Varud Episode 32a

(0:26 - 0:57)

Ari is on his bike, ready to take as many away as he can. I believe, is one of you going to be up on the rock with Raki? I believe so, because I mean, while we could shoot from two places, we'd be splitting up and then if they ever got to us, it would be game over. And the other four of you? I'm imagining that we probably slide down into the embankment of the road.

(0:58 - 1:09)

So we're gonna let them fire all the shots they need to fire to get rid of all the leapers. And if there are any buff boys, I'm imagining that they're probably gonna take care of them as well. So we're just gonna stay hidden until we hear the bike.

(1:11 - 1:22)

Everybody is in your various positions. We will start with a ambush round for Colin and Raki. Hell yeah.

(1:22 - 1:41)

So you can roll easy, since you can get a good line of sight. You guys, between the two of you, like you spot the two leapers, their coloration is very similar to like old straw, which is kind of like the color of the field that you guys are in. It's just really barren, really kind of grim.

(1:42 - 1:53)

And you pick the one on the left, in case he's going to pick the one slightly further out. And you can roll easy and this will begin combat rounds. All right.

(2:04 - 2:28)

What did you roll? So it was, the dice did that thing again, where one dice moves the other dice. And it was a 70. And then I rolled it and the other dice got a much better number.

(2:28 - 2:43)

Two zeros. Which would be a fumble, but instead it's just 70. So I didn't get better than a 70, which is disappointing.

(2:44 - 2:51)

You did, you got a hundred. Do you know how amazing a fumble would be right now? Because that would malfunction your gun. Do not destroy another gun.

(2:53 - 3:06)

It is funny that I hit the other die with this die and it was on zero and rolled back to another zero. Is a 70 a hit for you? Yes, it is. It's a normal success.

(3:06 - 3:12)

Okay. Go ahead and roll your damage. We'll call this one Super Straw.

(3:12 - 3:25)

It's covered in lots of debris. 15 damage. You aim a shot.

(3:25 - 3:29)

You take a breath. You're about to pull the trigger. I'm like, nope, the wind, the wind.

(3:29 - 3:35)

Let it die down. Then you pull between heartbeats and you see your bullet. A bit of a flash.

(3:36 - 3:50)

And then this thing is just exploded as you hit it square in the head and it falls to the ground. Rakki takes a very similar shot. You hear almost about the same time that you take your shot.

(3:50 - 4:06)

You hear a loud bang next to you and you see through your scope as you pan it up very quickly. The corpse remains of the other leaper. You see through your scopes and you guys can probably just about hear.

(4:06 - 4:24)

I'm going to say you guys are kind of hidden. Otherwise they will probably be coming for you regardless. Through your scope, you see that two very fast zombies turn and start running in the direction where the two bangs just came from.

(4:25 - 4:39)

And then you hear the sound of the engine of the bike turning on and they immediately pivot and run towards where the bike is. You guys can hear and see Ari is revving the shit out of it. It is all engine, all acceleration, all power.

(4:39 - 5:00)

Just very, very fucking loud. And you see that joining them are four regular zombies that seem to slowly be shambling their way down the road. And you can see that Ari leaves it until very much the very last moment to start riding away, keeping just ahead of the buff zombies.

(5:00 - 5:16)

As you watch two of them sprint after him and you see four of them shambling in the general direction. You guys hear the motorbike taking off. You hear the sounds of shambling and very fast runners.

(5:17 - 5:26)

And then it's pretty quiet. All right. I am going to peek up and see what the status of the barn and the zombie situation is.

(5:27 - 5:48)

House, you peek your head up and from your position, which is kind of hidden, you notice that you can only really see two zombies shambling around. This is what I'm going to give you right now. I just give a thumbs up to... We have Disa, Abby, Nonne and Ole in this team.

(5:49 - 6:01)

Yeah, I give a thumbs up to the team and start meandering, crouched, stealthy, meander my way towards the house. Okay. Then I need your team to roll a stealth.

(6:06 - 6:24)

That is a success. That is... I am going to spend three luck to turn this into a success. Okay.

(6:25 - 6:29)

I will have to roll for the ladies. Oh, yeah. Okay.

(6:29 - 6:41)

In that case, I'll probably spend five just to make this a hard success then. Okay. I spent luck.

(6:41 - 6:46)

Am I allowed to pivot? No. Okay. This would have been a great question.

(6:46 - 6:53)

31 episodes ago. Then when I'm using luck, I'm already pipped in it. So I don't have to ask.

(6:55 - 7:06)

Stealth is one of those things also that I'm desperate to get pips in. Yeah. Disa is fucking silent, strolling next to you.

(7:07 - 7:30)

You are pretty sure she's there, but even though she's wearing black in a kind of yellowish field, she doesn't make any noise, keeps her head down low, very, very quiet. Abigail has a moment of kind of almost falling and scrambling, but she spends some luck and succeeds. Yes! You are ever grateful that she was allowed to have some of that leftover luck.

(7:31 - 7:49)

Godspeed, Bryce. The four of you very quietly, very silently, without breaking anything underfoot, carefully making your way, using that moss underneath to your advantage. You sneak up to the gravel area around the house.

(7:51 - 8:00)

It's covered in a lot of blood. Even from like the snow and the rain before, some of this gravel is just stained. Deepish brown colour.

(8:01 - 8:23)

You notice that shambling by the door, there is a zombie. Kind of like walking into the wall, occasionally raising its arms and like banging at the window and at the door, and then just shuffling around. The other one has begun to make its way towards the back of the house and away from where you four are.

(8:27 - 8:55)

The one that's like kind of meandering at the house, do I feel like I should be able to like get up to it and smack it in the head? In theory, from where you guys are, I'm gonna say that this is like a, this will just be within your move, within your strike range, so to speak, but you will be stepping across gravel. Yeah, which would always alert it. I... There's a lot of body language being used right now, because we know there's supposed to be zombies behind the house.

(8:55 - 9:12)

We do not want to pull them. I'm gonna say now that you guys are here, you can hear that shuffling, low murmuring, kind of not quite howling, but moans of pain of the dead on the other side of the house. This is all I'm going to give you without additional whatever.

(9:15 - 9:33)

I think we give the other zombie a little bit of time to wander towards the horde, and I'm gonna just look for a good rock or something. My intention is just to like chug it somewhere to the other side of the house, so that the zombie is looking over there and aiming for there, like just trying to get it away from us. Okay.

(9:33 - 9:48)

If we don't have to kill it, we don't have to kill it. Yeah, let's say I'm gonna ask you to roll a throw, just to see whether you get it, like if you throw it on like grass, or if you throw it on, sorry, if you throw it on moss, it's not gonna make a whole lot of noise, so you need to like perfectly aim this fucker. Yep, fair enough.

(9:50 - 10:12)

That is just a normal fail. You throw a rock, and it makes a little sound, it bounces off the edge of the gravel, and then just into the moss, and yeah, you do see this creature just kind of turn a little bit, and just kind of like shamble ever so slowly. You can see like one of its legs is like, you know, pretty fucked up and mangled, missing a foot.

(10:13 - 10:25)

You see that as it's going, it's kind of banging its arm against the window, kind of using the building as a little bit of support. It's not really interested in it, and you think it's not making much more noise than that. It's probably gonna go back to what it was doing just now.

(10:26 - 10:43)

I point to another rock in my hand, and just point to myself and shake my head. I take the rock from his hand, and aiming for a general direction of where he was, I'm gonna try the same thing. So I'll show you how it's done.

(10:43 - 10:48)

Thank you. Uh-huh. And I'm gonna spend three luck to make that happen.

(10:49 - 10:53)

Damn, dude. Now I was studying his movement. Do I get a pip? No, that's enough.

(10:53 - 11:18)

You throw this rock perfectly, and it bounces off of like the last couple of gravels that are at the edge, and then rolls down like into the mossy area. And yeah, you see it just suddenly turn full-bodied, and start dragging its footless legs just across in the area, making a lot of noise as it's going. And you definitely hear a bit of an uptick in activity on the other side of the house.

(11:19 - 11:31)

But for now, that zombie at least is a little distance off. The front of the house, Disa said she left the door open. She said she left it open, but then Gumi had it closed.

(11:32 - 11:39)

All right. And told her to run. I mime door lock at Disa.

(11:41 - 11:47)

She shrugs. She wouldn't know if it's locked or not. She just know it was open when she left, and that Gumi closed it.

(11:47 - 11:54)

All right. And I guess we're gonna have to approach the door. Okay, we're gonna go in deck sort of.

(11:54 - 12:05)

You're very much in whatever it is. Colin, anything you can see, I'm gonna say you have the ability to shoot. So if you see someone at the window, you could shoot.

(12:06 - 12:18)

If you see someone coming around the side of the house, you have range to shoot. So I'm not gonna penalize you for difficulty for it being at range, but I'm not gonna give you easy because you don't know where they're coming from. So we can go with that.

