

# C2E017 FINAL MIX

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## SUMMARY KEYWORDS

demon, baron, find, incorporated, wesley, thieves, elder, adventure, people, void, archimedes, creatures, feel, hear, freya, riggs, knock, walking, bit, eat

## SPEAKERS

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



Anthony 00:00

Greetings adventurers, welcome to the Adventure Incorporated podcast. It's me. It's Anthony Reed. I am the Dungeon Master, and this is the Adventure Incorporated Podcast, which I pointed out before. This is Episode 70, and it is part of the Ancient Secrets story arc here at the Adventure Incorporated Podcast. I want to say a big thank you to our patrons at [patreon.com/Adventureinc](https://patreon.com/Adventureinc) who support the Adventure Incorporated Podcast each and every month with their contributions to our Patreon. They get all kinds of goodies, bonus goodies. They get access to a special room inside our Discord for patrons only on the discord associated with the Adventure Incorporated Podcast. They get bonus episodes with special guests that they can check out that are all canon. They're a little bit, we'll say, off the wall sometimes, but the story that's happening there is happening alongside the story you're hearing here. You don't need it, but if you go over to [patreon.com/adventureinc](https://patreon.com/adventureinc) and you support the show, you get to check those out. And we would be so appreciative that you did. And I also want to point out if you're not following us on your social medias on the Twitter and Instagram, you need to go check them out because right now our network, the Serious Business Podcast Network, of which Adventure Incorporated podcast is part of, is doing a giveaway, and you could be a part of it too. So head over to those Instagram and Twitter and do the things you need to do including leaving a review for this show, and you can win bonus stuff that looks great, and you absolutely should be a part of it. So go check it out. Don't sleep on it. Make it happen. You'll be happy you did, and it's not just for this show, but all other shows too. So check it out over at [twitter.com](https://twitter.com) and [instagram.com](https://instagram.com)- do I, do I need the ".com"? It's fine. 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 02:31  
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 02:41  
Skarpin, the Cleric.
- B** Belroth 02:43  
Should I just try and snipe them from over here?
- S** Skarpin 02:46  
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 02:54  
Ellori, the Bard.
- E** Ellori 02:57  
We would want you to leave this warehouse.
- A** Anthony 03:00  
He points behind you. Church!
- E** Ellori 03:03  
Oh, sorry. We want you to leave this church.

- A** Anthony 03:07  
Deeran, the wizard. He say you no, worship Shattered Fang.
- D** Deeran 03:12  
Yeah, man, he's like, super wrong. We love Broken Tooth- uh Shattered Fang, man.
- A** Anthony 03:17  
Prepare yourselves, for these are the tales of Adventure Incorporated! The 4 of you emerge from the forest edge as night has fallen. For you, you've spent maybe 40 minutes from dawn to now, but it's late. Time has shifted on you, and your traveling has taken longer than you expected. And standing at the edge of the tree line a short distance away is Archimedes Silverblade. He, as you arrive, he nods to you and begins to move towards you. He says, fruitful?
- S** Skarpin 04:17  
No, no not, not fruit, not, not, not, not bread. No, nothing. Nothing. I haven't eaten in days.
- E** Ellori 04:25  
Well, I'm glad you did not eat there. That is- I explicitly warned you against that.
- S** Skarpin 04:30  
Ever since you said something, I couldn't think of anything else.
- A** Anthony 04:35  
He reaches into his satchel and pulls up a little bit of jerky?
- D** Deeran 04:38  
Yeah, I had the same problem man.
- A** Anthony 04:43  
He reaches in and gets a little bit more.

D Deeran 04:46  
Yeahhhh.

B Belroth 04:46  
I mean I'm feeling a little peckish. I didn't want to...

A Anthony 04:49  
Well, I'm out, so...

B Belroth 04:53  
Belroth pulls out his own jerky and- it's fine.

D Deeran 04:57  
I'm still hungry, Belroth.

B Belroth 05:02  
This is my last jerky. He gives him like, a little.

D Deeran 05:11  
Yeah, he eats a little bit.

B Belroth 05:14  
He gives the other half of it to Freya. He has way less jerky now than he expected.

D Deeran 05:20  
He expected write it down on your sheet, Rob

B Belroth 05:24  
Where's my jerky counter? Knock one off.

A Anthony 05:31  
I hate where this is going. Steph, you were saying.

E Ellori 05:35  
Ellori looks around and is like, genuinely surprised to hear that everyone else is like, down about this. Um, because she has never been more jazzed in her entire life. So I, I, I would say it was pretty fruitful. We, I mean, we, we, we, we met the Agrestal Spirit.

D Deeran 06:07  
Yeah, but then he said, oh, just like, whatever, go talk to another god. Like, we're just like, we could even ever do that man.

E Ellori 06:17  
We just did, Deeran.

B Belroth 06:21  
I mean, I think it was- there was a bit of value. It wasn't what we were hoping for. I was hoping that we'd get more, but we did learn a few important things that this magic or lack thereof, is from beyond and before the time of this God of Creation. What we're dealing with is something that is so ancient, that it is unique to this world. And that is not nothing.

E Ellori 06:53  
We also learned that we're unique to this world, that we've got fate woven around us in a way that makes us able to see these creatures and the fact that the Golden One believes in us to solve this is- can you- I'm still having a little trouble processing it.

B Belroth 07:15  
It was, it was a lot. I'm trying to retain as much in my memory as I can and just write down as many notes eventually, after we decompress this. I just- I want to- there were some interesting creatures in there that I just kind of want to sketch in my book.

A Anthony 07:34

So, Lanier did not have information for us on dealing with these creatures at all.

**D** Deeran 07:43  
Will you remind me Anthony did the Golden One introduce himself as Lanier?

**A** Anthony 07:54  
Cellian did.

**D** Deeran 07:55  
Okay. Cool.

**S** Skarpin 08:00  
No, not, not explicitly. No. He just seemed to say there's no information to be found. It's very disheartening, actually, but, oh, I'm really excited, Ellori.

**E** Ellori 08:11  
But now we can just, we can just go talk to Colliesto.

**B** Belroth 08:16  
I mean-

**A** Anthony 08:18  
Uh, unless you have connections to exploit in that regard, I don't know how you would make that happen.

**E** Ellori 08:26  
I don't know either, but every adventure starts with the first step. You don't always know where you're going when you walk out the door, but you always end up somewhere. That's the thing my grandma always says.

- B** Belroth 08:37  
Ellori and Ellori's grandmother do have a good point. If, if that's where we're supposed to look, Colliesto, then maybe we look for some Colliesto related resources. So, maybe clerics of Colliesto, some de grande archives of Colliesto. I don't know if those exist. It's definitely a starting point. It's not nothing, but it is not a lot. I will, I will admit that it is not a lot because we can't just send Colliesto a letter.
- A** Anthony 09:10  
I'm gonna put a pin here real quick. I do want to clarify to you guys that the Colliesto thing was for the Fading.
- E** Ellori 09:20  
That's right, sorry,
- A** Anthony 09:21  
Not for the demons. So, for the demons he had no leads. I didn't know if you were doing this on purpose.
- B** Belroth 09:30  
And that is what I was referring to by the way was just the Fading, which isn't even related to what we were asking. Belroth says in character.
- A** Anthony 09:41  
But the demons, that was- there was no path that we should follow for that?
- E** Ellori 09:51  
Well, not one that the Golden One knows of, but again, he was very confident that we will find one on our own.
- A** Anthony 10:00  
That limits our options considerably.



Skarpin 10:04

Well, he did allow us to sense this- the Void magic that we encountered. So, when we are investigating things we'll be able to tell if it's a good place to start.



Deeran 10:21

Um, Ellori Let me know if I'm like, overstepping or like, you know, underselling the gods or whatever here, but like he said, like, it was nothing like from here, right, man? So, like, what if it's- and Deeran looks up at the sky, and then his eyes get really big, and he looks back down at everyone else, and he says, what if it's from out THERE, man? Like, beyond the stars? What if it's aliens man?



Anthony 11:06

Uh, that seems outlandish, but, uh, but we don't have-



Deeran 11:18

What if?



Anthony 11:19

It is a theory. I suppose it would fulfill the words that Lanier said it seems. It is difficult whenever you interact with one of the faith folk. They speak sometimes truthfully, without implying what you expect them to imply. Sometimes the things they say fit the letter of the truth without fitting the spirit of it.



