

Are We Dead Yet Season 2, Episode 3:

1Up Podcast Network

Intro Music plays

Intro music fades out

Intense drum music fades in

Josh/DM: And so I believe the last spot we ended on was Eberus waking up from being devoured. so Eberus, we're actually going to start a little bit back with you incapacitated. This intellect Devourer has just Zapped your mind and your Consciousness starts to unfurl. You can't really feel anything but it's almost as if your mind is like passing through some sort of ethereal energy you can't see in this state of being, there's no, you know, there's no sense of up or down but the sensation you do feel is almost that you're being stretched and squeezed you're... you're... you're spun around, you're thrown from side to side you're getting really disoriented in this weird space that you can't really see or get any handle on and then there's a voice that you hear... and this voice just says:

Josh/DM: (as mysterious voice) Eberus! Eberus! My child, my friend! Don't worry your father is here now your father will help you yes that's it let's go embrace the void embrace the void!

Josh/DM: and this voice just keeps repeating embrace the void as you are in this weird space and suddenly you're pulled back if the if that if you could in this in the space feel anything you would feel like you were suddenly grabbed from behind and pulled backwards and you're... you're getting stretched and squeezed again you pass again through this ethereal energy and you sit up and you snap awake...

(intense drum music fades out, soft light keyboard music fades in)

Josh/DM: and sitting next to you are a small cat like being, a small miniature owl bear and a kobold. you've never seen these creatures before but you aren't currently being digested by a giant Beast so maybe that's a good day?

Chris/Eberus: (*laughs*) Is it till like chaos around the outside of the arena or is it...?

Josh/DM: No, when we ended it had been in a couple hours and clean-up efforts have started there's people kind of running back and forth. but you're mostly getting... this little group that you're next to you guys are all kind of just getting ignored for the moment.

Chris/Eberus: and I remember everything up until I got brain Zapped or...?

Josh/DM: yeah

Chris/Eberus: okay

Josh/DM: yeah you you basically you you were at the concert having a good time you fought this brain thing you got zapped that goes blank you had that Vision thing that just happened and now you're awake.

Chris/Eberus: Okay. Did you guys grab my hammer when you dragged me out?

Zach/Vora: probably not. I could probably barely lifted you... (interrupted by Eberus)

Chris/Eberus: (laughs) (interrupts Vora) that's true..

Zach/Vora: (continuing)... If technically at all. I'm a 30-pound Kobold with a zero-strength modifier so...

Chris/Eberus: (laughs) oh wow I didn't even know you were that little.

(Zach laughs)

Chris/Eberus: Thank you, thank you truly for pulling me out.

Josh/DM: you're like the mother who pushes the car off of the child it was all adrenaline.

Zach/Vora: it was all Misty step honestly

Chris/Eberus: so Eberus is still going to expect a fight and be looking for the enemy. He's going to bolt up reach for his weapon not find it and then grab his holy symbol around his neck and be like Lord almighty! What was that? What happened?

Zach/Vora: Yeah, a lot of bad shit happened

Chris/Eberus: (laughs) I could tell that! But what kind of bad shit!? That was awful!

Zach/Vora: You had an intellect devourer devour your brain for a second there. we got some people to help you out though

Chris/Eberus: oh... That... that explains a lot

Zach/Vora: I wasn't able to carry your Hammer cause I was barely able to carry you so that's where that went.

Chris/Eberus: you pulled me out of there?

Zach/Vora: yeah!

Chris/Eberus: You like in the face of...

Chris/Eberus: (asking Josh a question) do I know what an intellect Devourer is?

Josh/DM: you failed the check So no

Chris/Eberus: okay

Josh/DM: but I mean context clues

Chris/Eberus: exactly.

Chris/Eberus: (back in character talking to Vora) like in the face of that you stopped to rescue me?

Zach/Vora: yeah

Chris/Eberus: truly truly you are a noble being I must repay this debt you must allow me to follow you and serve you and he's going to bend his knee, like kneel... I don't know if that's like going to put his head lower than yours but he's going to do like (laughter) a knightly chivalrous kneel...

Zach/Vora: probably about equal with

(laughter)

Chris/Eberus: and he's going to solemnly say I truly owe a huge debt to you. Would you give me the honor of knowing your name?

Zach/Vora: well I am honored. In My Tribe I am called Vorastrix but among your people I know I go by Vora

Chris/Eberus: Vora, I am Eberus Stoneoath and from this day forward I will be your protector

Josh/DM: oh shit!

Chris/Eberus: Oh shit!

Zach/Vora: I wasn't expecting that. I was just helping a fellow fighter... Um...Cool.

Chris/Eberus: (laughs) such things do not... are not taken lightly among my people.

Jon/Chester: As you guys are having this little bonding moment, Eberus is going to feel a tiny little elbow nudging his shoulder.

Chris/Eberus: how tall is...?

Jon/Chester: We're just gonna say I'm like two and a half feet tall I'm a little... I'm a felis I'm a little cat guy.

