Varud Episode 22a

(0:20 - 0:51)

With Ole on the lead vehicle, with Noni as his passenger, with Abigail in the middle vehicle on her own, and with Colin and his passenger, Hunter, bringing up the rear, Noni, you notice ahead of you that there are red strings of goo shimmering ahead of you. It is pretty much hitting the bridge, just crossing over. There they are.

(0:52 - 1:01)

Yeah, I start like tapping my shoulder, like slow, slow, slow, slow, web, web, web, web. Web, web, web, web, web, web, web, web, web, web. I slow down.

(1:01 - 1:16)

Awesome. What is the environment we are in? Do we have buildings on both sides? Do we have a bunch of cars on the road? Are we right next to a bridge, I feel like you said? So you are basically coming off of the bridge. Off the bridge.

(1:17 - 1:29)

There are like houses to your right, like homes to the left. We're going to say that there are like the community buildings, like swimming pool and school and stuff and police station. Like that is to your left.

(1:29 - 1:39)

And you guys are on a road and there are wrecks on the road. Like there's no way to avoid it. This is the middle of a very busy town in the middle of all this shit.

(1:40 - 1:56)

Yeah, this is kind of the environment you're in. You see and spot these kind of like brownish, reddish strings, just kind of amongst the houses, across the road. So you would definitely have to like veer off the road, go around to avoid them.

(1:57 - 2:04)

You just got a basic spot, right? Yes. Okay. With that basic spot.

(2:05 - 2:19)

None of us ever touched the sticky strings in Kuala Lumpur, did we? No. Why would we do that? So right now, when we are in a really precarious situation, it would be really good to know exactly

what they do. Yeah, yeah.

(2:19 - 2:31)

I assume it's something bad. You did notice when you're in Kosvedle that you did notice that there were lots of like debris and zombies sucking them. Yes, we did.

(2:32 - 2:52)

This is what you're definitely going to remember. And probably what you see also as you come around and like, yeah, as you kind of come off this bridge and come into this scene, it is like, bam, red strings, zombies stuck on shit, leaves everywhere, the road filled with wrecks and like more red between them. I have to.

(2:53 - 3:08)

As you, what is your first, are you bringing it to a stop? I'm bringing us to a stop so we can talk about the red string, so what we're going to do. Okay. My first thought right now is to get out a blanket and just chug it on top of the string.

(3:08 - 3:16)

And if it's heavy enough to push the string to the ground, we can grab over it. If it's not, we can at least lift it over us when we drive. Okay.

(3:16 - 3:35)

That's my first plan, so like just... Okay. Yeah, like you're able to fumble through the packs and find like blankets. You are like, are you walking up to driving up like... I'm imagining I'm, I'd have to get off.

(3:35 - 3:42)

I have to get off to get the blanket anyway. So I drive like almost up to it, like maybe maximum like a meter away. And then I'm like, all right, I'm going to get a blanket.

(3:42 - 4:04)

I'm going to figure out what the fuck this thing is. Why, why? And I'm just in the bag, in Bryce's old bag, ripping out one of the three blankets and then just chugging it over the string. Yeah, you throw it over the string and it kind of stays there for a moment before like collapsing and you can see it like breaking at the sides.

(4:04 - 4:12)

And yeah, it is on the ground. You made like a path, maybe just this little section of red, but there

is definitely more ahead. All right, all right.

(4:12 - 4:36)

Well, it's a thing that we can do to at least get past them. Do we even want to take these loud things even further in? Are we basically just barely entering the town? You're kind of not exactly bang in the middle of it, but you are pretty like central in it. So yeah, like I don't know what else to tell you.

(4:36 - 4:44)

You're kind of in the middle of town. Hunter, do you know better ways? Shh, Abby says. Oh, sorry.

(4:46 - 5:06)

These things are loud as shit. I feel like shouting at this point is probably... Hey, Hunter! Is there another way around or do we have to... Do we have to really... Um, he shakes his head and he says, you just have to go through. Fuck.

(5:06 - 5:19)

All right, you on the quad and I grab the blanket and I'm like, follow. As you pick up the blanket, the first one that was thrown down, all of these strings come with it. It is like super stuck to the blanket.

(5:20 - 5:35)

But the blanket is not stuck to the ground, right? No. Okay. The side of the blanket that has got the sticky stuff, I'm essentially just going to grab the corners of it and like have the sticky side facing away from me.

(5:35 - 5:46)

And then I'm just like, going to go to the next string and drop on. Just kind of like holding it and walking it forward. Essentially what you do like with safety bikes, like you wrap it around your fist.

(5:47 - 5:53)

Okay. Yeah, like you can be mind clearer. That's a very good use of your not driving skill.

(5:53 - 5:59)

Yes, yes, yes. Yeah, you're able to do that. You are essentially walking ahead of everyone.

(6:00 - 6:09)

And the others, like you're going to be able to easily follow behind him. And yeah, there are going to be places where you just be like, oh, motherfucker, this is not, oh, fuck. We have to go around instead of like getting through where you thought was the obvious part.

(6:10 - 6:17)

We also have two more spare blankets. So he does not have to use a single blanket for the entire thing. We also have three spare sleeping bags.

(6:18 - 6:27)

So we can, even if you run out of blankets, we still have sleeping bags to like to work with. Okay. As you are clearing, I'm saying you're going to be not able to roll this.

(6:27 - 6:35)

But for everybody else, you can roll a spot for me, please. It is still raining like a bastard. It is still incredibly cold.

(6:35 - 6:48)

You are still all exposed. But for those of you who are not actively clearing these goo lines, I'm going to need you to roll a spot. Regular success.

(6:49 - 7:11)

Fail. As you are trundling along behind goo clearer 5,000, Colin, you notice from the left-hand side movement. You see initially just some small movements.

(7:11 - 7:14)

Maybe it's a fox. No, that's not a fox. That's a person-shaped being.

(7:15 - 7:31)

And then, oh, that's not a person-shaped being. That is a massive person-shaped being. You can see that it's skin has like red, these kind of red gooey lines.

(7:31 - 7:35)

It's kind of all over. And it seems to be like moving. Although somewhat stiltedly.

(7:35 - 7:50)

You can see that its arms and hands and body have just grown. Its torso roughly the same size, but its extremities much, much bigger. You can see that its head has been almost as if it has

been pushed upwards.

(7:50 - 7:59)

So its neck is about a foot long. You see its head tip back and brace itself. That's what you see.

(8:07 - 8:23)

And I gesture towards it. What, is there a cat? As you gesture towards it, we're going to be in combat order. Yeah, we're getting ready to spit.

(8:24 - 8:30)

Yeah. Alas, no bonus on your dodge. I'm sorry.

(8:31 - 8:39)

Okay. What do you mean buff? There are no buff zombies here. You said it.

(8:39 - 8:53)

I described that there were others here too. That's going to let you be sad for a minute. What happened to that pig? What side is that? Okay, let's make this a little bit more readable, shall we? There we go.

(8:53 - 8:56)

I know who this is. Oh, crap. Everything's coming apart.

(8:56 - 9:03)

He's dead. He fell apart because the pig is no longer real. What the fuck? Dimitri? Yeah, from Dimitri.

(9:03 - 9:15)

He fell apart because the pig is no longer real. What? I made Dimitri a special monster because he didn't survive, and I thought it would be really cool to bring him back, but you guys didn't meet him in Bico, so fuck you. And then we didn't meet him in Corswetli.

(9:15 - 9:28)

No, you did not meet him in Corswetli. Oh my god. Dimitri's a spitter? Except that, you know, when you would have met him in Bico, he would have still been wearing his apron.

(9:29 - 9:42)

But this one doesn't. This one is just enlarged. The clothes have kind of been ripped, and you can only see the remains of what looks like a nice-looking shirt and trousers that have just been completely ripped.

(9:42 - 9:55)

You're pretty sure that you see on one side of his face a very smudge-like blue, white, and red paint. Yeah, this is what we are left at. So he is actually going to go first.

