

C2E024 FINAL MIX

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SUMMARY KEYWORDS

archon, shadow, general, freya, creature, roll, mind flayer, damage, attack, hand, saving throw, stones, turn, puts, rolled, points, world, strength, magic, pulls

SPEAKERS

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

A

Anthony 00:01

Greetings adventurer, I thought I might see you here. Welcome to the Adventure Incorporated Podcast. I am your Dungeon Master. My name is Anthony Reed. This is Episode 24, and it is part of the Ancient Secret story arc, and we are just moving- we're moving right along. That's from the Muppets, the Muppet Movie explicitly. If you haven't seen it, it's great. I don't know if it's required viewing per se, but uh, you'll enjoy it a lot. I want to say thank you to all of our Patrons at patreon.com/adventureinc who make this show a thing. I mean, it'd probably be a thing. I've said before, the show is free. You can always enjoy the show, and we probably would still do the show, but the show wouldn't be what it is if it weren't for the patrons who show their support. They are incredible. They are astounding. They let us do things like the Tavern Nights, which if you miss this month's Tavern Night, head over to twitch.tv/srsbiz_network and watch the video of that before it disappears because it's really good. You're going to enjoy it a lot. We had some special guests from Botched and from the Quid Pro Roll Podcast and oh my goodness, was it a blast. You need to go and check it out. It was a ton of fun. I also want to say if you have forgotten, maybe you've fallen down, hit your head, you have short term memory loss, and you don't remember, man this is gonna be a hard podcast to follow, and I feel really bad for you about that. First of all, what a terrible condition to be in. And second of all, you know this could be- you're gonna be real confused, but maybe you forgot that we had shirts available over at adventureincpod.com and there are our new shirts available. A new one went up September 1st. I think you're going to enjoy it. It's a real fun one with art by our good friend Emily Swann. And oh man, it was a blast to have her turn that over to us. It was so fun. So, go and check it out. Go check out the shirts. Maybe you want a shirt for yourself. Well, now's the time to do it. I mean, anytime is the time to do it before March 1st, but now is also a time to do it. Let's get started. Nobles and farmers, knights and scoundrels gather round, gather round to hear a tale of excitement and mystery. Brave adventurers, facing grave dangers. Belroth, the Ranger.

B

Belroth 02:36

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 02:45

Skarpin, the Cleric.

B Belroth 02:48
Should I just try and snipe them from over here?

S Skarpin 02:51
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 02:59
Ellori, the Bard.

E Ellori 03:02
We would want you to leave this warehouse.

A Anthony 03:05
He points behind you. Church!

E Ellori 03:08
Oh, sorry. We want you to leave this church.

A Anthony 03:12
Deeran, the wizard. He say you no, worship Shattered Fang.

D Deeran 03:17
Yeah, man, he's like, super wrong. We love Broken Tooth- uh Shattered Fang, man.

A Anthony 03:22
Prepare yourselves, for these are the tales of Adventure Incorporated! The monsters go first.

D Deeran 03:35
They averaged better than 12 and a half?

A Anthony 03:38
Yes.

D Deeran 03:39
Wow.

S Skarpin 03:41
Quick maths. Quick maths.

A Anthony 03:47
Suddenly the 2 displacer beasts at his side shimmer with magical energy and now it appears that there are 4 of them, and they charge forward, bounding toward Deeran and Skarpin and the General. They make attacks. One makes an attack at Deeran. Hits with one of the attacks.

D Deeran 04:17
My AC is 18 now.

A Anthony 04:20
I am aware.

D Deeran 04:21
Okay. I just didn't want you using that 11.

A Anthony 04:26
It hits you for 7 damage. The other one attacks the General. One of the attacks hits. She takes 4 damage. And then the creature in the robes with the long tentacles hanging from his face. He says, face my power! He raises his hand, a cloud forms above Ellori and Belroth and lightning begins to crack down from that location. I'm going to need Dex saving throws from both of you.

E Ellori 05:24
8-81

A Anthony 05:27
881? Impressive.

E Ellori 05:31
22.

B Belroth 05:34
6 nope 13. Belroth was not expecting this.

A Anthony 05:41
One for your good buddy Freya too while you're at it. Oh, Freya came ahead. Okay, so that would be Belroth, you take a 22 lightning damage.

B Belroth 05:58
Belroth is bloody as hell!

A Anthony 06:01
Ellori you take 11 trying to dodge out of the way as the lightning crackles down from above. And it's now your turns.

E Ellori 06:19
Um, Ellori looks at Deeran and sings ~Believe in all the strength inside you. Let my song support and guide you.~

A Anthony 06:30
For a minute I thought it was the healing song also. I was like, oh, wow, rude.

E Ellori 06:38
As her Bonus Action. And for her Action, Action to Belroth, I guess: ~Fights aren't easy. Wounds can kill, but if I can help it, none of them will.~ And she heals him for 5, sorry.

B Belroth 07:29
.....

Woot. All right, well, Belroth, he stopped bleeding out of his eyes, but he's still bleeding out of other- his ears, definitely still his ears.

D Deeran 07:42
What is the die on the Inspiration die from you? Is that a d6?

E Ellori 07:48
Anthony, is it still a d20 now that we're in Red Bull land.

A Anthony 07:52
It's still a d20.

D Deeran 07:53
Cool. That's right! Yeah, so Deeran feels empowered.

A Anthony 08:01
I should also point out, hold on, Ellori, that healing spell was also enhanced as though you cast it 5 levels higher.

E Ellori 08:09
Hmm. Thank you. Um, for each level above 1st, so that's- dang. 20 extra.

B Belroth 08:33
So, 25 total? Belroth is back to full!

D Deeran 08:45
Then yeah, as the song washes over Deeran he feels very inspired, and the eye the whites of his eyes show, his hair flutters back, and a crackle of lightning shoots out of the pendant as his hands come up. And he rolls a 7 plus 6 is 13. Plus 16 is 29 to hit.

A Anthony 09:23
That's a hit.

D Deeran 09:25
Great.

A Anthony 09:28
I assume you're attacking the mind flayer.

D Deeran 09:31
Yes. And the mind flayer has to make a Constitution Saving Throw.

A Anthony 09:37
What spell did you use?

D Deeran 09:39
I'm using Witch Bolt.

A Anthony 09:42
Which bolt?

D Deeran 09:43
But it has to make the Constitution Saving Throw for the College of Creation thing.

A Anthony 09:48
Ah, it does succeed at the Con Save.

D Deeran 09:52
Okay, that's fine. But now it takes 5d12 Witch Bolt damage, so it takes 37 damage and then Deeran tries to find- oh he cannot find cover because he has been attacked and so if he leaves he will have an Attack of Opportunity against him. So, yeah, he stands there like a tough guy, like a big old tough boy, hoping that things go well.

B Belroth 10:30
Freya, recognizing that Deeran is a big tough boy who definitely doesn't need any protection, assumes a defensive stance around him just in case and tries to attack one of the other black cat like creatures

stance around him just in case and tries to attack one of the other black cat like creatures.

A Anthony 10:50
It's a cat fight.

B Belroth 10:55
How far away are the displacer beasts? Are they like, right there or?

A Anthony 11:01
Yeah they're right there okay,

B Belroth 11:02
Okay, so Freya can't charge. Freya rolls a- is it at Disadvantage?

A Anthony 11:10
Yes.

B Belroth 11:11
Okay. Well in a parallel universe, very successful. This universe, um, 12?

