

Episode C2E002 FINAL MIX

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SUMMARY KEYWORDS

kobolds, creature, barn, chakram, wesley, roll, head, dead, swings, damage, pulls, contract, check, arrow, fighting, people, hit, kill, pushes, wyvern

SPEAKERS

Deeran, Skarpin, Anthony, Adventure Incorporated, Ellori, Belroth



Anthony 00:01

Greetings, adventurers and welcome to the Adventure Incorporated Podcast. I am your Dungeon Master Anthony read. This is campaign two, Episode Two. And it is part of the new beginnings story arc. I want to give a huge shout out as always, to our patrons patreon.com slash adventure Inc, the special people who have found enough value in this show to support it financially monetarily@patreon.com slash adventuring, they get a whole bunch of bonuses for doing so we have a bonus episode every month, we have live streams that they get to be a part of that, you know, nobody else gets to be a part of like the beholder tier, there's just all kinds of great stuff, go and check it out, see if there's anything there that, you know, maybe it makes you want to join up. And then you'll get your own personalized RSS feed that has the episodes on it, as well as all the bonus material. But let's say you want to support the show you like what we're doing. But you don't have the funds. Well, there are other ways that you can help us. One of those ways is to just tell other people about the show, tell your friends, tell your family, tell your enemies tell everyone about the show that they need to come and check it out, especially now is key. There's only a couple of episodes in this campaign so far. And it's the perfect time to get people on board and checking it out. And then if they love this, there's hours and hours of backlog they could go through. But for now, all they have to do is jump in right here campaign to episode one and move forward through here and beyond. It's going to be way way easier. I also want to draw everyone's attention to the wiki we have set up at adventuring pod comm slash collective, you can just get a link right there to adventuring pod comm the wiki is a great source of information for these new episodes. And as they're

rolling out, it's great time to go and throw in little bits of info you hear during the episodes. log it away for later because you never know what's going to be important. So go and check that out. Also, it's it'll I think it's gonna be a great resource this season. All right. We've got stuff to get to and I'm excited so let's get started. Nobles and farmers knights and scoundrels gather round gather round to hear a tale of excitement and mystery. Brave adventurers facing grave dangers. Belroth, the Ranger.

- B** Belroth 02:35
She's a Grimalkin. That's, but that's understood no pets allowed, even though she's not a pet. I will wait outside everyone if anyone needs anything. I am outside.
- E** Ellori 02:35
We would want you to leave this warehouse.
- D** Deeran 02:35
Yeah, man. He's like super wrong. We love Broken Tooth, uh Shattered Fang, man.
- A** Anthony 02:45
Skarpin, the Cleric
- B** Belroth 02:47
Should I just try and snipe them from over here?
- S** Skarpin 02:50
Yeah, okay. I did say they were as good as dead I would hate for my you know, to break my word on our first contract is Adventure Incorporated.
- A** Anthony 02:58
Ellori, the Bard. He points behind you, Church!
- E** Ellori 03:07

Oh, sorry. We want you to leave this church.

- A** Anthony 03:11
Deeran, the wizard. He say you no, worship Shattered Fang. Prepare yourselves for these are the tales of Adventure Incorporated. So, you are standing outside the the now Temple of the Shattered Fang. Former grain barn. At your feet three kobolds, sliced clean by the blade singing Westley, and the doors have just been pushed open to, Deeran. Deeran and inside you see a mass of kobolds. They are tucked in to like all kinds of places in here. They've basically gutted this barn and smashed everything up in here. But there's just many, many kobolds in here
- D** Deeran 04:13
Deeran slowly closes the door and then drops the iron like the iron bar on the outside down to seal it. Puts us back to the door and looks back at the group and, is like oh man, I don't know if we can do this contract you guys.
- A** Anthony 04:39
Then we can leave. We can just ignore contract and go do much more important thing. Come
- S** Skarpin 04:44
We, ignore a contract? We can't do that. We, this is very. It's our first contract ever. We got to impress them.
- B** Belroth 04:49
We do.
- D** Deeran 04:50
This is a test. This is another one of those secret tests you were talking about.
- S** Skarpin 04:58
To see if we get distracted.



Deeran 05:01

Hey, Wesley, do you have like a dynamite?



Anthony 05:11

No, I do not have dynamite. No.



Deeran 05:14

I figured like since you showed up you know you'd have like the stuff we need to do the quest you know like otherwise why would you be here?



Anthony 05:22

You are supposed to bring things you need for quest to do quest that is your job. Not my job. I am here to take you away from quest I do not want you to do



Skarpin 05:32

Deeran, Deeran, Deeran. I I have this like fire starting kit. Is that useful?



Deeran 05:37

We. So you think just burn it down slow? That's dark.



Skarpin 05:46

What? We just have to take care of the kobolds. Is that not right. Is that wrong?



Belroth 05:50

We could. Do we have a way to put out the fire because then we can just run in and yell fire. Does anyone know how to say "fire" in draconic and then get them to run out, bar it up. We'll just make a convincing "the barn is burning down situation" then put it out. I don't know how we'll put it out.



Skarpin 06:10

He gets out his fire starting equipment.

D Deeran 06:13
I think they're gonna know it's on fire when it starts to burn man.

S Skarpin 06:20
I can't tell, are we doing this or are we doing something?

B Belroth 06:23
Well, hold on open up the contract. Does it say anywhere in the contract that we can't burn down, or the property has to maintain, just handle the kobold situation. Does it just say handle the kobold situation?

A Anthony 06:35
As you look at the letter of the contract, it doesn't say anything explicitly about destroying the barn. But you get a sense from the spirit of the contract. That the whole point of kicking the kobolds out is to reuse the barn afterward. And that it might violate that tenant of the contract to simply destroy the barn.

B Belroth 06:59
Now, I'm reading this, there is technically nowhere here that it says that we can't burn down the barn, though I do feel it is implied in the spirit of the wording

S Skarpin 07:07
OK

B Belroth 07:07
As though it does imply you know, reuse and fair use and all that things. But I mean, I don't think we would not get paid. I just don't think we'd be hired by these people again.

S Skarpin 07:17
Ooo.



Deeran 07:18

And now we're representing like, not just us.



Anthony 07:23

Probably best you do not do job at all. And we go away now.



Skarpin 07:28

Oh, yeah. I don't want to not get another job. We could come back and do it later!



Belroth 07:36

We could come back and get it later. I open a contract again, is there a timeline on there stipulated?



Anthony 07:46

So in general, you get the sense of when a broker issues a job. There is a decent timeline associated with completing the job.



