

# C2E040 Final

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## SUMMARY KEYWORDS

freya, roll, feel, cast, spell, hit, damage, somatic, bit, pit, arrow, washes, attack, face, witch, bolt, bonus, death saving throw, hands, lester

## SPEAKERS

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

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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 40, and it is the final episode of the Whisperer of Lies story arc. And we don't talk about it a whole lot, but if you're doing the math at home, if you are counting up the previous campaign alongside this campaign, this is the 300th episode of Adventure Incorporated that we have put out on this feed. You know, with the new campaign, we started over our numbering, we went in a different direction with that, but I really wanted to call out how proud I am of my co-hosts on this show, my companions, and for all of this community that has built up around this show. 300 episodes is a huge milestone, and I'm just, just so impressed with, with my friends and my associates, and those both on the cast and those beyond, for you the listener for making this show continued to be a thing, a part of my life day in and day out. And I am so grateful to everybody, especially grateful to the Patrons at [patreon.com/adventureinc](https://patreon.com/adventureinc) who make our day special. They, they say, hey, you know that show you do that you've done for 300 weeks? Hey, it's valuable to me, and here's how valuable it is. And they throw a little money our way. And you can do that too at [adventureincpod.com](https://adventureincpod.com) - not [adventureincpod.com](https://adventureincpod.com), well, I mean, you can go to [adventurincpod.com](https://adventurincpod.com), and then you will find a link to [patreon.com/adventureinc](https://patreon.com/adventureinc). Both places will get you where you need to be to say, hey, keep doing what you're doing. And I'll say, okay, we will for another 300! I don't know - that's not an accurate number necessarily. I'd have to sit down and do the math. It's roughly planned out, but it's not a big deal. Anyway, join us for this episode, which I think is really special. And join us for many more and get everyone else to join us too. And head over to [patreon.com/adventureinc](https://patreon.com/adventureinc). This really got away from me, okay? It's a big - come on - dammit, Anthony. This is an important episode. And it really, it really just got away from you. You just let it go, you know? All right, let it go. 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 02:53

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 03:03  
Skarpin the Cleric.

B Belroth 03:05  
Should I just try and snipe them from over here?

S Skarpin 03:08  
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 03:16  
Ellori, the Bard.

E Ellori 03:18  
We would want you to leave this warehouse.

A Anthony 03:22  
He points behind it. Church!

E Ellori 03:25  
Oh, sorry. We want you to leave this church.

A Anthony 03:29  
Deeran, the Wizard. He say, you no worship Shattered Fang.

D Deeran 03:34  
Yeah, man he's like, super wrong. We love Broken Tooth- uh, Shattered Fang, man.

A Anthony 03:39

Prepare yourselves, for these are the tales of Adventure Incorporated! The darkness shatters around you as a beacon of light comes into being in this place, in the physical realm here. And it is Ellori, a bright light glowing off of her which quickly dissipates, subsides back down to normal. And you are now in this clearing. The shadow creatures have melted away, and the cloaked figure with the wide grin is here again. Although his face is not much of a smile now, despite the mouth still being so wide.

**B** Belroth 04:27

I would like to quickly cast Hunter's Mark on it if I have the opportunity.

**A** Anthony 04:32

Okay.

**B** Belroth 04:33

No, it's important because then I can- I get Advantage on Wisdom, Perception, and Survival. So I'm trying to like, keep track of them. Basically.

**A** Anthony 04:47

He says, this is foolish. It is in vain. I will take everything from you. I will break you. Suddenly your hands go numb, and your feet, your arms. Everything like, you can't feel your feet touching the ground anymore. You can't feel the, the weapons in your hands or the objects you're holding. It is like you have no sense of feeling at all. But your pain, dulls. You can't sense that pain anymore. I need everybody to tell me their current Hit Points.

**B** Belroth 05:31

No!

**E** Ellori 05:33

No.

**B** Belroth 05:34

14.

**S** Skarpin 05:37

23.

B

Belroth 05:38

And Freya is also 23.

E

Ellori 05:43

8.

D

Deeran 05:45

22.

A

Anthony 05:48

Okay, you will no longer be told what damage you take, only if you take damage or not. You cannot feel pain right now. It is suppressed from you. If you heal, you will know how much you heal, but you will not know how much you take. Basically his will has pushed out over you for this. And that is his turn so, it is now your turn.

E

Ellori 06:27

Ellori holds her hands to her temples and sings, ~Fights aren't easy. Wounds can kill, but if I can help it, none of them will.~ And oh my fucking Jesus, Mary Joseph and their baby.

S

Skarpin 06:39

That's a good roll.

E

Ellori 06:40

She's gonna cast that level 2 for 6 plus the Moon Sickle bonus which is. One, 2, so, 8.

A

Anthony 07:02

Okay.

D

Deeran 07:03

Do you add your Proficiency- or not your Proficiency, your spell casting modifier to that too?

**E** Ellori 07:10  
Yeah, I do.

**D** Deeran 07:13  
So, that's better at least.

**E** Ellori 07:14  
Yeah. So, 11.

**B** Belroth 07:17  
That, that was on yourself, right?

**E** Ellori 07:20  
Yes. Sorry, everyone.

**B** Belroth 07:22  
It's okay.

**E** Ellori 07:23  
I'm dying.

**B** Belroth 07:25  
Okay.

**A** Anthony 07:27  
Okay, great. That's Ellori.

**D** Deeran 07:32

Yeah, as the blood like, starts to like, stop pouring out of Ellori's face Deeran looks over at Belroth, and he's like, man, I'm sorry. I knew I knew when we visited Elgroman, I should have bought more potions.

