

# Episode 12: A Tale of the Legion, Part 1

Content warning: Vomiting

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(fire crackling)

Brendan (as Samnael): An excerpt from the letters of Lieutenant Samnael Evergrace.

Sister, I've spoken to you many times before about the Commander. Azar born of Draknor. The bastard. The high and mighty. The slave driver. I can't remember if it was you or me that came up with that last one.

All of that is true. So is this: the Omniculum was a disaster from the start. Never everywhere, Chosen missing in action, and our frontline held together with blunt spears and broken shields. On a hill I watched legionnaires break one by one. Try to abandon their posts and cram into a mess too jammed up to fight or retreat. And then, Azar.

He burst from the defensive line like a thunderbolt, rode his way to the front on his own. The bastard kicked a Never's head off from the seat of his horse. He called each one of those rookies by name, telling them to screw their courage to the stickin' place. Learning the commander knew their names, I think they'd have been less surprised to hear god above speaking right to them. They shaped up quick. They straightened their backs like true veterans.

The Never advance stopped and the Legion retreat began. The Ember Wolves lived to see another day, thanks to the Commander. And then he went out to do it again, and again, and again, until the Never got him, took him to the Omniculum and... Well, I've told you that part of the story already.

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

Azar born of Draknor is mean, he's scary, unapproachable, but he's the best damn commander this side of Skydagger. You either follow him, or you get the hell out of the way.

[music break]

Brendan: Okay, it's time to face off against our inevitable secondary mission.

[music fades]

Kris: Wah.

(Devin exhales loudly)

Brendan: Matthew, do you want to remind us what the mission was?

Matthew: Yeah, for sure. So the secondary mission was an escort mission. Basically there was a merchant who'd come up previously, named Kegashi, and the idea is that Kegashi is trying to get back to the capital, but Kegashi wanted a little help. To get a little bit of the ways away before a armed escort would take them further along, and so we sent off three of our specialists (chuckles) and a squad of rookies to go help them.

Brendan: Awesome. Marshall, assemble the dice pool.

Gavin: Okay.

[music plays - "[Bracing For The Tide](#)" by Devin Nelson]

Gavin (cont'd): Are all on the mission oathsworn to the Legion? Yes. Did the commander spend one Intel to give you foresight and info? Commander?

Matthew: Yes.

Gavin: Is everyone on the mission a specialist or soldier? No. Does any legionnaire distrust the leadership or not fear them enough to obey orders on the battlefield? No. Are required specialists or equipment not on the mission? No. Did the quartermaster spend food to equip the mission?

Kris: Yes.

Gavin: Okay. Is the current pressure higher than two?

Matthew: Nope.

Gavin: Okay, three dice.

Brendan: Now wait one moment.

[music ends]

Kris: (worried) Oh.

Matthew: Uh oh.

Kris: Wh-

[music plays - "[The Procession of Rot](#)" by Devin Nelson]

Brendan: Ruin the Ever-rotting, one of the Broken impeding your progress, is actively stymieing the Legion's efforts. All supply missions take -1d.

Gavin: Oh God.

Kris: Noooo.

Gavin: Oof, well good thing we spent food and Intel 'cause we're rolling two dice here.

Kris: Aaah.

Matthew: We could crit.

Devin: Secondary missions are whack, y'all.

(Kris chuckles)

Gavin: This is what grimdark is. People die off screen. Alright.

[music fades]

Kris: Oh! Holy shit!

Brendan (cross): That's a six.

Devin (cross): Ooooh... Yes!

Matthew (cross): Incredible.

Devin: Nice.

Brendan: Amazing.

(Kris sighs with relief)

Gavin: You succeed at the mission. All specialists take level one harm and you may choose to lose two squad members to promote a rookie or soldier. I'm going to choose not to do that.

Matthew: Yeah, I think that's a good call.

Brendan: Outstanding.

Devin: So no new deaths.

Gavin: All specialists get two XP as well.

Devin: Another-

Brendan: Awesome.

Devin: (chuckles) Another downtime survives having to hear a story from...

(Brendan chuckles)

Devin (cont'd): Kael is here.

Matthew: It'll happen at some point.

Brendan: I do like the idea of Kael just seeing teams arriving back, hale and hardy, if a bit scuffed up, and just bursting at the seams to tell this story, but skulking back to the tent.

(Matthew laughs and Kris chuckles)

Brendan (cont'd): Just like, hmm, maybe next time.

Matthew: I don't think that they're in fiction rooting for the death of-

(Matthew, Devin, and Brendan laugh)

Matthew (cont'd): (laughing) Legionnaires.

Brendan: No. No, probably not.

Matthew: (laughing) I mean, that's up to Devin. I don't know. That'd be a really interesting-

(Kris laughs)

Matthew (cont'd): Choice.

Brendan: It would, it would.

Devin: I mean, the Oileánders have an interesting way of looking at death...

Matthew: Sure, yeah.

Devin (cont'd): As we heard in their song.

Brendan: That's true, that's true. Yeah, so you, just to colour it a little bit, you fended off other armed forces that had been fleeing from the last battle, who had been harassing Trail Boss Kegashi's caravan. Probably not the same ones that you negotiated last time, but others that are desperate for these supplies.

Matthew: Mhm.

Brendan: But fought them off and saw the caravan, maybe most of the way, maybe all the way, I don't know, to the Well of Ikario to the east...

Matthew: Mhm.

Brendan (cont'd): Where Kegashi linked up with his armed escort that'll take him back to the capital.

Gavin: I did say that I don't want to lose two squad members...