A Anthony 11:22
12 is not going to do it.

B Belroth 11:23
Well, Freya makes an attempt. Belroth would like to use- how many Spellstones do I need to use to cast the spell?

A Anthony 11:37
4 per level.

B Belroth 11:40
All right, he's gonna use 4 more Spellstones to cast Hunter's Mark on one of the displacer beasts.

A Anthony 11:48
Okay.

B Belroth 11:49
And then he would like to make a Perception Check to try and see where he should shoot for the displacing displacer beasts.

A Anthony 12:00
Yeah, it's so hard because it looks like there are 2 of them. So, ultimately you will have to basically when you go to fire your shot you're picking one of two places you think it will wind up being, and you just got to try to time it right, so you still have Disadvantage on the shot. Hunter's Mark, does that give you Advantage?

B Belroth 12:22
So, it gives me Advantage on Perception Checks. That's why he's like trying to like, eye where it is.

A Anthony 12:30
Yeah, I think so ultimately, like, you sort of have a 50/50 shot at hitting it so, we will represent that still with you still have Disadvantage.

B Belroth 12:39
Sweet.

A Anthony 12:42
I mean, like Perception isn't going to get you out of that.

B Belroth 12:44
No, I get that. In a parallel universe, boy he picked the correct one. This universe, he did not. He picked a 10, not even, actually 9.

A Anthony 12:58
Okay, the arrow sails through the air and clatters into the stone behind. But the creature now- there is only 1 standing there.

B Belroth 13:06
Excellent.

S Skarpin 13:08
Cool. Does the ravine, the walls of the ravine, does it look unstable at all where there could be a bunch of boulders that could fall down?

A Anthony 13:19
Um, yeah, I mean, you feel like if you could cause some havoc along the edges here you could bring down some some stones

S Skarpin 13:29
Skarpin sighs and then reaches a hand into his pocket, pulling up for Spellstone and empowers himself. And says oh, this is expensive, expensive. And then he, from his shield, casts Guiding Bolt up at an area that looks particularly weak.

A Anthony 13:53
Okay.

S Skarpin 13:53
Making an Attack Roll.

A Anthony 13:56
So, give me- don't make an Attack Roll. Give me a d100 roll.

S Skarpin 14:00
Okay. 34.

A Anthony 14:08
Okay, you knock loose some stones, smashing them with the magic energy. They begin to tumble down the wall. I need Skarpin and Freya and Deeran to make Dex Saving Throws as the stones clatter down the sidewall down toward you.

lowara you.

S Skarpin 14:38
1. Not natural.

B Belroth 14:44
Funny. Freya rolls a 15.

D Deeran 14:49
11.

A Anthony 14:53
Freya dodges backwards out of the way of the stones and the mind flayer rises up into the air as the stones tumble as they just pass underneath the creature. The rest of you, including the General and both displacer beasts are buried in stone as these rocks come tumbling down on top of you, dealing you 18 damage, bludgeoning variety as they smash onto you.

S Skarpin 15:31
Ugh. I'm gonna stick with the quarterstaff next time. Sorry, y'all. Sorry.

A Anthony 15:39
The General pushes the stones off of-

D Deeran 15:43
I have to make a Concentration Save or whatever.

A Anthony 15:50
Yes.

D Deeran 15:52
So, 10 or half the damage.

A

Anthony 15:57

I will also say I forgot to make a Concentration Save before and when you blasted the mind flayer, the clouds above Ellori and Belroth dissipated.

D

Deeran 16:15

Let's see. So, what do I add to a Concentration Check?

B

Belroth 16:25

I believe it's Constitution.

D

Deeran 16:31

Okay, 14 so he passes. I pass is what I mean.

B

Belroth 16:38

And I'll double check that but I'm 90% positive.

A

Anthony 16:41

I agree. Um, the General pushes the stones off of her, pulls herself up out of the rubble and rocks, and tries to gather herself. That takes her whole Action to get up out from underneath the rockage. Okay, so, now it is the monsters' turn. You hear nothing or see nothing happening where you just saw the displacer beasts. It looks like they are not pulling themselves up out of the rubble.

B

Belroth 17:30

Thumbs up.

S

Skarpin 17:37

Ayy!

A

Anthony 17:42

The mind flayer holds its hands up and a number of burning balls of light appear ahead of it and then rays of energy shoot off of those burning balls of light, blasting off in various directions. One of them fires at the General, one of them fires at Ellori, one of them fires at Belroth. So I'm gonna make 3 ray attacks.

B Belroth 18:08
Hey! Everybody loves ray-attacks.

D Deeran 18:16
I hate that that one got me.

B Belroth 18:18
I hate that that one got you too. It really was not my finest.

D Deeran 18:22
Nope.

A Anthony 18:23
I liked it. I liked it. I liked it. Belroth, you take 5. Ellori, you take 2 fire damage from rays.

B Belroth 18:40
I can't do- Ray Romano is a hard impression to do. Genuinely a hard impression to do.

D Deeran 18:49
Deeran stays undercover, buried by rocks, does not try to get out, and forces the energy within him to reconnect with the mind flayer, dealing another 44 damage.

A Anthony 19:16
Okay, I just love the idea almost you just like, just move enough to get a hand out to be like ~plink~.

D Deeran 19:23
Yeah.

A Anthony 19:27
Okay, another 44 damage rips into the creature which lets out a bellowing roar. It's not looking very healthy.

D Deeran 19:39
Neither is Deeran, but he's under rocks, so you can't tell.

E Ellori 19:45
Since Ellori can't tell, she's gonna look at the mind flayer and go ~Twist the mind and squeeze on the brain. On all you try, there is a strain~ and cast Bane.

A Anthony 20:03
Okay.

E Ellori 20:03
So, Charisma Saving Throw.

A Anthony 20:06
Okay.

E Ellori 20:07
And both kitty cats are gone right?

A Anthony 20:09
Yes.

E Ellori 20:11
Great.

A Anthony 20:12
Presumably. They did not get up out of the rocks.

E Ellori 20:15
Ellori has no object permanence. She's like, a baby.

A Anthony 20:19
Maybe they're like, doing what Deeran did, and they're just waiting. I don't know.

B Belroth 20:24
We'll find out.

A Anthony 20:26
Yeah.

E Ellori 20:28
So, he has to make a Charisma Saving Throw.

A Anthony 20:30
I see. I misunderstood your thing. 21.

E Ellori 20:37
That, you will be surprised to know, is above my Spell Save DC.

A Anthony 20:45
All right.

B Belroth 20:45
Does it take half damage or no?

E Ellori 20:48
No it's not a damage. It's just a debuff.

B Belroth 20:50
Oh because it's Bane. So, I realized last turn I actually took too many actions.

A Anthony 20:57
Cool Cool. Cool. Cool.

B Belroth 20:59
I just want to throw that out there for the listeners who are going to send me a message being like, you idiot.

A Anthony 21:05
And Freya did things.

B Belroth 21:06
And I cast a spell. And I made an attack.

A Anthony 21:10
So, no Freya this turn. She's still recovering from the rocke.

B Belroth 21:12
Yeah, and also I missed every shot so it doesn't end up mattering, but it's-

A Anthony 21:18
It was just the number of bites at the apple you had.

B Belroth 21:20
Yeah, yeah, I had a lot of, a lot of- too many bites.

A Anthony 21:23
You do know with your Hunter's Mark, you know that that displacer beast is dead.