**B** Belroth 07:47

It's okay. It's totally okay.

**D** Deeran 07:51

Um, and then he looks up at the, at the like, at Old Scratch and he just goes ~whip noise~ as his eyes light up again. Because I assume like, as he starts to, like, move his hands the somatic components for a spell start to feel weird, right?

**A** Anthony 08:19

I think you could be capable of casting a spell with somatic components although intricate- I think there's probably a chance of failure.

**D** Deeran 08:29

Got it.

**A** Anthony 08:30

So, if you cast a spell of somatic components, we will, we will do a Check, but I think that it is possible to cast a spell and even likely to cast a spell with somatic components, but not a guarantee.

**D** Deeran 08:44

Okay, if, if he feels confident that he has a good chance of casting a spell with somatic components instead he looks at Belroth and goes, I can do this though, man. And he like, turns his hands over. And he starts the, the somatic components and then looks up at Belroth and says, let's pick it up. And casts Haste.

**B** Belroth 09:16

Oh, hell yeah. Let's go.

**A** Anthony 09:19

All right, that's a success.

B

Belroth 09:26

Didn't sound like it was a good roll.

A

Anthony 09:28

I almost was- it was very close. I almost was like, don't worry you know, you got a pretty good chance. Fail!

B

Belroth 09:40

Okay.

D

Deeran 09:42

Yeah, as my hands like, work through the like, sludge of it he starts to feel the spell slip away and then just has to like, really push through it to finish out as it shoots out from him.

B

Belroth 09:57

Belroth- did the Hunter's Mark go through when I tried to-

A

Anthony 10:03

Yes.

B

Belroth 10:03

Okay, so Belroth, now having a good idea of where his opponent is-

A

Anthony 10:09

Which is great because he's just standing there. He hasn't disappeared.

B

Belroth 10:14

He, you know he, this guy, you never know.

A Anthony 10:17  
That's fair, but he's just, he's standing there

B Belroth 10:20  
He is gonna pull out a silver arrow, nock it, and try and- he's gonna Sharpshooter his first attack at this guy. So, plus 3 to hit.

A Anthony 10:38  
OK.

B Belroth 10:40  
19 plus 3. 21.

A Anthony 10:43  
21 hits.

B Belroth 10:46  
You never know. So, it's a d8 plus a d6 plus 13 because Hunter's Mark shooting them out. 6, 7, so 20 damage. Second attack also silvered arrow, 19. 4, 9, plus 13 so, 22. And third attack. What?

A Anthony 11:24  
Oh, it's just ridiculous.

B Belroth 11:26  
It really is. This one is- this one's only a 10 so, I assume that one misses.

A Anthony 11:35  
That does miss. The silver arrows plunk into him and they begin to hiss with like, smoke and hiss as they strike his body. And he looks very uncomfortable when they hit him. He lets out a low growl, Silver!



B

Belroth 12:00

Freya is pissed also so, Bonus Action, she charges. Let's go. DC 13 to not be knocked over, Mr. Demon man.

A

Anthony 12:14

Okay, Freya knocks him prone, right? She leaps onto him, knocks him over. When she does he like, melts and reforms, standing up.

B

Belroth 12:25

Okay.

A

Anthony 12:25

So, she still deals damage, but she doesn't have him prone.

B

Belroth 12:30

Sure. She rolled the 17 to hit so, I don't know if that actually hits.

A

Anthony 12:33

Yeah, so have her roll the hit at Advantage as though he were prone. Wait, she doesn't attack, right?

B

Belroth 12:40

She does the attack for 17, and then the DC after.

A

Anthony 12:44

Okay, so 17 hits.

B

Belroth 12:46

Okay, so she gets the bonus like, the bonus damage at least.

A Anthony 12:49  
She does get it. Right, that's what I'm trying to imply is like, he was knocked down. He's not actually prone, but you get the bonus.

B Belroth 12:55  
Got it. 8, 9,10. 8 plus 5, so 13. Okay. She's pooping out damage today.

A Anthony 13:04  
You dealt an absurd amount of damage there.

B Belroth 13:06  
I mean Haste-

A Anthony 13:09  
With Haste and silver you dealt just shy of 100 damage that turn.

B Belroth 13:16  
Let's go! And and he's like, I'm fine, so-

A Anthony 13:29  
I mean, yeah. Yeah. All right, who else is going to do anything?

E Ellori 13:36  
I mean, what's the point?

A Anthony 13:41  
It's down to you Skarpin this turn.

S Skarpin 13:43  
Yeah, all right. Skarpin is going to let off a Guiding bolt at this mofo.

A Anthony 13:48  
Oh, you can't see him. I'm just kidding. Does that have a somatic component. He rolled the dice anyway. He's like, fuck you.

S Skarpin 14:00  
It does. It does.

A Anthony 14:01  
Okay. You succeed.

S Skarpin 14:08  
9 to hit.

A Anthony 14:10  
That does not hit though. The spell does not fail, but it does not succeed as you fire off at him. And, you know, luckily you can see it. You can hear it, but it crashes into the ground. yYour aims way off with your feelingless fingers.

D Deeran 14:26  
Sausage fingers.

S Skarpin 14:28  
He doesn't like it.

