

# C2E027\_mixdown

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## SUMMARY KEYWORDS

demons, army, creature, city, feel, roll, silver, hit, fight, big, teeth, general, sergeant, attack, long, anthony, hand, cast, closer, spine

## SPEAKERS

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

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A

Anthony 00:00

Greetings, adventurers. Welcome to the Adventure Incorporated Podcast. My name is Anthony Reed. I am your Dungeon Master, and this is Episode 27. And it's part of the Gathering Darkness story arc. It's spooky now because it's, I guess well because we're getting close to Halloween, so it's spooky. That's all. Patrons. I want to give a huge thank you to our Patrons at [patreon.com/adventureinc](https://patreon.com/adventureinc). And if you're not a Patron, you should also give a thank you to the Patrons at [patreon.com/adventureinc](https://patreon.com/adventureinc). You should give them a big thank you for supporting the show and allowing us to do the cool stuff we've been able to do with their hard earned money that they then give to us to do stuff with and we are so appreciat- appreciative of it. Yeah, well, we are. We were so appreciative of it. I can't even get the words out. That's how- I'm just overwhelmed with appreciativeness, and I really want to say how grateful I am to all of them for supporting the show. And we try to give special content to the Patrons over there [patreon.com/adventureinc](https://patreon.com/adventureinc). And if you're not one boy, is there ever a better time than right now? The answer is anytime. Anytime is a good time. You should do it. It's uh, it's fun. I also want to shout out the Discord. If you're not part of the discord. Go to the show notes right now. Join the Discord. Come talk to us. Come hang out with us. Come chat with us. Come be a part of our family and our community. Talk about the episodes every week when they come out. It's a ton of fun. And yeah, just be there to hang out and shoot the breeze with us because it's a blast. Right there in the show notes or on our website, [adventureincpod.com](https://adventureincpod.com). Hey, you know what? 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 02:11

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 02:20

Skarpin, the Cleric.

B

Belroth 02:23

Should I just try and snipe them from over here?

A

Anthony 02:25

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. Ellori, the Bard.

E

Ellori 02:37

We would want you to leave this warehouse.

A

Anthony 02:40

He points behind you. Church!

E

Ellori 02:42

Oh, sorry. We want you to leave this church.

A

Anthony 02:47

Deeran, the Wizard. He say you no, worship Shattered Fang.

D

Deeran 02:52

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

A

Anthony 02:57

Prepare yourselves, for these are the tales of Adventure Incorporated! Oh that was some impressive work you did there. This is Sergeant Knots- General Sergeant Knots as they ride along with their goliath over to you as you've just slain the last of the demons.

S

Skarpin 03:24

Yes, it's nice to be of actual use here. Just got this magic back!

A

Anthony 03:32

You're in a real dangerous place right here.

B

Belroth 03:37

Well, we are on the way to actually help. We have some info that might help in the battle right now, and we have to- I feel like- sorry, we're heading to where again? Sorry, I like, the name just like, slipped my mind. Morevia?

A

Anthony 03:58

You are going to help support basically this attack on Morevia. Well, not support the attack, but defend against the attack.

D

Deeran 04:07

Yeah, we don't actually have information do we?

B

Belroth 04:10

We have, well, yes we do. We have silver.

D

Deeran 04:15

Oh, sure.

B

Belroth 04:16

That's kind of the big thing that we can help with like, silver arrows help.

S

Skarpin 04:25

Tangibly, I think that's it.

B

Belroth 04:26

Tangibly, manpower. That's it. So, let me start that over. Well, we're heading towards Morevia to help in the fight. I know we're in a dangerous place, but we at least know one thing that could be helpful in the fight against these demons.

A

Anthony 04:50

Well, I don't think at this point, the High Marshal is going to turn anyone away.



B

Belroth 04:55

Well, perfect. That's our current plan.

A

Anthony 04:59

Well, you can join us as we march over toward the High Marshall then. We came this way to try and flank the city and get in another way, but obviously we were repelled by that force. You put a stop to that, but I don't think there's a safe way this way.

E

Ellori 05:16

I was just wondering if you had any idea of like, how frequently these attacks are coming? Like, maybe if they were every 8 or so hours in between people coming in to fight, then that might be beneficial. And that's something that we- that could be helpful.

A

Anthony 05:34

Yeah, that sure would be nice, but I don't- that's not really what's happening here. The city's taken. It's fallen, and we've been trying to find a way to get in and free up, at least get as many people out of there as we can but hopefully take the city back. But we haven't found a good way in, and I worry about- the sun is coming down, and I worry what will happen when night falls, if the rumors are true.

S

Skarpin 06:04

What happens at night?

A

Anthony 06:07

According to the few people that got out when the sun went down-

D

Deeran 06:10

Are you going to tell them about the Wendigo, man?

A

Anthony 06:13

What? When? When to go where?

D

Deeran 06:18

No, like, you know, the Wendigo that lives in the woods over here. You know, I've heard it does some really terrible things to the travelers at night.

A Anthony 06:28

I, I'm not from around here, but if that's true, that could be part of it. No, the city- the people who were in the city when the city fell, said that when night fell, they were descended upon by bats. And then the bats transformed into- he glances at Ellori and then glances away- into creatures that took over. They were led by one of the demons.

E Ellori 07:01

Oh, ah. Well, that sounds great.

S Skarpin 07:11

No, no, that sounds terrible.

D Deeran 07:14

What?!

S Skarpin 07:14

You mispronounced "terrible".

E Ellori 07:16

No, I said it in a way that I think you could tell that I didn't mean it was great, but it's like, you know, there's a level of irony in the tone of my voice to counter the words that I'm saying.

A Anthony 07:31

Yeah, I didn't take it as a sincere "great".

E Ellori 07:34

Yeah, see, Sergeant General knows what's up.

A Anthony 07:39

Maybe it'd be best if you talk to the High Marshal about all of this, but I don't know how the High Marshal would take that "great". You know, it could really go either way.

E Ellori 07:48  
I'll just find something new for them.

A Anthony 07:50  
Okay, great. That's a, that was a sincere "great". I want to be clear, that would be great.

E Ellori 07:56  
Oh, no. I got it. I'm good at reading tone.

B Belroth 08:03  
As you can tell, we are very tired. We've had a long day. A long, long time has passed. We haven't had a chance to rest, but I don't think we're going to get a chance to rest, so if we seem a little off there's a reason.

A Anthony 08:17  
Okay.

D Deeran 08:17  
Yeah, man, I feel like I've been traveling for ages.

A Anthony 08:21  
We can talk to the High Marshall, but you know, we'll see. Come on. And he slaps the shoulder of the goliath. The goliath's like, "okay" and starts just walking, marching at the front of this group.

B Belroth 08:41  
That, that seems- he like, whispers to Ellori- that seems very rude to do to a person, to like, just slap someone and say "go" like a horse.

E Ellori 08:50  
It seems pretty rude to do to a horse as well.

B Belroth 08:53  
Well, that's true. I guess but-

...from, that's that, I guess that

S

Skarpin 08:55

Well, less rude though.

