

C2E005_mixdown

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creature, island, head, hit, roll, spines, tree, turtle, man, attack, ground, check, underbrush, teeth, eyes, jungle, flowers, puts, damage, freya

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 Reed. This is episode five and is part of the New Beginning story arc. It's chugging along. We're already over a month in. If you are new to the show, and you haven't been to our website, adventureincpod.com, here's a rundown of a couple things you will find there. First of all the world guide, if you have any questions about parts of the world that we've explored or parts of the world we haven't explored, there's all kinds of information up there that you can even run your own game in New Meritta using that information that's up there. There's the wiki, that adventureincpod.com/collective. The wiki has is always looking for people to update it. It's got all kinds of information in there about this campaign so far already. Yeah, it's a great resource if you're trying to figure out who someone is or what connection they have. There's a bunch of information up there and a great community that's already started working on some of that stuff. And of course, there's the shop, the shop has t-shirts, it has stickers, it has a poster. It's got some awesome stuff up there in the shop that you should check out. All of that is at adventureincpod.com, as well as links to our social media, links to the episodes, and ways that you can help out. Also, if you're new and you've never given the show or review on iTunes, or whatever service you use, you should head over there. Hit us up with a review. It's a way that you can help the show that's free to you, takes you just a couple of minutes, and you can only do it once. So take that opportunity. Throw us that review. It's super helpful for us to get that feedback, and we like seeing them. Head over there and throw up that review for us. Alright, that's all I got. Now, 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 02:24
She's a grimalkin. 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.
- A** Anthony 02:34
Skarpin, the Cleric.
- B** Belroth 02:36
Should I just try and snipe them from over here?
- S** Skarpin 02:39
Yeah, okay. I did say they were as good as dead. I would hate to break my word on our first contract with Adventure Incorporated.
- A** Anthony 02:47
Ellori, the Bard.
- E** Ellori 02:49
We would want you to leave this warehouse.
- A** Anthony 02:54
He points behind you. Church!
- E** Ellori 02:56
Oh, sorry. We want you to leave this church.
- A** Anthony 03:00

Deeran, the wizard. He say you no, worship Shattered Fang.

D Deeran 03:05
Yeah, man. He's like super wrong. We love Broken Tooth, uh Shattered Fang, man.

A Anthony 03:10
Prepare yourselves, for these are the tales of Adventure Incorporated. The four of you are standing along the edge of a sheer cliff that overlooks the ocean. Around you is a dense jungle. Beautiful, red flowers as large as dinner plates hanging from vines wrapped around the trees. Dense plant life bushes up. This is overgrown for sure. No one has been back here in a long time. You are basically boxed in by jungle here along the edge of this coastline. The cliffs are probably 40 feet to the water, and it is not gentle water down below.

B Belroth 03:36
Does Belroth know where he is? Can I roll to see if there's any sort of recollection of this area, or if no, can I try and navigate my way to somewhere I might know.

A Anthony 04:27
So give me a Survival check.

S Skarpin 04:30
So many of these, I love it.

B Belroth 04:33
So many rolls. I roll a 1.

A Anthony 04:40
So yeah, you look around you. It's jungle. You look out into the water. It's water. You know, as considering that the Demon Isles are a series of islands, this could be many places.

- B** Belroth 04:57
Well, it certainly feels like home. Um, I don't know if I've been here before.
- S** Skarpin 05:06
Oh? Well, while you get your bearings, I'm gonna go check out these flowers over here.
- E** Ellori 05:14
Skarpin, this one kind of looks like the one that Elgroman gave us last time we were in the shop.
- S** Skarpin 05:18
That's a good specimen you found. I'm gonna I'm gonna take that if you don't mind.
- E** Ellori 05:23
Yeah, do you think we'll meet some of his family down here too?
- S** Skarpin 05:27
Ooo, let's ask everybody.
- D** Deeran 05:41
Hey, Belroth?
- B** Belroth 05:43
Yes?
- D** Deeran 05:44
Like, how big are the Demon Isles, man? Like on a map it's just a little bit, you know, but like-
- B** Belroth 05:51

Well it is an archipelago. There are several islands. You know, it's definitely...

D Deeran 05:59
How many, man? How many islands is it?

B Belroth 06:06
Uhh, excuse me while I look a thing on adventureincpod.com

A Anthony 06:13
I don't even think you'll see it in there.

B Belroth 06:16
No, no, no. I'm doing this the proper way.

A Anthony 06:19
Okay, I'm warning you, I don't think it's on there.

B Belroth 06:23
Okay, how many are there?

D Deeran 06:25
Yeah, man, how many?

A Anthony 06:30
There are eight islands that are part of this- -they range in size, right? The smallest one being one that you could walk from one side to the other in about 4 hours. It's not inhabited, so you would be going through-

B Belroth 06:33
8 islands.



Ellori 06:49

Like Delaware!



Anthony 06:49

Sure.



Belroth 06:53

That's the name of one of them.



Skarpin 06:56

It is now!



Anthony 06:58

The largest of which you could probably walk for days and not reach the other side of the island. It's quite large in one direction, right? The other way it's, you know, skinnier. They're longer than they are skinnier.



Belroth 07:15

Could I could I try and determine what Island were on, especially knowing that some of them are smaller and some of them are larger, and we're on a cliff to like try and guesstimate if we're on one of the smaller ones or if we're on the main island?



Deeran 07:30

Wait wait wait, before he does that I have another question that I want to ask in character. Which island are you from, man?



Belroth 07:43

I'm uh, well, well I mean I grew up on the biggest island that is named...



Anthony 07:48

No, no, no, you tell me what island are you from, Rob?

D Deeran 07:50
Yeah, like, it's cool that you're from the big one, but what's it called, man?

B Belroth 07:56
I didn't know I was gonna have to name. One second.

D Deeran 08:03
Of course man, take all the time you need

A Anthony 08:07
The Fading has come for Belroth early.

B Belroth 08:13
I am from the island of Promise, which is the biggest Island. They all have their own- you're gonna let me do this, so I'm going to decide-they all have their own sort of virtue names as well, and I'm from the the island of Promise.

D Deeran 08:37
That's cool, man.

E Ellori 08:38
That is cool.

B Belroth 08:40
Thank you. I definitely didn't make that decision on the spot.

S Skarpin 08:43
Yes, that sounds like a very clever naming mechanism.

D Deeran 08:46

It would be weird if you made that decision on the spot because then once we got to that island, man, then we'd know you lied.

B Belroth 08:55
It would be weird for the island of Promise to be a lie.

D Deeran 09:00
Deeran's eyes get huge, and then they narrow. He flips open his notebook, and he writes that down.

A Anthony 09:09
I hate how both in and out of game this conversation was like pick a lane.

B Belroth 09:17
I was trying to figure out, I was like ughhh.

D Deeran 09:21
Deeran had the same lane the whole time.

B Belroth 09:24
Rob did not.

S Skarpin 09:26
Skarpin's just picking flowers.

A Anthony 09:30
Belroth give me a, another, well, okay, give me a saving or not saving throw. Take 2: give me a check based off how you are going to determine what island you're on, and tell me what that is.

