

C2E018 FINAL MIX

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SUMMARY KEYWORDS

freya, umber hulk, cast, creature, attack, hit, mausoleum, roll, umber, stone, anthony, hear, gravestones, damage, arrow, misses, head, falls, magic, spell

SPEAKERS

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



Anthony 00:00

Greetings adventurers. Welcome to the Adventure Incorporated Podcast. I am your Dungeon Master. My name is Anthony Reed, and this is episode 18 and is part of the Ancient Secrets story arc. I felt like it needed some gravitas. I stood up. I stood up for the gravitas that that needed. I want to give a huge shout out to our Patrons at patreon.com/adventureinc who helped support the show, who let us do cool things, and there are cool things afoot. We are going to Dragon Con this year. There will be a live panel of the Adventure Inc show at Dragon Con, as well as our ongoing blood feud with the show that is known as Botched, and that will continue as well at Dragon Con this year. And our ability to do things like that live with other people is because of you, the Patrons and your amazing support that you give to us. And if you're not a Patron, boy are you missing out. Head over to patreon.com/adventureinc. Get on that \$5 tier. Get that bonus episode. We're telling some really cool stories as part of campaign 2 in those bonus episodes. They aren't required, but they flesh out the world a little bit, and there's some really interesting stuff going on I don't think you are going to want to miss. And we have great guests that come and join us there. You can become one of our Patrons, and get that right into your personalized RSS feed. It'll go into the same feed. We put the episodes up on that feed too. So, you can just get everything all in one place, never missed a beat. Head over to patreon.com/adventureinc. Sign up today. I'm telling you, you're going to enjoy it. 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 02:12
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 02:21
Skarpin, the Cleric.
- B** Belroth 02:24
Should I just try and snipe them from over here?
- S** Skarpin 02:27
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 02:35
Ellori, the Bard.
- E** Ellori 02:38
We would want you to leave this warehouse.
- A** Anthony 02:41
He points behind you. Church!
- E** Ellori 02:44
Oh, sorry. We want you to leave this church.
- A** Anthony 02:48
Deeran, the wizard. He say you no, worship Shattered Fang.
- D** Deeran 02:53

Yeah, man, he's like, super wrong. We love Broken Tooth- uh Shattered Fang, man.

A Anthony 02:58
Prepare yourselves for these are the tales of Adventure Incorporated! Do you have anything in town that you want to do before you fulfill this new contract you have with Baron Sildicar

S Skarpin 03:21
Magic shoppe!

A Anthony 03:25
The stock of the magic shoppe has not changed since the last time you were there.

S Skarpin 03:29
But our- no our pay has not.

D Deeran 03:32
Nope, nothing has changed things.

S Skarpin 03:34
We went there, and it was like, oh, I still can't buy anything.

D Deeran 03:40
I don't know, man I got like, this. And Deeran like, spins one of the little trinkets that are like rotating around the tip of his staff. So like, it's not all bad.

S Skarpin 03:54
Yeah, no, it seems super useful.

A Anthony 03:59

I love that that's one of your slots. I love that.

B Belroth 04:04
You just have like, a fancy staff.

S Skarpin 04:08
To be honest, yeah, if you hadn't bought it, Skarpin would have.

D Deeran 04:17
Like, I had just picked up catapult, and so it's gonna work out great like when we actually get in a fight to like, shoot stuff off it.

B Belroth 04:26
That's cool.

A Anthony 04:27
Get in a fight? That's wild. Anyway, is there anything you guys want to do before you go on this quest?

B Belroth 04:32
I would- that letter that I wanted to send, I do want to actually send a letter to my father.

A Anthony 04:39
Okay.

B Belroth 04:40
I'm just gonna- in the letter, it will detail the my sister's missing, and we're investigating some- kind of like loosely describe what happened on the Demon Isles in the Void magic situation.

A Anthony 04:58
You're sending that to Prosperity?

B Belroth 05:00
Yeah. Um, I think- yeah cuz there was an archive on the Demon Isles. I assumed that would probably be the best place to look for this stuff, but we aren't going back there, so maybe he'll have some info

A Anthony 05:18
Okay.

B Belroth 05:20
I know how we work, Anthony. I'm I'm setting up leads for myself, okay?

S Skarpin 05:28
And Skarpin wants to send a letter as well to his- the Nightholder clan. He's gonna address it to the old temple of Oliander outside of the High Basilica and he wants to ask them- so he says, We met a very important person, and they said we should talk to Colliesto. Do you know how we could do that? Thanks. Love you, and miss you. -Skarpin.

A Anthony 06:06
All right, great. I love that. Cool. So you guys send off your letters before you depart. Clearly Ellori sends a stack of letters that she has piled up and Deeran does not. Nope. Deeran spends the time idly one oneing Freya snacks with Freya. One for him, one for Freya, one for him, one for Freya, one for him, one for Freya, one for him, oh, one for Freya.

B Belroth 06:50
I like the idea that Belroth comes back to like, feed Freya she just like, already has the bag.

D Deeran 06:58
Yeah.

B Belroth 06:58
She's just full.

D Deeran 06:59
Yeah, I was gonna say she's like, curled up like you know when animals that are too big to be lap animals just are lap animals anyway, and she's like passed out on top of me, and I'm just like, gentle rubbing her.

B Belroth 07:12
But because you overfed her she's like about to scarf and barf because that's what my cats do so I assume this is what this cat does.

A Anthony 07:27
Okay, so Sildicar left you with a somewhat crude map to a ruin Northeast of the Brass Palace. It takes you about a day to get there, and you find yourselves on the outskirts of a forest. There are some smattering of gravestones here. I need an Investigation Check from everyone.

B Belroth 08:10
8.

S Skarpin 08:14
5.

E Ellori 08:15
14.

D Deeran 08:18
11.

A Anthony 08:19

Okay, so Ellori you are able to tell from the drawing that Sildicar gave you, like the map that Sildicar gave you has a landmark here that shows like, the Moon visible through a tree- or like, the trees in the shape of a moon and then the Moon is visible through like, the center space of the tree or whatever. And while it's not the time of year for the moon to be in that location, you definitely see like, the tree that is crescent shaped, and it's leaf construction that tells you you're in the right space. There are 2 dozen gravestones here and one of those mausoleums among these gravestones as well. The stones themselves are very worn. They don't- it's seems very hard to read anything off of them because they are just so worn by time and the elements. It's not very well kept up.

E

Ellori 09:30

Okay. We're going the right direction.

D

Deeran 09:36

Yeah, so like, now do we just like, lean up against these gravestones until they like, reveal a secret passageway or whatever. And Deeran like, rests on one.

A

Anthony 09:48

You rest against it, and your body weight is enough that you flip this stone down like, it falls out from under you and falls right under the ground.

S

Skarpin 10:02

Oh no.

D

Deeran 10:02

And the secret passageway?

A

Anthony 10:04

No, no, you just knocked the headstone over that's all.

S

Skarpin 10:07

Deeran, Deeran, don't do that. Don't do that.

- D** Deeran 10:11
Uh, I already did it.
- S** Skarpin 10:16
Yeah, but like, again, ever. Just please. It's very, very rude.
- D** Deeran 10:23
Oh, all right, man. And he like, sets it back up and goes, sorry. We just do like, you know we do cremations.
- B** Belroth 10:30
You're gonna need a Strength Check on that one, bud.
- A** Anthony 10:35
No, no, no. The stones are worn and thin. He's fine.
- B** Belroth 10:39
Oh.
- A** Anthony 10:39
But it doesn't like, it's very wobbly. You didn't put it in real good.
- D** Deeran 10:43
I stomp around the ground to like, try to like, you know, mash it back in place.
- S** Skarpin 10:49
Skarpin appreciates the effort. He notices.
- D** Deeran 10:52
Thanks.

- B** Belroth 10:55
Well, is this the location were supposed to be or is it somewhere further along. And Belroth checks the map.
- A** Anthony 11:06
If this tree is accurate, then you're in the right space.
- E** Ellori 11:10
Okay. Maybe the mausoleum is an entrance to where we're supposed to go.
- B** Belroth 11:20
That's a good point.
- D** Deeran 11:23
All right. And Deeran walks up to the mausoleum and ~Shave and a haircut, two bits.~
- A** Anthony 11:32
No response comes from the door of the mausoleum. The large stone like, sealed door of the mausoleum.
- S** Skarpin 11:40
Skarpin casts Detect Magic on the mausoleum.
- A** Anthony 11:47
The mausoleum itself does not glow however, a glow does emanate below the ground, a very bright glow. This magic is similarly not from one of the schools, but it is a magic that you can feel radiating like a bright glow. There is a connection to it for you.
- S** Skarpin 12:20
Oh, there is definitely magic here, but it is under us.

