

C2E039_mixdown

Mon, 1/3 7:09PM 1:29:10

SUMMARY KEYWORDS

freya, creature, cast, spell, damage, darkness, check, feel, attack, barrier, scratch, roll, demon, sound, void, ground, fight, magic, component, watched

SPEAKERS

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

A Anthony 00:00

Greetings, adventurers, and welcome to the Adventure Incorporated Podcast. My name is Anthony Reed. I am your Dungeon Master. This is episode 39. It is part of the Whisperer of Lies story arc, and it is in fact the penultimate episode of the Whisperer of Lies story arc. And I think it feels like it. Some stuff happens here and oh, boy. Man, this arc has been a ton of fun. It's been a huge blast for me. It really feels like we've ramped up for this one, and I hope that you're digging it. If you are digging it, you can always come to our Discord, which has links in the show notes or on our website, adventureincpod.com, and you can come and tell us how much you're digging it. Come hang out in the chat there and discuss it. And if you're a Patron over at patreon.com/adventureinc, there's a whole separate chat just for you, a bonus chat that you get access to as a Patron. That's just one of the perks of being a Patron at patreon.com/adventureinc. And so if you are not one of those Patrons, hey, now might be the time. Head over there become a Patron, throw us a few bucks every month and oh, boy, well you get some extra stuff. You get some content, some bonus episodes. You'll get to hang out with me sometimes and do some Dungeons & Dragons content on the Beholder Streams. And the Beholder level Patrons, not only do they get to join me in those streams and add to the content being built, they also get to submit magic items to me that show up in the tables that the players get to generate from. So, lots of cool stuff happening. All of it's happening over there patreon.com/adventureinc. And if you're not in you're not in, you know? You miss out on all the really amazing guests we've had this year, just some really really awesome people to play games with. And yeah, it's all over there. So, go and check it out. Hey, 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 02:22

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 02:32

A Anthony 02:32
Skarpin the Cleric.

B Belroth 02:34
Should I just try and snipe them from over here?

S Skarpin 02:37
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 02:45
Ellori, the Bard.

E Ellori 02:47
We would want you to leave this warehouse.

A Anthony 02:52
He points behind it. Church!

E Ellori 02:54
Oh, sorry. We want you to leave this church.

A Anthony 02:58
Deeran, the Wizard. He say, you no worship Shattered Fang.

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

A Anthony 03:09
Prepare yourselves, for these are the tales of Adventure Incorporated! The 4 of you wake up in a cave, and you look around a little bit and you feel like you have had the kind of night where you've put your head on the pillow and then you pick it up again. Or you've been running

constantly in your dreams and you wake up not feeling refreshed at all. That said, your wounds have closed, and your spell slots have refreshed, so those things are true. But you, I guess, mentally don't feel like you are refreshed. And additionally, there is this strange feeling for all of you that that bit of like that other life that existed is feeding from you fast, but you can't shake that it existed, right? Like, the details are slipping away, but it's sticking with you in its essence as the stream falls apart.

S

Skarpin 04:36

Old Scratch, they're still outside. I don't know if they're dead. We should go check. Ellori's Grandma, are you here?

A

Anthony 04:43

Yes, both Eridar and Ellori's grandma are in the cave as well.

D

Deeran 04:49

Does she respond to the question?

A

Anthony 04:52

She looks very confused because she's standing in front of him. She's worried he might be blind. Are you all right, Skarpin?

S

Skarpin 05:00

No, we fought quite a bit. I feel surprisingly well, but hopefully Old Scratch didn't get away. We should go check. And then Skarpin heads out of the cave.

A

Anthony 05:13

Oh, okay.

D

Deeran 05:15

Deeran's all wrapped up in his blankets in his robe because like, he, he wasn't sure like, what he needed to wear to bed to like, be ready in the Dream World so like-

A

Anthony 05:27

Usually I sleep naked but-

usually I sleep naked, but

D

Deeran 05:31

Yeah, you know, he's worried that like, he would have showed up in Dream World buck naked like the terrible nightmares, right? And so he had worn his robes, and they're all tangled up in the blankets. And he's rolling around and fighting to try and get out, but he does. Okay, you have reduced Initiative for the day.

A

Anthony 05:54

You've just been running behind since you got out of bed.

D

Deeran 05:58

Deeran has reduced Initiative as a character trait. I don't think he needs it reduced anymore.

A

Anthony 06:11

Okay, so are all of you following Skarpin?

B

Belroth 06:15

Yeah, the minute I see Skarpin like, pop up Belroth like, gathers his stuff as quickly as they can and tries to follow him out of the cave.

A

Anthony 06:24

Belroth had moved in. He put all of his clothes in the dresser. You know, like, moved the little Bible out of the dresser, put all the clothes in. He was only there for one night. He's still just, just piling it in.

B

Belroth 06:37

I mean, I just like it. I don't like living out of a suitcase. I just don't, all right. It's not fun for anybody, and I have my cat here and it's like-

D

Deeran 06:52

It's important that she feels routine.

A Anthony 06:59
You all head out of the cave back out into the woods-

E Ellori 07:03
Grandma, grandpa, we're gonna go we're gonna go finish killing a demon. Um, hopefully will be home in time for supper.

A Anthony 07:12
All right, make sure you're wearing nice socks. You don't want to kill a demon without socks on.

E Ellori 07:18
No, I've got my demon killin socks on.

A Anthony 07:20
All right, that's, that's good. You got to remember that, you never want to- you don't want to face anything challenging with bad socks.

E Ellori 07:26
No, never. You always said that so I always have good socks on.

A Anthony 07:31
I guess I have always said that, yeah.

E Ellori 07:35
Okay, I love you grandma.

A Anthony 07:36
I love you too, dear. Good luck. So, I guess you all run out into the woods-

S Skarpin 07:46
But like, Skarpin knows where he's- he has an idea of where he's going.



Anthony 07:50

Yeah, you saw a vision of where he fell out but even without that you don't think it would be too hard because you can just feel that-



Skarpin 07:58

He's blind now, so-



Anthony 07:59

Oh, that's right. I forgot your blind now. Good thing this is using a different sense. You just- you can feel that Void Magic like, heavily in the air, that feeling that you felt on the Demon Isles, and it is all being drawn to a point in the woods. So, your direction of travel is pretty clear to you as you charge through the forest here. After a few minutes you come out to the space that you saw him dropped down into. The space appears empty, but there is this sound as you're- it's almost making your heart race as this whooshing noise is in the area here. There's a feeling of like, leaves are whipping up and swirling around all in a circle around this place like it is the eye of a storm. And yeah, that's where you saw him last even though he's not there now. I stopped you like, I figured you guys are outside of this. You can decide how you want to interact with it outside this swirling place of- you can feel the power getting stronger. You could enter into it. You can do whatever you want to do outside of it.



Belroth 09:29

All right, what is- what's the game plan? Charge in, kick down the doors, and kill a demon? Or do we have any other strategy before we jump in?



Skarpin 09:43

The first one!




Belroth 09:46


Objections?





Deeran 09:49


No man, let's do it! Deeran throws his hands out to the side, his hair blows back, and you see a shimmering like, armor surround him.


 Anthony 10:00
Okay, are you casting Magic Missile?


 Deeran 10:02
Yep.


 Anthony 10:03
Okay, great.


 Skarpin 10:12
Yeah, Skarpin charges in.

 Anthony 10:15
Okay. You charge into that space, and as soon as you pass beyond that swirling area it is silence inside the small clearing here, and each of you in turn pass through this barrier as well. And you can see the swirling magic around this place, but it is silent here. In fact you're stepping on crunching leaves, you're moving in this place does not appear to make any noise at all.

 Skarpin 10:52
Can anybody hear me?

 Anthony 10:53
When you speak no one else can hear your words including you. You feel your mouth open. You feel your throat try to make noise. No sound comes out.

 Skarpin 11:09
Skarpin tries to hone in on the most concentrated form of the Void Magic.

 Anthony 11:14
Give me a Wisdom Saving Throw- or not a Saving Throw, sorry, a Check. A Wisdom Check.

S Skarpin 11:21
25.