- B** Belroth 09:49
He's gonna use a Nature check to see if he can identify any natural features or specifically fauna that are specific to whatever island that he may or may not know. That's a much better check. So, that would be 21.
- A** Anthony 10:13
So, you look out over the ocean, and you see another island in the distance, and on that island, you see a large rock face pointing in this direction, one that is a familiar landmark to you. That island is the island of promise. So, charting that in your mind, looking at you know what islands would be where, you suspect that you are on the island of Protection?
- B** Belroth 10:43
No, yeah, we're not where my my sister lives at all. We're on Protection. That's Promise- and he points- but I don't know if that's where we're necessarily supposed to go. He like looks at the rest of the group. If I remember, we were just told to come here and check to see if things were wrong, and not really given anything else, right?
- E** Ellori 11:06
Well, I feel like- I'm trying to think like an adventure- if you want to find out what's wrong with a place, if you know people there, it's going to be the least obtrusive to walk up to your sister and have a casual conversation about how things have been going than to walk along the street and be shouting, hey, is everything wrong here?
- A** Anthony 11:30
The ground under your feet rumbles
- E** Ellori 11:33
Oh, no. Maybe something is wrong right here.
- B** Belroth 11:38
Yes, that would be correct. Belroth pulls out his bow and arrow.



Anthony 11:45
His seismology kit.



Belroth 11:51
That's going off the Richter scale!



Deeran 11:52
It might not be that something's wrong, you know, maybe we're just now feeling the tortoises you know, or I guess "water turtles" not tortoises, man.



Skarpin 12:05
What?



Deeran 12:06
You know, there's like, people say that, like, you know, the Demon Isles are actually turtles. You know, like, I've heard it anyway. You know, like, who knows, but-



Belroth 12:06
What?



Skarpin 12:21
Oh, wow, that would be wonderful.



Ellori 12:24
So we're standing on a turtle's...back?



Belroth 12:31
I've never heard that before.



Ellori 12:32

That's a big turtle!

S Skarpin 12:34
Yeah, grand!

D Deeran 12:35
That's what they're saying, man. Like so big nobody believes it's a turtle, you know?

S Skarpin 12:42
Oh, we should we should ask about that.

E Ellori 12:44
We should ask about that. Maybe that's the thing that's wrong. Maybe the turtles are getting sick.

D Deeran 12:49
Could be, man.

S Skarpin 12:51
Sick and restless, maybe.

B Belroth 12:53
Hold on, hold on, hold on.

E Ellori 12:55
When I get sick I get the shivers.

S Skarpin 12:57
Oh, no. That island, it seems like it's getting further away as we speak. Oh, no.

- B** Belroth 13:01
I don't feel like that's true.
- E** Ellori 13:03
Maybe it's shivering under our feet.
- D** Deeran 13:05
Yeah, man maybe the turtles are sick, and maybe Wesley knows. Maybe Wesley knows like we know.
- E** Ellori 13:12
What if there's so much jungle here it can't feel the sun?
- S** Skarpin 13:15
Oh, no it would get chilly.
- D** Deeran 13:17
Oh yeah, we should chop down some of the trees so that it can be in the sun.
- B** Belroth 13:21
No, no, no, no, all right, listen! Belroth puts his ear to the ground to try and see if we can hear where the rumbles are coming from, basically locate wherethis disturbance is.
- D** Deeran 13:36
As you put your ear to the ground Deeran goes, yeah, man check his breathing.
- B** Belroth 13:41
Deeran, please.
- S** Skarpin 13:43

Skarpin also puts his head to the ground and starts talking to the ground. It's okay. It's okay-



Belroth 13:47

I rolled another 1 and get like a dirt clod right in my ear.



Anthony 13:51

Yeah, you hear neither rumbling nor breathing.



Skarpin 13:55

We're here to help. We're gonna figure these things out. We are official members, well almost official members, of Adventure Incorporated.



Ellori 14:05

Ellori is gonna unholster her umbrella ukulele, and she's gonna sing, sweet little turtles, we'll keep you warm. We'll keep you warm. Warm.



Skarpin 14:20

Listen to the music. It always works for me.



Deeran 14:26

I'm just glad we found our purpose, man.



Skarpin 14:30

It's much easier than I thought it would be. Much less dangerous too. This is wonderful. I'm gonna continue to pick flowers over there.



Belroth 14:43

That rumble seemed very isolated. There weren't any other rumbles. I mean, maybe we should investigate to see where it came from.

D Deeran 14:58
Oh, you think the turtle might be lonely?

B Belroth 15:01
I don't think-

D Deeran 15:04
Oh not lonely then? Maybe still sick then or cold.

B Belroth 15:08
Belroth is very flustered.

D Deeran 15:13
You're the one that's from here. I'll follow your lead. If you think we need to warm it up let me know. Deeran searched through his spell book and starts warming up his fingers to find the appropriate spell to warm up the turtle. Oh, this one might do it man if you want. He starts to like wave his hands in the air. You recognize he's done this in the past. He is definitely getting ready to cast Burning Hands.

B Belroth 15:48
Belroth, for the first time you've ever seen before. He casts Thaumaturgy, and he makes windows swirl around him, and his eyes turn red, and he very clearly looks at you. He says please do not Cast that spell right now.

S Skarpin 16:02
Skarpin's picking flowers furiously.

D Deeran 16:05
Belroth, I mean Deeran's hands snap down to his side. Okay, man, geez.

B Belroth 16:13

Figure out what happened.

- D** Deeran 16:15
Special powers over here or something?
- B** Belroth 16:18
And he storms off.
- S** Skarpin 16:20
Oh, he seems to be heading in a direction. Let's follow.
- D** Deeran 16:26
What got into him, man? Deeran reaches down to scratch Freya's little head as he follows. She purrs a little bit, but scampers off towards Belroth.
- A** Anthony 16:38
So where are you headed, Belroth?
- B** Belroth 16:41
Um, to investigate where that rumbling came from. He has no idea, but he's looking for clues.
- A** Anthony 16:48
You're gonna head into the jungle. Go ahead and give me a round of Survival checks from everybody.
- B** Belroth 16:56
Sure.
- S** Skarpin 17:04

11.

B Belroth 17:07
15.

D Deeran 17:11
Is there an element of luck to Survival?

A Anthony 17:16
Certainly.

D Deeran 17:17
I know it's Wisdom based, but I'm having trouble squaring Deeran's 19 with Deeran.

A Anthony 17:27
Uh, yeah.

D Deeran 17:29
He's certainly surviving on purpose.

A Anthony 17:32
Specifically, in this case, you know, where you guys are trying to move through the jungle toward civilization or whatever, right? The survival that you're doing here is in trying to spot the signs that would lead you toward people. And so I think, you know, if Belroth with his-

D Deeran 17:53
Okay, I got it then. So Deeran's following along, and he puts a hand on a tree. Man, I don't know, like, what are the signs we're looking for, Man. And like hit that hand that he puts on the tree is like right next to clear marks where to go.



Belroth 18:15

An arrow?



Deeran 18:17

A street sign.



Ellori 18:21

Ellori, got a 10.



Anthony 18:22

Okay.



Ellori 18:22

She is currently grabbing like- I imagine if it's jungley, there are like fronds. So she's grabbing those as she can, and she's starting to knit them together in like a little blanket or sweater.



