

C2E010 final mix

📅 Sat, 6/19 8:27AM 🕒 1:15:08

SUMMARY KEYWORDS

caravan, freya, griffin, talia, caster, people, check, hand, roll, man, head, guild, pulls, runs, walks, kickstarter, savants, lightning, saving throw, nice

SPEAKERS

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



Anthony 00:00

Greetings, adventurers, and welcome to the Adventure Incorporated Podcast. I am your Dungeon Master Anthony Reed. This is Episode 10. It is the second episode of the Brass Palace story arc, and I'm, I'm excited. I'm very excited about this. So, I want to thank our patrons at patreon.com/adventureinc. The patrons make this show go, and they're the best. We try to kick them back a little bit of value. So if you want to see what you can get, go to patreon.com/adventureinc, become a patron, support the show, help it out, and get cool stuff. Yeah, do it. It's fun. It's cool. We love our patrons so much. I also want to take this time to talk about the Kickstarter for East Coast Trolls that we've been talking about for a couple of episodes now. The Kickstarter has launched. It's running. You can go and back that Kickstarter now to get some of the special books that they have. I want to talk to you about another piece of the Kickstarter that you can get your hands on, and that is the Oakhaven Anthologies, which is a number of adventures. There's 20 adventures in this collection. They are for characters level 1 to 7. A whole bunch of adventures with a ton of information in them. I got to talk to the people at East Coast Trolls a little bit about these adventures. They are packing in a ton of stuff to make these adventures runnable, and cool, and to give you good ideas, and to spin off from them, and to plug them in wherever you want to plug them in. There's some really, really fun stuff that they're doing with this. You heard last time the recording, the audio recording, that's gonna be part of the PDF. So, NPCs you need to talk to you can just play the PDF for them and then roll it out from there. There's some really, really awesome things that they're doing with this Oakhaven and the Copernia campaign setting itself, so you need to go over to that Kickstarter, and

check it out. So go to EastCoastTrolls.com. EastCoastTrolls.com. There's a link to the Kickstarter there. Support the Kickstarter. I did, and you can too. It's gonna be really cool. The people at East Coast Trolls are very excited about this. You can feel the enthusiasm for this project. You can feel the excitement, and it's palpable. It's really fun, and I'm very excited to see how it turns out. So, go and get in on the ground floor and check it out. All right, that's all I got this week. 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 02:59

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 03:09

Skarpin, the Cleric.

B

Belroth 03:11

Should I just try and snipe them from over here?

S

Skarpin 03:14

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 03:22

Ellori, the Bard.

E

Ellori 03:25

We would want you to leave this warehouse.

A

Anthony 03:28

He points behind you. Church!

E Ellori 03:31
Oh, sorry. We want you to leave this church.

A Anthony 03:35
Deeran, the wizard. He say you no, worship Shattered Fang.

D Deeran 03:40
Yeah, man. He's like, super wrong. We love Broken Tooth- uh Shattered Fang, man.

A Anthony 03:45
Prepare yourselves, for these are the tales of Adventure Incorporated. The 4 of you have traveled with this caravan for several days now. It's been fairly uneventful. During the day, during the travel time, you walk alongside the caravans. Gallet goes up and down the caravan herding the animals along trying to get them to keep pushing forward. This caravan moves maybe a little bit faster than you would if you were just walking all the time because you do get to rotate out sometimes and sit on the back, and take a little bit of a breather, but not much. I mean, you pretty much go in the same pace you would go if you were just walking the whole way. But, you know, before things get rolling in the morning, everyone gets together, heads up for the day. At night, everyone is around a campfire together, and it's a fun little group. It's you know, you have Talia and Gallet, who Gallet has not warmed up at all. Talia has and she's telling you stories about her time on the road and the places that she's been, and you know, the people that she's met, and they're all just about the people and the places of New Meritta, nothing egregious, right? She's just carries mostly grain from one place to another, but she has picked up contracts to transport things. That's what this caravan does, but there are a few other people here as well. There's a family that takes care of the animals, like that's their primary job is take care of the oxen that are pulling all the carts. So they are part of this group as well, and they actually have a couple of cards that bring animals up onto to rest, so they have some like rotation going on all the time for some of the animals. So, by the end of the third day, it's been pretty uneventful, but you guys still have about 9 or 10 days of travel to the Brass Palace at this pace. As things quiet down for the day, Gallet comes around to each of you, and he says, we're doing something special tonight.

D Deeran 06:19
Is it your birthday, man?

A Anthony 06:20
No.

E Ellori 06:21
Oh my gosh, Happy Birthday.

D Deeran 06:22
Happy Birthday, Gallet.

E Ellori 06:24
Oh, we would have gotten you something.

D Deeran 06:25
Yeah, I wish I knew man. I would have made you something, like I'm not doing anything in the last few days, you know.

A Anthony 06:31
It's not my birthday. It's Talia's birthday, so we're gonna do something special for Talia's birthday.

D Deeran 06:38
What are we doing?

B Belroth 06:39
What are we doing?

A Anthony 06:40
When we gather around I'm gonna give everyone their dinner, and then I have some sugar cubes that I was gonna give her.



Ellori 06:52

Your gonna-



Deeran 06:54

For the horses?



Anthony 06:55

Well, they're, yeah, they're sugar cubes for the horses, of course. But we're gonna give them-



Ellori 07:00

Oh, I see. She has a love and a joy for horses. So, you're given her something that will help strengthen her connection with the horses.



Anthony 07:08

No, she doesn't really care for horses all that much. Really, it's-



Deeran 07:11

Is she a centaur?



Anthony 07:13

No, no, she's a half halfling, but I know sugar is just because it...tastes good.



Deeran 07:22

Oh, it's just a little something sweet for her birthday. I get it. That's a cute pun, Gallet.



Ellori 07:31

Have you maybe considered something for her, instead of something for her for the horses?

A Anthony 07:40
It wasn't for the horses. It was for her to eat.

B Belroth 07:44
Oh.

E Ellori 07:45
Oh.

D Deeran 07:46
Oh, you're gonna give her horse food?

A Anthony 07:49
Well, horses eat people food when it's sugar.

B Belroth 07:56
Yeah. What about if we- what if we spice it up a little bit, make it more delicious. Something special that she'll like. Obviously, Belroth is looking at Scarpa, who has a pouch full of delicious spices.

S Skarpin 08:24
Yeah, Skarpin's giving him dead eyes.

B Belroth 08:27
Skarpin's always giving me dead eyes.

S Skarpin 08:32
He only has three spice charges left.

A Anthony 08:37

Oh, wizards breath. Wizards breath? I've mixed up two of them as well. I mixed up wizard's balls and winter's breath.

B Belroth 08:47
Wizard eyes!

A Anthony 08:48
I don't think you'd say wizard balls at this particular moment.

B Belroth 08:53
Why not?!

