

## Episode 13: A Tale of the Legion, Part 2

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Gavin: Previously on Oathsworn.

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

Brendan: They're not cradling a body, but an instrument. A bowed, stringed thing that looks as old as the haggard bodies of the catechumen themselves.

Matthew: Azar genuinely cares, that's not a thing that I'm interested in exploring, is like, oooh, what if he was really shitty? I think the more interesting thing is that he had a shitty goal in his life, but he genuinely cares for all the members of the Legion and wants them to survive.

Brendan (as Renda): Captain Abunalance of the Consonant Legion. Give me your hand.

Matthew: Aoife being like, "I need my eyes more than you do," and Azar saying, "I agree."

(Gavin laughs)

Kris: Oooooohhhhhh! Yo!

Devin: That's sick. (chuckles)

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

Gavin (as Marshall): Look, if we can get 'im oathsworn to the Legion, and mean it, that would resolve a lot of people's worries, I think.

Matthew (as Azar): Marshall, if you think that you can bring him in, you have my blessing.

[music break]

[music fades]

Brendan: Do we want to mix campaign actions and scenes? Or do we want to do-Marshal

Devin: Yeah, that sounds great.

Brendan: Okay. Quartermaster.

Kris: Hello!

Brendan: You have two free campaign actions.

Kris: Sure do. I think one of them's gotta be some R&R. Got a bunch of hurt people, some more seriously than others, but-

Brendan: Yeah.

Kris: So R&R says instruct the Marshall to mark one healing tick for all characters. We got a bunch of people with some stress.

Matthew: Mhm.

Kris: There's not a... No, there's still enough stress that clearing some stress would be worthwhile. And then we can get back up to 10 Morale! Good lord. But then also I wanted to... I think I'll probably Recruit first... 'Cause, lemme read the Recruit action. (thinking noises) Yeah, "The war has left soldiers crawling home and mercenaries guarding villages and roads or raiding them. You recruit these recluses, rejects, and returning warriors to serve in the Legion's ranks. Gain up to five rookies for the Marshall to replenish the squads with. Due to limited supplies and support staff, the Legion cannot have more than six squads in this campaign." But the boosted version of this is that two of those rookies are soldiers instead.

Devin: Woooooaaah.

Kris: Uh huh.

Brendan: It's quite a boost.

Kris: Yeah, which, and we have-

Devin: That's a powerful boost.

Kris: It's a good boost, and we have a *lot* of Supply, and we can only move with three. So I am considering just doing that. It would take us down to five Supply. I still have two more before we're at our max for moving on from this place.

Brendan: I've got a pitch for you there.

Kris: Ouai. Is it the Sarpat militia?

Brendan: Yeah.

Kris: Yeah!

Devin: That's what I was gonna suggest too.

Kris: Exactly what I was thinking.

Brendan: Yeah, Captain Noot-

Kris: Mhm.

Brendan (cont'd): And Noah could come on board as soldiers.

Kris: Aaaah!

Brendan: So yeah, is that just heading into Sarpat, telling people like, "hey..."

Kris: Mhm.

Brendan (cont'd): "The end is coming."

(Kris snickers)

Brendan: "We are leaving soon."

Kris: Yeah, "the Legion is leaving this place. If you-"

Devin: Also if you stay here, you'll probably die. (chuckles)

Brendan (cross): Yeah, [unintelligible]

Kris (cross): I wonder how much you gotta say that, right? People got to know that right? Or no?

Matthew: No, I, so I think everybody in the Legion at least knows.

Kris: Oh, okay. Okay. Ooh, yeah.

Matthew: I don't know how much we spread that. Could this be Kayo actually reaching out?

Kris: Yeah, I was thinking that Kayo might, just 'cause they also know the Sarpat militia people. Specifically, by name, personally.

Matthew: Right.

Brendan: Yeah, and maybe, Noot knows, oh, I've got these rookies.

Kris: Mhm.

Brendan (cont'd): I can bring them.

Kris: Yeah, I wonder if Kayo even goes, yeah, rather than just going around Sarpat being like, "anybody want to come with," right?

(Brendan and Matthew chuckle)

Kris: Just goes specifically to Captain Noot and is just like-

Brendan: Yeah.

Kris (cont'd): "Look, we're leaving, but there's space if you and-and Noah and... If you have some, a few more, who want to come with us, you know, we've, we've got space in the Legion. You know, you, you know your way around shit."

Brendan: I think, yeah, they'd be pretty much, I think a little bit of time has passed, obviously, since Ramta.

Kris: Mhm.

Brendan: And it's become increasingly clear that they need to go.

Kris: Yeah.

Brendan: The people that are going to be hunkered down here have decided to hunker down. Yeah, so let's make a note of that for the Marshall to add them to the sheets.

Devin: That means there's four soldiers in the Legion now, right?

Kris: Yeah.

Gavin: We could reallocate them into a single squad if we wanted.

Kris: Ooh...

Brendan: Dang.

Devin: Like an elite squad?

Matthew: Get an extra +1d.

Gavin: With Rahel to fill it out once she gets there.

Kris: She's one XP away. Soon.

Devin: Oh, yeah, we got a huge XP dump on that last one.

Kris: Yeah. Uh huh!

Brendan: Gavin, did you want to do that Rahel scene? Or maybe related to Rahel, but maybe not necessarily explicitly there.

Gavin: I think I'm actually more interested in Lance not getting a prosthetic kind of scene.

Brendan: Yeah, let's talk, let's jump ahead quickly to updating Alchemists, Mercies, and projects.

Kris: Mmm.

Brendan: So as we've seen, we have one Alchemist, who I don't think is assigned to a task just yet.

Devin: I kind of suggested he was working on something though.

Kris: Mhm.

Brendan: Yeah, there's definitely a suggestion of that.

Kris: Yeah! But ther- tha- Also, I like that there's a difference there between like, he's working on something, and has been *assigned* to something. (chuckles)

Devin: Yeah.