Anthony 18:42

You making a frond blanket?



Ellori 18:45

Yeah, for the turtle.



Anthony 18:51

As the 4 of you continue to go deeper into the jungle, it gets dark around you. Not just from the canopy blocking out light, but it seems like it's just a dimmer and darker appearance on the trees. They're getting darker in color. I need Perception checks.



Belroth 19:22

My dice tonight are all going to jail.



Skarpin 19:25

13.



Belroth 19:27

Belroth, who's very flustered is, like tunnel vision, looking for very specific things that have nothing to do with anything. I rolled a 4. I mean, I rolled a 2, plus 2.



Deeran 19:46

Hey, man, what are you looking for?



Belroth 19:48

I don't even...clues!



Deeran 19:50

Oh, like that? And Deeran points. He got an 18.



Anthony 19:53

Deeran you say "like that?", and Ellori what did you get?



Ellori 20:01

A 13 as well.



Anthony 20:02

Deeran you say "like that?" and you point at a tree, and a large eye opens on the side of the tree and then snaps shut. In fact, you now realize that several of the trees here have these eyes that seem to open. They don't all point in the same direction. Some open sideways. Some open at an angle. They open, and then they close, and you don't see any sign on the tree that there's anything physically different about it.



Belroth 20:36

Like, what Deeran? I see a normal tree.

- D** Deeran 20:42
Um, man.
- B** Belroth 20:44
Like obviously he looked over when the eye closed.
- D** Deeran 20:48
Will you just like keep watching this tree for like, I don't know, just a little bit man. Watch.
Hey, tree.
- A** Anthony 20:56
And Belroth is focusing on this tree when a different tree eye opens and closes beside you, Deeran.
- D** Deeran 21:02
Did you see it, man?!
- B** Belroth 21:04
See what?! He takes off his glasses, and polishes them a little bit.
- D** Deeran 21:10
What about the rest of you, man? Like I can't be the only one thats seeing this man.
- S** Skarpin 21:16
That's a lovely one up there on that vine and Skarpin reaches up to grab a different colored flower. A blue flower.
- A** Anthony 21:22
Yeah, you grab a flower, and you pluck it away. Behind where the flower was an eye opens on a tree that you can see Skarpin and then it closes.

S Skarpin 21:33
Did you...Deeran, did you see that?

D Deeran 21:35
Yeah, man, that's what I'm talking about!

S Skarpin 21:39
Was that an eye? Like an eye?

D Deeran 21:42
Right in the tree, man.

E Ellori 21:45
So I think Ellori, kind of the same as Skarpin will, pick a branch to get the leaves off of. As she does that, oh my god! This tree is looking at us!

D Deeran 21:58
It that normal here, Belroth? You're the one that's from this place, man.

B Belroth 22:04
I don't think so.

E Ellori 22:06
You know, my grandma always says we got to keep an eye on nature.

D Deeran 22:14
What about when nature's keeping an eye on us?

E Ellori 22:18
She didn't see that part. But it seems that that's what it's doing.

- D** Deeran 22:22
It feels like that would be the second half your grandma's saying, you know.
- E** Ellori 22:26
Well, she didn't have a second half. She was just telling us that we wanted to take care of nature, so we had to keep an eye on it.
- D** Deeran 22:33
Just seems like normally, like there's two halves to your grandma's saying. This one's weird.
- B** Belroth 22:42
I assume this is an unusual phenomenon. Has Belroth seen anything like this before?
- A** Anthony 22:47
No.
- B** Belroth 22:51
No, I don't know anything about this. I assume now he's seen several eyes as they're opening on different trees.
- A** Anthony 22:56
Yes. Yeah.
- D** Deeran 22:58
Is it a clue though?
- B** Belroth 23:01
I guess it is. I don't think this island is a turtle, and I don't think the trees are its eyes.

- E** Ellori 23:12
Were you gonna say that you didn't think turtles have eyes?
- B** Belroth 23:16
I was not-
- D** Deeran 23:20
It's a great question, Ellori. Also, Deeran. Nope, I'm Deeran. Also, Belroth. Those two things can still be true, man. Like, just because this tree has eyes doesn't mean also we're not on a turtle.
- B** Belroth 23:41
Hello. Is anyone watching us?! Hello?!
- A** Anthony 23:45
No response.
- S** Skarpin 23:47
Skarpin casts Detect Magic on the tree that he saw the eye on.
- A** Anthony 23:53
Okay. You cast Detect Magic, and your senses are suddenly flooded with magic that you are detecting in this place that is everywhere. It is all around you. It is on everything in this jungle. Usually when you Detect Magic, you are able to look at the magical energy that comes off of it and just by the feeling or almost like a hue that you see to it you can tell what kind of magic it is. It is like when you look at this magic you feel a void, and that void tells you that this is of no magic you've ever seen before.
- S** Skarpin 24:50
Woah, this place it's it's weird. It's got magic everywhere, but also a different type I've never sensed before. It's not just here on the trees, it's, it's everywhere.

- B** Belroth 25:09
Well, should we continue forward and try and get out of this forest that is clearly dangerous.
- S** Skarpin 25:19
Oh yeah, I couldn't even I couldn't even tell that, but yeah, I'm all for continuing.
- D** Deeran 25:26
I mean, we don't know if it's dangerous so much as magic, right?
- B** Belroth 25:34
That is, yeah that's true. Ellori, continue or flee?
- E** Ellori 25:41
Well, I'm pretty confident that if these eyes are watching us and judging us that we've been respecting nature pretty good so far, so I would like to think that these trees aren't dangerous because they know that we're not dangerous.
- A** Anthony 25:59
I mean, Skarpin has picked only like 40 flowers. He could have done way worse.
- S** Skarpin 26:08
He's just decked out now. He looks very bright.
- D** Deeran 26:14
He's made a Hawaiian shirt.
- S** Skarpin 26:19
He's got a luau going on. His staff is just a big tulip.



Ellori 26:24

Yeah, but he's picking these flowers because he respects them.



Skarpin 26:28

Very much. He loves them.



Belroth 26:30

So much he wants



Anthony 26:31

I need Perception checks from everyone.



Ellori 26:36

15



Deeran 26:38

That's more like it, Deeran. Good work. 9.



Skarpin 26:44

6.



Belroth 26:44

All of my dice in jail! 7.



Anthony 26:47

Okay. You suddenly hear sounds in the underbrush. You know, the bushes and the fronds that are in this area begin rustling as some sort of creatures are making their way through them. Suddenly these strange creatures burst through too quickly for you to have been prepared. There are 4 creatures that make their way through. One of them is like a large, or I guess a small set of teeth. Large for a set of teeth, small for a creature. That's where the confusion is coming from.

- B** Belroth 27:31
A small set of teeth the size of a large set of teeth.
- A** Anthony 27:35
A small creature that is made up of a set of teeth and legs that are large for a set of teeth.
- B** Belroth 27:44
Like I said!
- D** Deeran 27:46
It's literally just teeth and legs?
- A** Anthony 27:48
It's literally just a mouth and legs about the size of a dog. Are we clear on that one?
- B** Belroth 27:59
Yes, a small set of teeth the size of a dog.
- S** Skarpin 28:03
Ah, theater of the mind.
- A** Anthony 28:09
Additionally, there are these two bulky, grey looking creatures, also bigger than a dog but but not too much bigger. They have a bat like face and ears. Above them a thin creature with a scorpion tail flies in on red wings. It's pretty small, but all of these creatures look dangerous. Everyone needs to roll initiative.
- S** Skarpin 28:38
Oh my god.