(9:56 - 10:10)

The only one who would know Dimitri of this group now is the mute woman. This fucking sucks. But this isn't Dimitri.

(10:12 - 10:15)

It is the stat block I wrote for him. I'm too happy with it. I can't waste it.

(10:15 - 10:29)

Ah. Um, yeah. As he tips his head back and you're like, wait, what should we do? He spits in your direction.

(10:30 - 10:40)

I hold up the blanket in safety. So generally speaking, you're not supposed to be able to dodge missiles. And this is technically what this is.

(10:40 - 10:48)

So you're going to live or die by what I'm about to roll. Yeah, let's do this. Oh, boys.

(10:48 - 11:02)

We were maybe not greatly lucky, but we were kind of lucky with the hit rate of the zombies at score plus. Score plus. It tips its head back and spits.

(11:03 - 11:22)

And for those of you who are very slowly like, oh, what's going on? You see this red globule, pretty big, flying in an arc across and hitting Nonny in the chest. It is disgustingly hot. It is almost like you feel like if it was touching your skin, it might be burning through it a little.

(11:23 - 11:34)

It is incredibly sticky and it is stuck to your chest and you take two points of damage. It did not roll

extreme, so you are not stuck. But if it rolls it special, you will be stuck.

(11:36 - 11:45)

Um, yeah. So we are basically going to start from the top. So we're going to have the buff guys.

(11:45 - 11:54)

Essentially, all they're going to be able to do is kind of... They aren't with you this round. They will be with you next round, but they won't be able to do anything. Gotcha.

(11:54 - 12:13)

Okay. So that's buff gone. Nonny? Uh, like, does this stuff last on me? Like, is this a case of like, oh, no, I got to get like... So it feels like really uncomfortably warm and it is like you can definitely tell that it's the same sticky shit that you have been clearing.

(12:13 - 12:22)

So this may harden into something. This may just be like, oh, if you put your arm on it, you're going to be stuck too. You're probably at least going to want to scrape it off or maybe take off your jacket.

(12:23 - 12:32)

All right. With a blanket, I'm just going to... Let's say for the sake of ease, you just got a new blanket. All the odd ones to build with it.

(12:32 - 12:36)

Like, don't drive over it. Let me just, um, yeah. So like, yeah, you're going to be able to like, clear that off of you.

(12:36 - 12:50)

Okay. Then, uh, far into town. How far away from the turn are we? Um, because you're still in town, you're probably still quite a distance from that turn.

(12:50 - 13:01)

You have to get, let's say, over the other bridge. And then there's still a little bit of town on the outskirts. And then you'll be able to do like the 15-minute walk section between the edge of town and where the turning for the airport is.

(13:01 - 13:04)

And there's globulars all the way. Yep. All right.

(13:04 - 13:07)

At least as far as you can see. Yep. All right.

(13:07 - 13:20)

With a crowbar in hand, like how many buff ones have we seen? There, um, Colin spotted two of them running in your direction. And as you kind of like look around like, oh my god, this is gross. You look up, yeah, you can see two of them.

(13:20 - 13:36)

And they are running towards like where your courts are. Towards where the courts are? Like from the houses then? Or from like further down the road? Um, they're kind of, yeah, they're kind of... Why am I looking that way? Houses aren't over there, they're over here. Um, yes, um, you see them like coming from the house area.

(13:36 - 13:43)

So they're off to your right. Okay. In that case, uh, like you mentioned, there are car wrecks still in this area.

(13:44 - 13:52)

Yeah, yeah, absolutely. Okay. In that case, uh, what I essentially want to do is get to a car wreck.

(13:53 - 14:11)

One that he suspects one of the buff zombies to be like coming down. And essentially with a crowbar at the ready. Being ready to like swing at one of their legs in the hopes of like catching and tripping it or just like straight up breaking it.

(14:11 - 14:12)

Okay. Okay. Yep.

(14:12 - 14:20)

Um, you can definitely be in a position that is, let's say a good covered position for the next time you get sped up. Yes. Okay.

(14:20 - 14:24)

There are definitely benefits. So remind me when it comes to it. If I decide to spit at you again.

(14:24 - 14:33)

Will do. Um, Abby just kind of like turns the bike off, jumps off around the side. And you can see that she's kind of like running in your general direction.

(14:33 - 14:44)

Um, she's using the quads as cover and kind of like darting between where the wrecks are, making sure that spitter boy is not going to be able to aim it to her. Um, so yeah, she's kind of like running around to get to where you are. Okay.

(14:46 - 15:02)

Colin, do something good. She'll go. Are these guys big enough that they wouldn't fit into a like normal size building? Like, should we be looking to run into a building? The buff guys, they can get a normal building.

(15:03 - 15:11)

They're just gym bros. They're not scary. Um, but the big spitter boy would probably have some difficulty doing that.

(15:11 - 15:29)

Um, it wouldn't be impossible, but it would definitely be difficult. Cause I don't, I just have a fucking knife, you know, Just take the gun of Hunter. Hunter might be able to use it though.

(15:31 - 15:34)

Yeah. What are you saying? You didn't lie about the rifle. That's Chad.

(15:37 - 15:54)

Why would I lie at a disadvantage to myself? I don't know what that is. Do you want us to give you the rifle we have? You can ask him for the gun. Like, um, you are fairly certain you're a better shot.

(15:57 - 16:14)

Uh, you want to take a shot or you want me to take a shot or you want me to find a building? What do you want to do Hunter? Let's say that he jumps off the quad because you're on the front of it. The guys obviously aren't going to go any further. And as he does, like he takes the rifle off and he says, I think you're a better shot than I am under pressure.

(16:14 - 16:19)

All right. Fine. He throws you the rifle.

(16:19 - 16:24)

We might want to try to find a building though. Okay. Let's get to the others and we'll tell them.

(16:25 - 16:45)

Hey, we might want to find a building. Um, all right. Should I shoot at the big one? Well, you say duh, but like, it's the most avoidable one, perhaps, if we can get in a building.

(16:47 - 16:53)

It is also the one that can hit us from range. Yeah. But we also might not want to shoot them at all because of the noise.

(16:54 - 17:02)

Yeah, true, true. But I mean, at this point, we're already, we've got quads that have been making noise. Quads have been making noise already.

(17:03 - 17:18)

Like a low rumbling, steady noise. I guess that's true. My thought was like, if we take care of the buff ones inside a building and then find a back door to just escape from the bigger guy, then we don't fire a shot.

(17:18 - 17:34)

I unfortunately see your logic. And while I believe that the quad rumbling definitely is like drawing the zombies, a gunshot would summon them, I guess, with like the argument. Do you see what I'm thinking? I think the gunshot, because you don't have silenced, would probably like echo a bit further than the rumbling.

(17:34 - 17:39)

Yeah. But it's, um, coin toss. I may or may not start throwing in more.

(17:39 - 17:46)

Depends. It's your choice, man. I will not hate you for either choice.

(17:48 - 18:23)

I would just hate you for murdering my uncle. Before I make a decision, can I take a quick look around at the state of the buildings and determine if there would be one that would be easier to

get into? So you're never really going to know if a building is easy to get into until you try the door? For sure. Is there an open door somewhere? You can roll a spot.

(18:23 - 18:35)

I'm going to say it's going to be a hard spot, because you're trying to do this and maybe shoot something. So yeah, I'm going to say this is a hard spot if you're going to try to find like, this is the perfect building. It has an open door.

(18:35 - 18:41)

It looks like this could be easily defendable. Probably a back door to it. Like you're trying to find a lot of information in a very short amount of time.

(18:46 - 19:07)

Then until things get really bad, I will try to run to the best building that I can find. Probably just going by the biggest building with the smallest door in the most ways that I think might be available out back. The safest looking building.

(19:10 - 19:25)

Yeah, let's say you go and got... No, hold on. No, no. Is there something that these people have been marking buildings with? No.

