

C2E038_mixdown

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SUMMARY KEYWORDS

freya, cage, vampire, roll, damage, anthony, cast, pull, anti, hit, spell, wisdom saving throw, run, turns, dream, darkness, fighting, creature, dex, hand

SPEAKERS

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

A

Anthony 00:01

Greetings, adventurers, and welcome to the Adventure Incorporated podcast. I am your Dungeon Master. My name is Anthony Reed. This is episode 38, and it is part of the Whisperer of Lies story arc. Big shout out to the Patrons at patreon.com/adventureinc. You know, if you become a Patron you get your own special RSS feed. There's all kinds of bonus content on that depending on the level at which you back, and I put all the regular episodes up there too. It's convenient. It's super convenient. You just get all of your episodes in one place. Everything you would want to hear from us, all the listening, all the extras, all right there. If you're not a Patron at patreon.com/adventureinc become one, you know, if the show means something to you, if you like what you hear, and you want to support it, that's the best way to do it. You can also head to our website adventureincpod.com and there you'll find links to the shop where you can buy t-shirts and stickers and other fun things like that. And that's another great way to help support the show. Also, don't forget just how important it is to tell people about the show. Tell your friends, tell your family, tell you groups you're a part of, tell the story you go to, tell everyone that you think cares about Dungeons Dragons, cares about the story, cares about or could care about this story. And they probably don't yet, right? If they cared about the story, and they didn't know about the show, that would be impressive. If you find that person you let them know that they need to contact me directly because I need to really dig into this one. But find people who you think might like the show, and tell them about it. Let them know like, hey, here's a thing I think you'll enjoy. And yeah, that'll go a long way to helping us out. And we appreciate all of you so much so, so much so that we have put together this episode for you so please enjoy. 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 02:10

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 02:20
Skarpin the Cleric.

B Belroth 02:22
Should I just try and snipe them from over here?

S Skarpin 02:25
Yeah, okay. I did say there was good as dead. I would hate for, you know, to break my word on our first contract with Adventure Incorporated.

A Anthony 02:33
Ellori, the Bard.

E Ellori 02:35
We would want you to leave this warehouse.

A Anthony 02:39
He points behind it. Church!

E Ellori 02:42
Oh, sorry. We want you to leave this church.

A Anthony 02:46
Deeran, the Wizard. He say, you no worship Shattered Fang.

D Deeran 02:51
Yeah, man he's like, super wrong. We love Broken Tooth- uh, Shattered Fang, man.

A Anthony 02:56
Prepare yourselves, for these are the tales of Adventure Incorporated!

E

Ellori 03:05

Okay, everyone, I'm a little confused right now. Are we fighting this thing? Because normally when we're fighting a thing, we've done a thing where we, you know, get ourselves together. And if we get ourselves together quickly enough, then, you know, we get to start fighting. If we don't get ourselves together quickly enough they get to start fighting first. And we haven't done that thing yet so I guess I'm just a little confused if we're actually fighting or still trying to talk to it or really what's going on here.

D

Deeran 03:31

Yeah, that's what I was trying to give it a physical body so we could blast the shit out of it, you know?

E

Ellori 03:36

I know, but Belroth keeps shooting arrows at it.

D

Deeran 03:38

Well, he keeps shooting arrows.

B

Belroth 03:40

Well, I don't know. I keep shooting arrows. I think I'm hitting something. I'm not sure what, but I am definitely hitting something, but what it is, who knows?

S

Skarpin 03:49

That's a good point, but this coward over here, they, they won't come down and fight us. They'd rather just prey on innocent and helpless dreamers. They can't even come down and fight us.

E

Ellori 04:01

Oh, I get it. We're saying mean things really loud that it comes down. Oh, okay. Uh, you know what my grandma always says, uh, if someone doesn't come down here and fight, then it means they don't think they can win.

D

Deeran 04:17

Wait did she really say that?

Wait, did she really say that.

E

Ellori 04:19

No, she's never said that. I made that one up because I thought that, you know, we were, we were saying things-

D

Deeran 04:26

Like, it was half-

E

Ellori 04:27

She would never talk about fighting.

D

Deeran 04:29

That was the part that confused me. That's why I asked-

E

Ellori 04:31

I just thought we were doing a thing where we tried to get, you know, the thing to come down in a body.

D

Deeran 04:36

We are.

E

Ellori 04:36

That's why I said it.

D

Deeran 04:39

I, yeah, I just wanted to know about if your grandma had like, a fighting thing.

E

Ellori 04:43

No, she would never.

A Anthony 04:46
Ellori, give me a Dexterity Saving Throw.

E Ellori 04:51
No. 13.

A Anthony 05:00
A hand grabs you around the ankle. It has a long shadowy hand with long claws on it. It grabs you around the ankle, and it pulls and you are now being pulled under your bed. You're a young child, and you are in your bedroom, and there is a- something is pulling you under your own bed, and you are fighting against it. Give me, you know, whatever your reaction to that would be as you're being pulled under your bed.

E Ellori 05:34
Grandma, help me! Someone's trying to pull me under my bed!

A Anthony 05:38
Give me a Wisdom Saving Throw.

E Ellori 05:44
4.

A Anthony 05:46
Okay, it pulls more and more on you. You begin to sink underneath and then you are gone in darkness. And the other 4 of you are just you're still there. But Ellori is gone.

S Skarpin 06:01
Skarpin tries to seek her in the dream world.

A Anthony 06:06
Okay. You give me a Wisdom Check then.

S Skarpin 06:13
25.

A Anthony 06:13
Religion, I think I gave you Religion before. You can do Religion.

S Skarpin 06:16
22.

A Anthony 06:18
Okay, wait. Is Religion Intelligence based?

S Skarpin 06:22
Yeah.

A Anthony 06:23
You may do Wisdom or Religion at your leisure.


S Skarpin 06:30
25.


A Anthony 06:34
Okay, yeah, you immediately open up your perception here in the dreamscape for Ellori, and you don't find Ellori, but you do find a seed of black darkness that seems to be burning with rage that you find out in the space here that you're pretty sure is the Whisperer of Lies.


S Skarpin 07:04
Skarpin casts Inflict Dream on that-


A Anthony 07:09
- - - - -


Before you can do that let's go ahead and now actually roll an Initiative.


 Skarpin 07:15
Skarpin's just fucking fighting.


 Belroth 07:19
Belroth is 6.

 Skarpin 07:23
13.


 Deeran 07:26
12.

 Anthony 07:28
Okay, Ellori, in your prison of darkness you are still a child, and there is nothing around you but the voice that echoes through your mind: the stories you gather, they are so unimportant. You will never matter to the people of this world. Your legacy is to be forgotten. 80 years, poof. No one will ever remember you came or went. And when your own memory slips, and you forget all those friends around you because they aren't alive anymore, and your cursed of life continues what will any of it be worth? So, Skarpin you cast Inflict Dream so the goal here is to try to put them to sleep.