B Belroth 21:27
Ooh, perfect. I use my Bonus Action correctly this turn to move it to the tentacle man.



Anthony 21:37

Okay, well then you still owe Freya a Bonus Action to which she will consume at some point in the future.



Belroth 21:41

Oh, then can I not do that then because-



Anthony 21:44

You can. I'm just going to keep in my back pocket the Charizard doesn't listen to you this round.



Belroth 21:53

Understood. Belroth is going to take a shot at this creature with Sharpshooter. So, plus 2. ~Oooh baby I love your way, every day.~ Nat 20.



Skarpin 22:12

Yeah!



Belroth 22:13

Okay. Boy, what is- jeez Louise. So, it's max damage plus an extra d6, right? Or an extra d whatever plus I assume Hunter's Mark is not included in the maximum for the Crit.



Anthony 22:35

We did that for Sneak Attack, right, Mike? Did we do max on Sneak Attack? You don't roll the Sneak Attack again, but you get max on them, right?



Deeran 22:51

No, we rolled them.



Belroth 22:53

Good lord.



Anthony 22:55

Okay

...

B Belroth 22:56
Thanks.

A Anthony 22:58
I don't remember so I believe you.

B Belroth 22:59
Thanks friend. Okay, so I'm gonna roll 2 more d6 then. Wow and one of them was a 6 so Belroth critical headshots with 32 damage.

A Anthony 23:18
Yeah, so combined with all of the Witch Bolt damage, this arrow sinks right into its head, and it just falls to the ground with its sort of squishy membrane splats against the stones. Yeah, it's dead.

B Belroth 23:38
Oh, hell yeah. Finally, Belroth hit a shot in this story arc.

S Skarpin 23:46
Skarpin digs himself out of the rubble and looks up and sees that the mind flayer is dead and says, hooray! Because he did it. He did it.

A Anthony 24:01
The Archon makes its way down the path toward you.

D Deeran 24:09
Once it gets quiet Deeran starts to drag himself out of the rubble. He looks horrible. If we were using like, a 1 to 18 scale for whatever reason he would be like 1.

B Belroth 24:28
That seems like an unusual scale. Honestly I feel like very low of a scale.

D Deeran 24:36
Yeah, I just didn't want to use 2 out of 27, so I tried to fake it because I felt like Anthony might catch on if I used, you know?

A Anthony 24:48
Wait, catch on to what?

D Deeran 24:49
What?

S Skarpin 24:50
What?

B Belroth 24:51
Quick, change the subject!

D Deeran 24:52
What's the Archon doing?

A Anthony 24:53
Oh yeah. The Archon makes its way down the pathway towards you and stops about 40 feet away with her hands behind her back. She seems to be giving you space to approach her.

E Ellori 25:13
Ellori starts like slowly kind of moving.

S Skarpin 25:19
Yeah, Skarpin too.

B Belroth 25:22
Belroth follows.

A

Anthony 25:24

With this, she says as you approach, with this you have gained the favor of Vorace of the Arcane and you have gained the favor of Chanerel of the Elemental. They have made a choice to support you in this. There are still 3 whose favor you must gain, but we have done the fundamental elements that make up your world. All around you, you can see the influences of the Elemental, you can see the earth, the fire, the wind and the air. All around you, you can see the influences of the Arcane. You can see their touch here as they have tied to this world. Now we speak of something unknown to this place. Though the entity that whispers to me says it is best that I ask regardless, as sometimes it is good for me to be surprised, though I do not know what that means. So, I will ask now. Are there any among you who have knowledge of what is known as the Deep Magics?

D

Deeran 26:59

Uh, and Deeran like, wipes the blood off his face and kind of like, brushes off his cloak a little. He's like, I've, I've read about it, man. You're talking about like, how, you know, like, Celestial magic like, augments stuff, right? And Fae magic like, changes stuff. And then there's Shadow magic and that stuff just like, makes stuff more Shadow or whatever, right? Is that what you mean?

A

Anthony 27:37

The General turns to look at you with bewilderment in her eyes? She says, is this hedge witch magic?

D

Deeran 27:52

No, it's like, there's not a lot about it out there, but like, that's what they call it. They call it Deep Magic. It's like, it's underneath everything. It like- it's different from you know, the schools of magic, right? It's not, it's not the same. It's like a different thing that like, lives underneath it all. It's like a basis or whatever. It's like, I don't know man, and looks at the Archon to like, find the vocabulary.

A

Anthony 28:24

Surprised indeed. That is not something that has happened to me in a long, long time. Yes, the Deep Magics provide a foundation beyond our understanding of reality. They are not tied to this world. They do not provide magic to this place like the others, like Arcane does. And yet, there are elements, pieces of these Deep Magics that were used to create this world, that were used to create us, because we are an amalgam of all things the Titans created. First, they created the Elemental planes. Then they created the arcane next, it was Durath who created the Celestial realm, a place of emboldenment, a place of magnification of power, where one could take something that they already had created and make it something greater. They used a bit of that power in us. It is Durath's favor you will petition next. Up the path we go. She turns and walks away.

D

Deeran 30:16

Hey, wait before we go, is there like, a chance to rest?

A Anthony 30:25
She turns back. Oh, no. If you rest, you have failed. And she continues on.

E Ellori 30:36
So, as we're walking-

D Deeran 30:39
Deeran's patting his pockets down trying to find a potion.

E Ellori 30:42
Ellori is gonna hold out her like, like, grab his shoulder. And very, very quietly sing, ~Fights aren't easy. Wounds can kill, but if I can help it, none of them will.~

A Anthony 30:58
It is boosted, remember.

E Ellori 31:13
25.

D Deeran 31:15
Deeran is healed to full. One of the nice things about having barely any hit points is you can screw up a bunch of those rolls and it still works.

S Skarpin 31:32
Hey, Deeran, that was a good summary of the Deep Magics. Yeah, that was very impressive.

D Deeran 31:42
Skarpin, do, do you know about the Deep Magics too, man?

S Skarpin 31:45
... ..

Yeah, we're taught about that. Yes, it's in everything, underlying many things, and at different times each was more powerful in the world, but they try and- it's best when they're all in balance, but at times, they become imbalanced and bad things can happen.

D Deeran 32:07

Yeah, it seems, you know, like some of the stuff that I've read through, it seems like any of them could be too- could be, you know like, could be disastrous if it was like, too much.

S Skarpin 32:19

Absolutely.

D Deeran 32:20

But like, it takes me so long to read through it all man like, I only got, you know, like, just I got to really work at it to like, understand this stuff that I read. I'd love to talk to like, whoever taught you about it.

S Skarpin 32:36

Oh, yeah, we'll visit my family sometime, the Nightholder clan. They're wandering so you never can find them really easily except at the Refresh every few years. So, we'll go there someday.

D Deeran 32:52

That'd be awesome, man. Thanks.

S Skarpin 32:56

Oh, you look better.

A Anthony 32:57

I didn't know hedge witches could read.

S Skarpin 33:03

That was the General?

A Anthony 33:04

Yeah.

D

Deeran 33:04

Deeran doesn't say anything, but he does like, he's trying to decide whether he's hurt or not, right? Because like, so much of him is trying to push away scholarship that he's like, he can't figure it out. He doesn't- he's conflicted.