A Anthony 14:34  
Okay, Old Scratch gathers up power around him, drawing from the barrier on the outside of this area. That dark swirling barrier filling him up from behind, and he lets out a wave of darkness that washes over everyone. I need Wisdom Saving Throws all around.

D Deeran 15:01  
Wisdom.

A Anthony 15:02  
Yes.

E Ellori 15:06  
That's why I really wanted to go last turn again.

S Skarpin 15:14  
10.

B Belroth 15:14  
Belroth rolled a 4. Freya rolled a 16.

D Deeran 15:20  
23.

B Belroth 15:21  
Good girl, I guess.

E Ellori 15:23  
8.

A Anthony 15:27  
You all feel like this has washed over you and caused you great pain. Deeran, you think you managed to hold most of it at bay.

D Deeran 15:40  
Yeah.

A Anthony 15:41

Yeah, but you have all been hurt by it regardless.

D Deeran 15:46

I doubt it. Deeran doesn't feel hurt.

A Anthony 15:49

That's true, you don't feel hurt. Freya does not feel like she held any of it off.

B Belroth 15:55

Oh no. You hurt my cat, I hurt you.

A Anthony 16:07

Belroth, you fall unconscious as the wave washes over you.

B Belroth 16:13

I mean, I deserve it for that amount of damage? So, haste goes away, right?

D Deeran 16:24

Sure does.

B Belroth 16:27

Fuck ass.

D Deeran 16:30

It's all right. It's a Concentration spell so, I'm glad we don't have to deal with that, how a Concentration spell works in this current situation.

B Belroth 16:40

I mean, I feel like you would roll and tell him.

D Deeran 16:42  
Yeah, yeah, yeah.

A Anthony 16:45  
Belroth, give me a Death Saving Throw.

B Belroth 16:47  
No. A success, 13.

A Anthony 16:51  
Great. You can keep track of those.

B Belroth 16:55  
I can?

A Anthony 16:56  
You can and will.

B Belroth 16:58  
Okay, I'm glad. I'm glad that you weren't like, give me a Death Saving Throw- actually, I'll do it. You don't get to know. That would have been the rudest.

A Anthony 17:13  
It is your turn, everyone.

E Ellori 17:14  
Okay. Um, so Ellori is gonna run over to Belroth. ~Fights aren't easy. Wounds can kill, but if I can help you, none of them will.~ And she's going to cast Cure Wounds at level 2.

B Belroth 17:30  
I'm gonna know my Hit Points.

D Deeran 17:36  
You're not gonna wanna know them based on Steph's face.

E Ellori 17:43  
12. It's not as bad as it could have been.

D Deeran 17:45  
Oh, yeah, that's no so bad.

E Ellori 17:47  
I rolled a one on one of the dice, so it's like, ugh.

D Deeran 17:50  
Yeah, it immediately sucks.

E Ellori 17:52  
And then, as a Bonus Action, she's going to look at Deeran and sing, ~Believe in all the strength inside you. Let my song support and guide you.~

B Belroth 18:06  
I don't think you can cast 2 spells, right?

E Ellori 18:08  
That's a Bonus Action.

D Deeran 18:10  
And it's Bardic Inspiration, which isn't a spell. And so Deeran feels inspired, and he stands up a little bit taller. He smiles despite himself. And his eyes turn white, his hair blows back, and he casts Witch Bolt out of his, out of his necklace.

A Anthony 18:39  
Which bolt?

D Deeran 18:40  
His hands fumble through the somatics to the best of their ability.

A Anthony 18:48  
You succeed.

D Deeran 18:49  
Nice. It's sloppier than normal, but it he feels pretty confident as he pushes through it.

A Anthony 18:54  
Boy, that's saying something. Your Witch Bolts have always been a little bit sloppy.

D Deeran 18:58  
I mean, what are you my teacher? Get out of here. You don't know. It does the trick. I do it different, all right. It's not wrong, it's just different.

A Anthony 19:09  
Look, 80% of your magical output comes from 20% of your somatic components.

D Deeran 19:13  
Right? So like, why bother learning the hard stuff if I can just circumlocute and get the point across? I don't understand. Yeah, sure I could do those really crippling like- you know, those lead to, those lead to arthritis, man. Why am I gonna do arthritic components? Are you kidding me? I gotta have these hands a long time. Sure it takes longer-

B Belroth 19:35  
Deeran, finish the spell!



D Deeran 19:40  
And the Witch Bolt flies out at third level. It is 18 plus 7 to hit.

A Anthony 19:48  
That's a hit.

D Deeran 19:52  
Thank God. Third Level Witch Bolt is too many Witch Bolts to not hit. In this round it does 17 damage. And Deeran is going to use his movement to try to give himself a bit of cover.

A Anthony 20:21  
Okay.

D Deeran 20:22  
So, he's gonna hop behind like, a down blog or a stump or something.

A Anthony 20:30  
Yeah there's some- there's a stump here you can jump behind.

S Skarpin 20:35  
All right, Skarpin's gonna cast Guiding Bolt. See if something different happens this time. 16.

A Anthony 20:49  
16 is not enough, just barely missing him as it sails by him.

S Skarpin 20:56  
Skarpin also tries to find cover.

A Anthony 21:04  
Okay. He gathers up another wave of energy, and it washes off of him. I need a new Wisdom Saving Throw from everybody again.

saving throw from everybody again.