 Skarpin 08:41
So, my goal is to manifest them as a humanoid, a physical being that we can tackle essentially.

 Anthony 08:53
Okay, okay. So go ahead and cast Inflict Dream. That works.

 Skarpin 08:57
It's a Wisdom Save for them. I have a DC 14.

 ...

A Anthony 09:04

Okay, you cast the spell. It does not have the effect that you want it to have. No physical form of the- you basically- you feel like you missed trying to inflict a specific dream upon this figure within the Dream Realm, but it does flee once it is targeted. That seed of hatred moves on away into the darkness, and Ellori is left in a cage of darkness. She seems to be just floating there, the Ellori you know, the Ellori you created, but she's just unconscious floating in this cage.

S Skarpin 09:50

Skarpin run towards her, and- Dream Walkers can sense the nature of the dreams that they're approaching, and he knows that there was a nightmare she was experiencing so he yells out, Ellori I don't know what you saw, but it wasn't real. Everything's okay. We're here. And he tries to extend that- the light that he had been carrying as he travels towards her.

A Anthony 10:15

Yeah, I think you pull Belroth and Deeran and Freya with you through this space so you guys don't have to worry about like your physical location so much as as Skarpin moves you through this space, but you do now- you are have pulled Ellori in her cage into your little sphere of influence, but she still seems to be locked in that cage. It has a borderline physical manifestation, the cage.

S Skarpin 10:53

I just feel like I did a lot.

A Anthony 10:55

Yeah, Skarpin's done.

D Deeran 10:56

Okay. So does-

A Anthony 10:58

I just feel like I did a lot?

D Deeran 11:01

Yeah, I'm just trying to think through like, what now can be done.

B

Belroth 11:08

You know, Deeran- Belroth is speaking out loud- Deeran, you know, I feel like it's pretty convenient that we get to fight the weakest demon right now. I feel like we're doing really well, and, you know, we have it right in the palm of our hands. I can't even believe that its own siblings called it the weakest of them. I just, oh, this is gonna be such a cakewalk once it finally just manifests, but it would never. It would never do such a thing.

A

Anthony 11:39

So, you can go ahead and make your own Charisma based skill roll here.

B

Belroth 11:46

Ooo, 17. Natural 17. I mean, I just, I just don't feel any fear at the moment.

D

Deeran 11:53

Yeah, like I'm super not threatened, and Deeran turns and tries to unlock Ellori's cage.

A

Anthony 12:05

As you examine the cage a little bit there does not appear to be any opening to the cage, but you do feel like it is a physical thing in this space.

D

Deeran 12:20

So, there's no like, door to the cage.

A

Anthony 12:24

There's no door, correct.

D

Deeran 12:30

Is there a floor to the cage?

A

Anthony 12:34

Yes, there's a floor and a ceiling to the cage.

- D** Deeran 12:37
How the fuck does something get inside a cage with no floor or ceiling, Anthony? This is breaking my immersion.
- A** Anthony 12:45
No, I've seen that. You whittle the thing into the center of the wooden cage and then you've actually carved it out inside, you know, the cage.
- D** Deeran 12:56
Yeah, Deeran notices that this Ellori is wooden and turns to find Real-Ellori.
- A** Anthony 13:07
Nope, sorry. It's all Wooden-Ellori now. That's the only Ellori that exists. She's now going on a quest to become a real boy.
- D** Deeran 13:17
Cool then Deeran- does he sense like, a destructibility to the cage?
- A** Anthony 13:34
Um, it feels like it is tangible and real so if- you could try to interact with it and try to destroy it, yes.
- D** Deeran 13:43
All right. Yeah. Hey, Ellori stand back a minute.
- A** Anthony 13:50
She stays put like, in the center.
- D** Deeran 13:54
When she doesn't move Deeran like, drags her to one of the corners and fires Scorching Ray at the opposite corner. So that's 5 rays that he shoots because he's ultra-magic. That is- the

lowest one of these is an 18 to hit.

A

Anthony 14:31

Okay, the lowest? You hit with all 5.

D

Deeran 14:34

My lowest roll was an 11. So cool. So, 2d6 times 5 is- roll 10d6 because physically rolling that is crazy. 37 damage to the cage.

A

Anthony 14:54

Okay. Ugh, 40 point cage. Sorry, dog. No-

B

Belroth 15:00

That classic 40.

A

Anthony 15:04

You fire off these rays, and you basically like, pointing at 5 of the bars of the cage like, 1, 2, 3, 4, 5. And you just blow off half the cage, and it dissipates around Ellori who wakes up.

E

Ellori 15:19

Oh!

D

Deeran 15:21

Yeah, hey, are you all right. Like the Arcane smoke pours off of Deeran's necklace. He like, reaches down to check on her.

E

Ellori 15:31

She's like- you know how you have a really bad dream, and you're like, sobbing in your dream, and you wake up crying? That's Ellori right now.

D

Deeran 15:41

Yeah. Deeran puts an arm around her to like. be there. Mm hmm.

S Skarpin 15:50
Ellori, that wasn't real. Whatever he showed you. That's not real.

E Ellori 15:56
I know. I know. I know. I know.

S Skarpin 16:02
It's not real.

A Anthony 16:04
Belroth, give me a Dexterity Saving Throw.

B Belroth 16:08
Is 22 good? Oh, Dexterity Saving Throw?

A Anthony 16:14
Yes.


B Belroth 16:16
25.


A Anthony 16:18
A hand reaches for you as well, but you managed to pull yourself away from it as the hand reaches up to grab you. Give me a Dex Saving Throw from Freya, please.


B Belroth 16:32
Sure.


S Skarpin 16:35


 Skarpm 10:55
She fucking swats it away, I bet.

 Belroth 16:37
Yeah, 19 plus, let's see. So, 19 plus 5, so 24.


 Anthony 16:45
Okay, yeah. Similarly, she moves out of the way of the pull of the creature.


 Belroth 16:52
I mean, frankly, it's just- this demon won't even admit that I've nailed it correctly right in the I have hit it every single time I've shot an arrow except that one time with the shoe, but that was such a wuss move by it. I mean, I could shoot another arrow- 2 arrows right now and hit him directly in his own eye. And he shoots 2 arrows off into where he thinks this thing is. Which-

 Anthony 17:19
Yeah, I'm not sure how to, how to gauge this as like, a Persuasion or Deception if it's not true. Like, if he knows it's not true.

 Belroth 17:28
Well, I mean, if he knows- I mean, he doesn't know it's not true. He's lying to us. He's-

 Deeran 17:33
He knows whether he's been hit or not.

 Belroth 17:38
I don't know if he does. I feel like he wouldn't tell us the truth.

 Deeran 17:40
But he still knows!

 Belroth 17:43

Belroth still fires off 2 arrows. Both with Sharpshooter. 15 and 25.

A

Anthony 17:55

Okay, roll damage for both and let me know what it is.