Belroth 07:57

Again, there's no real stipulation of when this needs to be complete. So I do feel like we could come back and do this later.



Deeran 08:05

Deeran pulls a page out of his notebook and writes using the blood of the kobolds that is on the ground. He writes on the paper "leave or this is you" and like daggers, uses his one dagger in the in the wood of the door, and then like lifts the iron bar off of it. I think this will do it.



Ellori 08:33

Hey, Wesley, could you translate that into draconic?



Anthony 08:38

You I'm sorry. You want to leave note for kobold that they must leave or they will be like these three kobold.

D Deeran 08:47
Yeah, man.

B Belroth 08:49
A threat and then I'm come back check to see if they left. If they haven't we killed them all.

A Anthony 08:54
I have never met kobold who knows how to read.

E Ellori 08:57
Okay, here's the thing.

D Deeran 09:00
Deeran pulls the note off and crumples it up.

S Skarpin 09:02
No, no. Deeran it was a good idea. It really was a good idea. It was really it was a good idea.

A Anthony 09:08
Maybe this is barn full of kobold who can read but I find that unlikely.

D Deeran 09:14
What's the thing Ellori?

E Ellori 09:16

So I think I could take, and she takes a second and counts on her fingers. I think I could take this many. And it's like five fingers. I bet that Wesley could take like 100 of them. Uh, Deeran, Belroth, Skarpin?

B Belroth 09:34
I feel like five seems like a reasonable number.

E Ellori 09:39
Well, that was for me. I wanted to know.

B Belroth 09:43
Oh, I thought that was for the group.

E Ellori 09:45
No, I wanted, yes. I wanted to know how many you could take of.

D Deeran 09:48
I think I could take like two.

E Ellori 09:52
Oh.

S Skarpin 09:53
I'm good for four.

B Belroth 09:58
Deeran.

D Deeran 10:00
I think it depends man, like I'd love to say I'll take em all! You know, but like we got to be

realistic here. I don't know. Are they coming like one at a time?

A Anthony 10:12
A large slam against the door

D Deeran 10:14
Oh no. Yeah as it like pushes him forward Deeran looks at the group. What are we gonna do, guys?

E Ellori 10:23
I guess we're gonna kill them all.

B Belroth 10:24
We're going to kill them or burn the barn whatever happens first.

D Deeran 10:28
And Deeran

A Anthony 10:28
Another slam.

D Deeran 10:30
Yeah after the second slam, Deeran throws the iron bar up and like opens the doors.

A Anthony 10:38
Standing on the other side of the door along with a mass of kobolds. There's a large muscular humanoid with a reptilian head similar to those of the kobolds. He is only reptilian, like from the shoulders up. And he carries a long sword. And the Wesley says, Oh, this is not good. You are and he likes, puts himself in front of the group. He says, You are not ready for this. I will take him you deal with the others. He draws he draws his blade again. He says, What are you doing here? This is not a place you are supposed to be. And

the creature hisses back at him in charges forward with its blade and he gets his sword up in the two begin to like duel back and forth and he gets like pulled away and now there's just a mass of kobolds behind the creature now beginning to pour out of the barn, the mouth of the barn

B Belroth 11:45
Hey, it's combat time!

A Anthony 11:52
We are doing initiative a little bit differently this time. So everyone's gonna roll initiative. And then we're just going to take the highest initiative. And that's going to be the the group that goes first. We're gonna sort of freestyle a little bit.

D Deeran 12:08
Yeah, it's almost easier to see it or hear it than it is to explain it.

A Anthony 12:13
Here's, here's my explanation

B Belroth 12:14
Team initiatives.

D Deeran 12:17
You'll know. You'll feel it.

E Ellori 12:19
19

A Anthony 12:20
It'll seem right. Look at that. What a high one right off the bat.

B Belroth 12:24
13

A Anthony 12:24
14

B Belroth 12:26
13

A Anthony 12:27
Oh, okay. Sorry.

S Skarpin 12:28
12

D Deeran 12:28
Also 14 though.

A Anthony 12:32
Okay, so your group

B Belroth 12:34
Do you roll, do you roll initiative for every single kobold because group initiatives.

A Anthony 12:40
Actually I have like my own arithmetic I'm doing on my side, man. So it's fine.

E Ellori 12:45
Arithmetic?

- A** Anthony 12:46
Yes. Ellori rolled very high and so you guys are going?
- D** Deeran 12:53
Great. Great.
- A** Anthony 12:58
Uh, yeah, I will explain it if you want but it's not important.
- S** Skarpin 13:02
No, literally couldn't care less.
- B** Belroth 13:07
I actually could care more but won't.
- D** Deeran 13:11
I probably care the most and am uninterested in hearing.
- E** Ellori 13:16
Ellori is gonna look around and say, I think our averages are gonna have to go up.
- S** Skarpin 13:24
Yeah, but we have this we have this. We can do this. Skarpin steps forward and just swings at hopefully a few of them with his quarterstaff
- A** Anthony 13:40
Okay, so I think we're gonna be in trouble Skarpin. I think we need to address this right now. Because people are going to be mad. Are quarterstaffs a one handed weapon.
- B** Belroth 13:50

You can use them one handed technically.

A Anthony 13:52
can you?

S Skarpin 13:53
I think you can use it versatile for like a higher hit.

A Anthony 13:59
Okay, disregard then I'll allow it. I just don't want to get yelled at when you're using a shield and a quarterstaff.

S Skarpin 14:08
If it was a full staff then that'd be weird.

B Belroth 14:12
It's a d6 bludgeoning, one d8 versatile.

A Anthony 14:15
Okay. All right. I don't know how quarterstaff works, but I guess that's fine.

B Belroth 14:20
I mean, it's just a long club just, like a weird

A Anthony 14:24
A long skinny club.

B Belroth 14:27
Go full Rafiki on them. Just go!

- A** Anthony 14:29
Alright great. Do it.
- S** Skarpin 14:31
Great. Did it and, six to hit.
- B** Belroth 14:39
It's an unwieldy weapon you should have picked a different weapon. I don't know what you expected.
- S** Skarpin 14:44
I need two hands on this thing.
- A** Anthony 14:49
Okay, you miss
- S** Skarpin 14:51
He over swings and he's still recovering, so he's not going to do anything else. Just exposed.
- E** Ellori 15:02
Uh, so Ellori is going to kind of like look around a little bit and then she is going to point her fingers towards Deeran and say, Believe in all the strength inside you let my song support and guide you. And that is Bardic Inspiration on him.
- A** Anthony 15:25
Cool okay.
- B** Belroth 15:31
Belroth is gonna shoot narrow

A Anthony 15:33
Do it.