(12:19 - 12:28)

All right. Top of the round, Disa. I'm genuinely hearing the in-house and heartbeat 28 days later.

(12:28 - 12:42)

Music in my head. Just fucking hell. Disa, she pulls out her sharpened sword, and she very quietly begins to pace towards the door.

(12:42 - 12:58)

She puts her foot up on the gravel, and it's just the barest crunching of gravel. Not so much of the zombie, which is a little distance off now. Definitely within, it will run back and strike you range, but very quietly just getting up and moving towards the front door of this house.

(12:58 - 13:05)

She grabs the handle and pulls it down. Can I have a group look, please? I've got 27. 36.

(13:06 - 13:17)

39. 39. She pulls the handle down and it doesn't move.

(13:20 - 13:23)

None there. God damn it. Colin has the lock.

(13:24 - 13:31)

He's a lock pick guy, but he's also a range guy. So none of the windows are open. The door is locked.

(13:32 - 13:35)

At least from the front of the house. You guys haven't seen the side or the back. Yeah.

(13:36 - 13:42)

Everything here closed. But you could, I mean, you could always try the window. Like you do have a crowbar.

(13:42 - 13:49)

It also just might be one of those that you can just slide it up. You can just push it and pull it open. You can certainly try, but at least you know the door is locked.

(13:51 - 14:03)

Lock it. This is Kume. So he's just gonna, seeing as it's locked, Nona's just gonna take the crowbar and like gently set it in place.

(14:03 - 14:11)

But then he's just gonna like try and force this open. Essentially just like try and split the frame from the door. Yeah, yeah.

(14:11 - 14:16)

So you're able to open the door. Okay. I think this would probably be a strength roll.

(14:17 - 14:20)

I'm gonna make it easy because you have the crowbar. All right. So let's go with that.

(14:24 - 14:29)

Woo! Hard success. Damn, dude. Yeah.

(14:29 - 14:38)

Very quietly you sneak up next to Disa. Put your crowbar in. You've definitely made some noise and you're going to, so I'm not gonna make you roll stealth.

(14:39 - 14:44)

You put it in. You see the zombie just kind of like stop as it hears the sounds of gravel. And then he's like, fuck it.

(14:45 - 15:04)

There is a loud wooden crunching sound as you just very easily just get this door open. Like you managed to break the frame away and the door swings inwards. This is a big sound and the four of you just hear the groans and the growls become more intense from around the side of the house.

(15:04 - 15:24)

And you begin to hear them moving in your direction. The zombie that is right next to you, let's say on your left, turns and begins to make its way towards you. There's no pretense of stealth anymore.

(15:27 - 15:41)

Abby is going to get up and she's going to position herself so that everybody else can get in the house first. And she has her crowbar ready for when it comes. Zombie approaches, sees that there is a almost willing target and will attempt to attack her.

(15:41 - 16:08)

She will of course get a dodge. Did you get an easy dodge since your turn was to prepare? Sure. You see it lunge forward claws fast as it tries to like scrape at her front and she just leans back which she misses.

(16:10 - 16:22)

She leans back trying to swing but it kind of almost throws her off thing and you can just see her stumble a little bit. She kind of straightens herself up. Colin, what you can see is the shenanigans that is happening at the front of the house.

(16:22 - 16:45)

You see that they have just broken into the house. You see that Abby is there kind of one-on-one-ing like a zombie that you saw meandering around. You see coming from around the sides of the building you spot a fairly well-toned, well-muscled looking creature that is moving quite fast.

(16:46 - 17:08)

You also see that there is another shambling zombie that is coming from behind it and you also see on one side of the building three incredibly decayed and rotting creatures. And I'm not sure their eyes are supposed to go like that. Those are weird.

(17:09 - 17:15)

Don't worry about those. They go down to like one blow. Yeah, we haven't had any problems with this so far.

(17:18 - 17:34)

Now, when you say toned, well-built zombie, does he just look like he does a lot of cardio or does he look like he's abused steroids for 30 years? He's like total Chad status. Oh, fuck, shit. His cortisol level's fucking flat.

(17:37 - 17:51)

So yeah, this is what you see. To be like very clear, on the left-hand side you see three very rotten zombies with glowing eyes. You see there is one zombie right at the front of the house which Abby has engaged in fearless combat.

(17:51 - 18:07)

And on the right-hand side of the house coming around you're going to see two buff zombies and one regular looking zombie. Okay. I'm going to announce this to the person next to me.

(18:08 - 18:17)

He sees him. Yep. And before I shoot, I'm going to most likely be shooting at one of the bigger targets.

(18:17 - 18:25)

Yep. Because they're also pretty damn destructive. I would also like to look around.

(18:27 - 18:39)

How many of these are in position to have seen them? Oh, none. The ones that are coming

around the side of the house, they would have had that almighty crack of the door being opened. They haven't seen them.

(18:39 - 18:59)

Can I see anything around the barn in... The building. Yes, the building that if shot would make a loud noise. Piece of metal.

(19:02 - 19:13)

I think... You mentioned there were silos and such. Yeah, they're off in the distance. So you essentially have like the farmhouse which you guys are right at, a little distance down.

(19:14 - 19:21)

Definitely more than four or five rounds to get to. Then you would see that there were at least two barns there. And silos a bit further off.

(19:21 - 19:51)

Abandoned cars? Yeah, I think I'm going to have to get you to roll a... Oh man. Because I kind of know what would be around this house and there isn't anything massively loud. Yeah, let's say on the road up there, like sort of like... Yeah, on the road up to like the farmhouse, let's say that there is a clearly broken down and like knocked over tractor.

(19:52 - 20:04)

You could shoot that and hope that the zombies just run past the front of the building to where the tractor made the noise. Destruction is twofold. There's the explosion of the gun and then the ping of the metal.

(20:04 - 20:15)

Yes, that's kind of what I'm thinking. You'll hear a bang but the ping on the fallen over tractor would be of more obviousness for them and much closer. So therefore a better target to eat.

(20:22 - 20:39)

I'm going to announce my idea to my companion. Could shoot the tractor, make a noise or shoot one of the big ones. Let's hit the tractor and then we take off anything that gets too close to them.

(20:39 - 20:47)

All right. If I aim at one of the big ones and I'll let you know if I hit the tractor. If I miss, maybe you can give it a shot.

(20:48 - 20:55)

All right. All right. I'm going to aim for what I think to be the loudest part of the tractor.

(20:55 - 20:59)

I'm going to say this is easy. They're not running. Yeah.

(20:59 - 21:06)

This tractor ain't moving, buddy. I'm going to say it's an easy shot, but it is still likely that you can still miss it. So let's go with easy.

(21:06 - 21:20)

I think that's fine. It's a hard success. Yeah, you hit it.

(21:20 - 21:32)

It makes an almighty clanging sound. You guys hear like at the door bang followed by like a massive like metal clanking sound. You know, you can almost hear the sparks showering as a metal on metal.

(21:32 - 21:44)

And yeah, we're all luck for me. Not good. Okay.

(21:45 - 21:57)

Nothing else happens. The other thing would probably have been an explosion, isn't it? We're going to be treated to an explosion. It would have been cool, but unfortunately not that cool yet.

(21:57 - 21:59)

So whatever. Yeah. Okay.

(22:00 - 22:16)

Yeah, you make that and you are aware that the buff guys coming from the right hand side of the building, they have just heard this. And like a singular focus, they change their where they're headed. And you can see them like change their like where they're going to be running to.

(22:18 - 22:28)

Okay. Since the zombie has already engaged Happy, I'm going to run up to the zombie. I'm going to chop it in the head.

(22:28 - 22:36)

And then I'm grabbing Happy and running towards the door. Okay. Just the most successful.

(22:36 - 22:49)

Oh, I was hoping that rare 4% miss. I was hoping for a hard success. All right.

All right. That one's caught. Let's see.

(22:49 - 22:58)

Yeah. Seven, eight, nine damage. How'd you destroy it? It's just like it was kind of trying to scratch at her.

(22:59 - 23:10)

So I just kind of come chopping down, take both its arms off. And it just kind of falls to the floor with like without the ability to get itself up. Yep.

Yep. I think that's fine. With a final kick in its general head's direction.

(23:10 - 23:24)

I'm going to say you could better grab hold of her and drag her into the house. You guys are just kind of bundling in roughly at the same time. Takes a shot at one of the big buff guys that is running towards the tractors.

(23:29 - 23:37)

You hear him just release a breath. And then he pulls the trigger. And you would see through your scope.

(23:37 - 23:51)

You guys have no idea what the fuck is happening here. You see through your scope that as one is running, it gets shot clean in the head and tumbles forward. Oh, it doesn't do the action movie thing where it like flies onto its back? No.

(23:51 - 24:00)

I don't like our grim dark universe. I want to be more action hero, less streamer. Red barrels everywhere.

