

# C2E022 Mixdown 1 Temp

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## SUMMARY KEYWORDS

teeth, creature, demon, cast, arrow, magic, demons, big, anthony, soldiers, general, spell, witch, damage, puts, roll, hit, misses, hands, feet

## SPEAKERS

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



Anthony 00:02

All right, I'm going to try something different here. We'll see how it goes. Greetings, adventures, and welcome to the Adventure Incorporated Podcast. I am your Dungeon Master, Clive Billingsley. I didn't like it. I didn't like it. I'm Anthony Reed. I'm your Dungeon Master, and this is Episode 22 of the Adventure Incorporated Podcast. It is part of the Ancient Secrets storyline. And I am thrilled, thrilled to be here. I'm just- I can't tell you how long I've been wanting to play a Dungeons and Dragons game where I send a party back in time. It's been a long time. Like, this was an idea I had probably like 2 and a half decades ago. So, to finally have it happen, it feels great. I feel very excited about it. Anyway, I just want to say a thank you to all of our Patrons at [patreon.com/adventureinc](https://patreon.com/adventureinc), who let me live out my 20 year in the making dreams. So, thank you for that. I appreciate that. And thank you to all of you for coming along for the ride and being here and being a part of this and keeping us honest in terms of actually producing content. I think that's, that's it. I just want to thank everybody. I want to thank everybody who's listening to the show. You guys are great. 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.



Belroth 01:59

She's a grimalkin. That's understood. No pets allowed, even though she's not a pet. I will wait outside. Everyone, if anyone needs anything I am outside.

- A** Anthony 02:09  
Skarpin, the Cleric.
- B** Belroth 02:11  
Should I just try and snipe them from over here?
- S** Skarpin 02:14  
Yeah, okay. I did say they were as good as dead. I would hate to break my word on our first contract with Adventure Incorporated.
- A** Anthony 02:22  
Ellori, the Bard.
- E** Ellori 02:24  
We would want you to leave this warehouse.
- A** Anthony 02:28  
He points behind you. Church!
- E** Ellori 02:31  
Oh, sorry. We want you to leave this church.
- A** Anthony 02:35  
Deeran, the wizard. He say you no, worship Shattered Fang.
- D** Deeran 02:40  
Yeah, man, he's like, super wrong. We love Broken Tooth- uh Shattered Fang, man.
- A** Anthony 02:45  
Prepare yourselves, for these are the tales of Adventure Incorporated! You guys spend a

few more hours in the tavern waiting-

**B** Belroth 02:58  
Belroth is sweeping up teeth.

**A** Anthony 03:04  
The time elapses that you might have expected the teeth disappear. They don't. They continue to not disappear all through the night as you come back out from the room that you rented. Your set that you made are still in your hands, and all of the ones on the floor, still on the floor. You assured the barkeep that they would go away. They did not.

**B** Belroth 03:35  
So many teeth!

**D** Deeran 03:39  
Deeran picks one up from the bar floor and puts it in his spinning staff.

**B** Belroth 03:48  
Ew.

**D** Deeran 03:48  
Now he has 2 pieces of silver and a fake-

**E** Ellori 03:51  
Ew.

**D** Deeran 03:52  
It's not even a real tooth!

**E** Ellori 03:54

I know, it's a magic tooth.

A Anthony 03:58  
I love this. This is perfect.

D Deeran 04:02  
He has 2 pieces of silver and a magic tooth floating around his little staff there.

A Anthony 04:09  
Perfect. Perfect.

S Skarpin 04:13  
Ellori, did you try anything else last night, any other magics? Maybe, maybe it was just this spell that was weird and made you have terrible teeth, now.

E Ellori 04:25  
I mean, I'm gonna be honest, this is the first time I've used it, and, you know, I was thinking that maybe they were just supposed to go away in a little bit. And she takes the dentures out. It's just you guys, it's all right. Um, they were supposed to go away, so I thought they'd go away, and I don't know-

B Belroth 04:43  
Oh, quick, someone's coming. Hello, Hi. Nice to meet you.

A Anthony 04:51  
Hi, hi.

B Belroth 04:54  
They're gone. Now they're gone.

- E** Ellori 04:55  
I guess, I guess. I'll sweep. I'll sweep these up I guess and then hopefully I don't, I mean, I guess I'm grateful that these are sticking around so that I can hide, you know, and I guess let's get rid of these and go meet the general.
- B** Belroth 05:12  
Should we grab a few in case for when we get back because I feel like this might be an interesting thing for Archimedes to look at? And I also don't want Deeran to lose his funny staff tooth.
- E** Ellori 05:28  
Oh, no, of course and she puts like a couple pairs in her pocket or in her like, bag or whatever.
- D** Deeran 05:35  
Deeran goes over to the bartender and says, hey, man, um, where's the dentist in town?
- A** Anthony 05:45  
I, I don't know what that word is.
- D** Deeran 05:50  
Oh, sorry. Do you have an orthodontist instead?
- A** Anthony 05:57  
That doesn't uh, that doesn't really strike any chords either here. Are you looking for the medicine man?
- D** Deeran 06:07  
Is he who does your teeth cleaning and straightening?
- A** Anthony 06:10

I don't know- what do you mean by that?

**D** Deeran 06:13  
Oh, what about when you need a tooth pulled and then a, you know, like, a replacement?

**A** Anthony 06:19  
Oh, I mean, if someone needs a tooth pulled. We have a bouncer in here on Thursday nights. He's really good at that. He'll pull teeth for fun. And then "a replacement"? I don't really get what you mean by that.

**D** Deeran 06:34  
Oh, well, you see, and he gestures to the pile of teeth.

**A** Anthony 06:40  
And he like, pulls up open his mouth. He's missing 6 teeth. from various parts in his mouth. He's like, do you think they'd fit in here?

**D** Deeran 06:51  
Yeah, they definitely would, but you do need somebody who like, is trained to put them in there?

**A** Anthony 06:59  
Can I- is this a skill I can learn?

**D** Deeran 07:03  
I'm sure you could. You know, where I'm from like, it's a whole industry. People make a lot of money doing this.

**A** Anthony 07:11  
I'll give you 3 silver for all the teeth.



Ellori 07:17

Make it 5.



Anthony 07:19

4.



Ellori 07:22

You've got yourself a deal, partner.



Anthony 07:25

He clicks 4 coins onto the table. And he comes over, and he like, gathers up all of the teeth. He's like, dragging them behind the bar. And as you're getting ready to leave you can see him like, fitting them into his mouth, seeing if he can get one to stay.



Belroth 07:37

Deeran, did you accidentally just invented dentistry?



Deeran 07:43

No, like, I'm sure it's somewhere.



Ellori 07:46

This is what I mean. We've got to be careful for the, you know, the butterflies?



Belroth 07:53

I they're very nice looking, but-



Ellori 07:55

No, no, no-



Skarpin 07:56

Don't create any, that would be terrifying.

D

Deeran 07:59

Oh, god, there'd be so many butterflies

E

Ellori 08:01

You step in a puddle, and a butterfly dies in your time. That's the, that's the thing. You know, my grandma always says, if you're traveling to the past- my grandma always says if you ever travel to the past, make sure you don't step on any rocks because then a butterfly in the future will die.

B

Belroth 08:23

That's not her best work. I really don't understand what the parable is.

E

Ellori 08:27

No, it just means the sequence of events, you know, so, you do something today, you give that man a tooth, and he starts thinking about replacement teeth, and now he becomes the first dentist, and then, you know, 1,000 years in the future the person who was supposed to invent dentistry has nothing to invent. So, he lives his life in sadness because he'll never amount to anything, but you've taken away his success. You know, that's the effect that you've done by giving this man teeth.