(laughter)

Zach/Vora: I'm 2 foot, 11. I wrote it down I'm just short of 3 ft

(laughter)

Chris/Eberus: and is It taller than 3 ft no you're like 3 feet?

Zoe/It: ummm

Jon/Chester: No, you're like 3 feet at the tallest.

Zoe/It: Let me check actually.

Chris/Eberus: Oh my god, I had no idea. (laughs)

Zach/Vora: See this is why I I changed from half-dragon to kobold because I'm like we all have to be small.

Zoe/It: you're just copying us!

Chris/Eberus: Yeah because if you were big, we just ride around on your shoulders the whole time.

Jon/Chester: right?

Zach/Vora: Yeah.

Zoe/It: Exactly

(laughter)

Josh/DM: we got to get across this Rushing River! Well let's all hop on the big guy

Zach/Vora: Yep

(Zoe laughs)

Chris/Eberus: also, I'm going to say Eberus recognizes Vora slightly from the... the initial fight When Vora started fighting back and then Eberus went to Rally so of course that's... that's why he's focusing more on Vora and he's going to turn to the nudge and say you two! Don't think I'll forget you! Your names please!

Jon/Chester: uh, Chester Meowington

(laughter)

Zoe/It: Oh um, um... My name's It!

Chris/Eberus: Sir Meowington... It...I've only got one life to give but truly believe me I will repay you as well.

Jon/Chester: Yeah Just uh... Just don't don't say Meowington too loud around here

Josh/DM: Yeah, so you guys are all getting your Allegiance sworn to by this dwarf man. The Coliseum has basically, like the doors have been broken and there's no way to secure this scene. And it's kind of looks like people are moving in and out of the place looking for bodies, searching for any walking brains that might have gotten away... so it's it's pretty chaotic right now lot of lot of moving around and stuff

Zach/Vora: is there like a obvious leader whose kind of directing the effort?

Josh/DM: yeah you hear some shouting from a large wagon a few hundred feet off from the steps that you guys are all around

Zach/Vora: cool, I would like to head in that direction then

Josh/DM: Okay. (laughs)

Zach/Vora: Hey guys, we should see about helping these... helping out with the effort I'm super curious about where all the shit came from.

Jon/Chester: right! Meow, helping! and I'm going to look towards It and wink

Zoe/It: Oh, yes yes helping and then It's going to just double wink back with a little eyebrow waggle

(laughter)

Zach/Vora: right... helping... (laughter) Visibly confused...

Zach/Vora: (as an aside) by the way I don't know if I did properly described last time how Vora looks. Vora is in like full decked out like Shaman gear so he's got like kind of a leather garter that holds... he's basically wearing like a big Kilt and then he's got this skull on his head that also has like antlers coming out of it and then like fur coming out the rest of it as just as big ceremonial headdress and he's pure white with like red streaks throughout his throat has scales

Josh/DM: Okay.

Zach/Vora: he just looks completely out of place here. so yeah, this little Shaman dude just goes straight off towards the... the yelling.

Josh/DM: okay, does anyone go with him?

Jon/Chester: we all follow you

Chris/Eberus: Yeah

Zoe/It: I guess.

Josh/DM: You come around to this wagon and you... you hear the voice that's shouting and sort of as you approach: It and Chester you both kind of recognize the voice a little bit you can't really put a name to it at first but as you come around the corner there is a water Genasi standing there giving orders decked out in a full spider uniform and It and Chester you would recognize this as Sergeant Raine. Someone that you've probably had run-ins with, you know probably apprehended you a few times for petty crime or something like that back in your early days when you guys probably weren't very good criminals.

Jon/Chester: Uh, Chester's going to go ahead and pull his hood down over his eyes a little bit trying to obscure his face

Josh/DM: Sure

Zoe/It: I'm going to try hiding behind Chester.

(laughter)

Josh/DM: and yeah, Vora and Eberus you see you guys see this this water Genasi giving out orders to some people. She's got a bench set up with like a... a map rolled out on it and she's like you know kind of looking it over making notes on it and stuff.

Zach/Vora: Yes, Excuse me

Josh/DM: (in a high, airy voice as Sergeant Raine) yes, yes, what do you... what do you want? I'm quite busy here at the moment

Zach/Vora: well I am a professional... what you people call Adventurer I suppose and I was there in the second row when all of this went down and we are looking to assist with anything we can do

Josh/DM: (as Sergeant Raine) wait wait wait you... you were in the second row?

Zach/Vora: yes

(soft music fades out, sounds of fire and intense music fades in)

Josh/DM: uh huh, and okay I need to know what what exactly happened down there because I've heard a lot of stories. You know there's... there's stories of a monster that popped up. I haven't been in there myself but you know all this chaos is bad for business and it's bad for celebration! You know, so tell me what happened?

Zach/Vora: well first the music was actually really great! This guy in the back, total bro dude, let me levitate so I can actually see everything!