A

Anthony 33:31

Up the path as it continues to ascend up this mountain the Archon stops and quickly spins around and stands and says, part of the Celestial power is in emboldening, but in order to embolden, one must know their strengths, and they must know their weaknesses. Each of you must tell me your strength and your weakness. General, I will start with you. The General steps forward and she bows down in front of the Archon on 1 knee and the Archon says, what is your greatest strength? And she says, my ability to make a decision when one must be made. It has guided me far, and it has served me well. She says, what is your greatest weakness? And the General waits for a moment, thinking, and she says, I cannot put my trust in others to solve the world's problem. They are my burden to bear. The Archon of Durath puts a hand on her shoulder, and you watch as she is wracked with pain. And the General begins to scream out loud, and flail wildly in place. And then suddenly she stops, sweat pouring down her face. She gets up, nods her head to the Archon and silently steps back with a haunted look on her face. She does not look like she's much interested in talking at this moment.

E

Ellori 35:48

Yeah, as soon as she starts screaming Ellori is gonna kind of run up towards her and, like, kind of, if it's like a very, very quick thing, and she only like, just gets to her when she falls.

A

Anthony 36:02

Yeah, I think it's pretty brief. Intense, but brief, and enough that you don't like- you know, I think the Archon probably puts like, while she's holding, puts a hand up to like, like, let it happen, right? But you can pick her up and like, guide her away as she's standing up from all that pain, right? Who is next?

D

Deeran 36:30

You guys, I don't know what my strength is.

E

Ellori 36:34

Deeran, you're so smart. And you have so many big ideas and you see the world in a way that, you know, you put the pieces together in a way that so many people only see it, you know, they see their 1 piece and maybe someone else sees their piece, but you're, you're able to see all of the pieces and put them together in new ways that, you know, nobody else can do.

B

Belroth 36:58

Belroth takes a big deep breath and takes a step forward.

A Anthony 37:07

And the Archon stands before you and says, what is your greatest strength?

B Belroth 37:16

My ability to see patterns and how the world works. I can see how things are and I can see them quite literally well with my eyes, but I can also see how they connect, which is why I'm such a good archer and why I am a great scholar.

A Anthony 37:39

What is your weakness?

B Belroth 37:46

I don't believe I'm great at anything. My self doubt, my self loathing, my self hatred.

A Anthony 38:02

The Archon places a hand on your shoulder and leans in and whispers to you, those things you feel about yourself, you're right. You are not worth this and you are not worthy.

B Belroth 38:31

Belroth takes a step back. He's slightly less purple. He's a lot more white purple than normal.

S Skarpin 38:43

Deeran, also, you formed this, this group. TESSA wouldn't exist if you hadn't built this community. And I think that that is a great strength to have.

E Ellori 39:00

Yeah, you really bring people together.

D Deeran 39:05

All right. Deeran steps forward.

A Anthony 39:11
What is your strength?

D Deeran 39:17
I'm like, a glue guy, you know?

A Anthony 39:22
The Archon looks at you. Her head cocks to the side slightly. She says-

D Deeran 39:34
Like, you know, like, a lot of people have like, you know, maybe they're, they're really strong or they're really talented or they're really like, they believe things really like, a fully, you know, 100% all the way. But like, man, my strength is like, filling in the gaps you know, like, connecting the things like, connecting the people like, finding the like-

A Anthony 40:02
I'm a people person, damnit! What do you people not understand about this?

B Belroth 40:08
You know, like, everybody's got like, a thing in it. Like, I'm good at recognizing those things and people and like, I'm good at like...

A Anthony 40:21
What-

D Deeran 40:23
You know-

A Anthony 40:24
What is your weakness?

D Deeran 40:25

D Deeran 40:30

I'm lazy, man. Like, I talk a lot about wanting to do stuff, but then like, when it comes down to it like, when the stuff is hard it's, it's hard to do it and so like, a lot of times I don't.

A Anthony 40:49

She reaches forward to hand places it on your shoulder and leans in and whispers to you, this is already more than you can handle. It's too hard for you, and if you try, you're going to fail and then where will you be? Maybe try something else.

D Deeran 41:19

Deeran pulls the last bit of jerky out of his pocket, puts it in his mouth, and kind of like slinks back to the group.

B Belroth 41:33

As Deeran joins the group he pat's, Belroth pat's Deeran on the shoulder because "been there", moments ago.

E Ellori 41:47

Ellori looks at Skarpin.

S Skarpin 41:48

Hey-

E Ellori 41:54

All right, so she walks forward.

S Skarpin 41:55

What?

A Anthony 42:01

What is your greatest strength?

E Ellori 42:05

Um, I am, I'm really good at, at- and kind of like, looks around. Her palms are very sweaty. I'm really good at helping people out. I really care about people. and I want to see them succeed. And I'm good at helping them do the things

people can really care about people, and I think we can do a lot of good helping them do the things that are already inside them. I just give them a little nudge to get them there.

A Anthony 42:40

And what is your weakness?

E Ellori 42:45

I can't do anything on my own. I need a team.

A Anthony 42:51

She reaches her hand onto your shoulder and leans in and says, you can't do anything with a team. I'm not even sure why you're here. You-

E Ellori 43:03

Well, actually-

A Anthony 43:05

-bring nothing to this-

E Ellori 43:07

I'm here because-

A Anthony 43:09

No, this is not your time to talk. You need to accept that you are a burden on others.

E Ellori 43:26

Is it my turn to talk now?

A Anthony 43:29

Next.

E Ellori 43:31

L Ellori 43:31
She backs up.

S Skarpin 43:35
Skarpin claps a hand on both Deeran and Belroth's shoulders-

B Belroth 43:41
Ow!

S Skarpin 43:41
-and, same thing as Ellori, walks towards past them and approaches the Archon. Hello.

A Anthony 43:53
What is your strength?

S Skarpin 44:00
Oh my goodness, it just floated from my head. Well, my, my strength is loyalty. Once I commit, I'm in it for the long haul. That's what I was taught all my life

A Anthony 44:19
What is your greatest weakness?

S Skarpin 44:23
I think I'm a bit resistant to change. I tend to be set in my ways. And, uh, they're good ways, so maybe not that much of a weakness, but that's probably it, yeah.

A Anthony 44:42
She reaches for it and places a hand on your shell and leans in. The world has left to you by. You are a relic of a time forgotten. Your ideas, your thoughts, they hold no merit anymore. The world does just fine without you. She leans away.

S Skarpin 45:14
And Skarpin's just kind of wide eyed, staring at this asshole, and trudges back to the group.

A

Anthony 45:24

I now give all of you an opportunity. The road ahead is hard. The road ahead is dangerous, and it holds no treasure. It holds no sucker. The road ahead will do nothing, but grind upon you, wear you down. And I give you now your freedom. I give you the chance to turn and walk away.

D

Deeran 46:04

Deeran looks down at the pendant hanging around his neck, and he gazes into the swirl underneath its surface just a little. And then he puts it down. And he looks at his friends. I think we should do it, you guys. I can't, I can't imagine like, a stronger group than us coming through here, you know?

E

Ellori 46:45

You can mean we should turn back?

D

Deeran 46:48

No, like, we saw like, keep going, you know?

E

Ellori 46:50

No, I agree with that. I was worried that she, that when she said you should go, and you said we should do it, I thought you meant we should go, but I don't think we should go because I don't agree. I'm sorry. I mean this was all the respect in the world, but I think we are far more capable than maybe, maybe you see something in us that we don't see in ourselves that's not great, but, um, we have a lot riding on this, and we're committed to seeing it through the end.

