

# C2E019\_mixdown

 Sun, 8/15 12:26AM  1:40:42

## SUMMARY KEYWORDS

day, baron, people, cart, guild, archimedes, account, riggs, magic, head, detect, pulls, wooden chest, contractual arrangement, check, find, stone, feel, empire, justice

## SPEAKERS

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

---



Anthony 00:00

Greetings, adventurers, and welcome to the Adventure Incorporated Podcast. My name is Anthony Reed. I am your Dungeon Master, and this is episode 18, and it is part of the Ancient Secrets story arc. And oh, boy, this is where things are going to start getting spicy, so I hope you're ready. I want to thank our Patrons at [patreon.com/adventureinc](https://patreon.com/adventureinc) who make this show a thing. It's- I mean, it'd be a thing, right? I like to point out to people, it's always gonna be a free show. It's always gonna be there for you. Even if nobody supported the show, we would still make some version of this show. But the amount of content we're able to bring to all of you folks, the live streams, the tavern nights, the bonus episodes, that's all stuff that happens because the Patrons exist because they let us do this the way that we think it should be done. And we're so grateful to all of them for supporting the show and for giving back to it and finding value in it and pouring it back in. And so, thank you, thank you, thank you, thank you. If you are in the Atlanta area or you are going to be in Atlanta for Dragon Con on Memorial Day weekend, do not forget to check out our panel, our live show we're going to be doing down there as well as the live Blood Feud between us and Botched and then of course several other shows on the network are going to have panels there as well. And you can totally get involved with a whole bunch of other stuff going on that have Mike and Steph and Rob and Mikey. So go and check that out if you're in the area, you're going to be at Dragon Con. Come and find us. It'll be worth your while. 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 02:26  
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. He points behind you. Church! 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! Let's get started. So the 4 of you shut yourself into this aqueduct side room for a few hours to rest, to recuperate from the harrowing battle that you had. Skarpin, you said you wanted to

during this timeframe try and detect magic and see if you can find this magic that you were detecting before?



Skarpin 03:40

Yeah, Skarpin, because we have this new fancy ability just wants to use this as often as possible and get any sort of inkling of- if he just detects something we should be like, we should head in that direction. So, that's what he's gonna do.



Anthony 03:58

So I have to put an aside here. This was the thing that Lanier gave you, right?



Skarpin 04:08

Yeah.



Anthony 04:09

How did he word that explicitly?



Deeran 04:12

That we have the ability to see Void magic now. So, rather than missing-



Ellori 04:21

Sense. He said sense.



Deeran 04:22

Sense, sorry. So, rather than having like, a gap we would be able to recognize it.



Anthony 04:31

Yeah. So, my expectation for this for you Skarpin is that you would have to cast the spell Detect Magic, but that when you Detect Magic, you will be able to discern between- basically you'll get more information about this thing and be able to recognize and understand it.

- S** Skarpin 04:50  
I think as Skarpin travels he'll definitely be doing that, even on the move, you know, in route from A to B.
- E** Ellori 04:58  
So do we have to cast? Basically what I have written down is, "he gives us each a mark to change the way we see so we can sense this evil".
- A** Anthony 05:07  
Right.
- E** Ellori 05:09  
We're both right.
- A** Anthony 05:11  
So i think you would still be able-
- D** Deeran 05:15  
Feels like I might be more right when I said "see".
- E** Ellori 05:18  
Yeah, but you we can see, but with the seeing we sense the evil. He didn't say that we see the evil. Maybe it's just like, a feeling we get when we're using our eyes in this new different way.
- S** Skarpin 05:31  
It's like an all senses aren't seeing, but all seeing is sensing.
- E** Ellori 05:35  
It's like a rectangle and a square.

D Deeran 05:36  
Yeah, yeah, yeah. Okay, fine. Whatever.

A Anthony 05:37  
And I think that maybe his seeing and sensing are both metaphorical. It is a metaphorical seeing and a metaphorical sensing because you have to cast Detect Magic is what I'm trying to say.

D Deeran 05:49  
So, does everyone-

B Belroth 05:52  
Some good retconning there. I didn't fuck up, you fucked up.

D Deeran 05:57  
But now everyone has the ability to do that even if they didn't before because he gave it to us.

A Anthony 06:05  
Should one be a- what I will say is this: would there be an opportunity for you to sense in whatever capacity you would that magical energy, now you will be able to sense that magical energy for what it is, and not the absence of magical energy as it was before.

B Belroth 06:25  
So, if I did a Survival Check to sense this magic I could do it because that is a sense I have. That's what I'm hearing.

A Anthony 06:33  
You're wrong, but that's fine. If you could normally sense magic with your Survival Check, sure.

- B** Belroth 06:41  
Why can't I sense magic with my Survival Check?
- A** Anthony 06:43  
That's just how Survival works. That's not me, that's Wizards. Bring it up with them.
- D** Deeran 06:49  
Dear Wizards...
- B** Belroth 06:50  
I would like to Detect...Survival...
- A** Anthony 06:58  
I would say right now for you guys, Detect Magic is the most accessible way that this will come into play, but there are certainly other ways that it could come into play down the road that if there are things that you are interacting-
- E** Ellori 07:11  
Yeah, all of us are capable of casting Detect Magic.
- A** Anthony 07:15  
So, I don't know why we're having this conversation.
- B** Belroth 07:18  
incorrect. I am not
- E** Ellori 07:19  
Yeah, Ranger.
- B** Belroth 07:21

What are you talking about? I can cast Detect Magic? Since when?

- E** Ellori 07:24  
Since the internet says: "available for Bard, Cleric, Druid, Paladin, Ranger, Sorcerer, Wizard, and Artificer? Yeah, but is "Ranger" written in like, a weird font?
- D** Deeran 07:33  
~A Wangerr~
- B** Belroth 07:33  
~Wangerr~
- E** Ellori 07:39  
It's in like, the Spongebob sarcastic font.
- B** Belroth 07:48  
I can. I don't know that spell. I personally do not know that.
- D** Deeran 07:52  
Well, it's, it's called Detect Magic.
- B** Belroth 07:57  
I know what it's called! I don't know it because I know like, 3 spells.
- A** Anthony 08:01  
Okay. If and when you learn Detect Magic-
- B** Belroth 08:03  
God, I miss Druids because Druids are just like, I don't know, I probably know how to cast it. Let's go. Is it a new day? Alright, I'll prepare it.

- A** Anthony 08:14  
Yeah, so, for now, Detect Magic is the most readily available way you will have to interact with that magic, but there could be other ways in the future that you might be able to interact with this particular magic. Okay, so you Long Rest. You, Skarpin, you're going to cast the spell to see in this area?
- S** Skarpin 08:51  
Yeah, and actually, I think from now on, I'll have cast it every time I show up, so I'm just going to burn that spell slot just having that almost on autopilot. Okay?
- A** Anthony 09:03  
Well, let's be careful about that directive because it lasts like 10 minutes so, you'll be out of spell slots in like, an hour.
- S** Skarpin 09:13  
Well no, I'll just do it once.
- A** Anthony 09:15  
Once where?
- D** Deeran 09:16  
Every time he goes somewhere he hasn't been.
- S** Skarpin 09:23  
I'm just gonna cast it while we're in the cart and then I'll show up at you know, the battles with one less slot.
- A** Anthony 09:28  
I see. You will have a cast whenever something relevant to the plot occurs such that we have stopped to discuss it, but all the rest of that time you're not gonna have a cast.

- S** Skarpin 09:42  
Right so you just tell me when there's relevant plot. I'm trying to play D&D. It's a new season, baby!
- B** Belroth 09:54  
Anthony, just tell me when there's plot!
- A** Anthony 09:56  
Uh, long story short, Mikey, I think you're gonna have to-
- S** Skarpin 10:02  
No, it was a bad idea. No, I'll just verbalize it. It's all right.
- D** Deeran 10:12  
Yeah, man, like, hey, I see you like, doing that spell all the time, Skarpin. Like, if you want when we stop like this man, I can show you kind of like a longer way to do it where like, it doesn't take up as much power. You know what I mean? And Deeran draws out a circle on the ground, and he places 4 stones in the ordinals in cast Detect Magic as a Ritual, not using a spell slot.
- B** Belroth 10:44  
Perfect. Taking the 10 minutes.
- A** Anthony 10:46  
Yeah. Yeah. And the best part about this is it takes 10 minutes to the Ritual. So, while you guys are traveling, you can just trade off and then as soon as someone finishes the Ritual their 10 minutes begins. The next person can start the Ritual.
- S** Skarpin 11:06  
That's very clever.

- B** Belroth 11:07  
Sounds like you solved our problem, Anthony, of always being aware.
- A** Anthony 11:10  
Yeah, there we go. I now feel comfortable that you guys always have Detect Magic up, and it is not costing you spell slots, and yeah, now we've, we've, we've figured it out.
- E** Ellori 11:24  
Nailed it.
- D** Deeran 11:25  
I hate this.
- S** Skarpin 11:25  
Excellent. We won.
- D** Deeran 11:27  
Yeah, now that we beat D&D, can we play the game?
- S** Skarpin 11:33  
Wait, is that how people play D&D usually?
- D** Deeran 11:36  
Yes.
- S** Skarpin 11:37  
That doesn't seem fun at all.
- B** Belroth 11:42  
I don't know if you've been in different game groups, but yes, it doesn't seem fun at all.



Skarpin 11:48

Aww, I'm so happy I have y'all.



Ellori 11:51

We are too.



Anthony 11:52

So you guys rest for 8 hours. You feel well rested, and it has been quiet in this aqueduct since the umber hulk, we'll say scuffle. It was really just a scuffle, like a tussle.



Deeran 12:14

Felt like an attempted murder, but that's fine. We'll call it a scuffle.



Anthony 12:17

Well, it turned into an actual murder of two umber hulks that were in love-



Deeran 12:24

We don't know that!



Ellori 12:26

Anthony does.



Anthony 12:26

Yeah, I do. They were, they were-



Belroth 12:28

Belroth intuited it, that it was a mating situation and that we had murdered two mating umber hulks.