(19:26 - 19:34)

Okay. And even if they did, you would still need a hard spot to see it. Well, it's like red X on the door type, you know, thing.

(19:34 - 19:40)

All right. I'm going to find a building, run into it, try the door. Okay.

(19:42 - 19:54)

You get off the quad. You look over to... It doesn't even need you, left or right. I'm going to go to a building closest to where everyone can make it in.

(19:54 - 20:01)

I'm not just going to go to the one nearest to me. I'm going to go to one that I think everyone can make it to. Does that make sense? Yes.

(20:02 - 20:13)

There is a building on the right, which is roughly parallel with Abigail's bike. Okay. And yeah, it's just a small one-story building.

(20:14 - 20:22)

It is definitely a home. You can see by the bunting out the front, although some of this has been taken over by some goo. And yeah, you can see that, yeah, it has a door.

(20:22 - 20:33)

The windows seem at least intact, although you definitely aren't able to see inside. So let's say you running over there is basically it for you. We can see whether the door is openable next turn.

(20:34 - 20:44)

Okay. All right. So you all see that? Hunter is going to follow on behind you because I've decided he is going to have the same initiative as you for now, just because he's going to be following your lead very specifically.

(20:45 - 21:04)

All right. Spitter, round two. This creature with massive arms and legs, head pulled out of proportion and body roughly the regular size, although clothing is tattered, begins to meander its way towards you.

(21:04 - 21:15)

You swear you can almost feel the ground shaking under every step that it takes. It's probably in the range of about eight feet tall. It starts making its way towards all of you.

(21:16 - 21:29)

And you see it tip its head back and spit at Olle. I would like to argue that as I am on a quad, I am partially obscured. You present a smaller target.

(21:29 - 21:35)

Yes. So I will make this a difficulty check. How about that? I really like that.

(21:36 - 21:40)

I don't. I want to shoot you off this damn thing. I just know that.

(21:46 - 22:04)

As you are sitting on the quad and you look about to maybe make an action, you see this like

dark red globule just come flying at you and hit the front of your quad. It's your go. Difficult question, Vy.

(22:04 - 22:16)

Yeah. Creature to my right? Yes. What else is to my right, like between me and the creature? There would probably be at least a car wreck.

(22:17 - 22:27)

Let's say that's where Nanni and Abby at least is running to. And then kind of like beyond that, you would see the buff zombies running towards you. They're kind of like the bigger guys, but aren't huge.

(22:27 - 22:37)

And then that's kind of where all the houses are. You can see that Colin and that Hunter are like headed towards a house. You definitely get the idea of Colin just like, this one's huge.

(22:37 - 22:40)

These are small. Let's go to a place where we can get to. Yeah.

(22:40 - 22:56)

Are they going to the houses on my left? They're going to the houses on your right. All right. I turn the steering wheel, map out a path, and I'm going to hit that fucking thing with my quad.

(22:56 - 23:07)

It's going to take me closer to you. And I can just get the fuck off the bike and start running towards you if the bike turns and or gets caught in things. Okay.

(23:08 - 23:13)

I am going to need a drive. Yes. I'm going to say there are definitely positive and negatives here.

(23:13 - 23:18)

So we're going to be rolling it straight. I do, however, need to look up what the damage of a quad bike is. I understand.

(23:18 - 23:21)

So bear with me for a minute. But first roll. A very sticky quad bike.

(23:21 - 23:26)

Yes. It's a failure. Okay.

(23:26 - 23:44)

Then I don't need to look up the damage of a quad bike. But yeah, is your intention running into it so that you... and then for you to go towards where Colin and Hunter are? Towards that house? Well, I was always going to make the next decision based on how well this would go. Okay.

(23:44 - 23:54)

If I trapped it underneath the quad, I was just going to start chopping at his fucking head. You go for it. And as you kind of go for it, it kind of has a bit of dex to it.

(23:54 - 24:06)

And just takes a step to the side and you go shooting past it. Then I'm just trying to re-steer myself towards wherever Colin is setting up. I'm going to say for the sake of brevity that you'll basically be able to get there.

(24:06 - 24:11)

You arrived there roughly the same time as them. And I think I'm happy leaving my turn as that. Okay.

(24:11 - 24:20)

Yeah. That sounds fantastic. Anyone who took a melee action this turn or did a run or a dodge or any of that shit, I'm going to need you to lose some fatigue.

(24:20 - 24:25)

Olle, you don't. Because you're on a bike. There was no physical exertion beyond.

(24:26 - 24:33)

Well, fuck this shit, boys. So yeah, Nonne and Colin, I'm going to need you guys to drop at least one fatigue. I just ran.

(24:34 - 24:39)

Yes. So you still have to drop one fatigue. Any physical action is a fatigue in combat.

(24:40 - 24:49)

Abigail is also going to lose one fatigue because she did some running. Oh, God. No, because

she didn't regain any before.

(24:50 - 24:54)

So she's... No, she didn't. She's a little tired, boys. So yeah.

(24:55 - 25:08)

But when she also hits zero and it goes into negatives, then there'll be some stacking debuffs that she has to deal with. My dream was to just hit the fucking thing with the car and then just start smashing it with the axe. That would have been amazing.

(25:08 - 25:14)

I know. There's a bit of me that's like, oh, I want it to kill you all. But also just like, this is kind of cool.

(25:14 - 25:34)

I also kind of want to keep it alive if we can, so that we might be able to use it if we decide a plan to... Brother, in what universe do we control anything? In a universe where we can make louder sounds than... All right. The buff guys make it to at least where Abigail and Nonni are. Yeah.

(25:34 - 25:48)

So they can't attack you this turn, but they're basically getting up to where you were and they're going to be very close behind your heels. Nonni, you think that even if they don't hit you this round, they will definitely get you next time because they are just that little bit faster than you. Yeah.

(25:48 - 25:54)

Because I'm assuming you're going to be moving. Well, sure. I mean, you can swing for it.

(25:55 - 26:16)

That's just kind of like, what they do is very much dependent on are you standing where you are or are you running? So like, Colin is currently what? In a house or...? These guys are at the entrance to a house and you can see that at the end of this, that one of the quads went, meow, oops, miss, meow, back to the house. So you can see where they are. It's very obvious this is where they are and you could probably make it like in a round or two.

(26:16 - 26:29)

Okay. Then in that case, just with Abby, just like, let's go. The pair of you pick up sticks and you make a run for it, but the boss zombies are right behind you.

(26:30 - 26:36)

They aren't quite at the house this round, but you'll be very, very close to it. So that's where we are on those. Cool.

(26:39 - 27:08)

The house that in question that we're like, nah, that would probably be, like, I was wondering if maybe there was a thing of like sticky thread nearby that we could like duck under as we try and reach them in the hopes of like trapping one of them. You could probably lure them, like run the right way. Yeah, yeah, that's definitely what you could do.

(27:09 - 27:49)

Like the kind of unfresh ones, the kind of staler ones are definitely harder, so they don't like, they aren't easily as cleared like you've done with your blanket so far. Yeah, if you're willing to be slightly further from the house, you could definitely lure them into a crisscross area where you're just like, I might be able to get through this, but this is going to be, I'm going to require some rolls, buddy. Like dodge then or? I think it would just have to be decks because I feel like yeah, dodge is one thing, but I think you're kind of more dodging like things that are swinging at you.

(27:50 - 27:55)

But I think like diving underneath. Yeah, I think. Yeah.

(27:55 - 28:05)

Yeah, I would just say there's more decks. I know that that is a probably better skill maybe, but yeah, I think decks. Like I'm more enticed to do it because of that.

(28:06 - 28:15)

Yeah. What's the worst that could happen? You get stuck. But that would be a fumble level fuck up.

(28:15 - 28:29)

All right, fair enough. Yeah, the failure, let's say that if you fail to do it, they just don't get stuck and like you're able to dodge it, but they don't get stuck in it either. A fumble be you get stuck in it and if you pass, they get stuck in it, but you manage to not get stuck in it.