B Belroth 28:43
I am not doing any good dice rolls tonight. 9

E Ellori 28:49
22.

D Deeran 28:51
16

S Skarpin 28:53
7.

A Anthony 28:57
Okay, you guys go first.

D Deeran 29:00
Great. The first thing Deeran does is casts Mage Armor on himself so his AC is now 14.

A Anthony 29:11
Deeran, you're looking at these creatures, and none of them are creatures you have ever seen before. They are all completely new to you. But they all have small traits that you would say remind you not too dissimilar from Belroth. The creature that is flying has a facial shape that looks like a tiefling. His hands and claws look like tiefling hands and claws. The small creatures, the bulky ones, they're weirdly shaped except their tails look like Belroth's tail. The maw of teeth look like tiefling teeth, but much larger than tiefling teeth, but smaller than a medium sized creature-

D Deeran 30:04
Teethling

A Anthony 30:05

Right, teethling, perfect.

D Deeran 30:08
Hey, man, um, is this like...is this how...I don't know how to ask this question without sounding racist, man. Nevermind.

A Anthony 30:22
Belroth, for your part, you've never seen any of these creatures either.

B Belroth 30:27
No, I understand they have my face but it's just teeth.

D Deeran 30:33
But it's like your teeth man.

B Belroth 30:35
My teeth are nicer, thank you.

D Deeran 30:37
Well, sure, but like, you know how like your teeth are pointy in parts and mine are flat-

A Anthony 30:44
Alright, you're gonna make an action. You're done talking for that round.

D Deeran 30:50
Yeah, I already did mine.

A Anthony 30:51
Just, just talking?

D Deeran 30:54
No, I can't Mage Armor forever ago.

A Anthony 30:57
You're right. You're right. I forgot.

E Ellori 30:59
And them kept talking

D Deeran 31:01
I did my action first and my talking second. Classic me!

A Anthony 31:08
Belroth, what are you doing?

B Belroth 31:10
Have I seen phenomena like this in my studies of chimerology, as in warped creatures warped by arcane nature or warped by something arcane in nature, like I would find in Grey Woods?

A Anthony 31:25
Give me a Knowledge History.

D Deeran 31:27
History not Nature?

A Anthony 31:29
Yes.

B Belroth 31:30

All right.

D

Deeran 31:32

Dude, if you're gonna make Anthony say, uhh, uhh, phenomena then you're gonna have to roll that History check, baby.

A

Anthony 31:43

So, you could definitely see where similarities could be drawn between this and the research that you did in Grey Woods. And of course, Grey Woods being attached to the Untamed Forest, and the mutations that are supposedly rampant there as well that there could be an outside influence on the fauna here causing this sort of mutation. That would be far more likely to you if any parts of these creatures looked like anything that was familiar aside from tieflings. There is nothing about these that make you think that these are some sort of mutated tiefling, but they do share some similar appearances aside from the fact that these are all small creatures.

B

Belroth 32:29

Hmm. Well, Belroth takes out his bow and he just doesn't really like the teeth one. He's gonna bonus action, Favored Foe on Mr. teeth and make an attack. I assume a 26 hits.

A

Anthony 32:55

You assume correctly.

B

Belroth 32:57

Cool. Um, I'm gonna do then a d8 plus- I think it's...Hunter's Mark is a d6, right? I'm going to use it a bunch, so I'm sure I'll commit it to memory.

A

Anthony 33:16

I wish you would.

B

Belroth 33:18

Trying. And d6, yeah. So 9 plus 3, so 12 damage to Mr. teeth.

A Anthony 33:38
Okay.

E Ellori 33:42
Ellori is just gonna take her chakram off of her drum. Twist it off. She's gonna go for the one with the tail. So the one that looks least like a- The one that has the least tiefling features.

A Anthony 34:00
Sure, one of the small bulky ones. Yeah, so there's two of those.

E Ellori 34:05
Okay, so she's gonna go to the one on the left. That is a 15 to hit.

A Anthony 34:18
A 15 will hit.

E Ellori 34:22
Great and 5 damage. That's it for now.

A Anthony 34:29
Okay.

S Skarpin 34:30
Skarpin is kind of distraught, and he doesn't actually want to use his quarterstaff or hit things with a shield because they're all very freshly decorated, and he just hides behind his shield, and summons some divine energy within him and casts- damnit, what is it called- a great, great spell. He's gonna cast Guiding Bolt. So, he's going to make a ranged spell attack at the little teeth person.

D Deeran 35:08

The teethingling.

S Skarpin 35:09
He's going to get a 14.

A Anthony 35:13
A 14 will hit the teethingling.

S Skarpin 35:15
Nice. That's 4d6 damage. 18 damage.

A Anthony 35:27
Okay, the teethingling gets smashed by this Guiding Bolt and looks very hurt as the energy slams into it. But it comes charging forward at you Skarpin. An arrow sticking out of like the hip where it connects to the bottom of this maw. It charges up and tries to leap to latch on to you with its teeth, but it does not hit. Just barely. You get your shield up like just in time, and the teeth latch on to the shield and like hook on top of it. It's like gnawing at the top trying to get at you before you bat it back down.

S Skarpin 36:16
Get off of there! Get off of there!

A Anthony 36:18
The two bulky creatures, you know, skitter around in the ground on all fours. Even though they're upright, their arms are long enough that they're touching the ground, and they're like skittering around on their knuckles and on their back legs. One comes up to Ellori to try and smash into her. That is a miss. The other goes for Deeran. That's a hit.

D Deeran 36:48
What the heck, man?

- A Anthony 36:52
For 3 damage.
- D Deeran 36:55
Oh, hey, do you think these things used to be like tieflings.
- B Belroth 37:07
Good theory. That one definitely looks like it, and points it the one that has like a scorpion tail.
- A Anthony 37:14
Yeah, the one with the scorpion tail and the wings comes charging in towards you, Belroth and it tries to sting you with its tail. It hits.
- B Belroth 37:26
Oh, God.
- A Anthony 37:27
So I need a Constitution saving throw.
- B Belroth 37:30
Sure do. 17.
- A Anthony 37:36
Okay, so you take 5 piercing damage as this scorpion tail jams into you. You can feel it push this venom to try and get into you, but you actually look and see that the tail has gone through your skin and out the other side of your arm. It just sprays this poison out onto the ground. It hits some leaves on the way down, and they begin to curl and burn. Then it pulls out and is flying around above you. Your turn.
- B Belroth 38:14

I try to speak to them. I try to speak to them in Infernal if they are, you know, potentially tiefling. Maybe they know some Tiefling. He just says, "hello, why are you attacking us?" in Tiefling. We mean you no harm. We're just trying to move through. To everyone else I assume just sounds like ~speaking Infernal~

A Anthony 38:43
Yeah, and there's no response from the creatures.

B Belroth 38:46
Well alright, and then he takes a shot at Dr teeth. 14, sorry 15.