E

Ellori 08:59

At least this goliath can say that he's fine being slapped and said "go". The horse can tell you whether they're fine saying you know, being slapped and said "go" like, at least you know, with this goliath that either it's really bad and he doesn't have permission to do this, or he's allowed Sergeant General Knots to do this. And then it's far better than a horse.

D

Deeran 09:25

I mean, I think the reason that you slap a horse instead of like, saying something to them is because horses don't speak Common, you know, but like, that Goliath definitely does. So like, I feel like maybe like, it's way worse.

E

Ellori 09:39

Maybe he has an attention span problem because the Sergeant General goes on talking for so long, that if the Sergeant General were just to say "go" he wouldn't necessarily catch it because he's been blocking out all of the other stuff that the Sergeant General has been saying. Maybe that's their understanding.

D

Deeran 09:53

Still feels like a really bad reason to hit somebody.

B

Belroth 09:56

Well, I also think it was doubly rude because he didn't even introduce us to his compatriot. Like, we met Sergeant General Knots. We don't know the name of this goliath. Like, I feel like he could be like, I'm General Knots and this is my Lieutenant? I don't know. I figured that should have happened

D

Deeran 10:13

Yeah, Deeran counts the carrots on the goliath's like, uniform. It's Private. He's a first Private, and I do think it's really important the next time we talk to him that we like, get the General's like, honorifics, right? Like he's General Sergeant Knots. Like, his title is General, but his name is Sergeant, you know?

B

Belroth 10:36

I thought when you said "carrots", you making a Breath of the Wild reference like, you know when there's no carrots at

the bottom. Oh, wait, no I get it now.

D

Deeran 10:50

It's a deep horse joke. All my equestrians know.

B

Belroth 11:04

So stupid in the best way.

A

Anthony 11:07

Where all my equestrians at?!

D

Deeran 11:11

Yeah, if you're an equestrian, and you're listening to the show right now, give us a 5 star review. I'll send you a sticker.

A

Anthony 11:17

Yo, I'm pretty sure any equestrians we had dropped hard after season 1, you know what I'm saying? When we were talking about horse heights they were gone.

B

Belroth 11:26

What I say "nay", you say "nay"! Nay!

A

Anthony 11:32

So, the group of you along with these soldiers that remain and it's not all of them that you saw before. Not all of them survived, but many of them. This group makes its way Northeastward, sort of around the outside of Morevia, and getting an opportunity to look into the city from this vantage as you cross over hills. In the dwindling afternoon sun, you can definitely tell that the city's gone through some hell. There's plumes of smoke rising from the city. It looks like it was harried by fighting for days. And you can still hear the sounds of battle coming from the city and the areas around it, you know, through the air basically. But as you approach what appears to be a makeshift camp, there are a bunch of banners flying above. There's hundreds of tents here. And including a giant one that has the banners flying above it. The banner is one that you recognize for the Imperial Wardens, an organization that typically patrols places you would have been familiar with, Belroth, along the Untamed Woods, the Northern parts of the Grey Woods and of Varina. But the General leads you toward the tents. He stops, places a hand on the shoulder of his mount, and turns back and says, I'm going to talk to the High Marshal, and then I'll let him know you're here. You know, I suspect they'll want to talk to you.

B

Belroth 11:38



B Beirut 13:28  
Okay, we'll wait.

D Deeran 13:33  
On the ride over during like, a private moment Deeran wants to check his hand like, in the back of the group so that nobody else sees him checking.

A Anthony 13:49  
Okay. And when you do, you know, finally decide to pull out your hand and look, you see nothing on the back of your hand, then you remember it's the other hand, so you pull the other hand out and check that one. That one does have the mark on the back of the hand. You know, it's a good thing you checked both.

D Deeran 14:11  
Yeah, yeah, yeah. Well it's important you know, to be thorough. And that's what everyone says about Deeran Lincoln is, "what a thorough guy", you know?

A Anthony 14:22  
Yeah, but you do have the same mark everyone else does.

D Deeran 14:25  
Great. He does feel a little bit better by the time they get to these tents.

A Anthony 14:36  
The general hops down off of his mount and walks into the tent. And a few minutes later, he comes back out, and he beckons to you guys to come in.

S Skarpin 14:55  
Skarpin accepts the beckon.

D Deeran 14:59  
Accepts the beckoning.

S Skarpin 15:01

Like, if somebody beckons you, what you do in response?

A Anthony 15:04

Acquiesce.

E Ellori 15:04

You look around at your other people and go.

D Deeran 15:09

Yeah, acquiesce is the verb for sure.

A Anthony 15:16

The 5 of you, he holds back the tent flap and lets the 5 of you go in and then he closes the tent flap behind you. He does not follow you. Inside there is a fire ring in the center of the tent. This is a pretty big like, war tent. And a bunch of tables set up. And on the far side of the room, hands on a table leaning over looking at notes, back to you is a figure in dark leather armor. It is like, a live person, and when they turn to look at you as you enter, they have a bird mask that is on their face and covers their head. The High Marshall says, welcome. I have heard that you helped my soldiers on the edges of the city.

B Belroth 16:12

Yes, we did, very much. We are here to join the fight and give what knowledge we can about the demons scourge- it feels weird for me to say that- our opponents that we can. We have just traveled from very far and have been with a- it's kind of a long story. It's hard to explain fully, but we have some knowledge that might be helpful.

D Deeran 16:46

Deeran pulls his cloak up over like, his robe over his face like, to cover his nose. And he asks the High Marshall, what's like, what's the outbreak going on right now? You know.

A Anthony 17:00

They cock their head to the side, which looks especially funny with a bird mask on. And then they realize what you're saying. They say, I apologize. I am High Marshall Maerifa. You may not have had an opportunity to meet me before, but this is something of a traditional mask for me. It is not about any sort of plague.

D Deeran 17:36

Oh, cool. And Deeran pulls his robe down and stops talking into it.

Oh, cool. And Deeran pulls his robe down and stops talking into it.

A Anthony 17:45

Sorry, it is something that I even forget sometimes that I am wearing. They grab the mask and pull it off, and an elven face is what looks back out at you after the mask is removed. Long, flowing, golden hair down their back. They say, please, come in and allow us to speak.

D Deeran 18:12

All right. Deeran sits down, I guess.

A Anthony 18:17

Yeah, there's some spaces for you to sit like, some chairs and things, or you can just sit on the ground.

D Deeran 18:23

Deeran sits on the ground for sure. He's just, he's wiped, man. This has been a day.

S Skarpin 18:31

Chairs. Skarpin sits in the chair.

B Belroth 18:32

Yeah, Belroth also sits in the chair.

A Anthony 18:34

The chair definitely creaks under you, Skarpin. It's not really built for your shell, but you make it happen.

S Skarpin 18:40

He turns it around front facing.

A Anthony 18:42

Oh, good. Yeah, you do the Riker. That's good.

D Deeran 18:43



Deeran 18:48

He just wants to rap about, you know, religion.



Anthony 18:52

He's a youth pastor.



Belroth 18:57

You know who else had dreams?



Skarpin 19:12

Not Skarpin.



Anthony 19:12

Maerifa says, my Sergeant said that you have some information that you might want to share.



