

# C2E034\_mixdown

Sat, 12/4 10:54AM 1:17:29

## SUMMARY KEYWORDS

woods, freya, attack, vampires, casts, check, damage, run, grandma, ground, village, people, shattered, broken, roll, find, left, cloud, bonus, thought

## SPEAKERS

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

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### A Anthony 00:02

Greetings, adventurers and welcome to the Adventure Incorporated Podcast. I am your Dungeon Master. My name is Anthony Reed. This is episode 34, and it is part of the Whisperer of Lies story arc. Thank you. Thank you for coming to be a part of this with us. Thank you for being a part of this journey with us. Thank you to the Patrons at [patreon.com/adventureinc](https://patreon.com/adventureinc) who go an extra mile. They don't just come here and listen, and they don't just show up in our Discord and chat with the rest of the community. They don't just tweet at us and retweet the things that we tweet. They don't just give us a 5 star review on iTunes or whatever service they use. They also throw a little bit of their money each and every month at us over at [patreon.com/adventureinc](https://patreon.com/adventureinc), and we throw at them bonus content, like special one shot episodes. They are new characters, but set in the same world. And they have special guests from all over the internet, various podcasts and things come to join us and play some Dungeons & Dragons in some quite silly yet still somehow canonical stories that we help to flesh out and build the rest of what's happening in the Empire of New Meritta. So, if that sounds like something you'd be interested in, and trust me, I think you'd be interested in it, you should come and check it out. [Patreon.com/adventureinc](https://patreon.com/adventureinc). It's the place to be, the place to be. 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 02:04

She's a Grimalkin. That's, uh, but 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 02:13

Skarpin the Cleric.

### B Belroth 02:16

**B** Beirutn 02:16  
Should I just try and snipe them from over here?

**S** Skarpin 02:18  
Yeah, okay. I did say there was good as dead. I would hate for my, you know, to break my word on our first contract with Adventure Incorporated.

**A** Anthony 02:27  
Ellori, the Bard.

**E** Ellori 02:29  
We would want you to leave this warehouse.

**A** Anthony 02:33  
He points behind it. Church!

**E** Ellori 02:35  
Oh, sorry. We want you to leave this church.

**A** Anthony 02:40  
Deeran, the Wizard. He say, you no worship Shattered Fang.

**D** Deeran 02:45  
Yeah, man he's like, super wrong. We love Broken Tooth- uh, Shattered Fang, man.

**A** Anthony 02:50  
Prepare yourselves, for these are the tales of Adventure Incorporated! The 4 of you exit the forest out near Ellori's Village. And in fact, as you step out of the woods, looking across the farming fields here, you can see the village proper in the distance just a 20 minute walk from where you are.

**E** Ellori 03:24

I, I've never, I've never brought friends home before. I've never, I've never had friends that weren't already a part of my village before.

D Deeran 03:39

So, do you want us to wait outside?

E Ellori 03:43

No, I'm just saying, um, this is a big and exciting deal for me. The only time I've ever left Naiah is, you know, when I came out to find my stories. And then I found Skarpin and then I found you, and I'm just- I've never had to introduce someone to my grandma before, and it's just wild to think about.

S Skarpin 04:09

Well we're heard so much about her, I'm very excited.

E Ellori 04:16

I'm also excited.

D Deeran 04:18

Oh good.

S Skarpin 04:19

But I do sense a lot of demons in the area so we should probably keep going.

E Ellori 04:24

No, Skarpin, okay.

A Anthony 04:28

You move down toward the town, and as you draw closer, Ellori, the first thing that you notice it is daylight, which is always a quieter time for your village, but it's very quiet. There does not appear to be so far anyone that you see out moving around

E Ellori 04:59

Um, we walk.

A Anthony 05:05

Okay. You draw closer, and you reach the edge of town. Looking at some of the homes here at the edge of town it looks like the windows on most of them are boarded up and they-unwelcoming is what you would say about these homes.

E Ellori 05:28

Um, Ellori goes right to her grandma's house.

A Anthony 05:32

Okay. The door to your grandmother's house has been smashed in, the windows destroyed, the house ransacked, and you don't find anyone inside.

E Ellori 05:46

Ellori goes to her parents house

A Anthony 05:49

Similar with your parents house. Now, you will note that these are the only 2 homes that you have seen that have been- that had this treatment. Most of them are intact mostly. I mean like, all the doors are intact. The windows are boarded up. But these 2 homes, that is not the case. They have been violated, and there are no people present.

E Ellori 06:13

Ellori goes to her parents best friend's house.

A Anthony 06:16

Okay, yeah, the next door neighbor of your parents, what was their their name?

E Ellori 06:23

Mya and Brad.

**A** Anthony 06:35  
You knock on the door. The door is secure. The windows are boarded. You knock on the door, and you hear shuffling in the house.

**E** Ellori 06:53  
It's me, Ellori. I've come home, and I need to- I'm trying to find- are you home?

**A** Anthony 07:01  
We, we don't believe you! Go away!

**E** Ellori 07:03  
Mya, it's me, Ellori.

**A** Anthony 07:08  
Be gone! We aren't going to open the door for you. Butchers!

**E** Ellori 07:13  
No, no, it's me. It's me, Ellori. Ellori Realtanam. My grandma is here, and I don't know where she is. And I can't find her. And my mum and dad's have- their, their whole door is, is caved in.

**A** Anthony 07:28  
The Realtanams around here anymore. We drove them away.

**E** Ellori 07:30  
Where did they go? Please tell me. What?!

**A** Anthony 07:35  
If you are really searching for them, and they're still alive, you can find them in the woods.

**E** Ellori 07:40

Why? My grandmother has run this village for hundreds of years! Why would you let her go?!

A

Anthony 07:50

Because she wouldn't see the truth. She told us we were all being paranoid. And then when the Deathwatch showed up, and started killing vampyr, slaying them despite the Accords, well, everyone knew whose fault it was.

E

Ellori 08:07

What? That wouldn't- no. You don't understand. There's more happening there. There are demons, and they're killing- can you- you said they're in the woods.

A

Anthony 08:22

If they're still alive. That's where they are.

E

Ellori 08:24

Okay. We have to, we have to go to the woods.

D

Deeran 08:30

Yeah, of course.

A

Anthony 08:30

Don't be talking to any of the Deathwatch.

E

Ellori 08:33

Why would I be talking to- Mya, Brad, I never liked you, and your cooking's no good!

B

Belroth 08:37

Whoa!

A

Anthony 08:40

Now just a- and you hear like, a scuffle.

S Skarpin 08:46  
Ellori, let's go.

A Anthony 08:48  
Yeah, Ellori's running to the woods.

B Belroth 08:52  
My best friend who I hate and hates their cooking. And I don't like them.

D Deeran 09:01  
Ellori, what's the Deathwatch?

E Ellori 09:05  
The Deathwatch is the ones that that come to kill the vampires.

A Anthony 09:12  
You can give me a History Check. Any of you can give me a History Check about the Deathwatch.

E Ellori 09:15  
Okay. 18

A Anthony 09:21  
Anyone want to make one or not?

B Belroth 09:23  
Sure, 9.