A Anthony 39:00
.A 15 will hit

B Belroth 39:03
Yeah. Maximum damage. 14 plus 3, so 17.

A Anthony 39:18
The maw at the feet of Skarpin is chopping, and it leaps up into the air, and the arrow comes at it, and it shoots right into the mouth of the maw. It clamps down on the arrow and falls down to the ground, bleeding out the back of the creature which is now dead.

B Belroth 39:38
Bonus action, move Hunter's Mark to the one with the tail that's flying above. And that's the end of my turn.

S Skarpin 39:47
Cool, Skarpin is eyeing the flying one as well, and casts forth Inflict Dream on them. So, a creature within 90 feet that I can see. Target must make a Wisdom saving throw equal to my spell save DC which is real good. 12.

- A** Anthony 40:16
That is a success.
- S** Skarpin 40:18
All right. They do probably seem a little sleepy, but they're not asleep
- A** Anthony 40:24
Okay
- S** Skarpin 40:27
Oh no.
- D** Deeran 40:34
Seeing seeing the poison happen, Deeran is very concerned about that one. So he swings his hands around, and again his eyes roll back in his head and turn all white. A dark energy flows around his spell book as he puts a hand out and is going to cast Witch Bolt.
- B** Belroth 41:06
But which bolt?
- D** Deeran 41:09
An 18 to hit
- A** Anthony 41:11
It is a hit.
- D** Deeran 41:12
Yeah, great. So, like he throws a hand out. Electricity crackles out of it. Dark around the electricity firing into this thing on hits for 8 damage.

A Anthony 41:26
Okay. Yeah, you watch as it crackles into this creature who lets out a shriek and seems very hurt. It dips down almost to the ground when you zap it.

D Deeran 41:42
That is the scorpion looking one right?

A Anthony 41:46
Yeah, it's flying.

D Deeran 41:47
Great.

E Ellori 41:49
Um, Belroth, you doing okay, or you need a little bit of help?

B Belroth 41:54
I'm doing peachy! Thumbs up! And you see like, a little bit of like the poison splattered behind him. I'm okay!

A Anthony 42:06
This is not this thumb up.

B Belroth 42:09
I can't move this one, but this thumb, great.

E Ellori 42:13
Okay.

B Belroth 42:14

I'm genuinely good.

- E** Ellori 42:15
Okay. So she is going to- if she runs to get her chakram, is she gonna get an opportunity attack?
- A** Anthony 42:23
Yeah, there is one directly in front of you that's in combat with you.
- E** Ellori 42:27
Okay, um, so she is going to put her hands out in front of her and saying, ~here comes thunder, so back up. It was a mistake to act up.~ And she's going to cast Thunder Wave.
- A** Anthony 42:49
Okay, and within the Thunder Wave, you can catch both of these bulky little creatures. Both the one on you and the one on Deeran.
- E** Ellori 42:56
All right, great. That's better than I was hoping for. So, they have to make a Constitution saving throw.
- A** Anthony 43:03
Okay. I have two failures.
- E** Ellori 43:10
Great. Okay, so that's gonna be 11 each, and they're both pushed 10 feet away.
- A** Anthony 43:24
Okay. Great. They both look very hurt. One more so than the other.



Ellori 43:31

Great.



Deeran 43:32

Oh, man. Thank you so much, Ellori.



Ellori 43:34

You're welcome. I just, I gotta go get my my weapon back. Yeah, your little like uh drum head or whatever. I like to call it a drum knife.



Anthony 43:49

And now with them knocked away, you have the space you need to move forward and grab the drum head knife.



Ellori 43:56

Perfect. I'm gonna do that for the end of this turn then.



Anthony 44:00

Okay. The creature that is flying about Belroth takes another swing down at him. It dives down, and its tail tries to get in at you, but this time you're ready for it, and you dodge out of the way as it flutters by. The two little bulky creatures start crawling their way back across the ground toward you again Ellori and Deeran. They close in again against you. Ellori you are hit for 4 damage. Smashes into you with its fist. And Deeran you feel your magical armor protect you as it tries to punch against you.



Deeran 44:52

Oh, man, that was close.



Anthony 44:56

Okay, that's them.

- D** Deeran 45:03
Deeran's hand is still outstretched toward the flying scorpion looking creature. It takes 11 damage as another bolt of lightning fires from him.
- A** Anthony 45:19
Okay. Yep, that the creature crackles with that energy, and you watch it convulse in the air as it drops down to the ground and ignites into flame on the ground.
- S** Skarpin 45:35
Excellent.
- D** Deeran 45:37
Double benefit, man, because now the turtle is going to be just a little bit warmer.
- B** Belroth 45:44
Belroth, bonus action move Hunters Mark from that one that just burst into flames to the one next to Ellori and then gonna take a shot at it. Dirty 20.
- A** Anthony 46:01
That's a hit.
- B** Belroth 46:11
15.
- A** Anthony 46:14
Okay,
- B** Belroth 46:16
Sorry, 14.

- A** Anthony 46:17
Well, it's enough anyway. You fire into its bulky little body, and it just slumps backwards.
- S** Skarpin 46:28
Skarpin's gonna attack the other one. He's just going to meander his way over there I imagine. He's just gonna swing with the club, which he's upset about. He's like, ughhh as it's flying towards it. He gets a 13 to hit.
- A** Anthony 46:51
Okay, a 13 will hit.
- S** Skarpin 46:58
6 damage.
- A** Anthony 46:59
Okay. Yeah, you crack it over the head with the staff, and for a second it just sits there stunned, and then its eyes roll back into into its head, and it falls forward onto the ground dead.
- D** Deeran 47:16
A spray of flowers erupt from the staff.
- S** Skarpin 47:20
Skarpin immediately sets to reorganizing what's left of the staff. He just doesn't even care that he beat the creature.
- E** Ellori 47:31
And that's all of them, right?
- A** Anthony 47:32
It is.

- D** Deeran 47:39
What were those things, man?
- B** Belroth 47:46
Belroth immediately goes in to basically do little autopsies of what remains to try and determine their origin.
- A** Anthony 47:55
Give me a Nature check at advantage.
- S** Skarpin 48:00
Skarpin one of them that Belroth is not examining.
- B** Belroth 48:04
In a parallel universe, I have no idea. In this universe, dirty 20.
- A** Anthony 48:12
Okay. So, you start to examine these creatures. When you do so, you have never seen this creature before. You start with the one with the scorpion tail and the wings. It's a small creature. You've never seen this creature before. You've never seen a creature like this creature before. As you look at it, as your eyes lay upon it, you almost hear whispering in your mind in Infernal: old words, ancient words that mean nothing to you, per se, but you know that this is an imp.
- B** Belroth 48:56
Huh, I thought those were not real. Interesting. He investigates the rest of them as well to see what he can find out.
- A** Anthony 49:07
Yeah. The large bulky creatures, something similar happens to you with that creature as well. You know that this is a dretch. The insides of this creature- you cut open the dretch and it is thick muscle all the way through to the other side.