(24:00 - 24:10)

He then flips his head and his sunglasses land perfectly on his nose. Is that better? Fuck, that's

cool. That's what you get for trying to get ahead in life.

(24:10 - 24:16)

Like, what do you want here? Shit. I don't know. He's doing none of this, but yeah.

(24:17 - 24:26)

I can't wait for things to like go sour and like a little bit of rain starts. And of course, it lands perfectly here to like make him cry. Maddy to you.

(24:27 - 24:37)

He's not crying. It's just raining. Oh, Jesus Christ.

(24:37 - 24:48)

Okay. Oh, crap. Okay.

(24:49 - 25:12)

That was Rakisko. The rotten ones are drawn by the sounds of you hitting the tractor and you see them shambling past the house and they are definitely headed towards that tractor. However, you're aware if they look to one side and they hear something, they're probably going to get distracted again, but they're at least going towards the end of the house.

(25:12 - 25:19)

For those of you who took a melee action this time, you will be losing some fatigue. Yeah, yeah, yeah. No.

(25:20 - 25:24)

I'm actually going to track this. This may be a thing. There we go.

(25:24 - 25:28)

Come on, Abby, don't suck. All right. Top of the round.

(25:29 - 25:37)

Those of you who are roughly in the house, you find yourself in a pretty big house. No, you're in it. The rooms are pretty big.

(25:37 - 25:46)

The ceilings are pretty tall. You can see, however, that this place is in complete carnage.

Everything has been flipped over and destroyed.

(25:46 - 25:55)

You can see that there are different scratch marks. There's blood all over the ground. It has that rotted smell of blood left out too long, that kind of metallic feel to it.

(25:56 - 26:17)

You can definitely see there are rats running around, that there are open containers of cans that have mostly been used, but a little bit left in there was a mistake. Directly ahead of you, there is a staircase. This staircase is filled with furniture.

(26:18 - 26:34)

It spills across the ground in front of the staircase and you can barely look up the stairs. The amount of side tables, chairs, mattresses, beds, vases, bookcases. This is filled.

(26:35 - 26:50)

Disa, is this gonna... No, she's pretty desperate at this point. She is going to go straight forward and try and grab something from the bottom of this barricade to start moving it. But she doesn't call out at all.

(26:51 - 27:02)

Can we try to stop her? I'm gonna say in your case, no, because she was pretty much the first person in the door. You opened it, but she was like, bolt of lightning in. So I'm gonna say no in this case.

(27:02 - 27:04)

Very fair. Yeah. All right.

(27:05 - 27:16)

The remaining buff guy goes running towards the tractor. He doesn't know you're there yet. Nonne.

(27:17 - 27:28)

Okay. The staircase. I'm assuming it still has a railing and the steps along the side.

(27:29 - 27:49)

Yeah, one side would be a wall and the other side would be the railing. Yeah. In that case, I'm

gonna try essentially to climb on the side of it and try and clamber over the railing if at all possible to get above the pile.

(27:49 - 27:57)

Not really. This pile just goes quite far up the stairs. You're not sure how high, but considering the panicked pile of shit here, it's probably a lot.

(27:57 - 28:17)

Okay. In that case, I'm just gonna go over to Deesa and I'm gonna try and somehow signal to her a finger to the mouth and just we'll work our way from the top sort of thing. Yeah.

(28:17 - 28:39)

If you want to do that, you actually should go to grab a bookcase and you do hear a little like... And you're like... A gesture to grab one of the top ones. I'm gonna have you make a stealth for me. If you're trying to grab something from up and not create too much noise and chaos and destruction, if you can genuinely think of a skill you might be able to co-op with this, I'll allow it.

(28:41 - 28:51)

I mean, engineering, structural... I'd like to use a sleight of hand in that sense of trying to be as desperate as... Yeah, yeah, yeah. I'll take it. I'm gonna say you're rolling essentially for both of you.

(28:51 - 28:59)

So she's just not assisting, but she's not making the worst. Sure. That is a success then.

(28:59 - 29:23)

Fantastic. You guys reach up and you grab one of the top most things and as you pull it, you're like, oh, this is difficult. But between you, little tiny movements, you kind of go ahead to stop, twist, stop and twist and you bring down this fairly big looking bookcase, which is kind of heavy, but grinning and bearing it, slowly place it on the floor.

(29:23 - 29:38)

You've begun to make headway. Abigail is gonna go into the house and turn left. You can see that she is looking around the house and scanning to see if there is anything else here.

(29:45 - 29:58)

She goes to the left and goes out of view just for a moment. And then you see... Ole, you would see because you're busy currently manhandling something down. You see her backing up very

slowly.

(29:59 - 30:06)

She is very quiet and barely moving. And then you will hear it. You're probably still busy.

(30:06 - 30:16)

Blood in the ears. You hear just like the faintest kind of like noise from the other room. And Abby backs up.

(30:17 - 30:35)

She lifts her crowbar and just as if she's waiting, just rocking backwards and forwards, waiting to see if it's gonna come towards her. And that is gonna be her go. The zombie shambling from around the side of the house is still drawn by the sound of the tractor being hit with a gunshot.

(30:37 - 30:43)

Colin, it's your go. Okay. Deep breath.

(30:44 - 30:54)

That kind of sound of trying to stay calm. We got three slower ones. You got the big one still left there.

(30:54 - 31:05)

How long do you think it's gonna take it to get here? If we keep shooting like this. Last one. Maybe 20 seconds.

(31:05 - 31:15)

It's been pretty fucking fast. The slower ones, we can probably take them off piece by piece. As long as we keep shooting and keep making noise, they'll head towards us and not in the house.

(31:21 - 31:36)

I'm going to go ahead and... I can't see anything else like around the house that's... Plinkable. ...entering the house. No, at the moment, yeah.

(31:36 - 32:00)

At the moment, all the zombies are kind of headed towards where you had taken that pot shot. Okay, before I take a shot at the big zombie, because I'm using a lot of time to look around and I might as well pick the biggest target, I'm going to finger off the trigger, sight inside of the building,

and see if I can see anything happening inside the building. I'm gonna need a hard spot.

(32:01 - 32:14)

Okay. We believe in you. No, it's a regular success.

(32:15 - 32:21)

The windows are just a little bit too reflective at the moment. You're gonna have to get to a slightly better view. Maybe the clouds need to go over the top.

(32:21 - 32:25)

You just can't really see anything inside the house right now. No luck, Spandex. No, you're in combat.

(32:26 - 32:46)

No. All right, I'm gonna quickly move down my gun and shoot at the big one, since it's the greatest threat to us, and it will still maintain the attention of the smaller ones that are a bit slower. Yep, absolutely, you can do that.

(32:50 - 33:03)

That is a regular success. Okay, go ahead, take the shot. Seven damage.

(33:03 - 33:14)

Oh. No, I have too many papers here. Rich people problems.

(33:14 - 33:21)

Oh, all these papers. You got the papers. That is almost minimal damage that I can do.

(33:22 - 33:41)

Yeah, you take this shot, and you imagine, like, get it, like, square in the thigh, and you do see it stumble and, like, roll a little bit before it gets straight back on its feet and heads in the direction where the gunshot came from. Ole. There was just a gunshot behind me.

(33:41 - 33:56)

Yeah, you've heard gunshots outside, yeah. You said I heard, like, a low growl or a breath. Does it change at all now that there's a gunshot and an open door in the room? It has been pissed off.

(33:58 - 34:09)

All right. I, like, I basically just hit Nanni with the, like, back of my axe. The, the, the... Yeah, yeah, yeah.

(34:09 - 34:23)

Shut the fuck up. And then I start moving towards the abbey, and I'm going to try to find a spot where we are hidden from the area it's coming from. There is no way to be hidden from the area it's coming from.

(34:23 - 34:50)

As you, like, step to abbey side, you see that in front of you there is this woman with very short, dark hair. You can see that she has scratches across her entire body, her arms, her legs, her chest, her stomach. She isn't wearing a whole lot, lots mostly just racks, and you notice that her eyes are a bright blue.

(34:50 - 35:10)

She opens her mouth and you can see that there are just strings of drool coming from it. Yellow, reddish, cool? No. She looks very familiar in such a nice, almost pristine state that she could almost be human.

(35:16 - 35:30)

So I'm gonna hit it with an axe. It's either an energizer or it's a... It's fucked off now it's had a big gunshot from that side. So you can go and hit it with your axe if you want.

(35:31 - 35:34)

I'm gonna try. Okay, go for it. I, I wish you luck, my love.

(35:34 - 35:46)

Thank you. It's just a normal success. Roll damage.

(35:53 - 36:02)

Minimal damage, five. Okay. You swing your axe as it kind of lunges forward now that something else has suddenly appeared in its view.

(36:02 - 36:10)

There's lots of gunshots going off. Yeah, it lunges forward and you manage to sink its axe into... Its arm. Fantastic.