A Anthony 11:23
You look across this clearing from you where you watched that figure of the demon fall and land directly. And that is the most concentrated point of this power. It's almost like it cascades up out of that space and creates the swirling above you.

S Skarpin 11:45
We need to head in this direction! And Skarpin charges towards it.

A Anthony 11:57
Okay.

D Deeran 11:57
Deeran sees Skarpin's mouth move, and he looks, he looks at Ellori and says, I think we need to head in this direction.

E Ellori 12:08
Ellori sees Skarpin running and Deeran talking and says, everyone, I think, I think we need to head in that direction. And she follows Skarpin.

B Belroth 12:19
Belroth draws an arrow. He doesn't communicate anything to anybody or attempt to.

A Anthony 12:36
Skarpin, you run forward toward that point, and as you do suddenly springing into existence there you can see the figure of the Lord of Whispers. And he is putting his hands out toward this center point, drawing that power in.

D Deeran 13:05
And there's no sound?

A Anthony 13:07
There is no sound.

S Skarpin 13:10
Skarpin casts Silence.

B Belroth 13:13
No need.

S Skarpin 13:16
How close- is Skarpin within melee range?

A Anthony 13:19
You're probably 30 feet away.

S Skarpin 13:22
All right, he casts Guiding Bolt at level 3.

A Anthony 13:28
Does that have a verbal component?

B Belroth 13:30
I know, we got to figure that out.

S Skarpin 13:35
Is that how magic works?

D Deeran 13:41
Year 6 baby!

Dear O, baby:

B Belroth 13:43
Let's go!

S Skarpin 13:51
I was like, when you said 'silent in there' I'm like, oh, okay. But like, nobody ever says an incantation, so-

E Ellori 13:59
Nobody?

S Skarpin 14:02
-except Ellori.

E Ellori 14:02
Have you listened to any spells that I've cast in this season? Just curious.

S Skarpin 14:07
I was doing something else. What is the- there's casting time, range, components, and duration.

A Anthony 14:17
If there's a 'V', it has a verbal component.

S Skarpin 14:21
That's what that means.

D Deeran 14:25
There are 3 types of components.

S Skarpin 14:28
I'm literally gonna delete all this audio by the way.

B Belroth 14:33
You better not!

S Skarpin 14:36
I'll just have to go back and record it. There's a 'V.'

A Anthony 14:43
Okay, so you can't catch that one.

S Skarpin 14:45
There's an 'S' also. Can I do the S part?

A Anthony 14:48
You need both.

S Skarpin 14:50
It's not an either/or?

A Anthony 14:51
No 'S' is somatic so that's your hands.

B Belroth 14:55
Has this Lord of Whispers, Old Scratch, whatever his name is, has he seen us?

A Anthony 15:04
Um, you, you don't know. And so far only Skarpin has seen him.

B Belroth 15:10
Okay, so nevermind then.

A Anthony 15:15
And then whatever Skarpin decides to do we'll move forward with everybody else moving forward also.

S Skarpin 15:20
Yeah, I guess Skarpin is just going to continue on when he realizes he can't cast magic because he never realized he was speaking when he was casting magic.

A Anthony 15:27
Yeah, you must have been just muttering under your breath.

S Skarpin 15:29
He thought it was in his head?

D Deeran 15:36
Wait, those sounds came out? Oh, no.

S Skarpin 15:41
It's the stupidest sounding incantations. He's like, poopity doopity doop, I cast this!

B Belroth 15:49
All right, for this spell, it's pizza roll macaroni. Everyone's like, what?

A Anthony 15:59
Deeran and Ellori you also move within 30 feet of the creature, and you see him as well standing there casting whatever ritual he is doing. Belroth, you just watch them charge forward, and you see nothing.

B Belroth 16:13
Oh, okay. I mean, I was following as well.

A Anthony 16:16
Oh, okay. I just heard you draw an arrow and not follow.

B Belroth 16:19
I mean, I meant I was drawing an arrow and following.

A Anthony 16:22
Great, then you also see him. Okay, cool.

D Deeran 16:25
As, as soon as he comes into vision Deeran casts Catapult which does not have a verbal component

A Anthony 16:34
Great.

B Belroth 16:35
It seems like that one should have at least a 'bombs away' or 'Geronimo' attached to it.

D Deeran 16:41
It just has a somatic, and so that's somatic is when he points his cool little Staff of Adornment like a gun and flings off the silver coin that's on the end of it toward the, toward the devil-demon. And so the demon makes a Dex Save.

A Anthony 17:06
Dex Save. Fail.

D Deeran 17:15

Great. It will take 4d8 damage because I'm casting in at level 2, 2, 2, one. It deals 7 damage.

A

Anthony 17:41

Okay.

B

Belroth 17:43

Let's see if he keeps that Concentration, baby.

A

Anthony 17:46

oh, you're right. He does. So, yeah, you fire off this coin. It flies toward him and explodes just near him. We'll say you didn't get all of it, you know?

D

Deeran 18:05

Sure, thanks.

A

Anthony 18:05

And, and he seems pretty unscathed, but he does seem to- his focus shifts to you. And then he melts down into the ground. I need everybody to roll Initiative.

E

Ellori 18:26

Nat 20. As useful as Ellori is useless.

S

Skarpin 18:34

This seems appropriate. Skarpin got a natural one.

B

Belroth 18:40

Belroth got an 18.

D

Deeran 18:45

14 for Deeran.

A

Anthony 18:46

Okay. So, despite Skarpin being Skarpin, you guys will go first.

B

Belroth 18:56

Belroth would like to use his spell, which is only a somatic component, where he focuses deeply with the connection that he's established with Freya and tries to connect his senses to hers and casts Beast Sense to try and see through Freya's eyes and hear and to find the demon that has now melted into the ground.

A

Anthony 19:26

Okay. But do you have to do something to succeed at this or does it just do it?

B

Belroth 19:31

It just happens. And I don't have my own senses, which is important to know, until I use an action to return it, but I'm trying to get Freya to find the demon and like, fish it out for everybody, effectively. Does that make sense?

A

Anthony 19:51

Yes, so Freya can see in the space where the demon has melted but the ground there is a darkness that is touched that space. From that darkness. 3 lines have streamed off and there are 3 large circles in the ground of darkness. So there are 3 places from that point that it has streamed away.

B

Belroth 20:21

Is one of them bigger than the other?

A

Anthony 20:23

No, they are all equal sized.

B

Belroth 20:25

This isn't like, a Ganondorf fight in, you know, Legend of Zelda where he splits off and one of them's real? She pounces on one and tries to start digging it up.

A Anthony 20:35
Okay. Great.

D Deeran 20:39
Anthony, Deeran would like to make an Arcana Check on the, the Dispel gem that he has in his pocket.

A Anthony 20:48
Okay.

D Deeran 20:50
He wants to know if he can use it to dispel this magical Silence.

A Anthony 20:55
Give me the Arcana Check.

D Deeran 21:00
That is a 19.

A Anthony 21:03
You do not think that that will work that way. It is pretty much specifically for effects that have like, settled on you, not effects on an area.

D Deeran 21:15
Okay.

E Ellori 21:20
Um, Ellori is going to pull out her Moon Sickle. And she is going to point it at one of the pools of darkness. And she is going to, in her head, sing ~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 is going to cast Fear through the Moon Sickle, which as a spell focus negates any need for components that aren't material value.

A Anthony 22:14
For druids, though, right?

E Ellori 22:18
I looked up what does a Spell Casting Focus- can a Spell Casting Focus take the place of components and it said yes, unless they cost money.

D Deeran 22:31
That might be material components.

E Ellori 22:35
My voice doesn't cost money. Ellori's not out here singing it for gold. She's singing for free, y'all. She's giving it away.