B Belroth 15:34
Bing bang boom. Pulls out his long bow and just shoots an arrow right at the kobold. He takes Belroth takes several steps back to try and get some distance so that he's not getting flanked by kobolds all of a sudden, and pew pew. You know, our practice runs had better rolls. Nine. Just a nine.

A Anthony 16:00
A nine nine is not gonna do it. I hit the barn door. Yeah, drilled that barn door. You're never going to get that arrow out.

D Deeran 16:11
Again, Deeran starts to like swirl his arms together and from inside the church, this loud awful dreadful sound clangs out as as he holds, he holds his spell focus, swirls his hand around his head and motions to call Toll of the Dead down on the the kobold that Skarpin had tried to hit.

A Anthony 16:49
And now that's a class feature right that you got Toll of the Dead

D Deeran 16:56
It's a cantrip

A Anthony 16:57
It's a cleric, cantrip though isn't it?

D Deeran 16:59
And wizard.

A Anthony 17:01
Oh, cool. All right. I'm gonna that's fine.

D Deeran 17:03
I believe.

A Anthony 17:07
Okay.

D Deeran 17:07
Right. You made me nervous.

A Anthony 17:10
I made me nervous.

D Deeran 17:11
It says true. Under

B Belroth 17:14
It's just necromancy. He's just doing some light necromancy.

A Anthony 17:16
Okay alright, I already acquiesced. I believe you all.

D Deeran 17:21
Gosh, littlest things

A Anthony 17:25
So you said it is a, what kind of saving throw?

- D** Deeran 17:28
It is a wisdom save. And the DC is twelve.
- A** Anthony 17:33
They are very wise. They fail.
- D** Deeran 17:35
Great. Then it takes 1 d8 necrotic damage unless it's been injured. But Skarpin missed right.
- S** Skarpin 17:44
Skarpin missed.
- A** Anthony 17:46
Everybody missed
- D** Deeran 17:47
Eight damage, let's go!
- A** Anthony 17:50
The bell tolls and the first of the kobolds in the front, you watch its eyes roll back into its head and it just slumps backwards dead.
- D** Deeran 17:59
Hey, man, that's one for me.
- S** Skarpin 18:04
That's great! You did great!
- D** Deeran 18:06

And Deeran's gonna hop back. Trying to try to catch up with Beroth.

- A** Anthony 18:14
Kobolds begin scrambling over one another trying to get out of the double doors thrown open by by Deeran and so as they scramble out. There are six of them make their way out. Three of them jump up towards Skarpin to try and poke him with their sticks.
- B** Belroth 18:36
Are they quarterstaff though?
- A** Anthony 18:38
No, they're small spears, tiny little spear
- E** Ellori 18:40
Tinystaffs.
- B** Belroth 18:46
Haypennystaffs.
- A** Anthony 18:47
Skarpin you got a 19?
- S** Skarpin 18:49
19 AC.
- A** Anthony 18:55
And none of them hit.
- B** Belroth 18:56
That's a big number for first level.



Deeran 18:58

Deeran is very glad he jumped back.



Anthony 19:02

Someone who did not get back was Ellori and so the other three swarm over Ellori. Ellori has a much lower AC at 13. So she does get hit by one of them for six damage. That one stabs you goood.



Deeran 19:29

Anthony, we're first level just as a reminder.



Anthony 19:32

Buckle up, baby. This campaigns off the rails.



Deeran 19:36

Oh boy.



Anthony 19:38

Get those character sheets ready. We're going to tear them up.



Deeran 19:44

It's crazy, Deeran's brother Beeran has the exact same backstory. They did everything together. They were identical twins.



Skarpin 19:57

Tortal clerics become much more common and in New Meritta. Hey I'm looking for an adventuring crew.



Anthony 20:07

Okay, it's you guys again.

- S** Skarpin 20:09
Oh my goodness, Skarpin recovered from his abysmal swing and sees them attacking Ellori and kind of as he's swinging, he's gonna take another swing that'll be his action, but he's trying to make his way in front of the crew. Nice, 18 to hit.
- A** Anthony 20:27
The hits.
- S** Skarpin 20:28
Cool.
- A** Anthony 20:30
We're playing, your level one character Skarpin and you do know that right? You have your 19 ac and you're 18 to hit, you remember that?
- S** Skarpin 20:38
Add 13 right? Is that the new edition? Well, I'm rolling like season one. I got three damage.
- A** Anthony 20:51
Okay. So that kills it's enough. The creature dies. So you just crack it with the quarterstaff and like, watch it over the pile of people coming at you.
- S** Skarpin 21:06
Skarpin feels real strong.
- A** Anthony 21:08
But you do get yourself between the group coming and Ellori, who is now cut off from the kobolds
- S** Skarpin 21:15
Nice.

- B** Belroth 21:17
Belroth nocks another arrow and he sees Freya sauntering towards the combat like I'm unfazed by anything that's happening, but kind of like puffy because she was rolling in flowers she shouldn't be. So Belroth is like split his focus between those two things and then nocks another arrow and shoots it at a kobold. Oo, dirty 20 baby
- A** Anthony 21:47
That hits
- B** Belroth 21:51
Im not going to use the favorite foe because I probably will, well we'll see if I kill this kobold. Let's find out. eight damage. That kills it. Hey, I'm glad I didn't add that extra damage baby.
- A** Anthony 22:06
You plant the arrow right between its eyes.
- D** Deeran 22:10
Deeran locks eyes with the next kobold closest to him and swings his arm the other way. The bell continues to sound.
- A** Anthony 22:23
Yeah, that's cool. That's another failure.
- D** Deeran 22:28
Yeah, let's go.
- A** Anthony 22:31
They have a plus two Wisdom.
- D** Deeran 22:33

It only did four damage that time.

A Anthony 22:36
Well, a second one falls over dead. Level one, hooray!

E Ellori 22:44
Ellori puts her hands on her like her her fingers on her temples. And she sings Fights aren't easy word wounds can kill, but if I can help it, none of them will. And she channels that energy into herself and heals for three

A Anthony 23:09
Okay. Are you standing, right you're currently standing back to back with Skarpin. Are you going to continue to do so or move away?

E Ellori 23:18
I'm gonna hide behind Skarpin for minute.

A Anthony 23:24
Okay, perfect. Just backpacking him like sitting behind him, while he's

E Ellori 23:30
Just giving myself a little, little shieldy.