B

Belroth 17:57

Sure. 19 and then the second one with Sharpshooter, so 20. 19 and 20.

D

Deeran 18:14

Skarpin this-

A

Anthony 18:15

I'm just saying it's a bold move to lie to somebody about a thing you don't know the answer too.

B

Belroth 18:20

I believe it's called gaslighting, Anthony.

D

Deeran 18:25

Skarpin, this thing's crazy. Like, it's weird that like, Old Scratch's doing that like, old timey traveling play thing like, that, that Frederick Kruger thing, but also doing the like, children's under the bed monster thing at the same time. You know, it's like, pick a lane, man.

E

Ellori 18:46

Um, did me trying to like, swat his hand away? Was that my Action?

A

Anthony 18:54

No, you can take an Action.

E

Ellori 18:56

Okay, um, so we kind of know it's just up there, right?

S Skarpin 19:04
Skarpin tries to sense where it is.

A Anthony 19:06
Yeah, you get another sense of that seed of hatred somewhere like, projected away like, you could pinpoint it.

S Skarpin 19:16
Over there, Ellori.

E Ellori 19:17
Okay.

B Belroth 19:19
Was it where, was it where Belroth shot?

S Skarpin 19:25
No.

A Anthony 19:25
No.

E Ellori 19:29
Okay, so she is going to stretch her hands out to where Skarpin thinks he is. And she's gonna say, okay, well, you think you can, you think you can scare us well just watch out. ~Watch all of your nightmares become real before your eyes. You try your best to cry out, but the haunting of your past will knock you down until you cry out.~ And she casts Fear.

A Anthony 20:01
Okay.

B Belroth 20:02
Ooo.

S Skarpin 20:04
Love it.

A Anthony 20:05
So, this is a Wisdom Saving Throw or they get the Fear condition?

E Ellori 20:09
It is a- god, it went away. Yeah, it is Wisdom Saving Throw, or drop whatever it is holding and become Frightened. And I don't have to be able to see it. It's just each creature in a 30 foot cone so I just shot that 30 foot cone out to where it is, or where Skarpin feels like it is.

A Anthony 20:35
I just have to reread 'Frightened'.

D Deeran 20:36
A frightened creature has Disadvantage on Ability Checks and Attack Rolls, while the source of its fears within line of sight and the creature can't willingly move closer to the source of its fear. Also, it says a creature must take the Dash Action, and move away from the caster by the safest available route on each of its turns.

A Anthony 21:06
Okay, Ellori. You let loose this spell toward the entity, here in the dream. And Skarpin, you see that as the spell strikes toward that seed it doesn't take the effect you expect, Ellori. Like, nothing- it doesn't seem to take hold, but the seed does flee again. And a voice speaks to you in a similar way. Like, you feel like it still has a link to you in some way. And the voice says, you think you can turn fear against me? I am the master of fear. You have no purchase on me.

E Ellori 21:56
Okay.

A Anthony 21:58
Deeran, give me a Dex Saving Throw.

D Deeran 22:05
Deeran's bad dexterity. Before I roll this could I use- oh, nevermind. Shield only gives me AC. Nevermind. That's- your boy got a 10.

A Anthony 22:28
So then give me a Wisdom Saving Throw.

D Deeran 22:31
Oh, boy. 18, let's go!


A Anthony 22:38
Okay, uh, you are grabbed by these hands and suddenly you are standing in your- next to your Tower of Vorai bed, and the closet has swung open and dark shadows have emerged from it, wrapped themselves around you, and pulled you close and tight and the whispers begin to pour into your mind. They say, nothing you have ever found is true. You are a delusional child seeking some sort of validation for things you know can never be. You are wasting everyone's time, and no one appreciates it.


D Deeran 23:26
Damn, Anthony.


A Anthony 23:37
You are also now unconscious.


D Deeran 23:41
With an 18?!


A Anthony 23:43
With an 18.


 Deeran 23:47
Damn.


 Skarpin 23:48
Dang. All right.


 Anthony 23:51
The Dex threshold is much lower than the Wisdom threshold on that one.


 Belroth 23:55
Is he in a similar cage situation that we can see?

 Anthony 23:59
Yeah, he's gone. You don't see him anymore. He's gone. And Deeran-sorry, Skarpin you do see where the seed is now.

 Skarpin 24:13
Belroth, Belroth he's right there. Get him!

 Belroth 24:16
Who? Who? The bad guy?

 Anthony 24:19
Who?!

 Belroth 24:20
Okay, and Belroth shoots 2 arrows Sharpshooter style at where he tells him to. That'll be a 19 and a 17.

 Anthony 24:21
Who?!

A Anthony 24:38

Okay.

B Belroth 24:39

Pointed at where he was supposed to point.

A Anthony 24:43

So, the 19 hits. Roll me damage.

B Belroth 24:49

Okay, 24. And then I would like to use my bonus action to have Freya ready a pounce attack when one of those shadowy arms come out to attack like, the arm itself.

A Anthony 25:13

Okay.

D Deeran 25:14

That's such a cat move.

B Belroth 25:15

Right?

D Deeran 25:16

She should be really good at this, Anthony.

B Belroth 25:17

She's gonna be- Advantage I feel like.

A Anthony 25:21

The arrow hits that little burning core, and it flees again. And in its- where it is left is a cage that contains Deeran. The voice says, enough of this! If you will not see that your fear rules you then I will show you directly. 4 figures appear to coalesce from the darkness. One appears to be

then I will show you directly. 4 figures appear to coalesce from the darkness. One appears to be a tiefling with a long black cloak carrying a large bow. One appears to be a turtle half- well really like, 3/4 corpsen and carrying a staff. One appears to be a human, a necklace around his neck that is cracked in several places. The gem falling out of the focus. And one a full vampire.

E Ellori 26:40
Yup.

S Skarpin 26:44
Skarpin runs up to the cage and casts Inflict Wounds that level one at the cage. Tries to swing at it without hitting- on the opposite side of the cage from Deeran.

A Anthony 27:05
Deeran's in the middle, you're fine. You're not gonna hit him by accident.

B Belroth 27:08
Every side is the opposite side.

A Anthony 27:10
That's right.


S Skarpin 27:12
16.


A Anthony 27:13
Okay, so yeah, you wound the cage. Roll damage.


S Skarpin 27:24
15 damage.


A Anthony 27:27
Okay, 15 damage you tear open with this spell. It rips apart a portion of the cage, and you can


reach in and pull Deeran free.


 Skarpin 27:38
Okay.


 Ellori 27:40
Does that wake him up?


 Anthony 27:42
Yeah, as Deeran comes out. He awakens.


 Deeran 27:45
Oh, man.

 Ellori 27:47
Deeran are you okay?

 Skarpin 27:47
It's okay, man.

 Deeran 27:49
Yeah, I'm- who the hell is that guy?! Deeran stands up.

 Anthony 27:57
It's Deeran.