Josh/DM: totaled bro move!

Zach/Vora: Total bro move... and then right as Cortana... finished? (to Josh asking a question) Finished? she finished right?

Josh/DM: Yeah, she finished her first song.

Zach/Vora: (to Sergeant Raine back in character) as soon as Cortana finished their first... her first hit the entire ground gave way and this giant mass of tentacles came out

Chris/Eberus: and brains!

Zach/Vora: and the many brains. and me and my knowledge I know that it is an Otyugh, some massive evil creature from beneath the grounds. Typically, they hideout in the mountains so I don't know what they're doing here and that is sparked my curiosity.

Josh/DM: (as Sergeant Raine) yeah, yeah, it's kind of sparked all of our curiosity around here. okay you uh... you said you wanted to help?

Zach/Vora: yes.

Josh/DM: (as Sergeant Raine) and are these little creatures here...

Zach/Vora: (interrupts) Yeah, these are my friends.

Josh/DM: (continuing) going to help you?

Chris/Eberus: Aye!

Jon/Chester: oh yeah, I am also here to help

Zoe/It: We're here to help too!

Josh/DM: Um, I rolled a 14 for her to try to figure out if maybe she recognized you but nope, she missed my DC so...

Jon/Chester: nice... good

Zoe/It: Hell yeah.

Zach/Vora: Hell Yeah.

(laughter)

Josh/DM: she's like...

Josh/DM: (as Sergeant Raine) well I guess if you really want to help could you get in there and maybe check for any survivors or you know... maybe see if that hole goes anywhere? you know we're still... we're still looking for Cortana, we're still looking for you know obviously any concertgoers that...

Zach/Vora: (interrupts) we were actually able to see Cortana escape and fly away so she should be safe.

Josh/DM: (as Sergeant Raine) oh that's... that's good I thought those wings were just for show I thought they were up on wires or something like that but that's that's good to know maybe she'll perform again some other time

Zach/Vora: hopefully! She was great

Josh/DM: (as Sergeant Raine) Yeah, if you guys could get in there look for any survivors that would be really helpful you know don't don't put yourselves in any in any danger but you know that that hole there isn't isn't a good good thing if there's monsters down there, we need to seal that up

Zach/Vora: Yeah, let's do it!

Chris/Eberus: Aye!

Zach/Vora: and with like a little heave ho, arm fist in the air, Vora kind of rushes inside.

Josh/DM: she grabs your shoulder real quick and stops you and just says...

Josh/DM: (as Sergeant Raine) one more minute when you're done when you get back out if we're not here, here's the address to our to our headquarters. You just you just come by there with any of your findings or... or bring any of the Survivors by there, okay?

Josh/DM: She hands a little piece of paper that gives you the location of where the HQ could be found in this in this District.

Jon/Chester: Well, everybody ready?

Chris/Eberus: yep. What was her name again?

Josh/DM: Raine. Sergeant Raine. Which I guess, you two would have seen the little patch on her on her left breast pocket that says Sergeant Raine.

Zach/Vora: Since she's a water Genasi, is her name Pura and is she a light cleric potentially related to an air Cleric or air Genasi that we know?

Josh/DM: not a cleric! this is this is not a lyra self-insert I promise.

Zach/Vora: Dangit!

Josh/DM: this is actually a random rule for determining what race and all that stuff so

Zach/Vora: oh nice

Josh/DM: and then I just looked up Elemental names

Zach/Vora: that works... uh yeah, we all head inside

Josh/DM: The Colosseum is is just ruined obviously there's as you walk into the main foyer where you uh...

Chris/Eberus: Eberus is going to keep an eye out for his hammer as well

Josh/DM: as you come into the main Foyer where it where for a you bravely dragged Eberus out and then Misty stepped there's squashed brains and like a goo just smattered all over the floor there's bodies strewn about some people are sitting up dazed others are being rushed out on like makeshift stretchers by like some of these other rescue workers that are in there you see a few priests and priestesses moving amongst the crowd among these groups of bodies and stuff doing what they can to provide healing and yeah sitting kind of just next to the... the door where you fell Eberus, there's your you're nice shiny Hammer that you had upgraded that day

Chris/Eberus: are they going to be mad at me for tampering with evidence if I retrieve it?

Josh/DM: I don't think you have anything to worry about

Chris/Eberus: alrighty.

Jon/Chester: speaking of tampering with evidence...

Chris/Eberus: *(Laughs)*

Jon/Chester: I'd like to look for somebody's to loot

Josh/DM: oh my God

Zach/Vora: do you even have room for more Loot?

Chris/Eberus: Guy knows what he wants...you're already rich

Jon/Chester: I've got a people sized backpack on my little kitty boy, okay!

Zoe/It: he's got really big Pockets man

Jon/Chester: I got big pockets... you know what they say about guys with big Pockets... lots of loot

(laughter)

Josh/DM: Yeah, I mean, you can totally try and loot some body's here. Uh kinda just in this main foyer you spot two bodies that are easily accessible... that no one's really paying any attention to.

