

# C2E052\_mixdown

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## SUMMARY KEYWORDS

dex, cast, magical energy, saving throw, stone, rest, creature, fire, ring, pillow, left, damage, attack, hit, energy, target, lightning, roll, glowing, freya

## SPEAKERS

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

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### A Anthony 00:00

Hey, greetings adventures and welcome to the Adventure Incorporated Podcast. I am your Dungeon Master. My name is Anthony Reed and this is episode 52. That's right, we have reached the end of the first year of this campaign. We are still in The Path of Fire story arc. And, wow, I'm, I'm just, I'm overwhelmed. Overwhelmed as they say, I don't know who said it. I guess I did. I said, overwhelmed by everyone being here to listen to the story as we go through it. We've done a full year of this campaign, which frankly, is mind numbing, and terrifying at the same time. I can't believe it's already been a year, if you'd asked me, I would have said, oh, I don't know. We're like 20 episodes in. N. 52, folks, 52. That's one a week for a year. Okay, I want to thank the patrons, of course, [patreon.com/adventureinc](https://patreon.com/adventureinc). They stick by us. They support the show. They provide an ability for this show to do some really cool things. And I'm so grateful to all of them for that. I also want to say thank you to the cast for being a part of this, you know, thank you to our players who come out here and play around in my overly wrought world and make it their own and make the characters something special to come back to every week and so thank you to them, but don't tell them. If you see them on the street don't let them know I did this. They don't listen so it's fine. Just let it be our secret, right? I'm grateful to them, but I don't need them to know that. You know, that's not where we're at, in our lives. Thank you to you, too, for being here. I mean, if you're already one of the other things I thank well, thank you for that. But also just thank you for being here for being a part of this for being so cool. Thanks for being so cool about this. You know, it's really mature. Alright, 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 02:23

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 02:33

...

Skarpin the Cleric.

**B** Belroth 02:35  
Should I just try and snipe them from over here?

**S** Skarpin 02:37  
Yeah, okay. I did say there was good as dead. I would hate for, you know, to break my word on our first contract with Adventure Incorporated.

**A** Anthony 02:46  
Ellori, the Bard.

**E** Ellori 02:48  
We would want you to leave this warehouse.

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

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

**A** Anthony 02:59  
Deeran, the Wizard. He say, you no worship Shattered Fang.

**D** Deeran 03:04  
Yeah, man he's like, super wrong. We love Broken Tooth- uh, Shattered Fang, man.

**A** Anthony 03:09  
Prepare yourselves, for these are the tales of Adventure Incorporated!



- E** Ellori 03:19  
Okay, um, so yeah, I don't know. I was gonna say that in character Skarpin takes 15 hit points- gets 15 hit points.
- A** Anthony 03:28  
You hear her. Take 15 Skarpin.
- S** Skarpin 03:31  
Skarpin is down.
- D** Deeran 03:34  
And somehow better than before. Schroedinger's hit points.
- B** Belroth 03:42  
Charm Person is really powerful.
- A** Anthony 03:48  
Okay, so yeah, you heal for 15. All right.
- D** Deeran 03:53  
Yeah. Deeran looks at the group. And he says, all right, um, it feels ironic to do this here. Should I, should I cast Fireball?
- E** Ellori 04:13  
Go for it, Deeran
- S** Skarpin 04:14  
Turn it into ice.
- B** Belroth 04:18  
I have no idea. I feel like if we're in the Elemental Plane of Fire it will be worse though.

**D** Deeran 04:25  
Like for them?

**B** Belroth 04:27  
I don't know if I can answer that question.

**S** Skarpin 04:35  
Do like a check? Are they elemental fire? Are they just like this magic that's protecting this thing? Maybe you can tell?

**D** Deeran 04:42  
Yeah. Can I get a read on them? Can I do an Arcana check of some sort? Like, you know how-

**A** Anthony 04:50  
Yes, give me an Arcana check. Give me an Arcana check.

**D** Deeran 04:53  
Gut intuition works?

**A** Anthony 04:55  
Yeah. Let's see what you get.

**D** Deeran 04:57  
All right. That is a 13 plus 7, a 20, dirty.

**A** Anthony 05:06  
You had to make it difficult. Okay. You looked at the tower, the mechanism that was collecting magical energy. You have touched the orb, you felt the output of power that came into you from there. You can tell that this ring is connected to those orbs and that this energy is connected to that energy.

D Deeran 05:38  
Right. And that's why I'm hesitant.

A Anthony 05:43  
But it's sort of an inverse to the energy that you have within you. Okay, following so far? The energy of this ring, because when it attacked you and you were able-

D Deeran 05:56  
Oh, right I could have negated it with fire.

A Anthony 06:01  
With that fire energy, right. Right. This is not fire energy. It is a manifestation of arcane energy, but it is arcane energy that has been drawn only from fire magic. Dealing- attacking it with fire-

D Deeran 06:26  
Fighting fire with fire.

A Anthony 06:28  
-fighting fire with fire. Fighting anti-fire with fire will not have the full effect as attacking something on the material plane might, but it will not be the same as if you turned around and attacked like a fire-beholder with fire.

D Deeran 06:46  
Okay, that helps. Deeran also feels confident that the only spell that he can use that will attack all 4 of these guys at the same time is fireball and so he lets it rip.

A Anthony 07:08  
Thanks for making me do all these mental gymnastics to just attack anyway.

D Deeran 07:13  
They make Dex saves.

**B** Belroth 07:16  
I like to imagine that the somatic component Deeran says is, let it rip.

**D** Deeran 07:21  
Yeah. All right. Let's let it rip.

**A** Anthony 07:25  
They fail a lot.

**S** Skarpin 07:27  
Yeah.

**D** Deeran 07:30  
All right.

**A** Anthony 07:32  
I didn't roll above a 5.

**E** Ellori 07:34  
Oh my gosh.

**A** Anthony 07:36  
And there was one one in the in the pile.

**S** Skarpin 07:41  
Too many ornate armor pieces.

**D** Deeran 07:46  
Alright, so we got 10, 20, 28, 29 damage.

A Anthony 07:54

Okay. Yeah, the fireball flies forward and explodes, engulfing them in flame. And when the smoke clears, all of them are gone and their lights have dimmed.

D Deeran 08:08

Deeran's eyes get really big and he looks over at Thoragol, and he goes, man, I get it. Like I get why you live here. That was awesome.

A Anthony 08:23

He looks at you. And it just you can see in his eyes as he looks down at you- like the same kind of look Skarpin always gives you, you know? There's just like, some quality to this look, that just reminds you of when Skarpin is looking at you late at night.

S Skarpin 08:46

Sleep tight.

E Ellori 08:46

Can you maybe explain how you're doing this so that maybe we can help better?

D Deeran 08:53

Oh, yeah, sure so like the lights that are on in the ring we're trying to knock out as many of those as possible with the magic so that like the gate will power down and then we can just like-

E Ellori 09:09

No no, I guess what we're doing here sorry. I just was wondering how you know like, you know exactly what to do, to cast because like I can cast little magic.

D Deeran 09:19

Deeran looks at Thoragol and then looks back to Ellori and he goes, I don't know. I guess it's just dumb luck.