(28:29 - 28:31)

How about that? I'm willing for that. Okay. All right.

(28:32 - 28:40)

In that case, Rhonda's gonna try something brave and rogue. All right, then I'll separate you and Abby. Come on, Nanny.

(28:41 - 28:47)

Don't fail me now. It's just a fail. Just a normal fail? Yeah, yeah, yeah.

(28:47 - 28:50)

I got excited. I saw a 90. Yeah, yeah, yeah, yeah.

(28:51 - 29:04)

Yeah, you veer to one side and yeah, like you do this spectacular jump over a low one, ducking under another. Roll around another. It looks really fucking cool, but they just run around the other side.

(29:06 - 29:26)

So they are still kind of like very much on your tail. Abby is going to brave and heroic decisions. She is going to, as she runs, pick up a rock, aim it at one just to try and get its attention and she's going to try and do the same.

(29:26 - 29:38)

She's going to try and at least get one of them to do this, like I mean stuck in the shit. Sorry, I'm gonna gotta roll a dexterity for her. Don't fail, please.

(29:43 - 29:59)

You see her jump, roll under one, twist and turn and you see this buff zombie just run headfirst into it and almost like a spring bounce off, except he's still completely stuck and she catches up with you. So I'm going to say that one of them is taken off the field. For now.

(30:00 - 30:04)

For now. Unless it gets cut out by its big, big strong cousins. Yeah.

(30:04 - 30:12)

Nice. Okay. Colin and Hunter, what are you up to, mate? I'm going to try opening the door.

(30:14 - 30:27)

Lock check. A lock check? Surely he's got 50 in that, right? No. They wouldn't lock the door in Iceland, right? But it is like one of the bigger days of the year.

(30:28 - 30:32)

Probably something going through. And a house facing the main street. Yeah.

(30:32 - 30:40)

There's criminals in these here parts. Even I wouldn't be that bold. They could be right outside our door as we speak.

(30:41 - 30:48)

Damn foreigners. Hey! That's a no on the lock roll. That was a no? It's locked.

(30:48 - 30:53)

Okay. Busting out lockpicks to try to get through. Okay.

(30:55 - 31:05)

Yeah, you have... I think you have a significant amount of lockpick, right? Yeah. Well. Yeah, so what is your lockpick? 50.

(31:06 - 31:14)

Okay. You would probably have like a little kit. And I'm going to say it's encumberance like 0.2. Like it's never going to be heavy, but it is going to have some bulk to it.

(31:14 - 31:24)

So yeah, write that down. On your belt, like a clip. I'm going to pull one clip and like it unfurls itself.

(31:24 - 31:35)

Like, all right, this is a size 32 for this one. Yeah, I'm just going to say this is going to be your action to attempt to do this. Your back is basically going to be to all of the zombies.

(31:35 - 31:45)

So I will get a slightly easier hit on you unless someone is willing to step in the way. So let's just, I'm giving you the honesty of what is going to be happening here. Okay, then you can roll a lock.

(31:46 - 32:04)

A locksmith or a lockpick, whatever it's called in the system. How'd you do, buddy? I can't see the 10 card, the 10-1. I think I break my lockpick for you.

(32:06 - 32:18)

Did you get a double zero, all the zeros? There's three zeros. He's sabotaging us. Yeah, you break the lock and you break your lockpick hit.

(32:19 - 32:28)

You might as well get rid of your lockpick now. Holy shit. That is amazing.

(32:29 - 32:36)

That is absolutely brutal. Hunter is next. You're like, come on, open it.

(32:36 - 32:47)

What are you doing? Snap. Oh, okay, that's them done. Good old spitter creature.

(32:48 - 33:06)

Looks over in the direction of the quad bike that almost ran to it and begins to lumber over in your direction towards where the house is. It's not quite in I'm going to hit you with my fist range yet, but it will be next time. And you see it kind of lift its head and kind of straighten itself up and aim down at everybody at the door.

(33:07 - 33:36)

But I'm only going to be hitting the one who fumbled. You all managed to just kind of dodge just a little bit as this door is completely encased in this dark red sticky liquid as it misses. Ole, you're basically at the door.

(33:36 - 33:49)

You have heard a crack. You realize that whatever Colin has just done, he hasn't been able to get in this house, which has been locked. You see this red globule just hit the door.

(33:49 - 34:04)

And yeah, you were like, oh, if I don't move, this thing is probably going to hit us or me next. I just, I'm going to try to hit it. Round two.

(34:04 - 34:07)

Round two. All right. I'm going to need a drive.

(34:07 - 34:12)

Like, I don't think there's any other good attacks that way. I'm not out of my mind. I would like a very silly argument.

(34:14 - 34:18)

Okay. I missed him and then basically drove straight for him to them. Yep.

(34:19 - 34:28)

And then it followed me a path I've already driven. Yes. This should be a relatively clean, straight path to just plow into this thing.

(34:31 - 34:38)

Okay. I will take the easy. It's a fail on the first roll.

(34:41 - 34:46)

I'm not allowed to use luck, am I? Nope. It's in combat. Let me take a look.

(34:47 - 35:04)

My drive is 30. Is there anything I can argue as a fucking co thing to it? Do you have anything in navigate? Yes, but it wouldn't push me past the fail. Then I'm just going to say you failed.

(35:05 - 35:17)

I think that's fairly fair. Maybe you can insight it to deduce, is it going to zig or zag? It doesn't either, and you still miss. All right.

(35:17 - 35:33)

I drive real close to it. And what are you going to part next to it? What is this? And I pull out my gun. It's right on top of you, fuckers.

(35:33 - 35:41)

I can't have it chasing you guys. So I basically pull out my gun, kind of semi blind fire in its direction. And then I'm going to keep moving.

(35:41 - 35:50)

The intention for it to chase me. Okay, then I'll take a gun small. Gun short, sorry.

(35:50 - 36:02)

Five. Okay, it does go wide. I'm not going to say it hits any of your companions, because it's not technically in melee range of them yet.

(36:02 - 36:08)

So you don't have to worry about it. Yeah, I'm going to say you do that. It is definitely focused on you.

(36:09 - 36:15)

My intention is to keep driving so it doesn't get to actually hit me. It can spit on me. If it hits me, yeah, I'm fucked.

(36:15 - 36:20)

Shit out of luck. But my intention is just to pull it away from my team. Okay.

(36:21 - 36:33)

I require Nonni and Abby to lose some fatigue. Colin, although you did do a physical job, it's not quite the same as like swinging an axe. It's not running.

(36:33 - 36:42)

You're sitting there just like, all right, I can unlock this door. Not exactly a massively strenuous activity. You are on a bike, like you're not swinging weapons, you're firing guns.

(36:42 - 36:54)

So no fatigue loss for you. All right, to the top of the rounds. One of the buff ones that's currently like stuck in the webs is just like trying to flail itself in the direction of where it's hearing Abby run.

(36:54 - 36:59)

But no luck. This thing is stuck. We can count that as null and void.

(36:59 - 37:07)

The other, however, is right on Nonni's tail. And it is going to take a swing at you. Go for it.

(37:07 - 37:12)

It is quite fast. You may attempt to dodge. You know it's behind you.

(37:12 - 37:20)

So I will allow that. All right. That's not cocked.

(37:20 - 37:22)

That's perfect. Nope. I'm not.

(37:22 - 37:26)

Squeeze me. I am a cock expert. And that is not cocked.

(37:28 - 37:33)

What'd you get? That is a seven. Okay. Extreme success.

(37:35 - 37:41)

Why would you, why would you risk that, man? Why would you? Because you'd already set the number. Yeah, it's just you. I was just cementing it for the world.

(37:41 - 37:46)

No, it was very good. It wasn't cocked. Yeah.

(37:46 - 37:53)

It goes swing a fist at you as it runs. And you're just like, nope. Like Neo from the Matrix.