Belroth 19:25

Well, we have I mean at least one thing, and Belroth takes out a silver tipped arrow. For some reason, it's hard to explain and we have our theories. Silver tipped ammunition and weaponry are more efficient against this demon plague. And I think anyone with silvertipped arrow or silver weaponry should be used, and if that message can be passed throughout that should be passed throughout. Um, I'm sorry, it's been a long day. I'm trying to think of what else would be useful. That seems to be the big one for me.



Ellori 20:12

It also sounds like you've got some vampires coming around. I'm not gonna be particularly helpful with that, but I do know a little bit about them.



Anthony 20:22

Are you sympathetic to them? Is that what you're trying to say?



Ellori 20:28

No, no, they murdered a bunch of my people and turned us into a vampyr. So, I'm pretty unsympathetic I think you could say.



A

Anthony 20:37

Oh, okay, well, that's better than the alternative. When you said you might not be very helpful-

E

Ellori 20:44

Oh, no, I just meant like, I don't- obviously I haven't like, obviously the last time I was faced with a vampire I wasn't very successful is kind of what I meant.

A

Anthony 20:54

I see.

E

Ellori 20:55

I was also 6.

A

Anthony 20:57

Yes, I would expect that maybe wouldn't fare great in that scenario. Okay, yes, we have heard stories that would lead me to believe vampires as well. I don't know why the vampires have thrown their lot in with the demons.

E

Ellori 21:19

Probably because one of the demons is their dad.

A

Anthony 21:25

Oh? Oh? I don't-

B

Belroth 21:30

It's sort of a new thing that we have just discovered. It's not common knowledge. We have just actually been with Archimedes Silverblade if you know of him, and we learned a lot of things somewhat against our will, but we have been in very close contact and also we are, I guess we are with Adventure Incorporated, by the way. And we have been- he looks back at everybody- I think technically we have been given the sole-

E

Ellori 22:15

Yes, we're in charge of the demon problem.

B

Belroth 22:17



DEERAN 22:17

Yes, yeah, I was trying to find the right thing. What Ellori said.



Anthony 22:24

You remind me of someone. All of you remind me of something I've lost. There is a feel about you a feel of fate and a feel of importance. It's been a long, long time since I have felt that, and I wish I could remember more about what that was like.



Skarpin 23:05

Lanier, didn't he say we're entwined with Fate or strands of Fate or something like that? That sounds like what you're talking about.



Deeran 23:13

I know this sounds totally crazy that like, we would have talked to Lanier and Archimedes Silverblade, and we would be like, in charge of this thing, but like, you got to believe us. It's all true.



Anthony 23:24

That name...



Deeran 23:29

Yeah, Ellori, what do you call him like, in your religion or whatever?



Ellori 23:36

Oh, you mean the Heart of Creation?



Deeran 23:40

Yeah. Apparently, he's got like, a regular people name too.



Anthony 23:50

I apologize for my lack of connection to this. As time has gone on, I remember that I have had a life that was tied to so much of this world. I knew a great deal. About a great many things, but that life is gone, and I have been doing this for long enough that this is all I know.



ELLORI 23:57

**E** Ellori 24:27  
Is it the Fading getting you?

**A** Anthony 24:29  
Yes.

**E** Ellori 24:31  
So sorry.

**D** Deeran 24:33  
But you're like, so young.

**A** Anthony 24:38  
That is very kind. I am not. I have been here for- well I don't really remember how long I've been here anymore, but I know that it predates a time in which we would have worried about such things because that loss that I feel, that I never forget. I had a life. I had a name. I had connections. I had importance once, I think. But it is gone. And in some ways I miss it. And in some ways I know that what I am doing now is also important. Sorry, I did not mean to burden you with this. I'm sure you've all met people who have felt the effects of this as well. It is something we simply have to deal with. I do not find it to be a force of malice, simply effect. And I searched for a long time. Still, there are pressing matters here. I have pulled my wardens away from the North so that we could help deal with an issue that, frankly, the armies of the Empire should be dealing with, but that seems to be my role in general is to deal with those things while the army deals with its other issues.

**S** Skarpin 26:38  
High Marshall, I just want to echo Belroth here, this silver thing. Silver's very, very effective against the demons, I would gather as much as you can, build as much weaponry as you can. It will help us significantly.

**A** Anthony 26:56  
I don't know how much we'll have access to today. The city was taken a few days ago, and we have been able to hold the edges of the city against the demons but I worry that as nightfalls tonight that may end. We have about 3 hours before I think we've lost the city for good. And so I want to thank you for what you have brought me and the effort you have put in and if you have anything left to fight with. And I am going to put together a last charge to try and stop the city from falling.

**B** Belroth 27:44  
I mean, if you give us 10 minutes, I think we can potentially muster an amount of something together. I know I can, but I do not want to speak for the group.

D Deeran 27:58  
I'd like the whole 3 hours if possible.

A Anthony 28:01  
The longer of the 3 hours we take, the less time we will have once we reach the city. We have 3 hours before night falls.

D Deeran 28:13  
I'd like at least one.

E Ellori 28:16  
Um, can I talk to my friends really fast?

A Anthony 28:19  
Of course.

E Ellori 28:22  
Um, hey guys, we do have the boon from Lanier that if time is pressing, we can use and regain everything we've lost.

S Skarpin 28:39  
I feel like it's almost like the universe is just pushing us to use that as quickly as possible.

B Belroth 28:44  
I mean, it's not a bad time to use it. We don't really have a lot of hours and we don't have a lot of stamina.

E Ellori 28:51  
I just know that if I get there, I can't do anything. I have nothing.

D Deeran 28:58  
Yeah, it's almost like if you wait, you have less time for the next opportunity to use it, so it's all just a race to it.



mean, it's almost like if we wait, you know, too long for the perfect opportunity to use it we'll just never do it.

**B** Belroth 29:08

I'm all for it. I think we should use it.

**S** Skarpin 29:14

Hold on. Before that- oh, wait, no, that's fine. I was just going to heal some people or do some fun magic, but I guess that won't really do much.

**B** Belroth 29:26

Because we'll be back at-

**D** Deeran 29:29

Anthony, did you do this just to bully us into using a thing you gave us?

**A** Anthony 29:34

No. You don't have to use it.

**D** Deeran 29:36

Anthony, don't lie to me.

**A** Anthony 29:38

You don't have to use it. If you think this is the worst it's gonna get you can use it.

**S** Skarpin 29:42

Oh my goodness. I'm so mad right now.

**B** Belroth 29:48

I mean, if Ellori can't do anything. If one person can't do anything, it feels like more of a reason to use it.

**S** Skarpin 29:57

Hey, 2 people couldn't do something in the last fight.

**B** Belroth 30:00  
That's why we're like, at full. We're ready to go.

**E** Ellori 30:04  
But like, Mike, Deeran is out as well, right?

**D** Deeran 30:07  
I've got 2 spells left

**B** Belroth 30:10  
That feels like not enough.

**A** Anthony 30:13  
You could muster a Short Rest here from you know, from what you've been told you could muster a Short Rest for sure.