A Anthony 09:29

So what is left on the ring to remind you right, that you've now cleared off some spaces where you've dimmed down these lights, right? What is left is that there are 2 sections of 3 in a row and one section of 4 in a row and then everything else is dim.

D Deeran 09:57

Belroth?

B Belroth 09:59

I mean can you do that again because that felt like it- but like, can we bring more of them and then you do that again? How many times can you do that?

D Deeran 10:12

I mean, I feel like I got another one in me, I think.

B Belroth 10:16

Well, okay, well, let's, let's see if this works then. Belroth nocks an arrow back and he activates his Bracers of Archery to try and hopefully enhance his arrow to be infused a little bit with magic. And he tries to shoot at one of the collection of glowing things.

A Anthony 10:41

A 3 a 3 or a 4?

B Belroth 10:44

Yeah, that's what I was saying. I'm gonna do that. That's right.

D Deeran 10:53

Yeah, one of those.

B Belroth 10:54

Yeah, one of those.



A Anthony 10:55  
Yeah, that's my question.

D Deeran 10:58  
Yeah, it sounds like we're all on the same page.

B Belroth 11:00  
I feel like I've said it- I've made it clear.

A Anthony 11:05  
I mean, I, I'm not letting this go.

B Belroth 11:13  
I don't know why you would because I've been correct. There's a 3 collection, a 3 collection and a collection of 4. Yes? Correct. One in the middle. Whatever is the middlest of those collections?

A Anthony 11:26  
Well, it's a circle. And there's 3 things so nothing's in the middle.

D Deeran 11:32  
It's 2 banks of 3 and one back of 4.

B Belroth 11:36  
Top one, okay, whatever one is toppest.

A Anthony 11:40  
Is anyone else firing off of a magical blast at the same time are you just going to activate one set of these?

B Belroth 11:49

Well, if this worked, he was going to do it again for another collection. Belroth doesn't know if he can actually do anything right now because his arrows are passing through. So he's trying to like summon as many of these as he can because he gets 2 attacks. He wants to do the collection of 4 and then one of the collections of 3. Your choice.

S Skarpin 12:13

And Skarpin sends the Spiritual Weapon towards wherever the arrows flying and knocks out the one next to it.

A Anthony 12:21

Okay, so basically you you're trying to activate all 3 of these at the same time.

B Belroth 12:25

Yes.

S Skarpin 12:27

Wherever his arrow goes.

A Anthony 12:29

I'm sorry, Skarpin you're going to the same place as his arrow is going?

B Belroth 12:36

I feel like this isn't our fault.

A Anthony 12:39

No, it is.

S Skarpin 12:43

It's just gonna follow his arrow and go to the gem that's next to it that's lit.

B Belroth 12:47

So like the collection that the next shooting at

SO LIKE THE COLLECTION THAT I'M NOT SHOOTING AT.

**S** Skarpin 12:50

No, literally the gem next to your arrow.

**A** Anthony 12:55

Why, why would you, why? What's your plan?

**S** Skarpin 12:57

If you're shooting at the 4 you need to hit 2 of them in order to activate all 4, correct?

**B** Belroth 13:06

I'm so lost.

**A** Anthony 13:08

Okay, so he's gonna fire at one of the 3s and one of the 4s. You're going to the 4?

**B** Belroth 13:14

Yes.

**S** Skarpin 13:17

Skarpin lays down on his pillow.

**D** Deeran 13:26

If no one is hitting the last spot Deeran will shoot for that last spot.

**E** Ellori 13:36

Yeah, Ellori can't.

**A** Anthony 13:41

So then let me just make sure I understand what's happening here. Belroth is using his magical bracers twice. He is going to target 2 of the slots one in the 3 one in the 4. Deeran is going to use Ray of Frost to target the other 3.

**D** Deeran 14:02

Deeran is going to use, Darren is going to use Magic Missile to target the middle spot on the other 3 and the end spot, furthest from Belroth's shot to try to trigger that whole bank of 4 at once.

**A** Anthony 14:21

Okay, so you use a Magic Missile. You fire off a thing, fine. So here's what happens. The 2 arrows fly out just as the Magic Missiles shoot out as well. The arrows infused with magical energy slam into the middle stones into their 3 prospective targets and unload that magical energy in just as they have before, overloading those slots as do the Magic Missile spots. Okay? With me so far?

**B** Belroth 14:57

We're with you.

**A** Anthony 14:59

Those middle slots go out and the one that Deeran targets goes out as their magical energy infuses the spaces next to them. Now for most of these it's just like it was before. However the one that Deeran targets and the energy travels out from those combines when it hits the other stones on either side of it. So 2 of these are super powered with extra magical energy whereas the other ones are just regularly powered as they were before. What bursts from that so that you have the picture appropriately is- the sound comes across again. And then it says, power critical. All systems to defense. And then what comes are 4 much more armored things and 2 massively sized armored knights that come forth from this thing. So there are 6 creatures now, 4 that are bigger than what were there before but are more powerful than what were there before but are not larger and then 2 very large ones. And now they're gonna make attacks.

**D** Deeran 16:23

Skarpin and Ellori get to go, right?

**A** Anthony 16:27

Sure, because Skarpin rested on his pillow. So Skarpin and Ellori get to go.

E Ellori 16:32  
Great.

S Skarpin 16:37  
Skarpin stands up from his pillow and casts Guiding Bolt at the larger one on the right.

A Anthony 16:53  
Okay.

S Skarpin 16:56  
9 to hit.

A Anthony 16:58  
That will not hit.

S Skarpin 16:59  
And hits it with his pillow- his Spiritual Weapon, sorry. Natural one. It doesn't like being called a pillow.

A Anthony 17:12  
Clearly. Your, your Spiritual Weapon does not hit and in fact, if it flies forward, it gets close to the thing. And it tries to like swing at him. It misses wildly. He raises a hand and just absorbs the pillow into him.

B Belroth 17:29  
Great.

S Skarpin 17:30  
Like feathers fly out.

E Ellori 17:39

Ellori 17:50

Um, through the moon sickle Ellori is going to raise it up, pointed at the- are the super powered ones in the middle.

A

Anthony 17:51

Yeah.

E

Ellori 17:52

Okay, so focus on them and sing, ~Here comes thunder so back up. It was a mistake to act up.~ She's gonna cast Thunder Wave. So that's 11 damage. And they have to make a Constitution saving throw.

A

Anthony 18:21

Thunder Wave is that range?

B

Belroth 18:23

Great question.

A

Anthony 18:25

Do I have something wacky in my brain?

E

Ellori 18:26

15 foot cube emanating from you.

A

Anthony 18:32

So like, yeah, so it's gotta be it's gotta be touching. They're not within 15 feet of you.

E

Ellori 18:36

Oh.

A

Anthony 18:39

They're, they're like across the room. They're like 60 feet away. Sorry.

**E** Ellori 18:44  
Well then Ellori watches. Who looks the most hurt I guess.

**A** Anthony 18:58  
That I don't know.

**D** Deeran 18:59  
It's probably Deeran.

**B** Belroth 19:00  
Yeah, probably Deeran, yeah.

**S** Skarpin 19:03  
Probably Deeran.

**B** Belroth 19:05  
I wonder if it's Deeran.

**A** Anthony 19:08  
It's Deeran, I think.

**E** Ellori 19:11  
~Fights aren't easy, wounds can kill, but if I can help it none of them will.~ 3.

**D** Deeran 19:20  
Plus your mod. Your Charisma mod.

**E** Ellori 19:29  
Yeah, 6, 7

Team 0, 1.

