between hanging off- People who are out are being carried. People who need help are hanging on to people who are probably carrying the people who are out.

Brendan: Mhm.

Kris: And then it's just Dorado running through that crowd, kind of helping out when needed so that nobody ends up lagging behind.

Brendan: Do we see... Do you remember when we rescued Azar and people were doing that...

Kris: Rolling thing?

Brendan: Rolling, exchanging who was carrying who.

Gavin: Yeah.

Kris: Mmm.

Brendan: Do we see people doing that with Kayo and Obik?

Kris: Yeah, that's dope.

Devin: 'Cause they're both like large lads, right?

Kris: Oh yeah. Or at least Kayo is, I don't know about Obik.

Gavin: And we're all bedecked in heavy gear.

Kris: Yeah, also everyone's rolling heavy gear as well.

Brendan (cross): Absolutely.

Kris: That's armour and winter clothing.

Brendan: Yeah, everyone's got the fat rolls on.

Devin: Is Nabain strong enough to give Aoife a piggyback?

Brendan: Nabain carries a hundred pounds of backpack weight.

Devin: (laughing) Fair.

Brendan: Every day. He's training like Goku.

Matthew: He leaves one backpack on the bridge.

Brendan: No!

Matthew: Yeah.

Brendan: Full of explosives.

(Devin laughs)

Matthew: Yeah. That was the-

Kris: Nabain drops a backpack on the bridge and it just destroys the bridge like Rock Lee.

(Matthew laughs)

Kris: That's the one Naruto reference I know! I did it!

Brendan: Yayyy.

(Kris laughs)

Devin: Welcome to the anime podcast.

Brendan: Welcome to the anime podcast.

Matthew: (intense anime antagonist voice) What benefit can he gain from just dropping a couple of backpacks?

Devin: (giggles) I mean, we haven't seen Nabain take his shirt off, right? He could be fucking ripped.

Brendan: I've seen Nabain take his shirt off-

(Devin laughs)

Brendan (cont'd): But I subscribe to Patreon.

(Kris snickers and Gavin laughs)

Brendan: I think-

(Devin laughs)

Brendan: I think as the- as it gets dark, as the storm begins to close in and as the explosions begin to echo out, I think you hear Draknor roar. But I don't think it's clear

whether or not Draknor fell or is simply trapped on the other side. All you know is the roar.

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

Brendan: And the sound of the Never horde grows more and more distant after the bridge collapses into the ravine. You make your way to join the rest of the Legion.

[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]