**E** Ellori 30:21  
Yeah, but that doesn't help me.

**A** Anthony 30:24  
I think all that gives you what was your Bardic Inspiration back, right?

**B** Belroth 30:34  
We could find out.

**A** Anthony 30:37  
Yeah, double check the Bardic Inspiration. I think you get that back. And Mike, you get like, 2 spell slots back, I think.

**D** Deeran 30:46

2 first level spells or one second level spell.

A Anthony 30:49

Perfect. You know, again, you can do what you want to do. That's all. I'm giving you opportunities. I'm presenting tools and challenges and for you to decide what's best.

D Deeran 31:05

Wow.

B Belroth 31:09

No, you regain Bardic Inspiration after a Long Rest. You regain the song of rest after Short Rest.

E Ellori 31:16

I can do Song of Rest on a Short Rest. Yeah.

A Anthony 31:19

Yeah, that's just basically any Short Rest you can do that.

B Belroth 31:23

So, then you regain nothing except hit points on a Short Rest.

E Ellori 31:27

That's what I thought.

D Deeran 31:31

I think it'd be an awesome idea to like, go ahead and just use this now. You know what I mean? Like, we may as well use it. We've got it.

B Belroth 31:39

And it buys us more time to fight in the daylight as opposed to the night.

S Skarpin 31:47  
Yeah, it's probably as bad as it'll ever get.

D Deeran 31:53  
It'll like, keep us alive, you know? Mikey- I mean, oops. Skarpin.

S Skarpin 32:02  
Oh, I was being sincere.

D Deeran 32:06  
No, I know. I'm saying like, I'm with you, man. Like, if we don't use it, we could die. And then like, we'll never get to use it anyway.

S Skarpin 32:14  
No, let's totally do it.

D Deeran 32:17  
Yeah, see, this is like that thing earlier when Ellori said "great" and everyone was like, I don't know if this is great. Like, now I'm have a hard time picking up like, your tone. Is it me today? Is it me, you guys?

S Skarpin 32:31  
I don't know how I could be any clearer. I'm really thinking we should do this right now, totally.

B Belroth 32:39  
Honestly our ability to understand each other is inhibited by how tired we are. So I feel like I vote for using the boon.

D Deeran 32:53  
Oh, me too. And Deeran puts his hand up.

E Ellori 32:56  
Ellori puts her hand up.

B Belroth 32:57  
Belroth puts his hand up

S Skarpin 33:01  
...Skarpin puts his hand up.

D Deeran 33:03  
Just so slow.

A Anthony 33:06  
Freya puts her paw up, and then there is a flash of light and power that washes over you, and you feel fully refreshed. You are healed completely. Your spell slots are refreshed, and any abilities you have that rely on a Long Rest have been, you know, refreshed as well. When you turn back to Maerifa, there are tears streaming from their eyes.

B Belroth 33:39  
Um-

A Anthony 33:41  
What was that?

E Ellori 33:45  
Um, when we met the Heart of Creation, he didn't have any information for us, and I think he felt bad about that. So, instead he gave us a little gift that if ever we were in dire straits and needed all of our health and abilities that we could just get them. Honestly, we weren't really sure how we would ask for them, but apparently that was it.

A Anthony 34:14  
Halarian.

E Ellori 34:17  
I'm sorry?

B Belroth 34:18  
What?

A Anthony 34:19  
That was my name once. Halarian.

E Ellori 34:27  
It's nice to meet you, Halarian

B Belroth 34:29  
Yes.

D Deeran 34:30  
Hey, I'm Deeran.

B Belroth 34:32  
Belroth. Yeah, I can't believe we didn't introduce ourselves.

S Skarpin 34:37  
Did you, did you just remember something that is before the Fading?

E Ellori 34:44  
That's what it sounds like.

A Anthony 34:46  
Yes, yes. It has been a long time since anyone called me that, and it's probably for the best. Truly. I have accepted Maerifa as who I am now, but it is nice to have a small piece of what was.

E Ellori 35:11  
And the fact that you got it back means that there's something that can reverse it. It means that it's possible to remember things.

**S** Skarpin 35:24  
Yeah. That's, that's wonderful. Creation? We need to delve into this after.

**A** Anthony 35:36  
It's gone again.

**S** Skarpin 35:38  
Huh?

**A** Anthony 35:39  
It's gone.

**E** Ellori 35:41  
Halarian.

**A** Anthony 35:43  
The word is there, but my memory of it, my connection to it, it's gone again, but I will remember is how it felt to have that. You have given me a gift. Thank you.

**S** Skarpin 36:12  
Oh, wow. Okay there's not, there's no time for this, this seems, but I really want to know more.

**E** Ellori 36:21  
I think we have to find a way to talk to Lanier again.

**B** Belroth 36:24  
I agree.

**A** Anthony 36:26  
If you are prepared as it seems you now are then we will gather the forces and we will go swiftly.

D

Deeran 36:40

Yeah, let's do it man.

A

Anthony 36:42

We will muster what silver we can, but I do not believe we have much. But that is an important thing for us to- I will send a letter back now to my supply lines that they can start preparing such a thing in case we don't make it. Maerifa grabs the bird mask, puts it back on their face, and leaves the tent, begins to speak with others to get things rolling. And within 10 minutes the army that is assembled here is gathered and ready to go. It's clear there's other units out fighting doing things. You can see General Sergeant Knots lead his group past you. He says, are you fighting with us?

B

Belroth 37:32

I think so. We're fighting with you and- I'm sorry, what is the- what is your name? Belroth makes eye contact with the goliath.

A

Anthony 37:41

The goliath looks at you just like, through you pretty much, and the General slaps him on the shoulder. He's like, hey he's talking to you. He's talking to you, Bucket. And he goes, me Bucket.

B

Belroth 38:01

Okay. Anyways, we're gonna fight with you and Bucket.

A

Anthony 38:08

Me bucket.

B

Belroth 38:09

You are Bucket. That is what I've been told.

A

Anthony 38:12

Me bucket.

B

Belroth 38:13

..



Yep.

**D** Deeran 38:15  
Nice to meet you, Bucket. I'm Deeran.

**A** Anthony 38:16  
Not you. Not you, Bucket.

**B** Belroth 38:18  
No, no I know. I'm aware. I understand.

**A** Anthony 38:21  
Bucket. All right, Bucket. It's fine, Let's go, buddy. Here we go. We're going. And he like, pats him on the shoulder, and Bucket says, okay, and walks forward.

**B** Belroth 38:32  
Okay, bye Bucket.

**A** Anthony 38:34  
He turns back. Not "Bye Bucket".

**D** Deeran 38:35  
I don't know if that made it better or worse.

**E** Ellori 38:37  
I really, I really can't tell.

**B** Belroth 38:39  
No, I know it's not "Bye Bucket". Farewell, Bucket.

**D** Deeran 38:48

Having a hard time figuring out whether that's better or worse.

E Ellori 38:52

I haven't had many conversations with horses. So, it's difficult for me to judge. But I imagine they'd go relatively the same.

S Skarpin 39:00

A lot to debrief on after this.