**B** Belroth 21:24  
Freya? Can Freya attack?

**A** Anthony 21:28  
Okay. Yeah, sure. Sure. Usually you do her stuff with you.

**B** Belroth 21:33  
But I was unconscious, so I lost my turn anyways.

**A** Anthony 21:35  
Oh, right.

**B** Belroth 21:37  
She rolled a 16, so she also missed.

**S** Skarpin 21:50  
18 for Wisdom.

**A** Anthony 21:52  
Okay.

**B** Belroth 22:00  
17 for Belroth. 19 for Freya.

**A** Anthony 22:05  
Okay.

**B** Belroth 22:06

She's a little bit better.

**E** Ellori 22:09  
17 for Ellori.

**D** Deeran 22:15  
Um, Deeran rolled a 16 using the, the Inspiration.

**A** Anthony 22:24  
Okay. So, this wave washes over you. And you all feel your pulse quickened. You feel your- the hair on the back of your neck stand up, you're able to swallow it down, except for Deeran who is now overcome with fear and has achieved the Frightened Condition.

**E** Ellori 22:48  
Okay, just a reminder that Deeran also has- you rolled an 8 on that Bardic Inspiration die?

**D** Deeran 22:52  
Yes.

**E** Ellori 22:53  
What's your- oh plus my Charisma Modifier. So, you've got 14 temporary Hit Points.

**B** Belroth 23:03  
That's nice.

**D** Deeran 23:04  
That is nice.

**E** Ellori 23:05  
I'm saying it out loud so that Anthony knows.

A Anthony 23:09  
Yep, so you are now you have the Frightened Condition, Belroth.

D Deeran 23:15  
Nope. Deeran.

A Anthony 23:18  
Right.

S Skarpin 23:18  
Yeah. It's such a cool name though.

A Anthony 23:27  
And he raises a finger and points directly to Skarpin and makes an attack against Skarpin with this energy as well. Skarpin you are hit. Okay, you are- you, you take- it pounds into you. You feel no pain from it, but you know that you are affected by this dark energy that he's pushing into you. And it's your turn, everybody.

D Deeran 24:07  
Deeran presses into the log, wraps his knees up into his chest, and holds them very tightly as he rocks back and forth. He just thinks about the connection that he has through the Witch Bolt and channels more damage into it, hoping to push, push the monster away. 24 damage

A Anthony 24:36  
Okay. Yep.

E Ellori 24:41  
Um, is that it?

A Anthony 24:43  
Yeah.

**E** Ellori 24:44  
Okay. For my Bonus Action, Ellori is going to hold your fingers out to Belroth and sing, ~Believe in all the strength inside you. Let my song support and guide you.~ And then she's going to look at Deeran who is very, very afraid and she is going to put her hand on his shoulder and sing, ~I'm gonna pull you back to fighting shape, cast off any remnants of disadvantage.~ And ring a ding ding, calling up Lester.

**B** Belroth 25:22  
Yeah!

**E** Ellori 25:25  
I feel like I need to change that spell to be a little bit more like RING RING RING RING RING RING RING RING, restoration phone!

**A** Anthony 25:39  
Yeah you channel-

**D** Deeran 25:41  
Or it's got to be like, ~Everybody's working for the weekend!~ Just like, a regular classic rock song.

**E** Ellori 25:49  
Definitely get Lester's attention.

**B** Belroth 25:51  
8 6 7 5 3 0 9!

**E** Ellori 25:59  
~Oh, I wish that I had Lester here! I wish that I had Lester here!~ Changing that in the good old Google Doc. Sorry, The Mountain Goats. You've been replaced.

**A** Anthony 26:16

A golden light appears and Lester Restoration steps from the light.

B

Belroth 26:23

Dumbest bit that we've ever done.

A

Anthony 26:26

He goes, what can I do for you?

E

Ellori 26:28

Oh, hi, Lester. Thank you so much for coming. My friend Deeran here um, he's really struggling right now. He's very, very afraid, and I was just hoping you could maybe make him not.

A

Anthony 26:37

He places a hand on Deeran's head and the fear just washes from you, Deeran. And he's like, I feel like I've been seeing a lot of you guys. You know, maybe cut it out, you know? Hey, just turns to leave.

D

Deeran 26:52

Thanks, Lester!

E

Ellori 26:53

But this is the first time we've actually done anything. I'm very appreciative.

D

Deeran 27:00

Hey, man we still on for next week?

A

Anthony 27:03

He disappears.

D

Deeran 27:07

I'm going to take that as a 'yes', Ellori?

E Ellori 27:10  
Yeah.

D Deeran 27:11  
Thanks.

E Ellori 27:12  
You're welcome. You feeling okay?

D Deeran 27:15  
We'll see.

B Belroth 27:20  
Mikey, I don't know if you want to go because if you hit him with Guiding Bolt it'll make me hit better, I think- unless you are going to do something else. I also- I'm just going to shoot.

S Skarpin 27:32  
Bolts at the creature. 20 to hit.

A Anthony 27:42  
That will hit.

S Skarpin 27:48  
Great. I did this last time. 23 damage, and the next person who attacks has Advantage.

B Belroth 28:12  
Why, hello.

A Anthony 28:16

Probably just for the first attack, Rob, right?

B

Belroth 28:18

Yeah, I think it's the- I don't know what's the wording?

S

Skarpin 28:21

No, it's until we stop him.