(37:54 - 37:57)

Out of the way. Yep. You managed to dodge out of its way.

(37:57 - 38:15)

But it is very much on your tail. Are you heading in the direction of the house? Now that you see what's going on? Are you heading somewhere else? Like, yeah, I see. Like, they've been failing at the house, right? They're just flailing at the door.

(38:15 - 38:32)

You see people flailing at the door. Yeah. In that case, I guess in that case, I'm probably gonna instead... Oh, actually, because we've been... Oh, that's probably not a good idea.

(38:33 - 38:40)

But fuck it. I think it would be fun. Like, there are these webs that we've been trying.

(38:40 - 38:58)

And it's been coming after me. So basically, the idea is to then, with the crowbar, like, put it into

both hands. And essentially, like, shove into its chest or something in the hopes of, like, pushing it back into a web or some kind, if there is one nearby.

(39:00 - 39:09)

Yeah, let's say there is, because this is a fun idea. At least you're luring it to a place where you can do this. You dodge and you're like, oh, there's one over here I could try this with.

(39:09 - 39:22)

It would definitely require a little bit of a flip and a turn to get it into where you need it to go, because you're running towards something. I mean, this isn't really an attack. This is definitely more of a shove.

(39:22 - 39:28)

So I'm thinking this is going to be a brawl. Okay. Is that all right? I'm willing to try that.

(39:28 - 39:32)

Yep, I think this will be a brawl. There's a positive, negative going on here. So let's just roll it straight.

(39:38 - 39:50)

It's a fail, but just a fail. Just a regular fail. Um, yeah, I'm going to say you could put yourself in a position that you are able to like, oh, you've done a little bit of a dodge that you did just now, where you kind of dodge around it.

(39:50 - 40:02)

And now it's back is towards where the kind of web stuff is, and you're in front of it. But yeah, you go to go do a push, and like its strength just kind of pushes you back and you kind of stumble back a few steps. God, these things are strong.

(40:06 - 40:11)

Abigail. Save me. See, I know what I want to do.

(40:11 - 40:20)

If I was in this, if I was playing, she would definitely go feet first into this thing and see if she can push it. But I know her stat line. And she may be brave, but she is not stupid.

(40:21 - 40:28)

I am stupid when I play. I think she's seeing what you are doing. She's picking up what you're putting down.

(40:29 - 40:38)

And she's going to, as she runs, flip the crowbar. So she's holding either end of it. And she's also going to attempt to shove it into like the sticky shit behind it.

(40:40 - 40:59)

Yeah, yeah, I think she's going to have to do that. So that is also a brawl for her. I mean, seeing as I am also doing it, would she be able to do it at like, I guess, an easier time, since it is two people then more or less doing it at once? Sure.

(41:02 - 41:09)

No. Bye. She's pretty close to a fumble though.

(41:10 - 41:17)

And yeah, she just kind of, you go in to push it. She like, as you get pushed away, she takes the momentum and tries to push it back. But it also pushes her back.

(41:17 - 41:24)

And she kind of also like, kind of stumbles back a few steps. You guys are going to be in a bit of a precarious situation. This is kind of where you are right now.

(41:25 - 41:32)

Colin. Fuck, Connor, I'm sorry. The gun? He throws you the gun.

(41:32 - 41:35)

All right, maybe try to break a window. Just be careful. Take your time.

(41:36 - 41:39)

Get the glass cleared. We might still need in the building. Okay, no problem.

(41:39 - 41:52)

And yeah, he quickly goes and finds a stone and starts like, figuring out which is the best, which is the biggest, which is the clearest. Yeah. Unfortunately for you, Paul, I'm not family to you.

(41:52 - 42:11)

And I must play my character as though I value your lives less and do not know which one of you is immune or important at all. And I'm assuming this thing is pretty tall and would be reasonably difficult to hit my companions who are in melee conflict with this thing. Sorry, it depends which one you're after.

(42:11 - 42:20)

The big spitter. The big spittery boy only has Olleh next to it and he is on a bike. On a quad.

(42:20 - 42:27)

So like, yeah, the creature is pretty big. It is a fairly okay target. I'm not going to give you easy for it, but it's an okay target.

(42:27 - 42:44)

If you fumble, I will have to decide whether or not you hit Olleh because he has presented himself as a smaller target. So I'm not going to say like it's quite the same as shooting into a melee with a companion there. I've got to play like I'm not family.

(42:44 - 42:46)

You do. You guys. Shoot him.

(42:46 - 42:51)

They've already shot the gun. So, I mean, I'm kind of free to... Oh, yeah. At this point, you may as well.

(42:52 - 42:58)

All right. That is a regular success. Fantastic.

(42:58 - 43:09)

Rawsome damage. The stat on the rifle was 2d6? 2d10 plus 4. I told him what it would be. Basically, I gave him the stats for the same gun, but it was malfunction gun.

(43:10 - 43:16)

Oh, okay. So does this one have plus four? Well, yeah, that's mine just says 2d10. Yeah.

(43:17 - 43:22)

So if it's their old gun, then it would be the plus four. Okay. His gun was in a quite shit condition.

(43:23 - 43:35)

It was broken. 17 damage. Okay.

(43:37 - 43:48)

You blast a giant hole in its chest area. You can kind of like almost see something through and this sound just echoes everywhere. And yeah, like you can see this hole.

(43:48 - 44:00)

You can see like parts of like this dark reddish brown fluid begins to like pour out from the hole. I'm gonna say, oh, they probably get splashed into some of the viscera, but not the evil shit. Yeah.

(44:00 - 44:03)

17 damage? Yes. Okay. Sweet.

(44:03 - 44:12)

Oh, no, it's still alive. So there was never an option to melee this thing. It was always gonna be a gun.

(44:14 - 44:27)

Well, if all five of you were beating its death in your hit, it probably wouldn't be awful, but that is not the case. Okay. You hear the sound of a broken glass behind you on your left.

(44:29 - 44:39)

And yeah, like Hunter is very much like in here and he disappears inside the building. Spitter is real fucking mad. It's a giant hole in it.

(44:40 - 44:47)

It's very unhappy. There's this little fuck driving around it, trying to run it over. It's not having a good time.

(44:48 - 45:06)

Yeah, he's just gonna swing out with his arm and he's gonna aim it only. You can attempt to dodge. Should I? Let me put it this, you can either attempt to dodge or you can attempt to drive.

(45:07 - 45:16)

And depending on which you choose or depending whether you jump off the vehicle and avoid

being hit or whether or not you drive away. But it did okay. Let me put it like that.

(45:17 - 45:32)

You're going to need a hard to not be hit by this thing. So my brain is telling me to roll the drive because the odds difference between dodge and drive are very low. And I have a feeling if I dodge, we're down to two quad bikes.

(45:33 - 45:53)

That's not terrible because we're here. I understand, I understand. I have nothing I could supplement to drive with.

(45:53 - 46:04)

Can I supplement drive with dodge? Yes. Then we're doing drive. I have 50 in drive then, which means I need a 25 or lower.

(46:05 - 46:14)

Just dodge it. That is absolutely not a hit. It doesn't matter if you had dodge or drive.

(46:14 - 46:21)

This was a 93 on the dice. Oh, rough. Yeah, this thing is gonna hit you.

(46:27 - 46:45)

To dodge it by driving, just immediately drive forward one meter, like into a car. Yeah, as you try to like, oh shit, this thing is coming, like, you know, turn the bike and kind of like duck down. As it swings its arm, it hits you square in the side for six damage.

(46:46 - 46:50)

That's a major one. Okay. Lucky you.

(46:52 - 47:01)

Not so lucky you. I need you to roll a luck check to see if you end up with a permanent injury. My luck is 46.

(47:02 - 47:07)

56, I have a permanent injury. Okay. How many HP left do you have? Seven.

(47:08 - 47:12)

Okay. You have seven rounds before you're going to pass out. Oh shit.