S Skarpin 23:35
Double shield.

A Anthony 23:36
Okay, the kobolds still trying to fight their way out, make attacks against Skarpin all against Skarpin. They're just coming out and poking right into his shell. Oh, okay. So one of them would have just like there was a spear coming right for you, right into your face. And then another of the kobolds like stumbled and knocked that guy over so the arrows

or the the the spear still poked you, but it wasn't as critical as it could have been. It was a 20 and a one.

S Skarpin 24:23
Yeah, that's cool.

A Anthony 24:26
Yeah, he deals you three damage with the spear. Ah.

S Skarpin 24:34
Ughhhh. He's dead. He's dead.

D Deeran 24:39
That's all it takes.

S Skarpin 24:41
That's not far fetched, but it's not true.

B Belroth 24:46
I wasn't keeping track of how much damage you had taken, so I believed it.

A Anthony 24:52
The humanoid figure with the reptilian head gets launched into this group of kobolds, crushing three of them as it rolls through, and in a single fluid motion, you watch Wesley sweep through slicing three more and jumping back on to the creature. The creature like, grabs Wesley with his own momentum and tosses him into the barn and pops up and chases in afterward. He is caught up pretty badly already. But the two are still scrapping.

D Deeran 25:29
Right, when you say he do you mean Wesley or the creature?

- A** Anthony 25:33
You don't know about Wesley the creature who is bare chested is sliced up. His chest is a bear in his head is a lizard?!
- D** Deeran 25:41
And his feet are people?! He's Voltron!
- A** Anthony 25:49
So he is he's pretty cut up. He also has cuts all over his body.
- S** Skarpin 25:58
Over to us.
- A** Anthony 25:59
Joke about how ripped he is.
- D** Deeran 26:01
Got it. Got it. Got. Thank you. It was a great joke Anthony, we really loved it.
- A** Anthony 26:06
Oh, well, I'll try again. He's pretty cut up AND he's got cuts on him.
- B** Belroth 26:16
I don't get it.
- D** Deeran 26:19
Deeran seeing him run away. Deeran, like points a finger at him. And like, fires off a bolt that hits him and then shoots off two more really quickly in succession. The the arcane power

- A** Anthony 26:39
You're gonna hit him and two other kobolds?
- D** Deeran 26:40
Yeah, yeah, the arcane power like explodes out of out of his spell focus flying out. Not from his hands, but from his chest. And let's see, he takes two damage, force damage. One kobold takes two force damage and the third one takes five force damage.
- A** Anthony 27:08
Okay. So both kobolds that get darts by this magic energy keel over. You're just like picking them off out of the front row. The ball of energy hits this creature in the back. And you watch it stop and turn to look at you. And as it looks you in the eyes, you can feel the magic power drain from you that it is pulling away suppressing your power in that moment. And as it's focusing that power on you. Wesley pops up with a sudden surge of arcane energy and slashes deep into his back and he spins back around and that that suppression lifts from you.
- D** Deeran 28:03
Cool, whew. Very nervous.
- E** Ellori 28:08
You have no more magic, sorry.
- D** Deeran 28:12
Nope.
- A** Anthony 28:15
And I know you're level one, and you already don't have a lot of magic, but now you have none.
- S** Skarpin 28:22
He did say buckle up.

- B** Belroth 28:27
Would we be the first podcast where all the characters are killed on episode one? Episode two?
- A** Anthony 28:36
Okay, who else is going?
- S** Skarpin 28:37
Oh, my goodness.
- A** Anthony 28:38
So that was Deeran's turn.
- S** Skarpin 28:41
Yeah.
- E** Ellori 28:45
Um, Ellori is going to take her tambourine out of a satchel on her back, she's going to twist off the outer rim of it, and she is going to throw it at a kobold.
- A** Anthony 29:02
Sure. So from your tambourine, you withdraw the chakram that you have like tucked into it.
- E** Ellori 29:10
Yep. Dirty 20.
- A** Anthony 29:14
All right. Yep, roll damage.



Ellori 29:20
Four



Anthony 29:22

you, sling this chakram out into the group and it dissects the creature across like from elbow or sorry, from armpit to hip slices in half, and it falls apart. The chakram thunks into the dirt.



Ellori 29:42

She's gonna go, she's gonna use her action to go get it.



Anthony 29:48

If you go and get it, because you threw it into the mass of kobolds, so you will be in combat with the kobolds.



Ellori 29:53

Oh, she's gonna hang behind Skarpin. She's going to peak her head out and



Skarpin 30:02

We'll get it later. Seeing the intense gaze that this creature gave Deeran is curious now so he goes and like points his quarterstaff at one of the kobold and as if he was going to swing at the kobold but like like he just meant to point at them. And says, you there, is that the Broken Fang to the kobold?



Anthony 30:31

Okay, the kobold says He no Shattered Fang



Skarpin 30:36

Oh Shattered, apologies. This memory here, it's this thing that happens with my people. We tend to forget things

- A Anthony 30:42
It attacks. It misses.
- S Skarpin 30:49
Oh, hey. And he swings back. He gets ten to hit.
- A Anthony 31:00
Okay, a 10 does not hit 10 does not.
- S Skarpin 31:04
He was thrown off. He thought they were having a polite conversation.
- A Anthony 31:08
It was close enough but not not too close. Okay, um Belroth. Are you gonna do something?
- B Belroth 31:20
Oh, yeah, I thought kobold are so going, my apologies. I am going to nock another arrow and shoot another kobold. 24.
- A Anthony 31:33
Yeah that hits.
- B Belroth 31:35
Oh good. I'm glad. For, that is the wrong dice. 5, 7, 8 again.
- A Anthony 31:48
Yeah, thunk. Another arrow sinks into a kobold killing it dead.
- B Belroth 31:53

Sweet and I start training on. How, how are we doing on extermination right now? How is the?

A Anthony 32:01

So two things are at play here? Well, I guess three one, you guys are doing an okay job picking them off. There are still some trying to pour out. But But you are killing some. It seems like both the creature that Wesley is fighting and Wesley in their battle are when they are not hitting each other, they are both just killing kobolds left and right as part of this fight. Additionally, it does appear that as a mass of kobolds have tried to pour out of the doors and there has not been enough space. There has been a bit of a tussle to try and get out the doors and several kobolds are killing each other now trying to get out.

B Belroth 32:52

Excellent.