D

Deeran 08:57

Okay, 2 questions. One: do you know the guy that invented dentistry?

E

Ellori 09:03

No...

D

Deeran 09:03

Then who cares? And 2: the second question I have is like, what if we were supposed to have done this all along? You know, like, what if, yeah, sure like, it's the past right now for us, but also it's like, their present and also our present. You know what I mean? Like, what



we're doing like, we always did like, you know what I mean?

**E** Ellori 09:39  
Yeah, if we die, we're dead.

**D** Deeran 09:41  
No, I know that, Ellori. I'm saying like-

**E** Ellori 09:48  
You're saying that we shouldn't be worried about the butterflies.

**D** Deeran 09:50  
Yeah, no, I'm saying like, if we didn't come back here, maybe tooth repair never would have been a thing. Like, it had to happen for, you know-

**E** Ellori 10:04  
I never thought about it that way. Maybe, you know, maybe you step on a rock and you MAKE the butterflies?

**D** Deeran 10:10  
Oh, sure.

**S** Skarpin 10:11  
Yeah, that makes more sense. Yeah, I'm following this.

**E** Ellori 10:20  
All right, Deeran, I'll try to be a little less nervous.

**D** Deeran 10:24  
Yeah, I just feel like Archimedes wouldn't have sent us here if there was a chance we can

ruin everything.

**E** Ellori 10:29  
Oh, I think he might of.

**B** Belroth 10:30  
He said he wasn't really quite sure what was going to happen. So, I don't know if he could really-

**E** Ellori 10:35  
He sent us here thinking we might die in the process.

**B** Belroth 10:38  
And instead, he may have changed the profession of dentistry fundamentally. Or made it happen sooner and it's going to be better in the future.

**E** Ellori 10:53  
All right, let's go find the general.

**S** Skarpin 10:56  
I like that maybe we can start some sort of industry here, and it's super advanced when we get back to normal time. Like, so far beyond.

**E** Ellori 11:06  
Like, now everyone has laser teeth in the future.

**D** Deeran 11:10  
3D printed teeth.

**S** Skarpin 11:14

So cool.

**E** Ellori 11:15  
Anthony chuckles because-

**B** Belroth 11:19  
We're not orthodontists, we're exodontists.

**A** Anthony 11:25  
You step out of the tavern. There is clearly something going on in town as you can see people gathering at the edge of town. And it looks like a large gathering of soldiers-

**D** Deeran 11:41  
Mendicants.

**A** Anthony 11:42  
No, not mendicants.

**D** Deeran 11:45  
Deeran was so excited.

**A** Anthony 11:47  
A large gathering of soldiers as well as the townsfolk. There's probably, from your distance, it looks like maybe 500 soldiers standing out here in this field at the edge of town, basically where you came in from.

**E** Ellori 12:04  
Wow. Okay, I guess we go towards them. Ellori starts walking towards them.

**S** Skarpin 12:13

Wait for us!

**B** Belroth 12:15  
Should I wear a hat? I'm nervous. I feel like I'm about to be murdered.

**S** Skarpin 12:19  
You look great. You look great. You don't have to wear anything special.

**D** Deeran 12:23  
Yeah, your hair looks really good today, Belroth. I wouldn't cover that with a hat for \$1,000,000. I mean, 1,000,000 gold.

**A** Anthony 12:35  
Speaking of wearing a hat, Ellori, what are you doing in the sunlight?

**E** Ellori 12:42  
I got my big old sunshade hat. My big 'ol wide brim, floppy, covers half of my, you know, forehead. I got my sunny's on.

**A** Anthony 12:52  
Alright, great. Great, cool.

**B** Belroth 12:55  
And big teeth.

**E** Ellori 12:59  
Big chompers.

**D** Deeran 13:00  
Honkin teeth.

- A** Anthony 13:07  
You head to the edge of the gathering. You know, basically it's a row of townsfolk, and then you can see the soldiers. They have some carts with them. They are loading up shipments from the mine. There is one person decked out in armor. They have a bunch of sigils like, sewn on to their tunic, and they are examining the gemstones as they come by. She appears to be an orc, like a full orc. Okay.
- E** Ellori 13:56  
She walks by us?
- A** Anthony 13:57  
No. She's standing up, examining the gemstones and then motioning to them to be added to her little caravan, like put up into the cart.
- E** Ellori 14:05  
Got it. What can we see about the gemstones?
- A** Anthony 14:10  
They look to be decent sized like, smaller than a fist but not much. And they have all various different colors. They are cut. Okay, and they are like, you know, beautiful looking.
- E** Ellori 14:27  
Okay, so they don't look like Spellstone.
- A** Anthony 14:30  
They do not look like Spellstone. They look like gemstones of different colors like, sapphire, ruby, emerald, like they are various different colors.
- S** Skarpin 14:44  
Can Skarpin so an Arcana check to see if he thinks that they're very similar to the ones that were in the Demon Stone?

- A** Anthony 14:55  
You may.
- S** Skarpin 14:59  
18.
- A** Anthony 15:01  
Yeah, looking at these, you would say they're identical to the ones you saw on the Demon Stone.
- S** Skarpin 15:07  
Cool, just better safe than sorry. Hello there, your Eminence, your general.
- A** Anthony 15:20  
Dorin steps up to the general, whispers something in her ear, and then steps back. And she turns to look at you, and she says, recruits, right?
- S** Skarpin 15:36  
Skarpin looks back at the group, then turns back and says yeah, sure we're here to join the cause.
- A** Anthony 15:45  
Let them through. And the crowd and the soldiers move so that you can move toward the general
- B** Belroth 15:54  
Belroth nervously looks around at how the soldiers are perceiving him.
- A** Anthony 16:03  
There are a lot of eyes on you, specifically.

- B** Belroth 16:07  
He kind of nervously pets Freya on the head the whole time.
- S** Skarpin 16:14  
We decided to, uh- we heard the stories and the cause, and we heard there was this grand plan, and we just, we wanted to be a part of it.
- D** Deeran 16:24  
Yeah, anything that we can do to help. And Deeran casts Mage Hand and salutes with it.
- A** Anthony 16:31  
When you cast Mage Hand, the surge of Arcane energy that you pull from your Mage Hand, 5 Mage Hands appear in front of you, simultaneously.
- S** Skarpin 16:47  
At the same time Skarpin casts Spiritual Weapon.
- A** Anthony 16:52  
When you cast Spiritual Weapon, it fails.
- B** Belroth 16:57  
Oooo.
- A** Anthony 16:58  
You cannot bring to bear any magic from your attempt to cast Spiritual Weapon. When you cast Mage Hand, Deeran, everyone like, reacts. There is a reaction out of everybody. Many soldiers gasp. Some draw their weapons to step between you and the general to like, protect the general. The general puts her hands up, and she says, are you a court mage?
- D** Deeran 17:38

I, I've got, uh- I've got talents. And not knowing what else to do, Deeran salutes with all 5 of the mage hands.

A Anthony 17:51  
A hedgewitch, then.

D Deeran 17:54  
Well, I mean, I'm learned.

A Anthony 17:58  
You are... This seems like a story I'll need to get from you.

D Deeran 18:08  
All right. Yeah, I, I learned- just like right here? And he looks around.

A Anthony 18:18  
Probably for the best.