Deeran 11:48

Yeah, and then you guys think it could be true that it's aliens but maybe man.



Belroth 11:56

I think we need to do research and we need to find a place where we CAN do research. Right?



Anthony 12:04

I think I have one last viable option, something I can provide that will hopefully shed some



more light on this.



Deeran 12:13

Like special magic weapons and armor and I don't know maybe like a flying machine of some kind to like, help us like, really, you know, cleanse the, the demon scourge or whatever.



Anthony 12:28

Something way more valuable than all of those things: information.



Deeran 12:39

Deeran is like, visibly upset. Mike is visibly upset.



Anthony 12:46

There are some things I will need to acquire to see if this is even doable. I will send a list to you shortly of things we may need. In order to attempt this I will provide what resources I can through the Silver Mask, but there is still going to be necessity from Adventure Incorporated or the kingdom or however we hope to push this through. I cannot provide everything myself. So, I will send you a list shortly as I ensure that my preparations are in place.



Skarpin 13:37

Should we, should we stay in the city still?



Anthony 13:41

That is up to you, I will find you either way. If you return to the city, then you can stay there and do what you need to do. I will probably be able to get you a list relatively shortly. So, if you want to stay here, fine. I don't know if this is your long term place you intend to stay or not. That is up to you.



Skarpin 14:08

We're members of Adventure Incorporated. Maybe we should stick around.

- A** Anthony 14:13  
Most members of Adventure Incorporated do not spend time here. That is what brokers are for. To my understanding, although you would be better off speaking to those of your organization on that.
- B** Belroth 14:29  
Well there's real use and standing out here in this forest. I mean, why don't we head back and regroup a little?
- A** Anthony 14:37  
Very well. You go, and I will send word as soon as I can.
- E** Ellori 14:42  
Um, excuse me, Archimedes. I just wanted to say thank you. I know it seems like he had worked a long time to get that meeting, but I really appreciate your giving it up to us. I'm sorry that we didn't have more to tell you, but that was a really incredible experience in there.
- A** Anthony 15:11  
I, I hope that you are able to make use of it. I hope that it provides value, but only time will tell. He turns and leaves. He's walking along the tree line.
- B** Belroth 15:33  
I guess we should follow him, yes? As we start traveling back, Belroth is trying to multitask taking down notes in the woods, traveling at night. He's trying to write down stuff and trying to sketch stuff of everything he just saw. It's not going well because it's dark and he's walking, but he's doing his best.
- A** Anthony 16:06  
So you're going back to the city, right? He's not so if you're following him, you're going in the wrong direction.

S Skarpin 16:15  
Oh, Skarpin's going to be hunting on his way back.

E Ellori 16:19  
Yeah, Ellori too.

B Belroth 16:25  
Should we make camp here and then travel in the day, so it's easier.

A Anthony 16:30  
You're not that far from the city.

B Belroth 16:33  
So nevermind.

A Anthony 16:34  
You're like an hour away. Let's go home. Give me Survival Checks, Skarpin and Ellori.

S Skarpin 16:46  
21.

E Ellori 16:52  
19.

A Anthony 16:53  
Okay. Between the two of you, you find a deer.

S Skarpin 16:56  
Ahhhh, same deal, Ellori? You start, and I'll finish it off.



Ellori 17:04

Okay.



Skarpin 17:05

All right!



Anthony 17:08

I think actually capturing the deer in some capacity is like, relatively trivial for you. So, yeah, you gorge yourself. Skarpin you're still hungry.



Belroth 17:24

You're never not hungry.



Skarpin 17:27

But like, he's happier about it.



Anthony 17:31

That's up to you. I can't tell you one way or the other. You are the same amount of hungry you were before you ate the deer. You guys arrive back at the city.



Skarpin 17:48

One thing Lanier got me thinking on is if we need to talk to this Colliesto. Maybe they have information at the High Basilica. There's all sorts of resources there.



Belroth 18:04

That's not a bad idea. I was going to send my father a letter and see if he had any rumblings about this that he might know. It's not necessarily his field of research, but you know, if there were archives on the demon Isles, maybe he saw some stuff that could help.



Skarpin 18:24

Yeah, definitely. I could write my dad too. How about you, Deeran?



Deeran 18:29

Oh, my dad's like, pretty busy man.



Skarpin 18:35

He sounded so smart and important. You've talked about him a few times.



Deeran 18:39

Yeah. He's, well, probably pretty busy. That's all.



Skarpin 18:48

Okay. Oh, letters take a long time.



Deeran 18:53

Like, asking him to like, help out or anything like, I don't know, man. I don't, I don't know how willing to help he would be.



Belroth 19:02

I want to be clear. I wasn't suggesting we all send our dads letters.



Skarpin 19:07

I think we should!



Ellori 19:08

I do every week. I send a letter to my mom and my grandma and my dad and some of my friends back in Naiah too.



Skarpin 19:15

Mention this. Maybe they know something.



Belroth 19:18

I'm not that punctual at all. I very rarely write letters. Maybe I should write them more.

**E** Ellori 19:23  
I think it would be really nice for your family to hear from you as often as, as you want them to. And Deeran, and I understand that there's you know,

**D** Deeran 19:30  
Yeah, they do. They hear from me as often as I want them to.

**E** Ellori 19:34  
Yeah.

**D** Deeran 19:35  
Yeah. We're like, the same on that.

**S** Skarpin 19:40  
Oh, well that's great. Okay, well, I wonder this Archimedes fellow is gonna tell us to go find.

**A** Anthony 19:53  
So, where are you headed in the city?

**B** Belroth 19:57  
Should we find a room somewhere, or do we have other business?

**S** Skarpin 20:06  
Maybe we should go back to Adventure Incorporated. We can find better rooms, and we can just stake them out, and that could be our headquarters.

**E** Ellori 20:20

I think that sounds like a good idea. If we could have a, have a headquarters where we could, you know set up a base of operations, and you know Darren I know you've always talked about having a, having a cork board and some yarn to do your thinking on it. Maybe that's where we could set that up.



Deeran 20:47

It would be nice to set up the board again, man, you know? it's been a while.



Ellori 20:54

Yeah.



Skarpin 20:55

Yeah, that's exciting. Oh, yeah, well, let's go!



Anthony 21:00

You pass back through the gates of the Brass Palace from Old Mughamar heading toward the tower of Adventure Incorporated. And as you make your way to the base of the tower, Wesley like, stepped out of a side alleyway and is just walking alongside the 4 of you now.



Belroth 21:22

Whoa!



Anthony 21:23

He smells of alcohol.



Deeran 21:25

That tracks.



Skarpin 21:28

Wesley, Wesley we're going to go set up our headquarters!

**E** Ellori 21:31  
Wesley, I met my god!

**B** Belroth 21:34  
Hello, Wesley.

**A** Anthony 21:35  
I met my god several times. It is always a dangerous experience, I find.

**D** Deeran 21:41  
Yeah, I guess technically I met like, my god too or whatever. Like- Well yeah, cuz like everything's connected. You know what I mean? Like, it doesn't really matter like, who you worship or how you do it or whatever. It's all the same. You know what I mean, man? Like, all the power comes from like, the same place or whatever.

**S** Skarpin 21:47  
What, really?

**E** Ellori 21:58  
No?!

**A** Anthony 21:58  
That is not- that is decidedly not true.

**S** Skarpin 21:58  
No.

**D** Deeran 22:01  
Yeah, man, like, I know like, you know, I know it's pretty crazy to hear, right, but like-



A Anthony 22:08  
I just think it is factually incorrect-

S Skarpin 22:10  
It's very inaccurate.

A Anthony 22:11  
I just do not believe what you're saying to be true.

D Deeran 22:14  
No, I understand like, people meet like, this Enlightened kind of mentality right, like a little bit, uh, resistant at first, man, and that's okay, but like once you start to really see the whole picture like, uh-

E Ellori 22:28  
But Deeran, we just saw a very spec- I could have gotten me behind your argument yesterday, but after day, after seeing the god that I've worshipped for my whole entire life out in front of me in an actual- a real body and voice and like, he's, he's his own person.

S Skarpin 22:51  
Sure.

E Ellori 22:52  
And so, you know, there's Colliesto and all the other gods

S Skarpin 22:57  
Oliander, yeah.