Matthew: (laughing) Uh huh?

Gavin (cont'd): But we are at 10 Morale and soldiers are pretty good.

Kris: Just-

(Matthew and Devin laugh and Kris chuckles)

Matthew: Alright, another opportunity for Marshall to yell at the commander.

Brendan: Kael pokes head out of tent, "Hmm? How many people came back?"

(Kris and Devin chuckle)

Gavin: So, I mean, I want to get a poll from everybody.

Brendan: Mhm.

Gavin: I feel like this is the kind of situation where we sh- we're *supposed* to make this choice?

Matthew: Mhm.

Kris: Mmm.

Gavin: But...

Brendan: Yeah, I mean-

Kris: I was also-

Brendan: Members of the Legion are a currency.

Kris: Yeah. I was also considering a recruitment downtime action, or campaign action, anyway, 'cause we've lost a couple people already at this point.

Matthew: Well, there's also... we just got three new Supply.

Kris: Yes, also that.

Matthew: Right?

Kris: So, we'll be at six and we can only travel with three, yeah.

Matthew: Yeah. So we're going to need to take (chuckling) three extra downtime actions.

Kris: Or just boost the hell out of some of them, so...

Matthew: Mhm, mhm!

Kris: Much, much to consider.

Gavin: Okay.

Devin: Mhm.

Gavin: So...

Kris: I'm in favour.

Gavin: Two Star Vipers do not come back.

Kris: RIP.

Gavin: And I will make this a soldier.

Devin: Okay.

Matthew: Let's- can we... I think that the book even says that we should colour it a bit in terms of what happens.

Brendan (cross): Yeah.

Kris (cross): Mhm.

Matthew (cross): Brendan's sort of-

Brendan (cross): Yeah...

Matthew (cont'd): Description of-

Devin: We described the last few secondary missions.

Matthew: So then... All the specialists ended up only *a little* hurt, but then we still lost two rookies. So what happened there?

Gavin: I think what happened is we escorted them all the way to the well.

Matthew: Mhm.

Gavin: Instead of to the spot we were supposed to, because we knew that they wouldn't make it otherwise.

Matthew: No, I'm on board with that. My question was more like, there's a disparity in harm here. So my question is more like, did these rookies charge in and get themselves taken out when they weren't supposed to? Was there an ambush, and they just happened to be where the ambush was sprung, that sort of thing.

Kris: Mmm.

Devin: Depends on the specifics of what they were up against, right?

Matthew: It was bandits, apparently, per Brendan.

Kris: Mhm.

Brendan: Yeah, bandits that are, y'know, soldiers of different cities...

Matthew: Mhm.

Brendan (cont'd): That have been gathered together that-

Devin: I mean-

Brendan: Theoretically, might have been part of the Consonant Pledge, but that fled, that turned their back.

Devin: I mean, bandits that are still alive are going to have a lot more experience and know-how than some rookies.

Gavin: Yeah.

Kris: Mhm.

Brendan: So, was there an ambush to, maybe the Legion almost got cocky and let down their guard?

Devin: Yeah, maybe it was a At Camp kind of thing. Like they were camping for the night and they got raided. And some of the rookies were on guard?

Matthew: So this was a full success, right? And-

Devin: Mhm.

Brendan: That's true.

Matthew: The specialists were not that harmed, so I don't want it to be- I don't want us to paint it as like this was a failing of of the the legion, I'd rather it be the bandits were more capable than we thought they were, less that we were less capable.

Brendan: Yeah, that's a good point.

Matthew: That's why I was suggesting maybe an ambush makes sense.

Kris: And if they used to be Legion, like part of the Legion also, then it's like-

Matthew: Mhm.



Kris (cont'd): Yeah, the fact that they not only have more experience fighting but specifically they know stuff about or are familiar with the Legion to a degree that some of these rookies aren't yet?

Matthew: Ooh, I have a fucked up idea.

Kris: Oh, dear.

Matthew: What if it's not just that? What if they were very familiar with the Legion? What if these two rookies were in cahoots with the bandits?

Kris: Ohhh.

(Brendan makes a villain noise)

Kris: (whispered) A betrayal.

Matthew: And they turned against us and our specialists were good enough that they escaped pretty much unscathed, but these two rookies certainly didn't make it back.

Brendan: I love that.

Gavin: I like that. Yeah, I'm making one Arcadian and the other Chimorti, by the way.

Brendan: Okay.

Gavin: I just have to figure out their names.

Brendan: I like that, especially with the understanding of like, oh yeah, these people were probably at the festival.

Matthew: Yeah.

Brendan: Someone probably approached them and was like, Hey, you're going to be going on this mission, right?

Matthew: And this was all supply, right? So this is probably an, a, from their, from the dead rookies perspective, pre-death-

Brendan: Mhm.

Matthew (cont'd): This was probably a very much like, well, you know, these are our friends. They need to eat, right?

Brendan: Absolutely.

Matthew: We're just gonna help them get some food. That's not a big deal. Nobody needs to get hurt here.

Brendan: Right. Yeah.

Matthew: And then-

Gavin: Or you could even be a little bit more seditious than that. You know, the Legion's basically over.

Matthew: Mmm, sure.

Gavin: Here's our opportunity to get out of here. We just need to get rid of these three specialists and we're scot-free.

Matthew: Right. And a gaggle of other rookies, (laughing) presumably.

Gavin: Yeah. Maybe there was one and then that rookie killed the other rookie before the specialist could intervene.

Matthew: Ohhh. That's pretty good. I like that.