D Deeran 18:21  
All right, yeah, I learned my magic from great wizards who saw a promise in me. And, you know, using their collected works, I've been able to, you know, study under their guidance, you know? He looks at Ellori and gets a little nervous and like, looks back and goes. Uh, wizards like, Mordenkainen and Melf.

A Anthony 19:02  
You have studied under wizards who are not court mages, who have brought you in and taught you their power?

D Deeran 19:14  
Yes.



- A** Anthony 19:18  
So, hedge witches. You could have just said hedge witches.
- D** Deeran 19:25  
I mean, we don't, you know, like, where I'm from like, that, that kind of signifies like, a little less structure. You know, than, than what like, than what I've done like, like, I understand like, where you're coming from or whatever, but like, -And he looks at Belroth, and he's like, hey man, like, how do I-
- B** Belroth 19:58  
I don't know. You're the, you're the spellcaster. I'm good with the bow.
- A** Anthony 20:09  
A ringing endorsement.
- E** Ellori 20:13  
Basically, will we all have talents that are, you know, that we feel- our main goal is, is to find out as much about these demons and defeating them, and then doing that defeating with you.
- S** Skarpin 20:32  
Yes, we're very talented! And he slams his quarterstaff on the ground, casting Light.
- A** Anthony 20:37  
Nothing happens
- E** Ellori 20:44  
He's throwing a tantrum.
- B** Belroth 20:46  
We're very TALENTED!

- A** Anthony 20:51  
The hedge witch I understand, what the rest of you bring to the table?
- E** Ellori 21:00  
Ellori like, I want so badly- Steph wants so badly to say "teeth", but Ellori would not.
- D** Deeran 21:12  
Like, just all these teeth fall out.
- E** Ellori 21:17  
Ellori kind of looks at Deeran and shrugs and puts her hands out and says, ~Send my Mage Hand out in front to keep my real ones safe and sound on my arms.~ And she casts Mage Hand as well.
- A** Anthony 21:32  
5 Mage Hands explode from you as well, just pouring into this place. 2 hedge witches then?
- E** Ellori 21:46  
Yes. I am, that is what I am. I'm a hedge witch.
- A** Anthony 21:52  
So, why are 2 hedge witches traveling with one of the demon kin and a thing I've never seen before?
- D** Deeran 22:06  
Because we like them. They're our friends. They, they're so good at like, defending and like, attacking and, you know, like, the combat stuff like, okay, so-
- S** Skarpin 22:18  
Like this! And he slams the quarter staff onto his shell, casting Toll the Dead.

A Anthony 22:25  
The spell fails. It does not, it does not trigger.

E Ellori 22:28  
You shouldn't discount a Ranger, you know, a really good one because, you know, I've seen Belroth take his bow and arrow, and from like, 1,000 feet away, take like, a needle and shoot it in thread it through the tiniest little thread. And you know how you're always getting the needle in the wrong direction the first time you try to push it through the fabric. He did it the right way around the very first time from so far away. And you know, I think a lot of people discredit Rangers, but they can be really powerful. What is happening?

S Skarpin 23:01  
Wow, Belroth. I would love to see that. That sounds very impressive.

A Anthony 23:06  
I would also like to see that.

B Belroth 23:07  
Well, set up targets about, let's say-

E Ellori 23:14  
1,000 feet away. Nope, less than 1,000 feet away.

S Skarpin 23:16  
I have a needle. I crochet in my spare time.

E Ellori 23:21  
I didn't know what the- I didn't know what the anagram version of a USB port was, but like, that's always- whenever everyone is like, oh, Hawkeye is stupid, he shouldn't be a superhero. I'm like, dude plugged in a USB from 1,000,000 miles away, the right way up!



Deeran 23:40

I can't do that point blank.



Ellori 23:42

Right?! I can't do that sitting in front of my computer.



Skarpin 23:42

Not the first time.



Deeran 23:46

Yeah, never the first try.



Ellori 23:47

Always the third, which means you should have had it right the first try, and just, the universe is against USB sticks, but not against Hawkeye.



Anthony 23:55

This is, this has been our endorsement for the USB C standard.



Belroth 24:00

I can shoot-



Deeran 24:01

And also Hawkeye is an Avenger.



Ellori 24:03

Yeah.



Anthony 24:05

I'm just saying it solves this problem. That's all I'm saying.

**B** Belroth 24:10  
I believe I can shoot a target from 600 feet away stronger than any of your archers that you have. And I want to do that because I want to do that exact same thing to every single one of the demon lords that you want to slay as well, because they took away my home, and I want to take away their life.

**S** Skarpin 24:38  
And while he does that and sets up the target, I'll be doing this- and he takes a big deep breath and just, just dramatic deep breath and just holds it.

**A** Anthony 24:50  
Oh, okay...

**S** Skarpin 24:53  
His like, chest is puffed up, and he's just sitting there staring at the general.

**B** Belroth 24:59  
He's very strong.

**A** Anthony 25:02  
The general whistles and 2 archers come forward. And the general steps out of the way and she points at a target. She says that tree looks to be about 600 yards away. Shall we?

**B** Belroth 25:18  
Yes, we shall. And he goes on over.

**A** Anthony 25:23  
The first archer nocks an arrow, fires off the arrow into the distance. It misses, careens off into the distance, misses the tree.

**B** Belroth 25:35

At disadvantage, unless he's-

A

Anthony 25:38

The next arrow, that one hits. And the DC has been set.

B

Belroth 25:54

Belroth pulls out his longbow, focuses his eye on the tree, and casts Hunter's Mark on the tree, dying to know what happens.

A

Anthony 26:07

So, you are so familiar with channeling this magic into a Hunter's Mark, and as you try and reach out to that nature energy around you and focus it into that pinpoint accuracy, it's almost like your vision blurs, and there is nothing that calls back to you when you call.

B

Belroth 26:30

What?! Um, well, I'm going to ready my aim a little bit. I'm gonna kind of get rid of that annoyance because I need my eyes, and he's gonna make an attack. Number one with sharpshooter, go! So, that would be an 18 with sharpshooter.

A

Anthony 27:10

Okay. Interesting choice. It hits the tree. It hits just off center of the tree from where the other arrow hit.

B

Belroth 27:21

And it deals- what's 4 plus 13? So, 17 damage to the tree.

A

Anthony 27:33

Okay, so you hit the tree. The arrow sinks in deep, like the other arrow plunked into the tree, and there was still, you know, maybe went in like a quarter of an inch. Your arrow went in 3 inches.



Belroth 27:51

Well, he just kind of gestures.



Deeran 28:02

Yeah, man, he's like, super strong at bows, like he can really-



Belroth 28:08

And additinoally I have fully trained this creature here to do my, well, to follow commands, and- Freya, could you go get my arrow please? And she like, scampers off I guess.



Anthony 28:26

Yeah, she gets over there, trying to get that arrow that's 3 inches into the tree. Not, not easy.



Belroth 28:34

Get the other one then that's fine.



Anthony 28:37

She gets the other one and brings it back.



Belroth 28:38

As you can see it's very hard for her to get mine out. It's so deep in there.



Anthony 28:43

Uh huh. Okay, so we have 2 hedge witches and a decent archer. She looks at Skarpin.



Skarpin 28:50

Anthony, can you let me know when an hour passes?



Anthony 28:57

Are you just holding your breath? Is that what you're trying to prove?



Skarpin 29:01

Yeah, Skarpin is real disappointed that he can't cast magic, and he's tried his strong magic, and he's tried just simple magic. And he's real bummed. But he knows he can do this, so he's gonna do it.