 Deeran 28:04
He doesn't say anything when I asked who he is?

 Anthony 28:08

You see a smirk on his face. And he says, I bet if you think real hard, man you'll see just how connected we are.

D

Deeran 28:16

~Gasp~

E

Ellori 28:20

Um- Ellori turns to the group and says just want to make this very clear before we get started here. I think we have to kill these versions of ourselves, and I just- when I start attacking, I just don't want you to feel your- get your feelings hurt because it's not you I'm attacking, it's the demon versions of you.

B

Belroth 28:38

Okay.

S

Skarpin 28:38

Okay.

D

Deeran 28:38

Yeah, just don't hit me. Hit him.

E

Ellori 28:43

Yeah.

D

Deeran 28:44

Yeah, then I don't care.

E

Ellori 28:45

Um, so first thing she's gonna do is put her fingers out in front of her. ~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 a new sunlamp.~

A Anthony 29:07
Um, no.

E Ellori 29:12
A medium-sized sunlamp.

A Anthony 29:14
No. There is no appropriate way- no appropriate way for you to capture sunlight in a medium sized object.

E Ellori 29:29
Not with that attitude!

A Anthony 29:31
Yes, correct.

D Deeran 29:34
You tell that to my seasonal affective disorder, Anthony.

E Ellori 29:37
Yeah, those things exist. There are lights that like- for plants.

D Deeran 29:43
Yeah, you tell that to the lemon tree in my nephew's garage, Anthony. Tell Isabel that that sunlamp keeping her alive through the winter doesn't exist.

B Belroth 29:54
The air quote, lemon tree, air quote.

A Anthony 29:56
I will. I will happily.

D Deeran 29:57

I said what I said.

B Belroth 30:01

I know.

A Anthony 30:07

Uh, yeah. Sunlamp's not gonna fly.

E Ellori 30:12

Wow. Just trying to be creative in a game

B Belroth 30:16

I mean I guess you're just going to have to do-

E Ellori 30:18

Oh, the thing that, you know, creativity in battle, and, and that's what, you know- I'm just trying to, just trying to.

D Deeran 30:26

And Anthony said, fuck you.

A Anthony 30:27

Yeah, I super appreciate that.

B Belroth 30:28

Yeah, I mean Steph, it's just time to summon a bazooka. I mean, just if you're gonna- if he's not gonna allow a sunlamp.

E Ellori 30:36
I would never. That's not in character.

D Deeran 30:39
Yeah, you've never done that multiple times.

E Ellori 30:44
Only on patreon.com/adventureinc.

D Deeran 30:46
Ayy.

A Anthony 30:52
You may pick something else to summon.

E Ellori 30:53
I don't know what else to summon. That was my one move. Oh, do we have all the things that we had on us at home?

A Anthony 31:11
You do.

E Ellori 31:11
Okay, so she doesn't cast that spell, I guess. Or I guess it just doesn't work. Whatever. And she's gonna take the garlic bomb out of her-

B Belroth 31:23
Ooo.

E Ellori 31:25
-out of our pocket and throw it at Dream-vampire Ellori.

A Anthony 31:32
Okay.

E Ellori 31:33
Or I guess like, should- can I do like, a Check to know how it works because he threw it at me?

A Anthony 31:40
Well they all broke when he got knocked over and smashed them.

E Ellori 31:43
Yeah.

A Anthony 31:44
You think similarly throwing it would be fine, and you could throw it, and it would explode in the area, an area of effect. Yeah, I'm gonna say you don't even really need to make a Check to throw it like, it's a thing. You just throw it.

E Ellori 32:00
Yeah.

A Anthony 32:01
You've got a, you know, a 30 foot range or whatever, it's fine. So, I'm just gonna make a Check for her Constitution against the garlic bomb. She begins coughing and sputtering as the garlic bomb explodes at her feet and begins to burn her in addition to whatever else is contained within that formula.

E Ellori 32:29
Okay.

A Anthony 32:31
Okay, Ellori, good. So, Belzoth, you have already gone. Erava has not

Okay, Ellori, good. So, Belroth you have already gone. Freya has not.

B

Belroth 32:38

I readied an Action for Freya to attack the arm.

A

Anthony 32:40

That's right. So, we'll just- that didn't happen. Skarpin has gone, and Deeran just woke up so we are going to move to them. The creatures- so let's say, Deeran begins to cast a spell and-

B

Belroth 33:01

Dark-Deeran.

D

Deeran 33:03

Yeah, Nega-Deeran.

B

Belroth 33:05

Anti-Deeran

A

Anthony 33:05

Yes, you're right. You're right. This Deeran. The Deeran I have say over pushes forward his broken amulet and draws together a ball of flame, pushing it toward the 5 of you trying to blow up a Fireball right on top of you. So, I need Dex Saving Throws from everyone as this fireball is cast.

S

Skarpin 33:33

Boo.

E

Ellori 33:33

Ooo, natt 20!

D

Deeran 33:35

Dang, okay.

B Belroth 33:37
Dirty 20 and 21 from Belroth and Freya.

D Deeran 33:43
11.

S Skarpin 33:45
11.

A Anthony 33:47
Okay, so Deeran and Skarpin will take full damage from the blast. Everyone else will take half. 24 damage is the full amount of the fireball as it explodes. 12 if you're jumpy,

B Belroth 34:12
Damn, we jumped.


S Skarpin 34:17
Skarpin's down.

D Deeran 34:21
That puts you down, Skarpin?

S Skarpin 34:24
Yeah, Skarpin was hurt from fighting Freya.

B Belroth 34:28
Thanks, Freya.

D Deeran 34:29

 Oh, yeah.

 Anthony 34:36


The archer, Belroth flares out his coat, the paws of which swing back and forth at the base of the cloak. And he draws an arrow and fires it at Ellori.

 Belroth 34:54

Ugh, that makes me so sad.

 Anthony 35:03


So, that's a 27. That's a hit. He has- I'll do the other one because he has 2 arrows. That is also a hit. So, you take 12 damage, Ellori as 2 arrows slam into you. Skarpin, he takes his quarterstaff and slams it against his chest to let out a ~bong~ as a toll erupts out at Deeran for Toll the Dead.

 Deeran 35:46

Oh, no.

 Belroth 35:46


So, Deeran has to make a Save, right?

 Deeran 35:48

Yeah, that's a Wisdom Save. That is a 14.

 Anthony 36:06

So, 14, you take 4 damage.

 Deeran 36:11

Okay. Deeran is very close to joining Skarpin, but he holds out. Is that everyone on their side?

 Anthony 36:22

No. Vampire-Ellori tries to escape from the cloud, but fails. She tries to charge forward through it, but does not get all the way through it, is still choking and sputtering inside, I guess, someone else's computer. Because that's all the cloud is-

B Belroth 36:46
I get it.

A Anthony 36:46
-someone else's computer.

E Ellori 36:47
Oh.

D Deeran 36:48
Boo.