A Anthony 32:52

There are probably still like, if you were to just start killing them there probably be another 15 or so that you would have to deal with before you they're in mass chaos and things were a little murkier. There's like 15 who are real drilled in on what's happening and getting out the doors.

B Belroth 33:12

And the creature that Wesley is fighting have I seen something like that before. Is this, in any of my studies have I seen something similar?

A Anthony 33:20

So as a kind chimerologist, give me a nature check at advantage Yeah.

B Belroth 33:24

Yeah, oooo. In a parallel universe, I had no idea. In this universe, I might still not have any idea. That will be a 14.

A Anthony 33:43
This creature is clearly an amalgamation of things that you will find familiar which is in itself fascinating to you.

B Belroth 33:53
I know.

A Anthony 33:53
This is not something that you have seen before, an amalgamation that you're familiar with. And additionally it has a look to it that you have seen in various chimerological creatures, that there is a difference between a creature that is created as a hybrid of two other creatures and a magical creature that looks like a hybrid of two other creatures. This is a magical creature that looks like a hybrid of two other creatures, as opposed to one that was created. So there is something, there is an inherent naturalness to this being, even if it is not one you're familiar with.

B Belroth 34:33
Understood. So it's like the difference between like a platypus and terrible wizard who put a duck in a beaver together

A Anthony 34:39
Correct, you can through your expertise intuit the difference between those two things.

D Deeran 34:48
They're all together, man. It's all connected.

A Anthony 34:52
Yeah, when Deeran brought you to look at a Jackalope skeleton. You were certain this was multiple creatures put together.

B Belroth 35:00
I'm pretty sure I can see where the superglue is, but you know what?

D Deeran 35:06
You mean, like the magical weave tying it all together man

E Ellori 35:10
As opposed to that magical weed.

S Skarpin 35:12
That Deeran also has.

E Ellori 35:20
Definitely does.

B Belroth 35:22
Why do you think we went into hung out?

D Deeran 35:24
So hungry.

S Skarpin 35:28
Me too, Deeran!

A Anthony 35:33
The kobolds make their attacks against Skarpin. We got one hit.

B Belroth 35:41
Oh, no.

A Anthony 35:44
19 is a huge AC.



Deeran 35:46

I love that you're just rolling fistfulls of d20s by the way.



Anthony 35:51

Well, I want to preserve some of that element of the show. You know, we used to roll fistfuls of dice. I still do. Three damage Skarpin.



Skarpin 36:05

Skarpin looks down at him and just takes out his quarterstaff swings hits his own shield this time. And casts Toll of the Dead at that creature that him



Anthony 36:17

Okay. I don't know. They're pretty wise. What's your DC spell?



Skarpin 36:22

12



Anthony 36:23

fail



Skarpin 36:24

Noice. Three damage.



Anthony 36:31

The bell dongs out as you slap your quarterstaff against your shield. And that reverberates into this giant Bell and the creature keels over dead.



Skarpin 36:43

Uh huh.

- E** Ellori 36:45
How are you feeling Skarpin?
- S** Skarpin 36:48
Oh, well I keep on getting through somehow. Um, but I'm ready. I can keep going. But you got some for me?
- E** Ellori 36:57
Yeah, I got something for you. And she's gonna so since she's kind of like at his back at his shell, she's gonna kind of like hold on to the top of it. To like channel her energy through. And she'll sing Fights aren't easy, wounds can kill but if I can help it, none of them will. And that gives him 10. That's way better than I rolled for myself. I rolled an 8 for Skarpin and a one for myself.
- D** Deeran 37:30
Wuit being so damn selfish generous.
- E** Ellori 37:32
Right?! So you heal for 10.
- S** Skarpin 37:39
He is feeling great. He is feeling exceptional if you will.
- A** Anthony 37:46
I think Deeran and Belroth are still to go, yes.
- D** Deeran 37:50
Oh right, all of them are fighting Skarpin.
- B** Belroth 37:56
I was waiting for more kobold actions. How does the this creature look that is fighting

mister dance sword.

A Anthony 38:05
Their fight has pushed like far into the barn, so you wouldn't be able to see what's going on with them now.

B Belroth 38:16
All right, another kobold, just plinking them off. 14.

A Anthony 38:22
14 hits.

B Belroth 38:25
That will be nine damage.

A Anthony 38:28
Okay, yeah, yeah, you kill another.

D Deeran 38:34
Deeran's hands start to swirl around him again and the wind picks up around him as he shifts and pushes all of the force of the wind that he can against the kobold closest to him to try to knock the other ones away from Skarpin and like free him from this mass of kobolds all around him. So doing Gust which is a strength save.

A Anthony 39:05
Oh, man, they're very strong. They fail.

D Deeran 39:08
Okay, so it pushes one medium or smaller creature 10 feet.

- A** Anthony 39:14
So, and I think with the way that you've directed this power, though, the wave of wind pushes this group of instead of pushing one guy 10 feet, you push these six guys five feet. And you open up a space around Skarpin and, and like crush the line as it's coming from the entryway to the doors. The doors rattle in the wind as you push the Gust in, and the fighting and chaos behind. They get mad man, they get even more mad at one another.
- D** Deeran 39:48
Deeran's gross, like sweaty hair like blows into his face and he's like wiping it away after. Trying to see what he did.
- A** Anthony 39:58
From the loft of the bomb. Wesley's body comes crashing down on to the mass of kobolds. And then right after him both blades out the creature like swings down to try and stab down into him. Wesley just manages to roll back onto his feet and faces the creature as it hits the ground and they begin clashing again and push back farther into the barn again. The kobold attacks Skarpin, they charge forward out of the space and go to make attacks.
- B** Belroth 40:39
Attacks of opportunities baby.
- A** Anthony 40:40
Why would he no, no, he doesn't get attacks of opportunity.
- D** Deeran 40:42
Skarpin would have when they got blown out of his range.
- B** Belroth 40:47
No, if I thought they were crossing by him.
- A** Anthony 40:49

No, no, they're running to him. They're running to him.

B Belroth 40:52
Got it.

A Anthony 40:53
So I guess yeah, he would have gotten one an attack of opportunity against one of them.

D Deeran 40:56
Yes.

B Belroth 40:56
No, no, it's only if it's willing. If they get blown away, it doesn't count.

A Anthony 41:02
But I think what this does is it slows the tide coming through. One hit.

B Belroth 41:15
Always.

A Anthony 41:16
You roll six dice, like getting above 19 on six dice is like possible. Getting it on one feels way more daunting, so I won't do that. Four damage to use Skarpin. Another poke. I do like that. They're just like tink tink tink, Ow my knee, tink tink tink, Ow my toe, tink tink tink.