Anthony 29:16

He's gonna just hold his breath for an hour.



Skarpin 29:18

But he'll like, when the attention is brought to him, he just kind of looks as fierce as he can kind of like, like, slams his quarterstaff on his shield again, and then steps in front of his compatriots and just tries to look menacing, but without breathing.



Deeran 29:40

Yet dear it looks at the general is like, you know, like, when you have a team that's like, as talented as the three of us it's also really important to have someone who is able to attract the attention of the foes you know what I mean? And like, look at this carapace, man. And Deern slaps the shell damage.



Belroth 30:07

You can fit a looooot of damage into this.



30:12

Yep! You can fit, you can fit so many attacks on this thing.



Skarpin 30:18

Skarpin snarls again, breathlessly.



- A** Anthony 30:25  
My favorite part about this is she has no way to know that you're not breathing.
- E** Ellori 30:31  
Right?!
- B** Belroth 30:31  
What is the sound of a snarl without breath?
- S** Skarpin 30:35  
It's visual.
- A** Anthony 30:37  
I think there's a physical component to snarls.
- E** Ellori 30:42  
Yeah, a snarl is like ~makes snarl face.~
- A** Anthony 30:45  
Okay. So, basically, if I take this...walking turtle and the half decent archer, I get the two hedge witches. That's what you're trying to tell me?
- D** Deeran 31:01  
Yes.
- E** Ellori 31:02  
Yes. And the cat.
- A** Anthony 31:02  
Fine. Let's go.

- D** Deeran 31:09  
She's gonna be so embarrassed when she finds out that like, Skarpin and Belroth are so much more useful than us.
- E** Ellori 31:17  
I'm a little nervous, Deeran because I'm like, I'm the worst fighter of all of us.
- D** Deeran 31:24  
Yeah, Ellori, don't worry about it. I'm not a hedgewitch.
- E** Ellori 31:27  
Oh, no, I'm not either. I just found it easier to say "yes" to that, than "no" because "no" means we have to explain more about ourselves. And I'd like to call it little attention to myself as possible.
- D** Deeran 31:38  
I named to the most famous wizards in the like, history of wizardry. Uh, do you think that's gonna be a problem?
- E** Ellori 31:48  
She was like, oh, you studied with non court mages. She wasn't like, oh, wow, Mordenkainen, whoa. So, it doesn't sound like she knows who they are. So, maybe she just thinks those are hedge witch names.
- B** Belroth 32:00  
Skarpin, when I tried to use my, you know, the little magic I know, my eyes completely fogged over, and I couldn't see anything. And so I had to shoot kind of like, glassy vision.
- S** Skarpin 32:17  
Skarpin like, looks surprised and empathetic and just puts his arm around Belroth and taps his shoulders.

- D** Deeran 32:26  
He's still holding his breath!
- B** Belroth 32:29  
Are you, are you okay, Skarpin?
- S** Skarpin 32:32  
He nods and gives an enthusiastic thumbs up.
- D** Deeran 32:42  
How crazy was it when our magic was like, ridiculous, though?
- E** Ellori 32:46  
I mean, I, I certainly think that 5 Mage Hands is more useful than 1,000 teeth.
- D** Deeran 32:59  
I mean, I guess it depends, like, that guy who's trying to become a dentist might disagree?
- E** Ellori 33:04  
Well, no, I bet he could use 5 Mage Hands too. He could have 6 patients at one time.
- S** Skarpin 33:10  
As long as they're getting the same procedure.
- E** Ellori 33:17  
I just think Deeran, I think we have to be a little careful. Um, you know, maybe some of our spells that have areas of effect might- we might want to pay a little bit more attention to casting those in a way that, you know, because if it's like 5 times as much, then it would be 5 times as big and her 5 times as many people.

- D** Deeran 33:44  
Good point. And Deeran puts his hands down as he had been prepping a spell just to see what happens. He goes, maybe I'll do this one instead. And he like, he moves his arms like he's creating a breeze, and his arms get bigger and bigger and bigger as they continue to create more and more of a breeze. And finally he just goes, whoa, and casts Gust.
- B** Belroth 34:18  
Oh boy.
- A** Anthony 34:22  
Yeah, go ahead and read Gust.
- D** Deeran 34:26  
I get to pick 1. It's a 30 foot range. I can either push a medium or smaller creature, Strength Save negates, I can push a 5 pound object 10 feet, or I can create a harmless sensory air effect.
- A** Anthony 34:43  
Okay, choose 5.
- D** Deeran 34:46  
What?
- A** Anthony 34:47  
Choose 5 from that list.
- D** Deeran 34:52  
Deeran is trying to use the Gust to push a rock like, a small rock in front of him.
- A** Anthony 35:00  
Okay. Then it happens 5 times. The rock just like, takes off.

D Deeran 35:10  
Ellori, this is awesome.

E Ellori 35:12  
Yeah, I'm kind of excited. I might not be the worst one on our team.

B Belroth 35:20  
Skarpin, I just, I feel like, I feel like there's something weird about the magic like, I, when I, usually when I use that it's like I can see almost like, a vision, almost like what diviners have told me is similar, and I saw actually quite literally nothing. It actually made my vision worse. I feel like there's something- how beginning of time are we?

S Skarpin 35:49  
Skarpin is actively listening in a way that I feel like maybe Belroth has never had- never seen in his teaching history.

B Belroth 36:00  
Like, I have so many questions-

S Skarpin 36:01  
~Nodding~

E Ellori 36:01  
That was the most savage-

B Belroth 36:01  
So if the Demon Isles-

S Skarpin 36:05  
~Leaning in~

- B** Belroth 36:05  
-the Princess of Darkness, she makes- she can warp things around her. Maybe she's the reason that the animals-
- S** Skarpin 36:14  
~Looking surprised~
- B** Belroth 36:15  
-or maybe, or maybe there's other things. Goodness, there's so many things I have to write down. Skarpin-
- A** Anthony 36:24  
We are heading out. You are welcome to follow. We must begin our journey now to find the Archon again.
- D** Deeran 36:34  
Deeran stays close. He doesn't hold the general or anything, but he is gonna stay close.
- A** Anthony 36:45  
Some soldiers stay close to you, between you and the general. They are allowing you to come with but they are very cautious. They've got 4 corners covered on you, you know? They got you boxed. And they allow you to travel pretty close to the general. And Dorrin moves in next to the general as well. They are chatting quietly as they walk. The caravan, all the soldiers, the four carts that are being pulled by horses, and you all move to the road and begin to travel Eastward. It is several days of traveling. How do those days look for you guys? What are the lines that you are drawing?
- B** Belroth 37:53  
Oh, Belroth is absolutely studying the local flora and fauna to try and understand if there's any differences from our time.
- A** Anthony 38:02

Okay, give me a Nature Check, and we'll go to Skarpin.

**S** Skarpin 38:10  
Can you hurry up?

**A** Anthony 38:12  
No, he can roll the Nature Check. I'll get back to him. You start.

**S** Skarpin 38:24  
After the hour, Skarpin goes to Belroth, and says, do you think she was impressed with that?

**B** Belroth 38:35  
Impressed with what?

**S** Skarpin 38:39  
I just held my breath for an hour at least! It could have been like an hour and 5 minutes or so.

**B** Belroth 38:44  
Oh, gosh, I didn't- I had no idea.

**S** Skarpin 38:46  
Yeah, no, that's impressive, right?

**B** Belroth 38:49  
It is. It is absolutely impressive, but I want to emphasize the fact that I did not know you were doing that.

