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SPEAKERS

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

A Anthony 00:01

Greetings, adventures, and welcome to the Adventure Incorporated Podcast. I am your Dungeon Master. My name is Anthony Reed. This is episode 43, and it is part of The Twist of Fate story arc. I want to give a shout out- can you guess? Can you guess who the shout out's to? If you guessed the Patrons at patreon.com/adventureinc, you're right. And if you are a Patron at patreon.com/adventureinc, you're even more right. See what I'm saying? Yeah, thank you to the Patrons. Patrons make the show happen, they make the show special, they make the show be able to do things the show otherwise could not do. And we are so grateful to the Patrons for doing that because they don't have to. They choose to. And that's what makes it so great that they get enough value out of the show, just by listening to it every week that they feel like hey, I want to contribute, I want to be a part of that. I want to, I want to give back to what you're doing and we love that. We really, really, really appreciate it. You know, it's, it's special to be able to do this with my friends. It's special to be able to do a show like this and put it out there and have people care about it. And so thank you to those Patrons. And you can be a Patron too if you go to patreon.com/adventureinc. That's, that's all it takes. You go there, you pledge some money, you know, just, just some money and then you get your own little RSS feed. And I put all the episodes on the RSS feed. Bonus episodes go to the RSS feed. It's, it's great. It's great. It's good. It's a pretty good time. You will enjoy it. 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 02:01

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 02:11

Skarpin the Cleric.

B Belroth 02:13
Should I just try and snipe them from over here?

S Skarpin 02:16
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 02:24
Ellori, the Bard.

E Ellori 02:26
We would want you to leave this warehouse.

A Anthony 02:31
He points behind it. Church!

E Ellori 02:33
Oh, sorry. We want you to leave this church.

A Anthony 02:37
Deeran, the Wizard. He say, you no worship Shattered Fang.

D Deeran 02:42
Yeah, man he's like, super wrong. We love Broken Tooth- uh, Shattered Fang, man.

A Anthony 02:47
Prepare yourselves, for these are the tales of Adventure Incorporated! After the day ends, the 4 of you returned back to your inn that you have rented, the room that you have rented out for yourselves, and you go to sleep. In the middle of the night there is a knock at the door. Who sleeps closest to the front door do you think of the tavern? Like, if you guys have rented consecutive rooms in a block like, who's, who's the closest to the door?

D Deeran 03:23
Probably Deeran because he has to go to the bathroom a lot in the middle of night. You know what I mean?

E Ellori 03:31
You're assuming the bathroom is closest to the door?

D Deeran 03:33
Yeah, yeah, yeah.

S Skarpin 03:36
I feel like it'd be the furthest in.

A Anthony 03:37
Well, I mean, honestly, it's probably outside.

D Deeran 03:40
Well, I was gonna say that like, at least, at least at the Brightest Star the bathroom is like, inside the facility, right?

A Anthony 03:51
Well, yeah, it's an extra dimensional space. You can't go outside an extra dimensional space to go the bathroom at the Brightest Star, you know?

D Deeran 03:56
And so I just assumed that like, it would be off the main room of the tavern which Deeran would want to be closest to.

A Anthony 04:03
Okay, so yeah, you, you come out of your bedroom just to go right to the bathroom in the main room and then like, right back in your soom. So, you got to be, you got to be right there. So, your door is the first door, and you get a knock at your door in the middle of the night like, the

your door is the first door, and you get a knock at your door in the middle of the night like, the dead of night.

D Deeran 04:19

How long did I sleep, man. Deeran is like, super groggy. He was just having a very vivid dream so he assumes that it is time to wake up.

E Ellori 04:31

And we've established that Deeran sleeps naked, right?

B Belroth 04:34

I think we have, yeah.

D Deeran 04:38

Last time he slept he slept fully, fully closed.

A Anthony 04:43

We mentioned it because it was an anomaly, right?

D Deeran 04:45

You're right, you're right. So, Deeran pulls up the sheet to his chest, and that's how he answers the door.

A Anthony 04:57

Okay, you swing open the door. There is nobody standing there, but there is a medium sized lockbox on the floor at your feet.

D Deeran 05:07

Oh, nice. Deeran drags it in to the room.

A Anthony 05:12

There's a small slip of paper on top of it that slides off as you pull the chest in.

D Deeran 05:20
Okay, what does the paper say?

A Anthony 05:27
You pick up a piece of paper, and it says, 'Assassins, run' -P.

D Deeran 05:34
P? Oh, god. Hmm, all right. And Deeran like, wraps the, wraps the sheet around him and like, runs down the hall and knocks on the other doors like, everyone else's doors. Everyone's all at once down the hall, and by 'everyone's' I mean ours, however many that is.

A Anthony 06:01
Everyone in the whole building.

E Ellori 06:05
Look out, man. There's, there's assassins.

S Skarpin 06:14
Skarpin pokes his head out.

D Deeran 06:16
Deeran runs back to his room to check on the box, and put his Spellcasting Focus around his neck.

S Skarpin 06:26
When Skarpin looks out in the hall and nobody's there, and goes back to bed.

B Belroth 06:29
Belroth walks out. What's up?

D Deeran 06:33
Yeah, as I hear the doors open I'm yelling from my room. Guys, you gotta come in here, man! I get this lockbox and apparently there's assassins!

E Ellori 06:44
Ellori, is like, in Deeran's room so fast. She doesn't sleep.

B Belroth 06:50
Oh, right.

E Ellori 06:55
She was like, I don't know, needle pointing or some shit.

B Belroth 07:01
Belroth, hearing the what, you know, Deeran said kind of snaps to and runs back to his room, grabs his like, bow and like, a handful of arrows just in case, pushes Freya to kind of wake her up, and she sort of follows as well. Angrily, because if you ever tried to wake up a cat, they hate it.

S Skarpin 07:24
Skarpin makes his way over too.

D Deeran 07:27
So, yeah, as like, as everyone comes into the room Deeran is like, tying his, his robe on. He is clearly not wearing clothes underneath the robe as he's like, trying to figure out how to put pants on and like, a shirt from inside the robe so that no one sees.

E Ellori 07:49
I was trying to figure out what you meant by like, 'clearly he's not wearing clothes.'

D Deeran 07:56
His ding-a-ling.

A Anthony 07:57
His legs keep poking out- oh.

E Ellori 08:01
That's all I could imagine was just like-

D Deeran 08:02
No, this is a family show. Anthony's right.

B Belroth 08:07
It's legs.

A Anthony 08:09
Its legs. That's how you know, it's legs. Mike, are you gonna get us in trouble with the censors?

D Deeran 08:16
No, never.

A Anthony 08:18
Apple iTunes is gonna come down on us hard!

D Deeran 08:20
You can play this in the car with your kids, don't worry.

B Belroth 08:26
If they've made it this far, they already know-

D Deeran 08:38
As everyone like. gets to his door Derran iust vells. come in. I'm naked.

B Belroth 08:42
What?!

D Deeran 08:44
Come in, AND I'm naked. Like, it's not like- uh. He's like, he's nervous. He's sweaty. Uh, and he just like, points.

A Anthony 08:53
Yeah, he's clearly sweaty cuz he's naked.

B Belroth 08:55
You can see his legs.

D Deeran 08:57
He points at the lockbox while he like, gets dressed.

A Anthony 09:01
Everyone's like, we don't want to look down there.

B Belroth 09:04
Belroth looks at the note, and, who's 'P'? What is this?

S Skarpin 09:15
Prudence, maybe.

E Ellori 09:17
Oh, yeah, remember? Maybe it has all our money in it.

S Skarpin 09:22



Skarpm 09:22

And, and she's just helping us out because she's telling us about assassins.



Ellori 09:27

Yeah, where did you say the assassins were, Deeran?



Deeran 09:29

I don't know. The note just said, Assassins, run. Oh, we gotta run! And I imagine it's the Scooby Doo, running where like, everyone starts to run at once. Their legs start to spin and then-



Anthony 09:52

As you go- whoever is going to go to lift the lockbox, it's extraordinarily heavy. It's a pretty big lockbox. You know, not full treasure chest size, you know, like, one person could carry it, but also it feels like it is full to the brim with coin. It is just like, a solid block of metal at your feet.



Deeran 10:16

Oh, I've got something for this, hold on. And Deeran throws his hands in the air and goes, I never get to use this one. And he puts his hands out ~groan~, and casts Tenser's Floating Disc.



Belroth 10:29

Yeah.



Anthony 10:30

Is is the verbal component for Tenser's Floating Disc ~groan~?



Deeran 10:39

Yup. And a round sphere materializes floating above the ground that the chest can sit on.



Anthony 10:47

Well, actually, it's a circle, not a sphere.



Deeran 10:50

Oh, you're right. It's not a circle because it's 3 dimensional.

A

Anthony 10:54

So it's like, a cylinder?

D

Deeran 10:56

Yes. A very, very thin-

B

Belroth 11:00

One might call it, I don't know, a disk. We have the term for this, guys. You said what it was, already.

S

Skarpin 11:09

Rob, Rob, you do. We don't.

D

Deeran 11:13

Clearly I'm still struggling.

B

Belroth 11:14

Sure. Okay, you're right.

A

Anthony 11:16

So, you grab your compact, thin cylinder, and place the gold on it.