Anthony 12:35

Who were also stand up members of their community. They did volunteer work at a soup kitchen, and-



Belroth 12:41

There's an umber hulk soup kitchen?



Deeran 12:43

Oh my god, I can't wait for our all umber hulk Patron episode. [Patreon.com/adventureinc](https://patreon.com/adventureinc) at the \$5 tier to hear it.



Anthony 12:54

Yeah, that's gonna be great. All right. So, anyway, you flee the scene of your murder and head back to-



Belroth 13:02

Of our murder?!



Anthony 13:03

Well, the murder you committed.



Belroth 13:06

THE murder.



Anthony 13:07

Sure. And you head back to the Brass Palace. You arrive within the next day, rested and now it is late afternoon on the following day. When you arrive back at the Brass Palace. Where are you headed? What's up? What's happening, now that you've come back?



Deeran 13:32

Oh, oh, man. Um, so do we just give this cup now to Sildicar and then he gives us 1000 Spellstone?



Belroth 13:46

I guess. I mean, I feel like that was the deal, yeah.



Ellori 13:52

I don't mean to be a contrarian here, but-



Belroth 13:57

Well, here goes.



Ellori 13:57

-do we think that maybe we should check this cup with Wesley or someone to make sure that it's not, you know, something that would be valuable in another way?



Belroth 14:09

Well, we know it's valuable.



Skarpin 14:10

It's very valuable.



Deeran 14:11

Oh, what if like, yeah, what if 1000 Spellstone like, isn't enough, though? You know, like, what if we got it independently appraised?



Belroth 14:25

That would probably raise a lot of suspicion, and I imagine Baron Sildicar of his means, and his surprise to find that we are asking for things, I feel like he may be aware that we would be doing such things.



Skarpin 14:42

Oh, yeah, I don't know, Deeran, you know, murder, theft, you know, atrocities like- I'm fine with all that, but I don't want to go back on a deal that I struck.

- D** Deeran 14:53  
Yeah, no, man I'm not saying we should go back on the deal or anything. I'm saying like, what if he's cheating us?
- S** Skarpin 15:03  
Honestly, I'd rather not know.
- B** Belroth 15:11  
Not to be cynical, but Skarpin has a point. We would never know that we've messed up everything if we never ask the question.
- E** Ellori 15:21  
Yeah, I didn't really mean in terms of compensation. I just meant in terms of like, oh, we've been looking for this cup to cure all diseases in our whole, you know, continent, and this is the answer to unlocking all those problems or, you know?
- S** Skarpin 15:40  
Okay, maybe we find out information about it, and then we give it to Sildicar.
- B** Belroth 15:48  
My hesitation for this is not mostly about Sildicar. It's more the artificers guild and how ferocious they are when they find out that something valuable is around.
- D** Deeran 16:04  
Oh...
- B** Belroth 16:05  
If they find out that something valuable is around, they will pursue us until we no longer have it. And maybe a little bit afterwards.
- S** Skarpin 16:12

Yeah, Belroth I'd tuck that away and stop taking it out and looking at it. Just put that away.



Belroth 16:20

I'm sorry. I just- it's very fascinating to look at. I like all the symbols on it.



Skarpin 16:23

Yeah, it's very shiny. I like it too.



Belroth 16:25

Well, I'm worried that they will come and- you're right. I'll put it away. I'm sorry. And Belroth tucks it.



Skarpin 16:30

That's very fair.



Belroth 16:33

It's a very nice piece. And he pulls it out again. I really like looking at it. I really do like looking at this cup.



Skarpin 16:39

Can you put it away please?



Belroth 16:41

Okay, I'll put it away. But I am thirsty, and I don't have any other vessels, and this was in my bag.



Ellori 16:46

No, I think you're right, I think we should just go to Baron Sildicar and turn it in.

- B** Belroth 16:51  
Well, now I want to appraise. Now I feel like you are talking- you've convinced me without convincing me.
- E** Ellori 16:58  
Well, that wasn't my intention. Like, my intention wasn't an appraisal. It wasn't to see if we weren't getting cheated. It was to see if we were given a priceless artifact that could be used for some greater good to someone whose morality is questionable.
- B** Belroth 17:16  
I feel like I think asking Wesley is a good- would be a good person to do- God, Anthony remind me of the old guy whose house we were at-
- A** Anthony 17:27  
Elder Riggs.
- B** Belroth 17:29  
I feel like Elder Riggs are probably the two reliable people we could ask, and if they don't know, we won't know. Because otherwise I don't know if I trust anyone else, but those do seem fairly on our side. Fundamentally.
- S** Skarpin 17:45  
Yes, we do have time. We have several more days before Silverblade will be here to collect. So, Ellori, yeah, I think that's a great suggestion. Let's go find something out. I do enjoy information.
- E** Ellori 18:02  
I also feel like Wesley is gonna be more willing to tell us the history of things than Baron Sildicar who might just grab it in and go.
- B** Belroth 18:10  
Absolutely. You are 100% correct there. He just likes to have things and look at them and

then make weird noises. That's basically been my interaction with Baron Sildicar. He goes ~Oooooo~ and then like, licks his lips, and I don't like it.

**D** Deeran 18:30

Yeah. Deeran has been absent mindedly just scratching Freya, and like, giving her little scratches under her chin the whole time.

**B** Belroth 18:41

Freya's very into it, but you're doing it like, slightly too much, so she's like, moving her mouth. Like, you're kind of like, affecting her too much. She's not biting at you, but she's like, clearly like, scratch another area, dude.

**D** Deeran 18:57

Yeah, he's not paying attention, but he does head out of the room toward Elder Riggs' house.

**A** Anthony 19:05

Okay.

**D** Deeran 19:06

He just assumes everyone else is also.

**B** Belroth 19:09

Where's Deeran going?

**D** Deeran 19:12

He's gone.

**E** Ellori 19:14

He's gone to see Wesley.

**S** Skarpin 19:16  
Hopefully elder Riggs'. Yeah, let's follow. Let's go.

**A** Anthony 19:24  
All right. So, you all head to Elder Riggs' this house deeper in the Brass Palace, in the Old District. You can see now along the town square area, in the aftermath of the large gathering that was here, it's still pretty trashed. You can see there are a couple of stalls that were set up in haste that had been abandoned, that were selling goods to the large mob and that there's been some like superficial damage to the street and to the buildings around here, but it looks like for the most part it's gonna be okay, but there's definitely still signs that something big happened here just a couple days ago.

**S** Skarpin 20:14  
We did a great job at that time, didn't we?

**B** Belroth 20:17  
You did a little too good of a job.

**A** Anthony 20:21  
And you head to Elder Riggs' house which is dark, but you know, you know right where it is, and it is still still intact.

**S** Skarpin 20:37  
Skarpin knocks on the door of Elder Riggs' house.

**D** Deeran 20:41  
How many times?

**A** Anthony 20:42  
Yeah, how many times?



Skarpin 20:43  
8 times.



Anthony 20:44  
Wow.



Deeran 20:45  
Wow.



Belroth 20:46  
That's a lot of times.



Anthony 20:47  
It feels pretty impatient.



Skarpin 20:50  
Yeah, but like, not like in quick succession, like I'm in a hurry.



Anthony 20:54  
So slow, like the knock of death or something?



Belroth 20:57  
1. 2. 3. 4. 5. That would get me to come to the door if someone knocked on my door like that.



Ellori 21:10  
I would absolutely NOT go to the door if someone knocked on my door like that. No, thank you!



Belroth 21:17

I pull out my chef knife and open the door.

**A** Anthony 21:22  
You're like, knock. Knock. Knock. Yes, I'm coming! Knock. Knock.

**S** Skarpin 21:31  
You'll have to speak up. The knocks are drowning out whatever it is you're saying.

**A** Anthony 21:36  
Knock. Knock. The door opens to a somewhat unamused looking Elder Riggs. He says, oh, it's you. Of course. Come in, come in.

**S** Skarpin 21:49  
Elder Riggs, it's great to see you.

**A** Anthony 21:52  
He shuffles his way toward his chair in front of the fire, and he says, please shut the door behind you.

**D** Deeran 21:59  
Of course, man. Deeran, last in, shuts the door.

**A** Anthony 22:03  
He shuffles over and he just lowers himself down like he's in an amount of pain to move. He lowers himself down into the chair and then just flops in.

**S** Skarpin 22:21  
Elder Riggs, we found a way to get the Spellstone. We struck a deal with the Baron Sildicar.

- A** Anthony 22:30  
Yes, yes the Baron hopefully he didn't have you do anything too untoward?
- B** Belroth 22:37  
No, we just had to kill 2 mating umber hulks. It was nearly deadly, but we all survived with some scratches and you know, damage. It was harrowing, but we're all alive.
- A** Anthony 22:55  
Well, good. Good.
- S** Skarpin 22:59  
So, we were successful in the mission, but we acquired the artifact, and we kind of wanted to know more about it. You know, based on my knowledge, it's the Chalice of Murkas, but we were wondering if you had any other knowledge of it. Belroth, Belroth, show him.
- B** Belroth 23:19  
Oh, yes, here we go. And Belroth takes it out.
- A** Anthony 23:21  
Oh, may I?
- B** Belroth 23:23  
Yes. Yes, yes.
- A** Anthony 23:27  
He looks it over
- B** Belroth 23:30  
It's a very nice cup. It's a nice piece. I, you know, I want to drink things out of it, but they keep telling me I can't.

- A** Anthony 23:35  
Oh, no. No, no, no.
- B** Belroth 23:37  
I feel like it would make me feel very fancy.
- A** Anthony 23:38  
No, no, no, no, no, no, no, no, no. Very dangerous. Very dangerous
- B** Belroth 23:43  
To drink something out of it?
- A** Anthony 23:44  
Yes. Yes. This is a vessel for power, not a vessel for, well, not for fluids that you would be interested in drinking.
- E** Ellori 23:55  
What would it do?
- A** Anthony 23:58  
Well, you said that you believe this to be a choice of Murkas? Come, child. Sit, sit, sit. I'll show you. I'll show you. Tell me what else you know of this chalice.
- S** Skarpin 24:10  
Well, I can tell you the following: Anthony?
- A** Anthony 24:15  
Nothing. You know, you know nothing you don't know that I haven't told you.
- D** Deeran 24:25

I know that we found it in like an abandoned catacomby kind of place.