E Ellori 22:58  
Yeah, yeah, that's another one. Um, then there's the, you know, there's the angry one and then there's the double one, you know, you've got so many different gods and they're all,

they're all, they're all people and it's I'm not-

- D** Deeran 23:11  
That's what I'm saying man, like it's all- they're all just, you know, whoever, right? Like they may or may not all exist the same way that yours do, but like, it's not like they do anything different is what I'm- like, really you know, at the end of the day, right like, everybody's kind of, you know, it's all connected, you know, it's all the same power.
- B** Belroth 23:30  
Diam did exist and now is dead. It is in theory a spectral being, but could just be a thought.
- D** Deeran 23:39  
Well, sure, but like, that power right, like is no more Diam's or the Golden One's or Colliesto's, or Oliander's or anybody's, right? Like, it's just power that people tap into, you know what I mean?
- E** Ellori 23:50  
Ellori's is like, a little bit upset about this.
- A** Anthony 23:56  
It looks like Wesley has lost whatever you're talking about. He is not tracking this conversation anymore. He says, what are you doing back in Brass Palace?
- B** Belroth 24:12  
Regrouping and then figuring out our next move for the most part. It's late. It's dark. Where else would we go?
- A** Anthony 24:22  
Yes, where indeed? Where else could you go? Where else could you go?

**S** Skarpin 24:28  
No, no. I know what you're gonna say, Wesley, not the Shining Night. No, can't go back there.

**D** Deeran 24:34  
Yeah, can't go back there, man.

**A** Anthony 24:36  
That is fine and probably for best, but I don't think, I don't think this place is best place for you right now.

**D** Deeran 24:47  
But like, we're employees or whatever like, this is where we you know, work and live.

**A** Anthony 24:54  
Yeah, yes, you are. You are employees of place, yes, of Adventure Incorporated, and from time to time, you will spend time here, but probably the most amount of time you can spend away from Elder Carapath's direct supervision, probably best.

**S** Skarpin 25:13  
Oh no, he gave us some money last time, he sent us on our way to Archimedes. It was, it was a great meeting. I think, I think, I think you have his wrong. I think he likes us.

**A** Anthony 25:24  
Okay. You can make choice. Do as you will. I will be staying down in house of Elder Riggs who is not present at time. You may stay there as well if you wish. You may stay on the tower if you wish. You may stay at tavern if you wish. There are many places you can go, but I think it probably best if you come up with a plan for future.

**B** Belroth 25:50  
Why don't we find a nice tavern that isn't the tavern we can never return to because we're not going back there, and then figure this plan out and then go sleep at Elder Rigg's place

for free, I assume?

**A** Anthony 26:10  
Well. I will not charge you. I am not going to charge you to stay in other man's place.

**B** Belroth 26:14  
Well, I don't know. I mean, there's this, there's this recent scam called Air Tavern, and it is it, is crazy. Everything can apparently be a tavern where you can sleep in, and it's driving prices all over the place.

**A** Anthony 26:29  
Air Inn, yes I have heard of this.

**D** Deeran 26:34  
Elder Riggs, what's his like, ale stores like, Wesley?

**A** Anthony 26:42  
Yeah, we will probably have to stop somewhere before we go back to house.

**D** Deeran 26:48  
All right. Should we just like, figure out what we're gonna do with like, with stuff there?

**B** Belroth 26:58  
Yeah, that works too.

**D** Deeran 27:02  
Hey, Ellori, you seem like, upset or whatever.

**E** Ellori 27:11  
No, it's, it's all right. I just think that my god is his own person.

D Deeran 27:18  
Oh, yeah, like, I agree.

E Ellori 27:22  
It didn't seem like that's what you're saying.

D Deeran 27:25  
No. Yeah. Like, all the gods are like, individual, right, but like, you know, it's like um, if they all had like, a joint bank account together, or whatever, and that's where all the power came from. You know, and so like, everybody like, pitches in and takes out wherever, however much that they like, want or whatever, you know?

A Anthony 27:49  
So then, like, when Colliesto gets gift for lora, it's like lora gave themselves a gift?

D Deeran 27:59  
Sure, yeah. Yeah, it's like, you know, like, yeah.

A Anthony 28:04  
Because it's just same bank account.

B Belroth 28:08  
Well, it's, it's the thought that counts.

A Anthony 28:11  
Is all the same money.

B Belroth 28:12  
But I mean, gifts are more than money.



Anthony 28:15

Well, yes.



Belroth 28:16

Gifts are intention and thought.



Anthony 28:18

Well, yes, but the celestial cannot give intention and thought to other celestial. They only draw intention and thought from the normal people. So, that does not really work.



Belroth 28:33

Yeah, anyways, why don't we head back to Elder Riggs'?



Anthony 28:42

That sounds good to me. I will stop and get drink on way. Will meet you there, yeah? You go. I will meet you. I'll bring drinks and I guess food. I don't know what you want.



Belroth 28:52

Is there a good pizza place? What's the best pizza place?



Skarpin 28:58

Raw flesh.



Anthony 29:00

Raw flesh I will not find. I don't know where- no, oh, no. I will find.



Skarpin 29:05

Yeah?



Belroth 29:05

Yes. I don't know if there'll be any blood involved, but we can get raw flesh at least.

**E** Ellori 29:10  
Oh, that's all right.

**A** Anthony 29:13  
I don't know how to help you. I don't think there are places around that I can purchase blood for you

**E** Ellori 29:21  
No, it's okay. I'm fine for a couple of days. There's a pet store here.

**S** Skarpin 29:27  
Yes, there is.

**A** Anthony 29:29  
I don't need any more of that. I will just go get things and I will arrive soon.

**E** Ellori 29:37  
Thank you, Wesley.

**A** Anthony 29:38  
Good luck finding Elder Rigg's house. I will see you all in no time I'm sure. And he just wanders off.

**S** Skarpin 29:47  
Excellent. Let's go. Yeah, I think I, think I remember the way. I got a great memory great, great sense of direction. So, Skarpin heads North.

**A** Anthony 30:00

Oh, okay.

**B** Belroth 30:02  
Skarpin, Skarpin, that is absolutely the wrong way.

**S** Skarpin 30:06  
What do you mean?

**A** Anthony 30:07  
Belroth takes you to the west, back down into the Old Mughamar.

**B** Belroth 30:16  
North would be out of the city, I believe.

**A** Anthony 30:20  
You just came from the North, honestly.

**S** Skarpin 30:24  
Well, Skarpin wasn't facing that direction, so he forgot.

**A** Anthony 30:28  
So, you guys returned to Elder Rigg's house. You push up in the door, and Elder Riggs is sitting in a chair by the fire just going over some books. Oh, no, please come in.

**S** Skarpin 30:41  
Elder Riggs, you're not supposed to be here.

**A** Anthony 30:44  
Am I not? It's my house.



S Skarpin 30:51  
Yeah, but like- no, you're right. You're right. Welcome.

A Anthony 30:58  
Please, come, come. I assume this is a Wesley's fault in some way.

S Skarpin 31:05  
Well, it seems like everything has been for the last several weeks.

A Anthony 31:09  
Yes, well, he can be a bit of a whirlwind like that. Please, have a seat over here.

E Ellori 31:19  
Thank you.

A Anthony 31:21  
Willing to help in whatever way I can.

B Belroth 31:27  
Belroth grabs a big chair next to like the best light source and continues to finish his notes and drawings. You see him rip out a page because one of the draw- he was trying to draw a picture while walking, which is not an easy feat. And he rips it out and just starts over trying to draw the Green Man and Winter Bone characters he saw.

A Anthony 31:53  
You are set up next to the hearth. You just crumple up the paper, and toss it in and keep drawing. How are things? How are you doing?

E Ellori 32:12  
Honestly, things are pretty amazing. We got to meet the Agrestal Spirit, the Golden One himself.

A Anthony 32:20  
Wow.

E Ellori 32:21  
And he told us we were special. Now normally, when my grandma tells me I'm special, I like believing her because I know she really means it, and she really believes it, but there's something a little different about your grandma telling you you're special and your God telling you you're special.

A Anthony 32:37  
I could presume that to be true, yes. Few have met the Heart of Creation, and fewer still would even consider such a thing possible. If nothing else were to happen now you have already lived storied lives.

E Ellori 33:00  
That's true. This is definitely a story that I'm going to write home to my grandma about. Probably tonight.