- B** Belroth 49:30
That's no organs in here. That's fascinating. Well, I mean, the muscular system is an organ, I guess that's... Belroth is muttering to himself about how excited he is, about how weird this creature is.
- A** Anthony 49:46
Similarly, the maw is a mouth with teeth- -Dr. teeth. Whispers may come for this one, you ignore them. This is a teethling. No one will dissuade you.
- B** Belroth 49:52
Dr. teeth I am naming this a teething.
- A** Anthony 50:08
It is a pair of legs attached to a jaw. You could push your hand down into it and then it just ends, but you know this thing was chopping on things. You can't find the piece of arrow that went in. It's just ends.
- B** Belroth 50:31
Hmm. Some form of magical organ...extra planar stomach of some kind...I feel like... that's fascinating...or maybe it's some sort of other trick...
- E** Ellori 50:45
Belroth?
- B** Belroth 50:45
Oh, yeah, yes? Sorry.
- E** Ellori 50:47
I was just wondering what it's got in there for blood.
- B** Belroth 50:52

Oh, um, he looks back. He's not really sure how to answer. I know that one is mostly muscle. Muscle fibers are pretty filled with blood. I don't know if it's a safe blood, but I know it's some for of blood.

S Skarpin 51:12
Blood's dripping off of Skarpin's chin. Ellori, it's good!

A Anthony 51:16
The blood that drips off your mouth, Skarpin, is black.

E Ellori 51:20
That's what I thought it might be.

S Skarpin 51:26
Skarpin stands by what it said.

B Belroth 51:33
Very savory.

D Deeran 51:35
Do any of them look like they might have pockets?

A Anthony 51:40
No.

B Belroth 51:43
Deeran, this one I believe it's mouth is literally a pocket. I believe it's a pocket dimension of some kind because there's nothing in here. This has to be fascinating to you. And he takes the creature and, like rips its jaw open a little bit.

- D** Deeran 51:59
Yeah, no, man. Like, the reason I was checking for pockets is in case there was, like money in them. I'm not like, I don't have like a thing for pockets, you know? I was just hoping they had stuff.
- B** Belroth 52:19
Well, I mean, you do love cargo pants.
- D** Deeran 52:21
Well, yeah, like doesn't everybody love utility? Like, isn't it really nice to like, be able to carry anything that you might need? Like, what if I needed a twig that been struck by lightning or something? You know what I mean? Like, who knows what I might need for a ritual or whatever,
- E** Ellori 52:37
Deeran?
- D** Deeran 52:38
Yeah.
- E** Ellori 52:39
Do you need more pockets? Because if we find something that has pockets, I can take them and put them in your own pants and then maybe add more pockets for you.
- D** Deeran 52:55
I agree. Ellori, I appreciate that man, but it was really like the pockets that I cared about.
- E** Ellori 53:03
I feel like we could probably create some sort of pockets within pockets, so that you can-
- D** Deeran 53:10

Like a stash pocket? Like a secret pocket to keep stuff in?

E Ellori 53:13
Yeah-

D Deeran 53:13
Like that you don't want people to find?

E Ellori 53:21
I think we could make that for you.

D Deeran 53:23
Like special alchemical components maybe?

E Ellori 53:28
Oh, you mean to keep it there?

D Deeran 53:30
Yeah. I thought you meant to make it with it. I was gonna say that's not gonna be easy for me. No, I just meant- nevermind. You know what? You don't need to know what they're for.

B Belroth 53:41
While they're having this conversation, Belroth is trying to determine the direction they came from to basically orient themselves to follow the tracks from where they came.

A Anthony 53:54
Yeah, that's for pocket timepieces, Deeran. That's what those pockets are for.

D Deeran 53:58
Yeah, yeah.

- A** Anthony 54:00
Belroth you track back where the creatures came from, and basically it was directly from where you guys were already headed. So, it just deeper into this jungle toward, you know, traveling south toward the other side of this island.
- B** Belroth 54:21
I feel like if we go this way, we'll potentially find what we need and what we're looking for. It seems like we may already have. Then we'll find a settlement on this island. We'll get to Promise, which has a much bigger port, and we'll go home.
- S** Skarpin 54:40
Yes. Yeah, sounds like a plan.
- D** Deeran 54:43
We're just gonna go home?!
- B** Belroth 54:48
Well, I mean, yes? No, I meant to Adventure Inc.
- D** Deeran 54:56
Yeah, but, like what about the solving the problem?
- B** Belroth 55:00
Well I meant after solving the problem. I was planning ahead.
- D** Deeran 55:06
Oh sorry, I spaced out in the middle there, and I just heard "And then we'll go home".
- B** Belroth 55:11
Oh, okay.

- A** Anthony 55:15
As you guys continue to walk through the jungle, after about 20 minutes Belroth you push past a plant into the bush that's in front of you. Freya brushes up beside you as she moves her way under the brush as well. The plants go back to their regular position before Deeran walks through them. And all of these plants are now bleeding.
- D** Deeran 55:50
It's probably fine.
- A** Anthony 55:55
And it's not just these plants as Belroth pushes forward now anywhere he touches or you touch or Skarpin or Ellori: anywhere you guys touch the plants begin to bleed. Eyes on the trees still opening and closing around you.
- B** Belroth 56:11
How is Freya's mood? Is Freya alert and nervous?
- A** Anthony 56:15
Very nervous. Very nervous.
- B** Belroth 56:18
I try and kind of walk closer and slower with her as we walk through. A: to sort of use some intuition she might have, and B: to protect her.
- D** Deeran 56:31
Hey, man, um, the the plants are, like bleeding. That's not normal, right?
- B** Belroth 56:42
Definitely not.
- D** Deeran 56:44

Cool.

E Ellori 56:46
Oh, that sounds terrible.

D Deeran 56:50
Oh yeah, real awful Ellery.

E Ellori 56:53
No, this is...I don't...Unless...

D Deeran 56:57
Drink up, kid.

E Ellori 56:58
Do you think that I could go for a plant based diet?

S Skarpin 57:04
Honestly, it would be much easier.

E Ellori 57:06
Much easier, I might never leave this jungle.

S Skarpin 57:09
Maybe we can figure out how to bring this magic with us.

E Ellori 57:12
So, Ellery is gonna do a-



Deeran 57:15

Blood check.



Skarpin 57:17

A taste test?



Ellori 57:20

-Vamp check.



Anthony 57:21

Yeah, you can absolutely tell it's not real blood. It's fine. But it's just, it's not real blood.



Deeran 57:27

Like, it a good enough replacement.



Anthony 57:31

If you had to not drink blood anymore.



Deeran 57:38

This is Impossible Blood.



Anthony 57:43

No, you like pull a little bit of blood onto your finger, and you taste it on your tongue. It is acrid, and, yeah, it's bad.



Ellori 57:53

I don't like, nope. Skarpin, don't do it. It's terrible.



Skarpin 57:59

Skarpin has got his mouth full, just like withsalad just coming out of his mouth. No this isn't

really doing much for me.