A Anthony 08:54
Winter's breath, I don't have access to any sort of spices to make the rations better. It's just the same grain soup everyone else is having.

B Belroth 09:02
What if I told you that I know a turtle who has a pouch full of magic spices that can make any dish taste delicious.

A Anthony 09:13
Woah, woah, woah I don't want to be drugging the caravan leader. No, no magic spices for us.

B Belroth 09:18
Not that kind of magic spice.

S Skarpin 09:20
Yeah, he doesn't want to drug the caravan!

- D** Deeran 09:23
You know with just like a few things, man, we and we could do some really cool alchemical stuff for her birthday.
- E** Ellori 09:31
I was actually thinking instead of getting anyone out of a state of paying attention to the road-
- B** Belroth 09:39
That's not what I was-
- E** Ellori 09:40
Or instead of giving away other people's things-
- B** Belroth 09:43
That's what I was saying
- D** Deeran 09:45
Yeah, what if we did like, you know- I'm sure in these woods we can find some of the right kind of mushrooms, you know. We would just need to dry them.
- B** Belroth 09:57
I do love morrell. Those are pretty good.
- S** Skarpin 10:01
Skarpin thinks of drugs and reaches into the pouch.
- A** Anthony 10:06
It's empty.

- E** Ellori 10:10
How about if we use some of the nature around us and maybe you made her like, a bracelet? Like, maybe a little woven thing that she could wear? That might a, like a nice actual gift for her?
- A** Anthony 10:25
That feels like maybe not the kind of gift I want to be getting my boss.
- B** Belroth 10:31
Well, fair.
- D** Deeran 10:34
What about- okay, like if we had 2 whole cloves of nutmeg, like fresh nutmeg. Like, you can grind that up and like, put it in a drink, and if you drink the whole thing all at once, man, it's pretty crazy.
- A** Anthony 10:50
A crack of lightning shoots across the sky and slams into the ground right next to you. Thunder rumbling immediately afterward.
- D** Deeran 11:01
Oh, man, it sounds like I am spot on with the gods, you know?
- A** Anthony 11:07
Gallet says, you fools, get ready, and he runs two forward and hops up onto the back of one of the caravans and he points up in the sky. Give me Perception checks.
- D** Deeran 11:21
Deeran is already under Ellori's umbrella with her. Don't worry, man. I'll stay dry.
- A** Anthony 11:28

Give me Perception checks. Deeran you don't have to.

D Deeran 11:34
Yeah, he fails.

B Belroth 11:37
18.

S Skarpin 11:40
13.

E Ellori 11:46
Whoa, I have a plus 4 Perception?

D Deeran 11:54
Well, the character does.

B Belroth 11:58
Clearly you do not.

E Ellori 12:01
19.

B Belroth 12:02
Okay, let me just investigate my character sheet to see what I have. I miss!

A Anthony 12:08
So, the 3 of you look up into the sky, and you can see what appears to be three large white creatures on giant wings, and lightning is crackling around them. They are heading toward the caravan.

B Belroth 12:31
That's not good. Should I try and make the area obscured so that we can fight outside of it? Is that a good idea?

E Ellori 12:46
Yes, I think that sounds like a great idea.

B Belroth 12:48
Excellent, and he runs into like the ring of caravans and uses Fog Cloud.

A Anthony 12:53
Okay.

B Belroth 12:54
The area is heavily obscured, um, spreads around corners. Moderate wind will disperse it. It's a 20 foot radius, but that's just big enough.

A Anthony 13:08
Okay. The three creatures come closer, and as they do Ellori and Belroth, you recognize that there appear to be riders on the back. The lightning crackles around one of the creatures and another bolt of lightning careens down toward the ground. I need Dex saving throws from everybody.

B Belroth 13:33
Belroth fails. 7

E Ellori 13:38
17.

S Skarpin 13:41
1. Unnatural.

D Deeran 13:45
5.

B Belroth 13:45
And Freya. Nat 20, baby! Good girl.

A Anthony 13:49
So the bolt of lightning crackles down at you, and Skarpin it slams into you for 10 damage, as it just hits you directly with this bolt of lightning. The rest of you scramble away. They're coming in hot toward this ring of caravans. They're probably 100 feet away.

B Belroth 14:33
100 feet. Belroth wants to take a shot. So at that range, I believe I'm at Disadvantage with my longbow? That's a good question. I don't have a sharpshooter yet. So no, if there you said they are 150? It's actually 600 feet is Disadvantage. Holy Moly.

A Anthony 15:00
They are within 600 feet.

B Belroth 15:03
That's good. That would be a 16.

A Anthony 15:14
Okay, a 16 hits.

B Belroth 15:16
Cool, I'm gonna use my Hunter's Favored Foe thing to do on extra d4. I like that the new, like the innate Hunters Mark is designed for people who forget to cast Hunter's Mark which is me. 13.

A Anthony 15:41

Okay, you sink an arrow into the breast of the flying creature, and it lets out a screech from its eagle-like face as it's flying down. This appears to be a griffin, and on its back are two figures and the other two seem to be- It's the same. They are three griffins, each with two riders. One who seems to be steering, and the other who is casting the bolts of lightning from the back. So, keep going. Who's next?

D

Deeran 16:20

Deeran peeks out from behind the umbrella quick enough to see Belroth arrow shoot up into the sky, follows the arrow and sees what we're actually fighting, and goes ahead, cuz it's far away. So, he can cast Scorching Ray. He's going to pick up his necklace, his Spellcasting Focus and kind of like, swings his right hand over his head down to his shoulder and then points up, sorry, down to his hip and then points up at the creature and the first Scorching Ray fires out of the out of the necklace. That is a 14 to hit.

A

Anthony 17:21

That'll hit.

D

Deeran 17:23

All right, and then the next 2 fire off. And one is a 13 to hit. And the other is an 18 to hit.

A

Anthony 17:36

One hits.

D

Deeran 17:39

Okay, so, let's see, they take 2d6 fire damage for each one that hits. So, that is 18 damage.

A

Anthony 17:57

Okay, great.

E

Ellori 18:04

How far away are they now?

A Anthony 18:06
They're closing the distance, but they're still about 100 feet away.

E Ellori 18:11
Still about 30 feet away, right?

A Anthony 18:14
No, but you think that they could close that distance in a round?

E Ellori 18:18
Okay. Um, so then, Ellori is going to look at Skarpin, and sing ~Beven in all the strength inside you. Let my song support and guide you~ So, you have Bardic Inspiration, which I did not type up a thing for, but I will put it in chat, so that you have it here for right now.

S Skarpin 18:48
Excellent. It's not just a d4.

A Anthony 18:51
It's got bonus abilities tied to it now.

E Ellori 18:53
It's got bonus, yes. So if you use it for-

B Belroth 18:58
All sorts of fun stuff happens.

A Anthony 19:03
What are you doing, Skarpin?