(36:10 - 36:48)

Cleanly in, cleanly out. Bucky is gonna try and shoot at the buff one that you have winged because that will be on you next turn if you guys don't shoot it again, if you don't kill it. As it comes running at you, he kind of lifts himself up a little bit, bounces on his elbows, pulls the trigger and you see its chest being blown out at the close range that it is and it just kind of falls forward bashing itself against the rock that you guys are up upon.

(36:59 - 37:18)

The rotten guys have made it to the tractor. They are scratching at it but you do notice with the second gunshot going off a bit of a distance away they kind of turn as one and begin to look in your direction. Anyone use a fatigue, a melee action this turn? I need you to lose some fatigue.

(37:19 - 37:23)

Yes, moving the things is a fatigue action. Yeah, yeah, yeah. Sorry about that.

(37:23 - 37:35)

All right, let's go to the top of the round. Deesa. Deesa is going to engage your help and services to grab something else.

(37:35 - 37:53)

To carefully just grab something that, ooh, that's a little bit small and like she kind of points to another one that's next to it and if you in tandem lift them both you don't think you're going to knock it out. So she is going to attempt a selective hand and a stealth. Deesa, you bitch.

(37:56 - 38:01)

She's not really concerned right now. You guys are dealing with it. I will be bringing it to her and making her a problem.

(38:02 - 38:13)

Then she'll deal with it. Yeah, she manages to reach up and like grab this small object and just like, yep, I can pull that down and now we can get to the next one. So that is her go.

(38:15 - 38:35)

Energizer bunny splitting its attacks. First it will claw and then it will bite. So it actually ends up not having its go until the back end of the round because it's splitting its attacks into a 40 and 20.

(38:35 - 38:55)

All right, Nonné, what are you up to, buddy? I've been alerted to the zombie there. Oh, yes, yes,

yes. Well, in that case, seeing Deesa still at it, I'm just going to give her a kind of a what the fuck face before like with crowbar back in hand.

(38:55 - 39:02)

Go at the Energizer bunny. Okay, go for it. Come on.

(39:02 - 39:08)

Okay, it's a success. Okay, go for it. Oh, all right.

(39:08 - 39:13)

That's eight damage. Holy shit. Yeah, you go with the crowbar.

(39:14 - 39:19)

You managed to like smash one of its arms. You definitely hear the cracking of a rib. You're like, yeah, that was pretty good.

(39:22 - 39:37)

I've done my part. Zombie chow. Abigail rushes forward next to you and she's going to attempt to lodge her crowbar in its kind of like chest area.

(39:37 - 39:42)

It's trying to go for the clavicle area. Maybe we can just rip this thing out. So she's going to give it a go.

(39:46 - 40:11)

You see her swing and it kind of doesn't exactly bounce off of the flesh, but like the angle was just all wrong and you just see it kind of like scrape the front of the zombie standing towards you. The regular zombie outside begins running towards the rock where the two snipers are shooting. Colin, it's your go.

(40:12 - 40:29)

You have three kind of glowy eyed ones that are making their way towards you. Another zombie that is kind of a shambling and quite slow trying to make its way towards the pair of you. What do you want to do? I don't think I've seen the glowing eyed ones before.

(40:29 - 40:35)

So I think I'm intimidated by them. Seems fair. I'm going to shoot one of them.

(40:36 - 40:46)

Let's say one that has slightly yellower eyes than the other so we can differentiate them. Okay. That is a hard success.

(40:47 - 40:53)

Fantastic, roll. This will be some head damage. Jesus.

(40:55 - 41:02)

21 damage. Jesus, what? You absolutely blow this one away. Roll a luck for me.

(41:07 - 41:10)

No. Okay. It's just one that you blow away.

(41:10 - 41:20)

It is like head, neck, shoulders, fucking gone. And this thing just like crumples to the floor. Does it distract the other ones? No.

(41:22 - 41:27)

They aren't like, oh no, horror, it's me. My friend's head is blew up. I must look at it.

(41:27 - 41:34)

No, they're just like. I was just thinking, bang noise. My friend's head noise.

(41:35 - 41:38)

Like, just a distraction. Nah, not a chance. Good shot, Colin.

(41:40 - 41:50)

Oh, boy. Yeah, I'm gonna keep chopping at it. There's already two people engaging with it.

(41:50 - 41:58)

Yes. Is there any chance for me to flank around the creature, feeling that I might get an easier shot? I'm gonna say no. Like, I don't think you guys are gonna be able to get around it.

(41:58 - 42:06)

Like, it's kind of come to like, say, like one of those kind of doorway areas. So like, it's just really tight quarters. Oh, absolutely fair.

(42:10 - 42:17)

It's an eight on the dice. Which is an extreme success. Go for it.

(42:17 - 42:25)

It doesn't mean much if I roll minimum damage again. But this is headshot. It's not minimum damage.

(42:25 - 42:35)

How'd you do? 12. How'd you end it? I imagine that it is opening its mouth. Like, claws extended.

(42:36 - 42:47)

And it's like, been reaching out and moving towards us. Like, in a slow menacing manner as it's like, picking its prey. And it just, for a second, is like, looking left.

(42:47 - 42:53)

And then it looks right to me. And it's just the back end of the fire axe. Picks straight in its eye.

(42:53 - 42:57)

Just smashing half its face off. Yep, that's excellent. That is excellent.

(42:57 - 43:08)

Yes, that is pretty much what happens. Nice, good job. Raggy aims the shots at one of the remaining rotten ones.

(43:08 - 43:28)

Because you do not really want them near you guys. So he's gonna take a shot at one. You watch as these three zombies are coming.

(43:28 - 43:34)

You blow one of their heads off. And you see the other one fall down right next to it. The singular rotten one running your direction.

(43:39 - 43:41)

Lucky. Sorry. The rotten ones.

(43:41 - 43:48)

The singular rotten one. Unperturbed by death. Runs forward like it has already died.

(43:48 - 43:57)

And is at the base of the rock where you guys are. Which means if you're shooting from above, it's going to be a difficult check because of the angle. So there you go.

(43:57 - 44:01)

It is now at the base. It's going to try and climb to get to you. But it's not going to be able to do that this time.

(44:01 - 44:09)

If you have used a melee point, you are fatigued and you will lose one. Top of the round. Decent.

(44:11 - 44:17)

Seeing that you have very handily dealt with this awful looking zombie. Feeling she made the right move. She's going to reach up.

(44:18 - 44:28)

She's going to grab another piece of furniture. And she's going to pull it down. Very easily she grabs something that looks like it should be slightly too big for her.

(44:28 - 44:36)

Like this kind of table. She lifts it straight up and pulls it back and drops it on the ground. Well, that is not proper lifting for her.

(44:37 - 44:51)

Don't think she cares. Yeah, I'm just gonna go over and join her and... Yeah, just help out and ting down some more of the stuff in the way. Yep, absolutely.

(44:51 - 44:57)

You're able to do that. Roll for me a sleight of hand if you're intending to do it quietly. Or I'm just going to say you can do it if you're not.

(45:01 - 45:09)

I'll try quietly. Oh, okay. Five on the die.

(45:09 - 45:14)

So extreme success. Jesus Christ. You get something finicky.

(45:14 - 45:20)

It looks like it should be holding up all the rest of it. And you just wiggle it in such a way. Out of the pile.

(45:20 - 45:25)

On the ground. Silence anything. You guys can definitely now see the stairs.

(45:25 - 45:40)

And you can see like, yeah, the top few steps are clear. And if you get one or two more pieces out, maybe someone's gonna be able to scramble over it. Okay, Abby is going to go to the bottom of the staircase.

(45:41 - 45:47)

And she's going to assist by grabbing something else. She's also going to be a little bit quiet about it if she can. This is not her strong suit.

(45:48 - 46:01)

Grabs a piece of furniture, puts it on the ground. Quiet as you like. The zombie outside continues shambling towards those on the rock.

(46:02 - 46:08)

Because everybody in the house seems to be super fucking quiet. It keeps moving. It's not quite at the bottom of your rock yet, Colin.

(46:08 - 46:21)

But it's going to be there very, very soon. What would you like to do? There is a glowing-eyed zombie at the bottom of your rock. If you shoot with your rifle from here, it will be at a difficult shot.

(46:21 - 46:31)

Because of the particular angle that you guys are going to be at. Or you can attempt to shoot the zombie that is still shambling in your direction. Come on, Colin.

(46:31 - 46:41)

Keep up the streak of us not knowing what they do. That's true. I'd have to roll pretty damn good

though.

(46:43 - 46:51)

I think Colin is pretty damn good. I don't know. Damn it, we took the shotgun.

(46:57 - 47:03)

You're right. It is faster to switch to secondary. Don't quote Black Ops at me.

(47:03 - 47:15)

I was there when they were written. I'm going to just make sure that my knife is easy for me to grab for when it tries to climb at us. If it has any success at that.