Jon/Chester: Alrighty, I'd also like to do this sneakily if that changes anything here for you.

Zoe/It: I'll help out and maybe... Keep a look out

Josh/DM: Yeah, both of you I guess roll some stealth checks to see if you can inconspicuously hide yourselves from your new friends here

Jon/Chester: that's at 15

Zoe/It: you said sorry what was it again

Josh/DM: stealth.

Zoe/It: cool

Josh/DM: okay so Jon you rolled a 15

Jon/Chester: yes

Josh/DM: and Zoe's roll was an 11 so Jon I need a high or low

Jon/Chester: give me a high... did I say high, cause I meant low!

(laughter)

Josh/DM: so Vora you see Eberus pick up his hammer quite lovingly and out of the corner of your eye, You see these two little little creatures moving towards another body that's kind of lying down on the ground and this body is clearly dead... yeah so that's what you're seeing

Zach/Vora: Come we gotta go in deeper! Into the auditorium... Like gonna try and hurry you along...

Jon/Chester: Chester obviously trying to throw his voice and make it sound like he's maybe a couple rows forward... Meow..uhhh

Josh/DM: You guys aren't in the seating area you guys are still in the main....

Zoe/It: yeah, we are still on the outside.

Josh/DM: the main lobby area.

Zoe/It: Yeah.

Jon/Chester: Okay well Chester is just trying to throw his voice make it sound like he's not where he is... Meow, Uh, Yeah, I'll be right there!

(laughter)

Josh/DM: As he's staring right at you.

Zach/Vora: I am visibly confused but move on

Chris/Eberus: Eberus is equally confused

Josh/DM: are you guys going to continue with picking this guy's pockets?

Jon/Chester: yeah I'm Gonna...

Zoe/It: No, it's just going to grab Chester and we're just going to follow after them

Jon/Chester: hey what are you doing

Zoe/It: He saw us, I don't want to get caught

Jon/Chester: dammit

Josh/DM: (laughs) little do you know that there was a diamond as big as your head in his pocket. No, I'm kidding.

Zoe/It: (laughs) Dammit.

Jon/Chester: That would be heavy!

Josh/DM: are you moving into the main Arena area?

Jon/Chester: yeah

Zoe/It: Mmhmm

Zach/Vora: yeah

Josh/DM: so yeah so you come inside and it looks like the body of the Otyugh just collapsed onto like the main section of Center seating kind of down about halfway from the stage. looks like it just fell over on its side and just oozed out a bunch of gooey blood

Zach/Vora: nice

Josh/DM: yeah

Zach/Vora: delicious

Josh/DM: its tentacles or are limp and just kind of flayed across that the aisle it's definitely dead there's a few officials moving around picking up more bodies moving people out the stage is just devastated there's just a huge crater that just sort of looks like it just drops down from where the creature bust out or burst out. There's no obvious survivors that need any help right now they're all they all seem to be getting looked over.

Zach/Vora: I'd like to make my way to the edge of the hole

Jon/Chester: Same.

Josh/DM: so, the hole is just in the middle of the stage kind of just a tangle of wood and metal and Earth. Just... it looks like it descends down at like a steep incline. Definitely would take a little work to keep your balance but not impossible to maneuver down

Zach/Vora: oh, it's not like we weigh much

Josh/DM: well there's that too! Hell grab a few boards you guys could surf down

Zach/Vora: groovy

Josh/DM: there's a foul stench coming up from the hole that's a little gross. Chester you actually recognized it as kind of a smell that you had after falling into that manhole cover earlier today

Jon/Chester: hmm... it goes directly into the sewer meow

Zach/Vora: The Sewer? how could this thing get into the sewer system

Jon/Chester: Meow! What do I look like? An Architect?

Chris/Eberus: If these things are traveling through the sewer, why isn't the city infested with them? the brains that is!

Zoe/It: maybe they don't like it up here on the light

Zach/Vora: we should go down there and find out

Chris/Eberus: Aye

Zach/Vora: Come on, it could be like a cool adventure.

Chris/Eberus: Aye, you're right there's only one way to find out. We might as well be the ones to do it

Zoe/It: As long as you guys go first, and I'll follow behind you.

Jon/Chester: Yeah, we'll take up the rear.

Chris/Eberus: alright Eberus is going to make his way down.

Zach/Vora: Yeah slowly and cautiously make our way down yeah

Josh/DM: sure, Eberus first and then Vora followed by Chester in it

Jon/Chester: yes sir

Zach/Vora: mmhmm

Zoe/It: mmhmm

(sounds of sewer dripping and ominous music fades in)

Josh/DM: So, it takes you a few minutes to descend down. So, it descends down into this stone paved room and basically it just opens up from like a wall like as if like it had been burst through. It's about the size of an Otyugh. As you come into this room there's obviously the giant hole that you just came out of otherwise this room is really well-made and really well maintained the masonry on the wall is really well done it almost looks like it's like a permanently built structure that was deliberately put here. In this room there's a large cage that has been ripped open from the inside and on the ground, you see a bunch of broken glass with a few of those brain creatures with like sharp pieces of glass sticking out of them almost like they were like inside some kind of container that got broken.