E Ellori 39:07

We can put it on our list for the Spark of Creation.

B Belroth 39:10

Our "Bucket List". It felt like you were just setting me up, so I had to take it.

A Anthony 39:18

It felt like a slam dunk.

B Belroth 39:23

That would have been a basket.

A Anthony 39:28

Perfect.

D Deeran 39:29

I quit. I quit the show.

B Belroth 39:34

No, that's an exit.

A Anthony 39:37

Anthony 40:38

So, as you 5 move on with the group, the army that is marching forward toward the edge of the city, it doesn't take long before you reach the outskirts where there's like, small buildings, fewer like, spread out homes on the outskirts of a city so you can see Morevia ahead in the swampy, marshy land that is placed on. You can see the palace of Morevia, half tilting into the swamp ahead of you like, in the distance as it has decayed over time. And you can see that there are demons all over the place here. If nightfall is going to be worse, this is hell. It's very bad already. As these, these creatures fight along the cobblestoned parts of the city, and try and defend and take ground as your soldiers push the line forward, and they are harried by the demons.

D

Deeran 40:46

As we get closer, how do you want me to do this? Because I'm gonna cast Mage Armor on myself, but I don't know like, when you want me to call that out before a battle, but I'm definitely- if I know that there's going to be a fight. I'm not going to wander into it without it.

A

Anthony 41:06

Sure. Yeah. You can cast Mage Armor and Mike can cast Mage Armor. So, between the 2 of you, I feel like you just always have Mage Armor up.

B

Belroth 41:18

But this doesn't work for Detect Magic.

D

Deeran 41:23

That's a Ritual.

B

Belroth 41:24

That's completely different.

D

Deeran 41:26

Which, by the way, because we haven't heard anything, I assume we haven't seen anything.

A

Anthony 41:35

Yeah, I mean, your Detect Magic has shown that there are magical entities that are demons.

D

Deeran 41:44

Oh, sure.

A Anthony 41:45  
That are demons. Right? The demons have demon energy. Surprise.

D Deeran 41:51  
What's it look like?

A Anthony 41:52  
Demon energy? Yeah, I mean, you get the same kind of feelings that you get from looking at one of the other types of magic, right? That it is giving off a feeling of demonic energy here of energy of Destruction. That is the feeling you are getting.

D Deeran 42:15  
At least now we know. Now we know what we're looking for.

A Anthony 42:19  
Right. Right. It is not a formless void. It is a corona of Destruction.

D Deeran 42:26  
Great.

B Belroth 42:28  
That's a sweet metal band.

D Deeran 42:30  
I was gonna say that feels like an 80s metal band, for sure.

A Anthony 42:37  
It might be. Hopefully, we're not gonna get sued, you know? A cease and desist from a Corona of Destruction. Okay, so as you approach you are, you're kind of free to do what you're going to do here. The army lines are preparing to push deeper into the city. They're trying to make a play. The general strategy they're going for is they're trying to push into the city, gather any survivors they can, and ideally make their way to the palace, and take the palace. You

get a sense from speaking with the General and from the High Marshal no one believes that's going to happen. Their primary objective is getting in there and getting any survivors they can away from the city of which they also don't really expect to see too many. But more importantly, the big goal that they're trying to get to you, you get the sense no one really thinks that's going to happen. So, your actions here- whatever your goals you want to have be part of this this is up to you. You can see the palace. You can see the army. The army is moving very slow because it's a huge army. There's fighting all up and down the ranks. They're trying to keep ranks. So, you can fight demons alongside of them and just kill demons as they come, or if you want to set some other objective that's a possibility as well.

B

Belroth 44:14

I mean, does anyone have any other ideas other than that. I feel like it's safer to stick with the army, but if there's like a if we want to run off and be like a band looking specifically for survivors. But otherwise, that feels more dangerous in general.

S

Skarpin 44:35

I mean, I think maybe going into the- if we pass a house, we could go in and check and see if there's survivors and go meet up with the army and try and stick with them as much as possible.

B

Belroth 44:47

Yeah, I mean, we could let them push while we help gather survivors like, kind of free up their ranks to just push. Does that make sense.

D

Deeran 44:56

I feel like I'm gonna be of more use killing demons with my incredibly powerful magic compared to these guys with like, their swords and stuff.

B

Belroth 45:11

Good point.

E

Ellori 45:12

I was kind of thinking the same thing for all of us considering the last couple times we fought demons people have been pretty impressed with the fact that we survived and also managed to kill at least one.

D

Deeran 45:28

Like, I was thinking maybe we can find like the biggest ones and kind of take those out to like, you know focus the like, the big tough guys against you know saving all the little you know, the regular folks around here.

**E** Ellori 45:46  
Yeah and sometimes when you kill the big one all the little ones disappear as well.

**D** Deeran 45:50  
Yeah, or they like, scatter or whatever.

**B** Belroth 45:53  
That's a great idea. Should we stick with the army or run off and find the big one, I guess.

**E** Ellori 45:58  
Well, I think we should make sure our communication lines are always open, but I don't think we really need to stay with them-

**D** Deeran 46:07  
Unless we want to like, protect them from dying.

**B** Belroth 46:13  
Right, that was my thought is that the army pushes forward, we see the big one, we focus on the big one, we like, run off towards it and then regroup. Does that make sense? It might not make sense.

**S** Skarpin 46:25  
Yeah, let's stick with the army until we find something better to do. Skarpin is gonna do an Insight Check to see if Protection from Good and Evil protects him from demons.

**A** Anthony 46:42  
That probably would not be an Insight Check. You're not really going to get what you're looking for out of an Insight-

**D** Deeran 46:52  
Yeah, but he's got a big plus in Insight, Anthony and he would like to use that.

**S** Skarpin 47:07  
Huh, I don't know if that's a good idea. I mean, I don't know if that's a good idea.

He casts Protection from Good and Evil because he feels strongly that it will protect him.

A Anthony 47:13

Okay, can you read me Protection from Good and Evil to some capacity, maybe not all the flavor but the mechanics.

S Skarpin 47:21

The mechanics are "protected against certain types of creatures: aberrations, Celestials, Elementals, Fae, FIENDS, and undead.

A Anthony 47:29

Wow, someone hammered that one real hard, didn't they? Something you want to say, Mike?

S Skarpin 47:35

Although these particular ones actually, the last one I feel like is important, the undead part. But also basically they get a Disadvantage on attacks against me, and I can't be Charmed, Frightened, or Possessed by them. And yeah, that's the important part.

A Anthony 47:56

Okay. Okay, so you are going to stick with the army until you see something more enticing. So, why doesn't everyone give me your- well, let's roll an Initiative as this army approaches the city.

B Belroth 48:21

First roll with this brand new dice. 4.

E Ellori 48:24

14.

S Skarpin 48:25

4.

D Deeran 48:28

3.

A

Anthony 48:32

Okay, the army that you are with steps up to the line and is immediately smashed into by a group of demons, pouring down over you. So, I think we're going to do this a little bit- we're going to do this a bit horde-battle style where there is always a demon for you to fight as you push on the line. If you choose to move away from the line, we will address it differently, but while on the line, there is always a place you can go to fight a demon. There's always a demon capable of hitting you. Okay? So, what I'm going to do is determine what kind of demon has attacked you or what kind of demon you have attacked. And then we will figure out what that means from there. So, a reminder of the 3 types of demons you're seeing around here. There are the flying spine demons. There are the beef demons, the little blocky guys.