E

Ellori 11:25

I need to, I need to warn my parents if there are murderers in the building though. I'll be, I'll be right back. And she's gonna run to the room her mom and dad are sleeping in, and like, knock on the door.

A

Anthony 11:38

Yeah, you knock on the door and you hear like, yes?

E Ellori 11:42
Hey, it's me, Ellori can I come in?

A Anthony 11:45
Of course, of course. What's up? What do you need, dear?

E Ellori 11:48
She shuts the door behind her. Apparently there are people come in here to murder us so we're going to run away very, very quickly. You should be fine, but maybe if you wanted to leave here now. I know you're not sleeping anyway so it might be nice to stroll the town or something, maybe look for that new house you're thinking of. That would probably be a good idea and maybe to do it very quickly. And then I am going to give you a hug and say goodbye. And I hope that I see you soon, and write to me. It'll find me. I can't give you an address, but it'll find me, I'm sure. Just, just write it to 'Ellori.' Um, I love you very much, and I'm so happy I got to see you.

D Deeran 12:23
Does her dad put down his needlepoint?

A Anthony 12:26
Her dad's already- so, she says, oh dear, well, your dad's already wandering around town. So, hopefully, you know, he's okay. You know, it's, it's his wandering time. He just goes and walks the streets a little bit, but I'll go and find him. She gives you a big hug. It was very good to see you. Make sure you're eating enough, and I'll write you a letter and really consider maybe it's time to just, you know, stop.

E Ellori 12:51
I'll consider that. Thanks, Mom. Maybe go out the back door. Okay, bye. And then she runs back to the group.

S Skarpin 13:00
This is not helping Ellori's mom's opinion of Ellori's adventuring.

E Ellori 13:10

L Eliot 13:10
Okay, that's taken care of, let's go!

B Belroth 13:12
Okay, um, and then Belroth kind of runs out with the group.

A Anthony 13:19
Yeah, you guys run out into the hallway. At the end of the hallway toward the entrance of the tavern a figure stands in the darkness there. And you hear oh, why the rush?

B Belroth 13:30
Oh, boy.

D Deeran 13:31
Do we recognize that voice?

A Anthony 13:33
You don't?

D Deeran 13:34
What about now?

A Anthony 13:37
Still, no. It looks to be a male, humanoid. In the darkness it's hard to tell exactly. It's not a voice you're familiar with, but you do see the gleam of daggers in their hands at the far end of this hallway.

B Belroth 13:49
I would like to look for- look at the windows around to see who else is about to jump in and attack us and also nock an arrow in defense.

A Anthony 14:03

Give me a Perception Check.

B Belroth 14:07
Dirty 20.

A Anthony 14:10
Okay, you're looking around at these windows and things.

E Ellori 14:14
Ellori says oh, we're rushing because apparently someone's trying to murder us. If you don't want to get murdered tonight too you should probably run away pretty quickly.

A Anthony 14:25
A smile spreads across his face. Forewarned were you. That seems downright unsporting.

E Ellori 14:33
So does the murders.

S Skarpin 14:34
Skarpin casts Inflict Dream on the gentlemen.

A Anthony 14:44
Okay.

S Skarpin 14:47
Wisdom Save of 14.

A Anthony 14:50
All right, that's a success.

S Skarpin 14:53
But like, he did it quietly.

A Anthony 14:59
So, you reach out with that spell. It's an, it's an Ability, right? Channel Divinity.

S Skarpin 15:07
Yeah.

A Anthony 15:07
So, you know, you channeled that energy to try and force this creature into its dreamlike state. And when you do, you can see it looks like the creature has a reaction like, his eyes like, waggle up. He taps his head and he says, oh, I don't think so. And then he throws daggers. So, we're going to basically everybody roll Initiative, but he's going to have struck. So, let's start there.

B Belroth 15:36
Belroth, he's too busy looking at the other, the windows, looking for an ambush that he kind of decided to not pay attention to what was in front of him and rolled a 1.

E Ellori 15:50
22.

S Skarpin 15:54
11.

D Deeran 15:54
Also 11

A Anthony 15:57
Cool. So, if I take an average of that it's an 11 which in this case does make you guys go first. So, except that he's getting the surprise round. So, he flings 2 daggers down the hallway. One of them will go toward Ellori and the other one will go towards Skarpin. Both hit. I need

Constitution Saving Throws from both of you.

E Ellori 16:32
6.

D Deeran 16:35
That's not high.

E Ellori 16:36
No, that's bad.

S Skarpin 16:38
18.

E Ellori 16:39
That's good. I got an 18 too.

S Skarpin 16:43
Two 18s.

E Ellori 16:45
Smart. Good move.

A Anthony 16:47
Skarpin, you take 8 damage from the dagger that buries itself into your shoulder, like, right where the your collar meets the shell.

D Deeran 17:01
The soft part.

—

A

Anthony 17:06

Ellori, you take 8 from the dagger, and you take an additional 6 Poison Damage as the effects of the poison begin to rush over you. It feels like it will have a lingering effect that you are going to have to try and stave off physically, metabolically as time goes on. Okay, it's now your actions. In his Action to fling the blades forward, he stepped forward a little bit. It is a human man, and the distinguishing feature you can see- he's got like, a long beard. He looks a bit like a, like a dockworker like, in his stature, the way he's built. And just like, the clothes he's wearing. It's very common clothes. His eyes are ringed with red.

D

Deeran 17:57

Wait, like, makeup?

A

Anthony 18:01

No, the iris itself.

D

Deeran 18:04

Like, magic.

A

Anthony 18:05

His eyes have a ring of red along the inside of it. Yeah, like, a glowing red.

D

Deeran 18:09

Got it. Not like, he just has really cool eyes, and you wanted to make sure we knew.

A

Anthony 18:14

Yeah and not like he was up all night or anything like that.

D

Deeran 18:17

Man, this guy's eyes like, they're very unique.

A

Anthony 18:21

He's got cool guys. Don't fucking kill him guys. I like his eyes.

D Deeran 18:25
This NPC is important to me. I gave him special eyes, and now it's time to talk about him.
Specialize Special Eyes.

A Anthony 18:39
He has, he has a cousin. I mean, that's not relevant to the story, but I just want you guys to know.

D Deeran 18:43
Not yet. Yeah, we don't know.

A Anthony 18:49
His cousin, his cousin is a black belt, and he will take vengeance.

D Deeran 18:54
It's all right here in the World Guide.

A Anthony 19:00
All right it is your Actions.

D Deeran 19:05
Yeah, Deeran The first thing Deeran does, sizing up this guy is like, pretty tough is he's going to reach out and touch Belroth, and say, all right, man, let's get it. And he casts Haste on him.

B Belroth 19:24
Excellent.

A Anthony 19:25
Pick it up. Pick it up. Pick it up.



D Deeran 19:27
That is not the verbal component for this.

B Belroth 19:32
Skarpin, did you want to go?

S Skarpin 19:35
No.

B Belroth 19:38
Belroth is gonna roll 3 attacks. I'm just gonna- they're all going- did- first of all, did Belroth observe anyone around us in the windows or like, ambushing us or anything like that?

A Anthony 19:50
Great question. Not yet.

B Belroth 19:53
Cool. 3 attacks at this guy. And they're going to be- I didn't, I didn't declare Sharpshooter so that's too late because I already rolled them. They're all pretty good 27, 26, and 22.

A Anthony 20:16
Those all hit.

B Belroth 20:17
Great. And he's going to use his-

A Anthony 20:21
Like, imagine this dockworker was just like, nope! Dodging those.

B Belroth 20:30
And yeah, I'm gonna also up my Favored Foe on him right away. It's like a fireball but for a

Ranger. It's not- it's nothing like that. When I roll it's nothing like that. That's unfortunate. 19 damage.

A Anthony 20:55

Okay, yeah, 3 arrows fire off from your bow in rapid succession. All 3 plant themselves in his chest. The figure does not seem to react to them at all in terms of like, like, nothing- no change to the way he's standing, no reaction to the arrows planting themselves in his chest. He just stands there, smirking.

B Belroth 21:27

Okay, Frey is gonna then charge and attack him. 19 plus 6- nope plus 5, and he has to make a DC 13 Saving Throw or get knocked prone. Strength.

A Anthony 21:43

Okay, free charges up and he basically grabs her in the air and pushes her to the ground.

B Belroth 21:49

Not before she- she still deals an amount.

A Anthony 21:52

I mean she still slashes in.

B Belroth 21:54

Yeah, have ever tried to catch a cat. They're still gonna hit you.

A Anthony 21:58

Oh, yeah, for sure.

S Skarpin 22:00

It's almost as bad as waking up a cat.

B Belroth 22:03

Well, you know just don't mess with cats. Let them do their own thing.

D Deeran 22:05
Let them, let them be.

E Ellori 22:07
There's a whole, there's a whole documentary about that.

D Deeran 22:11
Is that what that-

E Ellori 22:13
That's what the moral of the story is. Don't fuck with cats.

D Deeran 22:16
Oh, that one.

B Belroth 22:18
Also 10 damage.

A Anthony 22:19
Tiger King?

E Ellori 22:20
Did you think I was talking about Cats, the musical the movie? Because also that.

D Deeran 22:23
No, I thought that. I thought you were talking about Tiger king.

E Ellori 22:27



Ellori 22:27

Oh, no I was talking about the show literally called, Don't Fuck with Cats.