S Skarpin 33:09  
And I'll write my father and mother. I'll tell them all about it.

A Anthony 33:16  
Well, if you're here waiting for Wesley, I would probably not wait. I suspect he will not be here for some time. So, I can give you some space to decompress and have your conversations. But if you have need of me, I will be just in the other room. And he stands and moves toward his bedroom.

D Deeran 33:45  
Hey, Elder Riggs?

A Anthony 33:47  
Hmm, yes?

D Deeran 33:52  
The Heart of Creation told us to talk to Colliesto. Is that like, real? Like is that a for real suggestion?

A Anthony 34:10  
From the Heart of Creation, I suppose, yes, probably that would be a thing that he would really suggest to you. Very few people have ever spoken with the Heart of Creation. To my knowledge that is way more than has ever spoken with the All-Seer. That is unfathomable to me, but if if the Heart of Creation believes that you can do it well, who am I to disagree with the Heart of Creation.

D Deeran 34:50  
I mean, I feel really bad because like, I laughed at him when he said it. Like, it was just like a little snicker, but like, I mean, he may as well have told us, I don't know, like, have you considered like, holding the Sun to warm up?

A Anthony 35:11  
To my understanding, limited as it may be, that is a more likely scenario.

D Deeran 35:22  
Great. Thanks.

A Anthony 35:27  
Good night.

B Belroth 35:30  
Good night. Belroth finishes his drawing and his notes, slams his book together, puts it into his stuff, starts clearing stuff off the like, I guess like coffee table that's like, I don't know.

E Ellori 35:48  
Pushes it all over-

- D** Deeran 35:49  
Yeah, just right off the table, just clearing it?
- E** Ellori 35:52  
You can hear Elder Riggs sigh from his bedroom.
- B** Belroth 35:56  
All right. So, what's the game plan? We have to figure out either how to talk to Colliesto which seems tough, and we also need to figure out the source of the Void creature demon things. Are we calling them the Void creatures? I don't like that.
- E** Ellori 36:19  
That's a good idea. We should come up with a name for them so that we keep our branding consistent.
- D** Deeran 36:26  
Everybody else is using demons, so like, that would be the easiest one.
- B** Belroth 36:31  
But I don't love that term. I don't love that term. As a tiefling I don't love it.
- D** Deeran 36:38  
Yeah, I just worry that every time we're gonna go out there, you know, we're gonna be like, oh, yeah, we're fighting the Void creatures, and they're gonna be like, what? And we're going to be like, the demons.
- B** Belroth 36:48  
And everyone's like, oh, and I know. Doesn't mean I like it?
- D** Deeran 36:52  
No, I understand it, I just, uh.

- E** Ellori 36:56  
Precise language is worth using, even if it means a little extra work for you.
- D** Deeran 37:03  
All right. Just feels like we're fighting a- the tide, you know. Yeah, but it's like when you tell a story, you're not gonna settle for the first verb that comes to mind? What if it's the right verb?
- E** Ellori 37:15  
Then you're very lucky.
- B** Belroth 37:21  
So, anyways, we have two, side by side, parallel things we're trying to do, I guess, as a group, and correct me if I'm wrong. We are trying to figure out more about this demon- now I'm saying, now I'm saying the demon thing-
- D** Deeran 37:40  
See, it like, it fits.
- B** Belroth 37:40  
I didn't, I didn't want to do that. We're trying to find more about them.
- D** Deeran 37:46  
The Void creatures, yeah.
- B** Belroth 37:48  
The Void demons, whatever. We're trying to find out about them, and we're trying to find out about the Fading.
- S** Skarpin 37:59  
It's more just Void magic. The demons wield the Void magic.

- E** Ellori 38:06  
What if we pronounce demon like, like the fancy people do like "daemon".
- B** Belroth 38:13  
I have a cousin, Damon. It could be very confusing for me.
- D** Deeran 38:19  
We're here to fight Damon! And then your cousin steps out.
- B** Belroth 38:23  
I don't like him. I'm not a big fan of Damon.
- E** Ellori 38:26  
Do you want us to fight him?
- S** Skarpin 38:28  
I feel like we could handle that.
- E** Ellori 38:33  
Your family's rough, Belroth. Your sisters, your cousins.
- B** Belroth 38:40  
I know, well. Listen, I feel like I want to find my sister, but I also don't know where to start with that, so I'm trying to figure out the groundwork of where we go next.
- E** Ellori 38:51  
We should put that- if I were the type of person who made lists, which I'm not the type of person who makes lists-
- B** Belroth 38:58

I can't be the type of person to make a list.

- E** Ellori 39:00  
-I would suggest making a list, but since I'm not the type of person that makes lists, I'm not gonna suggest that.
- B** Belroth 39:06  
You're being very specific. I cleared off the table because I assumed I would have parchment to scroll out, but then I didn't, so I just kind of knocked everything on the ground.
- S** Skarpin 39:15  
Here's some parchment. You knocked it on the ground.
- B** Belroth 39:17  
Oh, perfect. Belroth unrolls it. Okay-
- D** Deeran 39:22  
What's on the parchment?
- B** Belroth 39:24  
Oh, there's stuff on here. I'm sorry. Hold on. We'll use my notebook. He opens his book.
- D** Deeran 39:31  
After slamming it closed very dramatically.
- B** Belroth 39:36  
I was trying to gain everyone's attention. It worked, and now I have to open it again. Anyways, number 1. Find Colliesto.

- D** Deeran 39:49  
Just start with the biggest one, right?
- B** Belroth 39:52  
Well, I figure, you know, you start with the hardest things and you end with the easiest things and then you can do a bunch of easy things and work your way up to the hard thing.
- A** Anthony 40:06  
Everyone knows you just do the hardest thing first, even if it takes you decades, you do the hardest thing first and then you can knock all the rest of the shit out quick.
- B** Belroth 40:14  
Belroth crosses out the number. Listen, this isn't a numbered list.
- D** Deeran 40:17  
Avalanche adventuring over here. You know, some people are snowballers, and I get it, but you know, avalanche is the smarter way to do it.
- B** Belroth 40:27  
Avalanche is the smarter way to do it.
- D** Deeran 40:29  
I'm personally a snowballer. I think Deeran is probably an avalanche. Something about him strikes me as tilting at windmills. I don't know what it is.
- B** Belroth 40:46  
Find Colliesto, and then he puts a dash next to it "The Fading" and then "Void creature/demons" Dash next to it. Question marks. Okay, where are we now? I feel like we've made no in road.





Ellori 41:06

Um, we can also put on there trying to find Elder Hawktalon.



Belroth 41:12

Ooo, Elder Hawktalon. I don't remember his significance, but I'm sure I will.



Deeran 41:16

Well, he like, works here.



Ellori 41:19

Yeah, he's Elder Rigg's friend.



Skarpin 41:21

Yeah, one of our bosses.



Belroth 41:21

Right, right, right. Dash next it "missing".



Deeran 41:25

Yeah. Um, and then like, um, well, uh, Belroth, you're trying to find your partner-



Belroth 41:39

Amylia.



Deeran 41:39

-and your sister.



Belroth 41:42

Yes-

- E** Ellori 41:43  
And everyone who escaped the Demon Isles.
- D** Deeran 41:46  
-and your cousin who we may or may not have to fight? I don't know if that is like a parenthetical or whatever.
- B** Belroth 41:55  
No, he's just a jerk. He's not, he's not like an evil person. He's just a jerk.
- A** Anthony 41:59  
There is scratching at the door.
- S** Skarpin 42:02  
Oh, where is Freya?
- A** Anthony 42:07  
Freya is laying on the floor next to the hearth.
- S** Skarpin 42:09  
Oh, you don't have to scratch. You're inside.
- A** Anthony 42:12  
She looks at you confused.
- S** Skarpin 42:15  
Oh, if it wasn't you...
- D** Deeran 42:19  
Okay, fine I'll get it or whatever. Deeran like, stands up at a huff and barges over to the

door, and he opens it? Because you can't like, peek out. Like there's not like a, you know, there's not a little peephole. What the hell do people do back- did they just open their doors to anyone before the invention of the peephole?

A Anthony 42:41  
Vampire's heyday back then.

B Belroth 42:43  
No, they had the little- they cracked it open a little bit and you had the little, the chain that would keep it closed.

D Deeran 42:50  
You think the chain was around before the peephole?