**S** Skarpin 38:55

Yeah, but like, she probably did. She saw me take the big inhale and didn't exhale, so yeah she probably got it. That's why we're here. I wasn't quite listening to what everyone was saying, but you were talking a lot as well. I just kind of tuned it out. Did you miss on purpose, that tree?

B

Belroth 39:18

Yes, I wanted to undersell my ability. Anyways, I got work to do. I'm gonna go over here.

S

Skarpin 39:24

Oh, okay. My magic failed too. He just kind of mumbles it.

B

Belroth 39:31

23.

A

Anthony 39:33

Okay, as you travel and you are looking at the animals and the plants. I mean, you can almost identify where you are just by the flora and the fauna as you head East from, from Varina across the edges of the Starlight River, through what would be present day Mughamar and heading Eastward. And across the river, you see what would be the Untamed Forest, except it's not much of a forest. The ground north of here is rocky and somewhat barren. And, you know, that's a lot of land north of here, and you just continue to travel Eastward along the starlight.

B

Belroth 40:23

Are any of the, you know, animals like, different not just like- give me their evolutionary taxonomy. That's what I would like.

A

Anthony 40:35

No.

B

Belroth 40:35

No? They're all sort of- okay, interesting.



- E** Ellori 40:38  
No, he refuses.
- D** Deeran 40:39  
No, he won't give you the evolutionary taxonomy.
- A** Anthony 40:43  
You are correct in your reading. The taxonomy has not changed. Wow, evolution is a lie in this world.
- D** Deeran 40:55  
After a little bit of travel, Deeran's gonna kind of find himself with Skarpin and be like, hey man, like, why didn't you do magic like, earlier? You trying to like, keep it secret?
- S** Skarpin 41:09  
It's so strange. I can't feel, I can't feel her. I can't feel her. I can't call upon her magics. I tried, and it failed. Even the simplest of magic. It's, I don't know. I can't do anything, Deeran.
- D** Deeran 41:29  
Wait, like, you mean like, Oliander like is not around for you?
- S** Skarpin 41:41  
I can't sense her. When we're back in our world at any point I can always feel the presence and definitely when I try and call upon her, but yeah, here I don't feel anything. It's actually quite terrifying. But your magic it's, it's greater here. Are you doing something different?
- D** Deeran 42:04  
Right, man?! No, like, I was doing all the same stuff as like, back home, right? Like, I focus really hard and like, I really, I put so much into it and then it's like, it's, it's kind of amazing, man.

S Skarpin 42:21  
Yeah, looks great. It's very impressive. 5 hands.

D Deeran 42:28  
Yeah, I didn't even mean to do that. Like, I don't know what I would do with that many hands like, it was hard enough to get them all the you know, salute at the same time.

S Skarpin 42:39  
Yeah, a couple of them looked like they were just hanging out. Maybe with more practice, you know?

D Deeran 42:48  
I don't know, man.

A Anthony 42:50  
A horn sounds and the army suddenly changes position, forming up, pulling shields, drawing weapons, and another horn blast blares again and on the horizon, coming from the edge of the woods to the South of you draws forth an army of demons. They seem to be a lot of the smaller demons similar to the ones that you saw on the Demon Isles when you were there. They are like, the small, muscular creatures of like, fleshiness, some of the walking mouths, a couple of the flying ones with spikes.

B Belroth 43:39  
I don't like them.

A Anthony 43:41  
Sorry, sorry, Belroth. And behind them behind, pushing its way out is a massive creature. A twisted demonic visage on the creature, burning red eyes, and a hulking body that is 18 feet tall. And you know, maybe just like, 8 feet across in how like, broad this creature is, walking on all fours, but upright like, it's almost like a gorilla in the way that it moves. It's like, running across its knuckles and its feet coming up behind them. And it lets out a howl as you see it behind. And the soldiers begin to shout and form up ranks to fight against the demon threat charging its way forward. Roll initiative.

- D** Deeran 44:57  
As it starts to run toward us, Anthony, before the thing happens, can I cast Mage Armor on myself?
- B** Belroth 45:07  
What's going to happen?
- E** Ellori 45:08  
You get 5 sets of Mage Armor.
- A** Anthony 45:14  
You may. You may cast Mage Armor on yourself.
- S** Skarpin 45:19  
You're just a turtle. You're a turtle now.
- A** Anthony 45:23  
Look at me. Look at me. I am the turtle now. So, instead of a base AC of 13 it becomes a base AC of 17.
- D** Deeran 45:45  
Okay.
- B** Belroth 45:46  
Deeran's the tank now.
- D** Deeran 45:49  
Deeran's AC is 18, man. Just like it's always been.
- A** Anthony 45:58

Skarpin's like, I'm still better.

**S** Skarpin 45:59  
Skarpin has no self confidence right now. He's just so bummed.

**E** Ellori 46:10  
18 initiative.

**A** Anthony 46:13  
What else we got?

**B** Belroth 46:13  
Oh, I have a, sorry. I have a 21.

**D** Deeran 46:20  
10.

**S** Skarpin 46:22  
9 for Skarpin. That's why he's bummed.

**A** Anthony 46:26  
Okay, you guys still go first.

**B** Belroth 46:29  
How far away are they?

**A** Anthony 46:32  
The creatures that are running from the tree line, they're probably 80 feet away. The big creature is probably 120 feet away.

- B** Belroth 46:43  
Right, well, I'm gonna take a big ol' shot at the big ol' creature. I didn't declare Sharpshooter, so no Sharpshooter, but dirty 20.
- A** Anthony 46:58  
That's a hit.
- B** Belroth 47:01  
Man, I miss Hunter's Mark. 4 damage.
- A** Anthony 47:10  
The arrow flies through the air and seems to head straight for like, the chest area of the creature. You watch the arrow sail through, land true, and bounce off of the skin of the demon. One of the soldiers next to you goes, what are you doing?! And he pushes into your chest a handful of silver tipped arrows.
- B** Belroth 47:35  
Uh, thank you.
- A** Anthony 47:38  
Idiot. And then he starts to nock another arrow and fire off himself.
- E** Ellori 47:47  
Ellori brings her hands up. ~Twist the mind and squeeze out the brain. On all you try there is a strain.~ And she casts Bane.
- A** Anthony 48:01  
You cast Bane 5 levels higher than it is currently, whatever you got for that.
- E** Ellori 48:09  
Level one so it's a level six Bane.

A Anthony 48:12  
Yes.

E Ellori 48:13  
Oh my gosh. Okay, so he needs to make a Charisma Saving Throw.

A Anthony 48:18  
Are you doing this on the big guy?

E Ellori 48:20  
Yes, yeah.

A Anthony 48:22  
Okay. 14.

E Ellori 48:26  
That passes.

A Anthony 48:31  
Okay.

B Belroth 48:32  
Doesn't it hit a bunch more targets too though.

E Ellori 48:37  
Oh yeah, so that's the thing about- so I can target an additional creature for each slot above first so, I technically can do up to 8 creatures, so I guess 7 besides the big guy.

A Anthony 48:53  
Well, it should be 5 besides the big guy.