Brendan: Tried to get them on board. They weren't buying it. Panicked.

Matthew: Yeah.

Brendan: Pulled a knife.

Gavin: Yeah.

Brendan: Ah, that's great.

Matthew: And then this amount of harm makes sense for the specialist 'cause this is more like scuffle harm, not like serious harm.

Brendan: Right. Absolutely.

Kris: Mhm.

Brendan: Yeah.

Matthew: Yeah, this all works. I like this a lot.

Brendan: This is great. Yeah. This is the best successful mission we've ever had.

(Kris and Devin chuckle and Matthew laughs)

Brendan: Okay.

Devin: How did the specialists get hurt then?

Matthew: In the scuffle between these two.

Devin: Oh, okay, okay, okay. Cool.

Matthew: And presumably killing the traitor.

Brendan: Yeah, and maybe there was... maybe there was still enough light fighting-

Matthew: Right.

Brendan (cont'd): With the bandits on top of that, that they would have taken some harm-

Kris: Mhm.

Brendan (cont'd): Along the way.

Kris: But I like the idea of the little bit of harm, the specialist being notified to the fact that there's an ambush coming, 'cause this scuffle happens and so we're already all on alert, and then the ambush doesn't have quite the element of surprise that they expected?

Matthew: Yeah.

Brendan: Yeah. For sure. I have an idea. Does the rookie that gets promoted, are they the one that catches and kills this trait-

Matthew: Oooh.

Brendan (cont'd): Or maybe catches and turns in this traitor?

Matthew (cross): Oooh.

Kris (cross): Oooh.

Devin (cross): Oooh.

Gavin: Yeah.

Matthew: That's fucked up. Love that.

(Kris snickers)

Brendan: Is the traitor hanged? Do we hang him?

Matthew: I don't think there's the time for it. Who's on the mission? Who were the specialists on the mission?

Gavin: Lark just, Lark just murders this guy.

Matthew: Yeah, that's what I was figuring, right?

Brendan: Mhm.

Gavin: Yeah, Lark doesn't take prisoners.

Matthew: Yeah, there's no... It's instantaneous. This other rookie brings in this one rookie still covered in blood, right?

Brendan: Mhm.

Matthew: And it's just instant, Lark just kills them, and then there's the yells as warnings come in as the bandits are rolling in.

Gavin: I think there's 10 minutes of explanation.

Matthew: Oh sure, I was condensing the timeline slightly.

Brendan: Yeah.

Matthew: For effect.

Gavin: No, I don't want to paint Lark as somebody who is looking for people to kill.

Matthew: Right.

Gavin: But Lark isn't the kind of person to...

Brendan: But once it's done, it's done.

Gavin: Yeah, once it's been proven...

Matthew: Right.

Brendan: Right.

Devin: I do want to see Serikali execute somebody at some point though.

Gavin: Oh, it'll be the commander.

(Matthew snickers)

Gavin: Just wait.

Brendan: Yeah, that's true.

Matthew: We can all hope.

Brendan: Give us like 45 minutes.

(Matthew and Devin laugh)

Brendan: Do we have names for these rookies?

Gavin: The dead rookies are Jeeve, the Chimorti, and Dug born of Pace.

Kris: (snickering) Doug!

(Devin and Kris laugh)

Matthew: Porkchop asked him to betray the Legion, he couldn't say no.

Devin: That name was a fucking ride. I heard "Doug" and I already started giggling, then you said "Born of Pace" and I lost it. (chuckles)

(Gavin chuckles)

Brendan: Gavin can you put those names in the Record of the Fallen the page, please?

Gavin: Yeah.

Brendan: Thank you.

Matthew: Can Gavin spell them maybe? In general? Or, I guess they're in the-

Gavin: Yeah.

Matthew: Yeah, they're in the graveyard now. Nevermind.

Gavin (cross): Yeah, you just have to scroll all the way.

Devin (cross): Is this like a fantasy Doug or is it just Doug like Douglas?

Brendan: Yeah, all player-

Gavin: It's "Dug" like "dug a grave."

Devin: Eugh.

Matthew: 'Cause he dug his own grave.

Devin: Okay. That's less funny and that's good that it's less funny.

Gavin: Where was this place of death?

Brendan: On the road to the Well of Ikario.

(keyboard clacks)

Brendan: (typing) Well of... Yeah.

(keyboard clacks)

Brendan: I was going to say all players can look through the Legion's graveyard anytime.

(awkward pause)

Brendan: That's a Magic the Gathering joke. Okay...

(Matthew laughs)

Brendan: Mission penalties and rewards: incur all penalties for missions not pursued. There are... none this time around, right?

Kris: Mhm.

Matthew: Nope, not for failures.

Brendan: Marshall, detail the results of the secondary mission. We just did that. Commander, mark changes to Pressure, Time and Intel. You succeeded at both of these missions.

Matthew: Yeah.

Brendan: Which means -1 Time. Have you...

Matthew: Yeah, that's already been done.

Brendan (cont'd): Accounted for that? Okay. And +3 Supply, quartermaster.

Kris: Yep, someone did that already.

Brendan: Okay. Marshal, mark changes to Morale.

Gavin: Yep.

Devin: So we lost two, right?

Gavin: We are at eight Morale now.

Devin: Okay, cool.

Brendan: Eight Morale. Five Legion deaths, which means we go into the campaign phase. Back at camp, lorekeeper.

Devin: Yes. So we're still in the high Morale scene list. We've done a couple of these and we crossed one of them out, I believe.

Matthew: Mhm.