B Belroth 42:53  
Oh my god, yeah.

D Deeran 42:54  
I picture a slidey window as the intermediary between no one opens a door and the peephole.

A Anthony 43:05  
That's probably really what you did, right. You looked around your house you said, is everyone who is here who I expect to be here? And then you just didn't open the door.

E Ellori 43:15  
Or you call out, hello, who is there? And you hope they answer.

B Belroth 43:19  
Well, the doors open.

D Deeran 43:21  
Yeah. It's too late. Deeran has opened it.

A Anthony 43:24  
A chipmunk runs into the room and jumps up onto the table in front of Belroth, opens its mouth, and Archimedes' voice booms out from the chipmunk. And it says, I have come to finding what I need to begin the next phase. I need the 4 of you present as well as the piece of the Demon Stone. I will also need half of the Spellstone required to activate the device. So, bring those devices and 800 Spellstone and we will be on our way. I will come to claim you again in 1 week's time from the tower. Then the chipmunk scrambles away.

S Skarpin 44:14  
Where can we get- oh.

B Belroth 44:19  
Find 800 Spellstone.

D Deeran 44:22  
Yeah, put that on the list.

B Belroth 44:24  
On the list. Next to it "dash several exclamation points".

S Skarpin 44:28  
Chipmunk.

B Belroth 44:30  
Yeah. Oh, nope. Yep, crosses off the exclamation points. "Chipmonk".

A Anthony 44:37  
Wesley walks from the back stairwell, and he says, what was that?



Deeran 44:46  
Chipmonk.



Belroth 44:47

I think a magical messenger of some kind, demanding 800 Spellstone which to me feels like a scam. It feels very much like a "Hello, I'm a foreign prince, and I have the way to solve all of your problems. If you'll please just wire me \$800,000"



Anthony 45:06

800 Spellstone is significant amount of Spellstone. Here, Skarpin I have this for you. And he throws you a pig corpse. You know, like a whole hog that you would buy from a butcher.



Skarpin 45:19

Whole hog! Just snatches it out of the air. Oh, thank you. Yeah, so 800 Spellstone, and he takes a huge bite of it.



Belroth 45:28

Freya looks at you, jealously.



Skarpin 45:31

Skarpin doesn't make eye contact.



Belroth 45:35

Freya slowly, slowly walks closer and closer until her face is literally right there and she's sniffing it



Skarpin 45:43

He slowly turns so his shell is facing her face.



Belroth 45:48

She doesn't stop.

**A** Anthony 45:50  
So, they're just going to spin.

**D** Deeran 45:52  
They do that like-

**B** Belroth 45:55  
She's purring.

**S** Skarpin 45:57  
He's not.

**E** Ellori 46:03  
Um, so I have 10.

**B** Belroth 46:07  
I also have 10.

**D** Deeran 46:08  
Oh, yeah.

**S** Skarpin 46:10  
I have 11.

**D** Deeran 46:12  
I've got 16

E Ellori 46:13  
How do you have so many?

D Deeran 46:15  
I just don't use them.

E Ellori 46:16  
I've never used them either.

S Skarpin 46:17  
I've never used mine.

D Deeran 46:19  
Then it sounds like you guys weren't keeping track because we should have 16.

B Belroth 46:27  
I repowered something so I have 11.

S Skarpin 46:30  
Oh, here's the other 5.

E Ellori 46:34  
Skarpin do you have my other 5 as well?

S Skarpin 46:37  
Yes, I kept track of these for you. You were busy.

E Ellori 46:40  
Oh, thank you so much.



Skarpin 46:42

You're welcome.



Anthony 46:46

Yes, I did not expect that you have 800 Spellstone on hand. That seems unlikely.



Belroth 46:53

Archimedes expects it.



Anthony 46:58

He said he's covering half and he still needs 800?



Belroth 47:02

Yes



Ellori 47:03

That means he knows where to get 800.



Anthony 47:07

Also makes me question what he is powering with this Spellstone.



Ellori 47:11

The Demon Stone, I thought.



Skarpin 47:14

He just needs it. I don't know what it's gonna do.



Ellori 47:18

He said bring the fragment of the Demon Stone and half the amount of Spellstone it takes to power it. I assumed the "it" was referring to the Demon Stone.



- A** Anthony 47:30  
I don't know how that would be. The Demon Stone was a sealing, protective barrier. I don't know why he would need to power up a protective barrier. This is idle speculation. What is more important is that in 1 week's time we get you the Spellstone you need.
- B** Belroth 47:52  
Do you have a way to do this?
- A** Anthony 47:55  
Me personally?
- B** Belroth 47:57  
Yes.
- A** Anthony 47:57  
No, I do not, but you have several resources at your disposal for you to choose from I would suspect. You are members of Adventure Incorporated. You could try to requisition this thing from the company, but it is important to remember that the person who will approve such things is Elder Carapath. Undoubtedly, he will not be pleased with such a sum, and he will probably- if he would approve such a thing it would come with strings attached, I have no doubt. Your other option is to go to the Viscount. The Viscount undoubtedly would have resources that could rival this, but Viscount Hawthorne is a shrewd negotiator. He will absolutely not do such a thing without enriching himself in some way. Well, there may be third option, but I don't know how you would feel about such things
- B** Belroth 49:14  
Is that to just let it lapse and we fail, I guess?
- A** Anthony 49:19  
I guess that is fourth option. You can do that. If we do not wish to play game of Silverblade, we do not have to. We could simply not do what he seeks to do. It may not get us information, but it also does not cost us 800 Spellstone.

S Skarpin 49:41  
What's option 3? That seems the best option so far.

A Anthony 49:45  
Well, option 3 would be to acquire Spellstone in way that I would say is extra-legal.

S Skarpin 49:55  
Extra legal, great. Within the bounds of the law.

A Anthony 49:59  
Maybe outside bounds of law.

E Ellori 50:01  
Very much within the bounds of the law.

A Anthony 50:03  
Beyond the boundry. Yeah, I would not say very in law. Now I think if I am correct, the Spellstone that we could...acquire is not necessarily on the up and up to begin with. So-

E Ellori 50:26  
What do you mean by that?

A Anthony 50:31  
I may be able to track down some shipments that are traveling to the underground, you know, through the nefarious peoples, and we could take Spellstone from people who have already committed- they are thieves. We could take Spellstone from thieves.

B Belroth 50:53  
Oh, that feels much better.



Skarpin 50:54

Yeah, we could do that.



Belroth 50:56

And then never return to the city.



Anthony 50:57

It is still not our Spellstone to be clear. You are still breaking law.



Belroth 51:02

Well-



Anthony 51:02

They took from someone. You would be taking from that someone, but that is option also perhaps. If you are interested in clandestinely murdering thieves and taking things that are stolen, and making them yours, that is a possibility as well.



Skarpin 51:28

Oh, oh, I could eat a thief. What do y'all think?



Anthony 51:34

You could try one of the other options before we resort to- we could make this last resort.



Ellori 51:40

I think that we should go and maybe talk to the Guild of Contractual Arrangements and see if there's a job that we could do that would pay us 800 Spellstone and that way we are both benefiting Adventure Incorporated and we're doing things within, within within the law.



Belroth 52:01

And to add on to that, if we don't find a job that is paying us an 800 Spellstone that we

could feasibly take, maybe a job involving handling some thieves in the town, so then we actually get a job done and also take a bunch of Spellstone.

- A** Anthony 52:21  
These thieves are not what I would say- politically speaking, you would be hard pressed to find someone who would reward you for dealing with these thieves. There is a degree of, there's a degree of political value that having an underground- a known underground element brings to those in power. No one would shed tear if these people were dealt with, but no one will reward you either. When you create power vacuums someone will come to fill them, and often those people are not as easy to deal with as the one you left behind.
- E** Ellori 53:19  
Okay, my friends, this is the moment I think that we have to decide are we the kind of team that's going to accomplish things by any means, or are we the kind of team that's going to remain good people trying to save the world?
- D** Deeran 53:38  
You made it like a big deal like that, you know, this got a lot harder.
- B** Belroth 53:43  
Yeah, that's putting a lot of weight on it.
- E** Ellori 53:44  
This is a moment in our development as a team. We are wrapped in the threads of Fate. We are important, and our legacy will will reflect who we were.
- S** Skarpin 54:00  
I don't know that those are exclusive to each other, Ellori. You know, dealing with thieves and recovering stolen goods. I feel like that is an admirable admirable task that good people would undertake
- A** Anthony 54:17  
Well yes, if you were going to return stolen goods.