A Anthony 36:49
Okay, it's your turn.

E Ellori 36:50
Ellori runs to Skarpin, and she's going to look also at Deeran and, and Belroth. Deeran is much more hurt than Belroth, right?

B Belroth 37:03
Yes.

D Deeran 37:03
I would assume probably. Deeran looks very close to death.

E Ellori 37:13
So, she's gonna cast Cure Wounds at second level on both of them.

A Anthony 37:18
Right, because of your Skarpin effect.

E Ellori 37:21
Yeah. ~Fights aren't easy, wounds can kill, but if I can help it none of them will.~ And that is going to be- come on. 9, for each of them.

D Deeran 37:39
Is that plus the 2 from your lute- or plus whatever your lute gives us too? Your magic-

A Anthony 37:46
You get an extra bonus from your magical sickle.

E Ellori 37:49
Oh, the Moon Sickle? Oh, yeah.

S Skarpin 37:55
I think it was +1 for every heal.

D Deeran 37:59
Or plus 1d4.

E Ellori 38:08
Oh, yeah. Well, that's plus one.

D Deeran 38:11
So, 10.

E Ellori 38:12

10.

S Skarpin 38:13
10. Skarpin's back up.

B Belroth 38:15
The worst healing roles in all of D&D podcasting.

D Deeran 38:26
Here we go. Deeran looks out at the group before them still, still kind of together. It's like, man, you didn't even put this together and launches his own fireball at them. Let's see, that is 35 damage. And so they have to make a Dex saves.

A Anthony 39:07
Deeran uses his reaction.

D Deeran 39:08
Oh, wait, 40 damage, sorry.

A Anthony 39:11
Deeran uses his Reaction and draws a line through the air, slicing your fireball in half, countering the spell.

D Deeran 39:20
So, technically, it's at fifth level so, he has to roll, right?

A Anthony 39:26
He did roll.

D Deeran 39:27
Okay. Fuck.

A Anthony 39:32
So, I don't, uh- do you have Counterspell is a learned spell?

D Deeran 39:37
No.

A Anthony 39:39
So, you have an opportunity here for Pattern Recognition if you choose.

D Deeran 39:43
What level spell is Counterspell. Oh, it is 3rd. So, yes, I could learn it. Yeah, I'm gonna try it.

A Anthony 39:52
Okay.

D Deeran 39:54
And let me pull that up cuz I can't remember how it works because it happens so rarely. Here we go. I make an Arcana Check of DC 15 plus the spell's level. So, 3. So, my Check has to beat an 18. That's- yeah, let's go! 21. So, yeah, I recognize Counterspell now, and I put it in my back pocket. I'm like, oh, all right.

A Anthony 40:30
Right, so you now have it prepared until your next Long Rest.

D Deeran 40:33
Yeah.

B Belroth 40:34
Cool. Belroth, seeing the Counterspell fly, shoots at Anti-Deeran at least twice. 19 and a 19.

A Anthony 40:58
Those both hit Deeran. He has an AC of 11.

B Belroth 41:01
Anti-Deeran? I want to make sure that you weren't doing the Anthony thing.

A Anthony 41:09
No, no, no, no you declared who you- I'm assuming in good faith that you're attacking the demons and not your friend.

B Belroth 41:14
You have assumed correctly. Okay, so the total damage I've done hitting twice with Sharpshooter twice is- it's a lot. And I got plus 3 damage too from Skarpin as well?

A Anthony 41:40
Yes, yeah. Plus 3 to hit plus 3 damage.

B Belroth 41:43
50 damage.

D Deeran 41:48
Um, regular Deeran would definitely be down.

A Anthony 41:51
So is Anti-Deeran.

B Belroth 41:56
I rolled a 6, a 3, an 8, a one with the- because he moved his Favored Foe and then it's plus- because his Sharpshooter- it would normally be plus 13, but it's plus 16 times 2. And he hit on both. It was just a whole shot in the face.



A Anthony 42:17
Yeah, yep. Deeran's down- or Anti-Deeran's down.

B Belroth 42:24
Anti- wait regular Freya. Geez. Um, regular Freya attacks Skarpin- Dark-Skarpin, Evil-Skarpin.

A Anthony 42:36
Anti-Freya waves.

D Deeran 42:39
In the wind?

B Belroth 42:40
Yeah, in the wind.

S Skarpin 42:41
Aww.

B Belroth 42:42
Ugh, that's so sad. Regular Freya charges at Anti-Skarpin. Fuck off. So, it will be a 17- no, no, no. And she got plus 3 to hit or just plus 2 Strength?

A Anthony 43:06
Plus 2 Strength so that would be both to hit and damage. Well it would be plus one to hit and plus one to damage, right? Bump her up a mod?

B Belroth 43:14
No, her, her attack is Proficiency plus flat bonus. It's like, flat bonus plus Proficiency.

A Anthony 43:23
Okay, well then just assume she gets a plus one hit to her attack to hit and to damage.

B Belroth 43:29
Cool. Well then in that case 13 plus- so, 18.

A Anthony 43:42
That's a hit on Skarpin? That actually hits now.

S Skarpin 43:46
Yeah.

A Anthony 43:49
He has no shield so it hits.

B Belroth 43:51
Sick. Yeah, she hits. He has to make a DC-

A Anthony 43:56
This Skarpin also does not appear to have the glowing barrier that not Anti-Anti-Skarpin has.

D Deeran 44:07
Don't do this. Pro-Skarpin has the glowing barrier and Anti-Skarpin has- does not. So, despite not having a shield, he does not have that additional power.

B Belroth 44:21
Um, well then Anti-Skarpin has to make a DC 13 Strength Check- or I guess 14?

A Anthony 44:31
He does succeed.

B Belroth 44:33

Okay, well he still takes 1d8 plus 7 damage.

A

Anthony 44:40

To simplify it we'll say that Freya has her Proficiency Bonus plus one.

B

Belroth 44:47

Sweet, so 9 damage.

A

Anthony 44:55

Okay.

S

Skarpin 44:59

Cool. Skarpin is going to do a little prayer to Oliander saying, Oliander, I know this is one of your children in one form or another- and quite handsome if I do say so myself- but they offend me. Can you send them on their way, please? And he casts Channel Divinity, trying to Turn Undead Skarpin.

A

Anthony 45:28

Yeah.

D

Deeran 45:28

Cool.

B

Belroth 45:30

That's rad.

A

Anthony 45:30

Yeah. Okay-

S

Skarpin 45:33

Do you want me to read it or-

A Anthony 45:34
Yes, please.

S Skarpin 45:35
So, as an Action you present your holy symbol and speak a prayer, censoring the undead. Each undead that you can see or hear within 30 feet must make a Wisdom Saving Throw throw. If the creature fails its Saving Throw, it has Turned for one minute or until it takes damage. Turned creature must spend its turns trying to move as far as it can from me, and it can't really move within 30 feet of you. It also can't take Reactions for its Action. It can only use the Dash action or try and escape.