(47:16 - 47:37)

And I'm going to shoot at the one that's shambling towards us. Okay, yeah, go for it. That's a hard success.

(47:39 - 47:44)

Okay, that's gonna be headshot damage. It's that dude. It's that dude.

(47:45 - 47:53)

23 damage. There's not much left of this. You get it in like that perfect spot where it's just like a popping noise.

(47:54 - 48:00)

There you go. Perfect fucking execution here. It's not even that like blood or anything.

(48:00 - 48:14)

It's just like cut out of frame. Olle. I am going to move around the house quietly, stealthily, hiddenly.

(48:14 - 48:19)

Looking for any other zombies. I'm gonna want you to roll a stealth. All right.

(48:19 - 48:29)

Because everything up to this point really has been quiet inside the house. Can I augment it with a height? I'm gonna say no. All right, I am about to focus.

(48:31 - 48:38)

Uh, am I allowed to use luck? You're in combat. And I focus. How badly? By six points.

(48:38 - 48:50)

Oh, okay. You continue inside the ground floor of the house a little bit. Just making your way around, being as quiet as you can.

(48:50 - 48:56)

But this is quite tense. It's just a bit much. And yeah, like your foot falls on like broken glass, for example.

(48:56 - 49:14)

Picture frames just kind of gives you a little bit away. Um, as you continue around the bottom part of this house, you look up, you look down, you look around. Can you roll a spot for me? Uh, normal success.

(49:15 - 49:22)

Great. You are fairly certain there's nothing else on the ground floor. And I return to my fence.

(49:22 - 49:25)

Yep. One quick loop around. Like, I don't see anything.

(49:25 - 49:30)

Nothing high, nothing low. There's not a lot of zombies standing in the corner with his back to me. Nothing like that.

(49:30 - 49:35)

You're totally fine. You're pretty sure there's nothing else down here. Okay.

(49:36 - 49:55)

Raggy. Seeing that you have shot the other one he was going to go for, he is going to pull out his hunting knife. And he is going to jump off the side of the rock and lunge forward with his knife.

(49:57 - 50:00)

Okay, Raggy. You've been very cool so far. Don't fuck it up.

(50:04 - 50:25)

Raggy goes to stab it in the side of the head, but it turns. And as it does so, you can see there's like a portion of the side of its jaw and its face and its eye socket missing, that the knife, if that had been there, he would have hit it. Just pulls his arm back, steps back, and kind of gets himself in a position of being able to like, all right, let's go.

(50:25 - 50:31)

You and me, buddy. Not in a great place. Rotten guy's going to have a stab at him.

(50:35 - 50:45)

You see the creature lunge forwards and Raggy just steps around it. And completely missed. Anyway, it's done.

(50:46 - 50:50)

Melee. It's this particular one. I didn't do melee.

(50:50 - 50:54)

I took an easily stroll through a house. Because you failed yourself. Yeah, I'll take it.

(50:56 - 51:00)

I think that's fair. All right. Disa.

(51:01 - 51:14)

You guys can see the stairs, but it's not really clear enough yet. She's going to grab a fairly big piece of furniture and she's going to try and like lift it and get it out of the way. If you get this out, then you guys will be pretty set to get up the stairs.

(51:18 - 51:35)

She is struggling with it. She isn't able to get it out. Like, let's say it's like one of those like fairly like big sofas that's just been like knocked out from whatever is up the fuck upstairs and just like rolled down and this is where it is and she just can't get it out and out of the way.

(51:36 - 51:41)

So she's lifting it. It's not the quietest thing you've ever heard. But she tries.

(51:41 - 51:55)

Nonne. The amount of debris on the staircase. If I were to boost somebody, do I believe that they could get up this now? I'm gonna say yeah.

(51:56 - 52:06)

Yeah, like you've managed to move a lot from the top. If you'd moved the sofa, all of you about to just like almost run up the stairs. But yeah, you could definitely like, you know, foot boost them over the top of the sofa.

(52:06 - 52:20)

Yeah, I could say you could try it. In that case, I'm just gonna like tap the shoulders of Abby and Deesa and just like make the motion of like logging fingers together and like ready to boost anybody up. Okay.

(52:21 - 52:27)

Deesa's just trying to move something, but Abby's up next. So okay for her to take the boost? Sure. Fantastic.

(52:31 - 52:38)

Her size is smaller than yours, I think. So let's go with you can do this. We've been kind of boosting based on who is boosting who.

(52:39 - 52:49)

Is this obvious? And also it's just kind of like back against the sofa, legs wedged, hands ready to go, giving her a boost over. Yeah, she takes the boost. You kind of like flip her over the sofa.

(52:50 - 53:09)

You see Abby being boosted over. She kind of like scrambles a little bit because it's not the most comfortable thing ever in the world. And you see her like very slowly begin to make her way up the stairs, looking up first, seeing the end of the staircase, then turning her back to like slowly like make her way up the stairs so she can see what is around her.

(53:09 - 53:31)

I'm gonna say that's a Corolla spot, actually. Colin, it's your go. All that you can really see right now is the rotten one that is kind of going hand to hand with Raggy beneath you.

(53:32 - 53:39)

I'm gonna jump behind it. Oh. And take a swipe at it with my knife.

(53:40 - 53:55)

Go for it. Is it distracted? Not really. I mean, you just jumped off the rock behind it unless you

landed like a fucking cat.

(53:57 - 54:09)

Gonna, I'm saying no. Okay, fine, raw stealth. The stealth is a normal success.

(54:09 - 54:14)

Okay, you land like a fucking cat. You can get an easy on the swipe. I can't remember what the tens got.

(54:14 - 54:21)

You had 82. Okay. Thank you, Athor, for that reminder.

(54:22 - 54:35)

Just roll the tens again. You land like a cat. You lift up kind of like this would be heroic, sun on you, except there isn't.

(54:35 - 54:42)

You swipe at the back of its neck and it's just like lunged forward, unfortunately. Just at the most inappropriate time. Ole.

(54:44 - 54:52)

I had a thought. What's your thought? The unfortunate sun zombie. The energizer.

(54:52 - 55:10)

Yes. He, she was, was she covered in blood? She was covered in a lot of like scratches, yeah. Corpse.

(55:13 - 55:23)

Maybe he didn't make it back upstairs. Roll a spot. Two.

(55:24 - 55:28)

Normal success. You don't find his corpse. All right.

(55:28 - 55:35)

With that, I like, I clear that little thing of my conscience. Just like. And I join them in the stairway.

(55:35 - 55:46)

I just randomly had that thought of like, why was it downstairs? Why did it not just easily clamper over the bullseed in the stairway? It's an energizer. It should be. Oh, fuck.

(55:47 - 55:49)

It ate him downstairs. It already ate him. Okay.

(55:50 - 55:56)

That would be your go then. Yep. Raki is going to attempt another swipe at the rotten one in front of it.

(56:00 - 56:28)

You see him almost like punch forward with his hunting knife and connects with its face. You see him connect forward and in that kind of missing section of face, you see his blade just straight up into where the brain would be. And he pulls back his knife and you see it fall to the ground.

(56:32 - 56:36)

That's. That's a relief. And we still don't know what they do.

(56:36 - 56:47)

I would have grappled it, but that's gone bad for me recently. Anyone's used a melee this round? You need to drop a fatigue point. Or two.

(56:47 - 56:56)

I lifted someone? Yeah, I'd say so. Yeah. Like she's small, but she's not like nothing.

(56:59 - 57:14)

Disa grabs the other end of the sofa and because there wasn't a whole lot of stuff, she's just going to try and drag the rest of it down. And she does, making a way for everybody else to start making their way up if they wanted to. None there.

(57:15 - 57:26)

Yeah, the way up is cleared, right? Yes, you can start going up the staircase. All right, I go up the staircase. You reach where Abby is.

(57:26 - 57:37)

She's kind of like crawling up backwards. She's already looked forward and decided there's nothing here, really. As you're making your way up, can I get you to make a spot and or a listen?

I'll do a spot.

(57:40 - 58:02)

That's a success. You see as you are climbing the stairs that these windows at the end of the staircase overlook the backyard area. And you notice that their window has been fully opened.

(58:03 - 58:25)

You see that there are bloody handprints on the windowsill, on the window frame. You can see that all across, like the kind of looking out, you see there's like this little roof area in line with the first floor. And you can see that that is covered in blood, broken tiles.

(58:28 - 58:40)

And as you look around, you spot what she did not. You spot that on the ceiling there is a pale zombie the same color as the ceiling. Attached up there.

(58:41 - 59:04)

What Abby did see, however, because she was going up a strange way, you see ahead of you that there are two zombies that seem to be clawing at this door. Just regular looking old zombies, their fingers and their flesh down to the bone. And you can see that this door is just covered in scratch marks, as if they are trying to claw through the door itself.