S Skarpin 19:07

Skarpin is going to cast guiding bolt on the caster on the foremost griffin, and he would like to use the inspiration to roll attack, if that's going to be included in-



Anthony 19:26

You can roll the attack first and then decide. So, roll it first and then see where you're at, and then I think it does bonus damage if it hits.



Skarpin 19:35

Yeah, 8 is my roll.



Anthony 19:37

So you can choose not to use the inspiration now if you don't think you can get there off of an eight.



Skarpin 19:44

Sure. I don't.



Anthony 19:46

Okay, great.



Skarpin 19:47

Ugh, they're so far away.



Anthony 19:53

I love every time Skarpin justifies why his spell didn't work. It's my favorite. Okay, so they start charging down toward you on the back of these creatures who are now like diving very rapidly toward the ground. Lightning crackles in the air again. So, what I need is Belroth, who hit the first one with an arrow to go ahead and make a Dex saving throw, and I need Deeran to make a Dex saving throw because they're throwing a bolt of lightning your way also.

D Deeran 20:32
That feels unfair.

A Anthony 20:33
Well.

D Deeran 20:35
You know how slow I am?

B Belroth 20:38
Belroth succeeds with a 21 I assume.

A Anthony 20:42
That is an assumption. It's correct.

D Deeran 20:47
Nice, I also succeed! I rolled an 8.

A Anthony 20:52
That's not correct. Yeah, the lightning bolt crackles down into you. You take 9 damage from the bolt of lightning tearing through. It does burn, like it cracks right through your hat, and there's a burning hole in your hat, and then the hole closes up.

D Deeran 21:17
Ugh, you made me so nervous. When it hit me, did I recognize the spell?

A Anthony 21:28
What level spells can you cast?

D Deeran 21:31

Second.

A Anthony 21:32
No.

D Deeran 21:36
Cool, cool. Cool. Cool. Cool.

B Belroth 21:37
Tight, tight, tight, tight, tight tight.

A Anthony 21:40
All right. They are now within 30 feet. They are dive bombing down.

E Ellori 21:46
Nice. So-

B Belroth 21:49
Go ahead.

E Ellori 21:50
So Ellori is going to hold her hands out towards them, and she is going to- can, yeah, cuz I can see them, so I'm going to take the three magic casters. I can see all of, three of those, so the three throwing lightning bolts ~Twist the mind, and squeeze out the brain. On all you try there is a strain~ and that's Bane on the three of them.

A Anthony 22:26
So, they make a saving throw.

E Ellori 22:29

They make a, yeah. So, Charisma saving throw. I didn't even have to look that up. I just knew it.

A Anthony 22:41
Wow, wow, wow, wow, wow, wow. Wow. 1, 2, and 9.

B Belroth 22:50
Three passes?

E Ellori 22:51
None of those pass.

A Anthony 22:54
They are Banded. So, what happens when they're Banded?

E Ellori 23:00
Every time they make an attack roll or a saving throw, they have to roll a d4 and subtract the number rolled from the attack or saving throw. This is going to last up to a minute.

B Belroth 23:11
I love Bane. Bane is a good spell. Belroth looks over to Freya. You said they're within 30 feet, so their dive bombing?

A Anthony 23:22
Correct.

B Belroth 23:25
Belroth looks at Freya and says, Just like we practiced. And Freya runs off and starts to like try and tackle one of the riders off of the griffin.



Anthony 23:37

Okay. How did you practice this?



Belroth 23:44

We have a lot of free time at night.



Anthony 23:46

Belroth's like, all right, I'm gonna jump off this rock and as I'm falling down to the ground, tackle me in the air.



Belroth 23:54

Yeah, I don't see what's weird about that? So, 19 plus 4. I think 23 seems pretty good.



Anthony 24:08

Okay.



Belroth 24:09

It has to Bane.



Anthony 24:12

No it doesn't.



Belroth 24:13

I'm sorry. It has to succeed a DC 12 saving throw or be knocked off. I believe, I'll check, I believe it's Strength or Dexterity, but I'll check.



Anthony 24:29

You check. He gets knocked off. Freya runs forward, leaps into the air as this creature is dive bombing the griffin, leaps past the griffin, who tries to nip at it. The rider, surprised to see this black inky black creature in the night. Then Freya slams her paws into the chest of the caster and knocks him off of his seat and down to the ground they both tumble. Freya

lands on her feet. The caster lands on his back.

B Belroth 25:08
So, he takes an additional d6 and is knocked prone, baby!

A Anthony 25:19
Okay, he slams down onto the ground and does not appear to be moving.

B Belroth 25:27
Well it's 10 damage. Oh did Freya just boom boom boom?

A Anthony 25:32
Yeah, yeah he's he appears- the momentum of dive bombing and then getting knocked backwards and slammed to the ground from 30 feet in the air killed him. He's dead.

B Belroth 25:43
She's a good girl. Uh, was that the one that I had my Favored foe on?

A Anthony 25:49
No your Favored Foe is on a different griffin.

B Belroth 25:53
Okay, different griffin. That's what I shoot. Nat 1.

A Anthony 25:59
Okay.

B Belroth 26:01
Freya nails it. Me? Not so much.

A Anthony 26:04
No.

B Belroth 26:05
I was too excited. I was like a nervous parent watching.

A Anthony 26:08
Yeah, and you do that thing with the bow where like you go to knock an arrow, and it just keeps like sliding off to the side, and you're like trying to get it on. You're just distracted.

B Belroth 26:19
I'm too nervous. I don't want Freya to get hurt, but Freya seems to be living her best life.

A Anthony 26:26
I got a feeling this one this is gonna be like most of the time.

B Belroth 26:30
Freya kicks ass and I'm like ~helpless noises~.

D Deeran 26:35
~No, I got this! I can do this!~ Yeah, so the griffin that Belroth shot and Deeran followed up on is not who you targeted with the Bane, right? You targeted the right?

A Anthony 27:00
The casters are all Banned.

E Ellori 27:02
Correct.

D Deeran 27:02

Okay. Well, since none of the other casters are hit yet. Deeran throws his hands above his head, creates the big ghastly bell, and then brings it to Toll the Dead again. This time at the animal, so it needs a Wisdom saving throw.

A Anthony 27:24
That is a failure.

D Deeran 27:26
Great. And it takes 4 damage.

A Anthony 27:32
Okay, you ring the bell and you see it writhe in pain at the sound of this bell echoing, and then it's head lulls as it now falls, freefalls instead of dive bombs. You hear screams from the riders as they slam into the ground and the corpse of the griffin tumbles head over head, or body over head, I guess and lands on top of them.

D Deeran 28:09
My mom used to say ass over tea kettle.

A Anthony 28:11
That's accurate. That's accurate. The screams-

B Belroth 28:16
Feather over griffin, I guess.

A Anthony 28:19
The screams are muffled, but you don't know the status underneath this griffin.

D Deeran 28:26
Sure. How far away did they land from me?