B Belroth 46:00
I'm sorry, did you say each?

S Skarpin 46:04
Each undead.

B Belroth 46:05
So-

A Anthony 46:05
So, 2 creatures make Wisdom Saving Throws against your Turn as both vampire Ellori and 3/4 undead-Skarpin is.

B Belroth 46:16
Oh, that's awesome.

A Anthony 46:19
Both of them fail.

E Ellori 46:21

Nice.

S Skarpin 46:22

And- this might not come into play- starting at fifth Level, which we are, when an undead fails its Saving Throw against Turn Undead the creature is instantly destroyed if its Challenge Rating is at or below a certain threshold. So, 1/2 Challenge Rating.

A Anthony 46:41

No, they are not 1/2 Challenge Rating. Cool, but not applicable.

D Deeran 46:48

Imagine. Imagine if we were only half a Challenge Rating.

S Skarpin 46:55

It only goes up to 4.

D Deeran 46:59

Yours only goes up to 4.

S Skarpin 47:01

Ah. And then he casts- or no, that's a spell.

A Anthony 47:13

No, it's an ability so if you have a Bonus Action Spell

S Skarpin 47:17

He'll do Spiritual Weapon and is amorphous rectangular yellow blob comes out and tries to smack Mean-Belroth.

A Anthony 47:30

Okay, great.

S Skarpin 47:31
So, attack. 13 to hit.

B Belroth 47:34
You can say "pillow". Pillows exist in fantasy world.

S Skarpin 47:39
It's not a pillow.

B Belroth 47:40
Sorry, you're right.

D Deeran 47:41
How dare you.

B Belroth 47:42
Um, it misses.

S Skarpin 47:46
All right. Fair.

A Anthony 47:51
Okay. So, I think- Deeran did you go this round?

D Deeran 47:58
Yes, Deeran got Counterspell.

A Anthony 48:01
That's right.



Deeran 48:03

But Deeran is going to use his move Action to hide behind Skarpin.



Anthony 48:08

Okay.



Deeran 48:12

After watching Belroth just demolish Anti-Deeran he like, his eyes grow wide and he hides.



Anthony 48:25

Skarpin runs away, right, because that's what he has to do if I'm understanding this correctly.



Skarpin 48:31

He has to take the Dash Action to try and to get as far away from me as possible.



Anthony 48:35

Okay, he does. He dashes off into the darkness. And Ellori, Vampire-Ellori attempts to dash away into the darkness. Vampire-Ellori actually can't Dash because of the effects of the poison. She still has to try to move back away from you through the cloud of poison she is already in. She's now forced to run back through the cloud. So I'm gonna give a Constitution Saving Throw from her. She is still coughing. She's still sputtering. She does not look like this is going great.



Deeran 49:18

Good.



Anthony 49:19

Belroth- Anti-Belroth takes Belroth into his aim and knocks 3 arrows and is going to fire all 3 of them. That is one hit, and it deals 17 damage.



Belroth 49:54

So that's how it feels.

So that's how it feels.

D Deeran 49:59
This isn't great.

B Belroth 50:00
Yeah, I see why they don't like when I do this to them.

A Anthony 50:07
That's it though. It's your turn because, I don't know, they're just forced to run away right, and we'll see what happens. They don't have a choice.

E Ellori 50:19
So, Ellori is gonna run up to Deeran and Skarpin, and she's gonna put a hand on both of their shoulders. ~Knowing what you can give this fight is making me want to boost your might. Bear's endurance makes you better than before.~ So, they're going to get 2d6 temporary hit points and Advantage on Constitution Checks. Cool. Do I roll that 2d6?

A Anthony 50:48
Yeah, you roll the 2d6.

E Ellori 50:49
Okay. And then plus the d4. Oh, bad. 7.

D Deeran 51:01
That's good.

S Skarpin 51:02
Better than nothing.

E Ellori 51:03
Yeah, it's better than nothing.

A Anthony 51:05
That's an average on 2 dice so, you've done it.

B Belroth 51:09
You've done the thing.

D Deeran 51:12
That is half as many hit points as I had left. So, that's really good to me. So, Ellori and Skarpin are running away and Belroth is standing over there, right?

A Anthony 51:33
Yes.

D Deeran 51:35
Has Belroth been hit yet?

B Belroth 51:37
Yes. I have been.

A Anthony 51:40
No, Anti-Belroth.

B Belroth 51:41
No.

A Anthony 51:43
No.

D Deeran 51:44

— Okay.

A Anthony 51:45

But that's not true- oh, yes, it is true. Anti-Belroth has not been hit.

D Deeran 51:48

Deeran looks at, looks at Anti-Belroth. His eyes go white, and the hair flies back from his, from his face as the, as the medallion around his neck crackles in that purple light and fires off toward Belroth. That's a natural 20 to hit! So, that is a 27 to hit on this Witch Bolt.

A Anthony 52:15

Okay, which bolt?

D Deeran 52:16

Yep.

E Ellori 52:17

Do it.

B Belroth 52:18

2 levels higher, right? That's ridiculous.

D Deeran 52:20

It's 2 levels higher, which means it is 3d12s. So, does it just take- how does, how does Critting on a spell work, Anthony?

A Anthony 52:30

I'm fine with spells that target an Attack roll Critting, right? So, like, you can't Crit on a Fireball, but I am comfortable with you putting on a Witch Bolt.

D Deeran 52:45

So, it takes 36 damage, that's what we'll have.

So, it takes 36 damage plus whatever I roll here?

A Anthony 52:49
Yes.

D Deeran 52:49
Oh, boy. Okay-

S Skarpin 52:52
Nice.

D Deeran 52:53
Oh, my god. It takes another 30 damage on top of that 36 So, he takes 66 damage.

A Anthony 53:09
Hey, Belroth what does that do to you?

B Belroth 53:12
What does that do to me?

A Anthony 53:13
Like if you got 66 damage? Yeah, if you took 66 damage.

B Belroth 53:15
Like right now? Well, on a scale of-

A Anthony 53:19
Like, if you were at full-

B Belroth 53:20

On a scale of zero to 39 it would be, it would, it would be above the scale. I feel like, I feel like in certain editinos that would be some form of Check that you have to roll to make sure you don't explode.

A

Anthony 53:39

This is a, this is a great question to ask Rob because now he's torn between, do I oversell how many hit points I typically have, or-

B

Belroth 53:48

I get that, I get that urge.

A

Anthony 53:50

-or undersell them in this moment.

B

Belroth 53:52

I feel like exploding is really the only choice for him.

A

Anthony 53:58

Yeah, oh yeah. I mean, there is like, maybe, you know, if I really wanted to pull some bullshit, like, he gets one use of the cape. And so you've just eviscerated Freya.

D

Deeran 54:06

Oh, my god. Stop it.

S

Skarpin 54:10

That's a good one. Do that. Do that. That's fun. Says Mike the Player.