A Anthony 22:44
So, okay, let me, let me give a slight modification to this. I'm interested to see where we go with this. So, I'll give you this slight modification in that you don't see the dark pools so you're just going to target the space that Freya is digging. You can probably intuit that Freya is not just like, fucking around. So, it goes into the ground. Freya starts digging. You can pick that spot as your place that you're targeting. Your voice is still a part of this spell. However, as you do that you feel like as you are singing this out and trying to cast this spell in this place it is suppressing your spell, but it is trying actively to suppress your spell. And so you're going to make a check against that to, to be able to try to cast. Because of the sickle you will be casting it without Disadvantage. So, I need you to make a Spell Casting Check- whatever your Spell Casting Attribute is, which for you Charisma need you to make a Charisma Check. Not a Disadvantage and tell me the result.

E Ellori 24:07
12.

A Anthony 24:12
Okay, you feel your spell, you're trying to, to cast this spell here and the barrier that has settled down on you is pushing back against that magic. And you feel like you are striking against that barrier. The barrier holds strong. Your spell is not expended, and you feel like you have weakened to the barrier. Does that make sense?

S Skarpin 24:43
Skarpin continues to charge and trust to tackle Old Scratch.

A Anthony 24:50
Okay, Old Scratch not you can't see him. He's in the ground.

S Skarpin 24:55
Oh, I thought I was able to see him.

A Anthony 24:57
You were and then he disappeared into the ground.

S Skarpin 25:02
Skarpin throws a stick into the Void.

A Anthony 25:08
Yeah, you just pick up a stick. You toss it where Old Scratch was angrily, and it just clatters onto the ground you assume. You can't hear it, but it does fall on the ground.

S Skarpin 25:21
It doesn't like, disappear or get eaten up by the Void?

A Anthony 25:23
No.

S Skarpin 25:25
That's good to know. Skarpin gained information, and that is what's most important.

A Anthony 25:29

That's the most important treasure you can get. So, it sounds like you've already got treasure this fight. Freya is digging in this spot, and from it rises a figure. It does not appear to be Old Scratch, but the figure is already being mauled by Freya as it rises up. This sort of shadowy creature and is just like, basically prone, while in the other 2 spots 2 fingers rise up out of the ground there. These shadowy creatures are humanoid except their limbs are far too long. Like, longer than Mike's limbs.

D Deeran 26:35
Wow!

E Ellori 26:35
Impossible!

D Deeran 26:37
Wow. Now I know what we're dealing with though, boys. Look out.

B Belroth 26:49
Don't climb. They'll be better.

D Deeran 26:54
Don't play frisbee with those guys. Sneaky long arms.

S Skarpin 26:58
This is all useful information.

B Belroth 27:01
Don't challenge them to a cartwheel competition.

S Skarpin 27:04
I'm will write all this down.

E Ellori 27:05



Whoa, you don't need long limbs to do cartwheels.



Belroth 27:09

Have you ever seen someone with extremely long arms do cartwheels? I don't want to.



Ellori 27:13

I watched Mike do cartwheels, and I'm way better at cartwheels than Mike is.



Deeran 27:17

Wow, First off, that's not true.



Ellori 27:20

We did cartwheels in front of the Coliseum. Mine looked so much better.



Deeran 27:23

If I had 2 Achilles tendons that were fully healthy right now.



Ellori 27:27

You had so many Achilles tendons when we were there.



Deeran 27:30

I really show- you know what? The next time we're in public, Dragon Con 2022-



Ellori 27:35

We'll have a cartwheel off!



Deeran 27:37

Remind me of this!



Ellori 27:38

E Ellori 27:39
I can't wait.

D Deeran 27:41
I can't wait to smoke you in this cartwheel competition.

E Ellori 27:44
Your car wheels are all sorts of cramped, and your legs are bent and bad.

D Deeran 27:48
Wow.

E Ellori 27:49
Your toes aren't even pointed.

D Deeran 27:50
I didn't come here to be attacked.

E Ellori 27:52
You don't even do a fun roundoff end with a little stick it gymnast landing. I give it flare.

D Deeran 27:59
A roundoff isn't a cartwheel!

A Anthony 28:01
I should point out you did come here to be attacked, and you are being attacked. These creatures are making their way toward the group. You get the sense that if one of them, you know, they're they're like 5 foot tall creatures. If they raised their arms, they could reach up like 9 feet. They got real long, real long limbs. It's pretty gross, yeah.

D Deeran 28:19
So. like. thev're draaaina on the around.

...and they're dragging on the ground.

A Anthony 28:20
Pretty- yeah, just just short of dragging on the ground.

D Deeran 28:24
Gross.

A Anthony 28:25
Yeah. So these shadowy humanoid creatures are making their way toward your group as well. Belroth, you get- something suddenly grabs your foot, and so I need a Dex Saving Throw for you to not fall prone on the ground.

B Belroth 28:41
Okay, am I- so, question: I am not currently perceiving through my own vision. Am I at some form of Disadvantage?

A Anthony 28:52
So, you'll still feel your body, right?

B Belroth 28:55
Yeah.

A Anthony 28:56
So, this is just a reflex to not fall on the ground.

B Belroth 29:00
Okay.

D Deeran 29:00
That's gonna be so weird though. You're watching yourself- like, your vision shows you first person gnawing on somebody.



Anthony 29:10

Your eyes as from Freya snap to you and watch you go ~scream.~



Belroth 29:18

Well, it doesn't matter because I rolled the 3.



Deeran 29:23

That's that Mike Ellison trying out Oculus Rift situation. I know how you feel right now.



Anthony 29:29

So, your body, you don't really perceive this, but you see it through Freya's eyes as you as your body sinks underground. And you're just gone.



Belroth 29:44

Thank goodness that I can see through Freya's eyes right now.



Anthony 29:48

In your mind- it is not through your ears, but it is in your mind that you hear words start to fill that space. They say, you are as boring as you think you are. They do not want you around anymore. It would be a favor if you never returned.



Belroth 30:11

Would that count as an attack?



Anthony 30:14

That they are attacking you?



Belroth 30:15

Yeah.

A Anthony 30:16
Yes, they attacked you.

B Belroth 30:17
Cool, I'm going to use Hellish Rebuke. It has to make a Dex Saving Throw.

A Anthony 30:26
It succeeded.

B Belroth 30:28
Well, okay, well, it takes half damage though. It still takes half of the damage.

A Anthony 30:34
Does that have a verbal component?

B Belroth 30:37
You're right, it does.

E Ellori 30:38
Sounds like it should since it's a rebuke.

A Anthony 30:44
So, similarly to what Steph did, you will take a roll of your Spellcasting Ability at Disadvantage for you.

B Belroth 30:55
Not, not to metagame, but he already succeeded. So why would I do that?

A Anthony 31:00
Why would you what?

B Belroth 31:01
Because he already- well, didn't he already succeed against it anyways?

A Anthony 31:04
I will roll it again if you succeed?

B Belroth 31:07
Okay. I will at Disadvantage make this attempt. Yeah, I fucking failed. Nat one.

D Deeran 31:17
Yikes.

E Ellori 31:17
That barrier gets points back. All those points I took from it.

B Belroth 31:23
Yep. Yeah, so Belroth is underground.

A Anthony 31:27
No, but I'm putting that in my hat for later. That's a good idea. Should have given it points back.

E Ellori 31:30
No, no.

B Belroth 31:35
God, Silence is brutal. It's rough.

E Ellori 31:41

—

Yup.

D

Deeran 31:41

Yup.

S

Skarpin 31:43

It thought it was so useless. I wrote it down, and I'm like, I'm never gonna cast that.

A

Anthony 31:52

You take 11 damage, Belroth.

D

Deeran 31:56

Also, what's the word- oh, I guess suffocating, nevermind. I was gonna say drowning.

A

Anthony 32:05

You're drowning in dirt.

D

Deeran 32:07

Yeah, it's not drowning, right, but like, it's the same can't breathe situation?

A

Anthony 32:12

So, not exactly.

S

Skarpin 32:15

In the end, yeah.


A


Anthony 32:17


He is not suffocating.


D


Deeran 32:19


 Belroth 32:19
Okay.


 Belroth 32:20
Does Freya deal damage to the guy who was popping up?


 Anthony 32:23
Well, on her turn, she will.


 Belroth 32:25
Okay, okay.

 Anthony 32:26
He's prone. Basically, that's what she got by being in that space is that he's prone.

 Belroth 32:30
Got it. Thank you.