B

Belroth 47:20

I mean, we, we are strong and powerful and, and capable. And we weren't even zapped like the General. What was, what- we got, we got off easy compared.

A

Anthony 47:35

The General is still staring at the ground.

B

Belroth 47:38

We just mostly got, um, I got, I guess like, I got insulted a lot.

A Anthony 47:47
The General says, what is the point? What are we fighting for here if what I have just seen is true.

S Skarpin 48:03
Listen-

A Anthony 48:04
All I saw was people trying their hardest and nothing but failure...

S Skarpin 48:14
No, no, you don't fail. We don't fail here. I know. You have to trust us. We are sent here to help. This will work. There is hope.

A Anthony 48:30
Will it? Because all I see is a cycle of death that goes forever. That there are always demons, and that they will always kill.

S Skarpin 48:46
Skarpin looks at Belroth. That's true. There will always be demons, but it gets better. It will. And the only way that that will happen is if you lead these, these people. They have faith in you, and will help but you need to be strong for them. We all have our weaknesses, we do, but we all have our strengths, and we need them now.

E Ellori 49:18
And listen, if in the future, this is a cycle and the demons do come back then not fighting them now isn't gonna keep that from happening. If you fight them now, and if we win, then the future will know how to deal with it later.

B Belroth 49:37
This is a test of our resolve more than anything else. If you doubt yourself now that doesn't make you weak. It makes you who you are. It makes you alive and breathing. Everyone doubts, and we are being tested on our doubt. So, you couldn't bend to it, or challenge it and change what you see.

D Deeran 50:05
Yeah, man don't you think it's kind of messed up that like, the Archon even had to ask what our biggest weakness

was before like, attacking us on it, you know what I mean like, like, we were talking earlier. I don't know if you heard. Maybe you didn't hear cuz you were like, leading ahead or whatever we were talking earlier about how like, this kind of feels like, you know what if it's like a written test or whatever and like, sometimes written tests are like, designed to like, make you do bad at them. Like, that's what exactly what this is, you know? Like, they asked, she asked like, hey, what's the thing that you're most afraid of and then like, hit us with it right away, you know, so like, I don't know, man like, it feels to me like, it feels to me like, this is one of those things that you just got to like, push through it even though you know, you might think the Archon's right or whatever. But like, I think with the 5 of us together like, we'll get through it. And if we die like, oh, well. At least we tried, you know?

B

Belroth 51:10

General, ask yourself how much worse would it be if you don't try?

A

Anthony 51:18

Okay. Then we push forward.

D

Deeran 51:25

Yeah.

S

Skarpin 51:27

We're sorry, Archon. Sorry, I think we're gonna continue. Thank you though.

A

Anthony 51:37

The Archon smiles.

B

Belroth 51:38

Excuse me, can we get some more fries at the table? You asked if we wanted more fries, and we had to discuss about it. That's like, the same energy.

A

Anthony 51:49

The Archon smiles. She says, many think that bolstering oneself is about finding that which is strongest and pushing it to its limits, but it is important for people to recognize their own weaknesses, their own limitations. And sometimes we make the most progress, shoring up our places where we are weakest, not where we are already strongest. You have all heard and faced that which plagues you the most. And you have decided to move on anyway. Embrace your strength to cover your weakness and use it to understand yourself better and to push forward. That is the ideal of the Celestial. You have earned my Entity's favor, and we will move on next to the entity of the Faewyld. The Faewyld was created next and created by Jian. The Faewyld, as this one pointed out, is a place of transformation, a place that

takes something you have created and twists it into something new. It is creativity, and it is a deep understanding of what is at something's core. Come. She turns and walks further up the mountain. After a few minutes, she stops, turns back, and says, are you ready?

E Ellori 53:56
Yes.

S Skarpin 53:56
Absolutely.

D Deeran 53:59
Yeah, let's do it.

A Anthony 54:03
This path that you walk, these words that you hear, they are the resolve of Jian. Already the decision has been made to help you, and so what I give you here is not a test, it is an opportunity. It is an opportunity to take some facet of yourself and change it, change some piece of you that you wish to change, that you could see a change. If there is some aspect something about you that you think could see the transformation aid you, that is what I would offer.

S Skarpin 55:09
Skarpin steps up.

A Anthony 55:14
There is something about you you would change.

S Skarpin 55:18
I spent too much time in the Deadlands, and I became different. And I stopped dreaming. I just want to dream again. So, maybe if you get rid of this- and he points at his Corpse half- then maybe, maybe they'll come back.

A Anthony 55:51
This affliction you carry it is tied to something we have not yet spoken of. Something that is to come. It is an affliction of Shadow at its very core. You have become like this because that is what Shadow does. It has taken what you were, and it has made you more like it. Transformation cannot help you in this. If I were to transform what you are with

Shadow on you already, I can only transform the parts that have not already been touched. And if I do that, it may make you more vulnerable to the Shadow that would overwhelm you.

S

Skarpin 57:04

Oh, well, I don't want, I don't want you to change this. I like this.

A

Anthony 57:10

But there is maybe something I can do.

S

Skarpin 57:13

Oh?

A

Anthony 57:19

But I do not know what effect this will have on you otherwise. If I tap into the Faewyld and I draw forth the magic of transformation, and I touch your mind with this transformation, I may be able to give you some dream.

S

Skarpin 57:47

Yes, yes please.

A

Anthony 57:50

Transformation comes with a cost. What you gain means you have changed something you already had.

S

Skarpin 58:06

Well, I'm willing to risk it. You, you don't know what it's like...I imagine.

A

Anthony 58:16

I, my life is like a living dream now.

S

Skarpin 58:23

Brag about it, why don't you?

A

A

Anthony 58:29

I do not know the difference between the times I am awake, and the times I'm asleep. There is only 1 existence.

S

Skarpin 58:42

I don't want that either. That, that actually sounds awful as well. Too much-

A

Anthony 58:48

I cannot give you that.

S

Skarpin 58:50

Okay.

A

Anthony 58:51

I will not tie you to an entity, Jian or otherwise, but I will use the power they created. Are you ready?

S

Skarpin 59:07

Skarpin takes a deep breath, shutters a bit, and nods.

A

Anthony 59:17

She places a hand on either side of your head and you feel like your mind is twisting with this power. I have done what I can. When next to sleep. I hope you dream the most beautiful and glorious dreams, and I hope that when you wake, you do not find the cost too much to bear.

S

Skarpin 59:50

Skarpin just feels kind of a little bit lightheaded, but no significant change yet. Thank you. Thank you for this. And he steps back to his friends.

E

Ellori 1:00:11

Do we hear anything that happens up there?

A

Anthony 1:00:14

This you did hear, yes.

E Ellori 1:00:15
Okay.

A Anthony 1:00:19
As an out of game point from a more, I guess a less- you're welcome to pitch me something like that also- if you choose not to, you may also swap 2 of your stats at your leisure, and you may swap any of your like, you can use this magic to basically re-pick your spell list if you are one who is bound by your spell list in some capacity.

S Skarpin 1:00:51
Cool.

B Belroth 1:00:52
Out of game could I change the cost of what it takes for my Longstrider tattoo to be used?

A Anthony 1:01:01
No. No, that's a magic item.

B Belroth 1:01:03
But it's part of me. It's a tattoo.

A Anthony 1:01:06
No, I don't believe tattoos are part of you. I think they're all a mistake.

B Belroth 1:01:14
Listen, dad.

E Ellori 1:01:15
Oh my god, amazing. Put that on a shirt.