Devin: So, I'm gonna go with the "supply crates go missing, but no one admits to knowing why." Especially because I wanna get Kravannder Sole, our quartermaster on screen. We haven't seen it in a while. Let's see, so we just did a lot of resupplying in Sarpat. I want to kind of base this off of what we did last downtime, when we kind of went on a supermarket sweep of all the closed down bars and markets and stuff of Sarpat and got a bunch of food and alcohol and stuff. Well, since food is a specific resource, maybe it's more like spices and herbs and stuff like that? Not things that you can directly eat for sustenance, but things that are used in cooking?

Brendan: Sure.

Devin: I think some of the crates of alcohol and spices go missing.

Kris: Someone's trying to make cocktails, good.

(Devin and Brendan chuckle)

Devin: Where does Kravannder keep track of all the resources? Is there like a-

Kris: I feel like they...

Devin: Is it like a cart that has all the supplies on it?

Kris: I mean, mechanically we don't have any supply carts, but... Or, I guess that's just for extra... I guess we have enough to carry the maximum amount of stuff that we can travel with.

Brendan: Yeah.

Devin: Yeah.

Kris: So there's probably a-

Devin: 'Cause this prompt does say "supply crates", so I feel like that implies some sort of-

Kris: Yeah, maybe they're all on-

Devin (cont'd): Vehicle.

Kris: We have this many wagons, the crates stay in there, you know, when stuff is needed from supplies, then someone goes in and gets the stuff and writes down how much was taken by whom and when.

Devin: Do they have to go through Kravannder or is there a sign up list? Like a ledger?

Kris: I think...

Brendan: Do you maybe have... Go ahead.

Kris: No. Go ahead?



Brendan: I was going to say maybe a group of rookies-

Kris: Yeah.

Brendan (cont'd): Gets rotated.

Kris: Yeah kind of like how, what was it, last time or last downtime we had there were rookies working with, or *for*, Azar, reading through the stuff that they that we'd gotten from the Eyes of Smoke? Same deal it's just like, "aht! you're on supplies duty today!" "Ohhh, I hate the wagons."

(Matthew chuckles)

Brendan: Mhm.

Devin: Who do you think the rookies hate getting, having to work for it the most?

(Matthew laughs)

Gavin: Guard duty.

(Kris laughs)

Gavin: Now it work- so part of this game is where we need two full squads to protect the camp while we go on missions.

Kris: Oh.

Gavin: Which is why we need four full squads in order to not lose the game.

Kris: (understanding) Mmm.

Devin: (understanding) Ohhh.

Matthew: (understanding) Oh.

Gavin: And the reason we need two full squads back at camp is because it's constantly under siege from the Never.

Kris: Yikes.

Devin: Yeah.

Gavin: So the worst job you can get is guard duty.

Kris: Great.

Brendan: That's interesting. So even during times of relative success, even during times of plenty, there are still moments of just these stammering shadow creatures at the perimeter...

Gavin: Mhm.

Brendan (cont'd): Throwing themselves against rookies that are on the battlements.

Devin: That actually has *huge* implications, because that means that the rookies that we're sending out on missions, it's usually not going to be their first time fighting. Never.

Kris: Yeah, probably not.

Brendan: Yeah.

Gavin: Yeah.

Matthew: Well, they had to-

Kris: We had to-

Matthew (cont'd): Survive the first battle.

Kris: Yeah, they had to go through the Omniculum, at the very least.

Brendan: Yeah.

Kris: But just imagine we're heading in that direction and just up ahead, in the direction we're traveling, you just see a piece of the sky fall, and the people who know they're on guard duty next are like, shit.

Devin: Yeah.

Kris: Oh boy.

Devin: So what does it look like when Kravannder takes stock of the supply wagons?

Kris: I think they're going through-

Devin: Does he go through- Oh, go ahead.

Kris: Yeah, I think it's going through each of the wagons. You know, just being like, it's Kravannnder and however many rookies have been assigned to him, to help with this, going through the wagons and going through every crate, opening things up, counting stuff. You know, looking at what the last number in the count was and going like, "yes okay that's all of them. Check," and then moving on and then probably just hears a rookie from a different wagon just like, "ummm... Problem?"

(Matthew and Brendan chuckle)

Kris: Which is not a thing you want to hear as a quartermaster. I mean, probably as anyone, but like... food.

Brendan: Is it easy to tell something is missing?

Devin: I don't think the crates that are missing were hid that they were missing though.

Kris: Oh.

Devin: I think they're pretty obviously missing.

Kris: Oh! Well, okay then. Then yeah, I guess Kravannnder would just walk in and, you know, doesn't even have, is about to say like, "what's wro-" gets, cuts himself off there because he could just see like, "shouldn't there be, there should be boxes there. Oh."

Devin: I mean, this was a non-essential resource.

Kris: Yeah. But-

Devin (cross): It wasn't one of the "we need this to live" resources.

Kris (cross): You know, is having to double check that first of like, what the fuck is missing?

Devin: Yeah.

Kris: 'Cause you just see boxes missing and he's got to be like, "oh shit, what was that? What is that? What are we-" You know, finds out that it's, they finish inventorying everything else and then go okay, so we're missing some seasonings and alcohol? You know, it's, I mean, still not great that they're gone, but of all the things to go missing, it's not the worst. Just gotta go. Yeah. I think it's more just sort of like, this is so unnecessary. Why is this happening? (chuckles)

(Matthew chuckles)

Kris: And then actively getting angry, and then I think probably goes to the Marshall.