(Kris laughs and Devin chuckles)

Brendan: But yeah, so, you know, just to address it out loud, Lance lost, gave up, a hand-

Kris: Mhm.

Brendan (cont'd): In order to take back the Beacon of Agon, and Gavin specifically said that, independent of whatever we've done with Aoife or what we do with anyone else, he'd like to- that Lance does not get a prosthetic. Gavin, can you talk a little bit more about that?

Gavin: Yeah. So, I wanted to draw a line through giving Lance a prosthetic, 'cause one, there isn't a special ability that gives people new hands, new Chosen hands.

Brendan: It seems like, you know, that is part of the cost of what it is that we've signed on for here.

Gavin: Yeah. So it's also, it's part of the sacrifice of that devil's bargain. And it's also, I think it's a more pro-disability story if it's like Lance loses an arm, or loses a hand and has to learn what it's like to live without a hand.

Brendan: Sure.

Matthew: I would want to be careful there to not be suggesting that people who do have prosthetics are less...

Gavin: No...

Matthew (cont'd): Representative of disabled people.

Gavin: No, I'm just thinking about how-

Brendan: But yeah, I think Gavin is gesturing more that prosthetics are not 100% the solution.

Matthew: For sure.

Gavin: Yeah.

Brendan: To limb loss.

Gavin: Prosthetics are a choice that is different for every person. They're not, you know, always a good solution, and that there are people with disabilities who don't have that option. And since it's not a special ability for Lance to take, I don't think in this war situation, if we want to put it in lore terms, Lance has that option.

Matthew: For sure.

Gavin: Even if it does exist technologically.

Kris: Mmm.

Gavin: And-

Devin: Would he be opposed to holding his shield or getting a modification to his shield that was something that attached to his body?

Gavin: No, I think he gets a modification to his shield.

Devin: Okay.

Gavin: For sure. I'm not gonna make him remove his shield as part of that devil's bargain too.

Brendan: Yeah, I, you know, for better or for worse, I wind up particularly in a certain category of games, wind up doing a lot of this kind of... character change on screen.

Devin: Like cyberpunk stuff?

Brendan: Well, not necessarily. I mean more so to, you know, as a clumsy shorthand, but a shorthand nonetheless, for representing the cost of violence in games where you can generally heal level two harm, you know what I mean? And so, but at the same time, I am always keen for that not to be representative as a net negative for a player character in the same way that it is not a net negative for someone who is either born that way or comes to be that way over the course of their normal life.

And so I want to make it clear that in inflicting that I want it to be a narratively interesting thing for Lance to have to grapple with, but it's not like, well now Lance always has to roll -1d whenever using the shield or something like that.

Devin: Yeah.

Kris: Mhm.

Brendan: It is... Regardless of the condition of this world, this is a world that respects that differently bodied people need different accommodations, and that accommodation is almost always personal and unique. But there is no question or pushback against that accommodation.

Gavin: Yeah, well-

Brendan: And that accommodation may be a limb or it might be something completely different.

Gavin: We already have a character who has a prosthetic and we have that disability story here already. So this is our chance for us to tell another disability story where, you know, they don't have that access.

Brendan: Yeah.

Gavin: How do folks feel about this?

Devin: Yeah.

Matthew: That seems fine.

Kris: Yeah.

Devin: I think on the, the sort of, the other side of that, I think Aoife's very proud of her prosthetic.

Brendan: Yeah. 100%. And should be, but not in a comparative way, obviously.

Devin: Yeah. Yeah, yeah, yeah.

Brendan: Cool. So mechanically, in which case, we have two members of the Legion, at least, with level two harm. Lance and Rahel. What is Rahel's level two harm?

Kris: I believe it's "twisted." She-

Gavin: Twisty.

Kris (cont'd): Twisted her ankle.

Brendan: "Twisted," right.

Kris: Yeah.

Devin: From the twisted mind of Rahel.

(Brendan and Kris laugh)

Matthew: Jesus.

Gavin: Oh my god.

Kris: Lord. Yeah, but it says, "Every Legionnaire may mark a tick in any harm row. Once a row's healing ticks are full you erase both the ticks and all injuries in that row. You may employ a Mercy to take on injuries from a character, provided the Mercy isn't currently wounded." So I think I would like to have Freedom help with Lance's amputation, just to make sure that doesn't get infected. 'Cause that could get real bad.

Brendan: Sure. Absolutely. This is really interesting, because Mercies take on the injury of another character.

Kris: Ooh, that's true.

Devin: Have we seen Freedom on screen?

Matthew: Yep.

Kris: Yep. Mhm.

Brendan: Yeah.

Kris: When Aoife got her eye.

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

Kris: Yeah, I wonder if this is almost a reverse phantom limb kind of thing where Freedom's hand is there but they lose use of it?

Brendan: Yes.

Kris: At least until this clears?

Brendan: Absolutely, that's great. It just, it goes ever so slightly grayer...

Kris: Mmm.

Brendan (cont'd): Like it's desaturated just... just so.

Kris: Yeah.

Gavin: So is this giving an extra tick to Lance or an extra tick to Rahel?

Kris: To Lance.

Gavin: Okay.

Kris: Mhm.

Gavin: Cool.

Matthew: That clears Lance, right?

Gavin: Yeah, clears Lance.

Matthew: (quietly) Cool...

Kris: Depending on what the, what upcoming missions look like, Rahel might, you know, have a crutch or something. Otherwise is just sitting down with ice.

(Matthew chuckles)

Matthew: Ice heals twists. Everybody knows this.

Brendan: Mhm.

Matthew: You get twisted, put some ice on that.

Brendan: Ah, that's brisk, baby.

(Kris chuckles)

Devin: That would probably be Suleiman's answer to that.

(Brendan laughs)

Gavin: Oh, *this* is a bit!

(Devin, Brendan, and Kris laugh)

Gavin: This is what a bit is!