Zach/Vora: and then unleashed.

Josh/DM: yeah but there are a couple tables and chairs with some empty cups on them looks like someone was occupying this room up until recently and there's a well paved pathway leading further into this weird structure

Jon/Chester: I'd like to begin investigating the room for hints about who might have been here and what might have been going on here besides the obvious

Josh/DM: Yeah sure, go ahead and roll some investigation

Jon/Chester: You roll some investigation

Zach/Vora: I would like to offer assistance by doing the same

Josh/DM: sure, so roll with advantage

Jon/Chester: 22

Josh/DM: Yeah so Vora and Chester you both start kind of looking around this room it definitely looks like this room was used to contain these monsters for some reason there's no like paper trail or anything but Chester upon looking at the cups that are on the table you actually do find a couple of worm-like creatures crawling across the table here... just small little worms crawling back and forth

Zach/Vora: like actual worms?

Josh/DM: Yeah like earthworms

Zach/Vora: okay of Course, my mind immediately went to baby Ilithids.

Josh/DM: oh yeah no no no not not baby fantasy worms.

Chris/Eberus: and the worms are on the table?

Josh/DM: Yes.

Chris/Eberus: how many chairs are at the table?

Josh/DM: two chairs

Chris/Eberus: how many worms?

Josh/DM: it looks like just kind of a small pile of probably like five or six... almost like someone like had some in their hand and just kind of dropped them.

Chris/Eberus: interesting

Jon/Chester: do I know of like any religious or Arcane reason these worms would be here?

Josh/DM: you could... you could roll some... I'll let you choose you can roll either Arcana or religion

Zoe/It: do these worms look good?

Josh/DM: To an owlbear? Probably!

Jon/Chester: How's a 19

Josh/DM: yeah let me pull up the information here

Zach/Vora: all three of us are going to take turns like slurping some of these worms up

Jon/Chester: Uh Chester has no interest

Zoe/It: I'm an owl, owlbear technically

Jon/Chester: actually, owls typically eat rodents

Zoe/It: you know what Jon, it actually it depends on the owl because guess who just looked it up if owls eat insects?

Jon/Chester: Um, not you, cause you wouldn't do that

Zoe/It: me bitch! and they do it just depends on the type of owl they are

Zach/Vora: Well I'm a little lizard dude so I definitely would eat them

Josh/DM: so, with a 19... was that religion or Arcana?

Jon/Chester: Arcana

Josh/DM: so with a 19 what I can tell you is that these worms death here to be magically generated and they're only a few creatures in the in the world that really create worms as like a magical attack or anything like that you do know that there are some Cults some some ancient evils that the definitely have worm symbology linked to whatever their cult happens to to worship.

Jon/Chester: okay do I know... do I know any of these creatures by chance or?

Josh/DM: yeah so you know of the serpent the serpent deity that's worshiped known as Dendar. You've heard of one called... you've also heard of one called father Lyl... Llymic

Jon/Chester: I'm gonna have to have you spell that one for me. L?

Josh/DM: L-L-Y-M-I-C.

Jon/Chester: Okay

Josh/DM: those are the two that kind of spring to mind right away

Jon/Chester: I wouldn't those worms if I was you guys

Zoe/It: but I'm really hungry

Zach/Vora: You say as Vora has like one just kind of dangling over his mouth... (in Vora's voice) why?

Jon/Chester: Well Meow, these worms are magically generated and only things I know are Cults linked to like Dendar and stuff

Zoe/It: Huh?

Jon/Chester: Uh, Dendar, big... Big angry snake!

Zoe/It: Oh... Well, do you have any food on you Chester?

Jon/Chester: Chester is going to give you a little bag of kibble

Zoe/It: Oh... thank you

Zach/Vora: I eat one anyways... (laughter) Vora eats one anyways

Josh/DM: Okay. make a constitution saving throw

Zach/Vora: I got this

Zoe/It: Oh (laughs)

Zach/Vora: Ah Fuck. I rolled a six. let's make this interesting

Josh/DM: you take 11 poison damage are considered poison

Chris/Eberus: Those worms slap

Zoe/It: Dang.

Jon/Chester: (laughs)

Zach: that's one hell of a worm

Josh/DM: Yeah

Zoe/It: don't eat those mother fucking worms

Zach/Vora: Yeah, I am Vomiting profusely. (Josh laughs) Wow that took me down like a quarter!