Deeran 22:30

Oh, yeah. Rob, actually, that one's right up your alley.



Ellori 22:35

It's really good.



Belroth 22:37

Honestly, I'm very excited.



Ellori 22:38

It's like, a true crime thing.



Anthony 22:40

It's about um, cats?



Ellori 22:42

Yeah. It's not about cats at all which is why Mike and I liked it.



Belroth 22:46

So, then why is it up my alley?



Deeran 22:49

You'll like it.



Ellori 22:50

Yeah, just trust us.



B Belroth 22:52
Anyways 10 damage

A Anthony 22:53
It's about a murderous food scientist. Okay, yeah, she slashes into the body and it just tears open like, the stomach of the human it just spills out onto the floor. And he looks down with that smirk, and he goes, pity, I'd hate to grab another puppet so soon. The red fades from the eyes, and the body falls over backwards, dead.

S Skarpin 23:27
Perception Check around the room.

A Anthony 23:31
Give it to me.

S Skarpin 23:37
16.

A Anthony 23:39
Okay, the room is quiet.

S Skarpin 23:46
I didn't, I didn't see anybody else here, but why don't we check out the body and keep going?

D Deeran 23:55
Yeah. Yeah, let's do that. Deeran is like, unsettled. Um, and so he just kind of like, stands there for a minute cuz he doesn't know like, he's gonna let other people take the initiative here.

E Ellori 24:21
Okay. Um, Ellori is gonna run over and try to stabilize him.

A Anthony 24:29

A Anthony 21:29
Okay, yeah, you run over to Medicine Check for me.

E Ellori 24:41
13.

A Anthony 24:44
Looking at the arrows that have planted themselves into his chest, well, I guess were planted in his chest and the large gash across his stomach you, with your- any amount of healing expertise through magic know that this is well beyond anything then you'll be able to do.

B Belroth 25:02
A ranger involved arrowing.

D Deeran 25:07
Allegedly.

B Belroth 25:08
Yeah.

S Skarpin 25:11
I could, I could bring him back. Do we want to talk to him?

E Ellori 25:16
I just- it's not really wanting to talk to him. It's really feeling bad for killing him because he's just- it seems like he's just a normal guy.

D Deeran 25:26
Was, yeah.

S Skarpin 25:29
I mean those eyes-

E Ellori 25:33

Yeah, but he must have been possessed by one of the demons. This means that- this means that anytime we're killing someone we've got to be more careful that we don't actually kill them. We may be just like, I don't know, knock them out.

S Skarpin 25:53

I just wonder- I wonder if the demons were involved. We were warned by prudence most likely about assassins so I don't know why the demons- she would know about that.

E Ellori 26:07

Oh, yeah, I guess I just assumed that he's had glowing red eyes and all my preconceived notions of demons were like, you know, glowing red eyes is a pretty common motif in all the demons stories.

S Skarpin 26:20

Skarpin's gonna do a Religion Check to see if there's any- does he know anything about glowing red eyes? Natural one.

A Anthony 26:33

Uh, no.

B Belroth 26:35

Belroth would like to look at the note again to see if there's a message hidden there, if there's something else to this note that could give a clue about what is happening.

A Anthony 26:47

Okay, give me an Investigation Check.

B Belroth 26:50

Okay. 15 plus 4. 19.



A

Anthony 26:59

The only thing of note that you get from the note is that the handwriting is- looks to be like, scrawled quickly. Like, this message was sent to you in haste for sure.

B

Belroth 27:19

The signature that's just like, 'P', could that potentially be a different letter that was just scrawled weirdly?

A

Anthony 27:28

Um, no, I don't want to go down that avenue. I think you're pretty sure it's a 'P'.

E

Ellori 27:32

Yeah, you know, because in like, Elizabethan times, right before we had manuscript transcribing, that was a little bit better we would look at things and they would use abbreviations that we aren't familiar with. So there was a letter that's called the thorn and it basically looks like a 'Y'. It wasn't a 'Y'. It was an abbreviation for 'TH', so all those old timey shops that are like 'ye olde fish and chips.' It's really just- it was meant to be 'The' in the first place. They just miss-transcribed it to 'ye' as an article.

B

Belroth 28:06

Yeah, exactly.

A

Anthony 28:08

Can you imagine if I was like, if I described the text of a note to you and then later on I was like, fuck you guys. It was a mistranslation because you looked too quickly at this hastily written note.

E

Ellori 28:20

That's exactly the type of campaign I want to be part of it. I did my literal master's degree in that, Anthony.

A

Anthony 28:26

I would do that for you, Steph, at a table playing in person. I would hand you a thing and be like, you figure it out. It's physically in front of you. I would not do that described.

B Belroth 28:37
And I'll let you know like, Belroth's train of thought was, could this be Dorcia?

A Anthony 28:45
Great train of thought from Belroth. Would be terrible in game.

B Belroth 28:47
Very stupid for a podcast.

E Ellori 28:49
Who is Dorcia?

B Belroth 28:53
His sister that he's looking for.

A Anthony 28:58
That would just be awful. What a dick move.

B Belroth 29:03
So I look for a clue. I was like, maybe there's a code. That's compelling.

A Anthony 29:12
Yeah, this is just hastily written.

B Belroth 29:20
Also Is Belroth still Hasted?

A Anthony 29:24
Yes, I mean, this is- I imagine we haven't really like, progressed forward from here. I don't think you guys are just standing around doing nothing.

D Deeran 29:33
Deeran is.

A Anthony 29:35
Except Deeran, who has stated as such. I assume the rest of you have checked the body. Now what? Checked the body, checked the note, I guess.

D Deeran 29:46
Deeran is finally going to snap to and check the body for clues. He's gonna do an Investigation Check to see if there's any sort of like, any sort of- I guess it might be actually Arcana to check and see if there's any sort of like, magical residue like, any sort of like lasting spell effect that I can discern from this thing. You know what I mean? Like, I'm trying to use it-

A Anthony 30:19
I don't think you're gonna get anything with that with Arcana because Arcana is like, a knowledge check more than anything. It's like a- so, I don't think you're gonna get anything from that.

D Deeran 30:29
Investigation might be a better one then?

A Anthony 30:32
You can see what you find out with Investigation. It's not as open and shut.

D Deeran 30:35
17.

A Anthony 30:37
Okay, yeah, you rifle through his pockets. You find a small coin purse that has 6 silver in it, and you find what looks to be a leather pouch of fishing hooks.



D Deeran 30:52
Okay.

A Anthony 30:57
It also, to note, the daggers that he was holding, there does not appear to be any holsters or sheaths or anything like that for daggers anywhere on him.

D Deeran 31:05
Are they silver?

A Anthony 31:08
They are not silver.

D Deeran 31:09
Okay.

A Anthony 31:11
You could investigate the daggers if you want to.

D Deeran 31:14
Absolutely. Do you need me to roll another?

A Anthony 31:16
Yeah, I need another one. Hit me with another one. Hit me with your best shot.

D Deeran 31:19
Another 17.

A Anthony 31:22
There you go. You did it. As you go and look at the daggers they have rapidly decayed to the point where they almost crumble as you pick them up. They still have a little bit of structure to

them, but they are like, just falling apart to ash in your hands.

D Deeran 31:40
Is that an Arcana Check.

A Anthony 31:43
You can make an Arcana check if you wish.

D Deeran 31:47
18.

A Anthony 31:50
Yeah, I mean, this would be maybe, I wouldn't say indicative because you haven't really seen anything like this before, but, you know, piecing together what you're looking at, you would say these were probably conjured blades. Okay, Ellori. I need another Constitution Saving Throw.

E Ellori 32:08
19.

A Anthony 32:10
Excellent. You feel the effects wash over you again. Like, like you're going to vomit, and you push back against those feelings, trying to hold against the poison, and you feel like you have expelled the poison. You do take a point of Exhaustion.

E Ellori 32:31
Oh.

S Skarpin 32:34
Skarpin casts Revivify the person. So, touch a creature that has died within the last minute. That creature returns to life with one hit point. They're tired.

B Belroth 32:47

Anthony's making a think face.

A Anthony 32:52

Yeah, I don't know how this works with like, someone who's eviscerated.

S Skarpin 33:01

They're healed to one hit point.

A Anthony 33:06

Well, yes, I do see one hit point there. It doesn't really- it doesn't look like there's much of anything on it so I guess it just happens. So, you press your hand on to the person and his flesh re-knits as you do so. The arrows are still in him, and the wounds kind of heal up around the arrows that are in his chest. But he- ~gasp~ What's happening?

S Skarpin 33:46

He looks at Ellori and shrugs. I wouldn't try and take those out.

E Ellori 33:55

Sorry, sir. Just just relax for a moment. My name is Ellori. What's what's your name?

A Anthony 34:06

Tobin.

E Ellori 34:08

Tobin, tell me about your life and your family.

A Anthony 34:13

I work down at the docks. I don't know- oh, these are- he reaches toward one of the arrows in his chest and, ~yells in pain~

E Ellori 34:25

It's best not to touch them. Is there anyone you want to send a message to? You know, maybe

it's best not to touch them. Is there anyone you want to send a message to? You know, maybe if this were your last chance to send a message to someone what would you want to say?

A Anthony 34:37

Just tell my wife I love her very much.

E Ellori 34:42

Okay. Do you remember seeing anyone maybe, maybe scary, maybe with glowing red eyes on your way home from the docks tonight?