B

Belroth 28:22

It says the next Attack Roll made against this target before the end of your next turn has Advantage.

A

Anthony 28:30

Just the next Attack Roll.

B

Belroth 28:33

Okay, so I'm gonna roll the first one that has Advantage.

A

Anthony 28:37

Great.

B

Belroth 28:38

Sharpshooter. Thank you for the Advantage. Parallel Universe went very bad.

D

Deeran 28:49

Thank you, everybody!

A

Anthony 28:50

I've been Belroth! Have a good night!



**B** Belroth 28:57  
17, sorry. 14 plus 3. 17.

**A** Anthony 29:01  
17 hits.

**B** Belroth 29:02  
Yay.

**A** Anthony 29:03  
Barely. You barely hit.

**B** Belroth 29:05  
Oh, I'm aware. So, that will be- and then, yeah, so that's 6 plus 13. So, 19 damage. And then second attack not with Advantage. I'm gonna use that Bardic Inspiration. Is it a d8 or d6, Steph?

**E** Ellori 29:29  
Oh, d8, I'm sorry.

**B** Belroth 29:30  
Thank you. Hell yeah. Rolled an 8, baby. 8 plus 7 plus 3. So, 18.

**A** Anthony 29:42  
Are you using silver arrows?

**B** Belroth 29:44  
Yes. And I'm keeping track of them unlike, my health. Belroth nocks back the second arrow and shoots it off and it explodes I believe because of the Bardic Inspiration, right?

**D** Deeran 30:08  
Takes Thunder Damage.

B Belroth 30:12  
8 Thunder Damage.

A Anthony 30:14  
It just does the damage?

B Belroth 30:17  
It says DC equal to spell save DC.

A Anthony 30:24  
Okay, it does not look like it took the Thunder Damage.

B Belroth 30:26  
Okay, bummer. Well, it still explodes, and it looks really cool.

A Anthony 30:34  
Yeah, boom!

B Belroth 30:37  
But he's fine. Either way it's still 6 plus 5-

A Anthony 30:40  
Your arrow broke the sound barrier just before it slammed into him.

B Belroth 30:43  
Well the second attack was 24 damage so might as well have been an explosion. And then Freya attacks for 19- or, sorry, 24.

A Anthony 30:58

**A** Anthony 30:58  
24 hits.

**B** Belroth 31:00  
She can't charge, right, because she's in base. So, 10 damage.

**A** Anthony 31:04  
Okay.

**B** Belroth 31:08  
All of the attacks.

**A** Anthony 31:10  
You see a hint of fear on the creature's face, and panic fills his eyes. And he draws in a massive amount of the barrier. Just like, pulling it forward to him almost enough that it feels like he can barely contain it all like, he's shaking with the power that he's pulling in behind him. And he lets it loose as another wave. So, I need another round of Wisdom Saving Throws.

**B** Belroth 31:46  
Yes, let's go! Feya's rolling better on Wisdom which is good because I don't want her to get hurt.

**S** Skarpin 31:58  
24.

**A** Anthony 32:01  
18 for Deeran?

**D** Deeran 32:02  
Yep. 24 for Skarpin. Yep, Ellori?

**E** Ellori 32:06

13.

**A** Anthony 32:07  
Okay.

**B** Belroth 32:08  
Belroth rolled 17 and Freya is 24.

**A** Anthony 32:14  
Okay. Ellori, Skarpin, and Freya fall unconscious as the wave washes over you. And it is Deeran and Belroth who stand upright after the wave.

**B** Belroth 32:39  
Oh, God.

**A** Anthony 32:44  
Death Saving Throws for Freya and Skarpin and Ellori.

**D** Deeran 32:51  
Oh, my god.

**B** Belroth 32:52  
Freya does not succeed her first Death Saving Throw.

**E** Ellori 32:57  
I also do not succeed. It's a 4.

**S** Skarpin 33:01  
13.

A Anthony 33:03  
Okay, so that's a success for Skarpin.

B Belroth 33:08  
Oh, my god.

D Deeran 33:09  
Oh, boy. Deeran stays undercover. He's pretty sure this is helping and just like, thinks about pushing more more pain through that Witch Bolt and so that does 21 damage.

A Anthony 33:33  
Okay. You jam that damage back in through that Witch Bolt, through that connection to the creature that you have right now. And you watch him convulse standing where he is with the damage? No, I, I am a eternal! 100 years, 1000 years I will be back, and I will dance on your graves. I will walk the Skull Path if I must, to come back here once again! And he is pulled backwards through like, an ever widening darkness that draws him in and for a moment you are staring into the Pit itself.

B Belroth 34:18  
As the Pit opens Belroth would like to take one shot through right between his eyes to show him no one ever fucking tries to kill my cat. And misses. Really cool.

A Anthony 34:36  
He got the intent I think as he falls backward through the portal into the Pit, and it closes around him and the swirling just stops.

D Deeran 34:49  
Yeah Deeran peeps up over the, over the stump right in time for the Pit to start closing.

A Anthony 34:55  
Death Saving Throws.

B Belroth 34:58

Sure. Freya fails her second one. Belroth runs the fuck over to Freya by the way.