Skarpin 54:19

I said recover.



Anthony 54:28

Okay.



Belroth 54:30

Freya takes a bite of the carcass.



Skarpin 54:36

Hey! And he spends a little bit more.



Belroth 54:37

She rips it off and runs away with it.



Deeran 54:42

What if we like, try the good stuff first, and then we can always like, you know if we have to, right?



Belroth 54:53

My only fear with that is we asked for 800 Spellstone and then it fails and then we steal a 800 Spellstone from thieves who may politically be involved with all of the people that we just asked for 800 Spellstone from. Now they know exactly who took that 800 Spellstone. Right? So, I am more of the let's just smash and grab and hopefully fly under the radar.



Deeran 55:26

Yeah, that feels like, bad. Like, if we're going to take it we should do the right thing with it after.

- S** Skarpin 55:40  
We're trying to save the world, I think. I think, I think we're at that point, these demons seem-powerful enough to-
- D** Deeran 55:49  
Void creatures.
- B** Belroth 55:51  
Thank you.
- S** Skarpin 55:51  
Void creatures, sorry.
- A** Anthony 55:53  
Is that what you're going with, Void creatures?
- B** Belroth 55:55  
I don't like the term demon.
- S** Skarpin 55:56  
It's a working title.
- B** Belroth 55:57  
I know it's convenient. I still don't like it.
- E** Ellori 55:59  
What if we call them something cuter like-
- A** Anthony 56:01  
It seems pretty accurate.

S Skarpin 56:04  
It's important, accuracy and language I think.

A Anthony 56:09  
Ellori, I'm sorry, you were saying?

E Ellori 56:10  
No, I was just trying to think of Void creatures. You know, we could, we could give it a little more umph, I think. You know, if we're looking at this from- you know, if our story is gonna get told, for generations and generations and generations, we should probably be thinking about that now.

A Anthony 56:30  
So like, instead of Void creatures, you call them VOID! creatures. Is that the more umph you're talking about?

E Ellori 56:35  
Or like, like, uh, Void, uh, uh.

B Belroth 56:42  
Voiduh?

S Skarpin 56:43  
I don't know if that has the same ring to it.

D Deeran 56:47  
Feels like we're getting lost in the sauce here, you guys.

B Belroth 56:52  
What if we give them a-

- E** Ellori 56:54  
Void sauce.
- B** Belroth 56:58  
That's when you make pasta with no sauce.
- S** Skarpin 57:04  
I liked it.
- E** Ellori 57:07  
Ellori's like, that sounds pretty good.
- D** Deeran 57:09  
So, with no sauce?
- S** Skarpin 57:12  
Buttered pasta.
- E** Ellori 57:12  
That's noodles.
- A** Anthony 57:14  
Butter's still a sauce. I'm sorry. It is. It is still a sauce.
- B** Belroth 57:17  
Yeah, butter sauce is a sauce. You literally said butter sauce.
- E** Ellori 57:22  
I would just say noodles.



- A** Anthony 57:26  
Noodles with nothing.
- E** Ellori 57:28  
Yeah, listen, when noodles have been taken away from you for a decade you'll just fucking eat whatever noodles someone gives you.
- A** Anthony 57:36  
Deeran is right. Demon Void creature, Void sauce, does not matter what called. They are definitely, to Skarpin's point, they are presumably very dangerous. Yeah, I don't know if they, you know, you can use them to justify whatever you want to Skarpin. I am indifferent.
- B** Belroth 58:00  
If we're doing the right thing, then? Do we have a rich benefactor which we could help? That weird guy who loved magic items, that man. Remember him? We met this man and we with- the artificers guild attacked us.
- E** Ellori 58:19  
Yeah.
- B** Belroth 58:20  
He's a rich benefactor. What if we ask him to like- we are looking to get this much Spellstone, we will do a job for you.
- S** Skarpin 58:29  
Baron Sildicar.
- B** Belroth 58:29  
We are in a bind. We will help each other out. He was weird, but I mean, he's another person that would have it.

- A** Anthony 58:38  
He probably would have 800 Spellstone. I would be weary of whatever he may choose to throw your way.
- E** Ellori 58:49  
What do you mean? As a thing to do in return?
- A** Anthony 58:52  
Baron Sildicar is, I would say, erratic and dangerous. Those are the words I would use to describe him.
- E** Ellori 59:04  
Okay. I think it's a good idea, Belroth.
- B** Belroth 59:07  
Thank you.
- E** Ellori 59:09  
And if he asks us to do something super illegal, we can either say yes or no.
- D** Deeran 59:14  
We should say no.
- E** Ellori 59:18  
I agree with you Deeran, but I'm saying, you're the one that didn't want to have the conversation now about whether we're good or evil or somewhere in the middle. I think that somewhere in the middle is the harder part to-
- D** Deeran 59:33  
Yeah, I just think it's a big like, it makes all our choices so much worse if we're gonna like decide to be bad right away, you know? Like it- just like everything, everything you do

from here on out it's kind of like, oh, okay, well, of course like, we said we were bad so I guess we're gonna do bad things.

- B** Belroth 59:54  
I mean, that's, that's fair. I mean, you kill one king, you kill several kings, right? That's how the expression goes.
- D** Deeran 1:00:00  
That's what they say.
- A** Anthony 1:00:02  
That is known expression.
- D** Deeran 1:00:04  
That's what they say. If you, if you do it once you may as well just keep going.
- B** Belroth 1:00:11  
I think there will be some extra-legal things that we do. Sorry, there are some not legal things we will do, but I, I guess I, I didn't initially agree, but I do agree that if we want to be the type of group that we want to be, then maybe we should avoid it when possible.
- D** Deeran 1:00:32  
Yeah.
- B** Belroth 1:00:33  
Right, and if it's not possible to avoid it, we make it work for us in a way that feels better. Right?
- S** Skarpin 1:00:42  
I mean I was okay with killing the thieves.

- B** Belroth 1:00:45  
I was too, but it's a group. We're a group.
- S** Skarpin 1:00:48  
Yeah, we should vote. Voting and all that crap, yeah.
- B** Belroth 1:00:53  
Well, it seems like we're evenly split. So, I don't even see why we would vote.
- E** Ellori 1:00:58  
Are we? No, I-
- D** Deeran 1:01:00  
Yeah, there's like 4 of us is what he means.
- B** Belroth 1:01:04  
Because me and Skarpin are pro-thief-murder and Ellori and Deeran are negative-thief-murder.
- E** Ellori 1:01:09  
Oh I thought you changed your mind, though.
- B** Belroth 1:01:12  
What? Oh, I was trying- I was looking for compromise.
- D** Deeran 1:01:17  
No, look, let me be super clear. I don't care what happens to the thieves. It's the stuff that they stole that I'd like, want to make sure it goes where it's supposed to go.
- B** Belroth 1:01:29

Oh, that's more complicated.

**D** Deeran 1:01:33  
Yeah, that's the moral complication of it, man. Like, there's like, doing good and then there's like-

**B** Belroth 1:01:41  
Doing well.

**D** Deeran 1:01:43  
-actively doing bad things and like, benefiting from it, right?

**B** Belroth 1:01:48  
No, that's, that's a fair point.

**S** Skarpin 1:01:51  
I think if we were using the Spellstone for our own selfish purposes, but I don't intend to.

**B** Belroth 1:01:59  
We also don't know necessarily what Silverblade is going to do with it. He could power up some horrible war machine, and we've been tricked. That's where my mind goes. I don't know, maybe I'm a pessimist.

**S** Skarpin 1:02:11  
Sure, sure. But we do have that Baron Sildicar. Perhaps he would ask us to do something very pleasant and within the bounds of the law-

**E** Ellori 1:02:22  
I like that kind of hope, Skarpin.



Skarpin 1:02:24

Yeah, it's possible and then if not, we'll go murder some, some people.



Ellori 1:02:29

Or we'll go to one of the other avenues that Wesley suggested.



Skarpin 1:02:32

Ughhh.



Deeran 1:02:32

Yeah, I still think we could do like, either of the- like, within our roles, things, you know?



Ellori 1:02:42

Yes.



Belroth 1:02:43

Yes.



Skarpin 1:02:44

One step at a time. One step at a time.