A Anthony 34:52

No, no. I just- one minute I was out drinking in the next I'm here.

E Ellori 35:01

You don't remember anything out of the ordinary.

A Anthony 35:04

Just the horrible dreams.

E Ellori 35:06

Tell us about the dreams, Tobin.

A Anthony 35:09

Just eyes, red eyes looking at me from the darkness.

E Ellori 35:15

Did they say anything to you?

A Anthony 35:17

Always staring, always boring into me.

E Ellori 35:22
Oh, have you had these dreams for a long time, Tobin?

A Anthony 35:25
No, no just tonight.

E Ellori 35:29
And you were drinking here, at the tavern here.

A Anthony 35:32
I don't even know where I am.

E Ellori 35:34
Oh, you're at the tavern.

A Anthony 35:41
He looks around. He says, I've never been here.

E Ellori 35:43
Okay. Um just just relax now Tobin, okay. Close your eyes.

A Anthony 35:51
He coughs and blood comes up from his mouth.

E Ellori 35:54
Yeah, we'll we'll get a message to your wife will tell her you love her very much.

S Skarpin 36:00
He's ever looks at Ellori and then casts Cure Wounds on the guy.

- A** Anthony 36:06
Okay, you get the sense as you cast Cure Wounds because you have done this with many people before, you know, you can always sort of feel when your magic rushes into someone and raises like, brings them back healthy, right? You get the sense that there's like, the moat you're filling a very shallow cup. This is like pouring a jug of water into a shot glass, and as you do you top it off and it doesn't really feel like there's much room there.
- E** Ellori 36:38
Yeah, sorry Skarpin. I guess I should have been clearer earlier when I, when I, you know, felt him out that there was no saving him. That's why.
- A** Anthony 36:50
~Groans loudly in pain.~
- E** Ellori 36:52
Oh, I know, Tobin. It's okay. Close your eyes now. Think of, think of the happiest day of your life, Tobin. What was that day?
- A** Anthony 37:06
He just mutters under his breath as he closes his eyes and drifts off.
- S** Skarpin 37:12
Skarpin casts Spiritual Weapon-
- D** Deeran 37:15
Oh, no!
- B** Belroth 37:17
No, Skarpin! I don't think-
- S** Skarpin 37:19
-and places it lightly under his head.

D Deeran 37:23
Oh, my god.

S Skarpin 37:26
Rest easy, my friend.

D Deeran 37:28
As, as the pillow lowers, Deeran is like, more and more horrified.

B Belroth 37:36
Belroth has been unfazed by this for a while. He is now fazed. He's like, I can't look.

A Anthony 37:49
He lays his head down on your spiritual pillow. Go ahead and roll damage.

S Skarpin 37:56
No!

A Anthony 37:58
No, he dies.

D Deeran 38:03
I want our clip for this week just to be, "He dies. And then Anthony laughing. It's like, a 4 second clip. That's the whole thing.

B Belroth 38:16
Okay. Belroth wants to do this- he wants to scout the area around the tavern immediately to look for any other assassins and any other passers-by who look suspicious as well as like, people on rooftops. That's where the assassins usually are.

A Anthony 38:35
Give me a Dexterity Saving Throw.

B Belroth 38:41
Okay. Belroth does a 14 plus 3, so 17.

A Anthony 38:51
Okay, you step out of the tavern and a dagger swings through the air at you. You just manage to move out of the way so that it doesn't stab you directly in the throat and instead, slashing against your neck as it slams into the door behind you, burying itself in the woods. I do need a Constitution Saving Throw from you.

B Belroth 39:14
Absolutely. Is Haste still up on me?

D Deeran 39:19
Yep.

B Belroth 39:19
Sweet, Constitution Saving Throw. 7.

A Anthony 39:23
Okay. So, you take 4 damage from the blade, and you take 4 damage from the poison that you will have to Save against again in the next round. The figure that is holding the blade that is buried into the wood is a woman with blond hair. It is braided like a, like a fishtail braid down the back. She's in a blue dress. It's kind of a higher class dress from this area, and she's standing there with one blade in her other hand ready to strike you again, and so she's gonna go ahead and make an attack. Also, she also has a ring of red in her iris.

D Deeran 40:12
It's the cousin?! Be careful, man! She's a black belt!

A Anthony 40:22

Anthony 40:22

If I wasn't clear before the ring of red did leave his eyes when you-

D Deeran 40:26

Murdered him?

B Belroth 40:27

I imagine it's the same person. We'll find out.

A Anthony 40:33

Okay, so she swings the dagger at you. This does not hit. You are at least aware of her now, and she does not hit you. It's your round. Gang, we have more, but I don't feel good about killing him. Any ideas?

D Deeran 40:50

Don't!

E Ellori 40:51

Don't kill him!

B Belroth 40:53

'Her', well, 'her', sorry, but also-

E Ellori 40:55

Don't kill her either!

B Belroth 40:57

I'm good at one thing!

E Ellori 41:00

Reading?!

D Deeran 41:01
Don't do it though, man!

B Belroth 41:03
2 things! I'm good at 2 things!

S Skarpin 41:06
Telling boring stories?!

B Belroth 41:07
3 things!

E Ellori 41:10
Can't you just put like, a little bit of like, like, rubber on the tips of your arrows and make them like, hurt really bad and knock her out.

B Belroth 41:18
Yes, but not at this moment!

E Ellori 41:20
Why not?

D Deeran 41:22
Yeah, use your non-lethal rounds, Belroth.

E Ellori 41:27
~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 set of arrows with rubber on the tips so that Belroth doesn't kill this poor innocent person.~

—

S Skarpin 41:43
Say no to that, Anthony.

A Anthony 41:45
No, I won't. A bundle of arrows appears in front of Ellori in her hands.

B Belroth 41:50
That hopefully do bludgeoning damage. Let's find out. Belroth takes them very quickly and makes 3 attacks.

A Anthony 41:59
Okay, here we go.

D Deeran 42:01
Maybe don't do all 3 of those Belroth, as like as he loads the bow with 3 like, arrows at once like he's fucking Legolas or something. Maybe just do one!

B Belroth 42:13
Too late. So, you weren't fast enough.

A Anthony 42:19
He's too hasty, baby. He's in the zone.

B Belroth 42:22
13, 23, and 22.

A Anthony 42:26
Okay, all 3 hit.

B Belroth 42:28
Moving Favored Foe. All 3 hit?

D Deeran 42:32
Why-?

B Belroth 42:34
Not moving Favored Foe.

D Deeran 42:39
Rob, the player, gets so excited to deal damage, and he's like, 'oh shit.'

B Belroth 42:45
Yeah! I don't get fancy stuff. I do one thing super well, and it's great every time. Geez, look-

A Anthony 42:56
Mike, when you're a hammer-

B Belroth 43:00
Yeah, exactly.

A Anthony 43:01
-every problem looks like a nail.

B Belroth 43:06
23.

A Anthony 43:08
Okay, you let loose. These 3 arrows that are rubber tipped. They don't penetrate the body, but you hear bones crack as these things to slam into her. And, again, no reaction from the person, but uh, but the same smirk across her face.

B

Belroth 43:35

And Freya is gonna kind of hang back because she would literally eviscerate this person.

E

Ellori 43:45

Can't you just tell Freya to like, bop her on the head and make her go to sleep?

D

Deeran 43:49

I don't think we need to do that either. I think Belroth broke all her bones. Ellori, help! And he throws the other end of the rope that was tying his robe together to her to try to tie up-

B

Belroth 44:03

Whoa, everyone's seeing a lot of Deeran!

D

Deeran 44:05

He's got pants on now. I said it. Check the tape.

E

Ellori 44:10

Yeah, Ellori helps Deeran tie her up.

D

Deeran 44:12

Yeah, so Deeran runs one way, and Ellori runs the other.

E

Ellori 44:17

Ellori ducks one way and then she jumps over the rope the other way.

D

Deeran 44:21

Yeah.

A

Anthony 44:23

All right. I'm gonna need a Dex Check for that.

E Ellori 44:27
Nailed it, 18.

D Deeran 44:29
Oh, good.

A Anthony 44:31
Great.

D Deeran 44:35
Deeran was not gonna take a chance.

S Skarpin 44:39
He went under both times.

A Anthony 44:43
He clotheslined Ellori when she went under.

E Ellori 44:46
Oh, shit I have Disadvantage on Ability Checks.

A Anthony 44:49
Because you're tired.

E Ellori 44:50
Yeah, that was 21 so 18.

A Anthony 44:53
Okay, so still an 18. This was very important to you despite the tired state that you're in. You lean over and lean under and wrap around, and yeah, you've bound her up and a dry chuckle

leap over and leap under and wrap around, and yeah, you've bound her up and a dry chuckle escapes from her. And she says, you think this will stop me? This is foolish.

D Deeran 45:20

I'm hoping. At least this person.

E Ellori 45:24

Yeah, we would, we would like to stop you with more than rope, but we don't want to keep killing innocent people.

A Anthony 45:31

Oh, you don't have to. You can just let them kill you, and then this will all be over.

E Ellori 45:36

No, yeah, we really don't want that either.

A Anthony 45:39

Oh, well, hope is nice. And then the red fades from her eyes, and she slumped over unconscious.

D Deeran 45:49

Deeran wants to perform a Medicine Check to try to see if there's any saving this one or when I press on her chest are just all the bones like, in there?