Devin: Okay, that's what I was gonna ask, if they were the type of person to go solve the problem immediately, or report it first.

Kris: I mean, I think they're gonna go, I think it's gonna go ask the Marshall, like, "hey, who was around, you know, between the last time we checked was this, was *here*, and now it's *here*. Who's been around the camp and the carts between these check times?" And the Marshall is in charge of people.

Gavin (as Marshall): Well, I suppose these people were on guard duty at that time. We could check them first.

Kris (as Kravannder): It's okay. I can, I can get- You don't, you don't have to trouble yourself with the actual going and I can- I've got some rookies we can...

Gavin (as Marshall): Okay.

Kris: Thumbs up.

Gavin: Marshall trusts you to take care of your duties.

Kris: Mhm. Yeah and also Kravannder just... On the one hand, it's like, "why did you take these things," but on the other hand Kravannder just doesn't want people to get in trouble for stupid reasons. So it doesn't want to get a bunch of rookies, it's assuming, in trouble for whatever shenanigan they're pulling here.

(Matthew chuckles)

Brendan: Mhm.

Gavin: For breaking discipline.

Kris: (high-pitched) Yeah... Well... It's just booze and season- Seeing what was taken, it's just like, "oh-"

Gavin: We get it. Kravannder's not a cop. The rest of us are cops.

(Devin and Kris laugh and Matthew chuckles)

Matthew: Hey, I'm the *super* cop.

(Kris laughs)

Devin: Kael's not a cop.

Matthew: Alright, okay, so Kael and Kravannder, the K's are not cops.

(Devin laughs)

Gavin: Yeah, it's just the rest of us.

Matthew: Yeah, just the rest of us.

Brendan: So we get Kravannder quietly taking people aside, quietly conducting their own interrogations.

Kris: Mhm. Yeah.

Devin: Who wants to play a rookie here?

Brendan: I could do it.

Devin: Okay. You know who... Well, okay, so you took these supplies, but you were asked to take these supplies from Suleiman, the alchemist.

Kris: Godammit.

Brendan: By Suleiman?

Devin: Yeah.

Brendan: Okay.

Devin: And, I dunno, he seemed like he was important, and you did what he said.

Gavin: This is Thar.

(Kris laughs)

Brendan: Okay. Oh.

(Devin chuckles)

Gavin: This is Thar born of Draknor.

Brendan: Okay.

Kris: Good. Great.

Brendan: Okay. Yeah, I'm on guard duty. There's a gap. What time of day do we think it is? Middle of the morning?

Kris: Yeah, just...

Gavin: Sure.

Kris: Middle of the morning or something.

Brendan: Sure.

Kris: And then Kravannder is just coming at you with, "Out-"

Brendan (as Thar): Uh!

Kris (as Kravannder): Hm?

Brendan (as Thar): Captain.

Kris (as Kravannder): Pardon?

Brendan (as Thar): Captain.

Kris: "Kravannder is fine. Um... Thar, right?" Is- I- Do they have clipboards? Do we have clipboards? (chuckles)

(Devin laughs)

Kris: I'm picturing it with a clipboard.

Brendan: Kravannder *absolutely* has a clipboard.

Devin: I feel like the person playing the quartermaster-

(Kris laughs)

Devin (cont'd): Gets to decide if there are clipboards or not.

Kris (cross): Are we at clipboards?

Matthew: Yeah.

Kris: You know what? There's got to be springs.

Brendan: There's only one clipboard, and Kravannder has it.

(Kris laughs)

Devin: (laughs) It's an artifact from a Chosen.

(Matthew laughs)

Kris (cross): (disgusted) Oh.

Brendan (cross): 100%.

Kris: Oh my god, that's just creepy now. (laughs)

(Devin laughs)

Kris: This is Kravannder's religious reliquary.

Matthew: God...

Kris: This is its reliquary. Great. But yeah, is coming at you with a clipboard, checking a sheet of paper like, "you're Thar, right?"

Brendan (as Thar): Yes, Captain.

Kris (as Kravannder): Okay, great. Um... I've got a list of when people were on duty, you were on guard duty, a couple of crates went missing from the supply wagons. Do you know anything about that? They had, um, alcohols and some seasoning, spices. Do you know anything about that? Or who I can talk to, who would, who would have taken them?

Brendan: "Uh- What..." Looks back at camp, looks at Kravannder, looks down, looks back at camp, looks at Kravannder-

(Matthew chuckles)

Brendan (cont'd): Looks at the horizon, looks back at Kravannder.

Kris (as Kravannder): Okay, what does this mean, 'cause you know something.

Brendan (as Thar): (stammering) I was simply following instructions, Captain.

Kris: "Oh! From who?" Is checking other sheets of paper. There's probably, y'know, supply request things that go in, and it's like, okay, yes, we have enough for that. And then things have to get checked and signed off and stuff, but doesn't have any- "Orders from who? From who?"

Brendan (as Thar): Um-

Gavin: Definitely not the Marshall. That's probably one of the questions you asked the Marshall.

Kris: Yeah. Yeah, would have gone around to the command, but then, you know, and asked, hey, did you... do you have these things? Did you put in a request for these things, and then goes to the Marshall to be like, okay, who was around these? Who was around the supply wagons, or who was around camp?

Brendan: Thar lowers their voice just a little bit and he's like, "the, uh, the new alchemist that we brought on board, Suleiman? Told me it had been arranged already, told me... I-I was under the impression he had already spoken with you, um, to make arrangements.

Kris (as Kravannder): (exhausted) Yeah...