**D** Deeran 19:32  
That's way better.

**A** Anthony 19:40  
Okay, they make their attacks.

**D** Deeran 19:44  
Ugh, 6 attacks is so many.

**A** Anthony 19:47  
The large ones raised hold out their hands as though they're trying to cradle the magical energy that 2 of the smaller ones begin to funnel up toward them. So each of them are like basically charging one large attack between the 2. The first one cracks off at Belroth so Belroth I need a Dex saving throw.

**B** Belroth 20:14  
Oooo, 19 plus 6. 25, is that enough?

**A** Anthony 20:18  
That is enough so you will take half damage which looks be 5.

**B** Belroth 20:25  
The half is 5?

**A** Anthony 20:27  
Correct.

**B** Belroth 20:28  
Okay.



**A** Anthony 20:30  
Another one fires off a blast that heads toward Deeran so Deeran I need a Dex saving throw.

**D** Deeran 20:36  
Oh, no.

**S** Skarpin 20:39  
Skarpin is gonna react with Cloaked in Dream.

**D** Deeran 20:43  
Oh thank god.

**S** Skarpin 20:43  
And cloak Deeran in Dream.

**A** Anthony 20:45  
So they have to make a Wisdom saving throw or else target someone else.

**S** Skarpin 20:49  
Right.

**A** Anthony 20:52  
Okay, so they're going to target someone else. They will target Ellori instead.

**S** Skarpin 20:56  
Nice.

**A** Anthony 21:02  
Ellori I need a Dex saving throw.

S Skarpin 21:04  
She's sitting over there being like, I'll just watch.

E Ellori 21:14  
10.

A Anthony 21:14  
10?

E Ellori 21:15  
Yeah.

A Anthony 21:17  
You take 13.

E Ellori 21:18  
That was plus 5.

A Anthony 21:24  
Okay. So you take 13 damage and the lightning crackles as it arcs from you and blasts into Skarpin. Skarpin I need a Dex saving throw.

S Skarpin 21:41  
12.

A Anthony 21:43  
12. Having already hit Ellori the power is somewhat reduced. You take 12 instead and then it arcs from you toward Deeran. Deeran I need a Dex saving throw. Your Cloaked in Dream will not help you this time.

**D** Deeran 21:55  
Oh come on.

**B** Belroth 21:56  
It did not target you. Technicalities.

**D** Deeran 22:01  
6.

**A** Anthony 22:03  
Having already struck Skarpin it is reduced in power and so you take 6 and then it arcs from you to Freya. So I need Freya to give a Dex saving throw.

**B** Belroth 22:24  
Dirty 20.

**A** Anthony 22:26  
So Freya takes 3 damage.

**B** Belroth 22:29  
Great.

**S** Skarpin 22:32  
That was one cool one, Deeran. You should learn that.

**D** Deeran 22:37  
Oh yeah. Is that a spell of a level I can cast?

**A** Anthony 22:43  
It is not a spell. It is a manifestation of arcane energy, but not a spell.

**B** Belroth 22:49  
What is a spell but a manifestation of arcane energy.

**A** Anthony 22:53  
It is a manifestation of arcane energy with very concrete rules for channeling.

**D** Deeran 22:57  
What is a spell-

**E** Ellori 22:58  
If not arcane energy persevering?

**A** Anthony 23:09  
Great, it's your turn guys.

**B** Belroth 23:11  
Great. Great. Deeran you're up.

**D** Deeran 23:14  
All right, man. Here we go. Uh, let's let her rip. They're going to need to make Dex saves. I am going to try to drop it to hit as many of them as I can. You can hit all of them. Let's go! That's where I want to hit them.

**A** Anthony 23:33  
In the all of them.

**B** Belroth 23:34  
Ow, my all of them!

**A** Anthony 23:35

**A** Anthony 23:40  
Everyone fails. Oh, my God! Oh why? Why did I roll so low?

**D** Deeran 23:50  
And I got so many 6s this time. Let's go. 10, 20, 31, 34. 34 damage.

**A** Anthony 24:00  
Okay, the fireball flings from you, explodes in this space and as the cloud of smoke that is formed by this Fireball clears away only the 2 large ones remain. All 4 of the small ones have been destroyed, but the 2 large ones do remain.

**B** Belroth 24:26  
Belroth would like to make an attack at one of the large ones. So I have a question. Can I use Ellori's boon if I think I hit? Yeah, you can use the boon no matter what. I'm gonna use the boon so that it explodes because it's an attack roll because I know what's gonna go through, right? So, um, what's the, what's the dice that I roll a d6 for your Bardic Inspiration?

**E** Ellori 25:09  
Yeah, it is a d8.

**B** Belroth 25:12  
D8. So a 6 on a d8.

**A** Anthony 25:19  
So they make a Dex saving throw and if they fail they take that much damage?

**B** Belroth 25:25  
A Constitution saving throw.

**A** Anthony 25:27  
Okay.



**B** Belroth 25:29  
And they take 6 thunder damage if they fail.

**A** Anthony 25:31  
They are quite waifish so we'll see what- fail.

**B** Belroth 25:37  
Hey, they take 6 thunder damage.

**A** Anthony 25:41  
Okay and so he does.

**B** Belroth 25:43  
Belroth can't do anything else.

**S** Skarpin 25:50  
Skarpin casts Spiri- does he? Does he? Yeah, yeah he does. And attacks the-

**A** Anthony 26:02  
Spiritual Weapon, right? That's what you're casting because you stopped halfway.

**E** Ellori 26:04  
He casts Spiritual.

**S** Skarpin 26:07  
Oliander, just do something. Just do something. And then Spiritual Weapon comes out with an attack of 25.

**A** Anthony 26:18  
Hey, that hits.

**B** Belroth 26:21  
Is it a different pillow? Is it a different type of pillow?

**S** Skarpin 26:23  
Oh, it is a memory foam motherfucking pillow.

**B** Belroth 26:25  
Oh, that's a big one.

**E** Ellori 26:27  
Got that cooling technology in it too?

**S** Skarpin 26:29  
Yeah.

**A** Anthony 26:30  
The mind flayer looks good memory foam like, ooo, yes.

**S** Skarpin 26:36  
6 damage. He throws a rock sorry.

**A** Anthony 26:47  
It goes through.

**S** Skarpin 26:48  
Ok.

**E** Ellori 26:48  
Does Skarpin or Deeran look worse.

S Skarpin 26:53  
Thank you.

E Ellori 26:53  
~Fights aren't easy, wounds can kill, but if I can help it none of them will.~ 8.

S Skarpin 26:53  
Skarpin.

D Deeran 26:53  
It is okay.

S Skarpin 26:54  
What did you have?

E Ellori 26:55  
I have 14.

S Skarpin 27:11  
I have 6.

D Deeran 27:13  
How?! She healed you for 15!

E Ellori 27:15  
And then he got hit with 13 right after.

D Deeran 27:17  
And then he got you got lightning-heavy?



A Anthony 27:18  
Yeah, he got the first blast.

D Deeran 27:20  
Yeah, you got heavy lightning.

E Ellori 27:23  
I got heavy lightning.