B Belroth 46:04

2 of the bones.

A Anthony 46:07

At least 3.

D Deeran 46:08

Ribs aren't very big. That's an 11.

B Belroth 46:13
3 bone zones are broken. Let's go with that.

A Anthony 46:18
The bone zone!

B Belroth 46:20
The bone zone!

A Anthony 46:24
This feels like some sort of like, morning zoo talk radio station. WKCY 5, the Bone Zone!

B Belroth 46:43
Tony, the Business Anderson in the morning with the Bone Zone.

A Anthony 46:51
You do a Medicine Check and check all the bone zones and you, you are sure there is nothing you can do for this individual. There are many broken bones and looks to be already bruising badly. There's nothing you, Deeran, can do.

D Deeran 47:12
Yeah, I relayed that information.

E Ellori 47:15
Oh, maybe there's something I can do. And I do the same Medicine Check.

A Anthony 47:23
Disadvantage. You're like, trying to look at her and things are getting fuzzy.

—

E Ellori 47:33

9.

A Anthony 47:35

Also nothing you can do like, you maybe could try and do it magically. You don't know if that would have an effect or not, but you do know that there's nothing you can do physically to help her.

S Skarpin 47:49

Skarpin does it magically. Cure them wounds. It's probably a lot. 6.

A Anthony 48:05

Okay. You push the magic into her and you watch as the blood on her chest seems to- like, the bruising on her chest seems to dissipate, and you believe that the magic is reknitting the bones, and, you know, a quick Check seems to show that. You have done what you can for her. You don't know if it's enough.

S Skarpin 48:32

All right. Those glowing eyes- Ellori, in your village the people, they said they saw the glowing eyes in their dreams. I wonder if it could be Old Scratch.

D Deeran 48:44

Let's get out of town!

E Ellori 48:44

Yeah, I think we need to leave.

D Deeran 48:46

The further, the further we get from other people the better- the safer they'll be.

A Anthony 48:53

An arrow snaps against the wood of the tavern beside you, and you can see a figure down the street knocking another arrow to fire again.

D Deeran 49:03
Deeran takes off at a run away from them the opposite direction.

E Ellori 49:08
Yeah, Ellori follows.

B Belroth 49:13
As we see that figure Belroth wants to- how long do those arrows last?

E Ellori 49:28
What level are we, 6? So, 6 hours.

B Belroth 49:31
Okay, perfect. Belroth is going to take one of those arrows and cast on it Darkness-

E Ellori 49:40
Sorry, 3 hours. It's my Proficiency Bonus, not my level.

B Belroth 49:46
As we're kind of running in one area, Belroth is going to cast Darkness on that arrow, and then shoot it at kind of the floor to ricochet into that area to like, basically cast a big cloud of Darkness there to hopefully-

D Deeran 50:01
Mask our trail?

B Belroth 50:02
To mask where we're going.



D Deeran 50:04
Yeah.

B Belroth 50:05
And then perfect the minute like, I see sort of like, the border of the Darkness I want to try and like, get us to go in like, a different direction than just like, straight away.

A Anthony 50:15
Sure. Give me a Constitution Saving Throw for that poison.

B Belroth 50:21
Okay, 13. Nope, 15.

A Anthony 50:28
You take an additional 4 Poison Damage, and you take a level of exhaustion. And you do not feel like you have fought the effects back as another wave of nausea just crashes over you.

B Belroth 50:46
I need some help with this poison, guys.

E Ellori 50:50
Oh, um I think I have something for that.

A Anthony 50:58
Jams her finger in your throat.

E Ellori 51:02
Okay, we're still running, right?

D Deeran 51:06
Yeah.

B Belroth 51:06
Yes.

E Ellori 51:07
Great, ~Oh, I wish that I had Lester here! I wish that I had Lester here! How do I find a healer like that?~

A Anthony 51:30
A bright light, a crack resounds for the air, and- man, getting a lot of screen time this season.

D Deeran 51:40
Quit giving us so many status effects.

A Anthony 51:44
Ah, let's do some more fun stuff from this game. Lester!

B Belroth 51:49
Lester Restoration in the morning!

A Anthony 51:52
Lester Restoration, how can I help you?

E Ellori 51:56
Lester, my friend Belroth really needs you.

A Anthony 51:59
You're running. Why are you running away from me?

B Belroth 52:01

You got to run with us!

D

Deeran 52:03

This was so much easier when he had a van, Anthony. When you took away the van. Now he's gotta run. That's your fault.

A

Anthony 52:12

He's doing his best to keep up. You can tell Lester's maybe like smoking 6 or 7 packs a day. He's just, he's not much of a distance runner. He's like, Lester Restoration- hold on. He restores himself, and then he's like, running a little bit behind you.

S

Skarpin 52:29

That's how he hasn't died.

A

Anthony 52:35

What do you need?

E

Ellori 52:36

We just need you- I need you to fix my friend Belroth here. He's been poisoned.

A

Anthony 52:42

He just like, gestures at you from a distance, and you are washed over in light, and the poison leaves your body.

B

Belroth 52:48

Excellent.

E

Ellori 52:49

Thank you!

B

Belroth 52:50

Still exhausted?

Still exhausted?

A Anthony 52:51
Ugh, no problem. Then he leaves.

B Belroth 52:55
In a puff of cigarette smoke.

S Skarpin 52:58
So smokey.

D Deeran 53:05
But it helps hide us.

S Skarpin 53:09
Yeah, it's great.

A Anthony 53:11
Okay, you come running out of the side road that you are on, and you almost smack into directly, Ellori's father who is walking down the road. Oh, Ellori why, why the rush, Ellori.

E Ellori 53:25
Hello, dad. I love you so much, but you got to get out of here super fast. Run as fast as you can.

A Anthony 53:30
Whoa, whoa, what's the problem?

E Ellori 53:32
No, I'll explain later in the letter, but goodbye. I love you.



D Deeran 53:36
Yeah. Deeran doesn't stop running.

E Ellori 53:37
Neither does Ellori. She says all that while she's running.

A Anthony 53:40
You run by and a dagger flies from behind you as you've run by toward the group. That is toward Ellori. That's a hit for 8 damage from the dagger, and I need a Constitution Saving Throw.

E Ellori 54:03
Is this at Disadvantage?

B Belroth 54:06
No, that's a Skill Check.

A Anthony 54:07
This is not at Disadvantage. No, you're fine.

E Ellori 54:09
God damn it. 6.

A Anthony 54:14
You take 3 poison damage on top of that 8 dagger damage from the dagger that plants into you, into your side.

E Ellori 54:24
When I turn around-

A Anthony 54:25
No, stop. Don't run in a different voice

no, stop. Don't run in a different voice-

E Ellori 54:28

No, I was just gonna ask if when I turned around it was my stupid dad.

A Anthony 54:33

It was your stupid dad, yeah. A different voice- or a different tone of voice seems to come from him as you turn around, and the red rings are in his eyes. Don't run, stay.

E Ellori 54:48

Belroth, whatever you do. Do not kill my father. I will literally never forgive you for the rest of my life.

B Belroth 54:53

I would never-

S Skarpin 54:55

Skarpin casts Sleep.

A Anthony 54:56

Your father, ay? Then you cast Sleep. Go ahead.

D Deeran 55:00

Oh, that's scary, Anthony You're a horrible human.

E Ellori 55:05

Yeah, I honestly like, as we were running away I kept wanting to be like, I like, my mom just went out into town and my dad's been wandering around, but I didn't want to like, say it to- even though it was like, clearly a worry on my mind. I didn't want to say it just in case you had forgotten, just in case, you, Anthony, had forgotten. I didn't want to remind him that my parents were wandering around town.

D Deeran 55:25

D Deeran 55:25
Are you kidding?! He's got a chance to kill a parent!

B Belroth 55:28
He loves this shit!

E Ellori 55:29
I know, but I didn't want to like- I was hoping to get away.

A Anthony 55:35
I'm not gonna do anything, Mike. It's up to you guys.

B Belroth 55:38
I'm not doing anything either. I didn't know those other two people.

A Anthony 55:45
What did you roll for Sleep?

S Skarpin 55:46
32 points of damage.

A Anthony 55:50
Okay, um, uh, Ellori how many hit points are you at?

D Deeran 55:57
It only has to be within the radius that he puts it at.

S Skarpin 56:03
Yeah, I'm not gonna fuckin-

A

A Anthony 56:04
He can choose the size?

D Deeran 56:05
He can choose the placement.

S Skarpin 56:08
So, creatures within 20 feet of a point you choose within range in ascending order of their current Hit Points. He's not gonna hit us. I mean, he's not a loose cannon anymore. He's level 6 baby!

B Belroth 56:22
You've done it before is all. He wasn't level 6.

D Deeran 56:26
It is a fair question from the DM.

S Skarpin 56:30
Rude.

D Deeran 56:31
Fair, but rude.

A Anthony 56:34
Well, so the good news is Ellori's father just falls asleep and seems to be- like, you watch his eyes close and his body hang as he stands just upright in the middle of the street.

B Belroth 56:49
Oh, that's weird.

S Skarpin 56:52

Is he moving at all?

A Anthony 56:54
No.

S Skarpin 56:54
Okay. Ellori, I just put him to sleep. Let's keep going.