 Anthony 32:32
Just wiggling his long arms in the air like tentacles.

 Belroth 32:35
Oh, no. Like a muppet.

 Anthony 32:41
Okay, creatures that just spawned in this turn they spawned in. That was their bit. So, it's back to you guys.

 Ellori 32:52
Um, Ellori is going to just try to like, slice this guy's arm off with the Moon Sickle.

A Anthony 33:06
I mean, okay. That's a choice.

E Ellori 33:09
She's not gonna say a damn thing. Oh, um, and she's, she's not gonna do a damn thing except maybe fall on her face. She's gonna trip over Freya because Freya is so, so like, such a black cat bat that she's melting in with like, all the shadows and darkness. Then Ellori's just gonna run up and like, like hoist her Moon Sickle up, but she's so bad at handheld weapons that it like, like she pulls it up like a bat and it kind of like, falls over her shoulder, and she trips over over Freya's tail and she takes a little tumble.

A Anthony 33:43
Okay, um, I assume that's a one?

E Ellori 33:46
Yeah.

A Anthony 33:47
You're prone.

E Ellori 33:52
Sounds, sounds about right. I'm so sorry, Freya. I'm so sorry. I hope you're okay, she says into the silence.

B Belroth 34:01
She like, is empowered by your- by being tripped over like, you've stepped on her tail a little bit, which like, gave her energy to be angrier at the thing she's attacking. And she takes- like, you make a cat mad and then throw it at someone like that kind-

A Anthony 34:20
Rob, I don't know if you're allowed to be a cat owner. That seems very irresponsible.

B Belroth 34:24

I've never done that. I've seen it in cartoons.

D

Deeran 34:28

Nice save. Cat police, if you're listening, Rob just knows a guy.

A

Anthony 34:36

What are you a cat cop?

D

Deeran 34:37

Yeah, if you are you have to tell

B

Belroth 34:39

Anyways, Freya Crit, so just letting you know.

A

Anthony 34:46

Okay. I assume she took the attack at Advantage.

B

Belroth 34:50

Yes. That's why, that's why she Crit because-

A

Anthony 34:56

Could have just been the first die.

B

Belroth 34:58

Well either way she Crit which is max damage then I rolled another dice and she rolled max on the damage so 21 to him.

D

Deeran 35:06

Double max!

B

Belroth 35:07

She rolled 21 damage.

A

Anthony 35:12

Okay.

B

Belroth 35:14

Yeah and Belroth would like to use the other part of his Action to try and resist and get out and try to not be underground.

A

Anthony 35:26

Yeah, and you have no concept like, all you're doing you're moving your limbs and you are just in an empty void around you just floating and you have no ability to see or hear what's happening around you. You legit have no idea how to escape or what's happening

B

Belroth 35:43

Then if Belroth is there, he wants to take a dagger out from like, cuz he doesn't have his bow out- well he had his bow out. He just wants to take a dagger and start stabbing and try to like, see if you can like, literally hit anything.

A

Anthony 35:57

Cool. Give me an Attack Roll a Disadvantage.

B

Belroth 36:00

Okay. Not bad. A 16 and a 17 so a 16 plus 6.

A

Anthony 36:13

Roll a damage roll for if you hit something because you don't know.

B

Belroth 36:17

Okay, a d4. Wow, well Belroth had the opposite. Belroth did 4 damage.

A Anthony 36:31
Great. Cool.

B Belroth 36:33
I just start stabbing.

D Deeran 36:38
Um, Deeran goes ahead and, I guess, casts Catapult again because that's the only spell he knows that doesn't have words to it. But this time he looks at the end of a spear- or the end of his staff and he doesn't have like, floaty things around it anymore. And so he just points on the ground to like a decent sized rock and then like, slap shots it toward the bad guys.

A Anthony 37:10
Okay, yeah which, which creatures are you trying to Catapult at?

D Deeran 37:16
The one that Freya is like, screwing with who is down on the ground.

A Anthony 37:22
Okay. So, it doesn't create like an AoE? It's a targeted attack?

D Deeran 37:26
It's targeted attack. So it has to succeed a Dex Save.

A Anthony 37:34
It fails.

D Deeran 37:35
Yeah. It's prone and pinned. I feel like it can't win. Yeah, so that one felt safe to me.

A Anthony 37:42



Anthony 37:42

Proned, pinned, can't win.



Deeran 37:44

Yep, story my life. Oh, that's better. 16 plus 7 plus one. So, that's another 8. 24 damage.



Skarpin 37:58

Nice.



Belroth 37:59

Damn.



Anthony 38:06

Yeah, you fire this thing into the creature and it just slams into it and it dissipates out from underneath Freya. Like, blows into the swirling magic on the outer rim of this barrier, and as it does it seems to add darkness to the barrier. Like, it gets darker swirling around you.



Deeran 38:34

Great great great great great.



Skarpin 38:38

So, Skarpin says inside his head, Oliander, I pray you can hear me. Old Scratch is defiling the Dreamscape, and let's give him a taste of his own medicine, and tries to cast Inflict Dream on the area of which he feels like Old Scratch would be using his senses to try and guide the source of the Void. The wording of Inflict Dream is: when you use a Channel Divinity, you may target a creature with the 90 feet that you can see. So, Skarpin is Hail Mary-ing it and hoping-



Deeran 39:26

He's using his third eye vision.



Belroth 39:34

He's using his 'Anthony, please let me do something really cool.'

A Anthony 39:39

Yeah, hold on. So, assuming so like, you know, you have to push your intention into this, right? So, you won't know if it hits until you send it out there. What are you trying to Inflict Dream upon him with?

S Skarpin 40:00

So, the dream that Skarpin wants to do is- so after it happens like, in the real world, Old Scratch wouldn't be able to continue doing what he's doing, but Skarpin doesn't want him to know that he's in a dream. So, Skarpin will see the world change because Old Scratch will have fallen asleep, and then Skarpin would go and try and dig him up and attack him there.

A Anthony 40:35

I see. So, you basically want to create a copy of this place of what's happening now, so that he thinks he's still in the fight, even though he's fallen asleep.

S Skarpin 40:45

Right. He's hoping that he's so drained, and that this will be just almost like a flicker of you're watching a security tape and it's like, a flicker when the heist happens, and hoping that he won't notice.

A Anthony 40:58

Okay. So, do you have a Check that's part of that, that you're supposed to do?

S Skarpin 41:03

Yeah, it's a Wisdom Check on the recipient of 14.

A Anthony 41:09

Wisdom Saving Throw?

S Skarpin 41:11

Yeah.

A Anthony 41:15

You push this dream out there, and you, you know, push it toward where you feel like you can target him. You know, you watched Belroth like, disappear into the ground. And so you push it there in that direction, and you try to make that connection with him. And you feel like it gets batted away. And a whisper plays in your mind. Cute, but these are my powers you play with. And yeah, it doesn't work.

S

Skarpin 41:56

He just goes to a knee. He's just too strong!

A

Anthony 42:00

Nobody hears that.

D

Deeran 42:05

Wow.

S

Skarpin 42:06

I think we need to get on our knees!

A

Anthony 42:14

Okay. Belroth, the voice echoes in your mind again. It says, you fight, and yet you know the truth. No one could ever want you around. No one wants your presence. You have been a burden to everyone you have ever spent time around. You couldn't even keep your partner around.

B

Belroth 42:49

Do I get a Saving Throw at all or no?

A

Anthony 42:51

No, not right now. Charisma Throw. You feel like it did not have the full effect that it had intended to have so you take 7 psychic damage.

B

Belroth 43:10

That's good.

A Anthony 43:18
The gangly creatures move toward the group and begin to attack. One of them attacks at Deeran as it just watched him eviscerate his ally. It's a miss because you have a 15 right now?

D Deeran 43:38
14.

A Anthony 43:38
14. That one's a hit. You take 6 damage, and the barrier around you flickers out. And by barrier I mean your shield that there is something inherent in the magic that has touched you that it disrupts your Mage Armor.

D Deeran 44:04
Great, great, great, great, great, that's cool. That's cool.