Kris: Godammit.

Brendan: The giveaway is when I chortle at my own joke. Okay.

Kris: So yeah, those are our two free actions anyway.

Brendan: Those are free ones. Okay. Do we want to do some stuff inside command tent, as it were. There's some scenes we want to see there.

Devin: I definitely want to get to a oath swearing ceremony.

Brendan: Ohhh.

Devin: Since we have so many new people, and also Nikolaj-

Brendan: I feel like-

Devin (cont'd): Could be somebody swearing an oath?

Brendan: That almost feels like it could follow on from Kael's sermon, right?

Devin: The fireside talk.

Brendan: Yeah. Like this, this is what you're being indoctrinated into.

Devin: Oh, it's the onboarding ceremony. (laughs)

Brendan: Yeah. Check this out.

Kris: New employee orientation.

Devin: Check this out! Here's a bunch of dead people, and then also here's a story.

Brendan: Yeah.

Kris: Welcome to orientation week.

Brendan: Yeah.

Devin: Oooh, yeah.

Brendan: Noot and Noah are there to swear their oaths. And who else is there? And are there conversations that we have to have ahead of that? I know there's-

Devin: I think the main conversation about, ahead of that would be, do we let Nikolaj become oathsworn?

Matthew: I don't know if it's a "let." I think it has to be a, can Nikolaj be convinced-

Gavin: *Convinced.*

Matthew (cont'd): To do it?

Gavin: Yeah.

Brendan: Yeah.

Kris: Mhm.

Brendan: Who has that conversation?

Gavin: Well Marshall is there, because swearing an oath to the Legion is kind of his whole thing.

Matthew: Mhm.

Devin: Mhm.

Brendan: Is Marshall the one that's going to try and compel or convince, or is someone else there to try and make that pitch?

Matthew: Uh-

Gavin: That might have to be- Yeah, go ahead?

Matthew: I was just gonna say, so as a reminder just in case people have forgotten, this this came from the very, one of our very first command-level conversations where everybody weighed in on the problem of Nikolaj – what do we do with this funny Eyes of Smoke guy who, you know, may or may not be a traitor of some sort – and Marshall had made a suggestion of maybe Nikolaj could become oathsworn to the Legion. And I think that-

Devin: I think Kael had suggested it too.

Matthew: (laughing) I specifically remember that Kael was very much no, every- you know, there's multiple different stories here that, you know, that Nikolaj should be allowed to do whatever Nikolaj wants that sort of vibe.

Devin: Ah. Yeah, yeah, yeah.

Matthew: I, I- Kael was very much *not* “let's all get one big story, just the one unified the Legion story,” which was Azar's sort of perspective on things.

Devin: Yes, that makes sense.

Brendan: Kael's against the Wikification of the world.

(Devin laughs)

Matthew: Yeah.

Devin: (laughing) I mean, isn't that what the Annals is though?

Gavin: Yeah.

Matthew: Yeah.

Gavin: Damn, you're right.

Matthew: Yeah, you know.

Kris: Legion fan wiki.

Matthew: Legions are a massive contradiction.

Devin: (laughing) It is the Legion fan wiki.

Matthew: This is all to say, I think that, you know, maybe after the sort of tense conversation that Marshall and Azar had last week, I think that Azar might have encouraged Marshall to actually make an attempt at convincing Nikolaj to join the Legion.

Gavin: Yeah, okay.

Brendan: What do you think the condition of Nikolaj has been? He's been not made a prisoner, but not been given VIP status either, right?

Gavin: He's not a prisoner in the sense that a-

Matthew: The way that we sort of were talking about it in the Discord is, at least my pitch for this, which is that from- Everyone is telling Nikolaj with words that he is being escorted by the Legion, that he's being protected, that he's being asked to stay in his tent for his protection, given that the Never clearly already grabbed him once, we want to make sure that doesn't happen again.

With their actions, everyone is indicating to Nikolaj that he is a prisoner and that if he attempts to run, there will be consequences.

Gavin: And that if he leaves his tent, the people guarding the tent aren't going to protect him from the Legionnaires who want to hurt him.

Matthew: I don't think that's being said, but that is being said.

Brendan: Yeah. Yeah, okay.

Gavin: Yeah.

Brendan: Cool. So Marshall is there, it sounds like. Does anyone especially want to play Nikolaj? I'm happy to do it.

Devin: I feel like you should.

Brendan: Okay. So yeah, Augur Nikolaj has his own tent. As a reminder he's sort of, he's Oileánder, older, kind of scuffed up, probably a little less withered than when he first arrived in the tent, or in the camp. He's less emaciated, but no less paranoid. It's clear he's not sleeping well. Marshall, how do you arrive?

Gavin: I bring him his lunch.

Brendan: Oh.

Gavin: Usually some rookie has to do it, but this time I do it.

Brendan: Okay.

Gavin: And I've got my lunch there, too.

Brendan: I think he stands up in a hurry once you walk in. Not quite standing at attention, but very clearly like, oh, I'm supposed to stand up when you're here. I think he caught him in the middle of changing. I think he's stripped to the waist.

Matthew: Incredible.

Gavin: Marshall just puts the trays down and sits in the one chair.

Brendan (as Augur Nikolaj): Uh, I, uh, um...

Gavin (as Marshall): Hmm?

Brendan (as Augur Nikolaj): Ex-ex-excuse me.

Gavin (as Marshall): Uh huh.

Brendan: Quickly tosses on a tunic. "Is that, um, that's, that's mine. That- er, is that mine?"

Gavin: "Yeah." Holds the tray out to 'im.

Brendan: Takes it, looks at it, looks at Marshall. "Thank you." Sits down on the bed, sets the tray down next to him on the bed.

Gavin: "How long have you been here now? Few weeks?" Marshall knows exactly how long he's been here, but wants him to say.

Brendan (as Augur Nikolaj): A few weeks, something like that.