E Ellori 57:00
Yeah, I guess if we keep running, if we keep running- oh, god. Oh, geez.

D Deeran 57:06
Deeran stops in the street. He runs back and he ties Ellori's father up. Ellori, I know.

E Ellori 57:13
It's okay, it's fine. It's fine. I get it.

D Deeran 57:16
I just, I don't want this demon to do anything fucking horrible.

E Ellori 57:21
No, I know.

A Anthony 57:23
While you are tying him up the body falls limp, limp. Still asleep, magically asleep, but limp limp.

E Ellori 57:32
Ellori runs over and does a Medicine Check.

—

- D** Deeran 57:36
He's still breathing and everything. Well, I can't feel like, a heartbeat or whatever. Wait- Deeran checks. Can he feel a heartbeat? Do vampyrs have heartbeats?
- A** Anthony 57:51
Uh, yes, he is living. He's a living creature so he has a heartbeat. The biggest problem, I think, is that elves are immune to magical sleep, but he's not in all of his faculties for this so we're gonna let it slide.
- D** Deeran 58:06
Is he a full elf?
- E** Ellori 58:12
I'm a full elf.
- A** Anthony 58:13
Ellori's a full elf.
- D** Deeran 58:15
Oh, cuz it's like, a modifier.
- A** Anthony 58:19
Right.
- D** Deeran 58:19
It's not like a 'half.'
- E** Ellori 58:21
Yeah.
- D** Deeran 58:21

Nobody fucked a vampire.

E Ellori 58:23
Right.

A Anthony 58:24
Right. That's not how it happens. Well, I mean, somebody probably did. I mean, that probably happened. I mean, they're vampires.

D Deeran 58:29
Yeah, I mean, I'd fuck a vampire.

A Anthony 58:31
I believe you.

E Ellori 58:32
Okay, anyway, he's like, alive. Anyway, like, I need your shenanigans to stop because this is-

D Deeran 58:40
Yeah, but the longer we keep doing bits, the longer you're squirming.

E Ellori 58:47
So, he's fine, though, right? Ellori does a Medicine Check for like, what she knows about-

A Anthony 58:54
Give me, give me your Medicine Check.

E Ellori 58:58
18. Oh, sorry. 21.



A Anthony 59:04
Yeah, he seems fine.

B Belroth 59:05
Should we hoist him on top of the chest and disc as well, so we don't just leave him in the streets tight.

D Deeran 59:12
That's what it's called!

A Anthony 59:13
I kind of forgot, I kind of forgot about the disk for a minute. I forgot you guys are just running through the city with a bunch of gold hanging out behind us.

D Deeran 59:20
It's chasing us. It's following.

S Skarpin 59:23
It looks like we just did a heist.

A Anthony 59:26
You just gotta hope the elevation doesn't change too much to break Tenser's Floating Disk rules.

D Deeran 59:32
No, cuz it changes like, it adjusts.

A Anthony 59:35
Yeah, but if you go up like, a flight of stairs, it's too much.

D Deeran 59:38
I mean, it's not like it's a flight of stairs, it's a flight of stairs.

Yeah, it can't slant a full flight.

B Belroth 59:43

It can slope. But anyways, yeah. Should we should we bring him with us tied up so that we don't leave him tied up in the middle of the street?

D Deeran 59:53

It's probably safest.

E Ellori 59:55

Yeah, I guess we can do that.

B Belroth 1:00:00

Also I imagine Haste has run out by now because it only lasts a minute, and I'm sure Belroth is tired.

A Anthony 1:00:07

One minute, I think you probably have- yeah, we'll say it runs about now. That probably makes sense.

B Belroth 1:00:11

Belroth gets very tired for a moment and loses around.

A Anthony 1:00:18

Also give me another- you did not save against it last time, correct?

E Ellori 1:00:22

Lester got him.

A Anthony 1:00:26

It's actually Ellori who has to give me another one, but it's not yet.

D Deeran 1:00:28
Yeah. So, yeah Deeran starts putting them on to the disk, and he's like, plus Ellori if he knows that this is your dad-

E Ellori 1:00:38
You're right. You're right.

D Deeran 1:00:39
-he's not going to be safe. Like, we'll keep them tied.

E Ellori 1:00:43
Yeah, no, you're right. Let's take him with us.

D Deeran 1:00:46
Good idea.

A Anthony 1:00:48
So now, Ellori, go ahead and give me your Con Save.

E Ellori 1:00:55
10.

A Anthony 1:00:58
Okay. You take 3 damage, and you take another level of Exhaustion,

B Belroth 1:01:06
Ugh.

S Skarpin 1:01:08

Skarpin casts Lester Restoration on Ellori.

- A** Anthony 1:01:12
A flash of light and a crack in the air and he's like, Lester Res- wait, wait a minute. I was just here. What the hell?
- S** Skarpin 1:01:18
Her next. Her next.
- A** Anthony 1:01:20
All right. All right. You're restored and then he leaves.
- E** Ellori 1:01:25
Thank you, Lester.
- A** Anthony 1:01:27
You're welcome.
- D** Deeran 1:01:28
Does that take care of everything for her?
- A** Anthony 1:01:32
No, it only removes the poison.
- D** Deeran 1:01:35
Or, the levels of Exhaustion, right?
- A** Anthony 1:01:42
Uh, I think it- can it restore Exhaustion?



B Belroth 1:01:46
I don't think so.

D Deeran 1:01:46
I don't know.

E Ellori 1:01:47
Disease or-

A Anthony 1:01:48
I think only Resting removes Exhaustion.

B Belroth 1:01:51
Or no, I think also Greater-

S Skarpin 1:01:53
Or becoming unconscious and waking up.

B Belroth 1:01:56
I think Greater Restoration can remove Exhaustion.

A Anthony 1:02:02
Well, anyway.

S Skarpin 1:02:03
Beggars and choosers, all right.

D Deeran 1:02:05
Sorry, that's my fault.

A Anthony 1:02:07
Yep. Mikey already blew 300 gold on spells.

B Belroth 1:02:10
He spent 300 bucks on a person that I killed.

A Anthony 1:02:22
Just 300 coins just evaporated out of that chest.

B Belroth 1:02:25
How do we, how do we- we're gonna keep getting assaulted by this creature. How do we fight it? How do we coax it out to fight it in its regular form? I don't even know.

D Deeran 1:02:37
I figure if at least we get out into the, you know, out of the city it'll stop having things to like, or people to, to come after us, you know? At least then if it's animals or whatever, like, I don't feel so bad if we you know, have to fight those things, but like I would feel terrible if we keep having to kill people, as Deeran is running.

A Anthony 1:03:06
Yeah. From above, from like, a catwalk and off of one of the buildings above a person jumps down towards you, Deeran, as you're talking, daggers out attempting to basically leap onto you and stab in. And they are successful with one of the blades as it pierces down into you. So, give me a Con Save from the overhead attack you've just taken.

D Deeran 1:03:35
All right. That is a 7.

A Anthony 1:03:41
Okay, you take 8 damage from the blade, and you take 4 damage from the poison that has now spread throughout you.

D Deeran 1:03:50

All right. Deeran is going to try and play the poison part cool though. He doesn't want people to know.

A Anthony 1:03:58

Okay. You're hiding your zombie bite.

D Deeran 1:04:02

Yeah, yeah.

S Skarpin 1:04:06

Always works out well.

A Anthony 1:04:10

The person who has lept onto you looks to be fairly small in stature like, maybe a halfling. And they are- but they also like, you know, have blades out. They have a beard, a short beard. And when you look at them, their eyes are glowing red.

D Deeran 1:04:31

At least they're not a child. So, thank you for that, Anthony.

A Anthony 1:04:35

No, halfling. Not a child. No, we don't need that. That's okay.

D Deeran 1:04:40

And Deeran-

A Anthony 1:04:41

Dads was enough.

S Skarpin 1:04:44

I mean, Season 2, baby.

D Deeran 1:04:48

Deeran puts a hand on the child, the bearded child. Yeah, from the shoulder up, right, appropriately, and, buzz off, man. And casts Gust to blow the child off of him.

A Anthony 1:05:14

It's not a child!

D Deeran 1:05:19

It has to make a Strength Save. DC 15.

A Anthony 1:05:23

It failed.

D Deeran 1:05:24

Great. Yeah, it is blown-

A Anthony 1:05:26

I think that's the first Check it's failed like, tonight.

D Deeran 1:05:31

I don't know how far away it's blown. So, let's say 25 feet. I don't think that's true.

S Skarpin 1:05:38

Reasonable.

A Anthony 1:05:41

As you blow the figure back in the air it twists and it tosses a dagger out toward Ellori's father on the, on the thing-

— — — — —

D Deeran 1:05:55
Can it at least have Disadvantage from the strong wind?

A Anthony 1:05:59
Yes-

S Skarpin 1:06:01
And it being an 8 year old?

A Anthony 1:06:05
The dagger flies through the air, and it is slammed into the disk right next to Ellori's father as it flies back, and then the figure just like, it hits the ground some, you know, 25 feet away we'll say.

D Deeran 1:06:25
It's 5 feet. I googled it.

A Anthony 1:06:27
It's a small creature, so we'll go with 10.

D Deeran 1:06:32
Gust, the Cantrip.

A Anthony 1:06:36
Fine, whatever the small distance then, it's fine. You've knocked it back a small distance, and it falls onto the ground and just is unconscious. It's given up. The eyes stop glowing.