- B** Belroth 48:54  
No because it's 3 initially too.
- E** Ellori 48:56  
Well, there are 3 to start.
- B** Belroth 48:59  
Bane is great. Bain's one of my favorite spells.
- A** Anthony 49:01  
Okay, so you put 5 lesser demons under the effects of it.
- E** Ellori 49:09  
Okay. Okay.
- D** Deeran 49:14  
And what does Bane do?
- E** Ellori 49:18  
It gives them Disadvantage. Well, they need to roll a d4 and subtract that number from any Attack Roll or Saving Roll.
- D** Deeran 49:30  
Okay, cool. Yeah, Deeran puts his hands up, one finger pointing out at the big creature who's running toward them, waves his off hand, grabs the pendant around his neck, and shoots out a Scorching Ray.
- A** Anthony 49:56  
Okay. It is also at 5 levels higher.

**D** Deeran 49:58  
Oh, boy. Oh boy. Seventh level Scorching Ray. At higher levels when you cast the spell using the spell slot of third level or higher, you create one additional ray for each slot above second. So that's 8 rays that I shoot.

**S** Skarpin 50:23  
Cool.

**D** Deeran 50:24  
Oh, boy. All right.

**A** Anthony 50:27  
I can't wait to see what Skarpin does.

**E** Ellori 50:32  
Savage.

**D** Deeran 50:35  
So, that is 8 and then 15 for the first 2 to hit. 14 and 13 for the next 2.

**A** Anthony 50:47  
Okay.

**D** Deeran 50:50  
Oh, there we go. 17 and 23 for the next 2.

**A** Anthony 51:01  
Okay, last 2.

**D** Deeran 51:03



Oh, no. 11 and a nat 1 for the last one.

- A** Anthony 51:10  
Okay. You prepare this spell expecting your 3 blasts of energy to shoot out of the pendant. Instead-
- D** Deeran 51:24  
I feel like it's a frickin like, machine gun of Scorching Rays flying out.
- A** Anthony 51:31  
So much so that it literally pushes you backwards because you're not expecting so many blasts coming out. The last one shoots into the air as you stumble back onto your ass, but of the blasts of energy that you fire toward this creature, one strikes the creature.
- D** Deeran 51:51  
That tracks. Wow, it does 4 damage.
- E** Ellori 51:58  
Oh my gosh.
- A** Anthony 52:01  
Cool. You get the sense that's not a lot of damage.
- D** Deeran 52:06  
Huh, interesting. Okay, okay, okay, okay, okay.
- E** Ellori 52:12  
Yeah, he didn't even make you roll an Insight Check for that.
- D** Deeran 52:14

Right?! That was free.

**A** Anthony 52:16  
That was a freebie. I gave you that one pro bono.

**B** Belroth 52:19  
God, that would have been so rude. Can you roll an Insight Check for me? Yeah, you get an idea that you didn't do a lot of damage.

**A** Anthony 52:28  
Okay, Skarpin.

**S** Skarpin 52:31  
So, Skarpin is basically ready to just hang out and like, stay in front of the other members of TESSA, but then he realizes he has Spellstone on him. And he takes out one of the stones and presses it to the front of his shield, which is his Holy Symbol and hopes that the shield absorbs the Spellstone... Yeah, I got a thinking face.

**B** Belroth 53:00  
Uh, oh, thinking face.

**D** Deeran 53:04  
Thinking face is my favorite Anthony face.

**B** Belroth 53:07  
My favorite Anthony face is he doesn't realize he looks mean right now face.

**A** Anthony 53:13  
So, usually?

- D** Deeran 53:15  
You just love his face?
- S** Skarpin 53:16  
He loves the other times.
- A** Anthony 53:18  
That's my thinking face. That's my walking face. That's my breathing face.
- B** Belroth 53:23  
What if I just said I like your face?
- S** Skarpin 53:27  
When you officiated my wedding, it was that face.
- D** Deeran 53:31  
That's true. Those photos, not flattering for Anthony.
- A** Anthony 53:36  
It is what it is. I've learned to accept it. It was a very serious moment, and so a serious moment has an angry face.
- S** Skarpin 53:45  
I thought you were mad at us. I was like, yes, yes I do.
- B** Belroth 53:54  
Odd way to find out Anthony's not officiating your guys' wedding.
- A** Anthony 54:05  
You pick up the Spellstone, and you feel a small connection to that magical energy that is

inside the stone. It's not enough that you could take this stone and draw energy from it to cast a spell, but you feel like if you had 4 of these in your hand, it would almost be the same as a single first level spell slot.



Skarpin 54:46

He realizes these things, and he says, eh, fuck it, and then he tries to tie some silver coins around his quarterstaff with a band and just get ready to hit stuff.



Anthony 55:06

Not a conversion rate Mike was interested in.



Belroth 55:13

This is what we get for getting 100 extra Spellstone than what we were supposed to.



Anthony 55:22

200.



Belroth 55:24

I think we're supposed to get 100 of it.



Anthony 55:28

Well, that's interesting. The demons crash into the frontlines of the soldiers, and the soldiers begin to attack back with their silver weapons, slashing forward. Skarpin you're still with the hedge mages and the archers. So, you're still behind the line. And the demons are crashing in and they are ferocious. I mean, you're watching some demons die because they're- some of them are pretty small, but like a few people have already been taken down by stingers from the flying creatures that shoot the needles. A few of them have been taken down by the walking teeth, and which, you know, Ellori, I think maybe a little bit of an affinity at this point. And it's not going great already is what I'm trying to say. You know, your line is holding, but it doesn't look awesome. It's your guys' turn again. The demon is much closer by the way. He's moved up.

- E** Ellori 56:31  
Um, first thing Ellori is going to do is grab Deeran's hand. ~Believe in all the strength inside you. Let my song support and guide you.~ To give him Bardic Inspiration.
- D** Deeran 56:50  
Sweet.
- E** Ellori 56:52  
And that's it. All right.
- D** Deeran 56:57  
Great. And which di is that?
- E** Ellori 57:00  
That is a great question.
- A** Anthony 57:04  
A d20.
- E** Ellori 57:07  
And you get to add it to your-
- B** Belroth 57:09  
What?
- A** Anthony 57:10  
It's not usually a d20. It's a d20 right now.
- S** Skarpin 57:13  
That's awesome.



Deeran 57:13

Oh. Wow.



Ellori 57:19

Oh.



Anthony 57:19

It's usually a d6. Right now it's a d20. Okay! I mean, okay.



Belroth 57:27

Does Bardic Inspiration take your whole Action?



Ellori 57:32

No. But she's got Concentration on right now.



Belroth 57:37

Gotcha.



Ellori 57:39

And I didn't want to forget that again, so.



Belroth 57:45

Belroth tries to- he tries his other spell. He tries to conjure up Hail of Thorns to see what happens with Hail of Thorns when he tries to like, enchant this silver arrow to shoot a bunch of demons at once.



Anthony 58:05

Okay, once again, you reach into the magic of nature that you tap into that is tied to the world around you, and it echoes back to you.

B Belroth 58:19  
He tries to pull out a Spellstone and do it.

A Anthony 58:24  
You also feel-

B Belroth 58:25  
The conversion is 4 to 1?

A Anthony 58:26  
-you could convert them 4 to 1, yes.

B Belroth 58:29  
Fuck it! I'm using 4 Spellstones to cast Hail of Thorns.

A Anthony 58:35  
Okay, yeah, you draw energy out of the Spellstones. And in a way it feels like the energy that you draw from them is- it's hard to describe because you would never consider magic this way, but it's raw. It is almost like it's untyped for you, that it is- you almost feel like, a loss of efficiency in that you are fumbling with this type of mana that is not your own. But you are able to draw enough raw energy to burn off a spell.

B Belroth 59:18  
Very good to know. Oh, yeah, and then he shoots it at a demon- so, there's the demons flying overhead, right? They're sort of like, in a cluster? He shoots it at- how close are they? Are they like, really tight together? Basically I want to try and hit either a bunch of demons in the ground or the sky.