Gavin (as Marshall): I can see that you've, uh, sublimated some understanding of the way we do things here. That's good. I appreciate that.

Brendan (as Augur Nikolaj): Doesn't seem like an environment that's, uh... well-suited to standing out.

Gavin (as Marshall): Exactly. Not everyone in the camp needs to conform, as it were, but it certainly puts the Legion at ease when we're around our own.

Brendan (as Augur Nikolaj): I know the feeling.

Gavin (as Marshall): Say, the Eyes of Smoke... How attached are you to that organization?

Brendan: Gulps.

Gavin: Is it a religion? Out of character, is it a religion?

Brendan: I think we've called it a religion. Yeah.

Kris (cross): Yes? Mhm.

Gavin: Okay.

Brendan: One of the religions.

Gavin: Okay.

Brendan: One of the few that is not explicitly attached to a Chosen or a god, or it is attached to a god, but that god has not spoken or chosen in quite a long time. I think

Nikolaj takes a deep breath and looks squarely at the Marshall and says, "Well, insofar as most of the people that I knew at the Omniculum are no longer with us, I would say that my ties are quite bare at the moment. If and when I ever... return to the capital, perhaps I'll reevaluate that."

Gavin (as Marshall): Hmm. How about you reevaluate it right now?

Brendan (as Augur Nikolaj): I'd be, uh-

Gavin (as Marshall): See, I have a proposition.

Brendan (as Augur Nikolaj): I have-

Gavin: "Something that'll put the whole Legion at ease." I'm interrupting you on purpose, this is how the Marshall is doing it.

Brendan (as Augur Nikolaj): What's good for the Legion is good for me.

Gavin (as Marshall): I'd like you to join the Legion.

Brendan (as Augur Nikolaj): I'm not much of a fighter.

Gavin (as Marshall): You will be. I'm sure there's, uh... many posts that could suit your talents. We'll put you through training that every rookie goes through.

Brendan: Nikolaj stares at the ground and starts to say two or three different things. "D- Are- Are all of the Legion's recruits, um, brought in under such duress, Marshall? Is that why you have a-"

Gavin: The Marshall leans in, sets his fork down loudly. "Only the ones that led to the deaths of thousands of Legionnaires."

Brendan (as Augur Nikolaj): Is that why you have rookies trying to give supplies over to bandits, Marshall?

Gavin (as Marshall): Ah, I should have known that you would know things.

Brendan: "Or doing errands for recruited alchemists?" I- Angrily picks up a piece of hard tack and shoves it in his mouth. "I- I am your prisoner, Marshall, but I'm not your slave."

Gavin (as Marshall): You'd be given a fair wage. You'd be given access to the... everything that the rest of the Legion has access to. You'd be treated like one of us. You *would be* one of us.

Brendan (as Augur Nikolaj): Thus freeing me of your abuses, your intimidation.

Gavin (as Marshall): And protecting you from the, uh, justice that many of my soldiers would like to take from you. Forgiveness is justice too, remember.

Brendan (as Augur Nikolaj): I'll look to the gods for whatever forgiveness I'm due.

Gavin (as Marshall): I'm sure we could bring in the loremaster and have tales of many stories of people who had harmed the Legion and come to be one of its most storied heroes. That could be you.

Brendan (as Augur Nikolaj): I've done you nor the Legion no injury, no slight.

Gavin (as Marshall): Ha!

Brendan: "I have nothing but gratitude for the fact that the Legion freed me from a week, a *week*, imperiled by the Never. I- I don't understand what, what harm, what grotesquery you feel that the Legion as a whole supposedly feels to me, particularly, that I am meant to..."

And I think looks finally again at the Marshall and says, "I'll tell you what, Marshall. I will gladly join your rank, but you know as well as I that I will last a precious short time with a spear in my hands. Take me on as I have been trained, as an augur. Put me to work knowing what I know, with materials that you salvaged. Let me serve the Legion that way."

Gavin: And the Marshall gives just the slightest smirk, like he had been giving the bad choice so that Nikolaj would come to this conclusion on his own. "Yes, I think that will work perfectly. What you have to understand before we get you sworn in: it doesn't matter if you, in specific, were the one that orchestrated the disaster of the Consonant Pact. It matters if people *think* you did. That's why I recommended we swear you into the Legion. Being sworn in may seem like just words. You have to prove that you're a part of us. We'll be watching you."

Brendan: Give me a Sway.

Gavin: Really? I say, I've been thinking about this and I think the Marshall has a three in Sway.

Brendan: Think you're right.

Matthew: Love to break the rules of the game.

Devin: This means we can actually give Kravannder stress boxes.

(Gavin, Kris, and Matthew laugh)

Brendan: In my imagination, Kravannder is nothing but stress boxes.

(Matthew laughs)

Kris: The first two advances: Hardened. Both of them.

(Devin laughs and Gavin chuckles)

Kris: Still somehow constantly at nine stress. (chuckles)

Gavin: It's a six.

Brendan: Nikolaj pales, his gumption sort of given out, and is like, "Of course. I- I take my oaths seriously, Marshall."

Gavin: "Good." Claps his hands, has finished his dinner. Says something like, "The swearing ceremony is, uh, tonight at the bonfire. We'll make sure you're escorted safely."

Brendan: Okay. We can add Nikolaj to the Legion.

Devin: I was going to ask if he could be like a Laborer, maybe? Would that make sense?

Brendan: I have a specific idea in mind, as a matter of fact.

Kris: Oooh.

Brendan (cont'd): And that is...

Gavin: He's basically an Alchemist, just active. He's a-

Brendan: No...

Devin: He doesn't heal corruption though.

Brendan: He's a specialist. He's a specialist with a rank in Weave.

Gavin: Oh, interesting.

Brendan: Do you want to read Weave for us on page 304? Just the first paragraph?