B Belroth 1:01:20



Put it on a tattoo. Tattoos are a mistake.



Ellori 1:01:25

Just, it's such an aggressive stance. I love it so much.



Deeran 1:01:34

As Skarpin comes back, Deeran like, puts his arms out to hug him.



Skarpin 1:01:42

Skarpin comes back kind of like, somber, not, not like, sad-



Deeran 1:01:47

Yeah.



Skarpin 1:01:48

Comes back and smiles a bit and shows us teeth when Deeran reaches out to hug him, and he hugs him. Big old turtle hug.



Deeran 1:01:58

Yeah, turtles don't have teeth. And Deeran goes ahead and pulls out like, he doesn't have any more jerky, but he does have some like, bread in his other pocket and he pulls out a little bit of bread and breaks it in the hands half to Skarpin.



Skarpin 1:02:15

Skarpin eats it.



Anthony 1:02:17

You don't feel satisfied.



Deeran 1:02:19

Wow, Anthony, you don't know.

S Skarpin 1:02:21
Emotionally, maybe.

A Anthony 1:02:22
No, I do know. He never feels satisfied.

S Skarpin 1:02:27
He's now never emotionally satiated as well. That's the cost.

B Belroth 1:02:39
Belroth is making no changes.

D Deeran 1:02:44
Deeran looks at the group and is like, I don't um, I don't want to change anything about me.

B Belroth 1:02:57
I mean there's plenty of things I wish to change, but I don't think that solves my problems because then it will just be different things I want to change. My biggest weakness is doubting myself then maybe I should listen to the teachings I was brought up with and suffered through that pain and figure out exactly what is worthwhile. So, I also decline.

D Deeran 1:03:32
Oh, wait, hey, if, um, can I just change so that like, I'm not as lazy anymore? Can you just like, make that happen?

A Anthony 1:03:44
All things come with a cost to change something so fundamental to one's being.

D Deeran 1:03:53
Wow. Wow.

A Anthony 1:03:56

These are your words, not mine. You wish to change that which is your biggest flaw? I would expect it to change much about you.

D

Deeran 1:04:12

Yeah, it's probably not worth it. You're right.

E

Ellori 1:04:18

Um, Ellori looks back at the General, and she like, narrows her eyes a little bit. And then looks back and goes up and like, whispers really like, super quiet with her hands around her mouth. And she goes, can you make these like, go away some of the times, and pop out when I need them? And she like, points to her fangs.

D

Deeran 1:04:47

Hidden behind her fake teeth.

E

Ellori 1:04:50

Yes.

A

Anthony 1:04:56

I don't think this is the answer you're going to want to hear.

E

Ellori 1:05:03

Is it "no" because that's the answer I don't want to hear.

A

Anthony 1:05:07

The magic that you are touched with that gives you those fangs is magic that if I try and use- it is a deep magic that does this. It is a deep magic- and she looks at the General- it is a deep magic that I cannot talk to you about yet.

E

Ellori 1:05:39

Is it because she's here?

A

Anthony 1:05:41

Yes.

E Ellori 1:05:42
Oh, can we go in a side room and talk about it?

D Deeran 1:05:48
Can I come?! From the back.

E Ellori 1:05:52
Does Deeran have super hearing?!

A Anthony 1:05:55
Know this, I cannot do what you ask, and I will tell you why I cannot do what you ask. But I cannot tell you now, and that answer will come soon.

E Ellori 1:06:10
Okay, I can be- I'm very patient. Um, I guess, I guess that's really it. I'm pretty happy with myself I think. Is there anything you would suggest me change about myself?

A Anthony 1:06:27
No, that is not my place, nor do I know you in such a way that I would feel comfortable doing that.

E Ellori 1:06:34
Like, you think the hair looks good? Maybe, maybe like, tone it down. Do something maybe blue or-

A Anthony 1:06:42
We can move on.

B Belroth 1:06:46
To turn your hair blue would be a great cost. All of your hair would be blue.

E Ellori 1:06:52
—

That's deep magic.

D Deeran 1:06:54
\$120.

A Anthony 1:06:59
We have 1 more whose favorite we must seek. Come. She turns and walks further up the mountain. A ways up, now you've reached the treeline of the mountain. And looking back you can look down into basically the land below where you came from. You can see the army camped, fires burning and the Archon stocks again and turns and says the last favorite we seek is that of the final realm created, that of Talb and in the realm of Shadow. Talb created the Shadow as a means to bring your creation forth and have it be changed permanently, not in an act of transformation, but in an act of redundancy. Shadow copies that which it is, replaces it, replaces other things with it. It is replication, repetition. Shadow is the foundation of knowledge. It is the foundation of society. Without it there is no legacy. But Shadow is also very dangerous. It is headless. It does not pay attention to the needs or the wants of others. It is selfish. To earn the favor of Shadow, you must prove to Shadow your strength. She steps back and a dark pool of Shadow wells at her feet and rises to writhing Shadow creature. A mass of tentacles and limbs as this creature shambles forward. Dozens of shadowy tentacles just swinging off of its back and moves toward you. Initiative.

B Belroth 1:09:33
Oh, boy. 23.

S Skarpin 1:09:39
Ay, 16.

D Deeran 1:09:44
6.

E Ellori 1:09:45
11.

A Anthony 1:09:47
Okay, you guys do go first.

D Deeran 1:09:50

Deeran looks at the group and says, from everything I've read, man, you do not want this thing to touch you.

B Belroth 1:09:58
Oh, all right.

E Ellori 1:09:58
Okay.

B Belroth 1:09:59
It's like, it seems like, really bad. It's like, I don't know how to explain what happens but like, everything says like, it's just so bad.

S Skarpin 1:10:13
Yeah, it like, sticks to you or something like that.

E Ellori 1:10:15
Ellori backs up.

B Belroth 1:10:18
Belroth pulls Freya who's currently like, in like, an attack position and like, ready to pounce, pulls her back a little bit to make sure she doesn't pounce. And then takes an arrow and looses it into the Shadow creature.

A Anthony 1:10:42
Okay.

B Belroth 1:10:43
Nat 1. What happens? Where does the things happen?

A Anthony 1:10:52
Give me a Dex Saving Throw.

—

B

Belroth 1:10:58

13.

A

Anthony 1:11:01

Okay, you aim the bow. You knock an arrow. You pull back, and there is a snap as a line of bowstring snaps across the arm, cutting in deep as you've snapped the string off your bow.

B

Belroth 1:11:25

This stings. I'm sorry I'm gonna need to restring my bow. Hold on.

S

Skarpin 1:11:32

Ohh. I got this. I got this. And he runs up and takes a swing with his quarterstaff spear thingy. 10 to hit.

A

Anthony 1:11:47

A 10 does not hit.

S

Skarpin 1:11:49

He just fucking whiffs.

B

Belroth 1:11:53

It's like, so lopsided. It's so hard to like, maneuver.

S

Skarpin 1:11:56

He's not used to the balance.

E

Ellori 1:12:04

Um, Ellori looks at the General and sings, ~Believe in all the strength inside you. Let my song support and guide you.~ And then for herself, ~Twist the mind, and squeeze out the brain. On all you try there is a strain.~ So, Charisma Check.

A

Anthony 1:12:37

That's a failure.



Ellori 1:12:40

Rad. All right, so um, roll a d4 and subtract the number rolled from any Attack Roll or Saving Throw. On any Attack Roll or Saving Throw.