E Ellori 41:42
Dropped my contact.

A Anthony 41:48
Okay, you guys are up.

- S** Skarpin 41:49
Ugh ow. Skarpin hates it still. Cuz it's a pretty mighty blow actually. He uh, takes another swing with this quarterstaff at the nearest kobold. For five to hit.
- A** Anthony 42:07
No not gonna do it.
- S** Skarpin 42:08
It was it was like his bad knee. You know? A little bit off balance there.
- B** Belroth 42:18
His knee that's a little more corpsen than his other knee. Any sign of the the creature inside because that's what Belroth is looking for. The minute he sees it, he's gonna launch an arrow at that creature.
- A** Anthony 42:32
No, the answer's no, you can prepare an action to see if you want to do it
- B** Belroth 42:36
No, he's got some kobolds to deal with. So whoops, that's rolled out of the box, but am going to take it anyways, because it's a 17.
- A** Anthony 42:48
Wow. Feels like a violation of your arbitrary rules. But I'll allow it.
- B** Belroth 42:55
six damage.
- A** Anthony 42:56
Yeah, you kill another one. Second arrow right into it.



Belroth 42:59

Oh, perfect.



Deeran 43:02

Yeah, Deeran is going to uh. They just, they keep coming in. So he's like, Uh, all right. And he like swirls his hands around, holds up the the Spell Focus. And a Ray of Frost shoots out from it hitting the closest kobold to Skarpin that he can. And he is going to take that Bardic Inspiration from Ellori and gets a 12 to hit.



Anthony 43:50

12. Hits.



Deeran 43:55

That's how you use Bardic Inspiration, right? And it does eight damage.



Anthony 44:01

All right, you kill another one. You freeze it. The creature like stops in its tracks and the next one just pushes it over and it shatters when it hits the ground.



Skarpin 44:16

Cool.



Anthony 44:18

Ellori?



Ellori 44:18

Ugh. Yeah, she's is going to. Oh, she is going to run to get her chakram she has to.



Anthony 44:30

Okay. You scoot out from behind Skarpin, and you come face to face with two kobolds. One of them is just standing, uh, just inside the shock room. So you like grab it and tug. He

falls on his butt.

E Ellori 44:50
Oh, gosh. And then she's gonna, she's just gonna, she's not gonna throw it. She's gonna slice it right them.

A Anthony 44:59
All right, make an attack roll. I would say at advantage except that using a chakram from this way kind of is disadvantage so we'll just break even on this one.

E Ellori 45:09
Yeah, it's a 13

A Anthony 45:11
You hit

E Ellori 45:14
Four damage.

A Anthony 45:16
So you pull it out from under his feet, pops down onto his butt and then you just plant it in between his eyes like 'squish' and he's just staring forward, sitting on the ground and you pull it out. He falls over dead.

E Ellori 45:32
Oh, she hates it.

A Anthony 45:36
Okay, now the creatures attack both Ellori and Skarpin. Four of them at Skarpin. It's no hits Skarpin. To Ellori. That's no hits, Ellori. They rolled very low. Yeah, you are managed to get the chakram up to block. You know it's not a great blocking weapon, but I guess you

block a couple of tiny spheres.

D Deeran 46:10
Xena can do it!

A Anthony 46:15
Okay, you guys are up.

S Skarpin 46:17
You see that? If you don't all leave now that's exactly what will happen to you. And tries to make them leave cuz he's gonna die eventually. Oh, fuck. He got a three.

A Anthony 46:32
They don't seem very intimidated. But we'll call that a bonus action you trying to intimidate

B Belroth 46:42
Excuse me?

A Anthony 46:44
Hey, guys! Hey listen!

D Deeran 46:46
Uh, excuse me, everyone, you're too loud.

S Skarpin 46:51
He is an old man, well turtle. Get off their church, please.

D Deeran 46:58
Did I hear, clinking of glasses in there?

- A Anthony 47:03
All right. All right.
- S Skarpin 47:08
He sighs and then just haphazardly clunks his quarterstaff onto a shield casting Toll of the Dead
- A Anthony 47:19
Fail.
- S Skarpin 47:23
I guess it would be, 22
- A Anthony 47:26
That's not how that spell works.
- S Skarpin 47:27
Oh, you can't add anything?
- A Anthony 47:29
No, I roll and I failed the save so, unless you dealt 22 damage in which case you rolled the wrong dice.
- S Skarpin 47:37
I rolled the wrong dice. I can't roll d20 for damage? Four damage though.
- A Anthony 47:44
Okay, yeah, I Toll of the Dead bongs out into the barn reverberating around, and another one falls. Okay.

- B** Belroth 47:59
Slowly plinking them away. Chipping away.
- E** Ellori 48:03
Yeah, Ellori is gonna slice up another one that's right near her. She's gonna keep it in her hand. Seven.
- A** Anthony 48:17
Okay, seven is not enough.
- E** Ellori 48:18
Yeah, she's still a little grossed out. She's a little, she held back a little bit because it was so gruesome that she like, she pulled the punch.
- A** Anthony 48:30
Oh, no, you guys, Ew.
- E** Ellori 48:35
Ew, kobold.
- B** Belroth 48:40
Another arrow nocked and other kobold hopefully shot from Belroth. And maximum damage. 8, 9, 10, 11.
- A** Anthony 48:54
This arrow like you pull back and shoot like right between Skarpin's legs, like killing another kobold right in front of him. Just showing off.
- B** Belroth 49:06
Very convenient that there was a kobold there because I don't know how that would have worked otherwise.

- A** Anthony 49:11
It like ricochets off the ground and like
- B** Belroth 49:14
Yeah, oh, that's rad.
- D** Deeran 49:16
And how many are left in front of Skarpin right now?
- A** Anthony 49:20
So, there are six right in front of Skarpin and Ellori fighting the two of them, and then it kind of looks like the rest of the group is either dead or distracted. So it's like these six are the last six that are paying attention.
- D** Deeran 49:34
Great. Belroth inspires Deeran. And he puts his fingers out again and like points at three, three of the kobolds in a row here.
- A** Anthony 49:50
I love that this is sort of like like you make like finger guns but then the fire from the thing in your chest instead of from the finger guns. like that's cool. I like it.
- D** Deeran 49:58
That's how a spell focus works right? It has to come from that thing and so like
- A** Anthony 50:03
The somatic is he still has to point?
- D** Deeran 50:06
Yeah, the somatic component is the finger guns and



Anthony 50:12

Finger crossbows.