Zoe/It: It's just watching just watching him puke or there... them cause I don't know actually if it's a dude or not... them puking and just munching on kibble

Zach/Vora: For the record, Vora is a them

Zoe/It: cool

Josh/DM: groovy! yeah so you are considered poisoned for a bit

Zach/Vora: I forget what that conditions means.

Josh/DM: you have disadvantage on attack rolls and ability checks

Zach/Vora: got it

Jon/Chester: for 1 hour

Josh/DM: yeah... well he vomited it up so I'll see what kind of down to 30 minutes

Zoe/It: so nice

Josh/DM: cause I'm nice so yeah other than that there's

Chris/Eberus: unfortunately, I can't do anything about your poisoning at the moment

Josh/DM: there's not much else in this room

Zach/Vora: you said there was one other at the exit which is the hallway?

Josh/DM: yes

Zach/Vora: let's start headed down that way. Vora will start heading down

Josh/DM: you just throw up and you're like all right let's go

Chris/Eberus: (laughs)

Zach/Vora: all right I need to get some Vengeance cause this upset stomach and probably future really bad diarrhea is going to... Needs to have some Vengeance for.

Chris/Eberus: we don't have any healing potions or anything right?

Josh/DM: not unless you guys bought any with your starting gear.

Chris/Eberus: Yeah, I don't have any So Eberus is just going to whisper a quiet healing word...
Top you up.

Zach/Vora: oooo

Chris/Eberus: can't go into a dungeon with people at half-mast... For nine points

Zach/Vora: I feel a lot better I'm looking less green.

Zoe/It: I mean you did eat it knowing full well what would probably happen

Josh/DM: you never know it could have been a nice healthy worm

Chris/Eberus: Yeah, I've never seen a poison worm before

Josh/DM: you go down this hallway a little bit and there are two directions you can go you can keep going straight or you can go off to the left

Zoe/It: Left!

Zach/Vora: It says left

Josh/DM: okay

Zoe/It: let's go

Chris/Eberus: Eberus will take the lead

Josh/DM: okay... you go off to the left you come into this room it's very similar to the previous room you were in... a table with some chairs, no worms on the table this time, there are a few cages inside this room there are three three cages with these blue almost frog like creatures... Is the best way I can describe it. it's kind of looks like a humanoid frog

Zoe/It: Okay, it's going to lean over to Chester and Whisper Dang! These things look ugly and I thought that Vora guy was ugly

Jon/Chester: ha-ha Meow, that's funny.

Zach/Vora: Ouch

Zoe/It: It's not like you heard!

Chris/Eberus: You make like a stealth check and a perception check

Zach/Vora: Passive perception

Jon/Chester: god dammit

Josh/DM: So those are the creatures that are inside the cages here.

Zoe/It: Ooo I want to see it!

Zach/Vora: Oh, son of a... wait?

Zoe/It: The fuck? I thought they're going to like literally just look like a little frog humanoid things... like toads But that shit looks ugly! that is ugly!

Josh/DM: Its Fine.

Chris/Eberus: so how big are these?

Josh/DM: They are considered large so

Zach/Vora: Oh man.

Josh/DM: They're pretty massive.

Jon/Chester: They are like 9 or 10 feet tall.

Chris/Eberus: Oh so, They could eat us in one bite. (Zoe laughs) I mean I might need like one and a half

Josh/DM: Yeah, and as you enter, they actually start like pounding on their cage and like getting really agitated

Zach/Vora: Umm That's not good.

Josh/DM: the cages with the little pale Spindly things, those cages they have two each in in the two cages there and they're just bickering back and forth biting each other, and kind of attacking each other. Kind of like how dogs fight.

Zach/Vora: yeah... how many of each are there?

Josh/DM: so, there's four of the pale spindly things and there's three of the Blue Frog things

Zach/Vora: okay

Chris/Eberus: Can Eberus check out these cages and see if they're likely to give way anytime soon?

Josh/DM: Yeah, so you're a former Clan crafter right you probably have...

Chris/Eberus: Yes.

Josh/DM: You have some skill in the craft

Chris/DM: yeah

Josh/DM: I'm trying to think of what check that would be. I think it would just be an intelligence check

Zach/Vora: It'd be more like an investigation I would say cause you're actively looking at...

Josh/DM: yeah yeah yeah, I'll give you that. Yeah, so roll some investigation

Chris/Eberus: Alrighty... for.... 21

Zach/Vora: nice

Josh/DM: I mean these cages compared to the ones you just or the one you just saw in the other room this cage... these cages seem pretty sturdy and stable not likely to give way anytime soon.

Chris/Eberus: excellent! We can relax whoever made these cages had much better workmanship them in the last room

Jon/Chester: but who made these cages?

Zach/Vora: and why are those creatures here?

Chris/Eberus: that's what we're here to find out and Eberus is going to look around for any notes or anything any any information on these creatures

Jon/Chester: Yeah, I actually want to investigate the locks on the cages and see if there's any sort of like trademark or stamp or something that we can recognize here or maybe look for.