(47:13 - 47:35)

So I need you to make a note of that somewhere, that you are currently on like seven rounds from now, you will be passed out unless you can be stabilized. You aren't going to lose health because you're not bleeding, but you are essentially in a state of shock as you get, I'm just going to say it, you basically get smacked off your bike and the feeling you're cracking of the ribs, and as you land, you bang your head on the ground. You're definitely in a state of shock, like this is not going to go well for you.

(47:35 - 47:40)

You're going to feel like cold. Okay. That was its go.

(47:42 - 47:56)

I pick up my axe and I run at the fucking thing. Okay. I have 80 to hit.

(47:58 - 48:06)

I got a hard success. Okay, we're off some damage. This is going to be head damage.

(48:15 - 48:21)

Six head damage. You bury your axe in its head. You just kind of like, well, fuck this shit.

(48:21 - 48:32)

Then you run. Let's be dramatic because it's really fucking tall. As you run, you put your foot on the overturned quad bike and use that to propel yourself up straight into its face.

(48:33 - 48:45)

And you'll hear this kind of crack and kind of like, whoa, as you kind of like fall, fall down. This thing teeters and totters and then falls. To the ground.

(48:45 - 48:55)

From where I'm probably laying, I just kick at its head. Yes, you can absolutely do that. But I'm going to say you're just, you're just ground.

(48:56 - 49:04)

You're not a good place either, but it is gone. Thank you for shooting it. You can thank me later.

(49:09 - 49:27)

How does desperate action work? Desperate action is that you place, you basically get to have a second action at the kind of zero dexterity rank. Everything you do will always be difficult. You will not be able to have a go next round.

(49:28 - 49:41)

Okay, yeah. Yeah, no, no, I'm not. I'm not trying anything like that.

(49:41 - 49:51)

Okay. So, Ole, you're definitely taking your fatigue points. Nonne, you're definitely taking your fatigue points.

(49:51 - 50:00)

Abby is going to have to take a fatigue point. Oh, poor baby girl. Is shooting a gun a fatigue point? Nope.

(50:01 - 50:09)

Okay. Is jumping off a quad bike after you broke your rib, burying your axe into a creature twice your size a fatigue point? Yeah. Okay, okay.

(50:09 - 50:20)

Just wanted to make sure I was supposed to lose any fatigue points. Brave and heroic decisions unfortunately cost fatigue points. In this economy? Hey, this is the cost of being a hero, man.

(50:20 - 50:33)

It makes you tired. Um, okay. In that case, top of the round, the buff guy is going to run forwards and attempt to bite at the last person who smashed it.

(50:33 - 50:45)

Or at least try to. So it's going to go forward and attempt to bite at Abby. Is she going to attempt to bite? No, let's say it's going to attempt to like punch Abby in the face.

(50:51 - 51:13)

I'm going to need to give her a dodge. You see this big buff guy who's like stumbled you both forward as you're kind of like trying to figure out what's going on. You see it run forward fist first and smash Abby straight in the jaw.

(51:27 - 51:46)

You watch Abby fall to the floor. Can someone like run roll a luck roll for her? Her luck, thanks to the bets, is now 25. No.

(51:48 - 52:05)

She will end up with a permanent injury. Um, yeah. You see her getting punched straight in the face and she kind of like is propelled backwards and rolls and falls and you don't see her move.

(52:06 - 52:13)

Um, that's where we are on its go. None there. All right.

(52:13 - 52:25)

I just, yeah, swing into it with a crowbar. Go for it. Ooh, that's, ah, it's one away from an extreme.

(52:26 - 52:30)

So, uh, hard success. Okay, uh, go for it. This is going to be head damage because there's one above what I asked for.

(52:31 - 52:53)

Come on. Okay, uh, five head damage. How do you end it? Just swing into it, uh, with a crack and like, uh, like from below up, up into it.

(52:53 - 53:00)

So it essentially like breaks its jaw and it like dangles off while, while the head has been snapped back. Yep. Perfect.

(53:00 - 53:08)

It's pretty gruesome. Um, yeah, if there was a lot of blood, it would spray, but there's definitely viscera pouring for it. And yeah, it falls down kind of like at your feet.

(53:09 - 53:22)

Um, you know, take a few shuffles backwards, um, for it no longer to be doing that. And it too is dead. As far as everyone is aware, you can't see anything else.

(53:23 - 53:38)

Um, yeah, you can't see anything else. Um, could I get all of y'all to please take either a spot or a

listen check? Um, I'm going to make you drop one fatigue point. Yep.

(53:45 - 53:53)

Jesus. Uh, success on spot. Okay.

(53:54 - 54:03)

Fail on listen. Fail on spot. Um, probably because you're trying to climb into the house, probably because you've been hit in the face and will be unconscious very, very soon.

(54:04 - 54:28)

Um, none that you're just hyper aware of everything around you. Um, you definitely spot that there is movement further amongst all of like the kind of red ribbons around, um, but they are just stuck. They seem to have been drawn by the sound of the gunshots and of the commotion of the bikes, but you just see this red goo just kind of moving, but you're pretty sure they're stuck.

(54:31 - 54:46)

Okay. In that case, since I, since I can see that I'm just going to go, um, somebody helped me with Abby. She's, she's, she's really hurt here and, and I want to get a go over to her in the hopes of like trying to pick her up.

(54:47 - 54:51)

Um, yeah. What is your size? 65. Yeah.

(54:51 - 54:55)

You'll be able to pick her up easy. Ah. Um, she's not exactly very heavy.

(54:58 - 55:03)

Um, yeah. Uh, yeah. You're able to like pick her up and like, yeah, she's like completely lump limp.

(55:03 - 55:13)

Um, uh, you're not entirely sure what's wrong with her yet, but until you check, you're not really in a safe place either. Um, you will be unconscious very soon. So just be aware of that.

(55:14 - 55:21)

Um, and yeah, what are you three planning on doing? Hunter's kind of in the house. Yeah. We're getting Abby into the house.

(55:22 - 55:29)

Okay. Um, Hunter hearing that runs around, tries to open the door from the other side. And then I just realized that you broke the lock.

(55:30 - 55:41)

So yeah, you guys are going to be able to like get inside the house. We have to climb through the window and yeah, you find yourself in a square looking living room. There are sofas, there are chairs.

(55:42 - 55:51)

It has that kind of damp, mussy smell. Um, you can see there's a computer in one corner and a really big TV. Um, but yeah, like you, you're at least in this room.

(55:51 - 56:01)

Um, yeah. This is where you are. I'm going to look around and see if there's like a particular spot in the room or in the house that I think would be a good hiding spot for us to lay low and be quiet.

(56:02 - 56:14)

Yeah, roll a hide. Son of a... It's a fail, but I've got somebody on hide, so it's stupid. Uh, yeah, no, no, no good.

(56:14 - 56:26)

I, I imagine I like walk around for like 10 seconds or something like that. Then I come back in and I'm just like, I'm, I'm, I'm, it's getting dark. I, I... And he passes out on the floor.

(56:27 - 56:39)

Oh shit. I thought I had 10 more seconds. I would normally find another building than this, but doors kind of jammed.

(56:40 - 57:02)

The windows open, but a lot of buildings have broken windows. They might not suspect that this is where we are if they're people. And should we keep moving or? No, like whatever, whatever heard, heard us in terms of like, uh, like the dead, I think that's just stuck in the web.

(57:02 - 57:17)

Like, as far as I could tell, that's just like stuck there. No, no, no, uh, help only into like a sofa, a chair or something. It's, uh, I, I, I need to, uh, I need to get my first aid kit and, and, and I'll, I'm

going to go, uh, handle this.

(57:18 - 57:20)

Like, okay. Yeah. Yes.

(57:21 - 57:28)

Keep, keep watching on them. Like, uh, make sure they're breathing and everything. Like I just gotta, I just gotta run real quick to get, grab my stuff.