Anthony 28:30

About 20 feet.



Deeran 28:32

Great. I'm gonna use my movement to run over there, and be like, hey man, what's the deal anyway?



Anthony 28:41

~Muffled noises~ Is what you get back right now. We'll see what happens. Skarpin?



Skarpin 28:47

Nice. The third griffin is in the air still?



Anthony 28:51

Yeah.



Skarpin 28:52

All right, he's gonna attempt to cast Guiding Bolt.



Anthony 28:56

At the griffin or at the caster?



Skarpin 28:59

At the caster again. He fails. He doesn't want to do it anymore.



Anthony 29:14

~Ehhhh, nevermind.~



Deeran 29:23

The last griffin lands on the ground. The caster quickly dismounts, runs forward, takes a

knee, and fires off an Orb of Frost out of his hands toward Deeran. Deeran, do you have your Mage Armor up or nah? No, but also you have to roll your Bane.

E Ellori 29:53
Yeah, no, so I was thinking about that because it's not- if it's a save, does it-

D Deeran 30:01
Well I don't have to make the save. He's making an attack role against me.

A Anthony 30:05
Okay, so yeah-

E Ellori 30:06
Cuz I was thinking of spells that don't do attacks and I was thinking maybe I made a mistake.

A Anthony 30:13
So, with the Bane he goes to make an attack at you. You can see he just falters for a moment. The Orb of Ice flies just like right next to you as it comes by, and just misses you.

D Deeran 30:34
Yeah Deeran turns to Ellori and is like, hey thanks so much.

E Ellori 30:42
Hey, you're welcome. You're all doing a great job

A Anthony 30:47
The other two griffin riders without their casters take off into the sky, and they are like pushing back up off into the sky they've deposited the casters and now they've taken up

D Deeran 31:03
Oh, I see. Yeah, the two that are still alive fly away?

A Anthony 31:06
Correct, right because the griffin that is dead does not. That one is dead.

D Deeran 31:12
Just checking.

A Anthony 31:13
Dead griffins always been dead.

E Ellori 31:14
Honestly we have to, uhhh-

D Deeran 31:20
Look at our party. We have to check.

E Ellori 31:23
It could be a fundead griffin.

A Anthony 31:24
That's true.

D Deeran 31:24
I needed to ask.

A Anthony 31:25
That's true. You're not wrong. It's dead.

D Deeran 31:30
And it has stayed that way, and isn't moving.

A Anthony 31:32
A hand comes out from underneath the griffin and seems to be trying to like pull its way out underneath the bulk of this animal. The hand is bloody and scarred up.

D Deeran 31:49
Great. Deeran is going to point his hand at that hand and look at the caster that's standing up and say, why are you guys here anyway man?

A Anthony 32:06
He says, do whatever you like. We are here to reclaim lost artifacts, but we all knew the risk.

D Deeran 32:18
Wait, man are you telling me we... Did we take another bad contract, you guys?

B Belroth 32:26
Uh, what did they look like? What is their appearance as they've gotten closer?

D Deeran 32:31
Yeah, are they bad guys?

A Anthony 32:32
They are in dark robes.

D Deeran 32:34
Oh, that's how you can tell.

- A** Anthony 32:37
It looks like they came here to be clandestine. Like, they are in leather armor that is dark. They are here to skulldugger.
- B** Belroth 32:50
Rob was asking because he was wondering if he robbed the tiefling temple, and people were mad.
- A** Anthony 32:59
They're not tieflings.
- B** Belroth 33:00
Great. Belroth doesn't give a shit.
- A** Anthony 33:04
A crossbow bolt shoots out from the fog toward the caster who is up, but it misses.
- B** Belroth 33:16
The fog probably has- do I have to concentrate on Fog?
- D** Deeran 33:23
I don't know.
- B** Belroth 33:25
Because I just realized that the fake Hunter's Mark- Yep. So yeah, there's no fog. Oh, well.
- A** Anthony 33:32
Okay, well the fog was dissipating. As it was dissipating a bolt came out of the dissipating fog and missed.

- B** Belroth 33:44
Belroth shoots the guy who didn't give us any information.
- S** Skarpin 33:53
He knew the consequences.
- B** Belroth 33:54
He said he knew the consequences so here they are. 23.
- A** Anthony 34:00
That's a hit.
- B** Belroth 34:02
He's going to use his other Hunter- another Hunter thingy to do extra damage. 11.
- A** Anthony 34:11
Okay.
- B** Belroth 34:12
And then Freya pivots on her paws and dashes at that standing caster, and makes another charge attack. For a 15 to hit.
- A** Anthony 34:31
So, she hits.
- B** Belroth 34:34
Okay, and then dc 12. I think he's Banned he has to roll that.
- A** Anthony 34:39
Even with a Bane, he does succeed.

- B** Belroth 34:41
He does succeed? Okay. Well, he doesn't take the extra damage and is not knocked prone.
- E** Ellori 34:48
Listen, we just want to know what it is you're trying to get back so that we can properly assess both sides of information that we're given and not make any rash murders more than we already have.
- A** Anthony 35:04
He smirks, points a hand at one of the caravans, and a Fireball begins to form in his hand.
- D** Deeran 35:17
Oh no man you can't- oh god you can't do that and Deeran casts Witch Bolt.
- A** Anthony 35:23
Which bolt?
- D** Deeran 35:25
Yep. That's the one.
- B** Belroth 35:28
Third base.
- D** Deeran 35:31
The electric evil weirdy one where his eyes turn white and his hair like starts to fly back a little bit, and again out of the out of the necklace. That is a 15 to hit.
- A** Anthony 35:48
A 15 hits.



Deeran 35:50

And he takes max damage, baby. Let's go! 12. That's the real Crit.



Anthony 36:00

So, you smash him in the chest with the spell, and he stumbles backwards. His hand now points at the ground nearby when the Fireball lets loose and slams into the ground engulfing all of you. Everyone make a Dex saving throw.



Skarpin 36:22

Hot feet. 14.



Ellori 36:25

Not hot feet. 9.



Belroth 36:31

Well I'll say what I got because I can know what it is. I got an 11. Belroth got an 11. 13 for Deeran She got a 17. She's great.



Anthony 36:47

So, Ellori, Belroth you take 28 damage from fire as this ball explodes here. Deeran, Skarpin, Freya you take 14.



Belroth 37:10

Belroth is down.



Ellori 37:14

Ellori is down.



Skarpin 37:16

Skarpin is down.



Ellori 37:17

Wait, really?



Belroth 37:19

Everyone's down?



Anthony 37:20

Yep. What about Freya? How's Freya.



Belroth 37:21

Freya is up.



Skarpin 37:24

Good girl.



Ellori 37:24

Yeah, but Freya doesn't have any fucking healing spells so that doesn't help us.



Belroth 37:28

Good fucking girl. Freya do a medicine check!



Anthony 37:32

Everyone give me a Death saving throw.