Brendan (as Thar): In fact, made a point of saying not to bother you about it.

(Matthew chuckles and Devin laughs)

Kris (as Kravannder): Okay-

Brendan (as Thar): Captain.

(Gavin sighs, so tiredly)

Kris: "Alright. Don't," you know, hand on shoulder, "don't worry about it, Thar. Um, uh, resume... your guard. You're fine. You're okay, just..."

Brendan (as Thar): Am I?

Gavin: This would be a *very* different scene if Marshall was here right now.

(Kris laughs)



Kris (as Kravannder): For now you are, just remember that... Um...

Brendan: Raised eyebrow.

Gavin: You don't take orders from people who aren't sworn in the Legion.

Kris: Yeah, Kravannder's trying to figure out the kind way of saying that. Right?

(Devin chuckles)

Kris: It's just like, "remember Suleiman is, um, while traveling with us, and, you know, alchemists are... They can do things that a lot of the rest of us can't- Um... Is not, at least yet, formally part of the command, um, of the Legion, so... Just, in the future, double check that with myself or the commander, the marshal, lorekeeper, okay?"

Brendan (as Thar): Absolutely, Captain. Thank you, Captain.

Kris (as Kravannder): Again, Kravannder's okay.

Brendan (as Thar): Kravannder.

Kris: Pat on shoulder.

Brendan: Thar turns back to guard duty with a combination of big sweat and question marks overhead.

(Kris and Matthew chuckle)

Kris: Ah, sorry bud. Turns around and is just like, oh, I gotta go find this one now. It's just like, oh, I gotta go deal with this person. I think that's what, I think that's what he's going to do. Just like, you know, go get the rookies to... whatever kind of dollies or shit we have, just be like, okay, come on, we're going to the... Where the alchemist is, and he has...

Brendan: Sure.

Kris: Okay. And then, yeah, we're just gonna go-

Brendan: Devin, do you have-

Devin: Did we give Suleiman their own station? What...

Kris: I mean...

Devin: I'm curious how much resources they are allotted without having to take some, you know?

Kris: I imagined it was, like... He just kind of tagged along, he came back with the last supply mission, right? The super successful one. Was just like, yeah, this seems great. So I imagined he'd have a lot of his own stuff.

Devin: Mhm, for sure. So he probably has his own tent that, I'm always imagining some sort of tie-dye, but like a goth tie-dye.

(Kris chuckles)

Matthew: Oh.

Devin: Maybe it's like a, almost like a Rorschach kind of look?

Kris: Oooh.

Brendan: Yeah.

Devin: To the outside of his tent. And it's just *humid*-

(Kris makes a noise of discomfort)

Devin (cont'd): In the 10 foot radius around the tent.

Brendan: Mhm.

Devin: And-

Brendan: Like you're under a fog volume. In that part of the level.

Devin: Sort of, yeah. And as you approach, you hear the sound of somebody throwing up.

(Kris sighs deeply)

(Brendan laughs)

Kris: (chuckles) Oh, cool. Cool. Great... Just, I guess, sends the rookies just, you know, check if the...

Devin: It's actually coming from behind the tent.

Kris: Okay, great. So, yeah, I guess we just go over there, and just tells the rookies, "just go in and start taking the stuff." Just start moving our crates back to the wagons. And the Kravannder is like, I'm going to go talk to... to Suleiman. And then it's gonna go to the back of the tent.

Devin: As soon as you- Yeah, as soon as you turn around to the back of the tent, you see Suleiman sort of patting a rookie on the back as the rookie is throwing up outside of the tent. And I'm thinking Suleiman has long black hair with a curly black mustache, but no beard, and then also black frame glasses, little circular ones.

Kris: Great.

Devin: And they're wearing a stained brown duster that appears to have caught fire several times in the past.

Kris: Great.

Devin: And as, all of a sudden he hears stuff happening in the tent, he gets up, is like, "oh, you're going to be fine," and then starts to rush like, "uhhh..."

Kris (as Kravannder): Oh!

Devin (as Suleiman): Captain, what's up?

Kris (as Kravannder): Hi.

Gavin: The rookie was Jemma.

Kris: Nooo. (laughs)

Brendan: Awww...

Kris: (sadly) Ohhh.

Devin: Jemma was a test subject. Uh oh.

Kris: Oh dear. Yeah, Kravannder's just got a hand on Suleiman, just holding him in place, just like, "whoa. Hey, what happened to," leans past, "Are you okay? Are they okay? What, what's, what's happening here?"

Devin (as Suleiman): (reassuring) Captain, captain, captain, it's, it's, it's-it's fine. Don't don't don't worry, I'm just doing the job that I was hired for.

Kris (as Kravannnder): This does not look fine, and that's not what I asked also. What's happening?

Devin (as Suleiman): Ah, young Jemma here was, uh- uh- uh, agreed to be a test subject for one of my latest concoctions.

Kris (as Kravannnder): Of what? Also, you didn't, you didn't requisition those, uh, ingredients for that concoction, so we're just taking those back now. Don't go anywhere, just keep talking to me. What is the concoction?

Devin (as Suleiman): (frustrated) Is my job supposed to be preparatory or reactionary? I was... So I-I'd overheard all of the rookies *hate* guard duty. They hate having to deal with the swarms of Nevers that are always attacking our camp and I was working on a... a concoction to sort of inoculate one against corrupting effects.

Kris: (snickers) Looks at Jemma, still doubled over, "How's that going?"

Devin (as Suleiman): It's going great. Great.