(59:05 - 59:22)

And they have made a really good fucking go of it. Abigail is essentially just waiting for you. She kind of saw the two at the end.

(59:22 - 59:30)

You definitely tell she's not looked up. Just seeing the two at the end and is just staying still. She said she tried to be reckless and this is the result of it.

(59:31 - 59:40)

Thank you. Oh, God. Like, if at all possible, I would like to like point directly at it.

(59:40 - 59:47)

But I don't know if that's now or later. I can say you could do that now. You get up there, you look and see, oh, this is how they came in.

(59:48 - 1:00:01)

Oh, shit. You can definitely grab her and point up and she'll look up and you just see like, oh shit, I missed that. Yeah, she flips the crowbar and just tries to figure out what she needs to do next.

(1:00:02 - 1:00:12)

Because she and you don't really, none of you really have the reach to hit the ceiling. Axe boy does because we determined that's how you hurt yourself last time. So I think we can stick with that.

(1:00:12 - 1:00:23)

But I'm going to say that you two crowbar wielding maniacs just absolutely fucking not. So yeah, Abigail is actually just going to look down. Do you look like you're about to come up or are you still? Okay.

(1:00:24 - 1:00:47)

Yeah, then she'll just look down at you and then just hold her crowbar ready in case anything moves in your direction. Colin, my dude, what would you like to do? How many turns is it going to take to run to the house? It is going to take four turns. Oh my god.

(1:00:48 - 1:01:01)

I will however offer you an offer. I would say that you would use double your fatigue if you were just like sprinting. If you just full on just go straight for it.

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

But I think with your double fatigue, that is definitely going to cost you. So you'll be spending what, four fatigue to make it? Yep, four fatigue each round. Which means you'd need to spend eight fatigue to get to the house in two rounds.

(1:01:17 - 1:01:28)

Oh my god. Didn't the Rotten get from the house to them? It went to the? Tractor? Tractor and then to them. In what, two or three turns? Three, three and a bit.

(1:01:29 - 1:01:42)

Shouldn't he be faster because he's going in direct line while they would look? Nope. All right. I'm gonna look through my scope at the house.

(1:01:42 - 1:01:57)

See if I can see anything that's going on before I make a decision. A very important question. For

those of you who are in the house, did you leave the door open? I mean, it is cracked as a shit, but you can have chosen to close it.

(1:01:58 - 1:02:17)

I don't remember saying that I'd close it. I intended to barricade it, but the energy at it threw me off. Okay, then what you see is, without having to roll anything in particular, what you see is a hallway at the bottom of a staircase.

(1:02:17 - 1:02:34)

You can see that there is a lot of furniture spread out across. You can see the back of Deesa as she's moving a very large object and you see Ole about to climb the stairs. I will need you to make a hard spot for everything else.

(1:02:38 - 1:02:47)

That is a hard spot. 16 on 69. What you see... Stop it.

(1:02:49 - 1:02:55)

I'm trying to keep everything physically in the right space, girls. There's a very complicated 3D map in here. Leave me alone.

(1:02:57 - 1:03:40)

What you see looking through your scope at ground level... Maybe it's just that right shift in light you can see inside now. You can see that on the top floor, you can see two humanoids kind of standing in the window trying to lift their arms and you see them just pawing at a door, you would assume. You can also see that Abigail and Nonne are at the end of that corridor where you're looking in through the top window and you can see that they are standing there and just not moving very much to the window where you see, you think, two zombies clawing at the door.

(1:03:41 - 1:03:58)

You think you definitely see another humanoid moving in it. You can see it behind the curtains. You can just see that kind of silhouette of darkness just moving around in this little room but you can't see them specifically enough to know who or what this is.

(1:03:59 - 1:04:26)

What do you want to do? Do I have a clear shot on the ones that I am certain are zombies because they're doing the typical thing? Yeah, they're doing the zombies at the door thing. Yeah. You think that you can definitely get a shot on them but you know that if you miss, there is a high chance you'll hit the other two people at the end of the corridor.

(1:04:33 - 1:04:39)

Okay, I'm just going to run then. Okay. So that's four fatigue.

(1:04:39 - 1:04:46)

Yep. I'm going to say that Raggy is basically going to be doing the same. So just put him here.

(1:04:47 - 1:04:55)

Ole. I go up the stairs. They point at the fucker on the ceiling.

(1:04:56 - 1:05:01)

Thank you. Now I have a question. You may.

(1:05:02 - 1:05:23)

I don't think I've ever seen them chilling on the roof. I don't think you ever have, no. Is it looking at me? Is it doing anything or is it just like hanging face buried in the ceiling? What is it doing? As you guys are actually looking up and I'm pretty sure that Abigail and Noelle at this point, you're just like, I'm not, I can't not look at it.

(1:05:23 - 1:05:27)

It's like a spider that's moving across the floor and you're scared of spiders. You ain't moving. You're not looking at anything else.

(1:05:28 - 1:05:50)

It's head almost like 180 has turned in your direction and it's like looking at the top of the staircase. Where we have passed. Where you guys are basically have just, well, at least you have like arrived into and you can just see that, yeah, your companions are very, very still and you can see that at, yeah, the glint off of its light as its eyes.

(1:05:50 - 1:05:57)

You can just be like, oh, it's, it's seen us. It's definitely seen you guys. All right.

(1:05:58 - 1:06:02)

Dumb question. Yeah. Shooting it.

(1:06:03 - 1:06:10)

You can try. Do I get a free shot at it best? Because it's completely still. I'm gonna say no.

(1:06:10 - 1:06:22)

It still has some preservation to it. So yeah, if you are like making an active like threat against it when it's not expecting, it will do the thing where it just tries to move. So I'm not going to say it's a free shot.

(1:06:22 - 1:06:29)

All right. And I just try to get my feet steady. Try to figure out roughly how the blade has to arc.

(1:06:30 - 1:06:34)

Then I'm trying to smack it out of the ceiling. Okay. Then I'm going to need to take an attack.

(1:06:37 - 1:06:42)

That is a normal success. Roll some damage. That is upsetting.

(1:06:43 - 1:06:47)

I know, buddy. Six damage. It's so upsetting.

(1:06:47 - 1:06:58)

Okay. You swing your axe upwards and you manage to catch it in its leg and it falls down from the ceiling. It's not bad.

(1:06:58 - 1:07:00)

It's very moving. I did not expect it to die from that. Yes.

(1:07:00 - 1:07:09)

Does it take 1d6 damage from being forced off the ceiling? No. I'm gonna say this is not quite three, the three meters required. Fair.

(1:07:09 - 1:07:14)

Very fair. Okay. Rakki picks up his stuff real quick.

(1:07:15 - 1:07:30)

Kind of jumps up, grabs his shit off of the rocker that he was on, and he goes running after you, Colin. So he's also going to just actually finally start dropping some fatigue. Anyone who uses fatigue points, be my guest.

(1:07:30 - 1:07:38)

Remove some fatigue. Disa is going to come initially running up the stairs. Correction.

(1:07:38 - 1:07:47)

She's going to start moving up the stairs after you, Olle. Sees that you've stopped, realize that there's something going on. See you step up and swing to hit the thing.

(1:07:47 - 1:07:58)

And you hear that as something comes down. She comes up, she pulls out her sword, and she's going to stab at the thing on the floor. The knight thing then.

(1:07:59 - 1:08:05)

The coup de grace. Yeah. It's going to make this easy because it's laying on the floor.

(1:08:07 - 1:08:14)

She gets uneasy. She has the same statistic as your shovel. She'll suck the shovel, baby.

(1:08:17 - 1:08:36)

Fuck. You see her swing the sword down at the creature on the ground, and it just, as it has landed, it does the thing where it's like, oh, I don't want to get hit by that. And it rolls to one side, and she hits the ground behind it.

(1:08:36 - 1:08:41)

You see the other two turn and look in your direction. Quite uneasy. Yeah.

(1:08:42 - 1:08:47)

She rolled exactly the same both times. It happens, happens. It does.

(1:08:47 - 1:08:52)

You can't blame her. I mean, you've all done this, right? All right. No, I'm blaming her.

(1:08:52 - 1:08:54)

Oh, I need to put the actual zombies back in. Oops, I forgot. Yeah.

(1:08:57 - 1:09:02)

Let's just move you shitlords over here. There we go. Okay, much, much, much better.

(1:09:03 - 1:09:10)

Okay, that was Disa's go. Olle. Yeah, well, I'm gonna finish out this hunter.

(1:09:11 - 1:09:15)

Go for it. Show you how it's done. This should be easy because it's laying on the ground.

(1:09:16 - 1:09:23)

Yeah, well, this is already going great. All right, this worked absolutely perfectly. So, hard success.

(1:09:24 - 1:09:26)

Okay, yeah, head damage. Go for it. Yes.

(1:09:27 - 1:09:39)

That's seven damage. Holy shit. How do you destroy the hunter? So, in much the same movement that she had of forcing down, I'm just gonna do the same, but hit.