Belroth 37:35

Oh my fucking god, Anthony. What do I even roll?



Ellori 37:42

9.

B Belroth 37:43
18.

D Deeran 37:44
14.

A Anthony 37:45
Okay. Gallet makes his way out of the little carriage and he's like, aw for God's sake, and he like comes over and he like pulls out, reaches into his coat and pulls out a potion, pops the top and he looks around a little bit and he pours it down Skarpin throat.

S Skarpin 38:11
Oh, okay. Okay. He looks around real quickly, and before getting-

A Anthony 38:15
Heal your people.

S Skarpin 38:20
And heals- who's closest to him?

A Anthony 38:22
I don't know.

D Deeran 38:24
Probably Ellori.

S Skarpin 38:25
I heal Ellori because she's closest to him.

B Belroth 38:27

Like emotionally.

E Ellori 38:32
Or geographically?

S Skarpin 38:35
That's fair. That's fair,

D Deeran 38:36
Or taxonomically, I guess.

B Belroth 38:38
Who is closest in the evolutionary chain?

S Skarpin 38:42
I would guess Belroth. He'll cast Prayer of Healing at level 2. So, I think that'll be real good for everybody involved in this situation. So, Prayer of Healing will heal up to 6 features for 2d8 plus my spellcasting.

A Anthony 39:08
All right, roll it. So he healed you four for 9.

S Skarpin 39:19
Nice. Everyone heals for 12

B Belroth 39:22
Very good. Including Freya.

S Skarpin 39:27
Yeah, I chose her.

D Deeran 39:29
Did you choose Deeran?

S Skarpin 39:32
Yeah. And Ellori.

E Ellori 39:37
I wasn't worried.

B Belroth 39:38
Does Freya get to attack even if I'm down.

A Anthony 39:42
Um, you know, I don't think so. I think if you go down the bond that you have causes issues when you go down.

B Belroth 39:56
Sure. I also think mechanically I'm not allowed. If you're incapacitated, the beast can take any action of its choice. Just not Dodge.

A Anthony 40:06
It chooses to curl up next to you and not Dodge.

B Belroth 40:11
What a weird thing.

D Deeran 40:13
It can do anything but avoid getting hit.

B Belroth 40:18

It's upset.

A Anthony 40:20
But the other spellcaster is char. He burned himself with the Fireball.

D Deeran 40:28
I was gonna say, like everyone has to be.

A Anthony 40:31
Oh yeah. Yeah, he is. He's dead. Gallet's just like walking around, stomping out little fires on the grass. Hardly worth your coin.

B Belroth 40:49
My head and my barb. Ow, fell on it.

D Deeran 40:55
Hey, you guys, that was pretty sweet.

E Ellori 41:00
I don't, I don't know if sweet is what I'd call it.

D Deeran 41:04
I mean, like when he was gonna, you know, blow up the caravan or whatever.

E Ellori 41:10
Yeah, it really ~cough~ it really didn't seem like he wanted anything back.

D Deeran 41:16
Yeah, like if you're gonna destroy everything, like you're definitely A: bad guy and B: like they probably didn't take anything from them.

E Ellori 41:27
Gallet, do you know what's in that caravan that they were trying to get?

A Anthony 41:32
Of course I do.

E Ellori 41:35
Will you tell us please so that we can more accurately prepare for maybe future dangers like this which also probably would have been good to know setting out instead of me and like all this is a regular thing that no bad guys are after. You know?

D Deeran 41:48
~Yeah, it's stolen goods a lot of them.~

B Belroth 41:52
~You know, when I said I didn't want to give drugs? It's because we're transporting drugs.~

A Anthony 42:01
Ah, the shadow with you. I'm not telling you nothing. It's not your job to know and it's not my job to tell you.

B Belroth 42:09
Okay.

D Deeran 42:14
And Deeran's gonna try and push the griffin off the other, other one.

A Anthony 42:21
Also now dead.



Deeran 42:24

That's fine.



Anthony 42:25

You give him a good shove.



Deeran 42:28

Well, he's hoping that the griffin absorbed a lot of the fire part, and so that he can still check him for like, both money and spellcasting things and all the good stuff.



Anthony 42:39

Give him a search.



Belroth 42:41

Yeah, can Belroth check the other one that was not protected and was on the ground is taken down by free and clearly charred.



Anthony 42:51

Yeah, yeah.



Deeran 42:54

21 Investigation. No, 24 Investigation. I looked at my Intimidation number.



Anthony 43:03

Belroth, what did you roll?



Belroth 43:11

Belroth got a 13.



Anthony 43:16

Deeran you find 25 gold in a pouch as well as some material components, although nothing particularly valuable. Some goat hair and a piece of bark are the only thing that like you don't have already, but like you're not even sure what spells they're for. You do find on him some insignia on his robes from the Artificers Guild.

- D** Deeran 44:01
Cool. Yeah, I share that with everybody. Hey, guys, it looks like this person is from the artificers.
- A** Anthony 44:09
~Hey ,guys, I got some goat fur here.
- D** Deeran 44:10
Hey man, I don't know if anybody wants his bark, but I'm gonna keep the fur. He also gives everybody else 6 gold, but he gives Ellori 7.
- E** Ellori 44:31
Thanks, Deeran.
- A** Anthony 44:32
He owed her one.
- D** Deeran 44:35
Yeah, that was for that one that I owed you.
- E** Ellori 44:38
I love that he doesn't take- Yeah. It's fine.
- D** Deeran 44:44
Yeah.

- A** Anthony 44:50
Do the math at home.
- B** Belroth 44:57
Did Belroth find anything? I assume, no.
- A** Anthony 44:59
No. You found the charred remains of a corpse
- B** Belroth 45:05
Belroth goes to Freya, gets on a knee and like gives her lots of head scratches and gives her a treat for doing a good job.
- D** Deeran 45:18
Not a great job. You know what, an OK job.
- B** Belroth 45:23
She took down 1. She didn't take down 2. I'm just saying.
- E** Ellori 45:27
It's okay to have done- you know, my grandma always says, sometimes it's okay to just have done an okay job. If you're expecting a great job every time then the bar just keeps getting set higher and higher for yourself.
- B** Belroth 45:42
Belroth gives Freya another treat.
- D** Deeran 45:47
I wish your grandma knew my parents and Deeran walks like slowly back to the caravans.



Anthony 45:59

Talia is standing at the edge of the caravan ring, and she says, did you get 'em?



Deeran 46:09

Yeah, man. Why did the Artificers Guild want to take from y'all.



Anthony 46:19

Because we have something they don't got, and they hate that. We're transporting something for a couple of collectors, and anytime we got something special on board that the Artificers Guild doesn't have, they feel like they ought to be in control of it. Especially anytime there's a deal going down for it. Any buying and selling of items, they feel like that's their purview, and they're always selling these goon squads to come and take what isn't theirs.