**S** Skarpin 35:05  
What did the Pit look like?

**B** Belroth 35:07  
You don't know. You're dead.

**A** Anthony 35:08  
We'll get there in a second. Ellori?

**E** Ellori 35:12  
Yeah, that was the failure.

**A** Anthony 35:14  
Okay.

**D** Deeran 35:14  
Deeran runs to Ellori.

**S** Skarpin 35:18  
17.

**A** Anthony 35:19  
Skarpin, great. Yeah, from the glimpses as, you know, as they're pretending to the people on the ground- so I assume you guys are making-

**D** Deeran 35:31  
Medicine Checks to Stabilize?



A Anthony 35:33  
Yeah, Medicine Checks to Stabilize.

B Belroth 35:34  
I was going to use- so, it says if the beast died within the last hour you can touch it, expend a spell slot. I was gonna just do the same thing to let it- to like, Stabilize it. I don't know if that-

A Anthony 35:45  
Yeah, I'm fine with that.

B Belroth 35:46  
-mechanically works. Yeah, so he expends a spell slot to Stabilize because-

A Anthony 35:50  
Yeah, because I don't think real beasts like, in the rules as written would make Death Saving Throws at all. It would just be dead. That's not how we're doing Freya.

B Belroth 35:59  
Yeah, the way, the way Tasha's is written is, is, is it's like, 'you could summon a new one', but that's- we don't- we're not doing that. So, I don't want my cat to die. So, I spend a spell, spell slot and when Freya is stable runs over to Skarpin.

D Deeran 36:15  
Deeran got a 15 on his Medicine Check.

A Anthony 36:18  
Okay, a 15 is enough to Stabilize.

D Deeran 36:23  
Ceel, he's like, packing- like, cuz it's, it's not even a physical-

E Elleri 36:27



ELLIOT 36:27

Yeha, you can't even like, like, put-



Anthony 36:29

I mean, she is bleeding. She is bleeding from cuts. Like she-



Deeran 36:34

Yeah, yeah, that's true. Okay, yeah. Deeran, Deeran tends to those. He's ripped off his, his robe and he's like, wrapping her in it.



Anthony 36:44

And while that- since that sensation has come back you have recognized your own severe damage. Belroth, you're at 2. And Deeran, you are at 11, but most of it's temporary-or 3 of its temporary- 4 of its temporary



Belroth 37:07

Medicine Check on Skarpin.



Anthony 37:11

So, Skarpin is another Death Saving Throw for that Medicine Check because you already took an Action.



Skarpin 37:17

5.



Anthony 37:18

Okay, great.



Belroth 37:19

All right, so, Belroth goes over to try and help Skarpin, and he takes out- he has like, a little, you know- he has a, he has a kit. He knows. He's done this before, never on Skarpin. He has no idea what to do on a rotten, part turtle who's also kind of like, rotting. Like, he's, he's dissected things. He's never put it back together. He rolled a 2. So, not, not very well.



S Skarpin 37:45  
Do the opposite! Do the opposite!

B Belroth 37:47  
How do I stitch back together rotting flesh? I don't know what I'm doing.

D Deeran 37:51  
Belroth is focused on the Corpse half and not the living half.

B Belroth 37:55  
This part's bleeding, but this part's bleeding! What's supposed to be bleeding?!

A Anthony 38:00  
Ellori, I need you to roll me a d4.

E Ellori 38:04  
Okay.

A Anthony 38:09  
When you stabilize, you need to roll a d4.

D Deeran 38:11  
To determine how long you're unconscious or whatever?

A Anthony 38:15  
Yes.

E Ellori 38:17  
Oh, it's the first good 'one', right?

A Anthony 38:19  
Uh, oh.

E Ellori 38:21  
Oh.

A Anthony 38:22  
What'd you roll?

E Ellori 38:24  
A one.

A Anthony 38:25  
Oh, I see, a good 'one'. I'm sorry. I thought you got a high roll, and you were like, hey, a good one. I was like, oh, no. Yeah, this is a good 'one'. Yeah, you're unconscious for one hour.

B Belroth 38:43  
Deeran, can you help me with Skarpin. I don't really know what I'm doing.

A Anthony 38:48  
Skarpin, make another good Saving Throw.

B Belroth 38:52  
He has 2 successes and one fail, I think right now.

S Skarpin 38:55  
20.

A Anthony 38:56

Okay. So, actually, I'm pretty sure with a 20 on a Death Saving Throw you just have one Hit Point, right?

S Skarpin 39:04  
Yup.

A Anthony 39:05  
It that what the rule is?

B Belroth 39:05  
I have no idea.

A Anthony 39:07  
Or is it auto-

D Deeran 39:08  
Sounds great.

A Anthony 39:11  
So, regardless, you're stable. Roll me a d4, Skarpin.

S Skarpin 39:15  
3.

A Anthony 39:16  
So, you're gonna be sleeping for a while, but you are alive and stable.

S Skarpin 39:22  
Well.

D Deeran 39:27  
You're not more dead than you used to be.

A Anthony 39:33  
As the adrenaline begins to wear away, and you think a little bit about what you saw through the gateway to the Pit, the Pit looked like it was black and a void in there. It looked like there were layers and layers and layers of glass at different angles projected outward into that darkness, into that void. And it looked like, from what you could tell, it almost looked like a city was built on the bottom layer of that glass like, down below. I mean, your angle into the Pit was not great, but he like, fell through into this space and almost looked like he fell down onto a city below.

B Belroth 40:25  
That's terrifying.

D Deeran 40:29  
Hey, Belroth you doing all right, man?

B Belroth 40:37  
I've been better. Are you doing okay?