A Anthony 59:43  
Okay. We'll say that you fire out some demons and then we'll go from there because I think that it's sort of like mob rules.

- B** Belroth 59:50  
They're kind of fucking everywhere?
- A** Anthony 59:53  
Yeah, they're kind of everywhere.
- B** Belroth 59:55  
That would be a 17 for Hail of Thorns. And so that one demon takes my normal damage and then every demon around it has to make a Dexterity Saving Throw.
- A** Anthony 1:00:10  
Okay.
- B** Belroth 1:00:12  
Within 5 feet
- A** Anthony 1:00:14  
So, roll the damage.
- B** Belroth 1:00:18  
8 damage for the target and then the demons around it, 10 damage. Hail, yeah.
- A** Anthony 1:00:27  
Okay, a bunch of demons drop out of the sky. Some of them on the ground, some of the little chunky guys die as well. It looks like the teeth got away unscathed. But you've cleared a big chunk of demons from space like, right at the line, relieving some of the pressure in front of you.
- B** Belroth 1:00:47  
Does the silver arrow like, split into 2? Like, what does that look like?



- A** Anthony 1:00:53  
No, no, no, I think you fire the arrow that is imbued with magic. And when the arrow slams into the primary target, the magic erupts from it into needle like thorns that pour down on to everybody else, and they there are like a magically summoned thorn, and those magics do seem to pierce the hides of the demons as well.
- B** Belroth 1:01:18  
Got it. And I will don't let Freya go forward because I'm scared.
- D** Deeran 1:01:28  
Deeran knows how this works now, and so he is ready. This time, he stands a little bit more confidently, and he actually puts both hands on his spell focus as he prepares another Scorching Ray here. Also, Mike, the player has pulled out all of his d20s. So, hopefully do this a little bit faster.
- A** Anthony 1:01:56  
So you can roll 8d20s and then if you want to add to 1 of them, you can use the Bardic Inspiration to add to one of them.
- D** Deeran 1:02:02  
Which is exactly what I'm going to do. I went ahead and used the Bardic Inspiration here.
- A** Anthony 1:02:13  
Is this at the big guy?
- D** Deeran 1:02:16  
Yes, all of them. All of these shots are at the big guy.
- A** Anthony 1:02:20  
You know, that you missed on a 17 before, so throw away all the 17a and fewer and then tell me what you have left.

D Deeran 1:02:34  
Right. I have got a natural 20.

S Skarpin 1:02:37  
Yeah!

E Ellori 1:02:39  
Yeah, yeah, yeah!

D Deeran 1:02:41  
I have got a 22. I've got a 21 and a 25 to hit.

A Anthony 1:02:58  
Okay, those all hit. Obviously the critical super hits.

D Deeran 1:03:03  
And the 25 is the one that I use the Bartok inspiration on.

E Ellori 1:03:07  
What did you roll on that d20?

D Deeran 1:03:10  
A 10.

E Ellori 1:03:11  
Okay, so a target of Deeran's choice needs to make a Constitution Saving Throw.

D Deeran 1:03:20  
My choice is going to be the big monster that I'm shooting at a lot.

- B** Belroth 1:03:24  
Oh the Mode of Potential thing?
- A** Anthony 1:03:26  
It fails its Constitution Save.
- B** Belroth 1:03:30  
And how much more damage is it than normal?
- D** Deeran 1:03:35  
Yeah, so it says it must succeed on a Constitution Saving throw against your Spell Save or take a thunder damage equal to the number rolled on the Bardic Inspiration di.
- A** Anthony 1:03:47  
So, 10.
- D** Deeran 1:03:47  
Also, how many enemy creatures are within 5 feet of it?
- A** Anthony 1:03:53  
Some.
- D** Deeran 1:03:55  
They also take that damage.
- A** Anthony 1:03:57  
Great. So, now none.
- B** Belroth 1:04:02  
What did that orbital cannon look like?

- A** Anthony 1:04:07  
Just ~boom~ as it smashes into the chest.
- E** Ellori 1:04:14  
Yeah, and it's like, this really like, a like, sweet little leaf that hovers in the air for a quick second, and then just like, explodes out.
- A** Anthony 1:04:27  
Yeah, it looks like the Gatling laser from Fallout.
- D** Deeran 1:04:34  
So, it's 29 plus 12 damage. So, 41.
- A** Anthony 1:04:40  
Was that with the critical?
- D** Deeran 1:04:43  
Yes.
- A** Anthony 1:04:44  
Okay.
- D** Deeran 1:04:45  
And then another 10 for the thing, so 51 total damage on that spell.
- S** Skarpin 1:04:55  
So good.
- E** Ellori 1:04:55  
Yeah, that was awesome.

- D** Deeran 1:04:56  
Deeran feels very cool.
- B** Belroth 1:04:58  
Deeran is very cool. What a team attack, guys.
- E** Ellori 1:05:01  
Ellori, high fives Deeran. That's what she's gonna use her action for.
- D** Deeran 1:05:08  
Deeran uses his bonus to return the high five.
- S** Skarpin 1:05:13  
How are people reacting to Deeran's kind of display?
- A** Anthony 1:05:18  
Most of them are dying.
- S** Skarpin 1:05:20  
Yeah, so they're kind of paying attention? Hey, everybody!
- E** Ellori 1:05:29  
Wow, can we get some fucking claps for that?
- S** Skarpin 1:05:32  
That was cool. That was cool. Skarpin realizes that he is useless back there, and he says, I'm going to head up there, I'll see you later.
- D** Deeran 1:05:44  
Be careful, man.

- S** Skarpin 1:05:46  
I'll try, but I got this now so we should be good. And yeah, he goes up, and he just runs up and tries to swing at the first lesser demon that's near him.
- A** Anthony 1:05:55  
Yeah, your stuffs like, ~jingly noises.~
- S** Skarpin 1:06:02  
So, he goes ahead and swings. He got a 6 to hit.
- A** Anthony 1:06:06  
Yeah, that misses.
- S** Skarpin 1:06:08  
All right. He asks his neighbor for- hey, do you have any of those silver arrowheads?
- A** Anthony 1:06:17  
He looks at you, strangely, and he says, not up here. And he draws out a silver small short sword and hands it to you.
- S** Skarpin 1:06:30  
That'll be good. He starts to tie it around his quarterstaff. Thank you!
- A** Anthony 1:06:41  
2 blasts of energy fire into the demon from what appears to be 2 court mages who have called down lightning on to the demon. Blasts of lightning erupt and smash into the creature who still careens forward, hits the line just to the side of Skarpin and bats a huge group of people out of the way like, 5 people go flying through the air as it breaks the line and runs to the back toward the general. The big demon is now between the general and you. And you think that it will probably close with the general next round. The court mages that are next to the general prepare for another volley. But it is your turn again. Oh actually wait, Skarpin- okay, it's your turn again. The demon missed.

- S** Skarpin 1:07:41  
Skarpin, realizing maybe he can be effective, tries to chase the big demon and stab it in the back.
- A** Anthony 1:07:50  
Oh, an attack of opportunity. It misses.
- S** Skarpin 1:07:57  
Can he reach the big demon?
- A** Anthony 1:07:59  
Yes.
- S** Skarpin 1:08:00  
Great. That doesn't help. 15 to hit.
- A** Anthony 1:08:05  
That does not hit.
- S** Skarpin 1:08:09  
Well, he tried. He wraps the sword even tighter.
- E** Ellori 1:08:19  
Ellori is gonna grab Deeran's hand again. ~Believe in all the strength inside you. Let my song support and guide you.~
- D** Deeran 1:08:29  
Deeran's singing along at the end.
- E** Ellori 1:08:32

And then she's gonna turn. Can you describe what the big demon maybe is wearing slash carrying?