B

Belroth 54:15

It blasts a hole through the cape and Belroth.

A

Anthony 54:19

Yeah, you both are just... yeah... none after this. Mike the Player.

yea, you both are just ~poor~ gone after this witch bolt-

D Deeran 54:26
Which bolt?

A Anthony 54:28
Yes. Tears it into light.

B Belroth 54:34
Belroth like- I like that Belroth and Deeran killed each other.

D Deeran 54:39
Yeah, Deeran looks over at Belroth like-

B Belroth 54:42
Belroth looks over Deeran being like, are we cool? Like I don't-

D Deeran 54:45
Yeah, neither of us say anything, right? Like, we just both look at each other like, 'uhh'.

B Belroth 54:51
We'll talk about it later.

S Skarpin 54:54
With just massive hits too.

D Deeran 54:56
This is fine. This is fine.

B Belroth 54:59

Well, Belroth is gonna take an aim at the fleeing Skarpin. 2 Sharpshooter attacks again.

D

Deeran 55:10

Yeah, Cave of Wonders was really weird for us.

B

Belroth 55:18

So, that is a 15 and a 23.

A

Anthony 55:23

The 23 hits.

B

Belroth 55:29

Oops, that's the wrong dice. For fuck sake. Um, I've rolled minimum damage which is still 15. So, you know, he hits him really hard and like a soft part of his shell I assume, but- and then Freya pursues and makes- since he's running away, tries to make another pounce attack. That is a- whoops, 18 plus 6 so, 24. DC 13.

A

Anthony 56:09

That time he fails.

B

Belroth 56:14

Not great rolls, but a 11 damage, and he is knocked prone.

A

Anthony 56:21

Okay.

S

Skarpin 56:23

That's not good for a turtle.

A

Anthony 56:29

He was running away though so he's knocked onto his belly.

B

Belroth 56:33

He's now in a more advantageous position. Defense curl!

A

Anthony 56:47

That little ball of darkness flickers in power and like, washes over Skarpin and Ellori- or Anti-Skarpin and Anti-Ellori and they're- the hold that you had over them, Skarpin is broken. The Turn is washed away Skarpin turns back on Freya and makes an attack against Freya with his Quarterstaff. That's a miss, and he creates his own spectral pillow- I mean spectral object of sleeping enhancement that appears over Skarpin, and attacks down at Skarpin. That's a hit. That's a hit. So, Skarpin you take 8 damage.

S

Skarpin 58:00

Ugh.

A

Anthony 58:00

Ellori- Vampire-Ellori cuts out of the- she's now run back through the circle. She runs around the grenade. She's still coughing and sputtering, but she leaps toward Deeran, fangs bared to try and bite down into him and drain him of his essence.

D

Deeran 58:23

Deeran is conflicted. Because like, on the one hand, this is kind of hot, right?

S

Skarpin 58:33

Yeah, Skarpin doesn't know if you should, like, help or not.

D


Deeran 58:36


Deeran's not sure or not. He puts a hand up. He's like, well, hold on. Let's, let's see where this goes.


A


Anthony 58:42


On the other hand, what- you said you were conflicted so I'm just trying to get the other-


 Deeran 58:48
Oh, on the other hand, vampire- vampirism- Dream- Dream vampirism? What does it do to him?

 Anthony 58:58
You get bit so we're gonna find out.


 Deeran 59:04
He has an AC of 16 from that Mage Armor. I don't know if that changes anything.


 Anthony 59:09
You take 8.

 Skarpin 59:13
8 what?

 Anthony 59:14
Damage.

 Deeran 59:14
My temporary hit points.

 Anthony 59:18
No!

 Deeran 59:19
They're gone!

 Anthony 59:19
They were too temporary!

D Deeran 59:21
So, temporary! Does what it says on the tin, kids.

A Anthony 59:28
And you can see as she drains your blood, you feel cold run through you, and she seems to be recovering from the effects of that- the poison she has been in just by pulling essence from you. But this is all she's gonna be able to do this round.

D Deeran 59:50
Oh, all she's gonna be able to do is inject me with cold and refill her life essence. Also make me conflicted.

A Anthony 1:00:00
Yes.

D Deeran 1:00:00
Great.

A Anthony 1:00:01
Yeah, she got to make you conflicted as a free Action.


D Deeran 1:00:04
That tracks. Sometimes it feels like that, you know?

A Anthony 1:00:10
It's your turns.


S Skarpin 1:00:12
All right. Skarpin, seeing that, uh, Deeran doesn't seem to be enjoying himself.

D Deeran 1:00:13

 Deeran 1:00:18
Yeah, it's not fun anymore


 Skarpin 1:00:22
And he had just done a prayer to his god and his holy symbol had been his shield and he gave that up. He looks down at his chest and feels- he can't tell if it's purposeful or not, but he feels like a symbol of a plumeria flower which is his- yeah, that is now his holy symbol. He's casting magic through it at least, and casts Guiding Bolt at Ellori- undead-Ellori- or, no not undead-Ellori, bad- Ellori.

 Ellori 1:01:00
Anti-Ellori.


 Skarpin 1:01:02
Anti-Ellori. So, Guiding Bolt.

 Belroth 1:01:06
What would Ellori's name be backwards?

 Skarpin 1:01:09
Ah, 11.

 Anthony 1:01:13
Irolle. 11?

 Skarpin 1:01:22
11 to hit for Ellori.

 Anthony 1:01:25
Not gonna do it.

 Skarpin 1:01:26

He's- he then has a pillow fight with Skarpin.

A

Anthony 1:01:33

A long distance pillow fight.

S

Skarpin 1:01:35

Yeah. That's a 24 to hit.

A

Anthony 1:01:39

Hey, that hits.

S

Skarpin 1:01:40

Get it. 8 damage.

A

Anthony 1:01:44

Yeah, you press that pillow right into his face, and he struggles against it. And then he goes limp. He's dead.

B

Belroth 1:01:52

Whoa.

S

Skarpin 1:01:56

Yup.

B

Belroth 1:01:57

Belroth, seeing that Skarpin- Anti-Skarpin is dead, turns his bow- uses his final, uses his final Favored Foe to shoot at Ghost-Ellori twice- or Dead, Dead-

A

Anthony 1:02:13

Ghost-Ellori?

B

Belroth 1:02:13

Anti-Ellori. Irolle! One of those is a miss. One of those is probably a miss with 8 plus 6 being probably not enough. So, that would be what, 14?

A

Anthony 1:02:32

A 14 does not hit Vampire-Ellori.

B

Belroth 1:02:34

Okay, well the other one is a natural 20.

A

Anthony 1:02:38

That one does hit a Vampire-Ellori. Surprise, surprise.

B

Belroth 1:02:43

So, do I add- just remind me again for Critical hits, I add maximum damage and then an additional dice roll or an additional dice roll plus all of the bonus damage? Because for like, Sharpshooter that's another plus 13. I don't know if it's an additional plus 13.