A

Anthony 24:36

Skarpin, you may be the perfect person to answer this question. You are a man of faith, but as I understand it, the total way of faith is quite different. So, you mentioned these symbols here and the ones that we typically associate with Marcus, especially now. Symbols of justice. Symbols of the fundamental forces of order. These are symbols that we now associate with the god of upholding justice, but they are not traditionally his symbols. When your people worship Murkas that what is the primary piece of Murkas that they are worshipping?

S

Skarpin 25:32

Justice.

A

Anthony 25:36

That is very fascinating. We have come it seems, full circle on that measure then. There is a time- our records are as they are spotty at best because mostly of the Fading and the people we have lost memories of this timeframe, but, or even as far back as the Shadowfall. We know that Marcus was worshipped as a god of war and death, that he was a god who one would take as a companion into battle. And while I think there was probably some measure of justice in mind between those people, that was their form of justice. It was not one of order, like we see now. He has shifted again, perhaps to something more primal to him, something more a part of what he truly is. This chalice, these symbols here, they are from a time before now, but perhaps not as far back as your people draw upon. These symbols, mark order of a different kind, one that was once represented by Sallius. Yes, I believe this challius- this chalice- this challius.

S

Skarpin 27:12

Ah, it's the long lost Challius of Sallius.

A

Anthony 27:21

I believe this chalice is dedicated to her, not to Murkas.



Belroth 27:29

So, then there's a Dirkas of Murkas?



Anthony 27:34

What do you know of the Celestial Hosts role within the Empire, and how that has changed?



27:48

Well, I know that the Great Basilica over in Ashland is the epicenter of all the Celestial Host. Yeah, my people reported there every year, just gathering information, through a Dreamscape. It's consolidated quite a bit. But what are you thinking, Elder Riggs?



Anthony 28:20

Around the days of the Shadowfall, this land was not a united empire. It was several kingdoms that each had their own independent rulers. Those rulers squabbled with one another over resources and land, people, ideas. Basically, anything one can squabble with one over, they would find a way. I think that is why Murkas has had the aspect that he had. War was so much a part of these people. War with one another. It was a language by which they interacted. The Empire changed things. The rise of the Empire came at a time that was not too removed from when magic began to fade from the world. And so as the Empire was rising, and magic was fading, there were a lot of concerns. So, while the people adjusted their lives to being a single entity, all of us the Empire of New Meritta. Those who would have been most in line with the understanding of that order were seeking answers to a bigger problem. They were trying to find a way to preserve the magic they had or to make it return. People like clerics and priests of Sallius, that was what they were preoccupied with. And in the times before the Empire, each king had seen to justice in their own way, within their kingdoms. And the Empire needed someone, something to fill that void. And that is where the church of Murkas stepped in. Maybe in an attempt to avoid the Empire from fracturing to war, they took on a new role, and that role is reflected in the way we view the god now. They are arbiters of justice. Just as Murkas is an understanding of justice, a signifier, a pole marker. He shows them the way of justice that they may carry out for us that we can all keep this empire safe and connected. Without a system of justice, we can all trust we would not be able to support so many.



Deeran 31:30

Oh, just what's that got to do with the cup, though? Sorry.

**A** Anthony 31:36  
Yes, of course, of course.

**B** Belroth 31:38  
That was gonna be my question as well.

**A** Anthony 31:40  
It is simply to understand how one could look at this and be confused about its origin. But how this has to do with your particular instance, I have no idea because I have no idea what this is. I can tell that it is very powerful. I can tell that it is infused with divine energy. And I can tell you that drinking out of it would be a terrible idea.

**B** Belroth 32:05  
If, if we were to give this to Baron Sildicar would we be making a mistake or endangering anyone or... I mean, I as far as I understand he just sort of collects things, and they sit in his collection, and that's where they stay. But we would get a lot of Spellstone that we need for exactly what we need.

**D** Deeran 32:31  
He offered us 1000.

**B** Belroth 32:34  
And that's more we needed.

**S** Skarpin 32:35  
Well, I negotiated 1000. I think offered is a strong word.

**B** Belroth 32:40  
Yeah, he offered us 1000.

- A** Anthony 32:44  
From my, what I can tell of this, I think the person you'd be putting at the most risk by giving this to Baron Sildicar would be Baron Sildicar.
- S** Skarpin 32:59  
That's fine.
- E** Ellori 33:00  
I don't want to say I'm fine with that, but it's definitely the least bad scenario that could have happened.
- B** Belroth 33:07  
He's a very strange man.
- A** Anthony 33:09  
I'm not sure what the purpose of this item is. Could be many things. And I will not pretend that they could not be dangerous. Certainly they could be dangerous, but I think you would be far more likely to injure yourself trying to find out what this does, than you would injure someone else with it.
- E** Ellori 33:34  
Okay, I'm happy with that. Let's go deliver it.
- S** Skarpin 33:39  
Yeah, let's let's get rid of this before the Artificer Guild skill comes and finds us.
- A** Anthony 33:44  
It is a beautiful piece, though. It is a shame that it will rot in dust and darkness, but if it's for the Spellstone that you need for this particular thing, it's probably more important that that happens.

- B** Belroth 33:58  
I mean, in the future if we ever need to know where a certain magical cup is, we know exactly where it is unless something terrible happens to him. So, I don't know what that would be. You said it would put him in danger. You said it would put him in danger, so I assume that something terrible would happen. I don't know.
- S** Skarpin 34:22  
Be a shame if something terrible happened. Nothing 500 more Spellstone wouldn't take care of.
- B** Belroth 34:35  
You like hanging onto that cup. You know, I like hanging onto a lot of Spellstone. I mean I think we can work something out.
- S** Skarpin 34:45  
Excellent. How are you doing Elder Riggs?
- A** Anthony 34:50  
Oh, I am tired. I'm tired, and I am hopeful that whatever resolution you can find comes quickly. But these are not matters for fledgling adventures with busy lives, and I know how that can be. I've lived through that time myself. You have important, pressing things to do.
- D** Deeran 35:18  
Yeah. Have a good day, man. Deeran starts leaving.
- S** Skarpin 35:29  
I hope we can come back and just, you know, talk about the old days. I think, i think we'd really enjoy that.
- A** Anthony 35:34  
Oh, noone wants to hear a blathering old man like me go on about his glory days, but-



Skarpin 35:41

I'd love to hear a blathering old man gon on about his glory days.



Ellori 35:45

We'll come back, and we'll come back in a little while, okay?



Belroth 35:48

We have to go get Deeran because if we don't know where Deeran is for several hours, he usually gets beat up. At least once that happened, and I've been terrified of it happening again because it feels reasonably reliable it's going to happen again.



Skarpin 36:08

All right, thanks, Elder Riggs.



Anthony 36:09

No, thank you. Please shut the door on your way out.



Ellori 36:15

Ellori shuts the door.



Skarpin 36:17

Skarpin-



Belroth 36:19

They both go for it.



Ellori 36:20

Nailed it.



Skarpin 36:25

Do we see Deeran when we walk out?

**A** Anthony 36:27  
How far have you gotten?

**D** Deeran 36:30  
I mean, so he walks probably 10 paces or so before turning around and realizing that everybody isn't there and sits down in the grass, just starts like, plucking like, individual blades of grass out of the ground and trying to do the whistle with them where he puts them between his two thumbs and like, blows well all you hear as you approach him is just ~ineffective blowing, non-whistle sounds~.

**S** Skarpin 37:03  
Can Mike, the player do that?

**D** Deeran 37:05  
I can, yes.

**S** Skarpin 37:07  
Cool. Mikey, the player, can't, but Skarpin can.

**D** Deeran 37:12  
Yeah, perfect.

**A** Anthony 37:14  
Skarpin's got gaps in his thumb. He can just do it with his thumb.

**S** Skarpin 37:23  
Cool, writing that on my character sheet.

- B** Belroth 37:29  
Proficient: Blade Grass.
- A** Anthony 37:35  
It's more like flute thumb. You have a flute thumb.
- S** Skarpin 37:37  
That doesn't sound as good.
- D** Deeran 37:41  
Thumb whistling can save your life one day.
- E** Ellori 37:44  
We're going to get to like, the finale.
- S** Skarpin 37:51  
Deeran, Deeran, I think we're ready to go to Sildicar's.
- D** Deeran 37:56  
Cool, man. I'm ready. And he like, takes an exorbitantly long time to stand up, but like, once y'all have like, passed by, he catches up quickly with his long limbs.
- A** Anthony 38:11  
I just like the idea of him like, scrambling behind them like an overgrown Muppet like, trying to catch up to the group.
- S** Skarpin 38:21  
Skarpin wants to stop by the Roast District before getting to Baron Sildicar's. He's hungry.
- A** Anthony 38:29

They're on opposite sides. You'd have to go out of your way to go to the Roast District.



Belroth 38:33

What about the Toast District?



Anthony 38:35

Toast District is next to the Roast District on the far side. You can go to the Boast District first if you'd like.



Ellori 38:40

Oh boy.



Deeran 38:41

I feel like the Belroth has been Boast District follow him through the street. It's kind of a moving district. You know, it's more of a feeling than a than a place.



Ellori 39:03

Great. Ellori knocks on Baron Sildicar's door.



Skarpin 39:10

It's one of those episodes.



Anthony 39:14

Yeah. The steward opens the door, and he looks out at you. And he says, oh, do you have an appointment?



Ellori 39:24

No, we don't technically have an appointment. But we are delivering something that the Baron ordered.