A Anthony 09:26

Ellori, yours can be at Advantage. I mean, 18 is pretty good, but you can take it at Advantage.

B

Belroth 09:30

Belroth doesn't know. He rolled a 9.

E

Ellori 09:32

18.

S

Skarpin 09:33

9.

A

Anthony 09:37

So, Ellori, the Deathwatchers are an organization that is a sect of the church of the Celestial Host. Basically for the last 300 years, their prime directive has been slaying vampires. And in fact, for a time, they were so good at slaying vampires, that they had gotten a real reputation amongst like, big V vampires, right, like, actual vampires. This reputation led to a kind of a cycle where the vampires were finding the smallest villages they could try and grab, that would be outside the notice of the Deathwatch, or the Deathwatchers. And basically, it was like a game of cat and mouse, and vampires were turning whole villages to try and gain any sort of leverage over these Deathwatchers so that they would not be killed, including your village. The Deathwatchers and the vampires eventually came to a bit of a stalemate agreement, and that is, what the Blood Moon Accords are. That the Deathwatchers do not hunt, actively hunt vampires that act within certain parameters and guidelines. They do not actively hunt Vampyr. And in exchange, the vampires don't like, mass turn people or anything like that. This has been a tenuous peace for a long time. And in fact, in the not too distant past, for all of you, you know that the Blood Moon Accords have been resigned, and re-upped basically. They are still in place, but it is tense. There is always a fear that one side or the other is doing something to violate the Accords.

E

Ellori 11:53

I relay all of that to everyone else.

D

Deeran 11:59

Oh. So, I'm sorry, uh, I don't know a lot about Vampyr or Vampire history or like, current events-



E

Ellori 12:14

No, it's okay, Deeran. When I met you, you told me I was the first vampyr you'd ever met.

D

Deeran 12:19

Yeah, um, and so like, would the Deathwatchers just like, come to town and just start like, killing people, or is that like a sign of-

S

Skarpin 12:38

No, they really shouldn't.

E

Ellori 12:39

They shouldn't, and I'm sure my grandma because she, she believes that everyone is good and right. And, and, and does what they're supposed to. And if she was trying to say, I don't, I don't think she would have used the word paranoid. I just, I think maybe she, you know, you never know, you never know what people's true intentions are. And, and maybe they're, maybe they're under the influence of the demons. That's has to be what it is. They have to be, you know, run by Old Scratch. And they're, they're the ones telling them to do the things that they're doing.

S

Skarpin 13:20

Ellori, I think you're onto something there. I bet that's what happened, and it destabilized the village, and they kicked out your, your grandmother and your family.

E

Ellori 13:30

I mean, I mean Skarpin himself said everyone, everyone could be lying.

S

Skarpin 13:37

That sounds like something I'd say.

B

Belroth 13:44

Belroth would like to investigate the barricades that have been like put up to- A: kind of determine how long they've been up to see how recent this is sort of area has broken out and such, as well as keep in mind that are- to kind of see if he can observe any Illusionary magic or Enchantment sort of effects. Like, how much of this is paranoia and how much, how much of

this paranoia is driven by magical means, and how much is it by human nature slash people nature slash Touched nature? I don't know how it would make sense, but you know what I mean.

A Anthony 14:27

So, go ahead and give me an Investigation Check.

B Belroth 14:30

Sure. 13.

A Anthony 14:39

Looking at the boards that have been nailed hastily to the outsides of windows, looking at the doors that have been reinforced, your best guess would be that this has all gone down in the last 3 or 4 weeks weeks.

B Belroth 14:55

Okay. Sure. And no idea about anything else related to the nature of-

A Anthony 15:07

Yeah, you don't get a sense of any sort of- like, you don't see through any illusions or anything like that.

D Deeran 15:14

Hey, Ellori.

E Ellori 15:15

Yeah.

D Deeran 15:16

So um, before we just go run off into the woods like, without a plan, did your grandma have like, a special place for you? Like, any sort of like, secret? You know, just you and her stuff? Or like, maybe where she might have left a clue for you like, to where she might have gone?

B

Belroth 15:41

Yeah, like, maybe she- would she have left a clue in your house even?

D

Deeran 15:48

Yeah, that's kind of what I was thinking is like, we should look at her house.

E

Ellori 15:52

Yeah, there's a place I can check. Um, Ellori runs in her house and goes to like, the cookie tray and opens that up.

A

Anthony 16:10

And you do see there is a letter inside.

B

Belroth 16:16

That's really sweet.

E

Ellori 16:17

Ellori reads it out loud.

A

Anthony 16:22

It says, 'To Ellori: My dear, I hope that if you find this letter you are safe. Things in the village are strange. People are not behaving how we might expect. I do not think that it is their fault. I have felt the touch of something dark upon this place. And I worry that they have fallen victim to it. I have gone to seek help from powerful friends in the area. If you have found this, and we have not spoken, leave. Leave quickly. It is not safe here. I hope so fervently that you are well, and I can't wait to see you again. May this letter not find you. ~Grandma.

E

Ellori 17:29

Okay, we've got- we, we should- we, we should go look in the woods then. We should go. Everyone my grandmother ever said she knew was in the North. She always said, you know, if you ever, if you ever need help look to the North. And I thought she meant it metaphorically like, like, you know, like, look in the skies, and make a wish on the stars. But maybe she meant it literally, you know, maybe she meant it like, like, there was someone she knew North, not like up in the sky, but up in the, in the, you know, like, if land was North like, on the land.

**S** Skarpin 18:06  
Let's go. Let's go, Ellori. We'll find her.

**E** Ellori 18:10  
Okay.

**B** Belroth 18:11  
It sounds like we got- we have to leave now, so-

**D** Deeran 18:15  
So, we do.

**A** Anthony 18:17  
Okay, you leave town heading for the forest edge. The forest is to the East of town. It also swoops around to the North of town and heads off indeterminately North of here. So, heading North through the forest what are you looking for? How are you looking? What's happening? All of you.

**B** Belroth 18:44  
Um, Belroth would like to try and track human activity through the woods. I know it's probably hard to find, but also traces of any sort of travel that might lead towards it. Especially if we know we're going into direction from the village- try and find some clues to where they might be heading.

**A** Anthony 19:06  
Give me a Survival check. Ellori, what are you up to?

**E** Ellori 19:10  
I'll be looking for any like, droppings like, like, bread crumbs or anything that, that anyone may have left along the way.

**A** Anthony 19:22

**A** Anthony 19:25  
Okay, while you look for human droppings give me a Survival Check.

**B** Belroth 19:27  
I'm going to look for my grandma's poop.

**E** Ellori 19:34  
I have a plus 5 Survival? That's a 19, baby!

**A** Anthony 19:41  
Deeran, what are you doing?

**D** Deeran 19:43  
Um, god Deeran is going to be on the lookout for like, anything coming up behind them because like, Deeran has seen enough traveling plays where the like, the angry mob follows the fleeing innocent out of the town to be very wary of what's happening behind us.

**A** Anthony 20:19  
Please prepare for me a Perception Check. Skarpin, what are you doing?

**S** Skarpin 20:23  
Skarpin also realized how good he is at tracking stuff and in the wild so he's gonna look for- he's gonna look for, for fur. Just like, hunting for food.