Deeran 50:13

Right? Yes of course of course. I mean we're



Belroth 50:17

Finger balistas.



Deeran 50:18

Yeah. So it does three, three, and two damage.



Anthony 50:26

Okay, yeah, these darts fire out and you take down three of the ones that are like two in front of Ellori and one in front of Skarpin and, yeah, they are dead.



Deeran 50:38

Yeah. And he blows on his imaginary finger crossbows. Like the the smoke from his arcane spell focus like puffs off in the wind. Created by his breath. It looks pretty cool.



Skarpin 50:55

Yeah.



Anthony 50:56

The last three make attacks against Skarpin. No hits. The front like the top floor facing you of the barn suddenly gives way. And the shirtless creature like falls from the second floor down onto the ground landing on the three remaining kobolds. They are now dead and following him from the top floor. In a flip comes Wesley who lands and slices clean across the head of the creature, decapitating this snake man.



Ellori 51:43

Ew.

S Skarpin 51:43
Hooray! Well done. Well done. Skarpin heads into the barn.

A Anthony 51:51
You like pat him on the shoulder as you head in.

S Skarpin 51:54
He wants to make sure the contract has been fulfilled, but also looking at stuff.

A Anthony 52:00
As you head through the door, there are still some kobolds like fighting amongst themselves that you can easily just thwap.

S Skarpin 52:08
He does.

A Anthony 52:09
Yeah. The inside has been just gutted. They've taken things off the walls. They've smashed up all the tools. They've destroyed everything in here and across along the back wall, it looks like they found some paint and they have painted a giant segmented Fang, just like they scratched into the door along the back wall. And on either side of that Fang are giant wings also painted on the wall.

S Skarpin 52:45
Skarpin quickly sketches down that image and heads back up.

B Belroth 52:51
Belroth begins examining the snake creature with, the beast with a bear chest. That's what what you said. He starts examining that creature and like checking its morphology in

great detail and starts taking notes.

A Anthony 53:08
Okay. You can give me an investigation if you'd like.

D Deeran 53:11
I'm sure. deren is going to find the hoard because every group of kobolds has a massive hoard of everything and there's bound to be some gold in it.

A Anthony 53:25
So go ahead and make an investigation check here

D Deeran 53:28
Great.

B Belroth 53:29
My investigation check was a 12.

A Anthony 53:31
Okay. There is a, this creature has so now that it's dead and you can see like you know, inside its neck

B Belroth 53:44
Interesting.

A Anthony 53:45
There is a very alien look to this creature in terms of, like you are not familiar with anything going on on the inside of this being

D Deeran 53:58

It's aliens man!

B Belroth 54:04
No, I, I shouldn't mutter to myself when Deeran's nearby.

D Deeran 54:10
I heard you say it I told you.

B Belroth 54:12
No, I thought it out loud. It's not aliens, okay it's aliens, Belr-ah, Deeran. Ah, dang it

D Deeran 54:22
We've been hanging out too much, man, we're starting to think alike!

A Anthony 54:28
This but this creature has a anatomy that is completely unfamiliar to you and bizarre in its look. Like you don't see for instance a breathing tube.

B Belroth 54:46
Oh, that's what this is where the larynx should be and this is not where, does this one have gills? And then he starts like looking for gills and stuff.

A Anthony 54:58
Wesley is right next to you. like cleaning the blood off of his sword like trying to recompose himself. And he grabs the head of a creature picks it up-

B Belroth 55:11
I was examining that, but...

A Anthony 55:13

-and just pressed the eyes out of the skull.

B Belroth 55:17
I wanted to, oh...

A Anthony 55:18
These are very dangerous and we do not want them to fall into the wrong hands. And he drops the head back down.

B Belroth 55:26
Oh, I guess I can't examine those eyes, that's fine, I'll deal with everything else and continues to look for the gills that he's pretty sure he's not going to find the gills. He immediately gave up on his idea.

A Anthony 55:39
Deeran What did you roll for your investigation

D Deeran 55:41
16

A Anthony 55:43
Okay.

D Deeran 55:43
It's pretty good, we're level one, Anthony! I had to move away from the mic before yelling.

A Anthony 55:54
You head into the into the barn and you hunt around for any of what you may be able to find and on the second floor you find a small alcove where they have been shoving the things that they have acquired. There are some metal pieces from the tools downstairs. There are some looks like some armor that they might have taken from some passer by at

some point who maybe tried to stop them. It didn't go super well for him. And you know, as you sift through this, you will end up finding about 100 gold pieces and two small gems.

D Deeran 56:39
Do the gems look magic at all?

A Anthony 56:44
Give me an arcana check.

D Deeran 56:49
19

S Skarpin 56:51
Nice.

A Anthony 56:53
They look like have a fine enough quality that they might be able to be used in some sort of artificing of some kind, but they do not look to be magic inherently of their own right.

D Deeran 57:03
Great. Then Deeran goes ahead and puts them in the same pouch that he keeps his spellstones in.

A Anthony 57:09
You also find 12 spell stones.

E Ellori 57:12
Whoo.

S Skarpin 57:14

Yaya.

- D** Deeran 57:15
Spellstone motherload. Here we go. Okay. Yeah, so he'll, he'll collect all this stuff and bring it back out to the group to be divided equally.
- B** Belroth 57:26
I just realized the way that spellstone mechanic works I have to recharge my tattoo.
- A** Anthony 57:32
Yeah, once you use the power in the tattoo, you will have to recharge it. You basically like use the energy from spell stones to re-empower it.
- B** Belroth 57:40
But what if I don't have to attune to it?
- D** Deeran 57:43
Atattune?
- A** Anthony 57:45
Atattune.
- B** Belroth 57:45
What iif I don't atattune?
- A** Anthony 57:47
If you don't atattune then you can't use its power. It's dormant.
- B** Belroth 57:52
Weird.



Deeran 57:53

You just have a stupid foot tattoo.



Anthony 57:58

You can't wear flip flops



Deeran 58:01

Not at a job interview at least.



Skarpin 58:07

Can Skarpin do a religion check to see if he knows anything about the Shattered Fang.



Anthony 58:13

You may.



Skarpin 58:14

14



Anthony 58:17

Um so the only thing that you know, looking at this interior part where they have painted this depiction on the wall the wings look like they could be a Wyvern wings.



Skarpin 58:37

Wyvern wings.



Anthony 58:39

Yes.



Skarpin 58:40

Okay.

A Anthony 58:41
You know that the Wyvern are tied to Hairix and are frequently like considered to be his angels.