A Anthony 44:11
The other one moves for Skarpin. Oh, it Crits. So, Skarpin you take 15 damage as the creature slashes against you and just manages to slice right like, across your neck, tearing at your flesh. And it just seems to pass right through your protections. You're down on a knee so I guess it was just like, perfectly placed.

S Skarpin 44:49
Yeah. That was my bad.

A Anthony 44:51
It tears through for 15.

S Skarpin 44:58
Ouchie.

A Anthony 45:01

And it is now your turns again.

D Deeran 45:06

Deeran looks around to see why Belroth didn't shoot last round. He noticed- he notices that he's not here anymore. Does he see like, a hole in the ground where Belroth had been?

A Anthony 45:25

No.

B Belroth 45:26

I will say that on my on Freya's turn she's going to immediately look for Belroth. So, she's going to try and do the same thing that she did with the previous dots. So, I don't know if that influences- Yes, so we will say that Freya sees the circle of darkness.

A Anthony 45:49

Yeah. You see the circle of darkness, and she can bound over to it and start to like, point out that circle of darkness. So, Belroth you see that Freya is like, has pointed out to another spot, but you don't see anything in that spot. It's just grass and leaves.

B Belroth 46:12

Also the Concentration Checks I missed I passed just so you know. I rolled it an 11 and a 17.

D Deeran 46:22

Yeah, as Freya starts to dig, the first like, big rock that she comes across like, that's in her way Deeran points at and then again, with the like, hockey slap shot kind of motion tries to shoot it at the creature that's slashed down at him.

A Anthony 46:44

Yeah, it attacked you from like, a whole space away. So, it's perfect.

D Deeran 46:53

That's why you were like, when it puts its arms up. It would be like, 9 feet.

A Anthony 46:59
Yeah, yeah.

D Deeran 46:59
Yeah. I see what you did there. You made really hard bad guys, and it's quiet. That's cool. So, it has to make a Dex Save.

A Anthony 47:11
Okay. What's the DC?

D Deeran 47:16
Wicked high. Crazy, crazy high. 15.

A Anthony 47:19
That is high enough.

D Deeran 47:21
Yes. Oh, good. And it takes 12 damage.

A Anthony 47:26
Okay.

E Ellori 47:30
How many can Ellori see?

A Anthony 47:34
2.

E Ellori 47:36
Okay, um. I didn't know if the bear darkness barrier was putting another literal barrier up.

D Deeran 47:46
Another status effect on us.

A Anthony 47:48
That Darkness Barrier is surrounding all of you. It's the one on the outside of the clearing.

E Ellori 47:53
Okay. Okay. Um, so Ellori is going to look at the 2, and in her mind she's going to saying, ~Twist the mind and squeeze out the brain. On all you try there is a strain.~ And through the Moon Sickle, she is going to attempt to cast Bane on those 2.

A Anthony 48:17
Okay, so once again, you may make your d20 roll not at Disadvantage, which is a funny way to say make a d20.

E Ellori 48:24
Lord. 9.

A Anthony 48:27
That's with Charisma mod?

E Ellori 48:29
Sure is.

A Anthony 48:30
Okay.

E Ellori 48:34
I'm rolling trash tonight.

A

Anthony 48:38

Yeah, again, you push against that barrier and you feel like you can feel cracks forming as you push. Like the feeling of ice when it's fresh, and not really thick enough, but you can feel like, the cracks are starting to form it as you push against it. And yeah, but it's not- it's still in place.

D

Deeran 49:02

Okay. Does anyone else feel that as well, or just Ellori because she's pushing?

A

Anthony 49:07

Just because she's pushing.

B

Belroth 49:10

Uh, Anthony so Belroth obviously he can't, he can't see the darkness normally, right? Because he's seeing through Freya's eyes.

A

Anthony 49:24

Right.

B

Belroth 49:25

But Freya can kind of see it. Could he, in theory, cast Hunter's Mark like, to get that Perception to like, basically lock- like he's trying to either- his goal- my goal is either I talk back to him to find where he is underground, so that I can use Hunters Mark to like, lock onto him and fight him or like, find a way out and orient myself or hopefully use Freya's Perception, but I don't know if the, the second one actually works. I don't know if either of them works. I feel like both of them don't work.

A

Anthony 50:00

So, from what you know because all you have is phrase perception is all that Freya can see is this dark patch. You don't think you would be able to cast Hunter's Mark through Freya's Perception.

B

Belroth 50:13

Okay. It would- okay, sure. Balls. Belroth would like to try and resist again to like- I have no idea no orientation at all like, I'm just completely lost in the Void.

A Anthony 50:36
Well because all you can see is the dark patch from above so you can't hear or see anything. And from what you feel, it's just void around you. You don't know what's around you.

B Belroth 50:56
This is a tricky one. My Primal Awareness doesn't help right now because I have a Beast Sense, and that's not helping. He's gonna try and stabby stab the demon again. He has no idea if he's hitting.

A Anthony 51:16
Great.

B Belroth 51:21
At Disadvantage, right? Yeah, yeah, it's a 6.


A Anthony 51:26
Okay, you can roll damage if you want. You're not sure if you hit.


B Belroth 51:31
Okay, well, I have no idea, but it's a 4. Sorry, it's a 5 actually.


D Deeran 51:38
Oh.


E Ellori 51:40
Ooo.


B Belroth 51:40
Slashing around.


 Deeran 51:42
What about that?

 Anthony 51:45
Does anyone else have any other actions they need to get done here?


 Ellori 51:49
Need to get done or want to get done or can't get done?


 Anthony 51:53
Can get done.


 Skarpin 51:54
Mine's more of a want. We're still going with those?

 Anthony 51:59
Yeah, you can go with a want.

 Belroth 52:00
I tried, and he said no.

 Anthony 52:03
I might say 'no' again.

 Belroth 52:05
I plan on it!

 Skarpin 52:08
Skarpin is going to take out his short sword that's silver, and run up and hit a creature.

A Anthony 52:14
Okay.

S Skarpin 52:23
Rolled a 17, and I'm going to add zero to that.

A Anthony 52:28
Great. It hits.

S Skarpin 52:30
Yes! 6 damage.

A Anthony 52:39
As your silver blade passes through the creature it hisses in smokes everywhere where it contacted, and the creature lets out this guttural grunt as you pass through it. And you know you hit for 6 damage. You feel like it probably did more than that.

S Skarpin 53:06
Bonus Action, he's gonna try and cast Spiritual Weapon.

A Anthony 53:14
Okay.

S Skarpin 53:15
So, Disadvantage to

A Anthony 53:19
Wisdom Check.

S Skarpin 53:20

Wisdom Check. 13.

A Anthony 53:25

Okay. You also push with all of your strength against this barrier, trying to break the Silence around you, and you can feel it give almost like it's trying to really contain the power that you're pushing off like, your spell almost could begin to be cast, but the barrier pushes back against it and is still intact so you don't spend that spell slot.

S Skarpin 53:59
Cool.

A Anthony 54:03
The creatures make their attacks. One attacks Deeran, I guess, because he just attacked it.

D Deeran 54:14
Yep.

A Anthony 54:16
That's a hit.

D Deeran 54:18
Wow.

A Anthony 54:20
You have no barrier this time, right?

D Deeran 54:22
Um, yeah, out of reflex he's going to Reaction try to cast Shield, not realizing in the moment that there's a verbal component because usually he just puts his hands up and goes ~scream~ and like, it happens. And so like, that's just how he casts it. It's a very natural response.

A Anthony 54:46



Sure. So, give me an Intelligence Check.



Deeran 54:52

Okay. And that's at Disadvantage, right?



Anthony 54:57

It is.



Deeran 54:58

Okay. Well, one of those is a natural 20.



Anthony 55:05

Cool.



Deeran 55:05

And the other one-



Anthony 55:07

If that's also a natural 20 That's great.



Deeran 55:10

No, the other one is not- it's just intelligence? It's not like, a Saving Throw or my proficiency-



Anthony 55:18

Yeah, just your Intelligence, your Spell Attribute. That's it.



Deeran 55:23

Okay, then 13.