A Anthony 27:25  
iOh yeah, no, no, you're right Ellori got the first blast. Skarpin got the second.

D Deeran 27:28  
Y'all both got thick lightning though so that makes sense.

A Anthony 27:34  
Okay, the 2 creatures, they do not move from their space in front of the gate. And they both charge balls of lightning again however this lightning does not seem to be as potent because they are not able to draw off of the lesser pieces. So they fire off 2 bolts of lightning. One goes toward Belroth.

B Belroth 27:57  
Uh, oh.

A Anthony 27:58  
So give me a Dex saving throw Belroth.

B Belroth 28:02  
Sure, dice has been hot. I can't believe I said that. Shoot. Oh, no, no, we're good. 21.

A Anthony 28:12  
You take 9 damage.

B Belroth 28:15  
Oh, it still sucks. Half of that or is that the half?

A Anthony 28:18  
That's the half.

B Belroth 28:19  
Great.

A Anthony 28:23  
Skarpin go ahead and give me another Dex saving throw.

B Belroth 28:26  
Jump into your shell. Jump into your shell.

S Skarpin 28:31  
13. Oh, that's not good.

A Anthony 28:35  
Did you say, oh, that's not good?

S Skarpin 28:36  
I was excited because I rolled a 14 which is usually pretty good.

A Anthony 28:42  
Yeah, you take 11.

S Skarpin 28:45  
Thanks, Ellori.

E Ellori 28:47  
Yep.

A Anthony 28:49  
Oh, yeah, that's like the only reason you stayed up is because you just got healed. That's math.  
Okay.

E Ellori 28:57  
I guess she's worth something.

D Deeran 29:00  
Very valuable.

A Anthony 29:01  
Yeah, I'd say as the only one who does any healing I would guess so.

B Belroth 29:06  
The only healer on the team of 2 healers.

S Skarpin 29:10  
It's a weird dynamic.

B Belroth 29:13  
Crazy how useful like a real linchpin to the community-

D Deeran 29:18  
Healing can be

healing can be.

**S** Skarpin 29:25  
Does it arc?

**A** Anthony 29:27  
It does not. It does not seem like it had enough power to arc.

**S** Skarpin 29:36  
Skarpin stumbles back and casts Cure Wounds on himself.

**B** Belroth 29:49  
It's the right move. I like, I know it's the right move but like also.

**D** Deeran 29:53  
Yes, and.

**B** Belroth 29:54  
Right.

**A** Anthony 29:57  
Hey, guys, I'm playing the self-heals Paladin. Don't begrudge me.

**S** Skarpin 30:03  
Heals himself for 20. Skarpin's a real good healer. Bonus action, Spiritual Weapon.

**E** Ellori 30:12  
How-

**A** Anthony 30:12

He probably casted as a level 2 spell is my guess.

**S** Skarpin 30:17  
Level 3.

**A** Anthony 30:18  
Yeah.

**S** Skarpin 30:18  
19 to hit.

**A** Anthony 30:23  
A 19 hits.

**S** Skarpin 30:26  
9 damage. Let's get him!

**D** Deeran 30:36  
Yeah, Deeran takes his staff and he points it at the- like, is there a way to tell how much damage these suits of armor- these incorporeal suits of armor have taken?

**A** Anthony 30:57  
Cracks have started to form in the like- glowing energy seeping out of them in from the armor but it's it's difficult to know exactly where everybody's at.

**D** Deeran 31:11  
Does one of them look worse than the other?

**A** Anthony 31:13  
Yeah you know one has been targeted more times than the other.

- D** Deeran 31:16  
That's the one I will target with the spell as he takes his staff and he flicks it toward it shooting off one of the silver coins as it travels through the air and Deeran is aiming for the ground directly in front of the creature so that it like explodes and does the damage- the 4d8 bludgeoning damage if the Dex save- if they don't succeed they're Dex save. As he cast Catapult.
- A** Anthony 31:57  
Yeah, yeah, yeah. It fails.
- D** Deeran 32:00  
Great. Oh, it takes 20 damage from Catapult.
- S** Skarpin 32:10  
Nice.
- A** Anthony 32:12  
Okay, it is still alive. But it does not look good. It is beginning to flicker.
- D** Deeran 32:22  
It's flashing red and yellow.
- A** Anthony 32:25  
Yeah. And it got fast now. It's a fast one now.
- D** Deeran 32:29  
Okay, it's fast flashing.
- B** Belroth 32:35  
Belroth is gonna try Hail of Thorns because it actually affected the things and he's going to try and shoot it in between the 2 guys so that they both get affected.

A Anthony 32:43  
I'm targeting the ring on the wall.

B Belroth 32:46  
Yes. Do I need a roll?

A Anthony 32:51  
I'm just gonna have to make a dex saving throw against the thorns.

B Belroth 32:54  
Okay. I think that's my last spell.

A Anthony 32:59  
I have 2 successes from them.

B Belroth 33:01  
Cool.

A Anthony 33:02  
This is literally the first time I've rolled higher than a 7 and I rolled a 19 and a 20.

E Ellori 33:08  
Okay.

S Skarpin 33:12  
Way to brag.

B Belroth 33:13  
They still take half of this which is- that was cocked. Which is-

A Anthony 33:19  
Wow, Rob, rude.

B Belroth 33:22  
Well it was like- it was like between 9 and 3 and I was like I could say 9 but like I'll be fair-

S Skarpin 33:27  
So I'll reroll it.

B Belroth 33:28  
And I should have fucking cheated honestly. They're not going down. I'm not taking them down.

A Anthony 33:38  
Okay.

E Ellori 33:41  
~Fights aren't easy. Wounds can kill, but if I can help it none of them will.~ That's 7 to...Deeran. That pause was because I forgot your name.

A Anthony 34:03  
That's 7 to...Mike.

S Skarpin 34:05  
I want to say...Belroth.

B Belroth 34:11  
He'll take it. He'd love it.

S Skarpin 34:12



Great name.

**D** Deeran 34:13  
Great name.

**A** Anthony 34:14  
Okay. So the 2 are still up. They both charge another blast of lightning energy. One fires off at Freya.

**B** Belroth 34:25  
Oh, you piece of shit.

**D** Deeran 34:28  
Whoa.

**B** Belroth 34:30  
He's a piece of shit shooting a cat. 15. Is that a success?

**A** Anthony 34:46  
No. She takes 10.

**B** Belroth 34:48  
Whoa, she's hurting a lot.

**A** Anthony 34:52  
And the second one fires off at Skarpin. Dex save, Skarp. I'm calling you Skarp now.

**S** Skarpin 34:59  
I don't hate it. 4.

—

A Anthony 35:08  
A 4 does not succeed. You take 14

S Skarpin 35:11  
That's fine

A Anthony 35:17  
It is your turns again.

E Ellori 35:22  
Ellori's action is to give everyone else a big thumbs up.

A Anthony 35:27  
Are you out of spells?

E Ellori 35:31  
I am out of literally every single thing I can do

S Skarpin 35:35  
Skarpin feels inspired and runs up to the creatures and says, ah ha! And casts Toll the Dead, slapping his chest and targets the more hurt one, so wisdom.

A Anthony 35:57  
It succeeds so I don't think anything happens right because it's a cantrip?