- A** Anthony 12:26
You also can feel 2 other small sources of Evocation magic underneath one of the gravestones.
- S** Skarpin 12:40
There is Evocation magic over there. Some kind of weird magic under here, not for one of the schools, but- anybody see- and he just starts looking around the mausoleum for any sort of tunnel like a hole.
- D** Deeran 12:58
Not from one of the schools? Do you mean like, how the Hear of Creation said we would be able to see the magic?
- S** Skarpin 13:09
No, no, no, no, no, no, no, no the Void magic. This is something, something different as I'm drawn to it in a way. And he tries to clarify in his head if he feels like it's something to do with undead.
- A** Anthony 13:27
Give me an Arcana Check.
- S** Skarpin 13:30
11.
- A** Anthony 13:33
It does not feel like it has anything to do with the undead. If anything, it feels like it might have something to do with the Celestial Host.
- S** Skarpin 13:46
Perhaps my connection to the Dreamscape. And he's still looking around for some sort of entrance.

B Belroth 13:53
You said that there was magic underneath some of the gravestones, right? What, which one was it?

S Skarpin 13:58
Yes, those two over there. And he points to two of the gravestones where he saw the evocation.

B Belroth 14:07
Belroth looks for a button or something that might be some sort of magical device that can be activated around those gravestones.

A Anthony 14:17
Give me an investigation.

D Deeran 14:20
Yeah, Deeran's gonna lope on over to the one that Belroth isn't at.

B Belroth 14:25
15.

D Deeran 14:30
Deeran leans up against the stone.

A Anthony 14:35
Okay, with a 15 Belroth is like, you know, running a hand along it. He's like, feeling like, for grooves or depressions. He's like running water over it. He's doing all these little experiments, and then Deeran just walks up and pushes over the other one. Neither of you seem to find anything that has any direct impact on opening or anything like that.

B Belroth 15:02

But we didn't find any magical device at all? There was no trace of anything at all?

A Anthony 15:09
Correct.

B Belroth 15:10
Okay.

A Anthony 15:11
Correct. I will say that Evocation that Skarpin sees is also underground.

B Belroth 15:15
Okay.

S Skarpin 15:16
Skarpin comes around and sees like, Deeran on the ground again with a gravestone and Belroth like, messing with the gravestone. He says, oh, no it's under, under the ground, under the ground. Maybe where the burial is.

D Deeran 15:33
Oh, like there- they wore it into their tomb or whatever.

S Skarpin 15:38
Maybe, maybe. I can find a way into this area, this mausoleum over here. Oh, no, I hope we don't- we might have to dig.

D Deeran 15:49
What if we just like, open that door?

S Skarpin 15:52

Yeah, that'd be better. Let's start there. Let's start there.

B Belroth 15:56
That seems like a good place to start.

D Deeran 15:58
And Deeran picks the headstone up, puts it back, dusts himself off, stands up and goes and watches them open the door.

A Anthony 16:07
As the 4 of you approach the door, the headstone Deeran just put up falls over.

D Deeran 16:13
Deeran runs back and sets it again, doing the stomping move.

S Skarpin 16:20
It works.

A Anthony 16:21
Give me a Strength Check to open- whoever is trying to open this door, give me a Strength Check to open it.

S Skarpin 16:29
Belroth might be the strongest of us.

B Belroth 16:30
Am I? That can't be right. I have a 10.

S Skarpin 16:34
Me too. Ooo, a 14.



Belroth 16:37

I rolled the 19



Anthony 16:40

Okay, the 2 of you put your shoulders into it, and you shove against this heavy stone door. You can hear the scraping of stone on stone as the door slides slowly open, revealing a space for you to be able to squeeze through. Dusty, dry air blasts out of this as you open it up, and yeah, you now have access to the inside of this mausoleum.



Belroth 17:14

I don't know why we didn't do this in the first place. I just assumed it was locked.



Skarpin 17:19

That's a reasonable assumption.



Belroth 17:20

Thank you. Let's go. Okay. The 4 of you and Freya enter the mausoleum. Immediately inside this place is stairs down that just like, immediately there are stairs down. There seems to be some sort of light emanating from down below.



Skarpin 17:47

All right. We might be heading in the right direction, yes



Anthony 17:53

You walk down the stairs. Give me an Investigation Check.



Skarpin 18:02

18.



Belroth 18:05

Everybody or just Skarpin?

A Anthony 18:07
Yeah, everybody. Errybody.

B Belroth 18:09
Errybody. 11.

E Ellori 18:11
9.

D Deeran 18:13
18.

A Anthony 18:14
So, Skarpin and Deeran, it strikes you that while there are some spaces here inside the mausoleum for caskets or corpses to be put to rest, it is empty. There does not appear to be anything actually in here, inside the mausoleum part.

D Deeran 18:37
Hey, man normally like, bodies go in here, right?

S Skarpin 18:42
Yeah, you'd think they spent all this money to build this place you'd think they'd fill it. It seems like a nice place to rest.

D Deeran 18:53
And Deeran puts his hand on like, the altar and just kind of tries to like, lean against it to see if it slides.

A Anthony 19:02
It slides across the floor.



Skarpin 19:05

D d d Deeran-



Anthony 19:07

There's nothing under it or behind it. You just slid it.



Deeran 19:12

Sorry, man. I just- I'm trying to find a place to hang out, you know?



Skarpin 19:19

Yeah, no. Oh, let's keep going. Let's see if we can find these, uh, those that are supposed to be in these slots here ~Fake chuckles~. He doesn't want to find them.



Deeran 19:33

Do you think they're like, alive?



Skarpin 19:38

Yeah, I mean that's definitely possible.



Ellori 19:41

Remember, it's not always just alive or dead.



Deeran 19:44

Yeah... I was trying to find the word that you guys want me to use for that. You know like, we call them "undead", but, you know I know it like-



Ellori 19:52

Fundead!



Deeran 19:53

No, that's different.

B Belroth 19:54
Funded?

D Deeran 19:55
We don't know if they're fun or not, Ellori. We don't know what they're gonna be like.
Ohhh, the rundead kind.

S Skarpin 20:05
Oh, Ellori, I liked that.

E Ellori 20:07
Like, when you want to be running away really fast.

B Belroth 20:12
There's two genres: fundead and undead.

E Ellori 20:17
Like, ooo, fun dead or like, ooo, run! Dead!

D Deeran 20:22
Not dead though, right? That's the whole thing.

E Ellori 20:25
Well, that's where the "un" comes from.

D Deeran 20:28
But then when you put it in "run".

S Skarpin 20:30
Well it's just an "R". You just add the "R", Deeran.

D Deeran 20:34
No, but the way she put the space in there, man like, it's different now.

S Skarpin 20:38
I think it might be a parentheses situation around the "R" or the "S".

E Ellori 20:42
Yeah, yeah, exactly.

A Anthony 20:44
Down the stairs is a stone hallway. Similar in construction to the mausoleum, it looks like it was probably built around the same time, but it leads underneath the cemetery. In this stone hallway about halfway down still glowing to your eyes Skarpin are two torches or I guess sconces on the wall that are lit with a blue flame.

S Skarpin 21:17
There's already is lit flame here, some sort of magical flame it looks like.

A Anthony 21:25
As you walk near it, no heat is coming from the flame.

S Skarpin 21:29
Can he do a Religion Check to see if it has anything to do with Divine magic.

A Anthony 21:38
You may.

S Skarpin 21:41
14.

A Anthony 21:44
You know that this type of flame is sometimes used in rituals, but that it is- you've never seen something that has lasted like this before. It's very clear that you are the first ones in this hallway in a long, long time, and these are still burning.

S Skarpin 22:08
Skarpin notices the dust on the ground and the footprints that they're creating. I don't know if these, if these creatures, these rundead, fundead, they haven't been down here in a little while at least. So, maybe that's reassuring. Let's keep going.

A Anthony 22:26
Give me Perception Checks.

D Deeran 22:30
Deeran fails

A Anthony 22:33
This is a listening Perception check if that changes your opinion any.

D Deeran 22:38
Nah.

E Ellori 22:39
19.

D Deeran 22:40
What? Huh?



Anthony 22:44
You said 18, Steph?



Ellori 22:45
19.



Belroth 22:48
14.



Anthony 22:52
Ellori, you hear what sounds like distant chittering down the end of the hallway.



Ellori 23:03
She's gonna hold up her hand and kind of point to her ear. Do y'all hear that?



Belroth 23:10
I do now.



Deeran 23:12
Deeran gets a 4 on this new Perception Check.



Anthony 23:19
So, Ellori you may give me a Nature Check. No one else can.



Ellori 23:26
12.



Anthony 23:30
Okay, the chittering sounds, it sounds very resonant and deep chittering like, from a creature that is large.