Kris (as Kravannnder): (flabbergasted) I...

Devin (as Suleiman): Better than expected!

Kris (as Kravannnder): Okay, that... you should... Who knows about this, uh, experiment?

Devin (as Suleiman): Do I need to clear every experiment I'm going to perform with the higher-ups before I do them?

Kris: "Ideally, I would think. Yes. Since I'm sure the Marshall would want to know what is going to happen to all of our soldiers. And... I know I'm not an expert the way you are, but to my understanding, alchemy is not a, um... Can have risks that I'm sure we would all need to know about before we start to deal with them. So yes, and also in the same way *you* want to be prepared, I also like to be prepared. So when people need things from the supply wagons, I need to know about that, because if we run out, because people don't tell me that they're taking things, everyone dies."

And just has a big smile on its face of, "never do this again, please."

Devin (as Suleiman, cross): Sorry, sorry, sorry. I don't have a lot of experience with bureaucracy. I apologize. And such is good to know. I'm sure the Marshall will love the hours and hours that it'll take me to explain all of my ideas to him. But I'm sure he's got the time.

Kris: Kravannder has to really stifle a laugh there. Oh. "Yeah. Okay, well, we're going to..."

Devin (as Suleiman): Message delivered. Taking it into my notes. Uh, may I proceed with my experiments, Captain?

Kris (as Kravannder): Hold off on those until we get everybody else caught up, and then we'll see.

Devin (as Suleiman): Ah, that's troublesome with inoculations. You need to take a second one 24 hours after the first dose. Jemma here is going to have to have a second dose, or he'll get even sicker.

Brendan (as Jemma): (pained) I'm gonna what?!

Kris (as Kravannder): I'm going to take Jemma to see the mercy real quick, actually.

Devin (as Suleiman): You are what? No!

Kris (as Kravannder): Yes!

(Gavin chuckles)

Kris: And then just pushes past Suleiman and is helping Jemma, it's like, "okay, let's get you to... somewhere."

Devin: He's pulling out his hair and he rushes back into the tent to see if some of the stuff that he hid is (laughs) being taken as well.

Kris: Jesus.

Brendan: God. Okay, that scene?

Devin: Yeah. (chuckles)

Kris: I think so, yep.

Brendan: That's real good. Okay, time passes. Commander, note +1 Time and +1 Pressure.

Matthew: Yep. We are currently at two Pressure. We are currently at eight of ten Time of our first of three Time clocks.

Brendan: Nice. Quartermaster.

Kris: Hello.

Brendan: Note -1 Food.

Kris: Okey dokey.

Brendan: Sittin' on a fair bit of food.

Kris: Got five uses of food ye- left.

Brendan: Lorekeeper. If enough have died-

(Devin sighs deeply)

Brendan (cont'd): I believe we have, tell a Tale of the Legion.

Devin: Okay. So, I think Kael, as the Lorekeeper, has sort of like a... I feel like the lorekeeper in the Legion is sort of a combination of a bard, a priest... a lawyer.  
(chuckles)

Brendan: Uh huh.

Devin: They have lots of books and they know lots of things about a lot of different stuff and people go to them for actual advice, but then also spiritual advice, existential advice, and I think once every few days, they usually do a... almost a sermon type thing at the campfire. And they usually tell stories from the Annals.

(fire crackling)

Devin (cont'd): But those story time events are a much bigger deal when we are mourning the dead, because their names are ceremoniously added to the Annals as part of the ceremony. So I think there's a good amount of people gathered around the fire as Kael starts to get ready for their sermon, and they bring out a canvas sack that seems to be full of plants, and they address just the audience.

"Oathsworn to the Legion, we are gathered here to remember our fallen and add their names to the Annals so we may remember their heroism and," looks down at one of the names. Because wasn't one of the dead the traitor?

Kris: Mhm.

Brendan: Yeah.

Gavin: Jeeve.

Devin: Yeah. "Sometimes we remember our heroes and sometimes we must also record the names of those who have uh... Those who will become a... an important lesson for us moving into the future. Tonight we remember, Rut Honor Thy Elders," and they pull out... I was looking at plants that were associated with deserts and I found one called the ocotillo. It's kind of like a tree but it's also succulent-ish, and they pull out a branch of that and then throw it into the fire.

"Camdem," and they pull out a piece of jade vine, which is another cool, tropical plant. "We remember Penthos," and they pull out a pine branch.

(Kris makes a small sad noise)

Devin: "We remember Dug born of Pace," and they pull out a redwood branch. And then they pause for a bit. "And Jeeve, our lesson for the night," and they pull out a branch from an okra tree. And all these branches burn and they look at into the fire in contemplation for a bit.

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

Devin: And then they turn to look at the crowd again and say, "Do you know the tale of the Consonant Legion's formation? I call it 'The Ballad of the Unlikely Shepherd', and it begins with a song. 1300 cycles ago, in the great forested capital of Novara, King Draknor II sat upon the Arcadian throne, though he knew not he be the last. At his side, his companion, the Chosen of pride and zeal known as, In Their Hands They Cradle A Bounty, A Vision Of Our Destiny, or simply, Zeph.

Together they waged a bloody campaign to unite all of Tzel Shel El under their banner. Three decades we languished under the pinnacle of Arcadian exceptionalism. We all know Serikali, kingslayer, our great guiding light of justice dealt the final blow. But the Annals also glorify Taira, a young Maztor shepherd who the Lord of Song blessed with a voice that could stitch wounds and summon armies.