D Deeran 1:06:55
How much further are we from the edge of town?

A Anthony 1:07:00
You know, you sprint and, you know, it is not long before you reach the edge of town. However

You know, you sprint and, you know, it is not long before you reach the edge of town. However, standing at the edge of town, one of the town guards, decked out in full armor, a long, long sword drawn out eyes glowing red is standing at the edge of the town.

S Skarpin 1:07:21

I feel like this one can probably take a few hits Skarpin attacks him with his quarterstaff.

A Anthony 1:07:31

You're just charge in, and swing at it.

S Skarpin 1:07:34

Yeah.

A Anthony 1:07:35

I do need another Con Saving Throw, Ellori?

S Skarpin 1:07:39

She's not-

A Anthony 1:07:40

I'm sorry, not Ellori. Deeran. Deeran. I knew there was one active and I just had to track who had it.

D Deeran 1:07:46

We were so close to like, everyone forgetting about it.

B Belroth 1:07:52

That's why he was trying to act cool.

D Deeran 1:07:54

That's right. I was acting so cool it almost worked. That is a 13.

A Anthony 1:08:01
You take 3 and a point of Exhaustion.

S Skarpin 1:08:08
Skarpin attacks with a 16 to hit.

A Anthony 1:08:12
16 will hit.

S Skarpin 1:08:17
3 damage.

A Anthony 1:08:18
Okay. Ooo.

S Skarpin 1:08:25
Bonus Action, Spiritual Weapon.

A Anthony 1:08:29
The pillow that's been following you around for a while.

S Skarpin 1:08:32
Yeah. And then just takes a swing at the nice guard. 6 damage.

A Anthony 1:08:39
Okay. In your very exhausted state, Belroth what are you hampered by like, what can't you do in post a post Haste world?

B Belroth 1:08:49
Post Haste I believe I just lose a turn

I lost haste, I believe I just lose a turn.

D Deeran 1:08:53
Yeah, it was one turn.

B Belroth 1:08:55
Yeah.

A Anthony 1:08:56
Okay, you've just been dragging ass back there while everyone else was doing.

B Belroth 1:08:59
Yeah, it's, it's very upsetting when it happens in the middle of combat. It ended at the end of him kind of going away. He's like, I have a moment. I have 6 seconds to like, gather myself. If that happened in the middle, that'd be scary.

A Anthony 1:09:16
Okay, who else is doing anything with us guard?

D Deeran 1:09:20
Deeran puts a hand out and would like to cast Counterspell on the guard to try to uh- oh, I guess Counterspell wouldn't work, right? It would have to be Dispel or whatever?

A Anthony 1:09:40
Yeah, yeah, Counterspell is actively a reaction.

D Deeran 1:09:44
So as Deeran puts a hand out he is like, no, pulls it back.

E Ellori 1:09:50
Um, Ellori is going to whip off her cape, and lay it over her dad and I guess the chest. She's going to focus her fingers on it and sing, ~Please wake up so we can go. I need support so

I'm not flying solo.~ And she casts Animate on her cape. Basically it gets a turn, but the thing that she's doing with it is it has an AC of 16-

A Anthony 1:10:25
You've basically given him a Doctor Strange cloak-

E Ellori 1:10:28
Yeah, exactly.

A Anthony 1:10:29
-to defend him. I love that.

E Ellori 1:10:31
Yeah, I love that too.

S Skarpin 1:10:36
It was very clever of me.

E Ellori 1:10:37
I need to at some point heal myself.

D Deeran 1:10:41
Yeah, what is the full round defensive Action called?

B Belroth 1:10:46
Dodge?

D Deeran 1:10:48
No, there's like, isn't there one?



B Belroth 1:10:51
I think it's Dodge.

A Anthony 1:10:55
Regardless, it gives you plus 2 AC so if that's what the cloak's doing, it's now at 18.

S Skarpin 1:11:02
Pretty good.

E Ellori 1:11:07
Great.

A Anthony 1:11:07
Okay. So, Skarpin went, Ellori has gone, Deeran almost went. What are we doing?

D Deeran 1:11:17
Yeah, um Deeran is going to use Magic Missile, but he's not going to shoot all- what is it, all 4 of these at once or 3 of these at once? He's going to shoot them one at a time to see if the guard goes down. You know what I mean?

A Anthony 1:11:46
Okay. I don't, I don't think it works that way.

D Deeran 1:11:53
Well, because I can choose targets.

A Anthony 1:11:57
Yeah, but don't have to like, declare all the targets at once.

D Deeran 1:12:01
I don't know. I don't know, DM. You tell us.

A Anthony 1:12:03
No, let me rephrase that. You have to choose all the targets at once.

D Deeran 1:12:11
I don't want to kill the guard.

B Belroth 1:12:13
But it's so much more fun to do that! Sorry.

D Deeran 1:12:16
It says, 'You create 3 glowing darts. Each dart hits a creature of your choice that you can see within range. All darts strike simultaneously, and you can direct them to hit one creature or several- fuck. Anthony, why are you making me read all the spell?'

A Anthony 1:12:38
Mostly to watch you squirm I think is the answer.

D Deeran 1:12:40
You're doing it. I'm squirming. I hate this, but I said it so I do it. And he like, okay, um, what is the guard standing on for ground? Like, is it like a bridge situation?

A Anthony 1:13:01
It's cobblestone he's on like, cobblestone. I'm not letting you out of it that easy, Mike. I'm not gonna let you just hit the bridge.

D Deeran 1:13:07
Well, I'm hopeful.

A Anthony 1:13:10
Hope is nice.

D Deeran 1:13:11
Send him down the river.

S Skarpin 1:13:15
In armor.

D Deeran 1:13:15
Yeah. I didn't kill him. His swimming is not up to snuff. That's not my problem.

S Skarpin 1:13:25
Poor swimming skills.

D Deeran 1:13:27
Should I have spend more time splashing around in that armor and less time standing in my way? Oh, God, Anthony. Fuck you.

A Anthony 1:13:37
Send of them at Belroth.

D Deeran 1:13:42
No.

S Skarpin 1:13:42
Or like, the cobblestone

D Deeran 1:13:47
What's above him?

A Anthony 1:13:50

Uh, I mean, you guys are at the edge of town so you've run to the edge of the space. There's forest in the distance, and you are on the outskirts of town. There's nothing like-

D Deeran 1:14:03

So, there's no, you know, there's no environment that I can affect to get me out of this.

A Anthony 1:14:08

No, you can you can hit a nearby sign for some creaky noise for Some ambiance.

D Deeran 1:14:13

Definitely going to do that with one of these, and the other ones drill into the guy. Whoa, uh-

E Ellori 1:14:26

Mike's really mad about you making him do this.

D Deeran 1:14:28

Yeah, so the sign takes 5 damage as it flies off its hinges, clatters.

A Anthony 1:14:36

Okay, I love- I know for a fact you were like, okay, this is my rolled max damage outlet. If I rolled max damage it went into the sign. The rest of them-

D Deeran 1:14:46

And so then the guard takes 5 damage and also 2 damage. So, the guard takes 7, and the sign takes 5. So, the guard has taken a total of 10?

A Anthony 1:15:04

Yes- no cuz he took more from Skarpin.

B Belroth 1:15:08

Is he still standing?

A Anthony 1:15:10
Yes.

B Belroth 1:15:10
Belroth takes one shot...at a time

A Anthony 1:15:16
Okay-

B Belroth 1:15:16
Fucking-! I Crit.

E Ellori 1:15:23
I quit.

B Belroth 1:15:32
When you're a gun everything is dead, I guess. It's a bludgeoning weapon.

A Anthony 1:15:38
Okay, you don't have to roll damage. You hit him square in the between the eyes. It cracks his head back, and you hear his neck snap as his head cracks back from the blow. And a chuckle escapes from his, you know, snapped neck and throat as he says, I'll have to bring reinforcements next time. If I find her, you are in trouble. And then it falls over dead.

E Ellori 1:16:08
Who?! If we find who?!

A Anthony 1:16:09
My...love.

- E** Ellori 1:16:14
Who is your love?! I'm so good at making people fall in love! Maybe we can just help you with that instead of you doing all the murdering!
- A** Anthony 1:16:21
The eyes are no longer read. They are just dead.
- B** Belroth 1:16:27
Belroth goes over to do a Medicine Check out of-
- E** Ellori 1:16:32
Ellori holds a hand out like, to Belroth's shoulder. She just goes, Belroth, I think, I think it's done.
- B** Belroth 1:16:42
This is why you don't put rubber tips on arrows because it just still hurts. It's still killing-
- E** Ellori 1:16:49
Okay, well sorry. I was just trying to- this is why you don't have to shoot them directly in the forehead, maybe. Just, I was thinking you'd hit him in the kneecap or something.
- B** Belroth 1:16:57
Well, to be honest
- D** Deeran 1:16:58
Oh, my God that's the best fucking joke!
- B** Belroth 1:17:05
Belroth is just stunned. He has no words.
- E** Ellori 1:17:08

I didn't do it on purpose. I'm a figure skater. My first inclination is kneecap, I'm sorry. What can I say.

D Deeran 1:17:15

I thought you were purposely making a Joe Biden, shoot them in the knee.

B Belroth 1:17:19

I also thought you were.

S Skarpin 1:17:22

I thought it was a Skyrim joke.