- E** Ellori 23:44
You don't hear it? It sounds like ~Deep chittering noise~.
- S** Skarpin 23:48
I hear that.
- E** Ellori 23:51
That's what it sounds like down the hall though.
- D** Deeran 23:53
Oh, no. I don't hear it.
- B** Belroth 23:56
Belroth withdraws his longbow and readies to prepare for whatever we're about to fight.
- E** Ellori 24:04
Yeah, I think that's probably a good idea to be ready.
- D** Deeran 24:09
All right. And Deeran, as we like, move further- because we're moving further from the light source, right, the like, magic light?
- A** Anthony 24:19
Yeah.
- D** Deeran 24:19
Deeran is going to cast Light on his staff so that he can see.
- A** Anthony 24:26
Okay, you move down this passageway and suddenly the stone changes significantly. It's

still stone here, but it's very different work, and what was a mausoleum now kind of looks like, almost like an aqueduct. And as you come into this space, it looks like the remnants of an old aqueduct that was once used as like, some sort of hideout. As you come down here, there are like, 10 tables and chairs that are ancient looking just like they've been down here forever. And a bunch of rooms off of this central center chamber. Now all of you can hear this chittering



Deeran 25:21

I hear it now.



Belroth 25:24

Has Belroth heard a creature like this before?



Anthony 25:28

Give me a Nature Check.



Belroth 25:29

All right. My bread and butter. He has not. I mean I rolled an 11, so it's not that bad.



Skarpin 25:40

Has Skarpin eaten anything-



Anthony 25:41

I will say as a Chimerologist you may have Advantage. This feels like-



Belroth 25:47

Oooo! In a parallel universe, no idea. In this universe, 25!



Anthony 25:53

Okay. Yes. So, you are- you believe that that sound that you are hearing is coming from the large insect-like umber hulk.

- B** Belroth 26:06
Oh, I haven't seen one of these in person in a while.
- A** Anthony 26:10
The real problem though, is that you hear 2?
- B** Belroth 26:15
Oh, does one of them sound smaller like a child and an adult or two god forbid, mating umber hulks?
- A** Anthony 26:28
You're not sure about their current state of copulation, but they are definitely-
- B** Belroth 26:33
I just feel that they'd be very irritated if we interrupt.
- A** Anthony 26:39
They are definitely both adult umber hulks.
- B** Belroth 26:43
That's good. But it's also not good. I don't know. Anyways.
- D** Deeran 26:48
What's good, man? Yeah, what are you talking about, man? You keep talking to yourself.
Like, what are you hearing?
- B** Belroth 26:53
Sorry, sorry, sorry. Um, we are in about to encounter an umber hulk.
- E** Ellori 27:00

That sounds exciting.

- B** Belroth 27:01
It is a big, it's a big insectoid-like creature, and they're very angry. They're very fierce. I think they have- the one I saw had copper skin, but I don't think that's normal. But they're basically big insectoid hulking behemoths, and I hear 2.
- D** Deeran 27:20
Are they like- we've got them though, right? Like, this'll be easy?
- B** Belroth 27:27
I have no idea. I've never seen one alive before, but I've definitely dissected one, and boy let me tell you it's internal organ structure is fascinating. Do you know insects, they don't have blood? They actually just have lymph. I'm sorry, it's not important.
- E** Ellori 27:42
No, I'm interested, Belroth.
- B** Belroth 27:45
This doesn't have blood. It has lymph. They just have like a clear fluid that like, passes through them.
- E** Ellori 27:51
Do you think that I could eat it?
- B** Belroth 27:54
One way to find out.
- S** Skarpin 27:58
Yeah.

B Belroth 27:58
Do you like, do you drink blood- do you bud blood- bug blood.

S Skarpin 28:05
BudBlood. Here, Summer 2021!

E Ellori 28:05
I've never tried bug blood before.

D Deeran 28:09
And Deeran gave her some bud blood, and she didn't like it.

E Ellori 28:13
I didn't dislike it. It was very tasty.

A Anthony 28:20
If Budweiser did make some sort of blood substitute, they would spell it B L U D, right?

D Deeran 28:25
Yes.

E Ellori 28:25
Yes.

B Belroth 28:27
Bludweiser.

D Deeran 28:28
Yeah.

- B** Belroth 28:29
Bludlight.
- D** Deeran 28:32
Blud heavy. That's the extra iron version, Blud heavy.
- A** Anthony 28:43
Quench your anemia. All right. So, what do you guys gonna do?
- S** Skarpin 28:51
I think maybe I'll go in front. I'll go first. Deeran, keep that light pointed this way.
- D** Deeran 28:58
Okay. And he sticks his staff out, like above his head more.
- E** Ellori 29:05
Skarpin, before you walk forward, just remember ~Believe in all the strength inside you. Let my song support and guide you~. Now you have Bardic Inspiration.
- S** Skarpin 29:16
Oh, I'll remember that, Ellori. Thank you.
- B** Belroth 29:19
Anthony, is there anything about an umber hulk that I know? Like- I basically want to know what I could look up or what Belroth knows that might be advantageous without metagaming effectively.
- E** Ellori 29:35
Like their Achilles Heel.

- B** Belroth 29:38
Or just like, their patterns of movement like, how they move through, what they- how they attack, how they typically like, interact.
- A** Anthony 29:48
So, you've- I will say this, you've earned some of this already, and I will tell you that in a moment. Roll me another Nature Check at Advantage to see how much help you have. How about that?
- B** Belroth 30:00
24. Okay, that means I'm gonna roll bad later.
- A** Anthony 30:07
So, you know that umber hulks, they're about 10 feet tall. They're big creatures, but they are tunnellers. They move by burrowing.
- B** Belroth 30:20
Okay.
- A** Anthony 30:21
Additionally, you know that an umber hulk, ne of the ways that it catches its prey is by paralyzing them with its sight. So, it will like- it can disorient people by staring at them.
- B** Belroth 30:37
Okay.
- A** Anthony 30:38
If you lock eyes with am umber hulk.
- B** Belroth 30:40
Okay, everyone, there's 2 important things to know. Number 1, if you see a borrow, a big

hole that something dug, the umber hulk is probably near. Number 2, try to avoid eye contact because it will disorient you and try and paralyze you with its vision.



Deeran 31:03

Sorry, one more time, Belroth.



Ellori 31:06

Paralyze with his vision, Deeran!



Deeran 31:09

Yeah, I just- when he gets all like, lecturey I like, zone out, you know, man.



Skarpin 31:14

Yeah.



Belroth 31:18

Deeran, do what you do best. Don't make eye contact.



Deeran 31:21

All right, let's do it! Yeah, as Deeran's staring at your shoes, he nods resolutely.



Belroth 31:32

They may also dig underneath us, so be aware of that. If we catch them unprepared, then maybe we can get the jump on them, but I don't know. I don't know much about their vision otherwise, I don't know if they'd like, if they're like, will be blinded by our light. I don't know. We'll figure that out.



Deeran 31:54

Yeah, man. Yeah, we will. We'll figure it out by doing it. Let's go.

A Anthony 32:01
So, Skarpin you're gonna throw open the door?

S Skarpin 32:04
Skarpin kicks open the door.

A Anthony 32:07
Of course. I should have known. The room beyond, apart from having 2 umber hulks in it, seems to be like a place that was used for housing a bunch of like, people staying here, right? There's like, a bunch of beds in here. The space is cramped, so you have this large room that you're in that has a stairway going off of it and a bunch of other rooms attached to it and then you have this room that probably housed 6 people sleeping in it. Those are the 2 spaces you have available to you. So, that room is big but not as big as this center room that had a bunch of tables for like, a meeting space. So, those are the 2 places that you have available to you if you want to try to open up some other rooms you can, but you can decide you know which of these rooms you want to move into. Both umber hulks are in that space.

S Skarpin 33:09
When Skarpin kicks open the door, what do they do? Do they notice us?

A Anthony 33:13
Oh yeah, you kicked open the door. Their attention goes to you, and I would say roll Initiative.

B Belroth 33:19
Oh right. You can decide how you're going to die.

D Deeran 33:24
In which room you're going to die.

E Ellori 33:26

Yeah.

S Skarpin 33:28
4.

E Ellori 33:30
23.

D Deeran 33:32
I didn't even mean to do it this time. Deeran with his plus 1 Dexterity has a 2 Initiative.

B Belroth 33:41
Belroth has a 16.

A Anthony 33:44
Okay. The umber hulks act first after Skarpin kicks down the door.

S Skarpin 33:50
Ugh, he was gonna close it.

A Anthony 33:56
Whoops. One of them immediately burrows underground.

S Skarpin 34:03
Shoot.

A Anthony 34:04
The other one lumbers toward the doorway and gets in close to you.



Skarpin 34:12
Ohh.



Anthony 34:18
It makes attacks with its claws as it comes in to try and get you. Hits with the first one.



Skarpin 34:30
Belroth, these things are terrible.