Anthony 55:27

A Anthony 55:27

Okay. So you throw- you try to throw this shield in front of you, and from your mouth escapes a small noise, and the Shield almost starts to form in front of you like, you're watching the magic start to just materialize, and then it ~boom~ rebounds back into you. And you do not get the spell off. And instead, you get swiped by this creature's hand as it slashes through you. You take 5 damage.

D Deeran 56:06

Cool. But Deeran has learned something so that's pretty cool.

A Anthony 56:16

Knowledge is the most important thing.

D Deeran 56:19

Because he knew it was Silent, but he didn't know that he could cast- or try to cast verbal spells.

A Anthony 56:30

I liked that very clever way of you engaging without engaging. That was good.

D Deeran 56:36

Reaction spells, baby.

B Belroth 56:37

Immersive.

A Anthony 56:45

You fight, Belroth, but for what? For people who will abandon you the second they get the chance? For people who don't want you around any more than anyone else? They just haven't had an opportunity to give you the slip. Why fight, Belroth? Give in.

B Belroth 57:06

Belroth is trying to say shut up, shut up, shut up, shut up, shut up! And he reflexively does Hellish Rebuke again. Ooh. It would be a dirty 20 and a 19. Sorry, it would be a 19 and an 18

because it's Charisma, because it's- it's an 8, but it would have been- it's still good.

A Anthony 57:34

Great. That would be that, okay. So, you also feel great fault lines appearing in the Silence. It is so close to giving way, and you feel yourself shout out against this, ~No!~ It echoes around you a great distance, but the magic cannot quite permeate. It's so close, but it's not enough, and it comes back into you. And you take 14 damage.

B Belroth 58:10

Ugh, Belroth is- Belroth attempts to scream again.

A Anthony 58:25

There's a second creature still, and it attacks Skarpin. That is a hit. It hits Skarpin for 7.

S Skarpin 58:39

Dang, these creature's arms are long.

A Anthony 58:43

They, yeah he like, tapped you on the back of your shell, and you like, turned backward and they just slapped you with the other hand, you know?

S Skarpin 58:50

Damn.

A Anthony 58:54

Great. It's you guys again.

E Ellori 58:59

Um-

S Skarpin 59:03

Skarpin tries to sense we're Old Scratch and takes out his Perfume of Bewitching and 5 spell

Skarpin tries to sense where Old Scratch and takes out his perfume of bewitching and 3 spellstones and tries to pump- like dump out the perfume where he thinks Old Scratch, and pump the Spellstone into it.



Ellori 59:27

What does that do?



Anthony 59:27

When you do- So, so as you do the first thing, right, where you try to sense where Old Scratch is. He is in this place, but he is not physically in this place.



Skarpin 59:41

He can't nail down-



Anthony 59:42

Right, like, you, you can sense that he is here, but you can't sense him like, like, you don't think you could touch him or pour perfume on him.



Skarpin 59:56

Yeah, so I guess he got that before he took out the perfume and made a fool of himself.



Deeran 1:00:01

Thank goodness.



Skarpin 1:00:03

Thank goodness no one will ever know. Yeah, yeah. He looks like he hesitates a bit, but then he swings the shortsword.



Anthony 1:00:14

At the creature again?



Skarpin 1:00:15

Yeah. 7.

A Anthony 1:00:21

7 will not hit.

S Skarpin 1:00:23

And Bonus Action tries to cast that Spiritual Weapon. 14.

A Anthony 1:00:36

Ooo, that's a good one. Okay, you focus your energy trying to get that Spiritual Weapon to appear. You pull your prayer to draw forth that pillow, and the pillow, it just seems to like, come into existence and meet with that barrier and almost get pushed back into you and then it pushes through shattering the silence and there is a sudden rush of sound in this place- not for you Belroth- where all of a sudden- well, actually you can still hear. You're hearing through Freya's ears. Unless your, unless your Concentration failed on that attack, on that damage.

B Belroth 1:01:23

Oh, that's a good question. It did not.

A Anthony 1:01:27

Great. Then now you can hear through Freya's ears as the, the pillow shatters the silence around you, and there is a like, a large rushing sound from the outer barrier, and the creatures as they like, continue to shamble.

S Skarpin 1:01:48

What a weird thing to shatter anything.

A Anthony 1:01:53

You've not thrown enough pillows at breakable things. Let me tell you it happened.

S Skarpin 1:02:00

Excellent. So that pillow comes into existence and takes an attack at the creature, and 25 to hit.

A Anthony 1:02:11
A 25 will hit. That's much better than 7

S Skarpin 1:02:17
7 damage.

A Anthony 1:02:18
Great. Okay.

D Deeran 1:02:23
I'm sorry, I am weirded out because- you know how your own voice sounds different in your head than it does like, to other people?

B Belroth 1:02:36
Yes.

A Anthony 1:02:40
Yes.

D Deeran 1:02:40
Belroth is hearing Freya's like, breathing within his ears?

B Belroth 1:02:47
Yes.

A Anthony 1:02:47
Yeah.

D Deeran 1:02:49
And if Freya makes a noise he will hear what Freya hears how your notes go behind?

And if Freya makes a noise he will hear what Freya hears her own voice as being?

A Anthony 1:02:54
And if he spoke-

D Deeran 1:02:56
Right?!

A Anthony 1:02:57
-he would hear what Freya hears him sound like. So he would be like, hey, you stop! Oh, it's so high pitched and nasally.

B Belroth 1:03:04
Yeah.

D Deeran 1:03:09
So weird. I don't want that spell to be real. Like, I want a lot of magic to be real. That one I could do hard without.

B Belroth 1:03:18
Never listen to a recording of yourself then.

D Deeran 1:03:21
I don't. I mute our track and edit everyone else's.

B Belroth 1:03:29
That makes sense.

D Deeran 1:03:35
Now that I can hear though, I'm gonna go ahead and use my voice to cast Tasha's Mind Whip at the bad guy that's fighting me.

A Anthony 1:03:52
Okay.

D Deeran 1:03:54
And so it has to make an Intelligence Saving Throw.

A Anthony 1:04:00
It failed.

D Deeran 1:04:02
Great. It will take 3d6 damage, so it takes 12 damage. As he like, the only component for Tasha's Mind Whip is verbal, and like, Deeran hadn't realized he does it before, but as he casts it, he goes ~whip noise~ and like, his eyes get big because it's like, a mental whipping effect, right?

B Belroth 1:04:41
Yee-haw!

D Deeran 1:04:45
And then he runs toward Freya to try to help dig.

A Anthony 1:04:52
Probably not. So, you mentally whip this creature, and the creature dissipates, it's darkness joining the outer barrier. And the other one melds away into the ground. The ground rumbles underneath you, and Belroth is expelled from the Void into this place as well as a large cloaked figure. It is bulky and has a lot of mass under its cloak. But the cloak covers it's- like, it's got a hood that is all like, darkening its face. The figure slides across the ground on its feet and raises up, a large glimmering smile too wide to be human appears in the darkness of the hood. And a raspy voice call- like, cries out from there: you have done well, but not well enough. You will never stop me. I am eternal. And everything goes dark in this place. So now the Silence has lifted, but you cannot see. And it is your turns again.

B Belroth 1:06:14
Can Freya see?

A Anthony 1:06:18
No, Freya cannot see.

B Belroth 1:06:20
Well, Belroth uses a whole Action to dismiss Beast Sense because that's what it requires. Really frustrating.

A Anthony 1:06:38
You really got to break that link. You know, once you're in there, it's like-

B Belroth 1:06:42
Like, it says you have to take an Action to- until you use your Action to return to your normal senses so I break it. Ah, jeez, Louise. And Frey is gonna try and sniff around to see if she can find him. Okay. Can she search check? No?

A Anthony 1:07:07
I mean, she didn't find anything sniffing. Go ahead, Ellori.

E Ellori 1:07:16
Yeah. Ellori is going to- um, as soon as darkness hit she's going to kind of shoot her fingers out to where- to the space that Old Scratch was, ~Watch all of your nightmares become real before your eyes. You try your best to cry out. The haunting of your past will knock you down until you cry...out.~ I didn't take- I didn't take a big enough breath, and I'm going to talk about the fact that I've used 'cry out' to rhyme itself. And I'm just really stressed about that part of this spell. So that will change in the future, I promise listeners will not be disappointed. Anyway, she's going to cast Fear in 30 foot- because you don't need to be able to see.