D

Deeran 49:29

Yeah, I hate them.

A

Anthony 49:30

And then there are the maws, the walking maws of teeth, the teeth demons if you will. These are the kinds you see most frequently out here. There are a couple other, you know, maybe odd types that you haven't noticed before out here, but they're very rare compared to beef demons, teeth, demons, and spike demons we'll call them

S

Skarpin 49:55

No big baddies yet?

A

Anthony 49:57

Not from your current vantage, no.

B

Belroth 49:59

Okay.

E

Ellori 50:05

Um, the first thing- sorry, go ahead.

S

Skarpin 50:10

No, I was gonna say I feel like we wouldn't go first so they're low rolls.





A Anthony 50:13  
You didn't.

S Skarpin 50:14  
Oh.

A Anthony 50:16  
You're getting attacked. That's what's happening. Okay, so, Belroth and Skarpin, you're attacked by 2 of the spine demons who come and fire spines down at you from the air. You should be familiar with this Belroth.

B Belroth 50:38  
Uh, huh.

S Skarpin 50:42  
I don't know why he just didn't take it out, but whatever.

A Anthony 50:45  
The spine shoots down. One bounces off of Skarpin's shell. Just didn't penetrate. The other one does hit you, Belroth, but it does not seem to embed itself.

B Belroth 51:02  
That's good.

A Anthony 51:06  
It deals you 8 damage, and I need you to make a Con Saving Throw.

B Belroth 51:17  
18.

A Anthony 51:19  
So it shoots down into you, you take the damage, you grab it and you pull it out, and you watch as it looks like, along the edge of this spine little tines spread out from like, all down the barb. So, you've pulled it out and you watch that

happen out of your body, but now you understand why it was stuck so bad.

**B** Belroth 51:46

It is still stuck. It embedded itself deeper I think specifically.

**A** Anthony 51:50

Yeah, why IS stuck so bad. Good point. Not "was", "is". For you, Deeran it is a meat demon that has tried to attack you. Oops, I lost that die. It's gone. That's a hit. Oh wait, your new AC is 18, right?

**D** Deeran 52:19

14. It was 18 in the cool world where I was cool.

**A** Anthony 52:25

Right. You're right. You get clobbered by meat demon. It just like, smacks you with its meaty fist. You take 8 damage as well. And then Ellori, it is a teeth demon that tries to attack you. Fitting, I think, that a teeth demon would try to attack you.

**E** Ellori 52:47

Why?

**D** Deeran 52:50

Yeah, Anthony, why?

**A** Anthony 52:53

Beca-

**B** Belroth 52:53

Yeah, why?

**A** Anthony 52:53

B-b-because you also, um, have teeth. And, uh, it attaches-

E Ellori 52:58  
So does Skarpin.

A Anthony 53:00  
No. No, Skarpin does not have teeth. Explicitly.

D Deeran 53:03  
He has a beak.

A Anthony 53:05  
Were it Deeran or, um, or Belroth I would have said the same thing, that it was fitting, right, because you all have teeth.

S Skarpin 53:16  
Checks out.

A Anthony 53:19  
It tries to leap up onto you and bite you.

D Deeran 53:22  
Anthony.

A Anthony 53:22  
Yeah.

D Deeran 53:24  
Deeran has meat and you didn't say it was fitting that the meat demone attacked Deeran

S Skarpin 53:29  
He doesn't have meat. He really doesn't.

A

Anthony 53:31

He doesn't. He has no meat. He's all skin and bones. So, I assumed it wasn't fitting for the meat demon to attack you.

D

Deeran 53:37

All right. All right. That's fair.

B

Belroth 53:38

You also didn't say it would be fitting that Belroth got hit by the spine demon because he's currently embedded with a spine, but you did say, "you would be familiar", so I'll take that.

A

Anthony 53:48

You know, yeah, I should have pointed out that the demon that shoots spines was hitting the prick. I should have pointed that out. And I totally missed it.

B

Belroth 53:56

That would have been Mike Ellison. I don't under-

A

Anthony 53:58

Oh.

B

Belroth 53:59

That's why it wouldn't have made sense.

A

Anthony 54:02

Okay, so the teeth demon leaps at you. It misses as you sidestep away. And it smashes its face on the ground behind you like, because it's just a face, right? It's just a mouth with feet. So, when it jumps and misses, it hits the ground, smashes all of its teeth into its own maw. It has now swallowed all of its own teeth, and is just a, I guess, a gum demon?

D

Deeran 54:30

Ew. I hate that. Way worse.

A Anthony 54:32  
It's just gumming on things.

B Belroth 54:38  
Tough life. Jeez, Louise.

A Anthony 54:41  
Your turn, guys.

E Ellori 54:42  
So, first thing Ellori is gonna do is she's gonna hold her hands up and out and sing, ~I've got a pricking on the tips of my fingers. I've got an image in the back of my brain. Where there was nothing, let there be something. Show me silver blades!~ And she's gonna get a sweet, sweet silver sword.

A Anthony 55:06  
All right.

S Skarpin 55:07  
Cool.

A Anthony 55:09  
That's cool.

B Belroth 55:10  
That is rad.

A Anthony 55:11  
You have a silver sword. It is a plus one weapon.

E Ellori 55:14  
Great.

B

Belroth 55:16

Belroth would like to cast Hail of Thorns at like, a cloud of spiny demons in front of him.

A

Anthony 55:24

In the sky.

B

Belroth 55:25

Yeah, cuz I figured they're- well, they're probably not super clustered, but either way it hits like, it hits one demon and then like, hits everything like, around it within 5 feet. That's how that works, and they have to make a Dex saving throw.

A

Anthony 55:42

All right, I'd say you can hit, we'll say 3 demons.

B

Belroth 55:45

Sure. Yeah, so and I rolled a 15 to hit the flying demon.

A

Anthony 55:57

Okay, yep you hit that one. Both Dex Saves fail.

B

Belroth 56:04

Silver arrow on that also. So, 10 damage and then the Hail of Thorns does d10 for 5 damage.

A

Anthony 56:25

Okay, yeah, you kill one of the spine demons. The one you hit with the arrow, it falls to the ground dead and the others definitely seem hurt. They scatter off to other parts of the line. Important to note that the line, you know, this army is pretty big. So, it's slow moving, it's large, and you guys are on the frontline of it. Because of that, when you're with the army a round is much slower. We're talking like, instead of round being 10 seconds it's like, a minute. It's like, taking time to progress, taking time to push forward, and maybe even expanding to like, 5 minutes, right? Like, there's just a lot of slow movement, slow waiting for something to come by, and then striking. Okay, so I've still got Deeran and Skarpin

S

Skarpin 57:25

Skarpin casts Spiritual Weapon and this ghostly, yellow, kind of amorphous rectangle appears and takes a swing at a flying spine creature.