Anthony 34:35
For 12 damage. And then it tries to bite you with its mandibles. That also hits you. Much lower this time. No, I guess maybe not. For 15 slashing damage.



Deeran 34:56
That's the opposite of lower!



Skarpin 35:01
Maths. Am I right?



Anthony 35:05
It's fine. Everything's fine. The first role was low. The second role was max. It worked out to be average. Okay. Yeah, it's tearing into you. The second one, you can feel the ground rumbling underneath as this creature burrows into the dirt below you, and it pops up in the back of the line behind you guys. So, now there's an umber hulk in front of you and an umber hulk in the room behind you.



Deeran 35:39
Great.



Skarpin 35:40
Oh my god.

D Deeran 35:40
And it's your turn!

B Belroth 35:42
What a joy!

D Deeran 35:44
That's so cool, Anthony. Thank you.

S Skarpin 35:46
Friggin A. Well, Skarpin panics and like, hides behind the shield a bit, but cast Spiritual Weapon above the bug in the form of this kind of yellow- it's like, almost like a rectangle, but kind of misshapen and a little puffy. So, what it's going to do is it's gonna smack down on top of the bug with the Spiritual Weapon.

A Anthony 36:16
No, no, no, hold on. A yellow rectangle and kind of poofy?

S Skarpin 36:23
Yeah, yeah, it's a, it's his Spiritual Weapon.

E Ellori 36:25
It makes perfect sense to me.

B Belroth 36:26
Yeah, I know exactly what it is.

D Deeran 36:27
Yeah. I don't understand what your problem is, Anthony.

- A** Anthony 36:29
I guess I'm gonna need a little bit more to visualize what exactly we're talking about here.
- S** Skarpin 36:34
Yeah, I mean, you might, you might have seen them like, on like, your sleeping mat. You might have one, you know, resting under your head. So, similar to that, but like, like, really like, one of those really dense ones. He's gonna smack, he's gonna smack the bug with it.
- A** Anthony 36:48
God damnit.
- B** Belroth 36:49
Anthony's head is on the floor.
- D** Deeran 36:50
Yeah, it's Combos, Anthony. It's exactly what you're thinking. It's pepperoni pizza Combos. Right? Right, Mikey, that's what you're saying?
- S** Skarpin 36:59
Yep.
- A** Anthony 37:01
You want your spiritual melee weapon to be a fucking pillow?
- S** Skarpin 37:09
He doesn't control it completely. It's just part of, you know, the Dreamscape, you know, what can assist me in facilitating, you know, maximum Dreamscape power. And that's, that's what-
- E** Ellori 37:22
I love this.



Skarpin 37:23

-it's what he's always come up with.



Anthony 37:24

A pile of feathers. That's what I'll hit them with!



Skarpin 37:27

No, it's really dense. It's like, it's a dense-



Deeran 37:30

Yeah, it's like, it's memory foam.



Ellori 37:34

A ton of feathers weighs the same as a ton of iron.



Skarpin 37:39

That's better. That's my response instead.



Deeran 37:40

She's not wrong. That's actually really clever.



Skarpin 37:45

So, he, uh, swings.



Anthony 37:46

You know, this is my fault, honestly.



Ellori 37:50

It's a Pillow of Holding, but in the Pillow of Holding it's got a ton of feathers.

- A Anthony 37:59
You still went with feathers?!
- E Ellori 38:05
Yes.
- A Anthony 38:06
All right. So you-
- B Belroth 38:10
Filled with pennies.
- A Anthony 38:15
-summon your pillow to hit them with.
- S Skarpin 38:18
Yeah, it really, it just smacks them, so he's going to not use his Bardic Inspiration because he rolled a 7.
- A Anthony 38:29
Okay, yeah. The feathers, the pillow does not hit. It just swings over
- S Skarpin 38:37
Yep, that's his action, but the pillow is still floating above its head.
- A Anthony 38:44
Yep, yep. Sure is.
- D Deeran 38:50
Isn't Spiritual Weapon a Bonus Action to cast?

- A** Anthony 38:55
Full Action to cast Bonus Action to use.
- S** Skarpin 39:00
Actually, yeah casting time: 1 Bonus Action and then as a Bonus Action, okay-
- A** Anthony 39:06
So he used it this round though, right?
- D** Deeran 39:11
That's how it works. When you cast it you use it.
- S** Skarpin 39:17
Oh, great.
- A** Anthony 39:18
Oh, fuck it, yeah, you get an Action also.
- S** Skarpin 39:20
Then he pops up from behind his grandma's shell and takes a swing with the quarterstaff for a 9.
- D** Deeran 39:27
Spiritual Weapon is the best.
- S** Skarpin 39:28
So, he pops back behind his grandma's shield having done nothing.
- A** Anthony 39:35
Sounds good.

- D** Deeran 39:37
Yeah, um, so, Deeran starts panicking when the monster pops up behind him, and all he remembers is Belroth saying don't look at it. And so he whips around holding the staff that is still illuminated and stares directly into the light of the staff and focuses on the memory of the spinning coin that is at the top of the staff as he flings his wrist. Power shoots out of the necklace around him into the coin and fires off into the umber hulk behind him. And it has to Dex Save.
- A** Anthony 40:49
It succeeds. They are rolling very high today.
- D** Deeran 40:54
Fuck. Yeah, so the coin shoots off into the like into the hallway and smashes into the wall and explodes because the coin takes 3d8 bludgeoning damage. So, I assume.
- A** Anthony 41:17
Hold on.
- D** Deeran 41:18
Yeah. That is 17 bludgeoning damage that the coin takes.
- A** Anthony 41:32
Okay, uh, hmm, why doesn't everyone give me a Dex Check- a Dex Save?
- D** Deeran 41:43
Well cuz I shot it away from them.
- A** Anthony 41:47
Why doesn't everyone give me a Dex Save.
- E** Ellori 41:53

18.

S Skarpin 41:56
14.

D Deeran 41:56
9.

B Belroth 41:58
Belroth rolled a 14, and Freya rolled an 18.

A Anthony 42:07
Okay, the threshold is not very high for this. So, you slam the coin into the wall, and it hits with such force the whole complex down here in its ancient decay shakes, and the rocks of the ceiling crumble and begin to fall. Now the big chunks are pretty easy to avoid, and you all move to safety as the dirt falls. One rock does smash down onto the head of the umber hulk that Skarpin is fighting, so that creature takes a little bit of damage. The other one avoids the fall. You do feel like that was like, a powerful- if that were to happen many times, this would get real dangerous real fast.

D Deeran 43:16
Great.

B Belroth 43:17
Got it.

A Anthony 43:18
You could still, you know, just don't miss I guess.

B Belroth 43:25
Belroth is going to focus on the umber hulk behind, shoot off an arrow using his Favored

Foe.

A Anthony 43:40
God I love fighting umber hulks.

B Belroth 43:42
Why?

A Anthony 43:43
That's your favored foe.

B Belroth 43:44
Ugh, freakin love it. Anyways, it was a 23.

A Anthony 43:54
Okay.

B Belroth 43:55
So d8 plus a d4 I guess. That sucks. 9. And then Freya is going to charge. Would Freya be able to attack the one that Skarpin is dealing with or is it too narrow?

A Anthony 44:18
It would have to push past Skarpin into that room.

S Skarpin 44:21
Or climb up his shell and jump over him.

A Anthony 44:24
Or climb up his shell and jump over him.



Skarpin 44:26

Yeah, like we practiced!



Belroth 44:31

In that case- oh god, I'm so scared. Uh, hmm. I guess Freya attacks the umber hulk behind us. I'm scared for her.



Anthony 44:45

She's supposed to be your other tank though anyway, right?



Belroth 44:48

I know, but she doesn't have nearly as much AC as Skarpin does.



Anthony 44:52

That's good though cuz neither does Deeran.



Deeran 44:54

It's true.



Anthony 44:59

This thing was ready, ready for some Deeran flesh.



Belroth 45:04

18 plus 7.



Anthony 45:10

Hit.



Belroth 45:12

No that's not plus 7 it's plus my spell attack modifier which is not 7. God, I wish it was. 18

plus 4.

A Anthony 45:26
Hit.

B Belroth 45:26
Cool. It charges and does an extra damage, so it does a d8 of damage and a d6. And it has to make a Strength Saving throw. So it takes-

A Anthony 45:39
As a large creature it has to make a Strength Saving Throw?

B Belroth 45:44
If the target is a creature- if beast moves 20 feet in a straight line and hits with the maul attack on the same turn, target takes extra damage. If the target is a creature it must succeed a Strength Saving Throw against your spell DC or be knocked prone it takes-

A Anthony 46:01
What's your spell DC?

B Belroth 46:03
Not very high. Fucking 12.

A Anthony 46:08
It is not knocked prone.

B Belroth 46:09
I didn't think so. Either way it takes 6 plus, sorry, I'm looking at a different bunch of different pages. 12.