Josh/DM: yeah sure I'll use your same investigation check Eberus as you kind of look up from the cages you look next to the table that's just a few feet off and you do you see a small note folded up on the table. Chester go ahead and roll an investigation check as well or if you want to use your thief's tools you can add that proficiency as well.

Jon/Chester: That's an 18

Josh/DM: yeah so there's no clear marks at first on the on the front I you flip around the lock it it's basically like one of those you know basic padlocks... Master locks. you flip around the back of it and you actually see The Artisans Guild like seal of approval on the back of this lock which is pretty common for most blocks made in Trico, but that's what you see

Jon/Chester: okay so that means they're made by The Artisans Guild correct?

Josh/DM: yes

Jon/Chester: Okay... Meow! interesting these locks are are made by The Artisans Guild

Chris/Eberus: will they be able to identify these locks? are these special in anyway in your experience?

Jon/Chester: Did the locks seem special to me?

Josh/DM: no, pretty standard locks

Jon/Chester: Meow, just some basic locks but maybe The Artisans Guild is it on this maybe it's a big conspiracy meow.

Zoe/It: ooo a conspiracy!

Chris/Eberus: something definitely doesn't add up here and he's going to grab that note that he saw.

Josh/DM: Yeah, you open the note and it basically just says "the bosses ain't happy you left the lock unlocked again the other night and one of them almost got out. you need to be more careful pay more attention or this whole city is going to find out."

Chris/Eberus: Eberus is going to pass the note around

Zoe/It: Oh, I wonder if that's where the creature came from then. It was locked up in here but then it escaped.

Jon/Chester: yeah, but who would be keeping monsters under a city, meow?

Zach/Vora: Bad people

Chris/Eberus: and who could keep it secret

Josh/DM: from down the hallway you hear laughter. (Josh laughs)

Zach/Vora: Rush after it

Jon/Chester: Yeah, I'm going to run around and see if I can't see what's going on

Chris/Eberus: Yeah pretty much

Josh/DM: so, you rush back down the hallway that you came in from?

Jon/Chester: Yeah,

Zach/Vora: wherever the laughter came from

Jon/Chester: yeah, yeah

Josh/DM: Okay Cool. Yeah, this hallway laughter echoes around the hallway you come back to that T-junction and you hear it going off towards the direction you hadn't explored which would be off to your left at this point and looking further in you see that some of the hallway is kind of shrouded in a weird Mist.

Jon/Chester: I don't like weird mist.

Josh/DM: that wasn't there before when you were looking

Chris/Eberus: hmmm, was there any other way to go from the room with the monsters in it?

Josh/DM: not that you saw

Jon/Chester: so, we got to pass the weird mist

Chris/Eberus: Eberus will turn to Vora and say you're likely the most experienced with such things you know anything about what's going on here? and gesture to the Mist

Zach/Vora: my best guess is its magic! Magic cast to bring mist and obscure our way forward! and I guess I'll make an arcana check to make sure it's not like deadly

Chris/Eberus: deadly, yeah that's my biggest worry

Josh/DM: Yeah, go ahead.

Zach/Vora: 13

Josh/DM: 13? you recognize this is seemingly the effects of the spell Fog Cloud

Zach/Vora: Yeah somebody cast a spell we should just push forward it's fine

Chris/Eberus: that's all I needed to know and Eberus is going to ready his shield and Hammer and start to move towards it

Zoe/It: I'm going to sneakily do it and I'll follow behind them.

Josh/DM: as you say we got to push forward, Vora you hear that laughter again and a voice that says

Josh/DM: (as the voice) (laughs) Yes, yes! pushed forward! Push forward (laughter)

Zoe/It: I don't want anymore. (laughter) maybe this isn't such a good idea

Zach/Vora: Can I try and cast a Firebolt in the direction of the voice

Zoe/It: Oh god.

Josh/DM: Sure

Jon/Chester: Here we go again, Sherman just blowing everything up. Shoot first, ask questions later.

Zoe/It: oh my God

Zach/Vora: Nat Fucking 20

oh my God we're going to die

Zach/Vora: Nat fucking 20!

Josh/DM: Oh shit!

Chris/Eberus: Just like head shot this guy through the mist

(laughter)

Josh/DM: Ok roll your damage. you definitely see the Firebolt make contact with a figure inside the Mist and it's kind of staggers back for a moment and then it laughs

Josh/DM: (as figure in the mist) Oh, Oh that tickled! please! please come! Come!

Chris/Eberus: I'll show you a tickle and Eberus is going to have his shield up & Hammer ready and is gonna rush into the fog

Zach/Vora: well we know it's at least a straight shot

Chris/Eberus: is it in like standing in the middle of the fog or behind the fog.

Josh/DM: yeah, it was standing kind of in the middle of... the fog Cloud sort of like goes down this hallway and then opens up into a room... into a small chamber ahead of you and it's just... this creature is just standing in this room

Chris/Eberus: are we rolling initiative or am I still just able to do whatever

Josh/DM: I mean you're running into the room? you're not rolling initiative yet

Chris/Eberus: okay well I'm going to run in and I'm going to cast gust of wind

Zach/Vora: nice

Josh/DM: to dispel the fog?