B

Belroth 57:46

Full of golden feathers.

S

Skarpin 57:48

Wow, that was an impressive roll of a natural 1.

D

Deeran 57:52

Oh no.

A

Anthony 57:53

Yeah, it whifs right by it. The creature shoots a bunch of spines right into the pillow, and it doesn't look anywhere near as comfortable as it did.

S

Skarpin 58:04

No, uncomfortable. That's Bonus Action as a real Action because he's real mad at that spine demon. He is going to cast Guiding Bolt at the creature. So, another attack.

A

Anthony 58:19

Are we gonna get in trouble because I think you can only cast one spell a turn even if it's your Bonus Action.

D

Deeran 58:24

Guiding Bolt is a Cantrip, isn't it?

B

Belroth 58:28

I still think-

S

Skarpin 58:28

No, it's not.

A Anthony 58:29  
I just don't want to get in trouble.

D Deeran 58:30  
Oh. You can cast a Cantrip.

S Skarpin 58:34  
All right, he's gonna cast Toll the Dead at that mofo. 17 to hit.

A Anthony 58:39  
I just, you know I don't want to get in trouble.

B Belroth 58:41  
I'm sure we still messed up something.

D Deeran 58:43  
I appreciate that

S Skarpin 58:43  
That's fair.

A Anthony 58:45  
You're attacking a spine demon with this.

S Skarpin 58:47  
Yeah.

A Anthony 58:48  
Roll damage.





Skarpin 58:50

Yeah, so I'm gonna roll a d8 because I don't know if he's- so that's 2 damage.



Anthony 58:59

Okay, great.



Deeran 59:01

Yeah, once Deeran sees Toll the Dead happen, and he sees the spine demon like, grab its head a little, Deeran follows up with his own Toll the Dead. Hands flare up around him, the shimmering bell happens. Deeran swings his hand over, and it rings out at the same spine demon.



Anthony 59:24

Yeah.



Deeran 59:24

So, it makes that Wisdom Save.



Skarpin 59:29

Oops.



Anthony 59:31

That's a failure.



Deeran 59:33

It takes 7 damage.



Anthony 59:37

Okay, yeah, it falls down out of the sky, and 2 more swoop in just to take its place. Okay, so we're gonna say that the army tries to push forward a little bit, it does not make much progress. And demons come, you know, crashing in again. So, we're gonna have some attacks at you guys. Let's see. It looks like Ellori, you get attacked by a spine demon that comes like, flies down and tries to shoot spines at you, but it misses. Everyone else you get attacked by

teeth demon. Let's see. Belroth, for you, the teeth demon jumps at you and you kick out your foot to stop it. You catch it underneath the mouth and just punt it off into the distance over the hands of other demons. For Deeran, you get teethered by the teeth demon. Oh, no, 14. No, you're fine. You're okay.

**D** Deeran 1:00:59  
Yes!

**B** Belroth 1:01:01  
You didn't get the Team Rocket blasting off again kick, but you didn't get hit.

**D** Deeran 1:01:05  
That's right.

**A** Anthony 1:01:07  
Yeah, it rolled a 13 not a 14. You're okay. And then, for Skarpin, it like, gets up and tries to gnaw on the edge of your shell, and it just, it can't, it can't penetrate.

**S** Skarpin 1:01:22  
Nah.

**A** Anthony 1:01:28  
Goddamnit

**D** Deeran 1:01:29  
That's stupid. I loved it.

**B** Belroth 1:01:31  
Very dumb.

**A** Anthony 1:01:34  
Around the corner, down the roadway from you, deeper into the city you see a large demon turn the corner that looks very different from the other demons. This demon has 2 large like, basically it looks like a walking crab with laræ mounds on its back. and those mounds have openinas from which demons are pouring out of

large meanders on its back, and these meanders have openings from which demons are peering out on

D Deeran 1:02:01  
Ew, gross.

B Belroth 1:02:03  
It's a crab and a camel and also an enemy spawner.

D Deeran 1:02:08  
Egg.

E Ellori 1:02:10  
Pez dispenser for demons.

S Skarpin 1:02:14  
Edit out all the other stuff we said.

E Ellori 1:02:18  
Hey, guys I think I, think we found the one.

B Belroth 1:02:21  
Whoa. Belroth is both terrified and fascinated because he's never seen anything like this.

D Deeran 1:02:31  
How far away is that thing?

A Anthony 1:02:33  
About 300 feet through demons.

D Deeran 1:02:36  
That's too far away.

B Belroth 1:02:39  
Should we-

A Anthony 1:02:39  
It also does not look like it's moving very fast or toward you.

D Deeran 1:02:44  
It needs to be closer.

B Belroth 1:02:47  
Yeah, I need it to be roughly 90 feet.

A Anthony 1:02:49  
Here are your options. You can break from the group and try to push through the demons. This is going to be slower and you know, it's going to be dangerous, but you could try it. You can try to make your way through some of the buildings on the sides and like, make your way that way that'll avoid a lot of the demons, but could pose other issues. Or if you had some other clever way of getting over or around a large group, that would be a possibility as well. If you want to try to sneak that would be a possibility. If you have the ability to fly in some capacity, that would be a possibility.

E Ellori 1:03:26  
If I could do any of the things that vampires can do.

A Anthony 1:03:31  
If you could turn to mist or summon beasts or turn into a creature and fly or charm things.

E Ellori 1:03:37  
Or literally any of the good parts.

A Anthony 1:03:38  
Any of the good parts.

D Deeran 1:03:40  
What about petitioning the DM to make the monster be closer?

A Anthony 1:03:46  
You could try that.

D Deeran 1:03:48  
Yeah, I'd like to do that.

A Anthony 1:03:50  
Go for it.

S Skarpin 1:03:51  
I'll sign that.

B Belroth 1:03:52  
Yeah, I third that.

D Deeran 1:03:54  
Oh yeah, I'm gonna need some assistance here for sure on this Persuasion Check.

S Skarpin 1:04:00  
We couldn't get 4 signatures?

D Deeran 1:04:02  
I rolled a six.

B Belroth 1:04:03  
I assist. You get Advantage because I assisted.

A Anthony 1:04:06  
Oh, I don't think it's Advantage, but we'll go with it. That's fine.

D Deeran 1:04:09  
I got a 7.

B Belroth 1:04:12  
Wow, I did not help you very much.

A Anthony 1:04:15  
I have accepted the words that you've said. I'm processing them. And unfortunately, I can't help you in this regard. The monster is no closer. Alright, you know, I feel bad. I do feel bad. I do feel bad. It is one foot closer than it was.

D Deeran 1:04:33  
Nice.

B Belroth 1:04:33  
Belroth is going to shoot an arrow off 600 feet into the distance because his longbow shoots that far. And he's gonna make an-

D Deeran 1:04:43  
But it's only 299 feet away.

A Anthony 1:04:45  
600 is very far. You miss, I guess.

B Belroth 1:04:51  
He's gonna shoot it. He has the range, and he's gonna- it's a big target, right?

A Anthony 1:04:57  
Yes, it is a large creature.