A Anthony 46:29
Okay. Yeah, Freya leaps up onto the creature, digging into it, and the umber hulk reels back, but is dealing with this intrusion of its privacy. It's personal space.

E Ellori 46:47
Rob, clarify for me. Belroth's arrows are metal arrows like a normal arrow, right?

B Belroth 46:55
Yes. They are not magical arrows.

E Ellori 46:58
Right, right. Just normal arrows with a metal head.

B Belroth 47:03
Yup.

E Ellori 47:04
Great. Ellori looks at the umber hulk that just got shot with an arrow and sings ~Glow. Heat it up, heat it up, glow. Iron, silver, copper, or gold. All of it is going to glow.~ And she casts Heat Metal.

B Belroth 47:21
Oh, on the-

E Ellori 47:21
So, he's going to burn from the inside, baby!

A Anthony 47:27
Yeah, okay. He is unable to drop the arrow out of him.



Ellori 47:31

Yep. So, um, 2d8 Fire.



Belroth 47:36

That's good!



Ellori 47:37

Yeah, that is good. 14 and he has Disadvantage on Attack Rolls and Ability Checks until the start of my next turn.



Anthony 47:51

Okay.



Belroth 47:52

That's very helpful.



Anthony 47:55

He tries to attack Freya.



Belroth 47:57

At disadvantage.



Anthony 47:59

He takes both of his claws swipes at the creature, you know, all up on him. Misses with the first one. Misses with the second one. You can tell that the arrow that is searing him on the inside is having significant impact on his ability to combat Freya.



Belroth 48:25

Good.

- A** Anthony 48:25
But he does try to go with his mandibles to attack Freya as well and also misses. That was 3 like, like, 18, 17, 19, but also-
- B** Belroth 48:40
Disadvantage.
- A** Anthony 48:41
-3, 4, 6.
- D** Deeran 48:43
Yeah!
- B** Belroth 48:46
Team pet, team pet!
- A** Anthony 48:48
The other umber hulk, she's going to attack Skarpin. The claw comes down at Skarpin. It hits. This one's got your number, Skarpin. She's got yo number!
- S** Skarpin 49:04
Yeah, well, he's about to take it.
- A** Anthony 49:08
You take 7 from the first claw.
- S** Skarpin 49:12
Skarpin's down.
- A** Anthony 49:14

You're down?

S Skarpin 49:15
Yep.

A Anthony 49:16
Okay, it charges through after knocking you down and moves toward the rest of the group. So, I guess it's now square with Ellori, but it doesn't have any more- it's not going to attack again because it can't. It took its Action. It's you guys again. Skarpin give me that Death Saving Throw, Skarpin.

S Skarpin 49:42
11.

A Anthony 49:44
That's a success.

E Ellori 49:47
Ellori's gonna right away to Skarpin ~Fights aren't easy. Wounds could kill, but if I can help it, none of them will.~ And Cure Wounds. So, that is 11 points of healing.

S Skarpin 50:08
Excellent. He pops up.

E Ellori 50:13
Great. And as my Bonus Action I'm going to give the guy with the arrow 8 more damage.

A Anthony 50:22
Okay. So, just a note on logistics, when you are down at the start of your turn, I'm always going to make you roll. That will be your Action. So, by being down at the start of the round, you're down for the round

- E** Ellori 50:37
That makes sense.
- B** Belroth 50:38
Got it?
- D** Deeran 50:40
That tracks. Yeah so, as, as he hears the singing behind him, Deeran points a finger, a finger gun at the umber hulk currently engaged with Freya and a- what color is, sorry, what color is Necromancy? It's black, right?
- A** Anthony 51:06
Yes.
- D** Deeran 51:07
Yeah, and a black ray shoots out from the pendant around Deeran's neck. And it's a spell attack, a ranged spell attack. So, that is a 15 to hit.
- A** Anthony 51:26
Which spell is this?
- D** Deeran 51:28
Ray of Enfeeblement.
- A** Anthony 51:30
Okay, 15 to hit on a spell attack. It does not hit. You like, zap into his armor, like his armored carapace, and it just seems to dissipate.
- D** Deeran 51:44
Shoot. Okay.

- A** Anthony 51:47
Does that have a miss effect on it, or no because it's an attack?
- D** Deeran 51:51
No. Nice try.
- B** Belroth 51:55
Belroth takes another shot at the big umber hulk.
- A** Anthony 52:00
Okay, another shot at the umber hulk.
- B** Belroth 52:02
I don't have Advantage, it has Disadvantage?
- A** Anthony 52:05
If you're going to take a shot at the umber hulk, you best not miss.
- B** Belroth 52:08
That's the goal!
- A** Anthony 52:09
Yeah, it has Disadvantage, correct. Is that still the case, Ellori?
- E** Ellori 52:15
I am not 100% sure. Like, I've read it a couple of times, and I don't know. So, basically, it says, "Until the spell ends, you can use a Bonus Action on each of your subsequent turns to cause this damage again." And then from there. "If it doesn't drop the object, it has Disadvantage on Attack Rolls and Ability Checks." So, maybe it gets to do a Constitution Saving Throw each turn?

A Anthony 52:37
Nah, it doesn't. It can't drop the thing.

E Ellori 52:40
Okay.

A Anthony 52:40
So as long as the spell is active, and you keep it up, he still has Disadvantage.

E Ellori 52:47
That's awesome. That's better than I thought it was.

B Belroth 52:49
That's a really good debuff right there. And you can just, yeah, every bonus action.

E Ellori 52:56
Yep.

B Belroth 52:59
Great. I'm going to- Belroth is going to shoot, shooty shoot some more. Yeah, I'll try out Sharpshooter. I'm gonna focus my eye a little bit more steadily and use my Sharpshooter Feat.

D Deeran 53:17
Let's go.

B Belroth 53:17
Make this harder, hopefully deal more damage. God, this is really scary. Um, 18.

A Anthony 53:30

An 18 hits

B Belroth 53:34
Hey!

D Deeran 53:35
Nice.

B Belroth 53:36
So, that'll be a d8 plus a d4 plus 13. Let's go.

A Anthony 53:45
So, as you do that, as you roll those dice and do the math, I'm giving you a little reprieve. I think in the future, Ellori, I like how this has played out. In the future, I think you need to cast Heat Metal on the arrow before it is embedded in the skin.

E Ellori 54:03
Okay.

A Anthony 54:03
Because I don't know if you can cast it on something you can't see. I'm letting it fly this time, but in the future you'll have to cast it on the arrow and then you'll have to hope he can embed it.

E Ellori 54:16
Okay.

B Belroth 54:18
21 damage.

A Anthony 54:22
Okay. That is a significant chunk of damage.

B Belroth 54:25
And Freya is going to attack as well.

A Anthony 54:27
Okay.

B Belroth 54:28
Freya, not as good. 11.

A Anthony 54:33
Not gonna hit All right. So, the umber hulks begin their attacks. We'll go again with the one that has Freya in its chest. It's still trying to desperately get Freya off of its chest. Miss. Hit with this one.

B Belroth 54:55
Shoot.

A Anthony 54:56
It strikes Freya with one of its claws dealing 10 damage to Freya. Then it tries to bite on with its mandibles, and it misses.

B Belroth 55:10
Thank god.

A Anthony 55:11
2 and an 18.



Belroth 55:14

Boy.



Anthony 55:19

They're rolling hot and cold, nothing in the middle. The other creature attacks Skarpin. She bears down at you. She- oh wait so actually you pop up. You're behind the creature. I think it's aware of that, but I think it's gonna attack Ellori and then turn and attack you. So, the first claw comes in at Ellori. Ellori, it just smashes right into your chest, and you can feel the wind knocked out of you, as it does. It hits you critically for 20 damage as the claw lands into you.



Deeran 56:10

Oh my god.



Anthony 56:13

And then it turns to attack Skarpin. And this is this is just the perfect example of the dichotomy of the night. So, it hits you, Ellori, critically and then it turns to Skarpin. Surprised to see you there, it swings, and it totally swings over you and tumbles to the ground. It is now lying prone in front of you, but it burrows down into the ground to get away from you. So, you do get an attack of opportunity against it, both of you, if you so choose to use your Reaction that way. But it is trying to get away because it fucked up, and it was going down, and it will not be taking it's the last attack. It missed you, and it won't be taking its last attack.



Skarpin 57:11

For sure. Skarpin will attack. 17 to hit. That will not hit.



Ellori 57:23

Ellori will also attack and she'll point at it and ~Twist the mind, and squeeze out the brain. On all you try there is a strain.~ And cast Bane on it.