A Anthony 1:08:39  
Nothing. It's naked.

E Ellori 1:08:42  
Totally naked.

A Anthony 1:08:43  
Totally nude. It's a nude demon.

E Ellori 1:08:48  
Is anyone's like, little silver dagger hanging out of it?

A Anthony 1:08:50  
Is that a euphemism?

D Deeran 1:08:55  
His little dangly silver dagger.

E Ellori 1:08:57  
No, like, are there arrows in him?

B Belroth 1:08:59  
Sleight of Hand Check.

E Ellori 1:09:02  
Like, there must be little arrows or a silver sword sticking out of him, right?



- A** Anthony 1:09:08  
Nothing that you can see enough to target. I see what you're trying to do.
- E** Ellori 1:09:15  
Yeah.
- A** Anthony 1:09:15  
No. We said that that in the future would have to be a team attack.
- E** Ellori 1:09:22  
No, no, it didn't have to be. If he was wearing metal, I could cast Heat Metal.
- A** Anthony 1:09:27  
Sure, sure, but targeting things that are in him, it's in his flesh. You can't see it.
- E** Ellori 1:09:32  
Sure. Fine.
- B** Belroth 1:09:33  
I have an arrow.
- A** Anthony 1:09:37  
I have an arrow, Greg. Can you milk me?
- D** Deeran 1:09:42  
You're not a baby. It'll never work.
- E** Ellori 1:09:46  
Um, okay, so then what she's gonna do instead is put her hands out and ~Here comes thunder, so back up. It was a mistake to act up.~ And she casts Thunder Wave.

A Anthony 1:10:06  
Okay.

E Ellori 1:10:07  
And so it needs to-

A Anthony 1:10:14  
It is 5 levels higher.

E Ellori 1:10:16  
Yeah, that's what I'm trying to- So 5d8- no 6d8 total.

A Anthony 1:10:25  
Okay, so it has to make a Dex Save?

B Belroth 1:10:27  
Con.

E Ellori 1:10:28  
Yeah, so it's pushed 10 feet back, and then, yeah a Constitution Saving Throw

A Anthony 1:10:35  
Con save.

E Ellori 1:10:36  
Yeah.

A Anthony 1:10:37  
Okay. 13.



Ellori 1:10:39

It meets.



Anthony 1:10:40

Okay, so it passes.



Belroth 1:10:42

It still takes half the damage, I think.



Anthony 1:10:46

It does not take half damage.



Ellori 1:10:48

So, oh my God.



Deeran 1:10:55

What do you need?



Ellori 1:10:55

I don't ever use dice. Eights.



Anthony 1:11:00

I don't ever use dice?



Ellori 1:11:12

16 plus 6. 22. 24. So, it takes 12 damage.



Anthony 1:11:18

Okay. And actually everyone around it too, right? All the other monsters around it?

E Ellori 1:11:23  
Yeah, 15 foot cube.

A Anthony 1:11:26  
Okay, so yeah, you kill a bunch of demons that broke in behind it. And the line reforms, trying to stop them and now that you have blast them all out. But it does resist and so it does not get knocked back, but it does take some damage.

D Deeran 1:11:46  
Deeran feels inspired by the Call Lightning happening. And he's like, well, I don't know that one yet, but I will one day. I guess this is close enough. His eyes roll back in his head. Just the white show. His hair flutters back, and Witch Bolt is cast.

A Anthony 1:12:08  
Which bolt?

D Deeran 1:12:09  
Hedge witch bolt.

A Anthony 1:12:13  
Yeah, at 5 levels higher.

B Belroth 1:12:16  
Hedge witch and the angry bolt.

D Deeran 1:12:20  
And so 25 plus 6 is 31 to hit.

A Anthony 1:12:29  
That's a hit. And did you use the Bardic Inspiration even though you got a 25?

- D** Deeran 1:12:39  
Yep. Well, so the first roll that I had was a 6 and the Bardic Inspiration di was that 19.
- A** Anthony 1:12:48  
Ah, okay. Okay, that makes more sense. I thought you were just like, I just want the bonus damage. I'll roll it regardless of whether I'm guaranteed to hit or not.
- D** Deeran 1:12:59  
I was going to. I was going to roll it no matter what number came up on the die, but then when it was 6, I had no choice. So, it has to make a Con Save.
- A** Anthony 1:13:18  
16.
- D** Deeran 1:13:21  
Okay, so it passes the save, which is too bad. But it does get hit by Witch Bolt at 5 levels higher, which means that I roll 6d12.
- A** Anthony 1:13:41  
Okay. All right.
- D** Deeran 1:13:43  
So, it takes 48 damage.
- E** Ellori 1:13:46  
Nice.
- A** Anthony 1:13:47  
Okay. Yeah, you fire forth this Witch Bolt which punches a hole through the back of the demon and bursts out his chest on the other side, spraying the general and the court mages with demonic viscera as the creature fumbles and then falls backward to the

ground. The other demons within moments are scattering and running at the loss of their creature, who then bursts into black flame, and its body burns away. As you're now noticing the other dead demons that are out there.

**S** Skarpin 1:14:36  
Oh, hooray!

**D** Deeran 1:14:41  
Deeran looks a little bummed out, and he looks at Ellori and he's like, I just- I could have kept doing that. Like, I made that connection with them and like, I could have just kept hitting them with that.

**E** Ellori 1:14:53  
But hitting them with that once was enough.


**D** Deeran 1:14:57  
Yeah.

**E** Ellori 1:14:58  
I'm really proud of you.


**D** Deeran 1:15:01  
Hey, thanks. I couldn't have done it without you.


**E** Ellori 1:15:04  
I know.

**S** Skarpin 1:15:08  
Hey, Deeran. Did you see? We did great.


 Deeran 1:15:13  
Yeah, Skarpin you did a really good job up there, bud.


 Skarpin 1:15:16  
That was great teamwork!


 Anthony 1:15:40  
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 1:16:14  
Serious Business. We're super serious!

 Anthony 1:16:19  
Scared the shit out of me.

 Skarpin 1:16:22  
Good job, Kira.

 Anthony 1:16:23  
Holy fuck. Just lurking.

 Deeran 1:16:34  
It's her house.

 Anthony 1:16:35

Yeah, you'd take her side on this. You would take her side.

**B** Belroth 1:16:41  
She's correct. She's right.

**A** Anthony 1:16:43  
Every time I'm in a room, and she comes in and scares me, which is frequently. It's frequent. She goes, hey, I live here too. And I go, yeah, so?!

**B** Belroth 1:16:56  
Maybe you're just easily scared, bud.

**D** Deeran 1:16:59  
Speaking of easily scared, yesterday, I was in bed and Steph was in the living room doing other things. And I just said, "Boo!" from bed, and she screamed.

**E** Ellori 1:17:15  
Listen-

**D** Deeran 1:17:16  
I wasn't- we weren't even in the same room.

**E** Ellori 1:17:25  
How did this become about me? Anthony's the one being a little bitch right now.

**S** Skarpin 1:17:32  
That's also funny. I was gonna say it's funnier, but no, that was pretty funny.

**A** Anthony 1:17:38  
All right, so-