Deeran 46:54

Deeran would like to do an Insight check into- he's trying to figure out, like, obviously, everything's kind of wonky, but how much of this is like, we're doing shady shit. So like, Mike, the player isn't sure how much shady shit the Artificers Guild usually gets up to.



Anthony 47:21

So, go ahead and give it a roll.



Deeran 47:23

19.



Anthony 47:25

So I think that Deeran, you have done some amount of research into like, who's got the power, right? Who are the power players in the Empire, and for so long, the Artificers Guild was like, the most important guild in the Empire, because all magic came from magical artifacts and magic items. Them having like, a stranglehold on the control of magic in the Empire made them so powerful and so important. Since magic has started to come back, they have been trying to tighten their grasp, and it's like sand slipping through their fingers. So, this would be unfathomable to a random person on the street, but this is

confirmation to you for all the stuff you've heard about the Artificers Guild doing this shit in the background.

D Deeran 48:31

You know, man, we've been talking about this a lot in Prosperity, man. I knew they were hiring black squads like these at night to come and take stuff from people. People said we were crazy about it, man, but I knew. I knew it was true.

A Anthony 48:47

This is the third squad we've taken care of. The first one got us, but this is the third one we've taken care of.

D Deeran 48:55

Oh, man, it's a good thing we were here this time, man. These guys were- they were serious, powerful casters, man.

A Anthony 49:04

You want to see what they were after?

B Belroth 49:07

Yeah.

D Deeran 49:09

Yeah

A Anthony 49:10

She's like, it's not mine. And she walks to the back of the caravan,, and she pulls out a long wooden box. She slides it out. It's taller than she is, right because she's only 4 feet tall. So, she slides out this long box and puts it onto the ground and opens up for hasps like across the front of it and lifts up the box. Inside is a halberd. She pulls the halberd out the top. The metal piece of the halberd is like a shimmering, iridescent blue. Like a deep dark cobalt, but it's like shimmery. She holds it out, and she says, this fine piece of craftsmanship is older than everyone here, maybe put together.

- E** Ellori 49:10
Yeah.
- B** Belroth 50:00
Wow.
- A** Anthony 50:01
It's from just after like the Shadow War times, and yeah, it's made by some sort of famous artificer I guess. Someone named Ironshaper or something. But yeah, it's supposed to be really powerful and really great against people who wield magic.
- D** Deeran 50:24
Make you imagine being so full yourself that you name yourself Ironshaper.
- A** Anthony 50:30
That's the name. That's it, just Ironshaper.
- D** Deeran 50:34
Yeah, like one name guy. Okay.
- E** Ellori 50:37
I feel like it's less pretentious and more descriptive.
- D** Deeran 50:40
Oh, I mean, I guess it's accurate, but there are all sorts of people that do shape iron.
- A** Anthony 50:46
This doesn't even look like iron to me. This doesn't even look like iron to me, so not accurate.

- E** Ellori 50:52
But also, what if he was so self conscious about all the things that he couldn't do in life that he was really proud of the one thing that he could do, and he decided to, you know, form his personality around the one thing he felt like he was good at
- A** Anthony 51:08
That's pretty sad.
- B** Belroth 51:09
Tieflings sometimes choose Virtue names to embody things that they don't yet embody. Maybe he was like, at the beginning of his journey, I will be Ironshaper, and then he eventually made this incredibly rare halberd.
- A** Anthony 51:25
I don't know, he could have been a tiefling. Gallet yells from behind, he was a dwarf!
- D** Deeran 51:36
Cuz like if he was a tiefling, man, like, you know, that's just a different culture.
- B** Belroth 51:40
Well, if he was a dwarf, then he didn't get to choose his last name or his regular name. I don't know how your names work.
- A** Anthony 51:46
He walks over. He looks at it. He goes, he was a dwarf, and he hands it back to Talia and walks away.
- E** Ellori 51:55
Oh, Talia, by the way, Happy Birthday.
- B** Belroth 51:59

Yeah, Happy Birthday.

D Deeran 52:01
Yeah, Happy birthday.

A Anthony 52:03
Fine birthday this turned into.

D Deeran 52:06
Oh, I got you something. Hey, hold on. And he pulls out the goat hair.

A Anthony 52:14
Oh, ah, thanks, Deeran.

D Deeran 52:21
You know, for your bag.

A Anthony 52:26
Okay. She puts it into her bag. Um, birthdays are always a funny, funny time. My mother's side, they take every excuse for a party, but you didn't celebrate the individual. You celebrated the group. You celebrated your family or your town or your-

E Ellori 52:56
Oh, like, congratulations, everybody made it through another year of Talia being alive.

A Anthony 53:01
Yeah, but birthdays themselves were never really the focus. I mean, there were so many other parties going on. Nobody needed individual celebrations. So on my mother's side, that just wasn't a thing we ever grew up with. My father would make mention of it from time to time, but nobody paid a lot of heed to the extra tall person living in the homestead.

- S** Skarpin 53:27
Oh, Talia, you're a follower of the old ways of Oliander as well? We throw many a festive parties.
- A** Anthony 53:34
Oh? No. No, but really for us a party isn't about a religion. It's just part of who we are.
- S** Skarpin 53:48
It's about the party, and tries to reach into the satchel again and pull out drugs.
- A** Anthony 53:54
It's still empty.
- B** Belroth 53:55
It's about the party, man!
- E** Ellori 54:03
Well, we should get back moving. This is a very beautiful piece, but maybe we should put it away, and be extra vigilant moving forward.
- A** Anthony 54:16
Oh, of course. And she slides it back away and closes the top and slides into the carriage.
- E** Ellori 54:24
Now, question: was that the caravan that it was in that he was targeting with Fireball?
Sorry, I asked that question so weird.
- A** Anthony 54:33
No, it wasn't. You didn't get the inclination that like he knew. He was just happy to pick through it later.

- D** Deeran 54:49
So night has begun to fall for us. Um, Ellori, do you think it's smart that we head out now or should we like camp for the night? Like, looking around there's a bunch of people like me who aren't going to be able to see so good out there.
- A** Anthony 55:10
They won't be back tonight. They'll assume this either succeeded or failed and they won't follow up. If they're wait for their people to come back and if they don't come back they'll know that they were bested. These aren't meant to be-
- E** Ellori 55:25
That makes me feel better Talia. So, I think you're right, Deeran. Maybe we have a nice little birthday dinner for Talia.
- A** Anthony 55:32
Oh, we don't have to do that. We don't have to do that.
- D** Deeran 55:35
Oh, yeah, what would you want if you could have anything, what would you want for your birthday?
- A** Anthony 55:41
Honestly, just some sugar would be nice. I feel like this boiled soup is- it's got no flavor. Could use some sweetness.
- S** Skarpin 55:52
Skarpin tries as hard as he can to not think of sugar. Drugs. Drugs. Just drugs.
- A** Anthony 56:01
You reach in, there's a white powder.