- A Anthony 39:30  
No entry without an appointment.
- E Ellori 39:33  
Oh, we do have an appointment.
- A Anthony 39:35  
Ah, very well. One moment. He rings the bell for Baron Sildicar.
- B Belroth 39:46  
What a great doorman.
- A Anthony 39:48  
They said they had an appointment. I don't know.
- B Belroth 39:52  
Did you ask them what appointment? No, I did not ask them what appointment.
- A Anthony 39:56  
I knew I forgot something.
- B Belroth 40:00  
When is your appointment? Uh, now. All right, well, I'll go get him.
- A Anthony 40:06  
He rings the bell. A few minutes later you hear clomping down the stairs as the Baron comes down his tight staircase, and he comes to the door. He says, whoo, and he licks his lips. What do we have? What do we have? What do we have? Were you successful?
- D Deeran 40:28

Can we like, come inside. Don't make a big scene about it. Like, we, we got to get the payment and stuff too, man.



Anthony 40:38

Oh, of course, of course, of course. The steward will handle that, but I need the merchandise first. And right here is fine. Right here.



Deeran 40:45

In the street?!



Anthony 40:48

Put it in a bag or something.



Skarpin 40:50

What about the Artificers Guild?



Anthony 40:53

Forget the Artificers Guild. I'll deal with the Artificers Guild. Give me the artifact.



Deeran 40:59

What about her payment, man?



Anthony 41:02

Oh, you are very rude, very rude to talk about money right now. Steward. You know, I hate to do this. I hate to see this exchange, but please hand them the writ. And the steward looks at him, withdraws an envelope, and hands you a piece of paper. He says, if you take this to the exchange, they will give you the Spellstone.



Belroth 41:34

Belroth unfurls it and looks at all of the fine print.



Skarpin 41:39

Skarpin looks over his shoulder?



Anthony 41:40

How familiar are you with money exchange contracts?



Belroth 41:46

Moderately. He's written a grant before.



Anthony 41:49

Okay. So, go ahead and give me a Knowledge Check.



Belroth 41:54

Any sort of knowledge check or just-



Anthony 41:57

You're Proficient. Okay.



Belroth 42:01

16 plus my Intelligence plus Proficiency. So, 19.



Anthony 42:08

Looking at this document, you know, you feel pretty confident that this is a legit money exchange document. And it does say to pay out 1000 Spellstone.



Belroth 42:21

Everything is in order on our end.



Anthony 42:25

Of course it is! Of course it is!

B Belroth 42:28  
We will give the good with which we were promised to deliver, and-

A Anthony 42:37  
~Excited exclamation~

B Belroth 42:37  
Belroth doesn't take the chalice out of the bag that it was in, and hands it over.

A Anthony 42:44  
He takes it. He opens the bag and he goes, Ahh. Not ideal circumstances by which I got it from this very rude interaction! But I am so pleased, so pleased to have this artifact and if you are in need in the future, and I can provide you a service by which you can provide me a service in exchange, feel free to come back, but get a spokesperson and they have to stop being so rude. He turns back. He, says thank you though, and then he stomps up the stairs.

D Deeran 43:16  
Hey man, I'm sorry. This is my first time.

B Belroth 43:20  
This is the second time.

A Anthony 43:22  
The steward says, oh, thank you.

B Belroth 43:27  
Thank you very much, steward. What is your name? Is it, is it Stuart?

A Anthony 43:31  
No, he already told you his name. And he just shakes his head at that. Very rude. And he

shuts the door.

**B** Belroth 43:41  
Well, I feel like we've made a new friend today. I think we should move on.

**S** Skarpin 43:48  
That went well though. All right, let's get this Spellstone.

**B** Belroth 43:53  
I agree. Let's go to the bank.

**D** Deeran 43:57  
It's crazy that like, that's just how it works. Like they just...okay.

**E** Ellori 44:03  
They just give you a paper and that counts as a promise for money?

**B** Belroth 44:08  
Well it's paperwork that this is equal to the amount that-

**D** Deeran 44:14  
Yeah, like my parents would send me one of these for tuition, but like I just kind of assumed it wouldn't work the same way as like, when my parents sent me money, you know? Like, I thought there would be like a chest or whatever. Like a special kind of thing but, no.

**E** Ellori 44:37  
My grandma always says if you're buying something that you don't have enough to trade with right then and there you probably shouldn't be buying that thing.

D

Deeran 44:50

Yeah, I don't know that I agree with your grandma on that one, but that's a really cute like, folksy saying or whatever.

E

Ellori 44:56

But I mean, but I mean if you need an apple, and you don't have the money or something to trade for an apple, then you're in debt of the apple salesman, and being in debt is a fast way to being sad.

D

Deeran 45:14

Yeah, for sure, man. But like, at the same time Ellori? Like, what about when you go to buy a boat? Like, you're not just gonna like, you know, wheelbarrow down a bunch of gold.

E

Ellori 45:26

I assume if you're wanting to buy a boat, you have the gold to buy a boat. So you bring the gold to buy the boat.

D

Deeran 45:33

Like, I mean, maybe where you're from, but like not at the Bay. Like, everybody would look at you really weird if you brought like, a whole bunch of wheelbarrows and like, carts full of gold and stuff to buy like, a boat, you know? You would just do the writ like this.

E

Ellori 45:55

Yeah, I just I've never seen this before, so it's kind of crazy to me because, because to me, I was expecting that he would come out with you know, like a suitcase full of 1000 Spellstone.

D

Deeran 46:08

Oh...

E

Ellori 46:10

And then he would open it up and show us the 1000 Spellstone and we would be really

surprised as looked smaller in person than what we were imagining 1000 Spellstone would look like.

**B** Belroth 46:20  
Well, I mean, I feel like this is smaller than you expected.

**D** Deeran 46:24  
That's true, man.

**B** Belroth 46:25  
Am I wrong?

**S** Skarpin 46:26  
We could put it in a suitcase if that would help, Ellori.

**B** Belroth 46:29  
I mean part of the experience is it not expecting to look like what you expect. You got that experience.

**S** Skarpin 46:34  
I have a bag her, just hold on.

**D** Deeran 46:42  
I assume this whole bit plays out, right? Hey, I tell you what, when we go inside and we exchanged this paper for all that Spellstone, if you want I could ask him to like open it up for us, and you can see it right there inside.

**E** Ellori 46:56  
I would love that.



Deeran 46:57

Alright, let's do that you guys. Like, does that sound good to everybody?



Belroth 47:03

I do question, should we have- I think we should open an account. I don't think walking around with that much Spellstone is safe. We could probably get robbed and then we'll, you know, we can just come back and get it when we need it and so on and so forth. If they need a suitcase to carry it around, that's a heavy suitcase that we need to always carry around for like, several more days, right?



Deeran 47:30

It's probably not a bad idea you know, then we could just get stuff transferred into the account.



Belroth 47:35

I have a Bank of New Meritta account. We could just put it into my account.



Deeran 47:40

I think like, if we're going to do that though, we should probably have like, a team account. Like, no offense Belroth I think just-



Belroth 47:46

Oh, no. Bank of New Meritta is honestly awful. We should open up like a Charles Schwaaaaab...



Deeran 47:53

Boo!



Belroth 47:57

Like I didn't know how to make it more fantasy.

- A** Anthony 48:01  
The slowest train wreck in history.
- S** Skarpin 48:05  
It's kind of fantasy sounding.
- B** Belroth 48:11  
Sir Charles Schwab
- S** Skarpin 48:15  
I didn't quite think about how we're gonna get the 1000 Spellstone to where we need to go. I think we could store it in the Brass Palace behind the walls of Adventure Incorporated until we need it.
- E** Ellori 48:27  
Behind the walls? So we like, take out the bricks in one of our bedrooms and stack all of the Spellstone up behind the wall and then put the put the stone back in front of it.
- B** Belroth 48:39  
I still think we should trust the warlock, Charles Schwab.
- E** Ellori 48:46  
At least you got more confident on his last name this time. At least you just committed to it.
- B** Belroth 48:53  
This podcast is brought to you by Charles Schwab.
- D** Deeran 48:56  
God, I wish.



Anthony 48:57

We're not, but that'd be fine.



Belroth 48:59

If you open an account today they do give you money.



Deeran 49:02

Mr. Schwab if you're listening, we're for sale.



Belroth 49:05

Imagine if he was really into ttrpg podcasts.



Deeran 49:09

Can you imagine he was a real guy.



Belroth 49:16

Now I gotta look it up now. I gotta look up Charles Schwab.



Anthony 49:18

Okay, we don't want to know, Rob.



Belroth 49:21

It's your world, bud.



Ellori 49:23

Oh, God, okay. Oh, look, the bank. Ellori walks in.



Anthony 49:30

Yeah, so you head to the Gold Exchange, which is an offshoot of the Guild of Contractual Arrangement. And as you head into the exchange, there are several windows set up here

that behind them are, well, they're all like, barred and then there's a window and then behind them are like several large vaults that are set up. And as you come in, you step up to the teller who is an elven man and he says, hello. Welcome to the Guild have Contractual Arrangement. What can I do for you?

**B** Belroth 50:10  
Hello, we would like to exchange-

**E** Ellori 50:14  
Belroth, I think we're supposed to whisper in here.

**A** Anthony 50:17  
Yes, please. We would like to maintain-

**B** Belroth 50:19  
I have one volume with which my voice goes. I don't know if I actually have a way to regulate it.

**D** Deeran 50:27  
Skarpin, will you do it instead then?

**S** Skarpin 50:30  
I also have a hard time with that.

**E** Ellori 50:38  
Okay, hi, my name is Ellori and these are my friends, Belroth, Skarpin, and Deeran and we're here to exchange a piece of paper for a lot of Spellstone.

**A** Anthony 50:47  
I am Cha'harles, and I shall help you in this endeavor.



Ellori 50:59

Oh, it's so nice to meet you, Cha'harles.



Anthony 51:03

Yes, if you have your writ, I would be happy to help you with that.



Belroth 51:08

Belroth puts it on the counter.



Anthony 51:19

He pulls out the writ, and he is looking over it. He pulls out a tiny one-eye monocle style like, to zoom in on it. And he's like, looking at that. Yes, yes okay, everything looks in order here. We will have 1000 Spellstones transferred from the Baron's account? Where would you like them transferred?