**A** Anthony 20:47  
What did you end up with, Skarpin?

**S** Skarpin 20:49  
An 11.

**A** Anthony 20:51  
Okay, what did you end up with, Belroth?

B Belroth 20:55  
24.

A Anthony 20:57  
And Ellori had a 19/

B Belroth 20:59  
Deeran, if you're concerned about us being followed, should I- I have an ability that will allow us to move more stealthily through for upwards of an hour?

D Deeran 21:13  
With my 15 Perception Check, am I seeing anything behind us?

A Anthony 21:19  
You are on the lookout. You haven't seen anything yet?

D Deeran 21:23  
Okay. I think we're all right for now. Um, how's it going up there?

B Belroth 21:30  
Well, Belroth waits for his result of his 23.

A Anthony 21:37  
Between you and Ellori- Ellori, you have found- not really like, a deliberate trail, but you do spot things that remind you of like, you know, you'll find a bit of cloth or something that reminds you of your family. And then with Belroth being able to discern, you know, broken branches that look about 3 weeks old, you know, pathways that have not been overrun by rain or or weather. Basically when you start to run dry, he find something and then you go on the path a little bit further and then his methods start to run dry, and you might find something, and you've been able to really push forward confidently that you are on the right track

—

E Ellori 22:30  
Okay.

B Belroth 22:30  
We're on the right track.

S Skarpin 22:31  
And there are no animals coming in to attack us anywhere either!

A Anthony 22:39  
Deeran, after about an hour on the path you do- you just see like, the barest movement in the woods behind you. Not a creature like a squirrel or anything like that. This is a large creature like, a humanoid sized creature moving around in the woods that raises your, your like- you get a red flag.

D Deeran 23:12  
Yeah, okay, cool. Yeah, Deeran like, snaps his fingers and like, does the like, the thumbs up sign to Belroth and then points to the woods and like, tries to use like, hand signals like, low key.

A Anthony 23:31  
Belroth's like, all good?

B Belroth 23:36  
Belroth picks it up. I assume when Belroth looks over there he might also see some of those traces or- how close is this creature?

A Anthony 23:43  
Give me a Perception Check.

B Belroth 23:44  
I will. Perception check. His glasses are very fogged right now so, 9.

A Anthony 23:52  
Yeah, you don't see what he is seeing.

B Belroth 23:54  
Well, he trusts Deeran anyways and casts Pass Without a Trace on his companions. So, plus 10 to Stealth as well as cannot be tracked except by a magical means so, we are much quieter now.

D Deeran 24:20  
And now that Deeran has seen the movement he would like to really focus to watch where like, if we are starting to lose our tail here. Where it's more direct is that Investigation or still Perception?

A Anthony 24:44  
Yeah, you can do an Investigation if you want.

D Deeran 24:45  
Great. That is a 22.

A Anthony 24:53  
So, as Belroth casts Pass Without a Trace, it's like the forest embraces you, all of you. The leaves pull in toward you. There's just this general cover, like a small fog rolls in around your feet. Just stuff that protects your sightlines and makes you harder to detect. You've still got your eyes behind you on the path, and after about 2 minutes of your path being more obscured- you guys are still moving the same pace- 2 figures come out of the woods and talk to each other in the path. They're looking around toward where you were like, trying to like, glance through. You can see them barely, but there are 2 figures. They are both wearing black and white robes on top of what is clearly armor, and a symbol of a skull on the chest of both of them.

B Belroth 26:00  
Should we hide?

D Deeran 26:01



Ellori?

**E** Ellori 26:07  
I don't, I don't know-

**D** Deeran 26:08  
You make the call. It's your family.

**E** Ellori 26:10  
No, we keep going.

**S** Skarpin 26:11  
Religion Check on that symbol.

**A** Anthony 26:15  
Okay.

**S** Skarpin 26:18  
19.

**A** Anthony 26:20  
Okay, you believe that that symbol is one of the sects of the Ioran church that goes by the Deathwatchers.

**S** Skarpin 26:29  
He tells the group. That's definitely the Deathwatchers.

**A** Anthony 26:36  
As he mentions that, Deeran, you notice that on their waist they have a belt? There is just like, stakes sticking out it like, in the belt ready to draw. Wooden stakes obviously not like, meat. Skarpin, relax.

**B** Belroth 26:55  
I think we should attack them.

**D** Deeran 26:58  
I think we should eat those steaks.

**S** Skarpin 27:01  
If that's all they brought then I feel like we could take them.

**E** Ellori 27:08  
No, we have to, we have to keep going. Belroth's spell is protecting us. We just gotta stay quiet and keep going.

**D** Deeran 27:15  
But if we take them we can find out what's going on like, we can ask them. It's up to you, but like, we might get something from it.

**E** Ellori 27:25  
Do you think- I think if they knew where my grandma is then it's already too late.

**D** Deeran 27:30  
Well that's why if we stop them now before they find her, you know- what if they pick up- what if they're following the same trail we are.

**E** Ellori 27:39  
Oh, my god if we're leading them to- okay, let's fight them. Let's kill them.

**B** Belroth 27:43  
Oh, okay.

- E** Ellori 27:45  
Or not not kill them. We won't kill them until we get the information that we need from them.
- D** Deeran 27:50  
Well, like, maybe not after that too, depending on what they say.
- E** Ellori 27:54  
No, you're right, but if they've killed my grandma, I won't be held responsible for what I do to them.
- D** Deeran 28:01  
Okay.
- B** Belroth 28:02  
Fair enough.
- S** Skarpin 28:04  
Let me try first. I could take them out quietly. I could just put them to sleep.
- E** Ellori 28:13  
Oh, but then we have to wake them up.
- S** Skarpin 28:16  
We could tie them up.
- E** Ellori 28:18  
Oh good. Okay, try it. Try it.
- S** Skarpin 28:20  
All right.

B Belroth 28:20  
Are they close enough for that?

S Skarpin 28:22  
90 feet.

A Anthony 28:25  
Yeah, we'll say, yeah.

D Deeran 28:27  
I mean we could also like, split like, the path and like, ambush them when they like, eventually walk by right sure.

S Skarpin 28:37  
Yeah, so I can take one of them I should say

B Belroth 28:42  
Is Sleep only on one person? It's not-

S Skarpin 28:46  
Inflict Dream is on one person.

B Belroth 28:48  
Right.

A Anthony 28:52  
He could try sleep, but-

S Skarpin 28:53

Yeah, I don't wanna. So, yeah, Deeran, that's a good idea. We can ambush them. I'll go for the one on the left, and y'all go for the one on the right.

**D** Deeran 29:07  
All right. And Deeran casts Mage Armor on himself.

**A** Anthony 29:12  
Give me Stealth Checks as you get into position.

**B** Belroth 29:14  
Everyone add 10 to it.

**S** Skarpin 29:15  
22.

**E** Ellori 29:22  
27.

**D** Deeran 29:25  
Thank god for that plus 10.

**B** Belroth 29:37  
Well, yeah, Freya, very clumsy kitty today. Only 15.

**A** Anthony 29:47  
Okay. You move to either side of the pathway around these 2 Deathwatch people. Everyone gives me another Perception Check.