A

Anthony 1:03:13

I think when we did it historically we just- any statics you apply once. Any rolls you apply twice.

B

Belroth 1:03:20

That's important.

A

Anthony 1:03:21

Well, you apply max and then a reroll. Right, right, right.

B

Belroth 1:03:24

So then 28 damage.



A Anthony 1:03:33
Okay.

B Belroth 1:03:34
And then Freya runs away from Anti-Skarpin and charges Anti-Ellori to make another pouncing attack.

A Anthony 1:03:48
Okay.

B Belroth 1:03:50
This dice is a little hot tonight. Another natural 20.

D Deeran 1:03:56
Wow!

B Belroth 1:03:56
Jeez Louise.

A Anthony 1:03:59
Back to back!

B Belroth 1:04:00
Let's go! Teamwork makes the dream work! So, 20 damage and then she has to make a DC to see if she gets knocked prone. DC 13.

A Anthony 1:04:15
She can't be knocked prone, but also she's dead. Freya just leaps on and tears at the vampiric-Ellori until she tears it apart, and the vampire lies dead and disappears.

B Belroth 1:04:36
.....

Let's go.

A Anthony 1:04:37
Uh, Belroth, make a Dex Saving Throw.

E Ellori 1:04:42
I still have to go.

A Anthony 1:04:45
Yes.

E Ellori 1:04:45
Oh, okay.

A Anthony 1:04:47
Belroth make a Dex Saving Throw. There's nothing for you to attack.

E Ellori 1:04:52
Right.

A Anthony 1:04:54
So, hold on.

B Belroth 1:04:56
Belroth makes a Dex Saving Throw with the dice that rolled 2 natural 20s in a row, and it's a 2. You know, the heat was removed. So, it will be an 8.

D Deeran 1:05:08
Conservation of greatness, baby.



B

Belroth 1:05:10

Yeah, I really should have rolled the different dice. So, 8.

A

Anthony 1:05:16

So, now go ahead and give me a Wisdom saving Throw.

B

Belroth 1:05:18

New dice. New dice time.

D

Deeran 1:05:20

Roll the biggest number you've ever imagined, and it still won't be enough. Anthony hates us.

B

Belroth 1:05:26

Okay, uh, that would be an unnatural 20.

A

Anthony 1:05:32

Okay. You get pulled by the foot, by that creature again, and for a moment you are standing in front of a classroom of students. And you are having all of your objects packed up around you and pulled out of the classroom while you are trying to convey something to the students, and you look down you have no clothing on at all. You're naked in front of all of these students and as the whispers try to take you, you press back against them hard.

B

Belroth 1:06:07

I punch whoever is trying to get me out of the classroom in the face.

A

Anthony 1:06:12

And everything falls apart around you. You are still here not taken by the shadow.


B


Belroth 1:06:18


Like I said, the weakest demon among them.


A


Anthony 1:06:24


 Anthony 1:06:12
Ellori, what did you want to do?


 Ellori 1:06:25
Yeah, I'm gonna run over to Deeran. And I don't know if this is gonna be like, helpful in the long run, but ~I'm gonna pull you back to fighting shape, cast off any remnants of disadvantage.~ And she's gonna cast Lesser Restoration on him to hopefully like, make him not a vampire.

 Anthony 1:06:45
A brilliant golden light fills the area as a massive head like, 1000s of feet tall, appears in front of you and says, Lester Restoration, what can I do for you? The voice is booming and seems to just overwhelm your senses with each bone-shaking word that escapes from the large figure's head.

 Ellori 1:07:10
Oh, Mr. Restoration, I was just hoping that you could help my friend Deeran here. He's just been bitten by a vampire. And I know we're in a Dream World, but I would, I would hate to see this happen to him. You know, sometimes they say when you're in a dream, the things that hurt you, hurt you when you're awake too so I just want to make sure that you know that he's going to be okay.

 Anthony 1:07:33
Okay! And then Deeran, you just glow with golden light, and then it stops. He's like, did what I could! And he disappears.

 Ellori 1:07:41
Thank you!

 Deeran 1:07:45
Do I still feel cold?

 Anthony 1:07:48
That cold sensation was sort of like, fleeting anyway.

 Deeran 1:07:54



Deeran 1:07:54

Okay, like the feeling of your blood being forcibly removed from your body?



Anthony 1:07:59

Yeah.



Deeran 1:08:03

That capillary negative space as like, the blood is trying to rush back into the spaces that it used to be in?



Anthony 1:08:11

Right, right.



Deeran 1:08:13

Is that too much, Rob?



Belroth 1:08:14

I don't like that at all.



Skarpin 1:08:21

Yeah, it was a good idea. I don't know if the vampire can transmit like that here.



Ellori 1:08:28

I don't either, but I thought I would, I would check.



Deeran 1:08:31

There's only one way to find out, you guys.



Skarpin 1:08:35

Yeah. And Skarpin scans out his awareness again to see if he can find Old Scratch.

A Anthony 1:08:41
And once again you find that seed pulsating in space, you know, a distance away. It seems weakened significantly by the projections that it created being defeated and your light still standing. The darkness around it has shrunk to almost just like, you know, the size of a seed now. Like, just like, hanging there in the air.

S Skarpin 1:09:08
Skarpin heads that way immediately. Let's finish it off.

D Deeran 1:09:12
Do you point it out?

S Skarpin 1:09:14
Yeah, like, he heads in that direction.

D Deeran 1:09:17
And as we're running Deeran throws a hand up to cast Magic Missile at it.

S Skarpin 1:09:22
Nice.

A Anthony 1:09:23
Okay.


D Deeran 1:09:24
Knowing that it won't miss.

B Belroth 1:09:26
Won't miss.


A Anthony 1:09:28

 Anthony 1:09:28


Can't miss.

 Deeran 1:09:29


1, 2, 3, and then 4, 5 darts. 14 damage. Plus 5. So, 19.

 Anthony 1:09:43

So, it was what, 4 darts?

 Deeran 1:09:45

5 darts.

 Anthony 1:09:46

5 darts. Dart after dart after dart after dart after dart slam into this seed of hatred. And as you hit it over and over and over and over again it seems to press it away further and further until it just falls, freefalls through this space and out of the World of Dreams, falling down into the material plane and slamming into the forest below. Skarpin, you get a clear image of the area of the forest, not 30 miles- not 30 yards from the cave that you are currently asleep in, that this thing has fallen to and then it's gone. Hey, everyone. DM Anthony here just reminding you that if you're enjoying the show, tell your friends, tell your family, let people know word of mouth. And you can support the show at patreon.com/adventureinc, or you can check out the shop at adventureincpod.com/shop. Make sure you check the show notes on the website for all our social media including our Discord where you can come and hang out with some great people. We'll see you there, and until next week, I wish you nothing but Critical Success.

 Adventure Incorporated 1:11:44

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