Belroth 51:40

Could you transfer it to my account, and-



Deeran 51:43

No. Nope, not his account? Could you bring it out here for us to look at?



Anthony 51:55

You want me to cart 1000 Spellstone-



Deeran 51:58

Thank you so much.



Anthony 51:59

-into the lobby.



Skarpin 52:00

I could help.



Deeran 52:01

We'll wait.



Skarpin 52:05

I enjoy taking inventory of things.



Anthony 52:10

Standby. Let me see what I can do for you. He walks away.



Skarpin 52:18

Belroth, did you just try and steal our Spellstone?



Belroth 52:24

Me?



Skarpin 52:25

Yeah.



Deeran 52:26

Yeah.



Belroth 52:26

No.



Skarpin 52:27

It was smooth.



Belroth 52:30

Listen, if it seemed like a smooth move, it wasn't on purpose.



Deeran 52:33

Well, Belroth, remember when you said, hey, man, you can put it in my account, and I like, real quick said, no. And that like, we should get a team account instead. And then when we got to the door here, you said, hey, man, you can put it in my account. And then I had to say no, again, man?



Belroth 52:58

Well, in my defense, I never said "hey, man".



Deeran 53:01

Well, no. Fair.



Belroth 53:03

So I feel like that's not what I said.



Skarpin 53:05

It's a misrepresentation of what happened.



Belroth 53:07

Yeah, exactly. I feel like I'm being misrepresented here, but either way, we can open a team account.



Deeran 53:14

What a great idea, man!



Belroth 53:16

Thank you. I think that is a good idea.



Deeran 53:18

I can't believe you thought of it. That was crazy.



Belroth 53:21

Thank you.



Skarpin 53:22

Wait, what if, what if Archimedes shows up on like, a weekend?



Belroth 53:27

But I already have my account open, so we could just put it in my account. I feel like that is the better idea. Good idea, Skarpin.



Deeran 53:33

Still no.



Skarpin 53:33

I think we should cart and it up to the palace.



Belroth 53:37

But there's no bank in the palace.



Anthony 53:39

Cha'harles shows back up and he says, hi folks. So, I do want to say that, of course, through the Guild of Contractual Arrangements, your Spellstone is obviously insured fully. Absolutely it is part of the greater system here in the Guild of Contractual Arrangement. We don't have the full 1000 Spellstone at this establishment. We are having it transferred from another establishment in the city. So, it may be a few hours before we could have the full amount. Okay, I could show you what we, what we have.



Belroth 54:25

Which is?

A Anthony 54:27  
4, 400 Spellstone.

E Ellori 54:30  
That's a lot of Spellstones.

D Deeran 54:32  
Yeah, if we could take that now-

E Ellori 54:35  
And we can go back with you. You don't have to cart it all the way out here.

A Anthony 54:39  
No, no, no.

B Belroth 54:40  
Ellori, that's not how banks work.

S Skarpin 54:41  
Do you have suitcases?

A Anthony 54:45  
Uh, I have a wooden chest. Would a wooden chest work?

B Belroth 54:51  
Ooo, a wooden chest would be nice.



Skarpin 54:53  
Ellori?



Ellori 54:54  
Oh no, that would be great.



Belroth 54:55  
But it's going to seem like less than you expect because it is less than you expect.



Anthony 54:59  
I mean, it is medium sized wooden chest.



Belroth 55:02  
It is going to be a lot of Spellstone.



Deeran 55:06  
Yeah, don't worry Ellori. It's still gonna seem cool.



Ellori 55:10  
I'm just, I've never seen this much representation of money.



Deeran 55:13  
Yeah, we're just really excited to see it.



Anthony 55:16  
Oh, of course of course. Yes, 400 Spellstone I mean that's- you're talking around 6000 gold. So, that should be a fair representation. One moment, one moment and he carts in the- he comes back in with him and another attendant carrying a moderately sized wooden chest like, not a large chest but big enough that the two people on it isn't weird. It's a little small between them, but it's not weird. And they cart it over and drop it on the floor. And he opens it and lifts the lid and inside are 400 opally, iridescent stones.



Skarpin 56:08

Oh, my goodness.



Deeran 56:11

Ellori, is it everything you wanted?



Ellori 56:15

I would say it's about 4 tenths of what I wanted.



Belroth 56:21

Now, remind me, how many days till we have to meet Archimedes?



Anthony 56:26

You have like, 4 days or so.



Belroth 56:29

Now, gang I feel as though we should take the portion of this which we need right now and then let the bank process the rest of it so that it is ready to go when Archimedes is around because this is a lot to carry around.



Deeran 56:52

Yeah, Cha'harles um like, do you deliver?



Anthony 57:04

That is not typically how assets are handled, but if there is somewhere you would like this to go we can transfer your writ to another guild.



Deeran 57:16

No, I need like, the stuff. I need it like, physically moved.

- A** Anthony 57:23  
Of course. I mean, you are entitled to all 1000 Spellstone, and I would want you to be able to access those. Do you need access to all of them because I can offer you a competitive rate.
- B** Belroth 57:39  
Yes.
- A** Anthony 57:40  
Okay.
- D** Deeran 57:41  
Well, hold on. What do you mean "rates", man?
- A** Anthony 57:45  
Well, of course. By you know holding on to your Spellstone obviously that is an inconvenience to you. I mean it is a convenience to you also because you will not be robbed.
- S** Skarpin 57:55  
Yes.
- A** Anthony 57:56  
You will not accidentally use all of your Spellstone and in the meantime while we hold on to your Spellstone and borrow against it, then we can pay you back with slight advantages as time goes on and you leave your spouse down with us for long periods of time.
- B** Belroth 58:14  
That is very interesting, but we need-

- D** Deeran 58:17  
Hold on. How much man?
- E** Ellori 58:18  
Money makes a lot more sense back home.
- D** Deeran 58:23  
What are your rates?
- B** Belroth 58:26  
I thought my interest joke was good and nobody acknowledged it.
- A** Anthony 58:35  
I would say that basically after one month, we would return 0.01 percent in earnings back to your account.
- D** Deeran 58:47  
We'll just take it in full, thanks.
- B** Belroth 58:49  
Yeah, we'll take it in full in 4 days.
- A** Anthony 58:53  
Some people make bad choices. That's just the way of the world I suppose.
- B** Belroth 58:56  
What was that?
- A** Anthony 58:57  
Just making your money work for you, that's all. It's fine. I will make sure that that is-

- B** Belroth 59:04  
Just the mumblings of another Warlock, I understand.
- D** Deeran 59:08  
Yeah, if you could just like, have that dropped off and Adventure Incorporated for The Adventure Society of Secrets and Adventure. That would be great.
- B** Belroth 59:20  
In 4 days, please.
- A** Anthony 59:22  
We will, of course, do this for you free of charge as you are valued members of this- I just need your account number.
- E** Ellori 59:31  
Yeah, can we actually make a team account?
- A** Anthony 59:36  
I suppose so. Although, someone would have to be responsible for it.
- E** Ellori 59:39  
Oh, TESSA.
- A** Anthony 59:42  
Which one of you is Tessa? I assume that's you.
- D** Deeran 59:45  
We are.
- E** Ellori 59:45

We're all TESSA.

**B** Belroth 59:46  
We are all TESSA, but I am Belroth.

**S** Skarpin 59:48  
I am TESSA.

**A** Anthony 59:49  
Okay. I will leave a last name. If everyone's first name is Tessa, I will need a last name to determine responsibility.

**B** Belroth 59:54  
What about a Virtue name? Is that the same thing?

**A** Anthony 59:57  
I don't know, is it?

**B** Belroth 59:59  
I don't know, is it? You tell me. These are your rules.

**E** Ellori 1:00:02  
I mean, my last name is Realtanam if you want to use that.

**A** Anthony 1:00:06  
Realtanam. Okay, Tessa Realtanam. The account will be-

**E** Ellori 1:00:09  
Deeran's last name is-

A Anthony 1:00:11  
Wait, who's Deeran?

D Deeran 1:00:13  
I am, man.

A Anthony 1:00:14  
I thought you were Tessa.

D Deeran 1:00:16  
No, we're TESSA.

B Belroth 1:00:18  
TESSA is the team name.

E Ellori 1:00:19  
I was just gonna give you all of our last names so that it was a team-

D Deeran 1:00:25  
Oh, yeah, we're actually already registered with you. Yes, this is the Guild of Contractual Obligations who also have, you know, they're the ones who register all the adventuring parties.

A Anthony 1:00:41  
Ah, I see. You are an officially licensed adventuring party.

D Deeran 1:00:45  
Yeah. TESSA.

A Anthony 1:00:47

Of course, I am happy to open an account for you today. I just need a responsible party to go on as the primary person for the adventuring party.



Belroth 1:00:55

I feel like it would be me, but I feel like I'm being outvoted here and I don't- I'm just gonna let this resolve itself.



Anthony 1:01:06

Okay, I need a single responsible individual from the party.



Skarpin 1:01:11

It's S K A R P I N.



Anthony 1:01:16

Yes, yes. Last name?



Skarpin 1:01:18

Nightholder.



Anthony 1:01:21

Great.



Deeran 1:01:22

You do, you do have a last name. I forgot. I completely forgot.



Anthony 1:01:29

You were ready for there just be no last and he would not be eligible to be the responsible party.



Deeran 1:01:35

Yes.

**A** Anthony 1:01:36  
Hilarious. Okay, yes, yes, this is all in good, good order.

**B** Belroth 1:01:44  
Should you put the rest of our names on the account so that we could be proxies in case he is detained?

**S** Skarpin 1:01:49  
I'll add you later.

**B** Belroth 1:01:50  
No, no, We should do that now.

**A** Anthony 1:01:52  
Well, no, no, you are already attached to the account by virtue of being an account for a registered adventuring guild. And the primary responsible party will receive any notification.