Anthony 57:41

All right. So, that makes it-

- E** Ellori 57:47
That makes it bad at everything.
- D** Deeran 57:50
Yeah, it just is bad at everything.
- E** Ellori 57:54
She has to take a Charisma Saving Throw.
- A** Anthony 58:00
Fail.
- E** Ellori 58:01
Okay. So, roll a d4 and subtract that number from any- oh, sorry, anytime you make an attack roll, you have to subtract a d4.
- A** Anthony 58:13
Okay, great.
- B** Belroth 58:14
Seems useful.
- A** Anthony 58:18
Okay, it's you guys again.
- D** Deeran 58:20
That's also for Saving Throws, right?
- E** Ellori 58:23
Yes.



Deeran 58:23
Okay.



Belroth 58:24
Cool.



Anthony 58:25
It is underground right now.



Skarpin 58:29
Skarpin, having a little bit of reprieve, he's going to reach out to Oliander and cast Prayer of Healing. 14 healing for everybody in the room, aside from the bad guy.



Deeran 58:51
Good clarification.



Skarpin 58:53
Yeah, yeah.



Anthony 58:54
It turns out these are very good natured, so they both are healed as well.



Skarpin 58:58
Oh, no!



Anthony 59:01
They're just, they were just boning and now they're mad that they got interrupted.



Belroth 59:05
That's what I was saying!

- D** Deeran 59:07
I knew it was gonna be a problem.
- A** Anthony 59:11
Okay, so 14 healing to everybody. So you and Ellori and I guess Freya.
- B** Belroth 59:18
Yep, Freya is back to full.
- S** Skarpin 59:20
And then Bonus Action, Skarpin recasts Spiritual Weapon-
- E** Ellori 59:29
Pillow?
- S** Skarpin 59:30
Spiritual pillow above the other one and it makes the attack for 18 to hit.
- A** Anthony 59:40
That'll hit.
- S** Skarpin 59:42
6 damage. Poof.
- A** Anthony 59:47
Okay.
- D** Deeran 59:50
Deeran turns around to the group and is like, are we like, all focusing on one of these guys?

- B** Belroth 59:58
Well, I think the one that we can see, I guess.
- E** Ellori 1:00:04
Ellori, which one did you cast Bane on? The one that's underground?
- D** Deeran 1:00:09
Okay.
- B** Belroth 1:00:09
And then- so the heat metal is gone.
- E** Ellori 1:00:16
Heat Metal is one, and Bane is the other.
- A** Anthony 1:00:19
She can't concentrate on both.
- E** Ellori 1:00:22
Ohh, I didn't even think about that. Yeah, yeah, yeah. No, you're right. So, sorry.
- D** Deeran 1:00:36
It's okay. So, yeah, on the one that is Banned then Deeran spins his hands above his head.
- A** Anthony 1:00:43
You can't see that one. It's underground.
- D** Deeran 1:00:45
That's okay. I don't have to see it. I just know it exists and it is within 60 feet, I'm assuming. So, his hands spin above him and a spectral bell forms, and he swings that hand and rings

the bell.

A Anthony 1:01:07
Con Save?

D Deeran 1:01:08
It has to make a Wisdom Save.

A Anthony 1:01:10
Wisdom save.

D Deeran 1:01:12
Yeah.

A Anthony 1:01:12
So, it does get negative 4.

D Deeran 1:01:15
Yep.

A Anthony 1:01:16
Which makes it fail.

B Belroth 1:01:17
Ay!

S Skarpin 1:01:18
Nice.

D Deeran 1:01:19
It takes 7 damage.

A Anthony 1:01:22
Okay. All right.

E Ellori 1:01:35
Okay. Uh, so, okay, I guess she's gonna look at the other one, the arrow one that's not hot anymore, but whatever and she's going to-

D Deeran 1:01:54
I mean it's still definitely sexy. Don't get it twisted.

A Anthony 1:01:59
One sexy umber hulk.

E Ellori 1:02:04
Oh... She holds her hands out and then she pulls them back really fast and puts up a little "hold on" finger. Uh, I was about to cast Thunder Wave and then I remember what happened when Deeran put a penny in the wall so she does not do that.

A Anthony 1:02:32
So I cast Shatter instead.

E Ellori 1:02:36
Ooo, that was a yikes. Okay, sorry, um.

D Deeran 1:02:43
I thought it was gonna be awesome. I don't know.

B Belroth 1:02:46
I have my action if you need a minute.

E Ellori 1:02:49
Yeah.

B Belroth 1:02:50
Okay, um, Belroth is going to- so Freya is just going to use the Dodge Action because I'm not going to command her to do anything because she's in a bit of a pickle at the moment. Belroth is gonna use his Bonus Action to cast Hunter's Mark on the one he can see and then Sharpshooter again. Okay, see if I can do it twice.

D Deeran 1:03:15
Get 'em.

A Anthony 1:03:17
Move so nice.

D Deeran 1:03:18
Get 'em.

B Belroth 1:03:21
Oh, yes! 18 plus whatever- plus 2, 20!

A Anthony 1:03:26
Hits.

B Belroth 1:03:28
Oh, that feels real good. Um, so it'll be a d8 plus a d6 plus 13. 8 plus 13 is 21.

A Anthony 1:03:43
Okay, yeah, you sink another arrow into the umber hulk. It wobbles, tumbles, and falls over backwards. It is dead.

B Belroth 1:03:53
Whoa!

E Ellori 1:03:57
Okay, um, Skarpin is right next to me right?

S Skarpin 1:04:00
Yep.

A Anthony 1:04:00
Yeah.

E Ellori 1:04:01
Great. So, she's gonna kind of reach out and touch his shell ~Knowing what you can give this fight is making me want to boost your might. Bear's endurance makes you better than before.~ So, now you have 2d6 temporary hit points and Advantage on Constitution Saving Checks.

S Skarpin 1:04:24
I'll roll it.

E Ellori 1:04:27
Yeah, or Anthony, do you want me to?

A Anthony 1:04:31
I'm indifferent.



Ellori 1:04:32

Okay, go for it.



Skarpin 1:04:33

Nice, got some temporary hit points equal to 7, and what was the second thing, sorry. I was excited about the hit points.



Deeran 1:04:42

Oh, that's okay. The second thing is kind of dumb. You get Advantage on Constitution Checks.



Skarpin 1:04:47

No, I'm excited about it.



Belroth 1:04:48

Could be good.



Deeran 1:04:49

Yeah, you never know.



Ellori 1:04:51

You're right. They might try to give you a White American.



Anthony 1:04:56

So, I need Ellori and Belroth to make Dexterity Saving Throws.



Belroth 1:05:05

Okay. 7.



Ellori 1:05:13

14.

B Belroth 1:05:13
I was so impressed with my work that I wasn't paying attention.

A Anthony 1:05:18
The ground rumbles underneath your feet and then suddenly the ground under your feet is no more as an umber hulk bursts from underneath you. Ellori, you manage to dodge out of the way. Belroth, you don't. You get flung against the wall. You take 7 bludgeoning damage as you slam into the hard stones, and the whole place is shuttering again as this new tunnel has been dug here, so the stones are shifting uncomfortably although nothing has fallen yet. The creature makes one attack at Ellori and one attack at Deeran with its claws as it is popped up in the middle of everybody.

D Deeran 1:06:10
Oh no.

A Anthony 1:06:13
One of Ellori. One at Deeran. It hits both. Ellori, you take 12. Deeran, you take 11.

D Deeran 1:06:30
Okay, okay. I can do 11.

A Anthony 1:06:33
And then it brings its mandibles down on Skarpin and to try and crack into his hard shell with its teeth.

S Skarpin 1:06:40
Impossible.

A Anthony 1:06:42

And it does fail.

- B** Belroth 1:06:45
Belroth, when he was flung against the wall, reflexively channels his Hellish Rebuke ability from being a tiefling. The thing has to make a Dexterity Saving Throw.
- D** Deeran 1:07:06
How do you rebuke it?
- B** Belroth 1:07:09
He just sort of like, as he bumps up against the wall, his eyes like kind of opened up in that- when you had previously seen him very annoyed about his homeland being referred to as Turtle Island, those eyes like, lit up. Those reflexively flare up again and like, a fiery fiery blaze almost just appears on the umbra hulk.
- A** Anthony 1:07:36
That is a 17.
- B** Belroth 1:07:37
It passes and nothing happens. It takes half though I guess. It still does take half damage. 2d10 fire damage.
- A** Anthony 1:07:49
That's pretty good.
- B** Belroth 1:07:50
Yeah, it's not bad. 11. So, half of 11. You do the math. I'm not going to.
- A** Anthony 1:07:56
It's a six.