A Anthony 1:08:04
Yep.

E Ellori 1:08:05
It's just in a 30 foot cone and any creature in that cone, so she's hoping.

A Anthony 1:08:10
Okay, so it's a Wisdom Saving Throw?

E Ellori 1:08:13
It is a Wisdom Saving Throw.

A Anthony 1:08:18
What's the DC?

E Ellori 1:08:20
The DC is 14?

A Anthony 1:08:24
The voice echoes in your mind, and it says, cute, child, but fear is my domain. And I need you to make a Dexterity Saving Throw, Ellori.

E Ellori 1:08:43
Do you though?

A Anthony 1:08:46
A little bit?

E Ellori 1:08:47
Do you need me- what if- does the Moon Sickle give me Advantage?

A Anthony 1:08:50
No.

D Deeran 1:08:52

Do you need to know the number that she rolled?

A Anthony 1:08:54
Yes.

E Ellori 1:08:54
What if I tell you I passed?

A Anthony 1:08:56
I would need to know the number to be sure.

E Ellori 1:08:59
Okay, well does a one pass?

A Anthony 1:09:04
No. You feel yourself like, pulled downward, and the world around you like, you can feel yourself being pulled away. Suddenly your eyes open again, and you are standing in your village.

E Ellori 1:09:28
She looks around and like, tries to- I guess do I have like, a second to do anything?

A Anthony 1:09:38
Yeah, yeah.

E Ellori 1:09:39
Yeah. So, she's gonna like, feel the dirt. And I imagine like maybe with an Investigation Check or something to know if it's real or- because I imagine like, they're very salt of the earth type folks like, she would know dream-dirt from-

A Anthony 1:09:56
Give me an Investigation Check

Give me an investigation check.

E

Ellori 1:09:59

Now with that dice. 17.

A

Anthony 1:10:13

Okay. Yeah, you pick up the dirt in your hand. It feels like dirt, and it drops to the ground. You hear the sound of a door swinging on its hinges, and you can see that one of the doors to one of the homes is just open and swinging. The village otherwise appears empty.

E

Ellori 1:10:35

Okay, I'm just gonna start walking towards that door.

A

Anthony 1:10:38

Okay, you take 8 damage, and we'll go back to the rest of you. What would the rest of you like to do?

E

Ellori 1:10:48

Can I just clarify: I took 8 damage because I started to move or from the fall?

A

Anthony 1:10:52

From everything. From the experience.

E

Ellori 1:10:57

Okay, yeah, thank you.

S

Skarpin 1:11:00

Skarpin tries to Dispel Magic. So he casts it with words. You choose a creature object or magical effect within range. Any spell of third level or lower on the target ends. For each level of fourth or higher-

D

Deeran 1:11:22

... ..

He has to read the whole sentence.

A Anthony 1:11:26
I'm waiting, I'm waiting-

S Skarpin 1:11:29
Well, I was-

A Anthony 1:11:31
It is higher than third level.

S Skarpin 1:11:34
So, it says on a successful Check- oh, you're waiting on me.

A Anthony 1:11:38
Yes.

S Skarpin 1:11:44
My first read, it was like, 'they gotta check, yeah.' 6. Is it higher than a 13? DC equals 10 plus-

A Anthony 1:11:58
I know the DC. You don't have the DC, but a 6 is not higher than that. So, that's not gonna fly.

D Deeran 1:12:06
Well, is it- it's 6 plus anything?

B Belroth 1:12:09
It should be 6 plus your it's a spell

S Skarpin 1:12:16



It's your Spell Casting Ability ability which- so, I- my Wisdom Modifier.



Belroth 1:12:25

Yeah, cuz it's not a, it's not like a-



Anthony 1:12:27

Wow. Wow. Okay, anyone else?



Belroth 1:12:33

I already went, right?



Deeran 1:12:35

I also-



Anthony 1:12:37

Okay. Well, so this is a new round.



Belroth 1:12:39

Okay.



Deeran 1:12:40

Oh.



Belroth 1:12:41

Go ahead, Mike.





Deeran 1:12:44


I don't have anything for this because it's dark. I can't see anything. I can't do anything.





Belroth 1:12:52


 Belroth 1:12:53
Rad.


 Deeran 1:12:55
Yeah, Deeran like, can't see and so he freaks out and just waits to see.


 Belroth 1:13:09
Okay, Belroth is gonna use his potion because no one healed him and he's dying- one person has an excuse. Ellori has an excuse. I'm just saying. It's 2d4 plus- is it 2d4 plus 4 or 2d4 plus 2. I have it written down-


 Anthony 1:13:39
That's fine. Do it.

 Belroth 1:13:40
It's 2d4 plus, it's 2d4 plus 2.

 Anthony 1:13:43
Great, take 2.

 Belroth 1:13:44
Okay, great. He heals 7. He's still hurting a lot. And then Freya is still searching. She's really like, genuinely trying to search out using her senses to find either Ellori or- well she doesn't know Ellori is gone- the, the evil spooky demon.

 Anthony 1:14:06
Okay. With her senses as she's searching around she bumps into another of the creatures with long limbs that has formed in the darkness so she has engaged that one in combat.

 Belroth 1:14:22
Does she have the ability to make an attack or no?



A Anthony 1:14:25
No, she searched.

B Belroth 1:14:28
Makes a loud ~cat howl~ like, a surprised cat noise.

A Anthony 1:14:32
She's tanking it, I guess. The creature attacks her, Freya. It hits. She takes 7 and any magical effects she has on her end. Suddenly from the darkness one attacks you, Belroth.

B Belroth 1:15:01
Fuck.

A Anthony 1:15:04
That's a hit. You take 7.

B Belroth 1:15:07
Okay.

A Anthony 1:15:07
And any magical effects upon you end.

B Belroth 1:15:11
None.

A Anthony 1:15:11
You no longer see through her eyes.

B Belroth 1:15:13
Well, he already dismissed that for a whole fucking Action. He Hellish Rebukes, and it has to make a-

A Anthony 1:15:23
It fails.

B Belroth 1:15:26
Okay, so it takes 14 Fire Damage.

A Anthony 1:15:34
Okay.

B Belroth 1:15:36
If you could see this, Belroth's eyes start glowing, and this creature erupts in flames very suddenly, so maybe they can see it. I don't know.

D Deeran 1:15:47
Can I see that?

A Anthony 1:15:48
Nope. Uh, the other creature attacks Deeran in the darkness. That hits for 3.

D Deeran 1:16:00
Great.

A Anthony 1:16:02
And, Ellori, you in your space, whispers start to run through your mind. You are selfish out in the world doing what you want to do while your people suffer without you. Had you been here maybe you could have stopped it.

E Ellori 1:16:27
I know, I know that, I know that this is just- she's like, in her, in her head she's talking to herself. I know this is just Old Scratch's lies. I know that this isn't real. I know that what we're doing is important, and I know that we didn't abandon anyone. I know that, that what we're doing is

good.

A Anthony 1:16:42

You step up to the empty building, the door swinging. Inside are a dozen corpses, blood all staining the floor, the walls. They are the people of your village torn apart. Silver blades jammed into them at various angles. Your parents in the center of the room, dead.

E Ellori 1:17:08

This isn't real. This isn't real. It's not real. It can't be real.

A Anthony 1:17:13

You take 11, and we go back to Skarpin or I guess, you guys. Whoever wants to go?

D Deeran 1:17:25

Can anybody see anything, or like, do anything to highlight these guys?!

B Belroth 1:17:33

No. No, I don't have anything. You didn't see this one exploding fire. That was a big thing.

D Deeran 1:17:46

No, man, I can't see anything. It's too dark. I just got hit from somewhere near me, Deeran reaches out a hand to try to like, feel.

A Anthony 1:17:56

Yeah, you reach out a hand and you grab on to like, a spindly arm. It's just like, like, near you. And as you touch it like it's like, it's like when you touch something like, electric like you have like a vibrating through you for a second. And yeah-

D Deeran 1:18:14

Do I have to like, do a Check to hold on, or can I just decide to hold on?