**B** Belroth 1:02:03  
I love paperwork. Paperwork is great.

**S** Skarpin 1:02:05  
Oh, me too.

**A** Anthony 1:02:05  
Should you want to usurp the primary responsible party, you will have to show up at least three of you will need to be present. It has to be more than half the team will need to be present to remove responsible party from the listing. There are some other provisions and terms. I will get you the paperwork for that and hand that off. I will need signatures from

everybody in septuplicate. And we can move on from there.



Belroth 1:02:33

I like that I saw your brain like, be like, what's the funniest amount of times you'd have to sign something? Double quintuplet, please.



Skarpin 1:02:49

So, just to be just to be clear, we're having 1000 Spellstones delivered to Adventure Incorporated in 4 days time?



Anthony 1:02:59

Yes.



Skarpin 1:03:00

Okay. And make sure it's one of us that receives it. Nobody else.



Anthony 1:03:05

Of course, of course. As responsible party, I will require your signature, or three signatures that are not yours, but are members of your organization,



Belroth 1:03:14

Belroth pulls out a pen.



Anthony 1:03:18

And he shuts the chest. And he picks it up with his other assistant and they walk it back into the back. And he comes back a few minutes with just a stack of papers for everyone to read and sign. He's like, please read these thoroughly. You will never want to sign anything you have not read absolutely thoroughly.



Deeran 1:03:37

Deeran hands them back, signed

- B** Belroth 1:03:41  
Belroth reads them thoroughly.
- S** Skarpin 1:03:44  
Skarpin is gonna enjoy it with Belroth.
- B** Belroth 1:03:47  
Is there anything that seems a little suspicious about the signature?
- A** Anthony 1:03:52  
I mean, I would say that-
- B** Belroth 1:03:54  
Or it's just so much legalese is that it's almost hard to to divine.
- A** Anthony 1:03:58  
Oh, absolutely. Even a divinator would have a difficult time with this one. I would say that you don't feel like you're getting a great deal, right on this account. It's not doing you any favors. The nicest feature about this is that anything that you check into the bank, you can use the writ to access at any other location. So if there are- if you ever need to move things large distances, it is possible.
- B** Belroth 1:04:33  
This is going to sound like the most boring thing to say in a Dungeons and Dragons podcast, but are there maintenance fees because-
- A** Anthony 1:04:43  
There are overdraft fees, but not not maintenance fees.
- B** Belroth 1:04:47  
I'm okay with that. I can deal with that. Maintenance fees, fuck you. I'm not paying you

like a Spellstone a month to have an account with you. Fuck you.



Deeran 1:04:56

Wow, that's so aggressive. They didn't even do that, Rob.



Belroth 1:05:02

But I've seen accounts that have done this.



Ellori 1:05:05

Rob's gotten burnt by a bank.



Belroth 1:05:08

I have bank scars.



Anthony 1:05:10

It's explicitly because you're an adventuring organization, they expect a lot of gold and Spellstone to come in from you, so if you were a smaller, like a farm they would definitely charge you maintenance fees. Because of the volume you're expected to do you have perks.



Deeran 1:05:30

Great.



Ellori 1:05:31

Well all right, thank you so much, Cha'harles. You have a very soothing voice, and I really appreciate that about your energy. Is everyone else ready to go?



Belroth 1:05:43

Yes, I'm ready to go.

- D** Deeran 1:05:48  
Let's get out of here.
- S** Skarpin 1:05:50  
I love this place. I do, I love banks. They're just fun. I loved it. My parents would go to a bank and I would just sit there and like, talk to people and color and like, get stuff from their desk and candy and, I don't know. It was great.
- B** Belroth 1:06:07  
Does Skarpin take a lollipop?
- S** Skarpin 1:06:10  
Oh, yeah.
- A** Anthony 1:06:12  
He's obviously hungry. He eats it all, the stick included.
- D** Deeran 1:06:16  
He's still hungry.
- B** Belroth 1:06:17  
Are there blood flavored lollipops?
- A** Anthony 1:06:20  
His hunger isn't discriminatory. He hungers for all, everything
- S** Skarpin 1:06:29  
I think Skarpin's going to head out of here and go hunt.
- A** Anthony 1:06:35

Yeah, anything else you guys want to do aside from eat, Skarpin?

B

Belroth 1:06:39

I don't want to eat Skarpin!

A

Anthony 1:06:39

Are you going to the pet store again?

E

Ellori 1:06:42

Yes, I would like to also eat, so I will go to the pet store.

A

Anthony 1:06:46

You have 4 more days in the city before you're supposed to meet up with Archimedes Silverblade, is there anything else you want to do?

B

Belroth 1:06:54

Library baby. I would like one order of the entire world's lore, please.

A

Anthony 1:07:05

Sure, [adventurincpod.com/worldguide](https://adventurincpod.com/worldguide) has all kinds of information. What are you looking for at the library?

B

Belroth 1:07:19

I am looking through all of the chimerology resources I can possibly find to try and divine and figure out the negative energy that's embedded still into my collarbone as well as any sort of connection to- specifically looking for things that have a taxonomy similar to what we have seen with similar features, similar appearances, similar movements, anything that isn't already in Belroth's notes that could he could potentially find. I assume there's something I don't know if this is the best resource in the best place for chimerology, an obscure art form that I invented- eran obscure science, um, but that's kind of what he's looking for.



Anthony 1:08:19

So why don't you give me a Knowledge check for this?



Belroth 1:08:26

Nature or just whatever?



Anthony 1:08:32

An Intelligence with proficiency.



Belroth 1:08:35

Okay, that'll be just a straight 10.



Anthony 1:08:41

How many days are you putting into this?



Belroth 1:08:43

Every day, with like, breaks in between because like, we got a lot of downtime. Unless there's other stuff that we got to do. Belroth is gonna do that pretty much every day and meet up with the gang for lunches and dinners and see how their day was.



Anthony 1:09:02

Okay, so why don't you give me a couple more roles. Okay,



Belroth 1:09:07

So, first one was a 10. How many more rolls do you want me to give you?



Anthony 1:09:11

2.



Belroth 1:09:13

Next one is literally an 11. You know what, different dice. I'm gonna roll a different dice. Oooo! That's a spicy roll. Dirty 20. 17 plus 3.

A

Anthony 1:09:30

So, your first 2 days are not fruitful. On the third day you're kind of getting into more obscure texts. Most of this is stuff you have read. Most of it is stuff that you are familiar with. You are doing some, you know, recombining with a specific intention in mind, right? But in general, it's not anything earth shattering or groundbreaking for you. On the third day you find some interesting research inside old children's stories which talk about demons and as a mythology, but they are shockingly accurate with the demons that you have witnessed and understood.

B

Belroth 1:10:25

Hmm. Okay. What are the origin of these books? Are these books from the Demon Isles? Like are these children's books originating from the Demon Isles?

A

Anthony 1:10:40

It's hard for you to tell. They are very, very old. And they are just basically hand written text of these old children's stories. They are written simplistically, but they tell the stories of some of the ways that they describe demons are not like, they talk about like, the small mounds of fleshy creatures that will stalk you in the night and steal you away.

B

Belroth 1:11:11

And this was in the chimerology section? They had children's books in-

A

Anthony 1:11:15

After like, 2 days of just straight chimerology texts, you kind of just spread out to anything involving mythical creatures.

B

Belroth 1:11:22

Got it?

- A** Anthony 1:11:22  
And this is the best that you actually were able to find.
- B** Belroth 1:11:26  
Okay. Interesting. Belroth pockets this children's book.
- A** Anthony 1:11:35  
Oh, wow!
- B** Belroth 1:11:37  
Well, he rents it. He doesn't steal it. He rents it. He takes a library card, he signs up for a library card, he takes it out. He puts the little, you know, the little card in the back with the little stampy. And he says he'll have it back in a week and he doesn't, so...
- D** Deeran 1:11:59  
And he doesn't.
- B** Belroth 1:12:00  
He knows he doesn't. He knows it's not gonna happen. But the Guild of Librarians are not as scary as the Guild of-
- E** Ellori 1:12:07  
Guild of Librarial Arrangements. The Guild of LiBurial Arrangements when your books are late.
- B** Belroth 1:12:15  
Libarbarians.
- S** Skarpin 1:12:16  
Yeah, honestly. I feel like in this world, the Guild of Librarian Arrangements is very scary.

**E** Ellori 1:12:23  
In any world, the Guild of Librarian Arrangements is gonna be scary. Librarians will f you up.

**A** Anthony 1:12:32  
Deeran, what are you doing during these 3 days?

**D** Deeran 1:12:39  
Most of Deeran's days are going to be spent lounging, man. Straight chillin. Like, he's going to, he's going to follow Skarpin for a day. He's gonna follow Ellori for a day. And he's going to spend a day just eating snacks, hanging out in the Adventure Incorporated mess hall basically. What is the adventure equivalent to skipping class to play Runescape in the dining hall because that's what, that's what he's doing. He's skipping all his classes and just hanging out with whoever from Adventure Incorporated is like, around.

**A** Anthony 1:13:34  
You're hanging out with your buddy, Rune. Rune is a wizard. Yeah, he's just constantly like, buy my fish, buy my fish, buy my fish, buy this fish.

**D** Deeran 1:13:45  
You want to be my girlfriend? Just everyone.

**A** Anthony 1:13:48  
Yeah. You wanna be my girlfriend, just text me if you wanna be my girlfriend.

**B** Belroth 1:13:51  
Yeah, you want to chop down this tree? You'll level up chopping down trees.

**D** Deeran 1:13:54  
Hey, man, we're gonna go have a fire party. You want to come? And Deeran is like, yes, absolutely. He goes and does a fire party with this buddy, Rune as an escape from the regular day to day tedium of adventuring.

A Anthony 1:14:09  
Sure, sure. It's weird, no one else has met rune.

D Deeran 1:14:16  
Me and Rune are going to talk about a lot of things, right? I'm gonna try and get a sense of Rune's like, proclivities toward the mysterious. Hey, man, so like, you notice how like, sometimes weird stuff happens with like, no explanation?

A Anthony 1:14:40  
What do ya mean?