(57:30 - 57:43)

Um, he looks over at, uh, you and says, throw me the gun. All right. Um, catches the gun and you can tell that he's covering you as you decide to go run to where your packs are.

(57:43 - 57:56)

And yeah, I'm just going to say easy enough. You managed to grab it, um, grab your entire pack and just bolt back into the room kind of, you know, being correctly diving through the window if you want to. Um, and yeah, like he, you managed to make it back with the pack fine.

(57:56 - 58:13)

Yeah. Well then, uh, like, as far as I could tell, Abby was the one that was knocked unconscious first. So like by judgment of triage, just like, fuck it, I'm going to start on her and see if I could like stabilize her.

(58:14 - 58:16)

Okay. I'm going to need a first aid check. Yeah.

(58:16 - 58:20)

You can combo it if you want to. I'm willing to do that. Yep.

(58:21 - 58:34)

So you can add half of a relevant skill, usually medicine. Yeah. In that case, it is 118.

(58:34 - 58:37)

Okay. Let's say, let's say your crit range is one and two. Yeah.

(58:37 - 58:43)

Okay. Well, it's a hard success, so. Okay.

(58:44 - 58:55)

Um, as far as I'm aware, that is 2d3. Okay. That is five then.

(58:58 - 59:06)

You're not dying on my watch. Um, yeah, you, you can see that her jaw is broken. It's very easy to spot.

(59:06 - 59:16)

Her nose is broken. Um, and she is going to have a wicked bruise across the side of her face, kind of almost the entirety of the left hand side. You can definitely tell her eyes beginning to swell up.

(59:16 - 59:30)

Um, as you're kind of like flashing the light in her eye, like it's responsive, but it's very slow. Um, like you can't tell exactly what is wrong, but yeah, you managed to stitch up what you can stitch up. Um, you managed to like reset her nose.

(59:30 - 59:38)

It's not going to be a fun experience, but it is what it is. Um, and yeah, like you definitely going to make her comfortable. There'll be some application of painkillers here going on for sure.

(59:39 - 59:42)

Oh yeah, yeah, yeah. Um, okay. That is Abby.

(59:42 - 59:45)

She is still unconscious, but she is at least breathing. Okay. Good enough.

(59:47 - 1:00:02)

Uh, then like, as soon as I'm like certain that she's not going to croak on us immediately, I, I, I'm going to jump over to big boy over here. It's another hard success. 2d3.

(1:00:05 - 1:00:13)

That's a five. Um, yeah, you go over to him. Um, you avoided a permanent injury? No.

(1:00:14 - 1:00:18)

Did we give you a permanent injury? No. Okay. Let's decide what your permanent injury is going

to be.

(1:00:19 - 1:00:25)

Negative one max health. Okay. I don't know why it just creeps out to me.

(1:00:25 - 1:00:32)

I had a rip broken. I, there's no way we're going to have the medicine or the environment to settle it properly. Yep.

(1:00:33 - 1:00:43)

So I am going to have a permanently like sore side. Just basically like I am just less durable. Yeah, I think that's fair.

(1:00:43 - 1:00:55)

Like you, you broke like say two ribs and it's just a real bad time and you're like short strapping you up. There's nothing to be done for this situation. Um, you kind of like, yep, well he's going to need some painkillers too.

(1:00:55 - 1:01:09)

Cause this is going to hurt like a bastard. Um, and yeah, like he, he is, um, pupils are not more responsive than Abigail's. Um, so he's still going to take a little time to come around, but he is otherwise probably going to be fine.

(1:01:10 - 1:01:13)

Okay. But yes, I will take your negative one hit point. I think that's good.

(1:01:15 - 1:01:17)

Okay. Cool. Don't forget.

(1:01:17 - 1:01:25)

You might need to reassess what your major wounds threshold is. One of the reasons why I was kind of happy giving it up. I was at 13.

(1:01:25 - 1:01:26)

Odd number. Yeah. Okay.

(1:01:26 - 1:01:27)

Yeah. Perfect. Perfect.

(1:01:28 - 1:01:33)

Um, just fit. Yeah. You managed to stabilize your friends.

(1:01:34 - 1:01:49)

Um, and yeah, it's a touch and go for a while. You see that probably maybe an hour in, you see that all his eyes flicker open and you're conscious. Oh fuck.

(1:01:52 - 1:02:00)

Okay. Are we okay? Gentle breathing. You got some, you got some broken ribs and this is going to be, this is going to be painful for a while.

(1:02:00 - 1:02:16)

I can tell you that. I'm assuming I can, like, can I also fix myself? All right. Um, there is something I forgot to do.

(1:02:16 - 1:02:24)

Um, did anyone take damage from a zombie? Yes. I'm not going to roll. Um, I'm sorry, guys.

(1:02:24 - 1:02:30)

I'm going to need you to make one of them rolls. You need to get less than 10. So nine or below.

(1:02:37 - 1:02:39)

Okay. Yeah. I'll throw three.

(1:02:40 - 1:02:48)

Excellent. No one is infected this day, but the counter goes down. I almost forgot.

(1:02:49 - 1:02:51)

You almost got away with it. No, I was going to remind you. Okay.

(1:02:52 - 1:02:55)

Good, good, good, good. The honor system. I appreciate.

(1:02:56 - 1:03:04)

Where's that thing you're carrying is so important. Um, I just, I just look at you. I I've got it.

(1:03:06 - 1:03:34)

Either give it here or, or someone needs to go hide it and not in this building in case people come, we need to, you know, not let them get it. Yeah. Like, are they going to, do you think that they're going to come here now? I mean, do you think they've heard the gunshot? Uh, if they did, I mean, what do you want to risk it? I mean, there's people in town.

(1:03:34 - 1:03:42)

We just fired guns. We have something that they want. Hunter said that they heard your conversations.

(1:03:42 - 1:03:52)

Most, they're probably looking for something. Yeah. Uh, how long was I out? So, uh, we're now down an hour.

(1:03:52 - 1:04:02)

Oh, by the way. And I had you a painkiller. Oh, please try to swallow.

(1:04:04 - 1:04:12)

Okay. Um, well, we, we have fewer options now. I, I think my bike is okay.

(1:04:12 - 1:04:28)

I think it basically just caught me. So maybe it scratched up, but I'm sure that it's fine. Um, I imagine you're going to need a couple of minutes and for a couple of minutes, we need whatever you've got to not be here, but we just made a bunch of sound.

(1:04:29 - 1:04:41)

Right. How about this? The problem is like, I don't know. It just, fuck it.

(1:04:41 - 1:04:59)

I want to inside check if he's trying to like, uh, gain the upper hand or something. It's so, I hate the fact that I can't trust you. No, I'm not doing good.

(1:05:00 - 1:05:09)

I can't, I can't spend that much. In fact, I literally can't. I mean, you're both welcome to, it doesn't really matter.

(1:05:09 - 1:05:20)

It wouldn't be enough. I would still fail if I spent it all. No, we, we don't have time to hide right now.

(1:05:20 - 1:05:28)

We have an hour. We have to go to the airport. We killed the spitting thing, right? Yeah.

(1:05:28 - 1:05:30)

It's dead. You, you killed it. Yeah.

(1:05:30 - 1:05:36)

I don't know if it got up. It's been an hour. Uh, look outside.

(1:05:36 - 1:05:40)

Like, it's still just like, Oh, it's very dead. It's very dead. There's no viper.

(1:05:40 - 1:05:44)

It's dead. Okay. Then we need to get to the airport.

(1:05:44 - 1:06:01)

Like, now, let's, let's leave the extra quad bikes here. Abigail, Hunter, Colin. I can't, I, maybe if I'm not a painkiller, I'll be fine.

(1:06:01 - 1:06:12)

We can't really leave Abigail. Like, we need, or like, maybe if they land, we can like, tell them to like, wait up enough. But like, this is also a really dangerous area.