D Deeran 40:45  
Also been better, man. Hey, nobody- I don't, I don't know that either of us can carry Skarpin right now.

B Belroth 40:56  
No, I don't think so.

D Deeran 40:59  
Let alone Skarpin And Ellori.

B Belroth 41:01  
Yeah, and also Freya, who's also unconscious for a bit.

**D** Deeran 41:08  
Oh, I saw you go over do like, magic. I assumed she was just like, chilling out.

**B** Belroth 41:12  
She'll be awake in an hour.

**D** Deeran 41:16  
You want to like, rest here for a minute?

**B** Belroth 41:19  
Yeah. Hey. And he opens up a little pouch and he throws him a Freya snack.

**D** Deeran 41:25  
Hell yeah. Deeran catches his mouth, obviously.

**B** Belroth 41:30  
His like, arms are too weak, but he just like, ~munch~.

**D** Deeran 41:36  
And he looks at you and he says, I'm glad you like, made it out from the ground or whatever. That was crazy.

**B** Belroth 41:44  
It was really disorienting. I was- I couldn't even see, technically, seeing through Freya. It was very weird.

**D** Deeran 41:54  
Hey, man. And Deeran like, gets up and goes over to Ellori, and pulls a sandwich out of his robe, or the other half of a sandwich out of his robe and tosses it to Belroth.

B Belroth 42:08

Thank you.

D Deeran 42:09

Yeah, let's, let's just like-

B Belroth 42:12

Let's, let's take a break.

D Deeran 42:14

-chill the fuck out, yeah.

B Belroth 42:17

Do you ever, do you ever get the feeling that we may have bit off more than we can chew?

D Deeran 42:26

Yeah, every once in a while I get that way, but then like, I just swallow like, 30 or 40 times.

B Belroth 42:30

No, no, no, no, no, I meant, I meant seeing into the Pit of demons and-

D Deeran 42:44

Yeah, uh, all of this made me feel a little bit like that, you know? I didn't need to see into that Pit to know that like, we got some work to do. But like, also that Pit didn't help, man.

B Belroth 43:07

We've, we've had mostly close calls. We've had a lot of successes. I feel like we've been lucky and gambled a lot, but I don't know. I'm tired.

D Deeran 43:24

Yeah.

B

Belroth 43:25

And we've just started.

D

Deeran 43:30

We're doing it though. That's cool.

B

Belroth 43:32

That is pretty cool.

D

Deeran 43:36

Hey, which sandwich did I give you?

B

Belroth 43:38

I think this is tuna.

D

Deeran 43:41

Ugh. All right.

A

Anthony 43:44

I wanted pocket tuna.

D

Deeran 43:48

Deeran fishes out the other one, and he takes a bite and he's like, yeah, this one's the ham and cheese. And he's gonna use Hit Dice since we're Short Resting.

B

Belroth 44:00

Yeah.

—

- A** Anthony 44:01  
Okay, are you gonna do a short rest?
- D** Deeran 44:04  
I'm gonna do a Short Rest.
- B** Belroth 44:05  
Well, I'm gonna do a Short Rest until they get up.
- A** Anthony 44:09  
Yeah, so one hour passes. You Short Rest for an hour. You eat a sandwich. You spend your Hit Dice.
- B** Belroth 44:18  
I'm gonna spend all of them 5d 10 Let's go.
- A** Anthony 44:21  
Ellori, you are now awake with a single Hit Point, as is Freya.
- B** Belroth 44:26  
Yay.
- E** Ellori 44:28  
What happened?! Where is he?!
- B** Belroth 44:30  
We won. Belroth is still coughing up a little blood as he tries to add up his Hit Dice.
- D** Deeran 44:38  
Deeran looks shockingly well. Yeah, so we sent him back to the Pit like they said would happen. Like, that Magic Man said would happen. Remember? Yeah.



E Ellori 44:58  
You sent him back, Deeran?

D Deeran 45:00  
Well like, we all did it.

B Belroth 45:02  
We did.

E Ellori 45:02  
I honestly, I didn't do anything.

B Belroth 45:05  
I mean you kept- you- I almost fell. I almost died. You did a lot. If it wasn't for you I would have died. I feel like that's, that's a lot.

D Deeran 45:20  
Yeah, same.

B Belroth 45:21  
You kept us on our feet. You kept us going. You always keep us going. You've done as much as the rest of us. I'm just glad you're okay.

E Ellori 45:31  
Thanks Belroth.

D Deeran 45:33  
Yeah, he's gone now. He said he'll be back. And then Belroth shot an arrow at like, at the city behind him like, to send a warning shot. It was awesome. It was like the coolest thing I ever saw.

B

Belroth 45:45

That must have looked so cool. I wish I had seen it.

D

Deeran 45:48

Yeah, it was like an arrow that soared through like, right, right over the guy's shoulder, you know what I mean? Like, he like, arched it perfect-

B

Belroth 45:54

Yeah, yeah, yes.

D

Deeran 45:54

-right over him, right beyond him to fall down into the city like, as a warning to all the other demons to be like, hey, man, we're coming for you!

E

Ellori 46:02

Maybe it caught a demon on the way down. Maybe it caught one in the city. You know how they say when things fall from a really far height it hurts them even more?

B

Belroth 46:10

I look at Freya to see if she also believes that's what happened.

A

Anthony 46:18

She's looking at you with questioning eyes.

B

Belroth 46:23

I kind of nod and scratch her behind the ears and kind of zero snuggle with my cat.