**B** Belroth 30:01  
You know, it's just so foggy out here, and he's got his glasses on so, he's, you know- Belroth, 7. He rolled a 7.

E Ellori 30:12  
14.

D Deeran 30:14  
11.

S Skarpin 30:17  
17.

A Anthony 30:17  
Skarpin, on your side, you notice that there are 2 more of these Deathwatch members trailing behind still in the woods on either side.

S Skarpin 30:31  
Skarpin tries to hand signal. Can anyone see him?

A Anthony 30:36  
I think after you've split up the visibility is gone.

S Skarpin 30:41  
Okay.

D Deeran 30:43  
Okay. Did we really split up 3 and one? We are fucking idiots.

B Belroth 30:49  
No, because wouldn't- I thought it was 2 and 2. We just never said who's 2 and 2.

D Deeran 30:52

I thought so too, but apparently you take the left one and I'll take the right one, and we let him fucking split us 3 and one. We'll figure this out at some point. Tessa will become a good adventuring group one day.

**A** Anthony 31:14  
I was like, Okay!

**S** Skarpin 31:19  
It would have worked really well if there's only 2.

**A** Anthony 31:23  
So, you 3 are now in position, poised, and ready to strike waiting for the signal of a Skarpin's Deathwatcher to fall asleep.

**S** Skarpin 31:37  
Skarpin doesn't get any closer than he needs to and casts Inflict Dream on the one that he said he was going to. So, it's a Wisdom Save.

**A** Anthony 31:52  
Okay, what's the DC?

**S** Skarpin 31:54  
14.

**A** Anthony 31:57  
So, they're having some sort of discussion back and forth between the 2 of them. It maybe even is getting like, a little bit heated, they're clearly agitated that they lost you guys. And like, you can see the guy gesticulating. Mid sentence, he just falls asleep, just slumps to the ground, and the other guy looks down at him, bewildered. And it looks like he maybe like, pokes him a little bit to see like, what's going on with him. And then the guy draws a silver blade and is standing, you know, trying to scan the woods.

**D** Deeran 32:42  
As soon as he pulls the sword Deeran touches Belroth, and Belroth feels like an injection of like,

forward momentum. Like, just a like, a surge of energy like, begging to be used. And he casts-

**A** Anthony 33:06  
Thunder Cloud.

**B** Belroth 33:07  
Lightning bolt.

**D** Deeran 33:07  
Haste. So, you get, again, double speed, plus 2 AC, Advantage on Dex Saves, and plus one Action per turn.

**A** Anthony 33:27  
So, let's go ahead and roll Initiative. You guys- well, let's not roll Initiative. You're just going to get first Initiative.

**E** Ellori 33:33  
Okay.

**B** Belroth 33:34  
Okay.

**A** Anthony 33:34  
Because you're, you're, you're surprising. So, you will get first Initiative. That's what the surprise will be.

**B** Belroth 33:40  
Cool. Attack number one from Belroth.

**A** Anthony 33:43  
Are you shooting from the woods?



B Belroth 33:45  
I assume so.

A Anthony 33:48  
You can do what you want. I'm asking.

B Belroth 33:54  
Belroth is going to- sorry, before he does the Attack: Bonus Action Hunter's Mark on the one that drew his sword.

A Anthony 34:03  
Okay.

B Belroth 34:05  
And then he rolled an 18.

A Anthony 34:10  
That'll hit.

B Belroth 34:12  
Okay, and that will be 8. Then second attack on the same guy. That'll be a 16.

A Anthony 34:32  
That will not hit.

B Belroth 34:34  
Okay and then third attack on the same guy. That'll be a 23.

A Anthony 34:43

That will hit.

B

Belroth 34:44

So, there you go. So, 2 hits. And Freya obviously can't attack because I just used all of my Actions. Um, but the plan is I think with Freya is that if they come towards us Freya's gonna pounce out.

A

Anthony 34:59

Okay.

B

Belroth 35:00

But the second attack deals 11 damage.

A

Anthony 35:05

So, 19 total?

B

Belroth 35:06

19 total.

E

Ellori 35:10

So, as soon as Belroth jumps out to attack, Ellori is going to hold her hand out with like, a finger up to Deeran. She's gonna hold her hands out. And she is going to sing- let me double check that it's not touch- okay, okay, so she's gonna hold her hands out and she's gonna sing, ~Try to remember all our friendship, my dear. You're so charming. Oh, it is really a blessing to see you here.~ And she casts Charm Person.

A

Anthony 36:05

On the one that just got shot up.

E

Ellori 36:08

Yeah.



**A** Anthony 36:10  
Okay. So, that's a Wis Saving Throw or a Charisma Saving Throw?

**E** Ellori 36:14  
It is a Wisdom Saving Throw.

**A** Anthony 36:23  
What is your spell save DC?

**E** Ellori 36:25  
A million. What did you roll? You tell me what you rolled, and I'll tell you my save DC.

**A** Anthony 36:35  
I will tell you what I rolled first, but I'm gonna add 7 to it.

**E** Ellori 36:40  
It's 14.

**A** Anthony 36:42  
He fails. He rolled a 13 which is why I was gonna add 7 to it. So yeah, he fails, and you feel your magic take root that he has been charmed by you.

**E** Ellori 37:04  
Okay, um, she's gonna say, hey, pal. Come over here.

**D** Deeran 37:12  
Deeran's gonna shoo Belroth away like, when she says that.

**B** Belroth 37:18  
Okay, Belroth and Freya will like, go perpendicular away from them.

**D** Deeran 37:25  
And Deeran follows Belroth.

**S** Skarpin 37:28  
Skarpin is gonna hold Action, and not hopefully reveal himself.

**A** Anthony 37:33  
Okay.

**B** Belroth 37:36  
Do we, do we all now see the other 2 behind or no?

**A** Anthony 37:42  
No. The one on the road begins to walk into the woods towards you. He gets about 5 steps into the woods, and Ellori you can feel that magical connection that you have with him suddenly shatter from an external force. Something has broken your charm. And additionally Skarpin, with the sleeping one on the ground, something has broken that charm as well. And he wakes up groggily and pushes himself to his feet trying to figure out what's going on. The one that was charmed and had the charm broken, lets out a yell and charges into the woods towards you guys. So, it's towards the 2 of you. He's pushing his way through the woods so, as he sees you in the woods, he draws one of the wooden stakes and about 15 feet away he hurls the stake through the woods at you. I'm going to go ahead and roll a 50:50 chance to see who it's going to be at. Ellori, the attack comes in at you. Okay, it hits. It deals 12 damage to you as the stake implants itself in your shoulder. You feel, as soon as it touches you, like, your skin is on fire. It is searing you from where it has touched you, and it is like, it went in way too easily for just a chunk of wood.

**S** Skarpin 39:46  
Skarpin yells out, there's 2 more coming! And then fire off Guiding Bolt at level 3.

**A** Anthony 39:58  
At which one?

**S** Skarpin 40:01

So, there's 2 that were charging- or at least I imagine charging towards the yell that they heard so, the person who was most the furthest behind.