Anthony 1:12:51

Cool. All right. The General with your bolstering, looks at the creature and says, okay. And she charges forward and swings into the creature. And, oh, she hits.



Ellori 1:13:17

Heck yeah.



Anthony 1:13:21

So she did not use your bolstering yet.



Ellori 1:13:26

She's got a while.



Anthony 1:13:28

Yep. Okay.



Deeran 1:13:30

Yeah, and then Deeran steadies himself. He puts his right foot back, puts out his left hand in the shape of like, a gun. And then like-



Anthony 1:13:46

The very commonly known guns that he is very familiar with.



Deeran 1:13:51

Yeah, exactly. No, he- I forgot I have a staff now. So, he points the staff, and he aims down the staff.



A

Anthony 1:13:59

I see. He aims the staff like a gun. It wasn't the gun part. It was the implement.

D

Deeran 1:14:05

Yeah, exactly. It was what his hands are doing.

B

Belroth 1:14:08

Right, right, right.

D

Deeran 1:14:09

And he's gonna cast Scorching Ray. So, those 8 bolts shoot out of his necklace as he's standing there holding the, holding the staff like a gun.

A

Anthony 1:14:24

I love that he doesn't even channel the energy down to the end of the staff. Nah, it still comes out of the necklace.

D

Deeran 1:14:30

Yeah.

A

Anthony 1:14:31

So good.

D

Deeran 1:14:34

Let's see. The lowest is a nat 1 so that one doesn't hit.

A

Anthony 1:14:42

That's true.

D

Deeran 1:14:45

And then I've got a 3 and a 4 plus 6.

A Anthony 1:14:53
I was like, on their own? Still not there.

D Deeran 1:14:55
I assume that a 10 does not hit.

A Anthony 1:14:57
You're correct.

D Deeran 1:14:59
What about 12?

A Anthony 1:15:01
No.

D Deeran 1:15:02
All right, what about a 17?

A Anthony 1:15:04
That hits.

D Deeran 1:15:05
Great. So 4 of them hit.

A Anthony 1:15:07
Great. Half, that's not bad.

D Deeran 1:15:09
Yeah.

A

A Anthony 1:15:10
It's better than it was sounding.

D Deeran 1:15:15
4 of them hit so it does 2d6 for each of those. Oh, no. Uh, 28.

B Belroth 1:15:38
Oh, no.

S Skarpin 1:15:40
That's a good oh, no.

D Deeran 1:15:41
28 damage.

A Anthony 1:15:45
Oh, no.

E Ellori 1:15:46
Oh, yeah.

A Anthony 1:15:49
All right. The creature of Shadow, its tentacles begin to lash out. It makes 4 attacks as it lashes forward. Since Skarpin and the General are right there, they're all going to be at Skarpin and the General. The first to come in at Skarpin. One of them is a critical hit. Skarpin, you take 11 points of Shadow damage.

S Skarpin 1:16:25
Okay. I forgot to heal.

A Anthony 1:16:33
The general gets hit twice. Once for 14 and once for 9 Shadow damage. Okay. It is now your turn. Skarpin, I'm gonna need a Con Saving Throw.

D Deeran 1:17:03
Oh no.

S Skarpin 1:17:10
14.

A Anthony 1:17:15
You take 11 Shadow damage.

S Skarpin 1:17:17
He falls on his shell.

A Anthony 1:17:21
All right, you do feel that that Shadow lifts off of you when that happens.

S Skarpin 1:17:27
He might feel that later.

A Anthony 1:17:31
The General seems afflicted by multiple of these afflictions, staves off the first one, but then takes an additional 14 Shadow damage.

E Ellori 1:17:46
That's with that d4 rolled off?

D Deeran 1:17:49
d20. And d20 added to the Save.

A Anthony 1:17:54
No, it's the Bane.

E Ellori 1:17:55
No, no. I was talking about Bane.

D Deeran 1:17:57
Oh.

A Anthony 1:17:59
It is, yes.

E Ellori 1:18:00
Okay, just checking.

A Anthony 1:18:04
The General does not look good. She looks like she's in rough shape.

D Deeran 1:18:07
Because she can use her Inspiration, her Bardic Inspiration on a Saving Throw.

A Anthony 1:18:15
So, she does um, yeah use the Bardic Inspiration on the second one. It's not enough still. What's the effect for using it on a Saving Throw?

D Deeran 1:18:28
The creature gains temporary hit points equal to go number rolled on the Bardic Inspiration die plus her Charisma mod.

A Anthony 1:18:36
What's your Charisma mod?

E Ellori 1:18:39

3. Plus 3.

A

Anthony 1:18:40

Yeah, it would be Ellori's.

B

Belroth 1:18:43

Oh, right.

A

Anthony 1:18:44

So, she gains 10 additional hit points.

B

Belroth 1:18:49

That was a really low Bardic Inspiration roll.

A

Anthony 1:18:53

She rolled a 7 on the Inspiration die, but she rolled a 2 on her primary die. I almost didn't roll it, but if it was a d20 I was like, eh, there's a chance.

D

Deeran 1:19:04

Yeah.

A

Anthony 1:19:06

So, you're saying there's a chance? It failed. Okay. It's now you. Yes, you may now continue with your turn.

E


Ellori 1:19:20


Um, Ellori runs to Skarpin and puts her hands on his shell. ~Fights aren't easy. Wounds can kill, but if I can help it, none of them will.~ And now, if I cast this at second level, is it 5 levels above that?


A

Anthony 1:19:40


Yes.


 Ellori 1:19:41
Great.


 Anthony 1:19:41
Yeah, that would be a seventh level version of the spell.


 Skarpin 1:19:44
So good.


 Ellori 1:19:46
Oh, great. Yikes, I rolled like shit, sorry. 23.


 Anthony 1:20:00
Okay.

 Ellori 1:20:02
I rolled a 7 and an 8 and then like, all 1s and 2s.

 Skarpin 1:20:06
Skarpin pops up feeling pretty good.

 Belroth 1:20:08
You are all going to be so sad when we get back to our normal time.

 Skarpin 1:20:14
Nope

 Anthony 1:20:17
Skarpin's like, I won't.



S

Skarpin 1:20:22

Ahh. Skarpin pops up and looks around and then orients himself and runs up and tries to take a swing. Thanks Ellori!

B

Belroth 1:20:40

Belroth- so, how long does it take for me to like, restring my bow? Like, do I lose my turn restricting my bow?

A

Anthony 1:20:48

You lose a Bonus Action. You didn't use your Bonus Action last turn, so you no longer owe me a Bonus Action so, you would lose a Bonus Action to do this.

B

Belroth 1:20:58

Okay, so he's just got to only take- after like, taking out his extra bow string and like, bending it down a little bit to like, hook it on, and then like, flicking it a few times to make sure it's like, balanced and correct. He then knocks an arrow and uses Sharpshooter, squints his eyes, looks for what might be vulnerable. It's Shadow, he's not sure, but he's going to try and shoot it. And that's a 19.

A

Anthony 1:21:27

That'll hit.

B

Belroth 1:21:28

Hey! He's going to also- this wasn't clear. He's going to use his Favored Foe, which is the extra d4. Does that still work?

A

Anthony 1:21:41

No.

B

Belroth 1:21:42

Okay, so he's gonna try and use it. Doesn't work, but he's still gonna do some damage. 15 damage. I rolled a 2 plus 13. Yikes.

A

Anthony 1:21:59

Great. So, Skarpin because you did pop up this turn. You can still take an Action.