S Skarpin 58:53
Hmm.

E Ellori 59:00
Skarpin and did you anything else?

S Skarpin 59:06
I was just thinking about what I just saw in there. They're sort of religious symbology is, uh Wyvern wings and as we know that they're the angels of Hairix, so I'm just trying to, I didn't know too much about them but very interesting.

A Anthony 59:21
Yes, the kobolds they worship the Wyvern as part of their, I guess you could call it religion, but it is just their life. Their life is devoted to the Wyvern people.

S Skarpin 59:35
Oh, yes. Thank you for that fun fact.

A Anthony 59:39
This creature though, this creature does not belong with them.

S Skarpin 59:44
Yes, you said that. What do you mean by that?

A Anthony 59:48
I have seen one of these creatures before. They are able to suppress magic powers. They draw it away from a person. It is very deadly.

- D** Deeran 1:00:00
Yeah, man, I felt that. As he like comes back into the room carrying all the all the gold and stones. Man, I felt that like, magic, like it drained me man. How did you, like, ugh? I didn't like that.
- A** Anthony 1:00:19
It is not preferable that I fight without my magic power as access. But if it must be done it is important to be able to defend oneself, especially against creatures such as this.
- B** Belroth 1:00:33
What exactly is this creature? It sounds like you've encountered one of these before.
- A** Anthony 1:00:38
I have seen one before they call themselves the Yuan-ti.
- B** Belroth 1:00:44
Hmm, fascinating characters and Belroth goes back to examining the body that doesn't have a head still and it like just patting it down and like going over it another time.
- A** Anthony 1:01:00
They are not from this, they are not from this plane of existence we will say.
- D** Deeran 1:01:08
What do you mean man?
- A** Anthony 1:01:11
There are other places in this world. Places of power. The elements of this world have places where they manifest beyond border or beyond the land, but it is difficult to understand and more difficult to explain. But there are places of power, made of power
- D** Deeran 1:01:42

Deeran's eyes light up and he looks at Skarpin and Belroth, and Ellori. So, you're saying that like all these other places, and OUR place, they're all connected?

E Ellori 1:02:00

Ellori? Like gives a big like nodding smile. She's been sitting kind of with her back up against the wall, thoroughly cleaning her chakram. She's got a little like, like little sanitizer sprays and

D Deeran 1:02:16

A microfiber cloth. Like lemon ginger spray to like

E Ellori 1:02:22

Yeah, exactly. There's some mint in there. She takes some mint probably out of her hair. And she just like rubs it on, so that she gets all the little kobold bits out of it. And she's like, beaming at Deeran. She's very excited for him.

A Anthony 1:02:36

In a way you could say they are connected although some are certainly more connected than others

D Deeran 1:02:45

I knew it

A Anthony 1:02:48

I don't I don't think you did, but perhaps if it is fitting with whatever worldview you have then that is fine. This is, uh, this knowledge is old knowledge old and lost to many but but important nonetheless.

D Deeran 1:03:05

Important to keep from The Fading, right?

- A** Anthony 1:03:09
Certainly, yes.
- B** Belroth 1:03:11
Now would this occurrence of an other-planar being and several now dead kobolds be connected to the the thing you wanted to tell us?
- A** Anthony 1:03:25
Absolutely not, we are wasting far too much time here talking about this when we need to be going.
- B** Belroth 1:03:30
Well, I wanted to support my friend, but okay.
- A** Anthony 1:03:33
The four of you are needed for something much more important than this.
- S** Skarpin 1:03:38
Well that's great, a second contract. We fulfilled the first so we're off to a great start!
Where to next?
- A** Anthony 1:03:45
This is um, if I'm being honest not really contract but thing that I am asking for you from you.
- S** Skarpin 1:03:55
Skarpin's troubled.
- B** Belroth 1:03:56
Why us speficially?

A Anthony 1:04:00
Well see your paperwork has not really fully been filed with Adventure Incorporated yet. You are not, well it takes time for documents to go through system. And so right now is really, you are the only ones that they can have do such a thing.

S Skarpin 1:04:24
But but we're still going to, it's going to happen- we're going to be a part of Adventure Incorporated, right?

A Anthony 1:04:28
Oh, yes, yes, of course. Of course. Of course this, this contract is not invalidated. Everything is in order for that regard. But what I am requiring? Well, you see the elders at Adventure Incorporated. They have said that we cannot send team to do thing. But thing must be done. And so while you are not your team, now it's time

D Deeran 1:04:56
It's like destiny, man. Let's do it.

A Anthony 1:05:01
Sure, you are destined to be the one person that I have signed up for team and have not filled out paperwork for yet. Not filed in the appropriate place.

D Deeran 1:05:11
Everything kind of, you know, it's crazy the way everything's connected and works out. I I feel like we should do it you guys.

S Skarpin 1:05:21
As long as the paperwork will be filed, but yes, yes, yes.

B Belroth 1:05:25
Will we still get paid for this?

A Anthony 1:05:28
Yes, yes, yes, this contract is yours. You have fulfilled it to the letter. I'm sure that you will get paid appropriately. That is between you and Hoburn.

E Ellori 1:05:41
What's the thing?

A Anthony 1:05:44
He reaches into his bag and he pulls out a stone. The stone is all black. And it has veins of green energy that are visible on the stone itself. And he hands the stone to you and he says, you are going to the Demon Isles. Hey everyone, DM Anthony here, just reminding you that if you're enjoying the show, tell your friends. Tell your family. Let people know word of mouth and you can support the show@patreon.com/AdventureInc. Or you can check out the shop at adventurincpod.com/shop. Make sure you check the show notes and the website for all our social media including our Discord where you can come and hang out with some great people. We'll see you there. And until next week, I wish you nothing but critical success. Does anyone have any questions before we begin? Does anyone have, aside from things that rhyme with support staff?

E Ellori 1:07:06
No I fixed it. 'Believe in all the strength inside you. Let my song support and guide you.'

A Anthony 1:07:16
Perfect. You and You are perfect rhymes.

E Ellori 1:07:19
Fuck. You. Get. Fucked.

S Skarpin 1:07:28
You and you.

B Belroth 1:07:28

It's 'Guide oo'



Ellori 1:07:32

No it's not.



Belroth 1:07:33

Don't let me, okay. I was trying to support and guide oo and you didn't let it happen. So I don't know how to help you know.



Deeran 1:07:45

It's because she hates what's inside oo.



Adventure Incorporated 1:07:54

Serious Business. We're super serious!