A Anthony 40:11

Okay, so there is one that has charged your allies. There is one still standing in the road who was sleeping. The 2 in the woods, you get eyes on them now. It looks like both of them have just finished casting a spell.

S Skarpin 40:25

At one of them, the one on the left.

A Anthony 40:28

Okay.

S Skarpin 40:32

Nice, 24 to hit.

A Anthony 40:34

That hits.

S Skarpin 40:49

23 damage.

E Ellori 40:52

Holy shit.

S Skarpin 40:53

Bonus Action: Spiritual Weapon.

A Anthony 40:59

That's not a Cantrip though, right?

S Skarpin 41:02  
Never mind. He thinks about it though. He thinks about his Spiritual Weapon.

A Anthony 41:09  
We're learning, guys. We're gonna figure this game out.

D Deeran 41:11  
And so, with Guiding Bolt the next person who does an attack against it has Advantage.

A Anthony 41:20  
Right.

S Skarpin 41:21  
Because they're blinded.

D Deeran 41:22  
And also they are like, wreathed in light.

A Anthony 41:27  
So, what happens is you see this burst of light come from Skarpin, and like, stream back through the woods and smash into someone you didn't even know was there, but now you can tell: all right, where the other person is.

B Belroth 41:42  
Cool with that information, Belroth is going to take one of his 3 attacks and do a Sharpshooter at Advantage at that thing in the woods. Damn, in an alternate universe that went very poorly, but in this universe that is a 17.

A Anthony 42:10  
A 17 hits.

B

Belroth 42:12

A d8 plus a d6 plus 13. So, that is 23 damage. Oh, no, sorry, I don't roll the d6 because he doesn't have Hunter's Mark on it. So, it's actually 21 damage.

A

Anthony 42:46

Okay.

B

Belroth 42:48

The next shot is going to go at the guy attacking Ellori. Do I have clear line of sight because I did shimmy off.

A

Anthony 42:59

Yeah, you shimmied off so you can target him.

B

Belroth 43:02

Okay. Great. That's a 26. I hope that hits.

A

Anthony 43:09

Yes. Did you Sharpshooter this one or nah?

B

Belroth 43:14

No, no, no. This one is the one with Hunter's Mark on it. The one that had the arrows originally in it. So, this one has the extra d6. So, this is 16. And then he's just like, shooting at different targets. I'm Sharpshooting the glowing guy again.

A

Anthony 43:43

Okay.

B

Belroth 43:45

So, that is 18.

A Anthony 43:51  
That's a hit.

B Belroth 43:51  
Yeah. Yeah. So, d8 plus 13. So, 18.

A Anthony 44:02  
All right.

B Belroth 44:02  
And then Freya, fourth attack, charges to Ellori's defense and does a charging maul attack.

A Anthony 44:15  
On Ellori?!

B Belroth 44:16  
No, on the guy. 19.

A Anthony 44:22  
That's a hit. He has to make a Strength Save?

B Belroth 44:25  
DC 13.

A Anthony 44:28  
That's a failure.

B Belroth 44:30  
Hey, it's knocked prone. And your girl rolled max damage. It's like a Critical hit but less exciting.



A Anthony 44:39

When when Freya tackles him to the ground, you hear the tinkling of broken glass shattering on the ground, and a noxious gas begins to erupt out from him. You, Ellori, and Deeran are closest to him when this happens. Deeran, for you, it doesn't seem to affect you. It smells delicious, but it doesn't seem to affect you. Ellori, I need you to make a Constitution Saving Throw?

B Belroth 45:20

Also, that was 19 damage that that guy took.

A Anthony 45:22

19 damage, perfect

E Ellori 45:29

Can I have an advantage?

A Anthony 45:31

You do not have Advantage.

E Ellori 45:32

Can I though?

A Anthony 45:34

No.

D Deeran 45:36

It doesn't hurt to ask for more.

E Ellori 45:37

It's a 3.

A Anthony 45:39

Okay, you begin coughing and spluttering and choking. You will either have a movement or an Action on this turn because you haven't gotten yet. You do not have both. You can't move and do a thing. You can either move or do a thing.

E Ellori 45:54

Okay, okay. Okay. Can I ask- can you describe more in detail what these dodos are wearing?

A Anthony 46:03

Yeah, it's like, they seem to be wearing some kind of armor. Like, a metal armor which I think is your question.

E Ellori 46:13

Yep.

A Anthony 46:13

And then a long white and black tabard-

E Ellori 46:22

I'll let you finish just for the listeners enjoyment, but I got what I needed.

A Anthony 46:24

As they get closer you've noticed that they are wearing- most of them are wearing leather- or this one at least is wearing a large leather sash that seems to have all kinds of like, pouches and little places for things to like, loop into it. He's carrying the stakes that you saw before as well as a silver blade. He also has a crossbow on his back. And the pouch of crossbow bolts on his hip are silver tipped crossbow bolts.

E Ellori 46:51

Okay, and then my other question is, do I see all 3? Do I see all 3 at this point? Or all 4, I'm sorry.

A Anthony 47:00

— You see 3 of the 4.

**E** Ellori 47:02  
Okay. And what's the rough circumference of the 4 of them- 3 of them that I see.

**A** Anthony 47:08  
Each of them is- that's a weird. Are you talking about-

**D** Deeran 47:12  
One end to the other.

**A** Anthony 47:16  
They're like, people circumference. I don't know.

**D** Deeran 47:21  
Are they all within 40 feet?

**E** Ellori 47:23  
Are they all within 20 feet?

**B** Belroth 47:25  
Yeah, what's the rotundness check, please.

**A** Anthony 47:29  
No, the one that's furthest away from you that Belroth shot is probably 80 feet away, and then this one obviously is right next to you, but it is on the ground and prone now. The other one is maybe 30 feet away in the road.

**E** Ellori 47:44  
Okay, so to this one that's right in front of me-

D Deeran 47:49  
Do you have a 20 foot radius?

E Ellori 47:52  
Yeah.

D Deeran 47:53  
Then you can get that one and the one in the road because a radius is half the circumference, right?

E Ellori 48:00  
I'm just thinking about benefit. Like, they're both Concentration spells that I'm weighing so I can only do one or the other.

D Deeran 48:06  
Got it.

E Ellori 48:08  
Yeah. So, I'm hoping I just kill this one then I can move on my next turn and get the rest of them. So, the one in front of me I am going to hold my hands out. ~Glow. Heat it up. Heat it up. Glow. Iron, silver, copper, or gold. All of it is going to glow.~

A Anthony 48:31  
Through your coughs you manage just get out enough of the song-

E Ellori 48:37  
I forgot that RP. I was planning it then I got carried away in a moment.

A Anthony 48:43  
So, you cast Heat Metal and there's basically no Save, right? He just takes damage if he's wearing it?

E Ellori 48:51  
Yeah, yep.

A Anthony 48:52  
Okay.

E Ellori 48:54  
So, it is going to take 13. Um, and then it needs to take a Constitution Saving Throw to drop it. If it doesn't, it has Disadvantage on all Attack Rolls and Ability Checks until the start of the next turn.