(1:06:12 - 1:06:30)

Like, I really don't like the idea of like, leaving Abigail behind. So the thing is, we can't trust them being at the airport when the plane lands. The trade has to be that they leave the airport to get the quads while the airplane lands.

(1:06:30 - 1:06:42)

That has to be the deal, which means that Abigail would come over once the deal is off, on. We have to make contact without Abigail for the first time. Okay.

(1:06:43 - 1:06:58)

Um, I think. I'm just, I'm, I'm really scared that, uh, because we have been fighting and shots were fired. I'm just terrified of the fact that they might go into town to check out what's going on.

(1:06:58 - 1:07:15)

And if we are heading off to try and contact them, that they've already gotten here. And I. It sounds like the only thing we can do is look. Well, we can sit here and debate all day, but we need to get eyes on the situation.

(1:07:15 - 1:07:21)

We can't do that if we're stuck here. So we have a choice of Abigail. We can, I can stay here with her.

(1:07:22 - 1:07:31)

And when she wakes up, I can take the last quad or we take her with us. No, you guys hold on to her. Join us at least halfway there.

(1:07:31 - 1:07:41)

We don't want you to stay here because any, any shambler in like the next like kilometers, probably wandering over here. We want you guys out of this exact area. Okay.

(1:07:41 - 1:07:49)

Then it's simple. We pick up Abby, we take her with us. Either way, the closer we can get her to the landing, the better.

(1:07:50 - 1:08:11)

How much ammo do you have? If any, I mean, I have two bullets left, but I'm not going to hit anything with it unless it's standing still. Uh, like when it comes to the rifle, uh, there's seeing as you it's already been fired once, there should be seven shots left in it. And, uh, three extra.

(1:08:13 - 1:08:21)

The rifle was full, had eight shots. And you had eight extra? No, three, three extra. Okay.

(1:08:22 - 1:08:28)

And then I had three. How many is that? We have 13. We have 13 total.

(1:08:29 - 1:08:45)

Let's just say that you reload the missing so that, you know, uh, let's say that normally supplies

down to two, um, and, uh, the rifle is full. All right. Let's just keep going, I guess.

(1:08:46 - 1:08:52)

All right. Uh, as for the people, I mean, we still need a plan. I am with this thing dead.

(1:08:53 - 1:09:14)

There's less things still are there. Um, maybe, uh, maybe if we find a place that's good to, to start shooting at them from, you guys can hide and intercept them when they come to, you know, try and deal with me as I shoot at them. Okay.

(1:09:14 - 1:09:26)

That, that would be plan B after negotiations are broken down. You all love to talking. I just don't see how we're going to win an out and out firefight.

(1:09:28 - 1:09:30)

I'm going to say you guys are walking and talking. Yes. Yes.

(1:09:31 - 1:09:39)

I make you flip my bike for me. Make a luck check. I highly disagree.

(1:09:40 - 1:09:43)

Okay. My bike didn't get punched. I got punched.

(1:09:45 - 1:09:50)

Counter. It was going at speed-ish and it did flip. Counter.

(1:09:50 - 1:09:58)

Did you roll a disadvantage when you tried to hit somebody at going at speed on a quad? I did not. You, the bike is fine. I'm sorry.

(1:09:58 - 1:10:04)

I know I'm being, I was genuinely going to stop at that point if you said like, fuck off. I swear. Thank you.

(1:10:04 - 1:10:07)

It's fine. You, you can be like that. I'll just kill Abby next time.

(1:10:07 - 1:10:11)

It's fine. I'll kill more of your NPC friends. God damn it.

(1:10:11 - 1:10:18)

I'm going to have to take, I'm going to have to take, take some of her blood now. Just like we need a fresher badge. All right.

(1:10:18 - 1:10:35)

Assuming that you want to talk with the more dangerous, aggressive things in this place. Are you sure you want to have your bargaining chip on you when you do that conversation, considering there's more of them than there are of you? No. Um, black box stays behind just the two of us and a single quad.

(1:10:36 - 1:10:45)

We won't even have our bags with us. You won't be there to cover us. Let's find a house with a, like just a view of the route.

(1:10:46 - 1:10:53)

You can stay there with a rifle. If they execute us, you can start shooting. Like we're going to hide Abby.

(1:10:53 - 1:10:58)

We're going to hide the box. You said you had propane. Yes.

(1:10:58 - 1:11:06)

They'll probably take that from you. It'd be a good time to take a shot. But again, you're wanting to do all this talking that I don't really understand.

(1:11:06 - 1:11:19)

So it's your, your choice. I am happy to put the propane back on the back where you can maybe get a clean shot at it. If they steal the quad from us, because if they're being assholes, they're going to take the quad.

(1:11:20 - 1:11:23)

Right. And if they park it in a way that I can't see the propane. No, no, no.

(1:11:23 - 1:11:31)

When they get on it, you shoot. Don't wait for them to take it away. They'd probably be close to you then.

(1:11:31 - 1:11:37)

I will run. All right. Let's put it like this.

(1:11:37 - 1:11:44)

I'll take my hat off if the negotiation is going poorly and I need you to shoot the propane tag. All right. All right.

(1:11:46 - 1:11:52)

I'm going to say that Hunter has been clearing the goo. Yeah. Each of you are kind of either on it or pushing the bike.

(1:11:53 - 1:11:59)

Abby is kind of like laid on one. So someone's going to have to keep her in place as you kind of trundle the bike along. Yeah.

(1:12:01 - 1:12:11)

You guys make it through the rest of the town. You definitely hear a lot of zombies around you. Despite the rain, despite the fog, you hear them.

(1:12:12 - 1:12:25)

And you're pretty sure, yep, a lot of them are tied up in that horrible red shit. Make it to the bridge. It's a bit of a mission to get it around these crashed cars.

(1:12:25 - 1:12:36)

And between the four of you, you're able to push one of these vehicles out of the way. That was scraping noise as you do it. Make it to the other side of the bridge.

(1:12:40 - 1:12:54)

So Veek may not have been as painless as they had wanted it to be, but I finally got to drop a creature that I've been wanting to drop on them since Zenithos. So I feel at least this is a win for me, even if they may not have had the greatest of time and they're now in some peril. But I don't know.

(1:12:54 - 1:13:00)

I get a little bit of GM happiness from knowing that I've thrown a really good enemy at them. And I finally got to drop it on them. So yes.

(1:13:00 - 1:13:15)

And we finally got to figure out what kind of creature Dimitri became. So yeah, that was overall pretty fun times, right? If you didn't know, there is an audio-only version and there is also a video version. We are available on YouTube where you can actually see us play and interact with one another.

(1:13:16 - 1:13:33)

And if you also need to have an audio-only version, you're driving or that's just your preferred way, you can find us on any podcaster of choice. And you can find us on YouTube or RSS feeds by just searching VARUDRPG, V-A-R-U-D-R-P-G, and then you'll be able to find the other one. And if you didn't know exist, they certainly do know that exist now.

(1:13:34 - 1:13:46)

If you are interested in listening to another show while you're waiting for tomorrow to come out, I would highly recommend the Thumbled Anthology. It is a Call of Cthulhu scenario actual play. There are a bunch of Australians playing.

(1:13:46 - 1:13:53)

I got to guest on one of their seasons and it was incredible. You're going to hear an ad for it now. I highly recommend going, listening and enjoying.

(1:13:54 - 1:14:25)

See you tomorrow, guys. Bye. So now they're thinking it's a kidnap.

(1:14:25 - 1:14:35)

I'll be down there right away. I haven't said anything out loud, but I am like, sus. He had evidence connecting him to the missing girl.

(1:14:35 - 1:14:41)

You play along with anything that I say. Tell me about the blood. He's ahead of no one, please.

(1:14:41 - 1:14:44)

You're my best mate. Cut it down. Cut it down.

(1:14:44 - 1:14:48)

Kill the police. Just be quiet. What the fuck? Night Flaws.

(1:14:49 - 1:14:55)

A Call of Cthulhu actual play series. Have you seen the yellow sign?