D Deeran 1:14:41  
We mean, I mean, like, you know, like, there's a lot of stuff that goes on out there that like, nobody really knows how it happened, right? Or like, like, have you heard about the Demon Isles?

A Anthony 1:14:54  
Yeah, I heard about the Demon Isles.

D Deeran 1:14:57  
Like, the turtles.

A Anthony 1:15:00  
Wait, what?

D Deeran 1:15:02  
Yeah, like people are saying that the turtles that the Demon Isles like are built on top of are dead, man.

A Anthony 1:15:10  
You don't believe that, do you? Like, that's not- you can't really believe that.

- D** Deeran 1:15:14  
I think they're still alive.
- A** Anthony 1:15:17  
What? No. You know, but let's just do a fire party.
- D** Deeran 1:15:27  
All right, all right, all right. Rune's not into theories, I see, I see. That's fine
- A** Anthony 1:15:33  
I think he's like, yeah you know that Deeran guy? Yeah, he's a nice guy, but he's got some weird ideas.
- D** Deeran 1:15:42  
Yeah, that's fine. I give him a flyer anyway.
- A** Anthony 1:15:46  
Oh, he takes the flyer. He's very polite. Yeah, I don't even think he throws the flyer away. I think he keeps it just cuz he's like, man, this guy, I gotta figure this guy out. I don't know. He seems so smart.
- B** Belroth 1:16:00  
That's how they get you.
- D** Deeran 1:16:04  
Yeah, so Skarpin, what do you and I do on our day together?
- S** Skarpin 1:16:09  
Well Skarpin takes Deeran to church. Skarpin's like, it's so great to have you join me today. I'm glad you suggested it. So, we're gonna we're actually gonna go head to a service of Oliander. I like to see how these new young folk handle their Oliander worshiping. It's just

very silly. I basically just sit in the back and heckle.

**D** Deeran 1:16:37  
I'm so in, man.

**S** Skarpin 1:16:42  
So, during the service, he kind of points out the differences between how turtles worshipped Oliander and how they are worshipped nowadays. We, the turtles worship as kind of this the god of renewal and bounty and nature and he explains how every 3 years the Nightholder clan and a bunch of other turtle clans go to what the non-turtles call the temple of Oldliander outside of the High Basilica of the Celestial Host and they have this thing called a Refresh and they party for many days, celebrating Oliander.

**D** Deeran 1:17:30  
That's so cool. Like what a cool party idea, man, like, so much more fun than sitting around talking about how like, cold it's gonna get.

**S** Skarpin 1:17:40  
Yes, they're all downers here. You have to come join us sometime, all of TESSA should join and we can show off all we've accomplished to go there and brag about what we've done over the year.

**D** Deeran 1:17:55  
I guess like the question I have right, is like, where is Oliander? You know, like it we came to church here. I don't see him up there.

**S** Skarpin 1:18:11  
Yeah, no, that's, that's a great question. I don't know. I'm not, I'm not afraid to say it. I don't know. I don't know. But, but they exist, and I draw power from them.

**D** Deeran 1:18:22  
Because, like, you know, how like, we saw Ellori's god. So like, that one, we know for sure. And like, my, my parents are, like, they grew up with like, the Ancient Path or whatever.

And so like, I mean, my grandparents are right here. And he holds up his necklace with the big gemstone on it. He's like, so like, I know-

S

Skarpin 1:18:47

Your grandparents?

D

Deeran 1:18:49

Yeah, like so, you know, how, like, the Ancient Path works, right? We're like, you're connected spiritually like, to, to like, your- the folks who came before, right? And so like, you can, you can kind of reach out and like, get a sense of like, who they were and like, the way that they think just by tapping into that, that kind of, you know, spiritual power or whatever, right?

S

Skarpin 1:19:14

But not literally, it's more of a metaphor.

D

Deeran 1:19:17

No, it's literal. No, like, I mean, you go inside, like a different place or whatever, but like, it's also real, right? Like, I mean, my- I actually don't know, if my body goes anywhere. Huh. One time, we'll have to do like, an experiment. We'll have to find out, you know?

S

Skarpin 1:19:41

Where we go after this?

D

Deeran 1:19:43

No, like, if what I go talk to my grandparents, like, you know, if my body leaves or if it stays here. Cuz like, I don't know, you know, I like, my mind's not here, so I don't know, man.

S

Skarpin 1:19:56

True. No, no, I'll watch you and you tell me if it happened and then I'll tell you if it happened.

- D** Deeran 1:20:02  
Perfect. And then like, you know, the Enlightening believes that like, the power exists like, kind of all over right, and like, it doesn't really matter where it comes from. But like, these folks believe in a thing that like, they've never seen.
- S** Skarpin 1:20:20  
Isn't it wonderful? I just, I just think it's wonderful this faith that we have and this community that we build around it. And it's fine that you don't agree with that others don't agree or that they worship Oliander differently, but I just enjoy the fact that I know the Oliander's there and we are worshipping them correctly.
- D** Deeran 1:20:52  
Yeah, I guess, man. I hope one day like, we get to see him, you know? Like all of them, all the gods that you talk about, you know? That would probably make you feel a lot better about your choices, right.
- S** Skarpin 1:21:07  
I would like to see them, I think. Better? No. I'm comfortable never seeing them, but I would like to. That would be great. I was jealous of Ellori, but very happy for her.
- D** Deeran 1:21:23  
Yeah, that makes sense. I feel like you'd have to be, you know.
- S** Skarpin 1:21:26  
Yeah, I feel like we're talking very loudly and people are staring at us. Maybe we should sneak out.
- D** Deeran 1:21:33  
I mean, I thought we were here to kind of mess it up a little.
- S** Skarpin 1:21:38  
I know. But this is the important part. People get really upset about this if you interrupt.

- B** Belroth 1:21:42  
The idea of heckling a religious service is so funny to me.
- D** Deeran 1:21:50  
Skarpin what are you doing with your other day?
- S** Skarpin 1:21:54  
As he steps out, he says, beware the ice cubes! And he leaves. Otherwise, he's hunting and he's gonna take a full day of R&R and just hunt and massacre a bunch of animals and just enjoy the day, you know?
- A** Anthony 1:22:15  
Ellori, what are you doing with your time in the city for the 3 days you have?
- E** Ellori 1:22:20  
Ellori is making so many friends. She's basically just like, spending all day every day like, either in the town or in the compound. She's meeting as many people as she can. She's making friends. She's hanging out. She has decided that she's like, she wants to, she wants everyone to have a good impression of TESSA. And in order for them to have a good first impression of TESSA, she would like to be that impression. Wow, okay. Um, she has been called rude too many times in the past day for her own liking, so she wants to counteract that with some friendly chats.
- S** Skarpin 1:23:20  
But what about, what about the day that Deeran's with you?
- E** Ellori 1:23:24  
Oh, that's fine. Also, we also meet people.
- D** Deeran 1:23:28  
Deeran is exhausted from that.

- E** Ellori 1:23:32  
Yeah, she is. She's an absolute extrovert.
- A** Anthony 1:23:35  
She's so pumped up afterward.
- E** Ellori 1:23:37  
Yeah. She's like, let's go meet some more people!
- D** Deeran 1:23:40  
Deeran thought he was an extrovert before that day. He's like, I don't know. You do this, like every day.
- E** Ellori 1:23:51  
It's brings me so much joy getting to know other people and getting them to know us.
- D** Deeran 1:23:57  
Cool.
- E** Ellori 1:23:59  
Just makes me it makes me so excited that these are the people that we're working with and living around.
- D** Deeran 1:24:05  
Yeah, like, that sounds awesome.
- E** Ellori 1:24:08  
Also, every person you meet is just an idea for another story that you might write.
- D** Deeran 1:24:18

Deeran like, fidgets a little. I hope, I hope like, we're more than just like, another story for you, or, you know?

S

Stephanie 1:24:33

You're THE story. Our, our story is- I just mean like when you meet new people, you know how every time you tell a story, you got to make the characters more interesting than maybe they were in real life. Because if you write a story about people exactly as they were in real life, then it's not gonna be very exciting because for the most part, real life people aren't very exciting. So, you got to boost them up a little bit. So, remember that the guy who we met this morning, who every time he talked about his past he will get like, real, you know, real bundled up and he would kind of hunched over a little bit and it was like he was retreating back into himself.

D

Deeran 1:25:15

Yeah.

E

Ellori 1:25:16

And then every time he would talk about the now he would be much much louder and that means he's got something to hide about his past. So, when I write him into a story if I needed an old man character, I would write, you know, about his deep dark backstory that he's hiding from everybody and he doesn't want anyone to find out. Oh. You learn a lot from people watching them like that and then deciding what their history is.

D

Deeran 1:25:42

Deeran takes notes.

A

Anthony 1:25:47

You learn a lot from people just making up what they are.

E

Ellori 1:25:50

Yeah. I'm a writer, baby!

- A** Anthony 1:25:57  
Rad. On the beginning of the fourth day you all meet up together at Adventure Incorporated early in the morning like, just after breakfast. A one horse cart rolls up to the compound of the tower of Adventure Incorporated inside the Brass Palace complex.
- E** Ellori 1:26:23  
Is it a closed top cart, or would you say it's more of an open, maybe sleigh?
- A** Anthony 1:26:31  
No, it is a closed top. It is definitely not open.
- D** Deeran 1:26:35  
It's not a one horse open sleigh?
- A** Anthony 1:26:40  
Inside is 1000 Spellstone. So, they were not just carting that openly around the city.
- S** Skarpin 1:26:48  
Stones falling off.
- A** Anthony 1:26:51  
So, as they bring it up, they detach the horse and the cart is just sitting here. It's a smaller cart. Like, it's only, you know, only big enough for- it's bigger than a chest, but not as big as maybe like, something you would ride in. But it does have 1000 Spellstone in it, and it's a lot of spell stone.
- E** Ellori 1:27:15  
Ellori is very excited.
- D** Deeran 1:27:18  
Yeah, I guess my question is, is 50 Spellstone carriable?