Deeran 1:02:53

All right, so I guess tomorrow we go talk to Baron Sildicar.



Belroth 1:02:59

Excellent. Seems like a plan.



Anthony 1:03:00

Better you than me, I think.

- B** Belroth 1:03:03  
What did you do to him?
- A** Anthony 1:03:05  
Oh, nothing. I just don't like him very much.
- D** Deeran 1:03:07  
You weren't invited Wesley, don't worry.
- A** Anthony 1:03:10  
That's what I am saying. Better you go.
- D** Deeran 1:03:14  
Don't worry man. Like, we weren't gonna.
- A** Anthony 1:03:16  
I shouldn't-
- D** Deeran 1:03:19  
No, you're busy or whatever. Like, I get it. Hey, man.
- A** Anthony 1:03:23  
I mean, more like, no thank you. I would never do such a thing. Not that you offered, but I wouldn't anyway.
- B** Belroth 1:03:30  
I mean, we know you. You're gonna be secretly there.
- A** Anthony 1:03:33  
I know you didn't. I'm saying even if you did, I would feel apprehensive. That is all I am

saying.

**D** Deeran 1:03:41  
Don't worry about it, man.

**A** Anthony 1:03:42  
No, I'm not worried. I don't think you're going to.

**B** Belroth 1:03:46  
I mean, do you? Do you want to come?

**A** Anthony 1:03:49  
No, no. Hard no. I do not want to be there.

**B** Belroth 1:03:52  
I feel like I need to ask because you've made a big deal out of it.

**A** Anthony 1:03:55  
No, no. I've probably had too much to drink. I'm going to go lay down. And he just lays down next to Freya.

**S** Skarpin 1:04:05  
If he doesn't wake up in the morning when we leave then he's out of luck. I for one am hungry so, I'm gonna, I'm gonna go to bed.

**B** Belroth 1:04:18  
With the carcass just dragging behind you.

**A** Anthony 1:04:20  
Hungry, like I always do.



- B** Belroth 1:04:25  
I'll go to bed soon, but I'll stay up finishing my notes and then go to bed.
- S** Skarpin 1:04:33  
Belroth we should compare sketches. I also sketched a little bit of the creatures we saw.
- B** Belroth 1:04:39  
Oh.
- S** Skarpin 1:04:41  
Yeah. And he takes out his notebook, and he has these like, beautiful, pristine sketches of the creatures and just in such detail. Yeah, I threw these together, just you know.
- B** Belroth 1:04:55  
They're pretty good. Oh, yeah, I mean there's a flaw here. The geometry is a little messed up, but it's good. It's good.
- S** Skarpin 1:05:03  
Oh, okay. Yeah, you could give me some pointers. And Skarpin looks at his sketches.
- B** Belroth 1:05:11  
He's still like, not great. They're not good. They're not, they're not shaded. They're very detailed, but they're not nice to look at. Like, they're like a really accurate scientific like, drawing but not-
- D** Deeran 1:05:27  
Belroth has drawn an exploded view of the monsters.
- B** Belroth 1:05:32  
Everything that he's seen is like, technically accurate but to like- it looks insane.

S Skarpin 1:05:39  
Oh, I didn't know- I didn't realize their hands look like this. Thumbs on the wrong side.

B Belroth 1:05:44  
That's just how I assume it looks dissected. I haven't actually had a chance to vivisect, you know, the Court of Bones. That's odd.

S Skarpin 1:05:53  
No, no expert. No.

B Belroth 1:05:56  
I mean, I just, yes, I want- I mean, if I ever see Amylia again, I want- Winter Bone is her thing and I just feel like I would be doing her a disservice if I didn't-

E Ellori 1:06:10  
I didn't know that about Amylia. I think that's really cool, Belroth. I'm glad you're thinking of her and trying to keep these pieces for her.

B Belroth 1:06:20  
Thank you. Um, yeah, yes. Thank you.

S Skarpin 1:06:27  
I wouldn't show her these drawings though.

A Anthony 1:06:32  
The next day the 4 of you wake up Wesley is gone when you awake.

S Skarpin 1:06:43  
Oh. Uh. Did I eat him? Did I eat him?

- E** Ellori 1:06:47  
Did I eat him again?
- B** Belroth 1:06:54  
Good morning. Belroth starts making some coffee.
- A** Anthony 1:07:00  
Are you guys going to head off to the Rose District to try and get in touch with Baron Sildicar?
- E** Ellori 1:07:06  
Yeah.
- S** Skarpin 1:07:08  
Sorry, what district?
- A** Anthony 1:07:10  
Yeah, it's in the Rose District in the expensive part of town like, the merchant quarter.
- S** Skarpin 1:07:16  
Ah, the Rose District.
- B** Belroth 1:07:19  
Not the Roast District which is what I heard the first time.
- A** Anthony 1:07:24  
Yeah, that was, that was this house last night.
- B** Belroth 1:07:26  
Hey! Flavor town.

D Deeran 1:07:32  
As we pass the Roast District, Deeran like, is just-

A Anthony 1:07:39  
He's just floating in the air with his nose on the scent.

D Deeran 1:07:42  
Yeah, yeah, exactly.

B Belroth 1:07:43  
He's becoming more and more Shaggy.

D Deeran 1:07:46  
He's holding on to Skarpin still but like, his body is floating in the direction of the scent lines for sure.

A Anthony 1:07:53  
Yeah. Okay, so you arrive at Baron Sildicar's house. It is on the end of this lane. Again, compared to the other houses in the area it looks borderline rundown from the outside, but you know that the inside is packed with things. So, uh, yeah, you're standing outside the house now.

B Belroth 1:08:24  
Ellori, do you want me to talk? Do you want- you are very good at talking? I don't know if you want me to talk, but I can cuz he's weird and creepy. I don't know.

E Ellori 1:08:33  
So, I don't want you to be offended by this, Skarpin, but I feel like if there's a weird and creepy level to be met from our team, it's gonna be you.

S Skarpin 1:08:45

Yeah, I'm on it. And he walks up the stairs and knocks 3 times.

**E** Ellori 1:08:55  
The creepiest number.

**A** Anthony 1:08:58  
A creepy number of times.

**E** Ellori 1:09:00  
Oh my god, can you imagine just walking out to someone's door knocking once? I think that's the creepiest move. That would terrify me.

**B** Belroth 1:09:09  
Did something fall in my house? Who's out front?

**A** Anthony 1:09:15  
Yeah, 1 does not denote attention. I feel like if someone knocked on my door once I, yeah, I would be uncomfortable. You're right. That's, that's not great.

**B** Belroth 1:09:26  
That's why like, bells don't go "ding". They go "ding dong". That would be crazy of it did.

**S** Skarpin 1:09:36  
I'm trying to think like, what is the appropriate number that I would do. I think 4 is actually-

**B** Belroth 1:09:40  
3. I feel like 3 is not a weird number.

**A** Anthony 1:09:43

I knock 3 times.

**E** Ellori 1:09:44  
~Knock on the ceiling if you want me. Twice on the pipes if the answer is no. Oh, my darling.~

**B** Belroth 1:10:00  
4 times: the number of death.

**D** Deeran 1:10:03  
Yeah, Deeran and I, "shave-and-a-haircut" every time. Every single time. Or I do this number where I go ~knocks rapidly, a lot~. Like, too much.

**A** Anthony 1:10:18  
I don't know how well that translated, but I'm- yeah, too much is a good answer I think for both Deeran and Mike.

**B** Belroth 1:10:26  
But you know what, it does denote intention.

**A** Anthony 1:10:33  
I expect that if you know the person is walking toward the door, and has just not reached it yet, but you know they're coming, you can hear them moving in the house, you're still knocking a lot.

**D** Deeran 1:10:42  
Yeah, yeah, yeah. Yeah. My, my ideal is that I'm knocking as the door opens, so that I follow you in to the house.