S Skarpin 36:05  
Oh yeah, yeah cantrip and then bonus action the pillow of doom. 14 to hit.

A Anthony 36:15  
A 14 does not hit.

**S** Skarpin 36:19  
Yeah, but he's like running up they're like really brave.

**E** Ellori 36:21  
But he's inspired.

**A** Anthony 36:23  
So inspired.

**D** Deeran 36:24  
And inspiring.

**A** Anthony 36:27  
Maybe. Can't say.

**D** Deeran 36:29  
I can. I'm inspired. And so I'm gonna use the inspiration dice from Skarpin's behavior on my next attack.

**S** Skarpin 36:41  
It's a d12.

**D** Deeran 36:43  
Nice.

**B** Belroth 36:43  
It's a d20. Add an additional d20 to whatever you roll. Attack and damage.

**A** Anthony 36:49  
It's fine. I'll just adjust the DC. It's fine.

it's time. I'll just adjust the DC, it's time.

**D** Deeran 36:58

Deeran would like to flick his staff once more at the most flashing red and yellow mini boss here and cast Catapult at it again and so it will make a Dex save.

**A** Anthony 37:23

It fails.

**D** Deeran 37:23

Oh thank god. This time I only cast it at first level. It does 12 damage.

**A** Anthony 37:36

That's enough as the damage washes over him he's blinks out a little more and just like discharges into energy in the air. Sparkles of red energy floating down to the ground.

**D** Deeran 37:51

Deeran looks at the other one and goes, you can go man.

**A** Anthony 37:54

It charges up a lightning bolt.

**B** Belroth 38:01

Belroth I guess because I don't know what he can do. He's gonna turn his sonic longbow on to silent hopefully infusing it with some form of magic because god I want to be useful right now but I'm not. Actually you know what, bonus action he's going to Hunter's Mark onto the creature- no, he doesn't have any spells so we can't fucking do that. So 18 and an 8.

**A** Anthony 38:36

Both sail through the creature and deal no damage and clatter against the wall.

**S** Skarpin 38:39

How much noise do they make?

A Anthony 38:41  
Nothing. It's so quiet

S Skarpin 38:42  
Wow.

D Deeran 38:43  
Wow.

A Anthony 38:44  
Fucking silent

S Skarpin 38:45  
Belroth you can go. Belroth you can go.

A Anthony 38:50  
The lightning bolt charges up.

B Belroth 38:54  
Oh god don't hit me.

A Anthony 38:56  
Fires off at Belroth. Belroth give me a dex saving throw.

B Belroth 39:00  
I might go down. Oh fuck off. 12. It did the thing where it went like half on 7 and 15 and it landed on 7. So it actually be 13 but either right I know it fails.

—

A Anthony 39:23  
You take 16.

B Belroth 39:24  
Yeah, Belroth is down down down.

E Ellori 39:31  
That sucks.

S Skarpin 39:32  
Yeah, Belroth that sucks. And he runs over to cast Cure Wounds.

A Anthony 39:46  
Before you do Rob I do need a death saving throw before we begin.

B Belroth 39:49  
A dex saving throw?

A Anthony 39:50  
No, death.

B Belroth 39:52  
I'm trained in dex so it's fine.

A Anthony 39:55  
I'm trained in death.

D Deeran 39:58  
Anyways, he fails.

S Skarpin 39:59  
What a cool Beholder build. Just really good around death stuff.

A Anthony 40:06  
Will you now you may go and heal him if you wish.

D Deeran 40:10  
You get advantage on death saving throws is like the one class feature.

S Skarpin 40:20  
Heals Belroth for 10.

B Belroth 40:23  
Cool. Negatives don't count, right? Like if I'm at negative 5. That's important.

A Anthony 40:30  
You go to zero when you go unconscious.

B Belroth 40:32  
Well, that's good.

S Skarpin 40:33  
And then he turns around and whips the pillow right in the face of that creature.

A Anthony 40:38  
Okay, make an attack roll.

S Skarpin 40:40  
16.

A Anthony 40:42  
That will hit.

S Skarpin 40:47  
6 damage.

A Anthony 40:53  
Okay. Deeran you're the only one with actions left unless Ellori has come up with something fun.

E Ellori 40:59  
We're gonna try something but I'm gonna let Deeran try to kill it first.

D Deeran 41:05  
All right. Yeah. Deeran has one last silver coin spinning around the end of his staff, the Staff of Adornment. And he flings that last one at the monster at second level. Or I guess the armor not monster. And so it makes a dex save.

A Anthony 41:27  
'Monster' is really a judgment call.

D Deeran 41:28  
You're right. Yeah, I don't know anything about it. It won't talk to me. That's its prerogative. You know what, I'm not gonna judge it.

A Anthony 41:44  
So it makes a dex save?

D Deeran 41:45  
Yep.



A Anthony 41:48  
It fails its dex save.

B Belroth 41:49  
Yay.

A Anthony 41:52  
Yay.

D Deeran 41:54  
It takes 19 damage.

A Anthony 41:58  
That's pretty good.

B Belroth 41:59  
This is the most spent I think any character has ever been on our show. I feel like normally we have like one or 2 fights and then go rest. We've never like had a no rest situation.

E Ellori 42:11  
We have before on this season.

A Anthony 42:16  
It's it's different.

S Skarpin 42:18  
It's all right.

B Belroth 42:22  
It's like a real game.

D Deeran 42:25  
Come on Ellori. You got this.

E Ellori 42:27  
Um, okay. Oh. Ellori-

D Deeran 42:42  
How far away is the monster. It's 60 feet away. He already said earlier. I was gonna try and hit it with the Moon Sickle hoping that its inherent magic, even with no charges did something but I'm too far away.

A Anthony 42:59  
You are a little far away for that.

D Deeran 43:01  
How long does it take to charge a thing with Spellstone?

E Ellori 43:06  
Is that like one action?

S Skarpin 43:07  
I don't think we've ever done it.

D Deeran 43:08  
We haven't.

A Anthony 43:10  
I think it takes an action.

E Ellori 43:11

**E** Ellori 43:14  
So, Ellori is going to drop 6 Spellstone into her Moon Sickle, and that's gonna be her action.

**A** Anthony 43:21  
Okay. You charge the Moon Sickle. It charges up a lightning blast. Deeran I needed a dex save.  
No.

**D** Deeran 43:36  
I'm going down.

**S** Skarpin 43:38  
No, try at least.

**D** Deeran 43:41  
Deeran is going down. That is a 7.

**A** Anthony 43:43  
Deeran's going down. You take 19 from the bolt of lightning.

**D** Deeran 43:52  
Deeran is still up! Deeran has 2 hit points. Deeran is still up.

**A** Anthony 44:00  
I rolled 3 6s and a one.

**D** Deeran 44:01  
Actually he's got 3 hit points because I had one extra of the temporary hit points still left.

**E** Ellori 44:10  
As her bonus action Ellori hands Deeran a healing potion.

D Deeran 44:14  
A water.

A Anthony 44:18  
A juice.

E Ellori 44:20  
A snickers and an orange juice.

A Anthony 44:23  
Okay, so it's fired off. So it is your turn so Ellori that's what you're doing? You're gonna hand him a liquid refreshment. Anything else this round?