B Belroth 1:04:59  
He's gonna use Sharpshooter and silver arrow as well. 18. 16 plus 2.

A Anthony 1:05:08  
Okay, yeah, you hit.

B Belroth 1:05:11  
He'd like to use his Favored Foe.

A Anthony 1:05:17  
Ah my favorite foe is a camelback crab.

B Belroth 1:05:20  
Honestly, yeah.

A Anthony 1:05:20  
I love fighting these things.

B Belroth 1:05:24  
So, that would be 23 damage. I rolled a 6 and a- nope, 22 damage. I rolled a 5 and a 4.

A Anthony 1:05:33  
He was about to say all of his math and was like, I should verify this.

B Belroth 1:05:35  
Yeah, hold on a second. That seems too good. So, 5 and a 4 plus 13 because of Sharpshooter. And it's also silver if that gives some sort of, you know, weakness.

A Anthony 1:05:52  
Okay. Yeah, you fire off this arrow across the battlefield at sails over the heads of the demons that are attacking. It

Okay. Yeah, you fire off this arrow across the battlefield at sails over the heads of the demons that are attacking. It sails between various spike tail demons that, you know, it rushes by, and it just ~whif~ right past them and sinks itself into this creature. An earthshaking roar comes from the beast when you slam this arrow into it, and the number of demons pouring out of its back doubles as more start to pour out after that yell. It is not pleased and it is increasing capacity or production I guess after your attack.

**B** Belroth 1:06:36

Awesome. Uh, great job me, and Freya is gonna make an attack, a charging attack at a nearby teeth demon.

**A** Anthony 1:06:47

Okay, just catch a nearby one.

**B** Belroth 1:06:50

Yeah, a nearby one. 17.

**A** Anthony 1:06:53

Yeah, she knocks it to the ground.

**B** Belroth 1:06:56

Oh, so did it fail its DC 12 Dex Save?

**A** Anthony 1:07:00

Yeah, I think the teeth demon is not going to even- I'm not even gonna roll it a DC Dex on that one. I think the teeth demon- it doesn't even have eyes, you know? It can't tell.

**B** Belroth 1:07:09

Your game. 9 plus 4, so 13.

**A** Anthony 1:07:15

Okay, she tears it apart.

**D** Deeran 1:07:17

Deeran is gonna follow Freya as she like, leaps at the like, toward the frontline. And put his hands out as like, his



fingers start to light up and then a gout of fire shoots out of his necklace in a cone as he casts Burning Hands.

A Anthony 1:07:39  
Okay.

D Deeran 1:07:40  
So, however many are in this 15 foot cube have to make a Dex Save.

A Anthony 1:07:51  
All failures.

D Deeran 1:07:53  
Great. They all take 11 damage.

A Anthony 1:07:56  
Okay, yeah, you burn up a huge swath of demons in front of you, clearing a nice 15 foot cube in front of you. It begins to close in as well but you've got space to move the group forward if that's what you're doing.

E Ellori 1:08:08  
Yeah, Ellori is like, right on Deeran's butt.

D Deeran 1:08:10  
Yeah, we're trying to, we're trying to push toward that toward that egg, the demon Pez dispenser.

A Anthony 1:08:18  
The 4 of you move 15 feet forward before the line encloses upon you again. You hear shouts behind you from the soldiers who are like, "No, hold! Hold!" But you have pushed ahead and now there are demons between you and the army?

S Skarpin 1:08:35  
Oh my goodness. Skarpin would like to cast Sleep at second level.

A Anthony 1:08:46  
Okay, at the creatures in front of you?

B Belroth 1:08:48  
In front of us.

E Ellori 1:08:49  
Yeah, not around us.

S Skarpin 1:08:52  
Y'all could use a nap, huh? I'm going to cast that at second level, so a lot of d8s. Hopefully good rolls. All right. 27 for the amount of hit points that they have to be less than.

A Anthony 1:09:13  
Nice. Yeah, 2 demons in front of you fall asleep.

S Skarpin 1:09:16  
Cool. And Spiritual Weapon attacks another one with a natural 1. Wow, that's actually impressive rolling 2 natural 1s in a row.

A Anthony 1:09:26  
That pillow is doing bad work. It's not here. It's not in it. Okay, um so I think Ellori you still have an Action, yeah?

E Ellori 1:09:38  
Yeah, I do. Um, clarification on the sword. Do you have a- I can't find like, "generic sword".

A Anthony 1:09:46  
D8.

E Ellori 1:09:47  
Okay, so it is a d8. And when you say it's a "plus one", it means plus one to hit?

A Anthony 1:09:52  
And to damage.

E Ellori 1:09:54  
And to damage. So, does that mean it's a total plus 3 to hit?

A Anthony 1:09:58  
I don't know what your stats are.

E Ellori 1:10:00  
It says plus two.

A Anthony 1:10:02  
Then yes.

E Ellori 1:10:03  
Okay. Okay, I just wanted to make sure I wasn't cheating.

A Anthony 1:10:09  
Yeah, it should be based off your Strength modifier.

B Belroth 1:10:12  
And you are Proficient with a longsword so you will also add your Proficiency Bonus.

E Ellori 1:10:20  
Am I?

B Belroth 1:10:21  
Bards are Proficient with longswords.

E Ellori 1:10:23  
Oh, okay.

S Skarpin 1:10:26  
Would not have guessed.

E Ellori 1:10:27  
My Strength is a plus zero so that's why I'm just confused.

D Deeran 1:10:29  
So, you're Proficiency is probably plus 2.

E Ellori 1:10:34  
Oh, I see. Okay, so it does all that math for me. Sorry, I just wanted to know.

D Deeran 1:10:39  
Great work D&D Beyond.

E Ellori 1:10:41  
I just, I wanted to make sure I was doing it right.

A Anthony 1:10:45  
It sounds right. You are?

E Ellori 1:10:49  
Um, okay, so Ellori is going to look at Skarpin and sing, ~Believe in all the strength inside you. Let my song support and guide you.~ And then she's going to do like a big ol like, swing around her head with this longsword and try to hit as many demons as possible.

A Anthony 1:11:10  
Okay. roll an Attack Roll.

Okay, roll an attack roll.

E

Ellori 1:11:12

Okay. 16. 17.

A

Anthony 1:11:20

Okay, you slice into a demon in front of you. So, go ahead and roll damage.

E

Ellori 1:11:24

Great. 7.

A

Anthony 1:11:33

Okay, and the beef demon you slash into as the silver passes through it, it's like it leaves like, a burn on the flesh of the creature. The creature squeals and it dies. As you do this, as this silver makes contact, it's almost like a, like a, like an allergy. It like, immediately reacts-

E

Ellori 1:12:09

Wow.

A

Anthony 1:12:10

Look, it's got some stuff that'll just kill it in the world if it touches it, which is just fucking fucked up, you know?

E

Ellori 1:12:18

Wow.

D

Deeran 1:12:23

Anthony, I've suspended a lot of disbelief to play this game. That's where I draw the line.

A

Anthony 1:12:51

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. Weâ€™ll see you there, and until next week, I wish you nothing but critical success.



Adventure Incorporated 1:13:26

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