D

Deeran 46:27

Deeran 100% believes that's exactly- like, everything happened on purpose.

A Anthony 46:32  
Oh, yeah, I know he does. Yeah, no question.

D Deeran 46:34  
Just want to be very clear.

A Anthony 46:36  
He's not just covering, that's his belief.

D Deeran 46:38  
Yeah, exactly. 100% real belief. Hey, um, you look pretty rough, Ellori?

E Ellori 46:49  
Yeah, I feel pretty rough.

D Deeran 46:51  
There's, there's like, a quarter of a ham sandwich in your right pocket.

E Ellori 46:56  
Oh, thank you, Deeran, but I think I'll leave that one for you. You must still be hungry.

D Deeran 47:04  
Always.

E Ellori 47:05  
And she like, fishes out the sandwich and gives it to him.

D Deeran 47:08  
Yeah, Deeran eats it.

A Anthony 47:12  
The more pockets, the better.

D Deeran 47:13  
Deeran eats like, a half of the quarter of the sandwich so, 1/8 of a sandwich and then tosses the other 1/8 to Freya.

B Belroth 47:20  
Freya munches, and also gets a lot of snacks.

E Ellori 47:26  
The picture of Ellori trying to fish out anything from these pockets and the sleeves are hanging down like, literally 2 feet beyond her hands, is like, she's like, has to put her head all the way up and let the sleeve like, fall down and then like, hold it, and then fish around in the pockets. Deeran this, this coat is really comfortable.

D Deeran 47:44  
Yeah.

E Ellori 47:45  
I never realized how long your arms are before.

D Deeran 47:51  
He like, 50/50 can't decide if that's a compliment or an insult. And so he just says, yeah.

B Belroth 48:01  
Should we, should we try and construct a sled to get Skarpin back? I know he's okay, but I don't know. Should we not stay here? I'm not quite sure.

D Deeran 48:13  
Yeah, I mean, I'm feeling a lot better. I could definitely help build a sled.

- E** Ellori 48:17  
Oh, oh, oh, or- and Ellori holds her fingers out. ~I've got a prickin' 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 sleigh!~
- A** Anthony 48:36  
A sled appears.
- E** Ellori 48:38  
It's just that sleigh rhymed.
- A** Anthony 48:39  
Yeah, yeah, no, I was on board.
- E** Ellori 48:41  
You know what I meant.
- A** Anthony 48:42  
Yeah, you kill everyone. You kill them. No, a sled appears. Uh, it's a little small, right? Like, just because, you know, you have restrictions on how big a thing can be, and Skarpin is very big, but it's big enough that you feel like you could put Skarpin on it, strap him to it, and drag him through the woods. No problem.
- E** Ellori 49:07  
Great. ~Dashing through the woods with Skarpin on the sleigh.~
- B** Belroth 49:16  
~Everyone's covered in blood. This was a bad day! Ho, ho, ho!~
- A** Anthony 49:45  
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**B** Belroth 50:22

That was- those are some tough battles. The, the not being able to track- keep track of your Hit Points boy, that is scary as hell.

**A** Anthony 50:31

I was hoping it would.

**B** Belroth 50:32

That feels so- I don't-

**E** Ellori 50:34

No, I'm fine with it. I love it. It's really exciting because like, I don't know what it's gonna take for me to die. Like real life.

**S** Skarpin 50:43

You're not playing afraid, you know.

**D** Deeran 50:49

Yeah, I guess it's true, right?

**S** Skarpin 50:51

Love it, yup.

**D** Deeran 50:52

I don't know how many Hit Points I have. I feel like I have a decent amount.

**A** Anthony 50:56

Well, so and I feel like, in general, the extrapolation of Hit Points is supposed to be like, you know, if I punch you in the stomach a bunch of times, you'll have a pretty good idea of when you don't want to be punched in the stomach anymore.

**E** Ellori 51:08

I don't know if that's true, but I've also never been punched.

**S** Skarpin 51:12

Is that one point?

**D** Deeran 51:14

One punch?

**A** Anthony 51:15

Maybe you only have one Hit Point, Mike. I don't know.

**S** Skarpin 51:18

Well, no, like, one punch is one point?

**A** Anthony 51:20

I mean, I don't know. I don't think it's a one for one kind of ratio here, right? But like, I think that you would have an idea as a human about when your limits were, when you could not move anymore.


**B** Belroth 51:31


You might not know that you are at 5 Hit Points, but you do know that you are no longer at 20. You just don't know that the max is 20.


**A** Anthony 51:42


But like, you can like, someone could say like, oh, you're still hurt, Mike, how does your foot feel? And you can be like, 60%.


 Deeran 51:48  
Yeah, yeah, yeah, yeah.

 Belroth 51:51  
And your 60% is different than others'. You just don't really- yeah.

 Deeran 51:55  
Yeah.

 Belroth 51:55  
Okay.

 Anthony 51:56  
Kirk said- Kirk got so upset at dinner last night because he was like, I don't understand why I'm the only one who can't see my face. He's like, I'm looking from my face. I can see your face. I can see everyone else's face, and everyone can see my face, but I can't see my face. We're like, no, dude, that's how faces work. And we had to be like, we can't see our faces like, we are also looking through our eyes and can't see our face. It was honestly- I felt like I was having a conversation with high-Rob in college.

 Adventure Incorporated 52:51  
Serious Business. We're super serious!