A Anthony 1:18:20

If you want to hold on, you can hold on.

D

Deeran 1:18:22

Okay, cool. Yeah, I want to hold on because I need to know where it is.

A

Anthony 1:18:27

Perfect.

D

Deeran 1:18:29

You know what I mean?

A

Anthony 1:18:29

Yeah, yeah.

D

Deeran 1:18:31

And so yeah, Deeran squeezes tight. And he puts a hand out like- I don't know if this is gonna work, but he puts a hand out trying to like, keep the barest minimum distance between his hand and the creature's body, and he's gonna try and cast Witch Bolt into him.

A

Anthony 1:18:59

Well, you got 2 hands, so you can hold him with one and then Witch Bolt with the other.

D

Deeran 1:19:03

Right. That's what I mean, but like, because it's a ranged attack like, I can't- it can't be a touch attack.

A

Anthony 1:19:12

Yeah, I think it's- I think it's fine. I think it's fine. We don't have to jump through hoops on this.

D

Deeran 1:19:18

I mean, it's Darkness, so I don't know, I can't see him.



Anthony 1:19:23

I think you have adequately done something to mitigate that in this case.



Deeran 1:19:27

Great. Yeah, so I disagree that I have done adequately to mitigate that. It must be the darkness' fault. It's a 9 to hit.



Anthony 1:19:42

That won't hit.



Deeran 1:19:44

Yeah.



Anthony 1:19:45

Yeah.



Deeran 1:19:46

Yeah.



Anthony 1:19:47

Great.



Deeran 1:19:49

I've got one over here. I don't know if- can you like, can Freya use my voice? Is that a thing? Like, if I just keep talking will she know like, like a bat, like-



Belroth 1:20:03

Probably.



D Deeran 1:20:04
You know, echo, echolocation or whatever.

B Belroth 1:20:06
You got 2 around you? Can I, can I figure out how, how far away I am from Deeran?

A Anthony 1:20:13
Sure.

B Belroth 1:20:14
Am I close? Am I far?

A Anthony 1:20:16
I mean, you're about the same distance you were when you could see him a minute ago. Uh, yeah, you're like 10 feet away.

B Belroth 1:20:22
10 feet away. Okay, um-

D Deeran 1:20:26
Yeah, I've got one.

B Belroth 1:20:28
I'm holding it. Okay.

D Deeran 1:20:31
It feels weird. Don't like- I don't know if we should be touching them, but I am!

B Belroth 1:20:36
Stop touching it! And Belroth still has his dagger out and he's just gonna stab into the one near him.

A Anthony 1:20:43
Okay.

B Belroth 1:20:45
For a 14 plus 6.

A Anthony 1:20:49
That'll hit.

B Belroth 1:20:51
And he's gonna use his Favored Foe to do extra damage. 10 damage. He's going to then make an additional attack against this guy for a 19 plus 6, which I assume hits and then yeah 6 plus 3, 9.

A Anthony 1:21:19
Okay.

D Deeran 1:21:21
Man, if I let him go though then I'm not gonna know where he is. So just- oh, it feels so weird!

B Belroth 1:21:26
Freya is panicking because the now de facto holder of the Freya snacks is in danger. She's going to try and charge towards that voice. I know she's going to risk taking an attack of opportunity, but she's going to try and charge towards-

A Anthony 1:21:46
Which she does. It misses.

B Belroth 1:21:48
And she's gonna try and charge towards Deeran and tackle the one that Deeran is- one of the ones that is surrounding Deeran.

A Anthony 1:21:58

Okay, hold on. In the darkness she charges toward the voice of Deeran hoping to tackle the creature in front of Deeran and not Deeran. She leaps into the air and tackles the creature out from in front of Deeran pinning into the ground.

B Belroth 1:22:17

Yeah! So, she makes an attack obviously. So it was like a- it was a 16, anyways to hit. And he's pinned.

E Ellori 1:22:31

Oh no, I lost its arm! I don't know where it is anymore!

A Anthony 1:22:34

No, no, no, no, you're still holding his arm even though he's on the ground.

B Belroth 1:22:36

You just feel it fall-

D Deeran 1:22:37

Oh, gross.

A Anthony 1:22:40

It's just that long.

D Deeran 1:22:43

Never- nevermind. It just tugged.

B Belroth 1:22:44

That's my girl! So it takes 10 plus- so, 14 damage.

A Anthony 1:22:58
Okay.

B Belroth 1:23:04
Yeah, that's Belroth's turn.

S Skarpin 1:23:09
Skarpin casts Guiding Bolt at the creature that he can't see that the Freya is interacting with.

A Anthony 1:23:20
So, you're too far away to be able to see it. Like, you don't know where the creature is so Guiding Bolt isn't gonna fly.

S Skarpin 1:23:27
He runs towards Freya.

A Anthony 1:23:30
Okay, yeah, you can run toward the sound you heard, and then that-

D Deeran 1:23:35
Deeran's talking loud enough for everybody.

A Anthony 1:23:37
Yeah, yeah, fair enough. So, I would say that you, you can cast Guiding Bolt at the creature, and it is prone but you're still gonna have Disadvantage trying to attack it.

S Skarpin 1:23:52
11.

A Anthony 1:23:54

All right, 11's not gonna do it.

S

Skarpin 1:23:56

All right, he gets closer to get a better look.

D

Deeran 1:24:02

Um, as, as the bolt shoots through the air like, yeah, does it make like a visual- does it light anything up at all?

A

Anthony 1:24:12

You do not see it. You can hear it and feel it around you as it fires by.

D

Deeran 1:24:22

Great.

A

Anthony 1:24:22

Ellori, the voice continues in your mind. These events may not have come to be, but they will. And your selfishness will be to blame when all lay in blood and death. You will not be here to protect them, and they will fall.

E

Ellori 1:24:45

Ellori is just like, in her head. She's just saying, it's not real. It's not real. It's not real. It can't be real. And she's gonna do- is this- does the house look familiar like, it's her house, or does she know if it's a neighbor's house?

A

Anthony 1:25:01

This house looks like, it looks like what a house in the village would look like if no one had ever done anything more than walk through the village.

E

Ellori 1:25:10

Okay, okay, yeah. Okay. Um, so she's going to move through the house. She's gonna keep going through the rooms of the house, and I imagine they're like, either empty or sparse like, just to keep reminding herself that this isn't real.

A Anthony 1:25:33

Yeah, and in fact, every time you open a door, inside, there's just like, all the same corpses, the same faces, the same bodies. They're all in different positions. The blood splatters like, it rushes out of the room when you open the door. Like, it's this incessant in your face like, forcing the issue. But it's the same bodies over and over again. So, I need from you a Wisdom Check- Saving Throw. A Wisdom Saving Throw.

E Ellori 1:26:08

16.

A Anthony 1:26:11

Okay. So, you take 6 damage. You feel like that was you staving off a significant amount of that damage.

E Ellori 1:26:23

Okay.

A Anthony 1:26:27

And the, like the edges of this begin to fuzz. They begin to blur? What are you doing?

E Ellori 1:26:38

I can, I can play with fear too, she says real confidently.

D Deeran 1:26:45

It read that way.

E Ellori 1:26:50

She says, cute, for good measure to really stick it to him. Um, and then can I still take an Action?

A Anthony 1:27:00

-

Sure.



Ellori 1:27:01

All right. She is going to put her fingers to her own temples and sing, ~Fights aren't easy. Wounds can kill, but if I can help it, none of them will.~ And she's going to cast Heal Wounds-Cure Wounds on herself.



Anthony 1:27:20

When you cast that spell on yourself here nothing happens to your life. You, you do not heal, but the world around you trembles. It shakes and shutters, and you can hear a roar in the back of your mind like, it's not present, but it's enough that you're struck to it. And you are thrown from this place back into the world around you, and you are like a beacon of light that tears through the darkness in this clearing. And like, just- it shatters it around everyone who can now suddenly see as the creatures meld back down into the ground. 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.



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