A Anthony 49:14  
He doesn't need to make any Checks. The screams erupt from the ground and the smell of searing flesh as the armor heats up and smokes against his skin. And then the screams die out with a rasp as he's, we'll say, unconscious.

E Ellori 49:39  
It's non-lethal Heat Metal.

D Deeran 49:42  
Ah, the old non-lethal barbecue.

A Anthony 49:42  
Aha. Aha. At the end of your turn, Ellori, as your Action ends you take 4 damage from the coughing and the sputtering. You feel like this was low.

E Ellori 50:05  
Okay.

D Deeran 50:07  
Deeran runs up to stand between Ellori and any like, further oncoming bad guys.

- E** Ellori 50:17  
No, I know I'm sorry. I didn't mean to kill him I got carried away-
- D** Deeran 50:19  
And puts a handout to the glowing one and-
- S** Skarpin 50:25  
I think the "next attack roll" made against this creature gets Advantage. So, I think Belroth used it up.
- D** Deeran 50:33  
Right. Yes, it doesn't stay.
- A** Anthony 50:35  
Twice it sounds like. He double used it up.
- B** Belroth 50:37  
Oh, I thought it was-
- D** Deeran 50:39  
Yeah, I thought it was until their next attack also.
- S** Skarpin 50:42  
I thought we could squeeze at least 2 out of it.
- B** Belroth 50:45  
Well, I have Haste so it's fine. I went real quick
- A** Anthony 50:49

That's right. It's fine. Sure, we'll pretend that's how this worked.

**D** Deeran 50:57

So, then I can't see him anymore.

**A** Anthony 51:00

Well, you now know he's there, but he's got partial coverage, but you know he's there. You know where he is so you could still attack him if you want to, but there is also one in the road.

**D** Deeran 51:15

Yeah. I reach out to the one that I know has 2 arrows sticking out of it pretty badly. And I closed my eyes when I put my hand out to sense him with my mind. And Deeran pictures a long like, lashing whip shooting out of his mind's eye. And as he pictures that the same kind of coiled snap leaves his necklace as he casts Tasha's Mind Whip on the guy out far away.

**A** Anthony 52:02

Is that an attack or a Save?

**D** Deeran 52:04

It is an Intelligent Saving Throw.

**B** Belroth 52:08

Ooh, that's a tricky one.

**A** Anthony 52:10

So, thankfully Deeran used to bullseye womp rats in his T-16 back home, and they're not much more than a meter wide so, you Mind Whip out and you hear the crack reverberate through the air as well as a yelp from the whippy. Not a happy weepy.

**D** Deeran 52:43

Whippy. You're the worst. That is 12 psychic damage. Also, it can't take a Reaction until the end of its next turn. Also, it has to choose whether it takes a move, an Action, or a Bonus Action. It only gets one of the 3.

- A** Anthony 53:05  
Yeah, it doesn't have to choose. As you whip with this you feel his mind strain and break under the power of your attack. And he just falls limp to the ground, his mind shattered.
- B** Belroth 53:25  
Cool.
- S** Skarpin 53:26  
Nice.
- D** Deeran 53:28  
Deeran turns around, and he looks at Ellori, and he says, it's okay. I won't let him get you.
- S** Skarpin 53:37  
Thanks, Deeran.
- A** Anthony 53:38  
~Cough. Cough.~
- E** Ellori 53:46  
I got caught up in the moment again forgot to cough.
- D** Deeran 53:48  
Yeah, Deeran is trying to like, use his arms to like move the smoke away. Deeran has been in plenty of dorm rooms where this move has been of varying effectiveness.
- E** Ellori 54:00  
Deeran's got a shower cap and a Target bag.
- D** Deeran 54:05





Deeran 54:05

Yeah, yeah in my bag all the time.



Anthony 54:08

Deeran's jamming a towel between 2 trees hoping it'll stop the flow of the smell.



Belroth 54:14

No way, man. It totally works. I swear I got a bunch of dryer sheets. We're good to go.



Deeran 54:20

Hey, does anybody have like, a big fan we can point the other way?



Skarpin 54:27

So, there are 2 more people in the woods that only Skarpin is aware of?



Anthony 54:32

Well there's one on the road that everyone's aware of and then there's one in the woods that Skarpin is aware of.



Deeran 54:39

Yeah because the other one's dead.



Skarpin 54:40

He casts hold person on both of them at level 3.



Belroth 54:45

Oh, I always forget you can do that.



Skarpin 54:49

So they must make a Wisdom Saving Throw or be paralyzed for the duration.

- A** Anthony 54:56  
The one in the road appears to ward off your assault. Like, he was prepared for this. The other though stops dead in his tracks.
- S** Skarpin 55:08  
Nice, and Skarpin's charging the one on the road.
- A** Anthony 55:13  
Okay, you're just running toward it.
- S** Skarpin 55:16  
Yeah, I will not attack. I'll stop like, right in front of them and be real menacing.
- A** Anthony 55:24  
Okay. He glances around. He sees that his friend in the woods is dead. He sees that his other friend in the woods is dead. He sees his other friend not moving. He disengages from you and starts to run back down the path away from you. As he does he raises a hand out toward his held friend, and once again, you feel your hold on him shatter. And that spell is broken.
- D** Deeran 56:03  
He gets 2 Actions. That fucker.
- B** Belroth 56:06  
He can dispel a spell as a Bonus Action?
- A** Anthony 56:10  
As a Bonus Action, yes.
- B** Belroth 56:12  
Damn, what a fuck. That's so powerful.

D Deeran 56:15  
I want that.

A Anthony 56:18  
We'll get there.

B Belroth 56:20  
Oh my god.

D Deeran 56:21  
No, I know you've thought it through because you wouldn't do it if you hadn't. I just want it. So like, Deeran Seeing this immediately starts like, checking for artifacts on the one in front of him that's down.

A Anthony 56:39  
Okay, so this for your turn, you can give me an Investigation Check.

D Deeran 56:45  
Let's see. If it's not better than my fucking Passive I'm gonna be furious. Oh, it's way better. Let's go! 18 plus 7. 25. Deeran knows all the stash pockets.

A Anthony 57:02  
So, in a couple of places you search you find a pouch of gold that has about 150 gold in it. You find another pouch that has what you can tell it looks like 4 broken vials. So, this cloud of smoke that smells of garlic had 4 broken vials- basically it came from 4 different dispersible objects. You search through a pouch. You also find what looks like a bead that at its center is a small glowing light. You don't know for sure what this does, but you expect that you could use this bead as a Bonus Action to break a spell on a target to end in effect. And that is what has happened here. They have used something like this to defend themselves, presumably against the mental effects of vampires. That they have come prepared for that.

B Belroth 58:13  
That's rad.

**D** Deeran 58:13  
That is so rad.

**B** Belroth 58:16  
I love those effects.

**S** Skarpin 58:17  
Skarpin casts Hold Person on the one who cast the dispel or that did the dispel.

**A** Anthony 58:25  
Okay, you're gonna do both because they are both free?

**S** Skarpin 58:28  
I cannot do both.

**A** Anthony 58:30  
I see. I see. Okay.

**S** Skarpin 58:34  
20. Oh, right you have to make a Wisdom check. Beat a 20.

**A** Anthony 58:40  
He also rolled a 20. He is still not affected by your Wisdom, your assault on his will.

**S** Skarpin 58:51  
Skarpin is still chasing them.

**A** Anthony 58:54  
Okay, so you're running behind him?

S Skarpin 58:56  
Yeah. I imagine more slowly.