Gavin: “When you use Weave, you invoke arcade powers to change the world around you. Doing so is not without cost and should always be considered extremely risky. Weave is not a specialist action for any playbook in this book. It is the purview of alchemists and mercies and others that have bound themselves to the divine. A Weave use will allow you to identify if something is an artifact or to detect divine presence. Weave is an exceptionally rare skill and should not be introduced lightly into your campaign. It represents a deep connection with a divine being, usually after having sacrificed something of yourself. That very connection is what allows a weaver to reorg- *recognize* the other sources of mystic power.”

Kris: Daaaaang.

Brendan: I'm happy to hear pushback, but I think that's an interesting way to introduce him.

Devin: I think it sounds cool.

Kris: Agreed.

Gavin: Yeah.

Matthew: What specialist were we thinking that they were? That he was?

[music plays - [“The Stars Gaze Back”](#) by Devin Nelson]

Gavin: At the end of this explanation, it says, make your own playbook for the specialist.

Brendan: Yeah, I think he's an Augur.

Matthew: Cool. I love it.

Kris: Yooooo.

[music break]

[music fades]

Brendan: Quartermaster, you're going to spend supply on additional downtime actions.

Kris: Yeah, yeah. I think one's going to be a Liberty.

Devin: Yes, please.

(Matthew chuckles)

Kris: We have a bunch of people with stress. We could get two more Morale, be back at 10.

Devin: How many stress do we heal?

Kris: You get three back.

Devin: Okay.

Kris: So that brings us down to four Supply. Are we going to move this downtime? It feels like we are. There's been a lot of like, we got to leave.

Matthew: Yeah, we're probably going to move.

Kris: Okay, so then I should get us down to three, since that is our mostness anyway. Do we want to give Suleiman something to do so that he doesn't just decide what he's doing again? (laughs)

Devin: Yeah.

Kris: That feels like, 'cause also we have the – hmm – there's also the beacon, which is new, and what does it do? What do we use it for?

Gavin: Do we have to do a downtime, or a long-term project to identify it, or is that something we get?

Brendan: I think you go about that in many ways. It depends on who you put it in front of.

Kris: Oooh.

Matthew: I believe that when we got it, Brendan had said that we would need to do a long-term project to actually figure out how it works.

Brendan (cross): Oh, I probably did say that. Yeah.

Matthew: But I think that you did basically give us the rundown on it, and I assumed that was in fiction. So I think we know what it is, but not what to do with it yet.

Kris: Yeah, what to do with it or how to use it, if that's a thing that can be done?

Matthew: Yeah.

Kris: Yeah, 'cause it seems we should figure out what the heck this thing does. Okay. Pick a specialist to lead a project. Oh, would- should we put Nikolaj on that?

Matthew: (chuckles) Yeah, probably.

Brendan: Maybe, yeah.

Kris: Aaaah. Yeah, "Pick a specialist to lead the project. They roll the appropriate action and mark segments on the clock based on the result." Can never remember where it says this, but there is something about any Laborers you have who can help with long-term projects just add an extra tick.

Matthew: Yeah.

Devin: Yeah, but the Laborer we have is Mal and she was a blacksmith, right?

Kris: Mhm.

Devin: Yeah.

Matthew: But this is the god of craftsmanship, right?

Kris: Mhm.

Brendan: It is. That's true.

Kris: Mal-

Matthew: Mal entirely makes sense.

Kris: Yeah. And specifically that was a forge, so...

Matthew: Yeah, exactly.

Brendan: Absolutely. 100%.

Kris: So Mal I could imagine knowing a lot about Agon probably.

Brendan: Does Nabain... Nabain is all about, not just Chosen, but funerary rites and stuff like that, right?

Matthew: Yeah, so he's been pretty bummed.

(Brendan chuckles)

Kris: Oh, buddy.

Matthew: But yeah, I think he's mostly, he's not making a big deal about it, but, you know, I think that he's been a little bit down in the dumps. I mean, the supply mission went okay, but that was also kind of a bummer for different reasons. But he's definitely, you know, going to, you know, he's going to go check on Rahel and, you know, because all twisted up, and basically, you know, try to get a little bit of detail out of this rookie as they as they're doing, you know, as he's doing a checkup, you know. Just making idle chat about the funeral situations of a Chosen, very normal stuff.

Brendan: I think while you're in the middle of that, I think Nikolaj comes in to ask for your help.

Matthew (as Nabain): Oh, um. Uh, y-yes, of course, of course. Um, um... how can I, how can I help you, Augur?

Brendan (as Augur Nikolaj): There's obviously, um, scant records, but I thought that, well, another set of eyes poring over things would expediate the process.

Matthew: Do you have it with you?

Brendan: No, I bet he's not allowed to carry it around.

Matthew: Yeah, I wouldn't think so. "A- um, another set of eyes on what, I'm sorry?"

Brendan (as Augur Nikolaj): Oh, we have a certain amount of records to do with Chosen of yesteryear. Simply, they are typically included with practically all, um, Eyes of Smoke archives, just as a point of reference. Almost a- um, almost an encyclopedia, in case you need to cross-reference something. It's easier than having footnotes in every single document.

Matthew: I've described Nabain, because he is Chimorti and they tend to have various different sort of weird features from various Chosen throughout the ages, and I've described Nabain as having droopy ears like a dog.

Brendan: Uh huh.

Matthew: And I think that his ears do the thing that aug- dog's ears do in terms of going up.

(Brendan chuckles)

Matthew (cont'd): But just for a moment, otherwise entirely straight face, and he says, "Yes, I think that I could help with that."

Brendan (as Augur Nikolaj): Splendid. When you're available.

Matthew (as Nabain): Oh, I'm available now!

(Kris and Devin laugh)

Brendan (as Augur Nikolaj): Oh, right, right this way.

Kris: And Rahel just still, ankle twisted-

(Matthew laughs)

Kris (cont'd): And is just like, "oh, could I- would I be able to see those as we-" And they're just gone.

(Gavin chuckles)

Brendan: Yeah.