E Ellori 44:33  
No. You're all doing such a great job. ~You're all doing a really great job. This isn't gonna give you any magic power, but hopefully it makes you feel good!~

B Belroth 44:49  
Belroth feels rejuvenated.

D Deeran 44:51  
Yeah, I feel great.

A Anthony 44:53  
Just spiritually.

D Deeran 44:54  
Yeah. Emotionally.

B Belroth 44:57

His spiritual points off the charts.

**D** Deeran 44:59

Oh, but Deeran just remembered Black Lightning after he got hit with blue lightning and is sad so like his spirit-

**A** Anthony 45:08

Oh, Deeran just remembered he doesn't believe in anything spiritual. Now he's sad.

**D** Deeran 45:17

Damnit! Deeran looks around quickly because like his like his main thought was oh, I'll fling something else off the end of my staff and like there's nothing on there anymore and so he looks down at the ground and just like picks a stone up and like catapults it over there again at second level so again he makes a dex save and he's really-

**A** Anthony 45:40

How many spell slots you got left?

**D** Deeran 45:42

3.

**A** Anthony 45:45

Oh, it's not bad. What's the DC on this?

**D** Deeran 45:48

It is 15.

**A** Anthony 45:51

He fails.

**D** Deeran 45:52

Oh thank god. The way you hesitated made me very nervous. 17 damage

Oh, thank god. The way you hesitated made me very nervous. 27 damage.

- A** Anthony 46:02  
Okay, it explodes over at the foot of this guy blasts onto him and he also disappears into shiny magical energy and drops to the ground as the last of the stones goes dull inside the ring.
- D** Deeran 46:19  
Yeah Deeran had 2 first level spells left so we were about to start cantriping.
- S** Skarpin 46:27  
Yeah, Skarpin has one. Thoragol, I can't believe we did it!
- A** Anthony 46:38  
I'm pleasantly surprised.
- D** Deeran 46:41  
Yeah, I can't believe we lucked into it. What a crazy-
- E** Ellori 46:43  
Yeah, we're not even- wow, did we even do it? I don't even know because I'm so dumb.
- D** Deeran 46:48  
Actually, honestly, I wasn't sure.
- A** Anthony 46:53  
Looking at the ring, you can see that the first one you shot at is probably the brightest of all of them as it is slowly regaining energy. Not enough to be active, but it is slowly over time regenerating.
- D** Deeran 47:13  
But that's pretty crazy that we did it, huh Thoragol.

A Anthony 47:18  
Now destroy the ring.

E Ellori 47:22  
Oh, I've heard you should you throw that in a volcano.

S Skarpin 47:30  
Good one Ellori.

A Anthony 47:40  
There are plenty of those around here. Go nuts.

B Belroth 47:40  
I like that the phrase 'go nuts' exists on the elemental Plane of Fire.

E Ellori 47:45  
It's the intention.

A Anthony 47:46  
No, no. Yeah. He's just giving you the intention. It exists for you. And you're interpreting it.

B Belroth 47:52  
You're well I wish they were like nuts on the elemental Plane of Fire.

D Deeran 48:00  
So I guess Deeran starts like chipping away at it. With his dagger.

S Skarpin 48:10  
Hold on.

D Deeran 48:10  
Oh.

S Skarpin 48:13  
What if, what if we're meant to go through this path and on the other side is the Voice of the Titans.

A Anthony 48:21  
That is true.

D Deeran 48:23  
What?

B Belroth 48:23  
What?

A Anthony 48:24  
You must go through this path, once you free the leyline from the ring.

S Skarpin 48:32  
Well, okay, I thought we were just gonna go through the leyline because there wouldn't be any other gate.

A Anthony 48:38  
No, this is the leyline. They build up the gate around the leyline winding and stretching the leyline with the gate.

S Skarpin 48:48  
Skarpin tries to tap into that feeling, that direction-



A Anthony 48:51  
Oh, yeah, it's right in front of you.

S Skarpin 48:54  
Okay, there's no like-

A Anthony 48:55  
But your agreement is that you will destroy the gate.

S Skarpin 48:58  
Okay. Go on Deeran. I got nothing.

D Deeran 49:02  
Yeah, so I guess he pulls out his dagger and starts like pulling out these stones.

A Anthony 49:06  
Yeah, you lunge at the first stone with the dagger. And with no energy in the gate your blade passes through it like paper. The stone is brittle. And your dagger just like punches right in to the point where like, you can't even he can't pry the stone off. It's just like brittle.

D Deeran 49:28  
Guys this is super easy.

E Ellori 49:31  
Ellori takes her Moon Sickle and starts getting the tall ones.

B Belroth 49:40  
Belroth is chipping away with a short sword.

E Ellori 49:42  
Freva's clawing at one of the bottom.

B Belroth 49:46  
One pops out and she's just started batting it around.

A Anthony 49:52  
Yeah, you don't even have to- you don't end up even breaking them all off. You break apart most of them and eventually the mind flayer stops you. He says, enough, you have done the important work. The rest of this will never be active again without intervention.

D Deeran 50:10  
Oh, great.

S Skarpin 50:11  
Wow.

B Belroth 50:12  
Good.

D Deeran 50:15  
Yeah. Hey, um, I just wanted to say like, thanks for giving us a chance, man. Like, I'm glad we talked that through instead of like, you know...

E Ellori 50:25  
And now that you're going to let the 5 of us go we just would like to say, goodbye. And if I can ever help you get in touch with your mom, I would love to do that.

A Anthony 50:41  
Through this gateway, you will have to Dragon's Rest. If you would like there is still power that I can provide you for a price.

B Belroth 50:57  
Mmm... yes. That's not part of the price.

No, no, no, no, I'm not part of the price.

**S** Skarpin 51:03  
Let's hear him out.

**D** Deeran 51:06  
Yeah, what's the power man?

**A** Anthony 51:09  
This elemental Plane of Fire is one of great strength, though it can sometimes be unchecked. I can gather some of that strength for you that you might carry it in the world. A piece of fire, a piece of the Plane itself to draw from.

**D** Deeran 51:31  
As long as the leyline's connected like won't everything still be okay.

**A** Anthony 51:38  
Oh, yes, there will be plenty of fire, but you would have access to a kind of fire pure and unbridled from here.

**S** Skarpin 51:48  
That sounds good.

**D** Deeran 51:49  
Yeah, that sounds pretty good.

**B** Belroth 51:50  
I like that a lot.

**D** Deeran 51:51  
Yeah, we'll take it.

E Ellori 51:53  
What's the cost?

D Deeran 51:54  
Oh right.

S Skarpin 51:55  
What's the cost?

B Belroth 51:56  
What's the cost?

S Skarpin 51:57  
Which one?

E Ellori 52:01  
I was gonna say is Belroth the price at first and then-

A Anthony 52:05  
The one with the small glasses.

E Ellori 52:07  
They're not small. They're normal sized.

A Anthony 52:10  
They are small on your face and you must deal with this. And I will eat your brain for them.

B Belroth 52:15  
Now I do have to deal with this fact because no one's ever told me these were small for my  
f---

face.

**D** Deeran 52:20

Yeah, I think they, I think they fit alright, on your face. Like I think, I think the reason they look so small is because they are always so far down on your nose. Like if you push them up, they'd probably look regular.

**B** Belroth 52:30

Well, I mean, I don't always need them. You know, I have an astigmatism. I don't have like a necessarily a vision problem. It's fine.