- B** Belroth 1:07:58
I'm not doing the math. Don't tell me to.
- A** Anthony 1:08:00
I didn't. Okay. So, it's made its attacks. It's gonna be you guys.
- S** Skarpin 1:08:12
Skarpin says, just like your buddy over there. Why don't you take a rest? And he casts Sleep on it.
- A** Anthony 1:08:21
Okay.
- S** Skarpin 1:08:22
Which is going to be-
- A** Anthony 1:08:27
So you can Sleep on the area, right?
- S** Skarpin 1:08:30
Yeah, within a 20 foot area.
- A** Anthony 1:08:33
Okay, that'll hit everybody, and you're going to hit the lowest hit point creatures first.
- S** Skarpin 1:08:39
He casts in a manner of which my radius hits- it's centered in the middle of the wall, so that my radius-
- A** Anthony 1:08:47

He has popped up in the middle of everyone.

S Skarpin 1:08:49
My radius is below the ground so that the upper part of the circle has just hit him.

A Anthony 1:08:58
No, no.

S Skarpin 1:08:59
All right, fine. He just casts it anyways.

B Belroth 1:09:02
What?! Don't...

S Skarpin 1:09:05
Here we go. 17 hit points worth.

A Anthony 1:09:23
What's everybody's current hit points?

B Belroth 1:09:25
25.

E Ellori 1:09:26
20.

D Deeran 1:09:27
16.

- A Anthony 1:09:30
What are Freya's?
- B Belroth 1:09:32
Freya's back at full. Skarpin, what are yours?
- S Skarpin 1:09:38
25.
- D Deeran 1:09:39
I don't think it affects you.
- S Skarpin 1:09:40
I wouldn't affect me.
- A Anthony 1:09:42
Deeran falls asleep.
- D Deeran 1:09:43
Classic Deeran. Yeah, Deeran, you know, he's been tired. Like, this was tough, man. He just kind of- is Sleep like, is it like an instantaneous effect, or do I get a chance like, curl up and like, wrap myself in my cloak and-
- A Anthony 1:10:04
I think it's not a wrap up in your cloak or anything like that, but like you can't keep your eyes open, and you stumble to the ground.
- D Deeran 1:10:13
Yeah, he puts a hand out, and he does end up like curled and very cute.



Skarpin 1:10:23

Oh, that didn't go according to plan.



Ellori 1:10:32

Clarification question on Sleep. So, Deeran you don't lose those hit points, right?



Deeran 1:10:39

No, no, I'm just asleep now.



Ellori 1:10:42

Okay.



Deeran 1:10:42

I just lose my turn. It's like a Skip card.



Ellori 1:10:45

Okay.



Deeran 1:10:47

Until I'm woken up.



Ellori 1:10:49

I don't know if Ellori knows the difference. So, Ellori is gonna run to Deeran. ~Fights aren't easy. Wounds can kill, but if I can help it, none of them will.~ And she's gonna give him Cure Wounds. And I don't even know if that wakes him up.



Anthony 1:11:11

It doesn't.



Deeran 1:11:12

It heals me.

A Anthony 1:11:14
He was hurt, so it does heal him.

S Skarpin 1:11:16
"It does not", is that you just said?

A Anthony 1:11:20
Correct, it does not wake him up.

E Ellori 1:11:22
Oh, okay. 11.

D Deeran 1:11:25
Holy shit, yeah. Deeran looks great. His cuts kind of like, cure on his face.

A Anthony 1:11:38
Still snoozin.

S Skarpin 1:11:41
Skarpin kind of calls out, Ellori he's just asleep! He's okay! But too late for her to not waste her spell.

E Ellori 1:11:51
Oh, okay. Okay...

S Skarpin 1:11:54
Yeah, just my bad.



Ellori 1:11:55

Skarpin why did you put him to sleep?



Skarpin 1:11:57

Wasn't the plan!



Belroth 1:12:01

Belroth uses his Bonus Action to move Hunter's Mark to the new umber hulk and he's feeling hot. He's gonna Sharpshooter again even though he just got his head knocked. That's not as good. 6 plus 2. 8.



Anthony 1:12:20

Nope.



Belroth 1:12:21

Yeah, no. Belroth's head- he's a little rocked right now, and so he can't really seem to shoot straight.



Anthony 1:12:30

What is Freya doing?



Belroth 1:12:31

Freya- bonus action was used by Hunters Mark so she's just kind of dodging still.



Anthony 1:12:39

Okay. Okay. The umber hulk, I think it's still focused on Skarpin with his tough exterior that it's trying to get into. So, it's gonna try to bite down on you again.



Skarpin 1:12:56

Oh, you're just jealous of my shell.

- A Anthony 1:12:59
It gets in this time.
- B Belroth 1:13:00
Shellous...I thought that was good.
- S Skarpin 1:13:07
I would have laughed, but I'm gonna fight.
- A Anthony 1:13:10
For 16.
- D Deeran 1:13:14
Deeran chuckles a little bit in his sleep.
- A Anthony 1:13:21
And then it does send another claw at you, Skarpin, and a claw at Ellori. Skarpin and Ellori both miss!
- B Belroth 1:13:32
Whoa.
- A Anthony 1:13:36
Oh, that wasn't even including the Bane.
- B Belroth 1:13:40
Isn't Bane also- now there's Bear's endurance though, right?
- E Ellori 1:13:46
Bear's endurance is just temporary hit points because we don't have to make Cons Checks

for-

- A** Anthony 1:13:53
I don't think it's- maybe it's Concentration. Might be. I don't know. I don't think it is with a buff, but maybe.
- E** Ellori 1:14:00
It's not. I checked.
- A** Anthony 1:14:01
Okay great.
- E** Ellori 1:14:04
Enhance ability is not a Concentration. Wait, it is, fuck!
- B** Belroth 1:14:09
Yeah, it is.
- E** Ellori 1:14:13
Sorry, y'all. Sorry.
- A** Anthony 1:14:16
It's all right. New spell list. Who dis?
- E** Ellori 1:14:19
Yeah, honestly.
- A** Anthony 1:14:21
All right, so it's made its attacks, so it's your turn again.

S Skarpin 1:14:26
And yeah, Skarpin is mad. He forgot about his Spiritual Pillow the last time and now that he got hurt, it's gone. And now he's just like, he's gonna cast Guiding Bolt through his shield at the creature. So, he's gonna make an attack. And he rolls miserably and is upset about it and he is going to sit there looking intimidating.

A Anthony 1:15:01
Great.

B Belroth 1:15:07
Great. Belroth is gonna loose another arrow. Not gonna use Sharpshooter this time because these guys seem kind of hard to hit. I would have hit. Man! That's fine. 14 plus 7.

A Anthony 1:15:21
That'll hit, and you wouldn't have hit.

B Belroth 1:15:24
Well, nevermind then. Then I made the right choice. 9 piercing and then Freya is gonna run from the other side of the room, run and charge to try and knock this thing over again.

A Anthony 1:15:40
Okay.

B Belroth 1:15:43
Oh, no. That's a 1.

A Anthony 1:15:50
Okay, um, yeah I think Freya runs up toward it and it just smashes a claw into her launching her away, but she's a cat. She lands on her feet.

B Belroth 1:16:04

Does she take damage?

A Anthony 1:16:06
No, she's just knocked away.

B Belroth 1:16:09
Okay. Well, perfect. She can do it again next time.

D Deeran 1:16:15
Deeran snores loudly.

B Belroth 1:16:18
Make a sleep check.

D Deeran 1:16:21
Don't have to. Succeeds.

S Skarpin 1:16:23
It's true.

E Ellori 1:16:24
Skarpin did that for him.

A Anthony 1:16:26
It lasts for how long Skarpin?

S Skarpin 1:16:28
A minute or at least until woken.

- D** Deeran 1:16:32
At least a minute.
- A** Anthony 1:16:34
Great. You have 5 rounds ago, Deeran.
- E** Ellori 1:16:39
Honestly, no. Ellori is gonna run over to Deeran and shake him. Deeran, wake up! Deeran!
- D** Deeran 1:16:45
Uses a whole Action to wake me.
- E** Ellori 1:16:47
Yep.
- D** Deeran 1:16:48
Yeah. Deeran snaps out of. I had like, the coolest dream.
- E** Ellori 1:16:54
I, really I'm excited for you to tell me about it later.
- S** Skarpin 1:16:58
What was it?
- A** Anthony 1:17:01
The umber hulk makes its attacks. One comes- the bite again at Skarpin is a miss. One claw, one claw at Deeran, one claw at Ellori this time as they are together, and the claws come bearing down at them.
- D** Deeran 1:17:18

Deeran, as a Reaction, because Ellori is still touching him, Deeran casts Shield. Oh, shit. It's only range of self, not touch range, but he still does it and so I gain a plus 5 bonus to my AC. The Shield protects you and is the difference maker. You can feel that shield like, it gets- the claw hits the shield, and it's like, it comes right next to you. You can feel it cracking underneath the pressure of this claw. The other claw slams into Ellori. She takes 8.

B Belroth 1:18:00
Woof.

D Deeran 1:18:00
Woof.

E Ellori 1:18:01
Ouch.