(1:09:39 - 1:09:49)

So, I just kill it. Yep, you just hit it. You do a successful version of what she flailed at doing.

(1:09:50 - 1:10:16)

Yeah, okay. Abigail is going to not exactly push past you, but she's gonna dart past you, and she is going to go crowbar first into one of the zombies that was pounding at the door that has now definitely turned in your direction. So, she's going to attempt to shove a crowbar in its face, which she does not.

(1:10:16 - 1:10:37)

You see the crowbar, she goes to punch forward, and it doesn't. Zombie. The one that she attempted to stab, she is going to attempt... That's a zombie with its long dark hair and very long fingers, pretty bony at this point, is going to attempt to claw at her.

(1:10:40 - 1:11:30)

You see it go to claw at her, but she just moves her arm in such a way that it completely misses, and the second one will push its companion out of the way and attempt to go and bite Abby in the shoulder. You watch as Abby kind of very narrowly dodges out of the way the first one that claws at her, and then you see the zombie bite down hard on her shoulder and pull away a chunk of flesh as she falls to the floor. Blood spurting everywhere, for a moment you see her eyes open, kind of like, you mother... and then closes her eyes.

(1:11:33 - 1:11:42)

She is bleeding quite profusely. That would be an extreme success. Yes.

(1:11:42 - 1:11:47)

Colin. Buddy. Just running.

(1:11:48 - 1:11:59)

You have hit the entrance to this place. You are breathing quite hard. That kind of area that you got clawed at earlier, the day before, or even the day before that, bloody hell, that hurts.

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

It's really making it difficult to breathe. But yeah, you make it to the bottom and you'll be able to basically essentially act normally inside here. That's four per... That was four, yes, because of your double fatigue.

(1:12:13 - 1:12:21)

Ole. I... The zombie that just bit her and took her down, I'm gonna bury my axe in the back of its head. Go for it.

(1:12:21 - 1:12:26)

Yeah, yeah, yeah. As it's kind of like bitten, it's going down with her, lifts its head up. It can lift its head up into your axe.

(1:12:26 - 1:12:30)

Like, let's go for it. This will be cool if you can do it. That's an extreme success.

(1:12:33 - 1:12:43)

It's a nine damage. Sure, it just lifts its head directly into your axe as you were swinging it down. Like, this thing is like cleaved in half.

(1:12:43 - 1:12:55)

You still see its jaws just like clamping for just a few moments and you pull your axe out and it falls down pretty much like straight on top of her. Okay, good job, Ole. Raggy, right behind you, Colin.

(1:12:56 - 1:13:12)

Anyone who used a running action, a swinging action, any of them physical things? Disparate

action request. You can definitely try it. That means this will be difficult and it will mean that you can't take actions or move next time.

(1:13:12 - 1:13:26)

You okay with that? Okay, go for it. Bringing the axe up, like after just chopping the head off the other one or smashing its head, I'm bringing the axe up and just trying to like spike the other one. Yes, yeah, yeah, yeah, go for it, go for it.

(1:13:26 - 1:13:33)

Desperately trying to stop it so that Abby can be taken care of. Yeah, yeah, gotcha, gotcha. All right, so I got a two.

(1:13:34 - 1:13:41)

And then the difficulty part makes it a two as well. Fucker. Damn.

(1:13:41 - 1:13:45)

You actually shitting me. Yeah, I did. Actually shitting me.

(1:13:45 - 1:13:49)

Holy shit. Come on, minimum damage. Six.

(1:13:50 - 1:13:57)

Fuck you. Almost minimum, but still six. You, desperate action, like fuck no.

(1:13:58 - 1:14:14)

As you swing your axe down, you pull it out in an arc and smash it directly into the head of the other one. Just completely recklessly, wild swing. You get the spike directly through the temple into its brain and you see it just fly into the wall and fall to the ground.

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

Everything is coated in blood here. As far as you know, you're out of combat. I imagine I stumble forward, like this action was a genuine just throwing the axe my whole fucking body away as I go rolling.

(1:14:26 - 1:14:33)

So you need to spend two more fatigue points for that. Fantastic. Out of combat? Out of combat.

(1:14:33 - 1:15:02)

As far as you know, but I'm keeping you indexed. Disa is gonna get up. She kind of looks down at Abby, grabs the corpse that's laying on top of her, pulls it off, but she runs towards that other door and she is yelling, Gimme! Gimme! Immediately go to tend to Abby and make sure that she is alive and not about to die.

(1:15:05 - 1:15:11)

That is a success. Okay. 1d3.

(1:15:11 - 1:15:27)

That's a hell of a timer. Jesus fucking Christ. Every time he rolls medicine, I'm just like... And I see a zero pop up and I'm like... What are you doing? What are you doing? Abby is bleeding profusely.

(1:15:27 - 1:15:47)

Like when it grabbed her arm, it tore something and it is absolutely pouring out. The blood that kind of spurts onto the ceiling and all around was just impressive when that corpse pulled off of her. You see there was a huge part of blood underneath her and you just ram whatever you can just for the moment to hold the bleeding.

(1:15:48 - 1:15:59)

You kind of kick at your bag, you get something out and you just cram it into that hole and apply as much pressure as you can, belt out the whole thing. She's alive. She went to zero.

(1:16:00 - 1:16:07)

Oh my God. Oh my God. God damn it, Abby.

(1:16:07 - 1:16:15)

Abby doesn't die yet. God fucking, I'm trying so hard to kill this bitch. Colin, you are at the bottom of the staircase.

(1:16:16 - 1:16:39)

You notice as you are looking up there are a lot of people moving very, very quickly. You see as you arrive a spur of blood hit the ceiling and you see blood beginning to drip down the side where the railing is and it just makes that kind of dripping noise. He runs upstairs and there's suddenly a rifle pointed at most of all of you.

(1:16:41 - 1:17:04)

From a guy who's like breathing the heaviest ever. Yeah, there's a very asthmatic sound and when there's nothing happening upstairs there's a hand that just goes up to where he was bitten as his rifle kind of lowers. You were up there with everyone else.

(1:17:05 - 1:17:09)

You see the scene as described. Ole. I don't get a big turn.

(1:17:10 - 1:17:15)

That's true. You do nothing. But I saw this like basically step over me.

(1:17:17 - 1:17:28)

Yes, like you kind of stumbled a bit. So she kind of picked up the corpse, pushed past you to a degree and is at the other end just, yeah. I wheeze out, Disa, don't open that door.

(1:17:32 - 1:17:49)

Take a hard look. 26. Do I care about Disa enough to spend? All my luck.

(1:17:49 - 1:17:57)

13 luck. I would have to get 7. And I have 26. That would leave you 13.

(1:17:58 - 1:18:05)

No, by the way, wait. 19 luck points. I have 27.

(1:18:05 - 1:18:22)

Do I care about Disa that much? She didn't successfully do anything except for defy everyone. Ignore me and almost feed me to the fucking energizer. Pretty bad survival instincts.

(1:18:23 - 1:18:27)

She's got terrible instinct. She should learn a lesson. That lesson is listen to.

(1:18:30 - 1:18:37)

I love this demon on your shoulder. This is just so good for me. 19 luck points.

(1:18:37 - 1:18:44)

God damn, man. God fucking damn. Such a good hero.

(1:18:44 - 1:18:57)

Our hero. You're thinking about it again, aren't you? You've made your decision. Live with your decision.

(1:18:57 - 1:19:07)

Going down from 27 to... 8? It's not smart. Yes, it is. Look at me.

(1:19:08 - 1:19:15)

Got from literally 4 to 34. 36. I'm taking a chance.

(1:19:15 - 1:19:28)

Okay. Lucky comes running up the staircase, breathing hard, but not quite as much. He sees the situation, makes the very quick... Disa has come to a sudden stop.

(1:19:29 - 1:19:44)

There's like hand on the door handle and he looks around. He sees the fucking chaos going on and he runs over to help you apply pressure to Abby's wound. You know, he kind of gets down very quickly just in Icelandic.

(1:19:44 - 1:19:57)

He's just like, do we need to move her? Do we need to get her out of here? Yes, yes, obviously. We cannot stay here with her. He puts his arms underneath her head and around her chest area and he just lifts that part of her up.

(1:19:57 - 1:20:00)

Okay. That's lucky. Trying to help.

(1:20:00 - 1:20:17)

Trying to be a good boy. If you used melee, if you were running, if you did any of these things, you lose fatigue points, but not that you can. Disa, let's go to the door.

(1:20:19 - 1:20:39)

Having listened to... Oh, Liz, please man, don't do this. You hear a massive thud against the door that she was at and you see it kind of flex a little bit with the weight. Everything in Disa's power.

(1:20:41 - 1:20:57)

Not to open the door because she was yelled at not to. I grab Abby's legs and with braggy, I start hauling Abby out of here. Yep.