(Kris laughs)

Brendan: I think this is a relatively short project to be honest. I think this is a four step clock.

Kris: Dope. Okay. So we are rolling Nikolaj's... What is an appropriate thing?

Brendan: It's probably Research, right?

Kris: Research? Yeah.

Brendan: Yeah.

Kris: He has no stats yet, so... (laughs)

Brendan: I bet he has two in Research.

Kris (cross): Probably.

Brendan (cross): Do you agree, Gavin?

Gavin: Nikolaj probably has two in Research, and...

Kris: Okay.

Gavin (cont'd): I don't know, probably Sway.

Brendan: Yeah, certainly Research. And probably Nabean is helping, right?

Matthew: If that's an option, yeah. I mean, I don't know if it mechanically does anything, but narratively, yes.

(keyboard clacking)

Brendan: I forget, because I play lots of different Forged in the Dark games.

Matthew: What? You?

Kris: This doesn't say anything about other, or at least in the quartermaster bit, where is the campaign phase? (muttering) ... Have things here on...

Devin: 'Cause the PCs don't really make the longterm project checks.

Brendan: No, a specialist does.

Kris: Yeah.

Brendan: Okay. Here's the thing, here's the thing.

Kris: Okay.

Brendan: Part of me is like, oh, well letting a spec- letting another specialist help might be a dangerous precedent.

Kris: Mhm.

Brendan: On the other hand, stress is an even more precious commodity. So I'm kind of okay with people spending it.

Matthew: Yeah. And if you're okay with it, I will happily take another stress for Nabain.

Brendan: Yeah, that feels appropriate to me.

Kris: Okay.

Brendan: So yeah, take another die for Nabain helping out.

Kris: Okay. And then I'll, we should be able to add another tick to this based on Mal's help, too.

Brendan: Right. So it starts, as far as I'm concerned, with one tick and then you're going to roll. It sounds like 3d6.

Kris: It is 3d6, currently. Yeah, I'm just putting a tick for Mal and then... wah. Oh, jeez!

Brendan: There's a one, two, three.

Kris: (sighs) Good, great.

Brendan: So, that only gets you one tick.

Kris: Yep.

Brendan: However, you could upgrade the result by one level by boosting it and you could do that multiple times.

Kris: That's true.

Brendan (cross): So, if you had Supply to burn.

Kris (cross): This already brings us down to three Supply though.

Brendan: Uh huh.

(Matthew chuckles)

Kris: (chuckles) Okay, alright. I don't know how do, how do peo- Hmm...

Brendan: Uh huh?

Gavin (cross): I like having three Supply.

Devin (cross): What size is the clock?

Kris: It's a four step clock, so...

Devin: So we could just revisit it next time. Right?

Kris: Yeah.

Matthew: It's not worth two.

Kris: The- Yeah, I don't, I don't want to spend two Supply or-

Matthew: The cheaper thing to do would be to just spend the one more Supply. Well, I mean, you can't do this, right? Because you can't do long-term actions more than once, right?

Kris: You can, but I would have to work on a different project...

Matthew: Ah.

Devin: Ohhh.

Kris (cont'd): But we don't have another one yet. Yeah, you can work on long term proj- You can do more than one long term project action, but you can't work on the same project more than once per downtime.

Devin: So it's not like Blades in the Dark where you can roll again.

Kris: No.

Brendan: So you're not going to spend any more and it's going to be two out of four for this long term project this time around?

Kris: Mhm.

Devin: Do we learn something new about it though?

Brendan: Sure. Absolutely. This is, whatever it is that this does, it does something in the hands of Chosen.

Kris: Oooh.

Devin: Cool.

Kris: Baller.

Devin: Does Serikali ever get to go on missions with us?

Brendan (cross): Sometimes.

Matthew (cross): Yes.

Kris: Ooh!

Gavin: In the first mission, remember?

Devin: Yeah, yeah, yeah.

Matthew: If I had spent an Intel for a secret mission, she- there's a very real possibility she would have come with.

Brendan: Yeah.

Devin: Mokay.

Brendan: Yeah, there's a bunch of those. Speaking of Chosen, does Azar wind up talking to Serikali sometime around here?

Matthew: Yeah, he does. Where do you think that Serikali has mostly been posted up? A general question, it could be Brendan answering that, it could be anybody.

Brendan: I feel like-

Devin: What is the life of a Chosen like?

Brendan: Yeah, part of me, part of me very deliberately wants to stay away from showing like Serikali's quarters.

Matthew: No, I don't, I don't think it's there.

Brendan: Yeah. In- I feel like in the RPG where you try to go find Serikali while you're at base, she is at the command table, looking at the map of Tzel Sh'El.

Matthew: Mhm.

Brendan: Which I think is probably a separate room from Commander Azar's office.

Matthew: Mokay.

Brendan: So to speak?

Matthew: In that case, maybe Azar specifically sends an invite. I think there's a hill overlooking the camp, and I think that Azar walks up the hill twice a day to just overlook the camp. This is one of the few times that he takes a step away from his desk.

Brendan: Mhm.

Matthew: I think he walks the camp as well on, on regular, well, not regular, probably *irregular* occasion, just to, you know, put the fear of god into people, so to speak.

Brendan: Sure.

Matthew: But I think that he sends a rookie with a note to invite Serikali to join him for his sort of morning walk.

Brendan: Yeah, and there's no response, but she is there waiting when you leave the tent.

Matthew: So when I first sort of pitched Serikali to you all, I wrote the following: "Staring into her eyes compels one to speak only what her god considers truth, even truths unknown to the speaker consciously." Whenever Azar and Serikali have been on screen, I've been very careful to describe Azar never looking into her eyes. And I don't think that he looks into her eyes now, but I just want people- that to be on the top of people's mind.

Brendan: Mhm.

Matthew: I think that he goes through the exchanging pleasantries sort of script that he has for dignitaries, which is probably something like, you know, "I thank you very much, Whip of the Senate, for joining me today. I hope you have been well in this time since our last meeting."