A Anthony 1:18:05
Okay, that's the umber hulk.

D Deeran 1:18:09
Deeran stands up and wipes himself down, and he points a finger out again. And this time a red beam shoots from the necklace around his neck as he casts Scorching Ray.

A Anthony 1:18:38
I love how many beams Deeran has.

D Deeran 1:18:41
He's just a, yeah. He knows a lot of guys named Ray, and he's gonna shoot them all out. Let's see. My best one was an 18 to hit. That's a hit. The other 2 were an 8 and 12.

A Anthony 1:19:03

One hit is fine.

D Deeran 1:19:05
Great. And let's see that does 2d6. So, that does 6 damage.

A Anthony 1:19:20
Okay.

D Deeran 1:19:21
Deren is not super useful in this fight.

E Ellori 1:19:28
I mean, you're more useful awake.

S Skarpin 1:19:33
Well.

A Anthony 1:19:39
All right, who's next?

S Skarpin 1:19:41
Skarpin just kind of like, rolls his shoulders a little bit, kind of loosens up, loosens up, and then he swings his shield forward and casts Guiding Bolt again. 16.

A Anthony 1:19:58
Not enough.

S Skarpin 1:20:00
He just looks at his shield, kind of brushes it off, and sighs

- B** Belroth 1:20:04
These things have insanely high AC.
- D** Deeran 1:20:06
Wipes it down.
- A** Anthony 1:20:11
2 of you remain.
- E** Ellori 1:20:12
Sorry, okay Ellori throws her chakram. I thought there was more that Skarpin was gonna do.
- B** Belroth 1:20:19
Don't you still have Spiritual Weapon?
- S** Skarpin 1:20:21
No, Concentration.
- E** Ellori 1:20:28
And she hits with an 18.
- A** Anthony 1:20:36
That is a hit.
- E** Ellori 1:20:37
Hell yeah it is. For 5 damage.
- A** Anthony 1:20:42
Okay.

- B** Belroth 1:20:43
Did I- I already went?
- A** Anthony 1:20:47
No.
- B** Belroth 1:20:48
Oh, okay. Belroth shoots. That's why I was like, waiting because I thought I had already gone. Belroth shoots another arrow.
- A** Anthony 1:21:00
That's a hit.
- B** Belroth 1:21:05
5, 6, 7, 8. And then Freya lunges- after being swatted across the room, lunges, jumps off of Skarpin's shell to like, try and pounce on this thing again. Goes for the eyes. Are you kidding?! I literally rolled another 1 on the same dice.
- A** Anthony 1:21:31
Okay, so this time she jumps at it and it catches her and it's mandible, biting down for 16 points of damage.
- B** Belroth 1:21:48
Ooo, poor thing has made a bad enemy.
- A** Anthony 1:21:57
And now it makes its attacks. It bites again at Freya who is in its mouth. It hits for another 15 points of damage.
- B** Belroth 1:22:18
Freya's down.

A Anthony 1:22:20
And then it takes 2 swings, one at Skarpin, and then another at Skarpin because it missed that one. 9 damage, Skarpin.

S Skarpin 1:22:36
Hey, don't treat Freya like that. And one last time tries to cast Guiding Bolt. 22!

A Anthony 1:22:49
That's a hit.

S Skarpin 1:22:50
Yeah! It's radiant damage and then on the next attack somebody else gets Advantage on it. So, that is 19 damage.

A Anthony 1:23:06
Okay.

S Skarpin 1:23:09
Don't mess with our cat.

D Deeran 1:23:17
Do y'all mind if I step on up?

E Ellori 1:23:18
No, you should do this one.

D Deeran 1:23:20
And Deeran puts his hands together, and the whites of his eyes are showing again. His hair flies up, and a beam shoots from his chest. He's casting Witch Bolt at second level.

A Anthony 1:23:37
Wait, which bolt?

D Deeran 1:23:38
Yeah. And that is a 19 to hit. Let's go!

A Anthony 1:23:44
That's a hit!

D Deeran 1:23:47
And because he did the second level that's 2d12. For 21 damage. Holy shit, let's go!

A Anthony 1:24:03
Okay. The Witch Bolt crackles-

B Belroth 1:24:07
Which bolt?

A Anthony 1:24:08
Uh, yeah. It crackles out of your necklace and slams into the umber hulk shattering its carapace and exposing the creature underneath who stumbles backwards and falls to the ground with a squish as it hits the stone floor.

D Deeran 1:24:30
Wait, there was a creature inside the umber hulk all along? Yes a number and under hulk

S Skarpin 1:24:45
Good job, Deeran. Yeah. It's good teamwork, everybody.

A Anthony 1:24:48

Well done. Give me a Death Saving Throw for Freya.

B Belroth 1:24:51
Yeah, sure.

D Deeran 1:24:53
I hate the way you said that, Anthony.

B Belroth 1:24:54
Yeah, I don't like that at all. Fail. And I'm looking up- I'm pretty sure I can use a spell slot to heal her, and I'm trying to look up the rules for that, but I may also be wrong.

E Ellori 1:25:08
I can also just do it. Wllori is halfway over to Freya anyway. ~Fights aren't easy. Wounds can kill, but if I can help it none of them will.~ And that is 5, sorry.

B Belroth 1:25:26
She's up.

E Ellori 1:25:27
Great.

D Deeran 1:25:30
Yeah, as soon as she pops up, Deeran opens his like, opens his cloak and pulls out half a sandwich and just like, holds it down for her and like, scratches behind her ears.

B Belroth 1:25:42
Belroth is nervous parenting right now and trying to like, figure out if there's other injuries that like, need to be tended in very like, trying to very carefully help her cuz she's bloody right now. She's pretty bloody right.

- D** Deeran 1:26:02
Deeran finishes the remaining quarter of the sandwich.
- E** Ellori 1:26:06
Do you guys think we should maybe rest here for a little bit.
- D** Deeran 1:26:09
In here?
- E** Ellori 1:26:11
I just don't want to go into another room with more of those monsters. Yeah, I was thinking we could like, get the hell out of here.
- S** Skarpin 1:26:22
Oh, we got a job to do here.
- E** Ellori 1:26:25
Yeah, if you want to camp up by all the gravestones, we could do that, Deeran.
- S** Skarpin 1:26:32
I feel like I saw a ghost up there.
- D** Deeran 1:26:35
All right, fine, we can see down here you guys, geez.
- S** Skarpin 1:26:41
Okay, and he tries to eat one of the creatures.
- A** Anthony 1:26:46
Yeah, you can. You can try to eat it. You're not sated.



Skarpin 1:26:53

I tried.



Anthony 1:26:56

I assume you do. You still eat the whole thing.



Skarpin 1:26:59

Yeah, he's going to eat it while he's resting.



Anthony 1:27:01

It's like, good clean up. So, are you guys resting in this central chamber, or are you going in the side room that they were in.



Skarpin 1:27:11

Let's settle in here. Maybe there's something interesting that they were doing. I don't- I didn't see any other creatures though. So, I mean, I think it's also safe.



Ellori 1:27:21

Okay, and maybe we can close the door and lock it just for some little extra protection.



Skarpin 1:27:27

Skarpin looks at the ground with the holes in it. Yeah, yeah, we could do that.



Anthony 1:27:36

You guys push into the room and shut the door for extra protection. Step over the umber hulk hole. There are six ancient, makeshift decrepit beds in here like, they are falling apart, but there are beds. Additionally, it looks like there are some chests along the Eastern wall in here. They are also old and decaying. but there are two chests in here. Ellori opens one. You go over to it and as you open it, the whole thing falls apart basically in your hands, and inside this chest, you see a bunch of gold pieces at the bottom of it. Counting them out, it looks to be about 300 gold.

- E** Ellori 1:28:28
Well, great.
- D** Deeran 1:28:31
Deeran checks the other chest then. He goes up and, hey Skarpin, check it out, man. And he rests on it.
- A** Anthony 1:28:40
It bites you. That was your concern initially. Yeah, no, this one also crumbles to dust under you and inside is a golden cup.
- D** Deeran 1:28:58
Hey, guys, do you think this might be the cup we were looking for?
- E** Ellori 1:29:03
I don't know. He said it would be simple. That looks pretty fancy to me.
- D** Deeran 1:29:07
He also said we'd know when we see it. Do we know it or no?
- S** Skarpin 1:29:11
Yeah, that's it. I know it.
- A** Anthony 1:29:14
Skarpin, give me a Religion Check.
- S** Skarpin 1:29:20
17.
- A** Anthony 1:29:22

On this cup, you see symbols of the God of justice, Murkus. That ring, the lower portion of this chalice.



Skarpin 1:29:36

Oh, that's it. Yeah, that's it. That's the Murkus cup, and I think that's something that that creep would like.



Anthony 1:30:11

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Adventure Incorporated 1:30:46

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