- A** Anthony 58:06
Skarpin you can tell it tastes bad. The dretch you ate tasted bad, but you know, for a second you felt like maybe it would say your hunger. Of course it didn't, but you felt like it might.
- S** Skarpin 58:20
Yes, he'll keep trying.
- B** Belroth 58:22
It's not impossible. It's not Beyond. It's definitely like Boca Blood.
- E** Ellori 58:30
It's like Bl- and then it's got an apostrophe -d.
- A** Anthony 58:39
I think it's pretty clear this is Morningstar Farms. That's what this is.
- B** Belroth 58:42
Oh my god, yeah. It's totally.
- E** Ellori 58:43
Hey, lay off my preteen vegetarian years. I ate the shit out of Morningstar Farms chicken patties.
- D** Deeran 58:55
They still hit the spot sometimes.
- A** Anthony 58:58

I mean, I have a bunch of Morningstar in the fridge, but you know, Morningstars are at least D&D themed.

D Deeran 59:09
Officially, the worst is what I thought you were about to say.

E Ellori 59:11
Objective objectively bad.

A Anthony 59:16
They're fine.

D Deeran 59:18
Yeah, you can just tell it's not real.

A Anthony 59:20
They're not Quorn. You know what I mean? Okay, I need Perception checks again.

D Deeran 59:31
Oh, God, Anthony. I don't notice.

E Ellori 59:33
Oo, nat 20

B Belroth 59:37
I love that combo.

D Deeran 59:40
Thank God, I rolled a 3. Sorry, 11.

- A** Anthony 59:46
Mike, I will let you willingly fail any check you wish. You're welcome to it.
- D** Deeran 59:55
At least now, through the first like, I'll say the next six recordings. Pretty much if there's a Perception check, Deeran's not gonna pass.
- A** Anthony 1:00:07
You want to leave some room for growth in the next 6 recordings, but just in case there isn't.
- D** Deeran 1:00:12
Right, exactly.
- A** Anthony 1:00:14
You definitely know there won't be by then. So okay, Ellori, you notice this time. You know, you're on high alert, and you sense some sound and the way some things are moving out beyond that more creatures are coming.
- E** Ellori 1:00:33
Okay, um, I think we're gonna get some more not tiefling monsters?
- D** Deeran 1:00:40
Should we hide?
- E** Ellori 1:00:42
Belroth, is there a good place to run or hide?
- B** Belroth 1:00:47
I'm not very familiar with this eyeball island.

D Deeran 1:00:51
Alright, man. And Deeran tries to dive into a bush to hide. I'm gonna roll a Stealth check because he does want to hide. I don't know how this is gonna go. 6.

A Anthony 1:01:14
Yeah, you shout as you crash into the underbrush, just like taking out this huge plant that's now under you and bleeding all over you. You have now just like cleared a space for you to be laying sprawled out on the ground.

E Ellori 1:01:30
Okay, everybody come here. And she is going to crouch down besides Deeran and like beckon Belroth over, and she's gonna pop her umbrella out which is green and covered in flowers naturally. And she's gonna like pop it out and put it over them and try to like wiggle it blend into the grass.

A Anthony 1:01:48
So Skarpin and Belroth and Ellori give me stealth checks as well.

S Skarpin 1:01:54
Skarpin just turns around because this shell is now covered in moss and flowers.

A Anthony 1:02:00
So Skarpin you get advantage.

B Belroth 1:02:08
17. Belroth. like quickly grabbed some of like the fauna nearby to try and like cover everybody-

E Ellori 1:02:16
He takes a deer and like-

A Anthony 1:02:16
Fauna?

D Deeran 1:02:24
He grabs Freya-

B Belroth 1:02:25
Several lizards, just holding them up.

A Anthony 1:02:29
You can't see me I have lizards!

B Belroth 1:02:36
I meant flora

D Deeran 1:02:38
What did she ever do to you?

S Skarpin 1:02:44
Freya goes like ~growling loudly~ which does not help us hide.

A Anthony 1:02:48
Scarpin what did you have?

S Skarpin 1:02:50
14.

A Anthony 1:02:51
Okay, the creatures break into view through the trees. It is several squat creatures of flesh, but like a lot of flesh, different than the muscular dretches. These are kind of flabby in their

appearance, but the flesh is open sores all over it. They have claws like tieflings, but faces almost looking human, but they are bald, and of course covered in sores.

D Deeran 1:03:35
Ew, bald.

B Belroth 1:03:38
That's where we draw the line! Disgusting.

A Anthony 1:03:42
There are four of these creatures pushing their way through the underbrush, and over them leaping from branch to branch with large sweeping wings is a creature covered in spines. This is like a humanoid sized creature with a long tail spines from head to toe and 2 sweeping horns off of the top of its head.

D Deeran 1:04:06
Even down his legs, it has spines. I've only got a spine from my head to my butt.

A Anthony 1:04:14
You're pretty sure it has a spine. But also spines.

D Deeran 1:04:20
More spines.

A Anthony 1:04:22
Yeah, it's got so many spine.

D Deeran 1:04:25
Bone armor



Anthony 1:04:26
Multi-vertebrate.



Deeran 1:04:33
Sorry, that was really stupid.



Anthony 1:04:38
Okay, I guess, roll initiative. You believe you are hidden.



Deeran 1:04:47
Oh boy, I hate that saying.



Ellori 1:04:54
Oh god.



Belroth 1:04:56
I'm gonna assume the one I rolled all the way off the desk doesn't count.



Anthony 1:05:02
It's up to you.



Belroth 1:05:02
I hope not.



Skarpin 1:05:04
If it's not on the table it doesn't count.



Belroth 1:05:06
If it's not on the table it doesn't count!



Anthony 1:05:07

Scarpin, what did you have?



Skarpin 1:05:09

9.



Anthony 1:05:12

Belroth?



Belroth 1:05:12

20



Anthony 1:05:13

Deeran?



Deeran 1:05:14

11, man.



Anthony 1:05:17

Okay, um stand by. Okay. The creatures are trudging through the underbrush. They have little stumpy little legs, but large paws with claws on them on the bottom of their feet. They are trudging through the underbrush and the creature above is peering around. You get the sense they detected you, but now they don't see you. But they are looking for you, and one of the creatures hunting around stumbles into Ellori, Belroth, and Deeran. As it like bumps into your umbrella and knocks it away and sees you it makes an attack



Skarpin 1:06:25

So close



Anthony 1:06:31

It tries to attack you Ellori, and it misses, and it alerts the others. So they are now all aware

of you, but this turn is over.

E Ellori 1:06:43
Okay.

S Skarpin 1:06:49
Skarpin takes a swing. That would be a an 18 hit

A Anthony 1:07:05
Hits.

S Skarpin 1:07:08
6 damage.

A Anthony 1:07:11
Okay.

D Deeran 1:07:17
Deeran stands up. And when he stands up, he's going to cast Toll the Dead at the one that Skarpin just hit. So he stands up. He spins his hands around. The bell appears above him, and he swings his his right hand as the bell clangs out. So, they will have to make a Wisdom saving throw.

A Anthony 1:07:48
What's the DC?

D Deeran 1:07:50
6 million. No, 13

A Anthony 1:07:56

He fails.

D Deeran 1:07:57
9 damage.

A Anthony 1:08:01
The bell ~Bongs~ and the creature just vibrates a little bit, and then the skin tears like on a seam, and it just falls apart to a puddle of flesh and goo on the outside of this skin.

B Belroth 1:08:21
Fun! Are the other creatures clustered together?

A Anthony 1:08:28
No. So the the creature up in the trees is up high and then the others have been hunting around, so they're they're not exactly clustered.