- S** Skarpin 56:11
I couldn't find you sugar, but I got this for you, ha ha!
- A** Anthony 56:16
There's no white powder. You're fine. I'm not going to make you use charges on fake sugar.
- B** Belroth 56:27
You pull out sucralose, like what happened?
- A** Anthony 56:30
That shit will kill you.
- D** Deeran 56:38
A lot slower than that fire
- B** Belroth 56:42
Depends on what you're doing with it.
- A** Anthony 56:48
Okay, um, so yeah, you guys sit around the fire. Everyone has a nice dinner, nice chats. Gallet is quiet, but he hands over some sugar cubes to Talia who seems very pleased to eat them, and everyone goes to bed. The next day you're back on the road again.
- D** Deeran 57:15
So glad to have healed up and gotten all my spell slots back.
- A** Anthony 57:26
you guys are on the road for another 5 days pretty uneventfully, and it is at the end of the fifth day that you see smoke on the horizon. Pretty close to the end. It's getting close to sundown, and there is smoke ahead.

- S** Skarpin 57:51
Like a suspiciously large amount or a friendly fire.
- A** Anthony 57:56
A large amount. A large amount.
- E** Ellori 58:00
Oh geez, that doesn't look very good, does it?
- S** Skarpin 58:05
Oh, no. A smaller amount would have been more of a welcoming sign, but this, no.
- A** Anthony 58:09
We're still a few days out from the Brass Palace.
- D** Deeran 58:15
Do you think like, do you think we should stop early tonight, and like maybe, I don't know, put this stuff- kind of like, try to hide us as much as we can from that? Then like the four of us could go like check on see what it is.
- A** Anthony 58:37
Maybe we could scout it. There's a big hill over there not too far away. Might be able to see what's going on better. We'll put a hold here. He puts up a hand and Talia stops the caravan at the front. He says, go. Tell me what you see.
- D** Deeran 58:54
All right. Deeran like, Naruto runs like, so that is cape like, billows.
- B** Belroth 59:01
Deeran, that doesn't make you faster.

- D** Deeran 59:05
Makes me feel faster, man.
- E** Ellori 59:08
Ellori skips.
- B** Belroth 59:11
Deeran walking normal and keeping up.
- D** Deeran 59:16
No, he's not. He's Naruto running in.
- B** Belroth 59:20
Oh, my God. That's the first time I've done that. Belroth just kind of power walks alongside, keeps up.
- A** Anthony 59:32
Skarpin stays back.
- S** Skarpin 59:33
Skarpin walks normal. He just kind of sees everybody doing weird things, and says, I'm coming.
- A** Anthony 59:41
So the 3 of you reach the top of the hill. Skarpin is still quite a ways back. Give me Perception checks.
- E** Ellori 59:53
18.



Deeran 59:59

You know Deeran is too winded. Both his hands are on his knees.



Anthony 1:00:03

Yeah, you see some ants, Deeran on the top of this hill. Ellori and Belroth, you look out at this down into the valley a little ways, and you see the smoke rising from what looks like an encampment. This encampment has several garish looking tents and a big fire ring in the center that seems to be set up with seating all around it and there's probably 30 people moving around, you know milling about. There's a dozen maybe more tents set up and then one extra large tent toward the back. Belroth I guess you've done some traveling before. You recognize that this is probably the Mendicant Savants.



Belroth 1:00:08

Also, 18.



Anthony 1:00:14

Oh, this is this will be fine. I mean, it's the Mendicants. They're not too bad.



Deeran 1:01:13

When Belroth says Mendicants Deeran head snaps up. His hat like flies off the back of his head. Oh, geez. Oh, man. I love when the Mendicants come to town, man. This is gonna be awesome.



Ellori 1:01:28

Wait, can you tell me what what a Mendicant is and why they're setting things on fire.



Deeran 1:01:34

Well, sure, yeah, man. They're like a traveling party, man. Like, they come in and they like, they set up outside of Federation Bay. And like we all like to, you know, sneak out and like, go hang out with the Mendicant Savants, and like, you know, they've got like games and stuff and like, everybody's drinking all sorts of weird things. Man, this is gonna be awesome.

E Ellori 1:01:58
Like a little mini festival that they travel around with and bring to places?

D Deeran 1:02:04
I mean, kinda, yeah!

E Ellori 1:02:06
That sounds exciting!

S Skarpin 1:02:10
Skarpin approaches. Deeran, Deeran, did you say drinking weird things. Are the Mendicants here?!

D Deeran 1:02:16
Yeah, man. Check it out! He picks up his hat like, turns it again. The droop is like, significantly more pronounced. Also, the blue is starting to fade to like this brownish color.

A Anthony 1:02:31
At this point, you have been with the hat enough that you've attuned to it. So, it is taking on the shape that you most desire.

D Deeran 1:02:40
Yeah.

S Skarpin 1:02:45
Skarpin sees the Mendicant gathering and he just turns back: yes, I'm so happy we stopped. Yes, let's go! Let's go!

E Ellori 1:02:55
So, this isn't something to be worried about? It's not dangerous?

B Belroth 1:02:58
No, well, I mean, not really.

S Skarpin 1:03:00
Just be nice.

B Belroth 1:03:02
I mean, just don't make them mad.

E Ellori 1:03:05
I don't think I've ever made anyone mad in my whole life.

B Belroth 1:03:08
Let me be clear that wasn't directed at you. It was directed at Deeran, I guess. I don't know. Deeran, I'm being really mean to you recently, and I don't know why. I don't know where it's coming from.

D Deeran 1:03:22
You remind me a lot of like, the professor's I had back in Prosperity.

B Belroth 1:03:27
Well, thank you. Any in particular?

A Anthony 1:03:34
Were they tenured? Will they write a letter?

D Deeran 1:03:44
Just like in general man, like a lot of dismissive folks who like, don't really get it. But like, hey, I gotta be honest, Ellori. My parents don't like this Savants. They say they like, steal stuff, you know. They say they like come into towns at night when we're all asleep after the parties and after the drinking. Then like, stuff goes missing, and they always blame the

Savants but like, I don't know, I've never had a problem with them.

E Ellori 1:04:16

Okay, I think that's helpful information though to know that if we go you know, so that we make sure that we stay with all our wits about us and can still protect the caravan in the way that we're we've been hired to do.

D Deeran 1:04:30

Deeran gets so bummed out that he has to keep his wits about him. So bummed out that he's not gonna drink things.

S Skarpin 1:04:42

Yeah, Skarpin forgot about protecting the caravan, and he never forgets a contract. Maybe we could take turns and could escort people from the caravan to here, and some could hang back at the caravan, and I could go first and, uh-

E Ellori 1:05:05

Well, we have to get to the caravan through.

B Belroth 1:05:08

Right.

D Deeran 1:05:09

Yeah.