**A** Anthony 1:10:54  
The door swings open for you, Skarpin

- D** Deeran 1:10:57  
With 1 knock it works?
- A** Anthony 1:10:59  
1 knock, it worked. The steward is standing there. And he says, may I help you?
- S** Skarpin 1:11:09  
Oh, yes, yes, we have a proposition for Mr. Baron Sildicar, and we think it would be very interested in hearing it.
- A** Anthony 1:11:20  
Do you have an appointment with the Baron?
- S** Skarpin 1:11:24  
He looks back at his crew quickly and then back to the gentlemen and says, yes.
- A** Anthony 1:11:37  
Very well. He turns to the bell. He picks it up and rings it. No sound comes from the bell. He places the bell back down, and he steps backward, holding his hands in front of him and waits.
- S** Skarpin 1:11:57  
You, sir, what is your name?
- A** Anthony 1:12:01  
Down the stairs comes the sound of feet, and you see a very bewildered looking Baron Sildicar turn the corner. And he says, I have no appointment for this time. Why am I being bothered?
- S** Skarpin 1:12:20  
Oh, hello, hello, hello. We are The Expedition Society of Sudden Adventure. Nope.

A Anthony 1:12:32  
It fits.

D Deeran 1:12:32  
Too late.

S Skarpin 1:12:36  
I mean, yes, yes, yes. We're going with that. We have a proposition for an appointment.  
And then another proposition.

A Anthony 1:12:48  
You look familiar to me. Where have I seen you before?

S Skarpin 1:12:55  
We recovered that fancy blue dragon halberd.

A Anthony 1:13:00  
Whoo, yes, yes. You're the delivery folks who brought me that halberd, yes, of course.  
What can I do for you the halberd is not going anywhere. You cannot have it.

S Skarpin 1:13:14  
Absolutely-

A Anthony 1:13:15  
You cannot even set foot in this home.

S Skarpin 1:13:17  
We admired your collection and we decided to offer you services in recovering other types  
of interesting objects that we specialize in finding, and we're wondering if you had your  
eye on any.



A Anthony 1:13:39  
Always. What kind of recovery are we talking about here?

S Skarpin 1:13:43  
Well, he looks back at Deeran- strictly legal of course ~chuckles~.

A Anthony 1:13:57  
~Chuckles~

D Deeran 1:13:57  
He looks around to figure out why everyone's laughing. Yeah, that's right, man.

S Skarpin 1:14:06  
Yes, and but, you know, we recently have been gaining popularity, and our services are very in demand I'll say, but we heard from Talia that you were one of the best customers in town, so before leaving we decided to stop in and see if there was some job you needed done.

A Anthony 1:14:31  
Oh, well I can always find things sought out, things best uncovered by other hands. I'm sure I could come up with something that needed to be done, but very few people come to me without a need of their own. So, I would ask you what it is you need from me that I can fulfill for you for your oh so generous offer.

S Skarpin 1:15:00  
No, that is fair, that is fair and very astute of you to say that and discover. So, yes, yes, we are looking to expand, and in a way we needed investors. You seem to have done well for yourself. ~Chuckles~

A Anthony 1:15:18  
~Chuckles~

- S** Skarpin 1:15:23  
And yes, yes, we are- need to- a very specific amount of Spellstone.
- A** Anthony 1:15:32  
Investment implies that I give you this thing, and I see a return. I suspect that is not what you really mean. You're just trying to sugarcoat your feelings.
- S** Skarpin 1:15:43  
Well, if you mean return, we will return with this- whatever item you wish, and I think you'll find that you will be pleased with that investment.
- A** Anthony 1:15:54  
How much are we talking 100 Spellstone? 200?
- S** Skarpin 1:15:58  
About that, yes. About that.
- A** Anthony 1:16:03  
About.
- S** Skarpin 1:16:06  
...1000...Spellstone.
- A** Anthony 1:16:08  
1000 Spellstone?!
- S** Skarpin 1:16:13  
Yes, there are very interesting items out there. They'd be worth our time to recover.
- A** Anthony 1:16:20

1000 Spellstones worth of your time? I don't believe you have the capability to return me something 1000 Spellstones worth your time.



Skarpin 1:16:29

Well, I think you underestimate us, and if you are not willing to invest, then perhaps- oh, no, no, I won't, I won't disclose the name of your competitors in the collections market.



Anthony 1:16:49

Give me a Persuasion Check. Let's roll a di at some point in this episode.



Skarpin 1:16:59

That guild, Artificers, damnit, yeah. 14 plus minus 1. 13.



Anthony 1:17:14

We don't have to be hasty, of course. There may be room here for negotiation.



Skarpin 1:17:24

Oh, that's excellent. We, you know, we always hate wasting time, and we could have been out of town already, I think, but I insisted we come here and see you.



Anthony 1:17:36

Me too. I'm not one for waste. So why don't we do it this way? I can acquire 1000 Spellstone. It would be very difficult, but I can do it, and I can provide a job that I think would be worthy of such an egregious some, but I will not be paying anything until the object is in my hand.



Skarpin 1:18:10

I think that's fair. That's a, that's fair.



Anthony 1:18:18

Nothing illegal, though, correct?

**S** Skarpin 1:18:22  
Skarpin looks back at Deeran. Yeah, yeah.

**D** Deeran 1:18:30  
Deeran shoots him a look like, yeah, man, we talked about this.

**S** Skarpin 1:18:35  
Skarpin's just checking.

**A** Anthony 1:18:36  
That's a shame. I believe one of the pendants is going to be in town this week in a rival's collection, and I so would love to have the other at some point. Hmm. Okay. I will send you for a thing that I have been long seeking to get my hands upon. Far to the Northeast of here, a couple of days travel, you will come across an old ruin. This ruin has within it a treasure long, long forgotten, left for I would say close to 300 years untouched. If you can get your hands on this treasure, and bring it to me I will be very pleased indeed. This cup, a simple cup, holds no real significance, but a lot of value sentimentally we'll say ~chuckles~

**S** Skarpin 1:19:49  
Ah, the most rare kind of value.

**A** Anthony 1:19:54  
The best kind of value. The kind of truly worth showing off with. Go and fetch it. I will provide a map to you to these ruins, and you can search them to your heart's content. Be careful. They are very dangerous.

**S** Skarpin 1:20:17  
The cups? That can't be right.

**A** Anthony 1:20:21  
All of it! ~chuckles maniacally~

- S** Skarpin 1:20:25  
That laugh concerns me. Well, very good. This cup, can you give us any description, perhaps?
- A** Anthony 1:20:36  
You will know it when you see it. I would be very surprised if you find any other cup down there. The cup is very important. You'll know.
- S** Skarpin 1:20:47  
Yeah, no, that sounds great. We could do that.
- A** Anthony 1:20:50  
All right, go then. Go forth and bring me back the cup and I will see what I can do about procuring your investment.
- S** Skarpin 1:21:00  
Hahahaha. Thank you. I mean, yes, yeah. You got it.
- A** Anthony 1:21:08  
I will not be taking any more meetings today. He turns and walks up the stairs.
- S** Skarpin 1:21:15  
Thank you very much for the help in finding Baron Sildicar for us and it was very nice to see-
- A** Anthony 1:21:20  
He shuts the door.
- E** Ellori 1:21:24  
I'm going to find out his name one day.



Skarpin 1:21:30

Yeah, he didn't give it to me.



Deeran 1:21:33

It's Baron Sildicar, man. He said it.



Ellori 1:21:35

No, Deeran, the man that we've met twice now and hasn't answered our question either time.



Deeran 1:21:41

Oh, the help.



Ellori 1:21:43

I think, I mean, I feel like that's a derogatory way to refer to his position.



Belroth 1:21:48

Oh, but demons are okay. And Belroth storms off.



Ellori 1:22:04

I didn't say that!



Anthony 1:22:17

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](https://patreon.com/adventureinc), or you can check out the shop at [adventureincpod.com/shop](https://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.



Belroth 1:22:49

We lost Anthony?



Skarpin 1:22:51

Oh, what does he do? What does he do?



Anthony 1:22:53

I think Zoom just got mad at me.



Deeran 1:22:56

I wonder if it's all gonna come in at once.



Skarpin 1:22:59

I hope so. Just real fast.



Belroth 1:23:01

We lost you for a second, bud.



Anthony 1:23:03

I saw that. I noticed he says my internet connection is unstable.



Belroth 1:23:07

Funstable.



Deeran 1:23:09

Just like your mental state.



Anthony 1:23:12

What?! Where did you lose me?



Belroth 1:23:18

I don't know.



Deeran 1:23:19

Uh.



Skarpin 1:23:19

Silent bell.



Anthony 1:23:21

I wasn't listening.



Belroth 1:23:23

I didn't hear what you were saying. You were gone.



Adventure Incorporated 1:23:30

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