Brendan (as Serikali): As well as can be. I sense our time in Sarpat is soon running out.

Matthew: "Yes. I had asked you here today for that very reason." I think at this point, I don't think he'd actually started speaking until they were a distance away already.

Brendan: Uh huh.

Matthew: And at this point, I think they're nearing the top of the hill, and he sort of pauses until they reach the top. And he overlooks the camp, and he looks east, and

he looks north, and then he looks at Serikali and he says, honestly, "Chosen, I wanted your... I came to you today for your advice. There is a split in the path ahead of us. The northern path, from my understanding, is a hard one, both for us and for our enemies. The eastern path takes us by communities, people, with all the benefits and dangers that that would suggest. Where would your god have us go?"

Brendan (as Serikali): I see the paths laid ahead of us as you do. I see the Voice and the Never surging behind us, threatening to engulf us. If I knew what would beat back the tide, what weapon I could draw to stand against the surge of darkness, I would have drawn it, weeks ago. I know that to the north lies a hard path. That the realm of the Tailos will not be an easy path. But that there is the promise, no, not the promise, the hope, of great reward. Of things forgotten, even in the time of the empire, that may aid us yet.

Brendan: "In the East there is," she sighs and looks at Sarpat, "there's... this but more. More people. More panic. More worry. More distrust. More betrayal. People who rightfully will look to us, will ask, will plead, will *demand* our help. And we will say no."

Matthew: Hmm.

Brendan: "The gods are better at hard decisions than we are. Than even I am."

Matthew: This is not the answer that Azar was hoping for.

Brendan: Serikali knows.

Matthew: Yeah, I know she knows. He, I know that he knows-

Brendan: *You* know...

Matthew (cont'd): That she knows.

Brendan (cont'd): That we know.

Matthew: And he says, "Is it so wrong to offer a temporary justice? Even if that is all we can answer."

Brendan: Serikali looks at you in the eyes and I think it's before now, or it's only now, that you realize that she had been avoiding your eyes too. And you realize not merely how strong and how unyielding she is, but also how old she is. And she says, "All justice is temporary." And I think she sits down. I think she just sits down looking out at the city.

Matthew: Azar pauses for a moment. I think he takes a step back, and I think that the camera sees, again, him hold something in his pocket and look at the unprotected back of Serikali, and then he turns back towards the camp and walks down the hill.

Devin: Bruh. (laughs)

Brendan: Cool.

Devin: This is also funny because Kael, yeah, just told the story of how Serikali fucking murdered his great-great-great-great-great-great-great-great-great-great-great-great-great grandfather or something.

Brendan: Uh huh. Cool. Where're we at on... campaign actions?

Kris: I think that's gonna be it.

Brendan: Quartermaster, you got you got you got Supply to burn.

Kris: Nah, I'm at three. We can, we can travel with three.

Brendan: You can

Devin: I mean, do we need anything?

Kris: Listen, listen, Kravander just got all the crates back where they're supposed to be.

(Matthew and Devin chuckle)

Kris: He's keeping it that way for a bit. (chuckles)

Brendan: Sure.

Kris: But yeah, I don't think there are any other campaign actions that need, need, need to happen right now. At most I could see Acquiring Assets, but...

Brendan: Are there any other scenes that we want to have here before we proceed?

Devin: I don't think it's really a scene, but I think Aoife is... very happy to see Kayo come back alive.

Brendan: Oh, yeah?

Devin: Worried about being put in combat with other... other folks going into that last mission. And they had been on several missions together and been through this shit together, so she was glad to see them survive. Kris, if it's cool with you, I'm imagining Aoife and Kayo in the crowd during the sermon, passing back and forth a flagon of something and just getting hyped at all the cool parts of the story.

Kris: Noice.

Gavin: I think Lark goes to do their cool secret handshake with Lance and then-

(Matthew chuckles)

Gavin (cont'd): Can't do it.

Kris: Aww.

Devin: The All Talk No Talk...?

Kris: With the other hand. We'll get there.

Gavin: It involves both hands.

Kris: Damn.

Gavin: So now we gotta do it with the stump. It's okay. We can recalibrate.

Kris: Mhm, mhm.

Brendan: Lark signing furiously, "It's okay. We can recalibrate."

(Matthew and Kris chuckle)

Brendan: Commander, decide if the Legion will advance.

Matthew: Yeah, we're advancing.

Brendan: Okay.

Devin: Do we wanna do the swearing in ceremony?

Matthew: I think we decided that's what the story, part of the story was, right? Or did we wanna have something separate to that afterwards?

Devin: Oh, okay. Yeah, yeah, yeah, I wasn't sure if we wanted to frame that as a scene or not. It could just have happened.

Brendan: Yeah, I don't really have anything additional beyond what we've said.

Devin: Okay, cool.

Brendan: Yeah.

Devin: I was gonna suggest that Serakali says something to the new people, but we got some good Serakali content.

Gavin: I don't know if... Does Commander let her?

Brendan: Yeah, I feel like-

Matthew: She's not part of the Legion.

Matthew: Yeah, she is also technically not oathsworn to the Legion.

Matthew: Yup.

Gavin: Mhm.

Matthew: Which is a problem if she ever comes on a mission.

Brendan: Uh huh.

Gavin: Yeah. We could get her oathsworn.

Brendan: Oh, boy...

Matthew: Are you sure about that? After this last scene?

Gavin: (hesitant) Yeah.

(Matthew laughs)

Matthew: I think we might have to have her kill Azar first.

Devin: I had her swear an oath in that story.

Matthew: Sure, sure.

Devin: But that was more of a...

Kris: Yeah, that was *then*.

Brendan: She's seen how that worked out for her.

(Devin laughs)

Gavin: Yeah.

Kris: Damn.

Gavin: That was a different Legion.

Devin: Yeah. And a much nicer Commander.