- A** Anthony 1:27:29  
I think that 50 Spellstone is probably at the upper limit of anything you would want to carry around on a person.
- B** Belroth 1:27:37  
Boy, I hope we get a couple bags of holding soon so we can never think about it again.
- A** Anthony 1:27:42  
There is a storage space available for you here at the tower though as you are adventurers.
- B** Belroth 1:27:47  
Okay.
- A** Anthony 1:27:49  
Or you can check it back into the bank.
- S** Skarpin 1:27:52  
We need it liquid, baby.
- D** Deeran 1:27:57  
Well, like can we have like, a- is it Cha'harles on the cart?
- A** Anthony 1:28:05  
Cha'harles is there and he's like, I need to have a- and he looks at his paperwork, a Skarpin Nightholder night holder to sign for this
- S** Skarpin 1:28:15  
Yeah, that's me. I was thinking about not being here and making it so that the other 3 had to sign but no, I just, I'm here.

- A** Anthony 1:28:22  
Yes, if you sign for this, I will leave this in your care and walk away, and it'll be up to you.  
Your business will be concluded with the Guild of Contractual Arrangement.
- S** Skarpin 1:28:34  
Excellent. Can you just reattach the horse, and bring it to the tower over there and he points to the Adventure Incorporated Tower because I feel like he would want it to be as close as possible.
- A** Anthony 1:28:44  
I think, I think it's real close. I think you guys are just right outside the tower.
- D** Deeran 1:28:49  
Yeah, man you take it like, the next 6 feet to the right, there?
- S** Skarpin 1:28:55  
Yeah, I'm kind of a dick.
- B** Belroth 1:29:00  
Do we need to return this cart, or can we have this on-
- A** Anthony 1:29:05  
We will send someone to fetch the cart.
- B** Belroth 1:29:07  
Okay, thank you very much.
- E** Ellori 1:29:09  
So much, Cha'harles.

- D** Deeran 1:29:11  
Hey, before you go, though, one second. Hey, guys, can we have like, a quick sidebar?
- B** Belroth 1:29:17  
Quick sidebar here we are.
- D** Deeran 1:29:18  
Hey, so should we like, deposit back some of these Spellstones so that we don't have to like, carry them around like, our cut, you know what I mean? Because like, that's a lot.
- E** Ellori 1:29:32  
Maybe we return you know, 160 of them, and then we keep 40 for us?
- D** Deeran 1:29:43  
Yeah, I mean, that would do pretty good for me. That would put me at 26 liquid Spellstones.
- E** Ellori 1:29:51  
Oh, no they're stone, Deeran.
- D** Deeran 1:29:54  
Oh, sorry. 26 free Spellstones.
- E** Ellori 1:29:59  
I wouldn't say they were free either because we worked really hard to get them.
- B** Belroth 1:30:03  
26 available Spellstones.
- D** Deeran 1:30:07

Yeah. 26 Spellstones in my pocket.

**E** Ellori 1:30:09  
Yeah.

**S** Skarpin 1:30:11  
Yeah, I feel like I might- that's a great idea. I don't think we need to carry them all. I'll leave all of mine in there. I have 16, so I feel like that's good.

**E** Ellori 1:30:25  
Yeah, that's a good number.

**D** Deeran 1:30:26  
So, I'm just gonna take 10 and everybody else is gonna leave the rest of theirs in there?

**E** Ellori 1:30:30  
No, I'm going to also take 10 as well, Deeran.

**D** Deeran 1:30:36  
Great, so we're gonna put 170 Spellstone back in there.

**B** Belroth 1:30:39  
This is some real compelling radio.

**E** Ellori 1:30:41  
Cha'harles, can you take 170 back so that we have something in our account to come back to, please?

**A** Anthony 1:30:47  
I would be happy to. I am gonna have to make some amendments to this form. Hold on.



Deeran 1:30:55

We'll wait.



Anthony 1:30:56

He started scratching out changes.



Ellori 1:30:59

Thank you so much, Cha'harles.



Anthony 1:31:03

He finishes up and he hands the documents over to Skarpin to sign.



Skarpin 1:31:10

Skarpin looks them over and then proceeds to sign them.



Anthony 1:31:14

While you're looking them over there is a popping sound, and Archimedes Silverblade makes his way on to the field just outside the tower, looks around a bit, sees you, and makes his way over. You sign off the thing, and he says, great. Cha'harles says, great. Go ahead and take your spell stone out, and I will return the 170 back. In fact, why don't I do this, and he like, counts out 170 into a bag and then he just waits.



Belroth 1:31:50

Hello, Archimedes, we have the amount that you require.



Anthony 1:31:56

Excellent. He reaches into his satchel and he opens up. He pulls out like a black piece of cloth. He throws it on the ground. It's about 3 feet wide, and it just opens into blackness as he opens it onto the ground. It's like, a circle, a 3 foot circle. And he says, let's just dump them in here.

- S** Skarpin 1:32:21  
All right and Skarpin just starts to tip the cart.
- E** Ellori 1:32:28  
Ellori takes her 10.
- B** Belroth 1:32:30  
Should we like, just shovel them in? I feel like tipping is dangerous-
- D** Deeran 1:32:38  
And Deeran goes to the other side of the cart to help Skarpin tip
- S** Skarpin 1:32:42  
1, 2, 3-
- A** Anthony 1:32:46  
The 800 stones clatter down into the hole where it sounds like they're landing on, you know, maybe a good 25 feet down on to something. But it is dark in the hole and hard to see.
- B** Belroth 1:33:02  
Belroth has grabbed his 10 at some point.
- A** Anthony 1:33:06  
Yeah.
- B** Belroth 1:33:07  
Just to make that clear. Well, we got that now. Cha'harles, you can return the rest and Archimedes, what's the next step?

- A** Anthony 1:33:21  
He grabs the hole at the edges and folds it back up again into an inky black cloth and tucks it away in his pocket. And he says, next, you will come with me. We are going to have to make use of some magic that I, from my understanding, you are familiar with, but that is not, we'll say, widely available.
- S** Skarpin 1:33:51  
Oh, excellent.
- A** Anthony 1:33:55  
He pulls out a Travel Stone. He says, I assume you're familiar with this.
- B** Belroth 1:34:00  
Ah, yes.
- A** Anthony 1:34:02  
This one is keyed to where we are going, but there are some complications with that. I will tell you on the way. It's going to take us two days to reach the nearest gate. We're going to the Wolf's Eye Lakes. That's where we should be able to find a gateway. Have you been to that gateway before?
- S** Skarpin 1:34:26  
No, no, we haven't.
- A** Anthony 1:34:30  
Very well. It'd be good for you to have another in your knowledge base. And he says, follow me. And he heads out of the place on the head basically to head out of the city.
- B** Belroth 1:34:50  
I follow I guess.



Anthony 1:34:53

So it takes the better part of the day to get to the West lake of the Wolf's Eye Lakes. And as you reach the southern tip of the West lake, there's a small forest here. And you've been traveling around along the road, basically due West from the Brass Palace, through Mughamar, and as you pass by the city of Quian and move on into The Wilds, you find as you reach this forest at the Southern edge, he just cuts right into the woods. Come, come. It's starting to get dark.



Belroth 1:35:34

Now you never told us exactly where this is keyed to. You said where the location of the gate is, but not where we're going through the gate.



Anthony 1:35:44

Yes. When we arrive on the other side of the gate, we will be in the Tower of Vorai.



Belroth 1:35:51

Belroth looks at Deeran.



Deeran 1:35:56

Deeran is like, playing it cool. He is not playing it cool. He is trying to look as- basically like, to Deeran this is the best thing that's literally ever happened. He is holding so tightly onto Skarpin's shell right now because he is worried that he will take off from the earth.



Anthony 1:36:30

As he pushes through the forest a little ways it's not long before you see a large set of Standing Stones, similar to the gateway that you saw before. Similar markings, although they are different, they're similar in nature. And you do still see Conjunction represented within this. Here, he pulls a rope, a thin rope out of his pack, and he takes one end of the rope, wraps it around his waist and ties it and he hands the rope to Skarpin.



Skarpin 1:37:05

Should we all tie ourselves?

- A** Anthony 1:37:08  
Yes, you should at the very least wrap yourself into this rope. When we arrive, you will not have- you will not be able to access your senses when we arrive. This is a safety precaution. It is not that I don't trust you, but you cannot make a connection to standing stones you have not seen and so you will not be able to see when we arrive at the Tower.
- S** Skarpin 1:37:39  
Oh, wow. Deeran, can you wrap me and I'll wrap you? I just don't want to lose anybody.
- D** Deeran 1:37:47  
Yeah, man.
- B** Belroth 1:37:50  
I'm confused for a second. I'm sorry. We can't make a connection to the Standing Stones- last time we went through these-
- D** Deeran 1:37:57  
Yeah, he's not gonna let us see the Tower of Vorai's stones so that we can't go there later. It's really smart. It's like, so smart.
- B** Belroth 1:38:12  
Now I get it.
- D** Deeran 1:38:13  
Like, it's...wow.
- A** Anthony 1:38:16  
Are you all prepared? Then prepare yourselves.
- E** Ellori 1:38:24  
Ellori does it?

A Anthony 1:38:26  
Okay, great.

E Ellori 1:38:27  
That's it, sorry.

A Anthony 1:38:31  
He takes the Travel Stone and he waves it in front of the gate, and the green portal of Conjunction opens within the borders of this Standing stone. And he says, I must be last, go.

S Skarpin 1:38:49  
Skarpin goes first.

B Belroth 1:38:51  
Belroth goes.

A Anthony 1:38:53  
Belroth, how did you attach Freya to this?

B Belroth 1:38:57  
Obviously by her collar. So, I like, tie it around himself and then like, she has like, a little color that he like, ties it kind of in like, a little metal loop and then passes it to whoever would be next.

A Anthony 1:39:14  
You step through the portal, each of you steps through there is that familiar feeling of swirling sounds, green energy in front of you. It crushes you. It twists you. It pulls on you and then there is nothing. There is darkness and silence. 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.



Adventure Incorporated 1:40:37

Serious Business. We're super serious!