**A** Anthony 52:41

They are quite small, but they make you look tasty.

**B** Belroth 52:46

You know, I don't know how to take that.

**D** Deeran 52:51

He means you're like a snack dude.

**B** Belroth 52:55

You're not making it clearer.

**D** Deeran 53:00

He'd like to wrap his lips around you.

**B** Belroth 53:03

I'm still confused.

**A** Anthony 53:06

Your life outside in the Material Plane must be difficult. It sounds like you have a very important task ahead of you, and I could help you with that for this very small price.

**D** Deeran 53:19  
Now Belroth hear me out, okay?

**B** Belroth 53:22  
No.

**D** Deeran 53:24  
All right, like just listen though. Like, what if, like, later- you know how like, okay, so you know how I'm donating my body to the Seekers after I die?

**B** Belroth 53:36  
I had no idea that that was happening.

**D** Deeran 53:38  
Well of course because like, you know, I still think there are mysteries inside the human body man and like, I don't trust anybody put the Seekers to find them, but so like, anyway, the point is, what if you donated your brain, but like later? Like how Skarpin's got our Spellstone for later.

**S** Skarpin 53:59  
Yeah, later.

**B** Belroth 53:59  
Here's here's the thing. That's a great example as to why I'm not doing it.

**D** Deeran 54:08  
Why?

**S** Skarpin 54:10  
What?

D Deeran 54:10  
That feels like a good idea.

B Belroth 54:13  
People will come to collect.

S Skarpin 54:15  
Yeah.

B Belroth 54:16  
And I don't want to be in the debt of an old powerful thing that is going to eat my brain.

D Deeran 54:21  
Oh, I meant like a long time- like I'm sorry Thorval. Like, how old are you? Also, I keep calling you the wrong name man and I'm really sorry.

A Anthony 54:33  
That's fine.

D Deeran 54:36  
Yeah, keep saying Thorvol because like I had a friend back home who is Thorvol-

A Anthony 54:42  
It is now a common name. I have named after one of the Dragon's disciples.

D Deeran 54:49  
Which one? Well, his name is Thorval. The Dragon has long been close to these Planes for We are so near to where he rested.

E Ellori 55:06

So that's kind of one of my follow up questions. You said we're going through to Dragon's Rest. There aren't going to be you know, you know, like actual dragons.

**A** Anthony 55:20

I don't know. I'm not allowed to leave this Plane.

**E** Ellori 55:24

Okay. Um, well, I think that Belroth should have the final say over who gets his brain.

**D** Deeran 55:30

Yeah, that's fine.

**B** Belroth 55:32

Thank you. Thank you, Ellori. I really appreciate it.

**E** Ellori 55:35

When you die or never?

**S** Skarpin 55:38

Great question.

**B** Belroth 55:38

No!

**D** Deeran 55:38

Great question. Yeah.

**E** Ellori 55:40

I'm just curious. I just didn't know you left it with Deeran, and I just wanted to make sure you had that choice.



S Skarpin 55:46  
Or now?

A Anthony 55:49  
The one with glasses. I am asking you. Are you going to be selfish choice or are you going to allow the future fate of the world to be in good hands?

B Belroth 56:00  
Can you- and I mean this, can you tell me that this power can destroy a creature that you do not have any knowledge of?

A Anthony 56:11  
I am sure there are many creatures of which I have no knowledge of this power will destroy.

B Belroth 56:16  
But you said that the demons- so the answer is no. You said you don't know demons. I'm not going to sacrifice myself. I'm sure we can find another thing to give you but not my brain. I'm very smart thank you.

A Anthony 56:34  
You have spent too long here already. If I am not getting a brain out of this deal I'm not interested.

S Skarpin 56:40  
That's fair. That's fair.

E Ellori 56:43  
Um, if we meet your mom, I'll tell her you say hi. And to call you. Goodbye.

A Anthony 56:52  
Oh, okay. If we're bringing this up again, I think you should just leave. This is a sore subject.

E Ellori 56:59  
That's why I said goodbye.

A Anthony 57:00  
Goodbye.

S Skarpin 57:02  
Goodbye.

A Anthony 57:04  
And thank you.

S Skarpin 57:05  
What?

A Anthony 57:05  
I said, I said thank you.

E Ellori 57:09  
You're welcome.

D Deeran 57:10  
You're welcome. Deeran's out.

A Anthony 57:15  
You pass through the leyline. There is like a twisting feeling a spinning around you there's a crushing and a pulling, and then everything flashes red and then black. And then you suddenly find yourself back in the Material Plane. It's disorienting at first being in this space, you're in a massive cavern. The cavern is I wouldn't say particularly well lit, except for there is this glowing light behind you casts red light out into this massive cavern. And along the far wall to one side, you see a glowing blue light, another symbol similar, large and rudimentary, but a symbol

nonetheless glowing in blue. And across the way from you you can see another symbol that glows with an amber light. And off to the side, another one that glows with a whitish light. And each of these symbols that are carved into the walls of this massive cavern like hundreds and hundreds of feet across, but you can still see these lights glowing in the darkness here. Each of them is ringed by a series of stone rings, some of which are glowing. That color as well. All of these gateways are locked by these rings. This chamber as a whole is enormous. The the very top of the chamber, there's a massive crack in the ceiling that seems to just stretch up into the darkness. You don't know how far up it goes. But at the very center of this crater, at the very bottom of this massive space it's hard to make out but you think you can see a structure built down there.

**S** Skarpin 59:29  
You want to head down there?

**B** Belroth 59:31  
I would love a nap, but I don't know if we have that time.

**D** Deeran 59:35  
Yeah, I'm, I'm really nervous to go down there feeling the way I am right now. What if we encounter something?

**B** Belroth 59:44  
Yes. I mean, I'm covered in my own blood. I'm covered in maybe someone else's blood. I don't really know. I'm burned. I'm also nervous as Deeran is.

**S** Skarpin 1:00:01  
Skarpin looks around. Do we see anything of danger like a creature movement or anything?

**A** Anthony 1:00:06  
Give me a perception check.

**S** Skarpin 1:00:09  
7.



A Anthony 1:00:10  
Nope.

D Deeran 1:00:13  
Darren got a 12.

A Anthony 1:00:23  
No, you don't see anything either. It is dark. And it is dark very far. And the only thing that you see in the darkness are these very far away runes in the wall and the rings around them. Truly there's a ring right behind you as well, although it's not glowing. But there is a ring around this room as well.

E Ellori 1:00:43  
~Ring around the rune!~ I agree that we should maybe get some rest. And we can take turns watching, you know, like normal. And so if something does come up, then we can face it then but I do think it's so important to not be the way we are right now.

D Deeran 1:01:11  
What does the pull in our hearts tell us?

A Anthony 1:01:15  
It's gone.

D Deeran 1:01:16  
Okay, then yeah I feel like this is a safe places, honey.

E Ellori 1:01:24  
I agree. Skarpin?

S Skarpin 1:01:28  
Yeah, I mean, I just want to get back out into the open so I can go hunt something. I just- but we can rest. Let's rest.