A Anthony 1:17:25

So look at this, it's a multi layer joke for anyone who wanted it.

D Deeran 1:17:28

You're all welcome.

B Belroth 1:17:29

I didn't- I wasn't trying to Tonya Harding them, I wasn't trying to Joe Biden them, I wasn't trying to Skyrim them-

A Anthony 1:17:37

Clearly, you shot him in the head.

B Belroth 1:17:44

Oh, my god. No, that would be from behind. That would be more of a JFK.

E Ellori 1:17:52

We've got so much to deal with right now. First of all, we've got to wake my father up.

D Deeran 1:17:57
Is that first or should we get out of here first?

E Ellori 1:18:00
What- I think- it seems like he went away so I would like to wake my father up and let him go home just so that he's not coming with us to the rest of the forest unless we want my dad to come with us. He's a good dancer but not much else.

D Deeran 1:18:19
Deeran realizes that's a great fucking point. So, I'm I'm just worried that like if we leave your Dad-

E Ellori 1:18:33
We're gonna wake him up, and he's gonna run.

D Deeran 1:18:36
If we leave your dad here under the sphere of influence of the demon that the demon can do whatever he wants to him.

B Belroth 1:18:45
Should we, should we go to Prudence then? Cuz I feel like if we got a note about assassins, and we think it might come from her we might as well go to her, right?

D Deeran 1:18:57
So, we're gonna go back in there. From the edge of the woods Deeran points back to the city.

B Belroth 1:19:03
Uh, I don't know.

D Deeran 1:19:08
Like, I admit that like, I didn't have a great plan of beyond not killing a bunch of townspeople-

B Belroth 1:19:15
I said I was sorry.

D Deeran 1:19:18
But like-

A Anthony 1:19:20
Deeran, as this is progressing and like, as the adrenaline of running is wearing off I need another Con Saving Throw.

D Deeran 1:19:31
That is a 5, Anthony, and now the sweat starts to pool on Deeran's forehead.

E Ellori 1:19:38
Oh, my God Deeran are you okay?

A Anthony 1:19:39
Because you do take 3 and another point of Exhaustion.

D Deeran 1:19:47
Deeran, Deeran now starts to bleed out some like, he is starting to be bloody.

E Ellori 1:19:56
Oh, God. ~Oh, how I wish that I had Lester here. I wish that I had Lester here.~

A Anthony 1:20:05
Again?!

E Ellori 1:20:06
I'm so sorry Lester. Thank you so much for being here. It's Deeran this time

I'm so sorry, Lester. Thank you so much for being here. It's been an amazing time.

A Anthony 1:20:11

At least it's not the same one of you over and over again. I hate when that happens. Then he disappears.

S Skarpin 1:20:20

Great guy.

E Ellori 1:20:22

Do you all think maybe we should, um, I don't know, find a place to take a rest?

B Belroth 1:20:30

Make camp outside of the city and then try and go back in tomorrow in daylight where it would be a little harder for this creature?

S Skarpin 1:20:40

I don't want to talk to Prudence again. I want to go back to Adventure Incorporated, and just, just, just kind of collect ourselves. We've been away for a long time.

B Belroth 1:20:50

Well, but if this is one of the demons, we got to handle it, right? We can't just let it run amok on the city because even if it is trying to assassinate us, it could- we don't know what this is. We need to find out more before we just book it.

A Anthony 1:21:07

Everyone give me Knowledge or Arcana Checks to their desire.

B Belroth 1:21:15

Any Knowledge Check, you said?

A Anthony 1:21:18

A Knowledge Check. Yeah, just like, a general Knowledge Check.

B Belroth 1:21:21
Intelligence, right? Or History, which I'm trained in.

S Skarpin 1:21:25
18.

B Belroth 1:21:27
24, if I'm adding history, and if I'm not, 21.

D Deeran 1:21:32
Yeah, I got a 23 Arcana.

E Ellori 1:21:36
5. I don't think it matters what I add.

A Anthony 1:21:42
Um, I think most relevantly, I'm going to target this a Deeran. Because of, you know, you're starting to pour back through, you know, what you can piece together, the pieces that you can hold on to, from your time in the Dream Realm, and the connection that your other self had to that place and to the demons, some of the comments that were made and the way that this creature, you know, took over people, you are fairly certain that this is The Strangers.

D Deeran 1:22:24
Wait, is it the Twins? Like, are they twins?

A Anthony 1:22:32
Um, so we'll say this is coming from Rob, and Mike's knowledge that they were able to draw up on the history of the demons that you guys learned in the past. They're often referred to as the Twins because they are to have a pair, but they are more- they are not siblings, per se. They are demons, and they are connected to one another inextricably.

D Deeran 1:22:59
I was like, Anthony, this incest subplot is like, kind of weird.

A Anthony 1:23:04
No, they are not actual twins.

D Deeran 1:23:08
Okay, cuz yeah, I had been thinking it was the Strangers, and then 'my love' happened. And I was like, oh, no, Anthony wouldn't make us play weird incest game.

B Belroth 1:23:19
Like, twins who love each other like, too much, but not like, uncomfortable. Like, it's uncomfortable to be around them.

A Anthony 1:23:25
Nope, no, no, that's not where I'm at with that. No, they are not like, like biological twins. They are just linked together.

E Ellori 1:23:34
Twin souls.

A Anthony 1:23:37
There you go. I like that. So, that's- you believe them to be the Strangers, the Twins, and you feel like from the knowledge that you have, if they are apart, their influence is limited. And you don't suspect that like, en mass people are in danger here because that's just not how they operate.

D Deeran 1:24:08
Right, right, right, right. So, yeah, I like, I assume we, we share all that with each other through a series of vignette-ey conversations where, you know, someone says something and that jogs someone else's memory right.

B Belroth 1:24:24

Sure. But then that means if they are weaker now because they are not with their companion then now's the perfect time to find a way to deal with them, right? Because we don't want them, we don't want to give them time to reunite with one of their companions, with, with the other Stranger, with the other- with the twin. It's weird saying that you know, just very strange.

S Skarpin 1:25:01

Oh, no, that, that's a good point. They're here somewhere.

B Belroth 1:25:06

Well, that also means that if this is from Prudence that means that Prudence knows something that we- she has not previously let us in on. We'll set up watches. I think that's a good idea. And then at the very least we're like, recovered tomorrow and we can like, figure out- because I'm having a really hard time thinking straight right now, you guys. Even harder than normal, you know?

S Skarpin 1:25:17

Yeah.

B Belroth 1:25:19

And it's not, well, it's not then there's somebody who is- who does know it.

D Deeran 1:25:27

Deeran looks around the fire is like, yeah, but should we stay here tonight and just like, recover a little?

E Ellori 1:25:37

That's my vote.

D Deeran 1:25:39

Figure out what we're gonna do tomorrow like, and Ellori, like, can we keep your dad here with us?

E Ellori 1:25:44

That's what I was thinking if we stayed here tonight to rest I could keep an eye on him. And

That's what I was thinking if we stayed here tonight to rest I could keep an eye on him. And, you know, maybe someone else can keep an eye on him when it's, when it's my turn to sleep for a little bit.

A Anthony 1:25:47
How long does that last?

E Ellori 1:25:48
Great question.

D Deeran 1:25:49
Quit asking, Anthony. I see what you're doing here.


A Anthony 1:25:52
I'm just setting the stage, baby. I'm just trying to figure out what's going on.


E Ellori 1:25:53
It lives for one hour or until it is reduced to hit points or until I die. Yeah. Ellori looks down at like, all of the blood pouring out of her body. She's like, yeah, me too.


A Anthony 1:26:25
So you guys begin to Rest. And Ellori you're sitting by your father when he wakes from the sleep. His eyes cloudy and unfocused as he comes up from the magical sleep. He says, wow, what happened? Where, where are we?


E Ellori 1:26:44
Hey, dad, it's okay. Um, you were possessed by a demon, and you tried to kill us all. So that's pretty cool. That's a pretty neat story to tell.


A Anthony 1:26:55
Okay. So, it's gone cold. Like, it's just a cloak now. He looks around. He says, I- I tried to kill you. Do you still have him tied up?


 Ellori 1:26:59
Um, no. I don't think so. I think that- Yeah, yeah, you were, you are part of a, you know, like, what did you see when you were sleeping? What do you remember?


 Deeran 1:27:06
Yeah, once everyone goes to bed you one time. Just, just darkness and red eyes.

 Ellori 1:27:09
Yeah.


 Deeran 1:27:09
Cuz like I definitely would have voted to keep him tied up.

 Ellori 1:27:12
But I also have the cloak over him.

 Deeran 1:27:16
Oh, sure.

 Ellori 1:27:17
Which is like, an alive shield.

 Anthony 1:28:05
And eyes of red ring around his eyes again, and he says, you haven't left? ~laughs maniacally~ Delicious. And he stabs into you? Hey, everyone. DM Anthony here just reminding you that if you're enjoying the show, tell your friends, tell your family, let people know word of mouth. And you can support the show at patreon.com/adventureinc, or you can check out the shop at adventureincpod.com/shop. Make sure you check the show notes on the website for all our social media including our Discord where you can come and hang out with some great people. We'll see you there, and until next week, I wish you nothing but Critical Success.

 Adventure Incorporated 1:28:38
Serious Business. We're super serious!