Taira took pride in her melodious voice and in tradition. Mitzrayim suffered at the hands of the empire, but her voice healed. Her song spread from Maztor to Maztor, carrying messages which mended souls and stirred hearts. And with her voice came revolution. She sang her song of resistance across Arcadia, singing of a night during a new moon in which we would gather, united to topple our oppressors. On her pilgrimage, she came upon a wounded woman with a flaming sword, light leaking from her chest. The young Serakali had been defeated in a duel and was slowly dying on a hill. Taira sang to her and restored her health and imbued Serakali with divine persistence. Moved, Serakali said, 'Your song is beautiful, but it's a story of

injustices. From this day on, I pledge my sword to you and judgment for those who have wronged our peoples.'

Taira's song spread from the Oileánds to the highest peaks, and when the new moon came, she found herself with Serikali and a diverse army just outside of Novara. While she had never wielded a weapon, the people all looked to her for leadership. Taira's song became a battle cry as the people of Tzel Shel El fought for freedom. In the deep forest and on a dark night, the first Consonant Legion faced Zeph and 15,000 Arcadians, blessed with a pride that staves off death.

It looked to be Taira the Shepherd's last stand, but then, Hurasha of the highest peak, the Golden Eagle, landed upon Zeph, and in front of both armies did Hurasha sever the neck of the Arcadian Chosen, swallowing the proud knight's head whole.

[music fades]

[music plays - "[Alight With Holy Fire](#)" by Devin Nelson]

Then a cry from Caisearbhán, curled away in their strange floating nest, called forth a massive thunderstorm and the trees came alive, pummeling the proud Arcadians. Taira's army stormed Novara and Serakali felled King Draknor II with a flaming sword through his heart before he fell from the tallest tower. And thus the Empire ended.

Even though Taira returned to her people after the battle to sing songs of peace, she is still proudly regarded as the first commander of the Consonant Legion. Her bravery inspired victory, and she showed that together we can stand against the ignoble darkness of the world. All that takes is each other... and a song.

[music break]

Devin: And then, Kael goes quiet in contemplation and just kind of lets silence kind of stir.

[music fades]

Matthew: Don't think there's cheers after that?

Gavin: I think there's cheers.

Devin: They go silent, but whether the people go silent, I guess, is up to y'all.

Matthew: I mean, we're at high Morale. You just told a story about succeeding over an overwhelming force. I think that there's cheers.



Kris: Mhm.

Devin: Yeah.

Gavin: Yeah. This is what we were made for.

Brendan: Yeah, I think this is almost acting like the theater in a Shakespearean play, where the audience is part of it, right?

Devin: Mhm.

Brendan: Where they are, they are rallied by each victory and more in each defeat.

Devin: People boo Draknor at the beginning.

(Kris snickers)

Matthew: Oh, definitely.

Brendan: Yeah.

Gavin: Mhm.

Brendan: People go fucking wild when an eagle eats someone's head.

(Devin chuckles)

Matthew: They love that.

Gavin: Yeah.

Matthew: That's their favourite part.

Brendan: People love that.

(Devin laughs)

Matthew: One of them, you know, bumps the other one and points and says, (whispered) "that's the golden eagle!"

(Kris laughs)

Brendan: Yeah!

Devin: Some long dead Tailos chosen, but you know.

Brendan: Yeah.

Gavin: Yeah.

Brendan: A few of them vow to get a tattoo that night.

(Matthew chuckles)

Devin: Oh, and I get to pick a boon.

Kris: Hooray.

Brendan: Yeah. There's three-

Devin: All specialists get one XP! We all learned something today.

Matthew: Hooray!

Kris: Huzzah!

Gavin: That pushes Kayo over the edge.

Kris: Oooh.

Devin: Pushes Aoife over the edge too.

Brendan: Kayo and Aoife get so fucking hyped-

(Matthew laughs)

Brendan (cont'd): Over this goddamn eagle.

Kris: I think when the eagle comes up, because I think, didn't Kayo's big-ass shield have an eagle on it or something?

Brendan: It does now.

Devin: Oh, maybe that's Hurasha on your shield.

Kris: Yeah, so when that comes up, I think people near Kayo start knocking on the shield and making noise.

(Matthew chuckles)

Devin: (chuckles) Just bit another Chosen's head off.

Brendan: Oh, this absolutely becomes a good luck thing, of (knocking sound) against the shield if you pass the vibe.

Kris: Yeah, like knock on wood, but...

Matthew: Mhm.

Brendan: Yeah.

Kris: Mhm.

Devin: Cool, I'm going to take Hardened, I think, for Aoife, so that she can take two more stress on a mission.

Kris: Noice.

Brendan: Nice.

Devin: I am super curious if Azar was there and how Azar sort of... emotes during that story.

Matthew: He doesn't emote.

Brendan: Mmm.

Kris: Oooh.

Matthew: Easy.

Brendan: Is there-

(Devin laughs)

Brendan: Do we get, (chuckles) do we get, whether in attendance or just hearing about it secondhand, a private moment of Azar?

Matthew: Hmm.

Brendan: Just for the camera.

Kris: Can I pitch somethin'?

Matthew: Please.

Kris: For at least the optics of it, has got to be there and is clapping along, but just no expression on the face, just lit by fire.

Matthew: Yeah, I think that's right. I think there's also a...

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

Matthew (cont'd): A moment where, when there's the mention in the story of the final blow against Draknor, I think that Azar tucks a hand into a vest pocket and grabs something, and the camera doesn't see what that is.

[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](#) on Twitter, or [oathsworn](#) on cohost. Until next time.

[music fades]