A Anthony 1:01:40

The rocky ground here it's like there are a bunch of loose stones that are just littering the ground here. And it seems to lower down into a basin down below. So where you are now you can you know you're up at the edge you can tuck in around some of these stones find a little bit of protection and shelter in case anything does come by. So it would be hard to start a fire here. You don't have like, there's no wood but I mean if you have magical means to do so you can do so if you're so inclined. But yeah, what's resting gonna look like for you guys during this period?

S Skarpin 1:02:22

I'll take watch.

E Ellori 1:02:24

Yeah, I figure because Skarpin, remind me Skarpin only needs the 4 hours as well, right?

S Skarpin 1:02:31

No, for a long he's a normal dude. Just rest in 8 hours like everybody else.

B Belroth 1:02:37

Belroth also needs the full 8.

E Ellori 1:02:40

No, I know. You and Deeran I just there was something that made me think that between me and Skarpin we could cover your 8 but that's clearly wrong.

S Skarpin 1:02:50

But he's gonna, he's gonna bypass again the long rest.

E Ellori 1:02:55

Oh?

S Skarpin 1:02:56

.....

Yeah, he's just way too antsy. He's been he's been feeling that hunger way too much. And same thing as the last time we rested.

**E** Ellori 1:03:05  
Okay.

**A** Anthony 1:03:06  
Okay.

**E** Ellori 1:03:09  
Ellori is gonna get her 4 hours. And then she'll stay up for the rest of the watch.

**D** Deeran 1:03:15  
Deeran is out. Belroth' out

**A** Anthony 1:03:19  
Hard crashes.

**S** Skarpin 1:03:27  
Ellori, anyway, I can have some of that, that blood. Maybe that'll help a little bit. It's been a while since I've eaten.

**E** Ellori 1:03:34  
Yeah, no, of course. You can try it.

**S** Skarpin 1:03:39  
It's similar. Part of what I'm looking for.

**E** Ellori 1:03:45  
I mean, it kind of feels like all the parts you don't have. Um, but I'm happy for you to try it.

S Skarpin 1:03:52  
Yeah. That's a yeah. Takes a big ol swig.

A Anthony 1:03:58  
Yeah, yeah, it's warm and metallic in your throat. Yeah. You are not satisfied.

S Skarpin 1:04:10  
Thank you Ellori.

A Anthony 1:04:12  
You're still hungry.

E Ellori 1:04:13  
Ellori finishes the rest of it and then drops 8 Spellstone into it.

A Anthony 1:04:20  
Okay. And you watch as it just fills back up with blood.

E Ellori 1:04:28  
Does it stay fresh?

A Anthony 1:04:31  
Yeah.

E Ellori 1:04:31  
Okay. I was gonna say do I have to fill it like right before I drink?

A Anthony 1:04:35  
No. So the way I kind of picture it is that as long as it is charged, it's almost like they've got an IV.

S Skarpin 1:04:49  
That person got a little tired.

A Anthony 1:04:52  
You dump the stones in and they get cold for a minute, you know? Like whoa lightheaded.

B Belroth 1:05:02  
Really depends on when you do that too.

A Anthony 1:05:09  
They're out there driving a heavy machinery, you know.

B Belroth 1:05:14  
Driving a heavy machinery.

D Deeran 1:05:15  
One the heavy machinery please.

E Ellori 1:05:19  
Okay. Okay, then yeah, that's that's it for her.

A Anthony 1:05:23  
You are all rested except Skarpin.

S Skarpin 1:05:27  
He casts Cure Wounds.

A Anthony 1:05:31  
Yeah. you could do a short rest Skarpin if you wanted to. I don't know if you still have hit dice



left

**S** Skarpin 1:05:39  
Yeah.

**A** Anthony 1:05:42  
Okay.

**S** Skarpin 1:05:43  
I mean, he casts Cure Wounds on himself. He's happy. All right. You want to head down?

**E** Ellori 1:05:55  
I suppose. Yeah, we might as well.

**S** Skarpin 1:05:58  
Let's do this. Let's see this through.

**E** Ellori 1:06:01  
Gosh, I feel so much better.

**D** Deeran 1:06:02  
Yeah, same.

**B** Belroth 1:06:04  
Oh my god. I'm so glad I slept.

**S** Skarpin 1:06:05  
Glad you're all feeling better. Let's go.

**D** Deeran 1:06:08

**D** Deeran 1:06:06

I slept great. It's crazy how like, you know a fight really takes it out of you and then like a good night's rest and all of a sudden, man I'm feeling on top of the world.

**B** Belroth 1:06:20

We hadn't slept in-

**S** Skarpin 1:06:21

Hurry up! Hurry up!

**B** Belroth 1:06:21

Okay, we're coming!

**A** Anthony 1:06:27

So you travel down this rocky pathway. It's a long distance. And as you get further and further down this path, it starts to sink in just how massive this chamber is. Because the building that before looked like a small building, you know, in the center of this place, the closer you get, the larger and larger you realize this thing is until this temple is huge. It's maybe one of the biggest temples you've seen. And it fills the bottom of this basin. It takes you almost the entire day to hike to it. You are tired by the time you reach the outcropping of this. The bottom of this basin. The building is ornate. It is old. The stonework is not like anything you've really ever seen before. But it is these massive stone pillars on the outside. There are reliefs and glyphs carved into the stone along the exterior walls. The glyphs seem to- well the glyphs are indecipherable to you, but the reliefs seem to depict a number of large creatures, hands outstretched. They are rudimentary, not in like a lot of detail, but in a way that you can sort of pick out their intent. There is a feeling of hope, a feeling of structure to them that is, seems to be implied by these reliefs. The front doors to this, the massive stone doors stand at the top of a large staircase and it just rises up out of this stone out the stony ground here in the center of this chamber.

**E** Ellori 1:08:37

What do you want to do?

**D** Deeran 1:08:39

Yeah, Skarpin what should we do?

**S** Skarpin 1:08:44

Let's explore. And he tries to push his way in.

**A** Anthony 1:08:50

As you walk up to the door, you push it open. And from that motion, the door seems to have not been opened in an unfathomably long amount of time. And as that door pushes open for you sound emerges from the chamber. ~Music~ As the music fades a figure appears in the doorway in front of you. The figure is barely visible faded blue light that begins to form in front of you and it says, stop I am searching for a one, a Voice of Creation. No others may enter here by the will of the Titans.

**E** Ellori 1:10:47

Guys I think that might be me.

**B** Belroth 1:10:50

I think it would be you too.

**A** Anthony 1:10:55

If you are this thing, pass through the entryway. If you are not this thing you will be destroyed.

**E** Ellori 1:11:17

Okay, um, is there maybe a test you can give me before the destruction part.

**A** Anthony 1:11:29

It says nothing.

**D** Deeran 1:11:31

Ellori, you've got this.

**E** Ellori 1:11:34

Okay, um, I love you all.

**S** Skarpin 1:11:37



Love you Ellori.



Belroth 1:11:38

I love you too Ellori.



Skarpin 1:11:39

Yeah.



Ellori 1:11:41

She walks through.



Anthony 1:11:44

You step into the room. The spirit seems to hang in the air for a second.



Deeran 1:11:52

And then eviscerates you!



Anthony 1:11:54

Then it turns very slowly toward you, and it says, Voice of Creation, Welcome to the Tabernacle of Shanarel. 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](https://patreon.com/adventureinc), or you can check out the shop at [adventureincpod.com/shop](https://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 1:13:06

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