B Belroth 1:08:38
Okay, um-

E Ellori 1:08:40
So before Belroth attacks Ellori is going to point her hands towards him and sing ~Believe in what you feel inside you. Let my song support and guide you~ And give him Baric Inspiration.

B Belroth 1:08:58
Ayy! Which I can do for attack rolls as well?

E Ellori 1:09:03
You can do it on anything but damage.

- B** Belroth 1:09:05
Gotcha. I'm going to take a big shot at the several spined devil. I assume. Let's see. That is an 8 plus 7. So, 15?
- S** Skarpin 1:09:22
Yes.
- A** Anthony 1:09:26
No, that does not hit.
- B** Belroth 1:09:28
Alright, well, that's that's his turn. Oh, wait, can I add Bardic Inspiration after it misses?
- A** Anthony 1:09:35
I think you have to do it before you find out the result.
- E** Ellori 1:09:42
This can be added after seeing the roll, but not before knowing the outcome.
- B** Belroth 1:09:45
Got it. That's the end of my turn.
- A** Anthony 1:09:50
Okay. So they take their actions now. The other 3 stunty little creatures make their way over. One tries to attack Skarpin. That's a hit.
- S** Skarpin 1:10:07
Ugh, I'm very surprised.
- A** Anthony 1:10:09

Me too honestly. Its claws rake against you for 4 damage. Another moves toward Ellori, taking the spot of the one that was on the ground. That one deals 6 damage. And one moves toward Belroth. But that one misses. I think as a approaches, Freya puts her head down and growls, and the creature hesitates for a moment, and its attack is completely ineffectual. The one in the tree, throws its wings out and pushes off the branch that it's on and disappears up into the canopy.



Belroth 1:10:59

That's not good.



Anthony 1:11:02

You guys.



Ellori 1:11:05

Ellori is going to put her hands on her own temple and sing ~Fights aren't easy. Wounds could kill, but if I can help it, none of them, will~. And she's going to heal herself for hopefully very many points. Nope! She's going to heal herself for three points.



Anthony 1:11:34

Excellent.



Deeran 1:11:38

Good work. Nice.



Ellori 1:11:40

Nice. Great job.



Skarpin 1:11:45

All right, Skarpin is going to take a swing at the creature that's closest to him. Natural 20. That would be nine damage.

- A** Anthony 1:12:09
Okay, you take the quarterstaff, and you smash it down onto this creature, and similarly as soon as you hit it, it's like you've popped some kind of postural, and the skin just tears away. All of this flesh and goo just pour out of the creature.
- S** Skarpin 1:12:30
I get it. I get it.
- B** Belroth 1:12:38
Is the one that took an attack at me in close range with me.
- A** Anthony 1:12:44
Yes.
- B** Belroth 1:12:45
Boo. Well, Belroth drops his bow really quickly, pulls out a short sword at his side, and makes it a melee attack. 19.
- A** Anthony 1:13:03
Hits.
- B** Belroth 1:13:07
Favored Foe, which is the other version. The weaker version.
- S** Skarpin 1:13:12
Can Rangers use Dex for melee
- B** Belroth 1:13:15
Short swords are finesse, I believe.



Skarpin 1:13:24

Yeah, that was a real question.



Belroth 1:13:27

I had to think about it. Um, and was also trying to add 3 plus 3.



Skarpin 1:13:34

Oh, no. I'll be quiet.



Anthony 1:13:41

Yeah, you slash into the creature, and it looks very angry.



Deeran 1:13:48

Now that he sees a hurt creature Deeran throws his hands up into the air again. The bell reappears, and he swings it once more to make a loud, dolorous sound.



Anthony 1:14:03

Ooo, dolorous



Skarpin 1:14:04

Umbridge.



Belroth 1:14:05

That is another Wisdom save. 13 DC.



Anthony 1:14:14

That is a failure.



Deeran 1:14:17

Takes 9 damage.

- A Anthony 1:14:19
Again, the magic shakes the creature to its core, and it just tears itself apart at Belroth's feet. The the goo and viscera brushing over your feet, Belroth.
- B Belroth 1:14:34
Ugh, I don't even get to examine this one.
- D Deeran 1:14:40
I mean, you're pretty close.
- A Anthony 1:14:45
Okay. The one that was attacking Ellori remakes another attack at Ellori.
- E Ellori 1:14:52
Oh please don't.
- A Anthony 1:14:54
That's a miss.
- E Ellori 1:14:57
Thank you. She's gonna take her chakram and try to like, cut his head off.
- D Deeran 1:15:09
So aggressive, geez.
- E Ellori 1:15:11
She's very hurt.
- A Anthony 1:15:13
Emotionally.

- E** Ellori 1:15:16
And physically. 20.
- A** Anthony 1:15:19
That's a hit
- E** Ellori 1:15:20
Unnatural. 2 damage.
- A** Anthony 1:15:27
Not enough to cut its head off, unfortunately.
- E** Ellori 1:15:30
She nicks it. She shaves its beard.
- D** Deeran 1:15:36
Honestly, I'd rather have my head cut off.
- E** Ellori 1:15:40
Than your beard shaved with a chakram?
- D** Deeran 1:15:43
Thank my beard gone. I've seen what I look like.
- B** Belroth 1:15:47
Belroth, puts his short sword away and then bends over to pick up his longbow that's now covered in the viscera of this creature that just opened up at the bottom, and shakes it off really quickly. He shifts out from the group and tries to shoot at the one in front of Ellori.
- A** Anthony 1:16:09

Okay.

B Belroth 1:16:12
16.

A Anthony 1:16:13
That'll hit.

B Belroth 1:16:15
I'm not going to use any of my favorite anything's, but I did roll an 8 on a d8. 11.

A Anthony 1:16:26
You shoot the arrow into the creature. It fires in the front, out the back. Those holes tear open. You know, like a slomo of poking a pin through a water balloon, and then it just gushes out of the creature you

D Deeran 1:16:44
Gross.

S Skarpin 1:16:48
Gushes out in a way of which it seems like it's dead?

A Anthony 1:16:51
Yeah, certainly.

S Skarpin 1:16:53
Nice.

B Belroth 1:16:56
It turns into liquid. Combat isn't over though.

- D** Deeran 1:17:03
That kind of a liquid that hurts you?
- B** Belroth 1:17:06
It's now an ooze titan.
- S** Skarpin 1:17:12
Anyone hve eyes on the one with all the spiky spines.
- A** Anthony 1:17:26
The creature from above in the canopy comes barreling down out, and, like flutters down in front of you, Belroth. It pushes its wings out and shoots two spines from its tail right into you. Both hit.
- B** Belroth 1:17:43
It really is a multi-vertebrate. Literal spines.
- D** Deeran 1:17:48
Here's 2 more!
- A** Anthony 1:17:50
It deals you 6 damage with the first and 6 damage with the second as two of these spines bury themselves in your skin.
- B** Belroth 1:17:59
Belroth is very close to being on the ground. On a scale of 1 to 18, maybe a 1.
- A** Anthony 1:18:12
The creature lets out a hissing noise and pushes itself back up into the air, ready to continue to attack. 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

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Adventure Incorporated 1:19:21

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