E Ellori 1:05:10

So, maybe we just keep some extra security on the you know what, and then, you know, we make it as casual as possible and not like a big deal that we're protecting anything. And we go through. We enjoy the mendicants, and we keep going through to get to the Brass Palace.



Belroth 1:05:26

Sounds like a good plan to me.



Deeran 1:05:29

That sounds awesome. Let's, do that, and then like maybe we could do like a shift so that like, you know, we can still like see the stuff you know, and do some dancing and meet people.



Ellori 1:05:43

Yeah, I think that'd be nice.



Deeran 1:05:44

Cool.



Ellori 1:05:47

So, if everyone starts heading back down the hill, Ellori is gonna hang back and kind of tug on Belroth's sleeve. Hey, Belroth. You were just talking about you know, being mean to Deeran lately, and I just wanted to check in on you and maybe, you know, associating some, some sadness about still not having any information on Amylia, and kind of maybe taking it out on on the people that you're around.



Belroth 1:06:20

I mean, I didn't do that much of a deep dive into my emotions, but that feels correct.



Ellori 1:06:27

It's okay. I did it for you.



Belroth 1:06:28

I can tell. It felt very on the nose in the way that I didn't expect. It was quite disarming.



Ellori 1:06:48

I'm sorry. I just thought maybe that might be a reason, and if you wanted to talk about it, you know, you always can if you need to.

B Belroth 1:06:58

No, I just, I don't know. I'm trying to bond with Deeran, and I feel like I'm ribbing him too hard. I say a mean joke at him, and then I'm like, ugh, that just was mean.

E Ellori 1:07:19

Yeah, you know, my mom used to say that. When people tease you, it's because they like you, but then my grandma always said if you like someone you shouldn't tease them.

B Belroth 1:07:29

Very mixed messages.

E Ellori 1:07:30

You know, I have some kind of contradicting information and maybe you want to try the second one from now on.

B Belroth 1:07:38

That sounds like a good idea, and for the record, you might be right about the first thing too.

E Ellori 1:07:49

Yeah. If you need to talk about it I'm here.

B Belroth 1:07:56

I appreciate that.

E Ellori 1:07:59

And Ellori will follow the rest of them back down the hill.

D Deeran 1:08:02
Hey, Skarpin, how crazy do you think we're gonna get with the mendicants tonight, man?

S Skarpin 1:08:14
We should just go wild. You know what we should do? We should try and get Gallet to loosen up a little bit.

D Deeran 1:08:21
Oh man, I bet Gallet drunk is like the coolest version of Gallet.

S Skarpin 1:08:29
Yeah, he's totally got to confess his love for Talia. I know it. It's gonna be hilarious.

D Deeran 1:08:36
Hey, Skarpin?

S Skarpin 1:08:38
Yeah.

D Deeran 1:08:39
Do you think they're in love just because they're both short?

S Skarpin 1:08:47
That's how we tend to pair off within the turtles. You just want to have, you know, equivalently sized children. so you can tell who is with who, you know, it's just a thing.

D Deeran 1:09:04
All right, cool.

A Anthony 1:09:10

My favorite part about that is since she's a half halfling, like that juxtaposition is already-

D Deeran 1:09:19
Cuz she's like 4 feet tall, right? And he's a dwarf, so he's like 4ish. They're within the four inch range. Ideal.

S Skarpin 1:09:38
Those are the rules.

D Deeran 1:09:40
It's really cool. Like, I love how much I'm learning about everybody's different lives. They're so different from mine. This has been a really great trip to really open me up to a lot of different things, man. Hey, do you think that whole Artificers Guild thing is over or do you think we're gonna see more of them before this is up?

S Skarpin 1:10:06
I bet they don't strike too close to the Brass Palace, but we should actually be on our guard tonight. If we get past here, I think we'll be good.

D Deeran 1:10:20
Yeah, you know like, what if they've got somebody on the inside at the palace is all I'm thinking, man.

S Skarpin 1:10:29
Yeah, I bet they do. I bet they do. I mean, they used to be big so I bet they still hold some influence

D Deeran 1:10:35
Yeah I'm going to have to keep a lookout, and Deeran is trying so hard to like, sear the memory of the artificers guild logo into his brain on the rest of the walk back. Like, he completely tunnel vision. I don't know if Skarpin says anything else. Sorry, Deeran doesn't know if Skarpin says anything else.

S Skarpin 1:11:04
Yeah, he was just asking him about like, what his experience with the Mendicants were, and he's telling him about his experience as a child like, they used to always you know, whenever they ran into them, they would exchange goods, barter, and tell stories.

D Deeran 1:11:18
Oh, yeah, man, totally. Yeah. Totally. Yeah. Cool. That's so cool, man.

S Skarpin 1:11:26
We look forward to it every single time. We would go out of our way many leagues just if we heard word that they were over there.

D Deeran 1:11:33
Sounds hard man.

S Skarpin 1:11:36
Well, I don't know if that's the appropriate response, but that's fine. Talia!

A Anthony 1:11:43
Did you see what's over there?

S Skarpin 1:11:46
Yes, yes. They're Mendicants. They're here!

A Anthony 1:11:49
Gallet's like, ugh, tinkers.

S Skarpin 1:11:54
Yes, tinkers! We should get closer and then we can enjoy the festival.

- A** Anthony 1:12:00
Talia's like, yeah, we should probably get the wheels redone anyway. Might as well be done here, and we're gonna get gouged if we wait till we get to the city.
- S** Skarpin 1:12:09
Precisely, yes. The Mendicants can give you a great deal as long as everyone behaves.
- A** Anthony 1:12:15
Gallet doesn't seem pleased, but he agrees.
- S** Skarpin 1:12:22
He goes over to Gallet and says, it's gonna be a great time. We're gonna show you a good time tonight, Gallet.
- A** Anthony 1:12:27
He grunts.
- E** Ellori 1:12:32
Um, at this point, I think Ellori and Belroth are back with them.
- A** Anthony 1:12:36
So the caravan begins to as Twilight begins to fall, the caravan moves further down. It's probably going to take like a half hour to get close, and by the time you get there it is, you know, end of dusk, beginning of night. You roll up and there is a figure standing, you know, they've clearly seen you guys coming. There is a figure standing in brightly colored, patterned clothing. There are checkers of purple and yellow, that run all down his clothing. Very garish and bright. He wears a white mask with no expression on it, and he says, travelers, welcome! We are so grateful to have you in our presence for such an experience as we have prepared for you tonight. Welcome to the Mendicant Servants. Are you prepared to see a show?
- E** Ellori 1:13:49

Oh my gosh. Oh, I've never been more ready for anything in my life.



Anthony 1:13:54

You have never been prepared for what you will see tonight, for it will surprise you and thrill you as only the Mendicants can! 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 at patreon.com/adventureinc, or you can check out the shop at adventureincpod.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.



Adventure Incorporated 1:15:03

Serious Business. We're super serious!