A Anthony 58:59  
Yeah, because he had disengaged and started to run. Well, I mean, he's an armor and so you're keeping pretty good pace. You're probably just like 5, you're like 5 feet behind him.

S Skarpin 59:09  
Skarpin's feeling good.

A Anthony 59:13  
Okay.

B Belroth 59:16  
So, Belroth can't see one of them that's in the woods, right?

A Anthony 59:19  
Correct. You know there is someone else out there. You don't know where they are. And you haven't had any indication one way or the other.

B Belroth 59:27  
All right. Bonus Action moving the Hunter's Mark to the one that's running away from Skarpin. Attack number one. That probably won't hit, but that's a 13.

A Anthony 59:45  
A 13 does not hit.

B Belroth 59:47  
Didn't think so. Number 2. 15.

A Anthony 59:55

A Anthony 59:55

That does not.

B Belroth 59:57

Third attack. God, thank goodness for that. That's a 22.

A Anthony 1:00:05

22 does hit.

B Belroth 1:00:07

That's good. 10 damage from his arrows. And then Freya strikes a defensive stance near Ellori in case any of those hunters want to come and charge her.

A Anthony 1:00:26

All right, Ellori you may move or Action.

E Ellori 1:00:30

Yay. Um, I guess I'm gonna look for- can I- he's unconscious in front of me?

A Anthony 1:00:45

Yeah, he's unconscious in the center of the cloud.

E Ellori 1:00:48

Okay, um, can I blow on the cloud?

A Anthony 1:00:53

It's very dense. You don't think you could really affect it.

E Ellori 1:00:57

Could I drag him out of it?

A Anthony 1:01:00  
Uh, you, you can try, yeah.

E Ellori 1:01:03  
All right, I'm gonna try to drag him out of it.

A Anthony 1:01:06  
Okay, make a Strength Check.

E Ellori 1:01:10  
18.

A Anthony 1:01:12  
Okay, and then also give me a Constitution Saving Throw.

E Ellori 1:01:17  
Okay, that's better. 16.

A Anthony 1:01:22  
Okay, you move toward the middle of this cloud. And as you do it's worse. This intense coughing and reaction that you have to this. And, you know, it's clear that, you know, you can smell in here that there's like, that there's garlic that's part of this, but that's wild because like, you've had garlic before. So, there's something else happening in this cloud that is affecting you personally that isn't affecting anybody else. You latch on to him, and you pull him back. You do take damage coughing as you do this, but you get both you and him out of the dispersal cloud, although there's still a lingering effect on him because it's in his pocket still. You take 10 damage this time from the cloud.

E Ellori 1:02:18  
Okay. And it was move or Action, right?

A Anthony 1:02:23  
- . . . . .

Correct. So that's it. You did it. You're done.

**E** Ellori 1:02:25  
Yeah.

**A** Anthony 1:02:27  
Okay, so a bolt comes from the woods towards you, Skarpin.

**D** Deeran 1:02:39  
From another source?

**A** Anthony 1:02:41  
From the one in the woods that only he can see.

**D** Deeran 1:02:44  
Got it.

**A** Anthony 1:02:45  
That was held, is no longer, drew his crossbow, and has fired off a bolt. This is a heavy bolt, and as it smashes into you it actually penetrates your shell like, drilling into you on your, on your soft side, you know, on the little bit of the mucky side.

**E** Ellori 1:03:10  
In his jiggly bits.

**S** Skarpin 1:03:14  
Fat joke.

**E** Ellori 1:03:14  
No.



D Deeran 1:03:17  
I thought it was a boobs joke.

E Ellori 1:03:19  
No, it was just a squishy, sexy bits joke.

B Belroth 1:03:21  
I thought it was a zombie joke.

E Ellori 1:03:24  
Yes.

A Anthony 1:03:25  
It drills into you for 16 damage as the bolt just like, thunks into you solidly. The other one, now convinced he can't run, turns on you with his blade drawn and takes a swing. As he does like, you see a gleam in his eye when he looks at you like he recognizes you for what you are. All right. All right.

B Belroth 1:04:01  
A turtle.

A Anthony 1:04:02  
He slashes in with his blade getting inside your defense and cutting a gash up your arm for 8 damage

S Skarpin 1:04:17  
Skarpin let's out an angry yell and casts Inflict Wounds at level 2.

A Anthony 1:04:29  
Okay.

S Skarpin 1:04:33  
Fuck. 10 to hit.

A Anthony 1:04:38  
10 does not hit.

S Skarpin 1:04:41  
And he menaces.

A Anthony 1:04:51  
Okay, you are, you are menacing.

B Belroth 1:04:57  
Belroth wants to continue to shoot at the guy who's attacking his friend, Skarpin in the road. That ladies and germs and gentlemen and beyond and between is a natural 20.

D Deeran 1:05:13  
Let's go!

B Belroth 1:05:19  
This is exciting. Do I get the bonus for the Hunters Mark or no? I think I asked this before.

A Anthony 1:05:24  
Yes, you do. You get max and roll the Hunters Mark.

B Belroth 1:05:28  
Cool, but I don't- I get the max including the Hunters Mark, right? So I roll the Hunter's-

D Deeran 1:05:33  
Yes.

B Belroth 1:05:34  
Okay.

D Deeran 1:05:34  
A whole bunch of damage.

E Ellori 1:05:37  
Just say 'whole bunch.'

A Anthony 1:05:38  
One times die-

D Deeran 1:05:41  
Stop.

B Belroth 1:05:49  
So, 11 is the max, plus the additional maximum of 6 for the Hunters Mark, so 17 plus 10, so 27.

D Deeran 1:06:04  
Nice.

A Anthony 1:06:05  
Great. Yeah, the arrow takes him in the neck. It is not enough to kill him, but he throws a hand up and blood is gushing out as the first arrow sinks in deep.

B Belroth 1:06:20  
Okay, 2 more attacks. That will be a dirty 20.

A Anthony 1:06:29  
— .. ..

That's a hit.

**B** Belroth 1:06:30  
Poor guy. Less damage but still 8 damage.

**A** Anthony 1:06:37  
Okay.

**B** Belroth 1:06:39  
And I can't see the one in the woods at all still?

**A** Anthony 1:06:47  
You saw maybe the bolt pull out so you could like, you could take an Action to try and find him in the woods.

**B** Belroth 1:06:55  
I already started my attack Action so, 24 For the third attack.

**A** Anthony 1:07:02  
That's a hit.

**B** Belroth 1:07:04  
You don't deal damage to Skarpin without paying the consequences, baby. 11 damage.

**A** Anthony 1:07:11  
Okay, so yeah, you like, jammed one through his neck, and as he's like, trying to deal with that you plug him twice in the chest. And he drops down to a knee and then slumps to the side, unconscious, bleeding out.