(1:20:58 - 1:21:06)

I'm going to say that you guys are making your way down the stairs. It's awkward to do, to try and lift someone very unconscious. Very difficult, but you are able to do it.

(1:21:06 - 1:21:18)

Okay, Colin. Hearing things are still not calmed down. Hearing the bang on the door.

(1:21:19 - 1:21:27)

I'm going to go and line up a shot just straight through the door. Okay. This is definitely a difficult.

(1:21:29 - 1:21:37)

You can't see it. It's pretty buff. It's still going to be a difficult shot, man.

(1:21:38 - 1:21:47)

Essentially, you're shooting through full cover. The door did flex. Let me quickly check if I have full cover written on my sheet.

(1:21:48 - 1:22:01)

Who bangs on a door from an angle? We all know the door is a square. You go up to the middle of it and you do like a... Absolutely, yes. I've been too kind to you guys, apparently.

(1:22:01 - 1:22:06)

Just under the following. Cover makes an attacker difficult roll. Destroy cover.

(1:22:07 - 1:22:14)

Basically, all cover has HP. You technically have to destroy that first before you can hit them. Directly underneath this, something I have kind of forgotten.

(1:22:14 - 1:22:26)

Repeated dodges are a cumulative minus 30. So we're going to pretend this rule doesn't exist. Holy shit.

(1:22:28 - 1:22:34)

Maybe I'll remember that. No, it doesn't exist. No, so technically, yeah, you'll be rolling difficult.

(1:22:36 - 1:22:48)

What about... You saw him from outside. I did. So my other argument was going to be the door needs to be damaged to see through it, and he just beat it.

(1:22:49 - 1:23:00)

So there's no way to see him through? No. Okay, then what about a shotgun? Yeah, yeah. Would that be difficult? Yep.

(1:23:01 - 1:23:17)

So the same fucking... Yeah, because it is technically full cover. But it's a cone. How does the cone work? If he's within that cone and the cover hasn't been... If the cover hasn't been destroyed, he doesn't take the damage beyond the cone because the cone stops the damage in the cone.

(1:23:18 - 1:23:25)

Sorry, yeah, the door stops the thing in the cone. It's always going to be a difficult roll. I mean, it's a double barrel.

(1:23:25 - 1:23:39)

So surely a first shot destroys cover, second blows him up. I will take that because I believe that you can pull both triggers on the double barrel as written in the rules. It would just be a little uncomfortable.

(1:23:47 - 1:24:06)

Um, everyone get ready. And I'm gonna grab the shotgun from the ground, I guess. Yeah, Abby would have just... Technically, it would have been strapped, right? Because she was holding the crowbar.

(1:24:10 - 1:24:15)

We can say that we had to... Cut it off. Yeah, you had to cut it off. You had to cut it off.

(1:24:15 - 1:24:19)

Yeah, yeah, yeah, yeah, yeah, yeah. It's... You mean... Clip it off. No.

(1:24:20 - 1:24:25)

He's a desperate man, he is. You're the one who gets to carry it. And then he looks like a nail when you have a hammer.

(1:24:27 - 1:24:31)

Yeah, okay, yeah, you find the shotgun. Um, yeah, okay. Um, decent moves.

(1:24:33 - 1:24:52)

All right, can we say I get time to get up and prepare myself? Or am I just gonna have to lie on the floor and the mask gonna shoot over my head? No, yeah, you definitely up off the ground, sorting yourself out. You are pretty okay, I'm gonna say. I'm pretty much gonna point blank the door, more or less.

(1:24:52 - 1:25:00)

Okay, yep. I'm gonna take a knee and kind of get that upward angle, but not too high. Yeah, yeah.

(1:25:00 - 1:25:05)

About where I think the chest is. Yep. Okay, then we will do both shots.

(1:25:07 - 1:25:14)

I'm gonna say the first one still just has to be difficult. The second shot will make it a regular shot. If you have to take the second shot.

(1:25:19 - 1:25:23)

It's a success. Okay. Point blank the door is 4d6.

(1:25:34 - 1:25:46)

And he had three rolls, right? 19. Yeah, the first shot absolutely blown this fucking door out. Like, they don't have a lot of HP, so... And the second.

(1:25:46 - 1:25:53)

Second shot made regular. Regular success. Okay.

(1:25:54 - 1:26:02)

It's going to be... Yeah, he'd be within 10, I'd say. Like, you set yourself up in a good position. The door has been blown away.

(1:26:02 - 1:26:12)

He would have been pushed back very far. So, yeah, let's just say he's within 10. And what is that

damage? 4d6? Yes.

(1:26:26 - 1:26:45)

11 damage. The first shot absolutely obliterates the door. Like, kind of almost off the hinges.

(1:26:46 - 1:26:56)

Giant fucking hole in it. Like, you're pretty point blank and this is no longer a fucking obstacle. The second shot, you see it absolutely pelt his chest with ammo.

(1:26:56 - 1:27:12)

You see it just being absolutely shredded to pieces through the torso, through the arms, through the neck, through parts of his pieces of the face. And he roars. I have a choice.

(1:27:12 - 1:27:29)

He was going to make it through. That is us destroying the door or it destroying the door. And if he was just like, I don't know, he's like make... His turn is going to be he's going to run through the door and start scratching and biting people.

(1:27:30 - 1:27:32)

Yeah. I'm going to hit him when he comes through the door. Okay.

(1:27:33 - 1:27:50)

Set yourself up to do a good swing. Disa, a few steps back, having seen the chaos, seeing what he is. Back against one wall, sliding to the floor.

(1:27:52 - 1:27:58)

If you used a melee. I'm going to say, Nonne, you're just still going. But you guys are getting her down the stairs.

(1:27:58 - 1:28:05)

Yeah, that's fine. There's nothing here to worry about for you right now. It comes through the door.

(1:28:05 - 1:28:14)

Ole, you basically prepared an action. So I'm going to say that you can take that swing. I'm going to say it's going to be easy because you know exactly where it's coming through.

(1:28:15 - 1:28:26)

You prepared for this. You have an axe and it basically has to make its way through a half-broken door. So you have a little bit of like, and it's heads out, it's legs.

(1:28:27 - 1:28:29)

Bam. You can go. So you can make that as an easy.

(1:28:30 - 1:28:33)

Thirty-nine, four. Yep. Thirty-nine.

(1:28:33 - 1:28:42)

Thirty-nine counts as a hard success. Great head damage. Seven head damage.

(1:28:45 - 1:28:58)

Head caved clean in half. Hello. Thank you for listening to episode 32 of Varus Dead Eastland.

(1:28:59 - 1:29:12)

That could have gone better. Let's just be very honest. I, it's one of those weird moments where you have an NPC that you have very little real connection to.

(1:29:13 - 1:29:26)

But also your character doesn't have a lot of connection to. And then there's a meta element like the luck points to try to stop her from opening that door. And it leaves you in a very strange spot where you're just like, you're looking at your like meta resources.

(1:29:26 - 1:29:30)

And you don't want to waste them. But at the same time, you're like, that's a human being. You don't want them to die.

(1:29:30 - 1:29:38)

Like that's a terrible thing to do. But it's not a real human being. It's an NPC in a tabletop game we're playing.

(1:29:38 - 1:29:49)

Like if this was Ludo, I wouldn't care about that character. But alas, it is what it is. If you're enjoying the show, go check out our website.

(1:29:49 - 1:30:03)

We have poorly made transcripts for every episode. We have a bunch of translation and pronunciation guides for almost every word that is spoken in the show in Icelandic. We have little like windows for every single episode.

(1:30:03 - 1:30:11)

So you can watch the episodes on the website. Like it's fucking 1992 internet. Yeah.

(1:30:12 - 1:30:21)

If you're looking for more audio entertainment, then check out Spirits and Monsters of Old Seattle. It's an actual play. Not kind of.

(1:30:22 - 1:30:32)

It's set in the 1943. They're like punk rock vampires fighting Nazis in Paris. And it's kind of like Inglorious Bastards meets The Lost Boys feel.

(1:30:32 - 1:30:44)

And if that sounds like entertainment to you, then check out this ad and then go check out the show. And then come back tomorrow and listen to the next episode of Svarotet Island. Have a fantastic weekend.

(1:30:45 - 1:30:56)

Goodbye. The year is 1888. And we find ourselves in the far flung corner of the United States called the Pacific Northwest.

(1:30:57 - 1:31:11)

In the two small towns of Seattle and Ballard. Under rainy gray skies and among the giant old growth pine forests, there are secrets hiding. Invisible to most people, except for those with a second sight.

(1:31:12 - 1:31:27)

Join us for a new actual play podcast called Spirits and Monsters of Old Seattle. My name is Brian Kershaw and I'll be your host and game master for this trip into a supernatural Seattle. Where my friends and I will be playing a role playing game called Vossen.

(1:31:27 - 1:31:43)

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