—

S Skarpin 1:22:08
I did, and I failed.

A Anthony 1:22:10
Oh.

S Skarpin 1:22:10
Yeah, thanks for rubbing it in.

A Anthony 1:22:12
Sorry. You're welcome.

B Belroth 1:22:13
Yeah, you could have done something useful.

A Anthony 1:22:16
That's what I meant to say. Like, succeed at some point, if you want.

S Skarpin 1:22:20
Here's some Inspiration. Just, just try again.

D Deeran 1:22:26
Deeran flips the staff around and points it forward. His eyes roll back in the back of his head, turning white. The hair flies up behind him. From his, from his pendant, a ray of like, crackling lightning shoots out. Let's see.

A Anthony 1:22:47
Which bolt?

D Deeran 1:22:49
Yep, that is a 17 to hit.

A Anthony 1:22:53

A 17 will hit.

D Deeran 1:22:54

Oh, thank God. He has cast at second level, so he will roll 6d12, stealing Ellori's brilliant idea, and it does 45 damage.

A Anthony 1:23:09

Okay. Great. The Shadow creature-

D Deeran 1:23:15

And then he like, jumps back 30 feet.

A Anthony 1:23:20

Okay. The Shadow creature makes its attacks, and now this time it has Ellori in its range as well. So, it's going to make 2 attacks at Skarpin, 1 at Ellori, and 1 at the General. Here come the 2 at Skarpin.

D Deeran 1:23:39

Oh, did the General do anything in our turn?

A Anthony 1:23:43

Yes. It made an attack and it just did okay.

D Deeran 1:23:48

Okay.

A Anthony 1:23:52

So, the first- one of them hit Skarpin for 11 points of Shadow damage. And then there's an attack at Ellori and an attack at the General. It misses the General. It comes to attack at you, Ellori, and you actually managed to push yourself into such a position that you are like, right behind Skarpin and get him lined up for a great attack. So, it rolled a 1. Skarpin, you will have Advantage on your attack.

S Skarpin 1:24:32



Yeah!



Ellori 1:24:32

Got it. I was like, uh Ellori, just used Skarpin as a shield like, that doesn't track.



Skarpin 1:24:41

Skarpin don't mind.



Anthony 1:24:47

Okay, it's your Actions. But Skarpin and I need a Saving Throw.



Skarpin 1:24:55

It was almost the 17 and then it turned into a 3 so 5 total.



Anthony 1:25:01

So, you take 11 and the General, the General falls unconscious.



Skarpin 1:25:11

Skarpin is wobbly, but feels emboldened so takes a swing. 14.



Anthony 1:25:26

Not enough.



Skarpin 1:25:28

Natural 1 and an 11. He's shaky. He's a little shaky.




Belroth 1:25:38


Belroth seeing the situation being a little rough, let's like, Freya loose to go protect the General who's currently down, and Freya's gonna make an attack at the Shadow.





Anthony 1:25:51


 Anthony 1:25:51
Okay.


 Belroth 1:25:53
She moved more than 20 feet, correct?


 Anthony 1:25:56
Yep.


 Belroth 1:25:57
Cool. Nat 20. Two in a session, baby. I guess the Shadow has to make a DC 12 Strength Save.

 Anthony 1:26:12
It passes.

 Belroth 1:26:13
Okay yeah, that's fine.

 Anthony 1:26:16
It's not gonna be pinned down by the cat, sorry. The creature of Shadow moves out of the way.

 Belroth 1:26:25
Yeah, I figured as much. I'm sorry, I just want to see if the extra damage still happens. I think the extra damage-

 Anthony 1:26:32
I'll let the extra damage happen.

 Belroth 1:26:34
Hey, the extra damage happens. That's excellent. I'm pretty sure it still does anyways

 Anthony 1:26:38

— She got momentum charging in.

B Belroth 1:26:40
Yeah, mo mentum, mo problems.

D Deeran 1:26:44
For you.

B Belroth 1:26:47
8, 9, 10, 11 damage.

A Anthony 1:26:50
Okay.

B Belroth 1:26:51
And Belroth is going to make another Sharpshooter attack. 17.

A Anthony 1:27:04
That'll hit.

B Belroth 1:27:04
Yeah! Max damage. Let's go. I'm rolling hot tonight, which means next session I'll roll shit. 6 plus 13 so 19. Yeah, I'm gonna roll so bad next session because we're gonna roll at all.

A Anthony 1:27:25
Okay.

D Deeran 1:27:26
Yeah, Deeran closes his eyes and like, he's so scared with everything happening. Like, almost everyone is within danger of this Shadow creature, and he powers more of that Witch Bolt energy into the Shadow creature dealing another 45 damage.

- A Anthony 1:27:55
And that is enough that the Shadow creature charged with your Witch Bolt energy dissipates in place.
- D Deeran 1:28:03
As the lightning like, crackles through the remaining like, wisps of Shadow and like, the scene clears, Deeran runs up to the rest of the group to try to help out.
- E Ellori 1:28:17
Yeah, Ellori runs to the General. ~Fights aren't easy. Wounds can kill, but if I can help it none of them will.~ 24.
- A Anthony 1:28:33
24.
- B Belroth 1:28:34
I just like that Steph looks disappointed and then says a huge number every time.
- E Ellori 1:28:41
I had rolled the last 1 because I only have 6. The last 1 was an 8. So, it was 16 with 6 dice, which is shit.
- B Belroth 1:28:51
It's always like, ugh, 52.
- D Deeran 1:28:55
It's funny because the low number on the dice outweighs how many fucking dice you rolled, like in your head. You know what I mean? You're like, oh, yeah, let me roll a mitt full of dice, but you know, some of them are 1s and 2s, this sucks.
- E Ellori 1:29:10
Right. 1s and 2s and then 2 8s.
- A Anthony 1:29:16

The General pops up. Did, did we win?

E Ellori 1:29:24
I think so.

D Deeran 1:29:29
Deeran looks at Skarpin. Can he see that like, lingering Shadow on him or not?

A Anthony 1:29:38
Yes, roll a Con Save, Skarpin.

S Skarpin 1:29:42
I still don't, I still don't feel so good. Oh, natural 20!

A Anthony 1:29:50
Nah, nevermind. You feel great. For reference, Anthony, that Shadow thing, is that affected by Lesser Restoration?
No.

E Ellori 1:30:05
Okay. I was just curious. I didn't know.

S Skarpin 1:30:10
When it, when it hit me yeah, it- you're right. You don't want it to. It sticks with you. It just keeps on hurting you, but I think it's gone.

D Deeran 1:30:24
Deeran flips open his notebook and jots it all down like, everything you say and the way you say it because like, he's never read a first hand account of this. Like, this is all brand new information for him, and like, he's kind of geeking out a little, but also like, so concerned.

A Anthony 1:30:51
The Archon steps forward from the darkness and says, we must now travel to the summit. You have received the blessing in the agreement of the five Titans. What we must get now is the most difficult and most dangerous of them

all. Hey, everyone. DM Anthony here, just reminding you that if you're enjoying the show, tell your friends, tell your family. Let people know word of mouth. And you can support the show at patreon.com/adventureinc, or you can check out the shop at adventureincpod.com/shop. Make sure you check the show notes and the website for all our social media, including our Discord where you can come and hang out with some great people. We'll see you there, and until next week, I wish you nothing but critical success.



Adventure Incorporated 1:32:09

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