**S** Skarpin 1:07:31  
Skarpin catches them.

A Anthony 1:07:32  
He's just bleeding profusely, and is not looking good. He's like, dead.

B Belroth 1:07:36  
With my Bonus Action would Freya be able to make it 40 feet to the other person in the woods.

A Anthony 1:07:45  
Give me a Perception Check from Freya.

B Belroth 1:07:48  
From Freya. Thank god because it's actually pretty all right. 14.

A Anthony 1:08:00  
Yes, she can make that charge.

B Belroth 1:08:02  
Hooray, she makes that charge. She charges through the woods at the other person who makes an attack. 19. Good girl. Plus 5.

A Anthony 1:08:13  
So, he has to make a Strength Save?

B Belroth 1:08:15  
Yep.

A Anthony 1:08:17  
Okay, yeah, she just, you know, she's a big cat monster in the forest, that's sort of thing. So, she's just tearing through like, leaping between trees and jumping off a rock and then just full bore slams into him, brings him to the ground, and pins him in place.

**B** Belroth 1:08:40  
13 damage.

**A** Anthony 1:08:46  
He is screaming and prone. He looks around. He sees that his friends are dead. He is pinned here in place. And he says, I will not be taken. And he dies, suddenly his mouth foaming.

**S** Skarpin 1:09:06  
Skarpin, holding the corpse of the dude that he was fighting and he, he's real mad about getting hit. And real mad about that look in his eyes because he's seen it before. And he just chomps down on his neck and just takes a big bite out of it and shoves him on the ground, and he walks over to the other one.

**D** Deeran 1:09:36  
Yeah, Deeran and listens to hear if there's any other sounds of movement in the forest.

**A** Anthony 1:09:43  
You don't hear anything except for Freya.

**B** Belroth 1:09:46  
Who I guess is quiet now because her target's dead.

**A** Anthony 1:09:51  
Yeah, she's slinking back again.

**S** Skarpin 1:09:55  
Skarpin follows Freya to the group.

**E** Ellori 1:09:57  
Are we out of combat?

**A** Anthony 1:09:58

A Anthony 1:09:59

Yes.

E Ellori 1:10:00

Okay, Ellori is gonna be tying up this guy in front of her.

D Deeran 1:10:05

Yeah, Deeran is going to go join the group to see what's going on. And when he sees the, the foaming mouth, he turns in runs back to the one that Ellori is tying up, and like, opens his mouth while Ellori is doing the tying to try to identify like, if it's a tooth or a capsule or what's going on, that, like, has the poison pill in it.

A Anthony 1:10:37

And you do find a capsule tucked in his cheek like up above, next to the top gum.

D Deeran 1:10:44

Yeah, Deeran pops it out. If we want to get answers from him.

E Ellori 1:10:50

Deeran, I never would have thought. You're so smart.

D Deeran 1:10:55

I mean, I've read a lot about this sort of stuff, you know. I've heard a lot of stories about people who- oh, uh. And Deeran like, goes to try to stabilize him.

E Ellori 1:11:08

I was just gonna wake him up.

D Deeran 1:11:10

I mean, he's dying.

E Ellori 1:11:12

Yeah, I was gonna heal him.

**D** Deeran 1:11:14  
Oh, yeah, so as Deeran's like, panic trying to like-

**E** Ellori 1:11:19  
No, Deeran's it's okay, I've got it. I've got it.

**D** Deeran 1:11:23  
Okay.

**E** Ellori 1:11:24  
Um, is he poisoned?

**S** Skarpin 1:11:30  
It's just you.

**A** Anthony 1:11:33  
You don't suspect this smoke affects him.

**E** Ellori 1:11:36  
Okay. ~Fights aren't easy. Wounds can kill, but if I can help it, none of them will."

**A** Anthony 1:11:46  
The blood that is coming out of him spurts for a moment as though you have ignited his heart, but only for just a second as the blood does not continue to pump out.

**B** Belroth 1:12:07  
Seems too much time has passed.



E Ellori 1:12:09  
Ellori slaps him across the face.

A Anthony 1:12:12  
Nothing happens.

E Ellori 1:12:13  
No, you have to wake up, and tell me where my- you have to tell me where my grandma is.

S Skarpin 1:12:20  
Ellori, I don't think they found them. That's why they were out here. I bet they we're still looking so we're gonna find them.

B Belroth 1:12:26  
I think, I think it was a good call for you to say that we need to attack them because I think your suspicion was right. We could have been leading them.

S Skarpin 1:12:37  
Also, you don't you don't look so good. What's, what's going on?

B Belroth 1:12:40  
Yeah, are you okay?

E Ellori 1:12:42  
No, I'm not great.

S Skarpin 1:12:46  
Is that garlic?

B Belroth 1:12:48  
It smells delicious. Outside of the scorched flesh smell, which is not so great

It smells delicious. Outside of the seared flesh smell, which is not so great.

**S** Skarpin 1:12:56  
Well.

**B** Belroth 1:12:56  
Garlic is kind of nice.

**D** Deeran 1:12:59  
Yeah, Deeran feels like they've got this handled, and he goes to the other 3 corpses to collect all of their special items and stuff. Also, all the silvered weapons.

**A** Anthony 1:13:11  
So, all 3 of the other objects that can break curses have been consumed. Their light gone out. The marble cracked, right? It doesn't even look like something that you could feed Spellstone to. It's like it's a one and done. You do find 2 more poison pills, and you find amongst all of them 500 gold amongst all 4.

**B** Belroth 1:13:48  
Wow.

**D** Deeran 1:13:49  
And the other 3 should have the noxious-

**A** Anthony 1:13:54  
Yes, yes. You find- they all have 4 each. So, you have 12 of these presumably anti vampire garlic grenades.

**B** Belroth 1:14:12  
As Haste winds down Belroth feels really tired.

**D** Deeran 1:14:21

Yeah, at the end of Haste, I've never had to deal with this, but the target can't move or take Actions for a turn.

**A** Anthony 1:14:33  
He just flops over.

**B** Belroth 1:14:36  
Yeah, he's just like well, I think what we need to do here is- oh, I need to sit down. I'm sorry.

**E** Ellori 1:14:41  
No, Belroth, we have to keep going. Can you ride Freya?

**B** Belroth 1:14:45  
Just one moment.

**E** Ellori 1:14:45  
Can you ride Freya?

**B** Belroth 1:14:47  
I can ride Freya. Just give me a second to catch my breath. I promise.

**E** Ellori 1:14:53  
If everyone's finished the picking pockets I think we really have to go.


**S** Skarpin 1:14:59  
Skarpin casts Lesser Restoration on Ellori.

**A** Anthony 1:15:06  
Okay. What are you trying to restore?







Skarpin, thank you so much, and she puts her own hand on her own temple and mutters to herself, ~fights are easy. Wounds can kill, but if I can help it, none of them will.~

 Anthony 1:16:14


Don't forget your bonus d4 and all that.

 Ellori 1:16:16

Oh, yeah, cuz I am. I got a hand on- ~I got one hand on my sickle and the other one is healing myself real good!~

 Anthony 1:16:50

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 Adventure Incorporated 1:17:24

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