Brendan: Commander, we are at our first fork in the road, which way are we going?

Matthew: We go east.

Brendan: We go east to the Well of Ikario.

Matthew: Mhm.

Brendan: Past the plains and into the desert. Quartermaster, de- choose whether or not we will spend horses to reduce Pressure.

Kris: Hmm... horsies. Oh, we have those. No?

Matthew: We're going to be rolling 2d6. We only need two ticks to fill up Time slot one. I don't think there's a world where we're not going to finish this first Time clock.

Kris: I don't recall how the Time thing... You're trying to roll low on it, though, right?

Matthew: Yup!

Kris: Hmm. I mean, if you think it's not worth it, then sure. I'll hang on to these horses.

Matthew: So, let's make sure we're making this decision, 'cause this is a big one.

Kris: True.

Devin: Yeah.

Matthew: So...

Devin: This is to change the season, right?

Matthew: It's more to change the difficulty level.

Devin: Yeah. I thought the book described it as changing seasons.

Brendan: It's like changing TV seasons, certainly.

Matthew: Yeah.

Kris: Mmm.

Matthew: I mean, that would be a good end of season one, I think, that glass combo.

Brendan: Yeah.

Matthew: We'll see. Anyway, so we're going to, the way that it works is we roll die equal to Pressure. So in this case, it will be two, and we will tick a number of ticks according to the typical long-term project rules. So if it's a one to three is the highest, that's one die. If it's a four to five, that's two. If it's six, it's three. If it's critical, that's five ticks.

Kris: Yikes.

Matthew: Yeah, it's bad. We can go over, we can spill over into the next Time clock thing. We can reduce time as we've already done once, but we cannot, once a Time clock is filled of our 3, we cannot go back. It cannot ever become unfilled.

Kris: Mmm.

Matthew: So we would just hit this point where, unless I roll, you know, the highest is a 3, or 1 to a 3, we're gonna enter sort of the Time clock 2.

Kris (cross): Mhm.

Gavin (cross): Track 2.

Matthew (cross): There probably a better way to say that.

Gavin: It's Act 2.

Brendan: Yeah, Devin was right. It says, "When a time clock fills up, the world and the seasons change."

Matthew: Yeah...

Brendan (cont'd): "The weather shifts towards cold. The leaves turn colors. The last summer rains before fall days with a hint of a nasty winter to come. The Never grow in power, gaining an ability every time a time clock fills up."

Matthew: Yup.

(Devin groans)

Brendan (cont'd): "If you ever run completely out of time, the game is lost and the Legion is disbanded or killed."

Kris: (high-pitched) Eek.

Matthew: We're making okay time so far, honestly.

Devin: So what you're saying is there's a non-zero chance that it won't fill up, but it's really low probability?

Matthew: Exactly. So if Kris spends a horse, (laughs) spends one of our two remaining horses, then...

Kris: Yes, it'll go down to one.

Matthew: One die. Right.

Kris: Which increases our odds and removes a crit from the possibilities.

Matthew: Exactly. But even if I crit, right, we're just three ticks into Time clock two. We're already, if we look at this, right, the path to get to our eventual destination that we know we're actually going to is one, two, three, four, five, six, seven, eight. Eight total steps. We've already, this will be step three, so we're a third of the way through. The timing is pretty good. I just don't think it's worth it when you only have two horses left.

Kris: Alright, I will literally hold our horses.

Brendan: Hold our horses.

(Devin and Gavin chuckle)

Brendan: Commander, roll Pressure and use the results to increase Time.

Matthew: Alright, everybody, blow on these dice. We're going for two ones, snake eyes.

Devin: Ohhh.

Matthew: That's a six!

Brendan: That's a six.

Kris: Dammit.

Gavin: Why do our good rolls happen to bad people?

(Devin and Kris laugh)

Kris: Can we switch the-

(Matthew chuckles)

Kris (cont'd): Project roll with the...

(Gavin chuckles)

Matthew: So, with that, two ticks in Time clock one, thus completing it, and one tick in Time clock two.

Brendan: Everyone give me just a brief scene of something we see as Legion leaves Sarpat, and heads east into the desert.

Kris: Hmm...

Gavin: Fires smoke on the western horizon.

Kris: If there are any hills or elevated places, or if it gets into lower ground towards the water, I guess we get to see this sea or ocean to the east as opposed to the river to the west that we're leaving from.

Brendan: Yeah, pretty far off. But yeah.

Kris: Yeah.

Matthew: Jemma is... Jemma and Penthos shared a tent, and we see Jemma going through a chest that belonged to Penthos and gathering a few things of his since he won't be able to take the chest, but can at least take something.

Brendan: What's one thing in particular?

Matthew: Hmm. Oh, let's bring it back around. Penthos had a little carved statue of an eagle.

Brendan: Aw.

Devin: As the Legion gets to the area where it starts to become desert, Aoife is sort of scouting with her eye, and she sees one of those massive shadow giants that she saw earlier. But this one is half buried in the sand.

Brendan: When you see that one enormous smoke thing in the dune, it lifts its head and looks back at you.

Devin: Do they make direct eye contact?

Brendan: Yeah, I think so.

(Devin and Gavin make concerned noises, Devin laughs nervously)

Devin: I think she tries to be brave and stares at it back and starts to draw it.

Brendan: Cool. To the south and to the west, we see sickly overgrowth, with Ruin, the Ever-Rotting at its core, determined to bring new life, new creations, into the world, no matter what the cost.

Further west we see Whisper, the Myriad, waiting for just the right moment. At his side, a witch wearing a gorgeous, finely made cloak. And further west, still-

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

Brendan (cont'd): The Voice of the dead god, intent on eliminating harmony, consonance, all other song in the world, in favour of theirs.

[music break]

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

Devin: Devin Nelson,

Gavin: Gavin Fregeau,

Kris: Kris Allison,

Matthew: Matthew Guzdial,

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

[music fades]