Chris/Eberus: yep

Josh/DM: sure

Chris/Eberus: let's see line of strong wind 6 ft long 10 feet wide so I'm going to shoot it like right through the center where we saw the figure

Josh/DM: okay

Chris/Eberus: so, it doesn't actually do anything until it starts its turn though

Josh/DM: so, as you run in you disperse this wind you see inside of this room not just the one figure that was hit by Vora's Firebolt you see four of them. they are tall Mages dressed in these blue robes with hoods and a tall staff in their hand in each of them and the laughter is actually coming from one on the left and he is like uncontrollably laughing

Zach/Vora: What creepy bitches!

Josh/DM: another one that's on the right side of the room just gives a little chuckle as well. Did anyone else follow this Brave dwarf into the room?

Zach/Vora: oh yeah

Zoe/It: no

(laughter) (sewer ambience fades out, intense drum music fades in)

Zoe/It: No, I did not.... Fuck that shit

Chris/Eberus: yeah Chester and It are just like uh yeah, on second thought we're going to go look at those dead bodies

Jon/Chester: I was going to follow. Chester's curious. He's adventurous! He's a cat

Chris/Eberus: so other than them creepily laughing here and there they just look like normal normal dudes in robes

Josh/DM: that's what they look like yeah

Zoe/It: great (laughs)

Josh/DM: and the one that got hit by that Firebolt kind of looks down at their chest where there's a burn mark and says

Josh/DM: (as the mage) that... that was actually pretty good been so long since I've actually felt anything before (laughs)

Chris/Eberus: then try this on for size and (to Josh) I can cast another spell yes?

Josh/DM: yeah go for it.

Zoe/It: (laughs) Why was that so hesitant?

Jon/Chester: yeah

Chris/Eberus: Yeah

Jon/Chester: maybe maybe maybe we're not

Chris/Eberus: But also they're not like actively trying to fight us or anything right?

Josh/DM: not yet it looks like he was going to monologue,

Zoe/It: Let him monologue

Chris/Eberus: yeah, I'm going to let him monologue

Zach/Vora: Let him monologue

Jon/Chester: while we're doing this Chester is going to cast invisibility on himself

Josh/DM: okay do you do it before you walk into the room

Jon/Chester: yes, I do

Josh/DM: okay so you're invisible. so, this creature that got hit and he says you know it's been so long since I felt anything and he's like

Josh/DM: (as the mage) so an entire city full of a bunch of secret police and Warriors and all they sent were four for little folk this is going to be much more fun than I thought oh but you probably have so many questions oh but this is going to be a glorious weak heart are our father is coming you see and we have to get everything ready that that little incident up at the concert that was a bit of a misfire but no but we will make sure to get things underway very soon

Zach/Vora: and who is this father that you speak of?

Josh/DM: (as the mage) our our our great and glorious father we've been waiting three hundred years to release him and and now we are just about just about ready to to to complete the ritual and and soon he'll be with us and this world will serve as his vessel

Zach/Vora: Yeah, I don't like that

Zoe/It: can I shoot him?

Chris/Eberus: and who are you

Josh/DM: (as the mage) oh my my name was forgotten long ago I am simply a servant of father but if you must call me a name you may you may call me The Seer. that usually does the trick for most people. I'm so excited to to have did that the brave warriors of Trico down here to to help save the city all this is how this is going to be so much fun don't you agree brothers and there's a lot of laughter from the other figures as well

Jon/Chester: while he's monologuing, Chester is going to silently position himself behind him

Josh/DM: okay not doing anything yet though?

Jon/Chester: Not Yet.

Josh/DM: (as The Seer) I'm so happy that... that you all are here. Weren't... Weren't there four of you in this little band of miscreants here?

Zoe/It: No, I don't know what you're talking about, you were really busy talking.

Zach/Vora: Yeah, they must have run off... What a little bitch.

Zoe/It: Yeah, he gets that.

Chris/Eberus: Squirrely one, that one.

Zoe/It: Yeah, he just likes to run away sometimes what a douche

Zach/Vora: But, why is it so special that we are here

Josh/DM: oh well we are always looking for four more members more people to join our ranks as we as we welcome father back into the prime material plane! Won't you won't you consider passing a small test in and join our cause?

Jon/Chester: and right as he says that I'm going to roll to attack

Josh/DM: Okay

Jon/Chester: and as I attack you can hear Chester say they call you The Seer, Meow. but you didn't see this one coming.

Zoe/It: Oh my god

Jon/Chester: That's gonna be a 23 to hit?

Josh/DM: Yep that hits

Jon/Chester: 21 damage as you guys see a silvery Rapier emerge from his stomach

Josh/DM: Jesus... and Vora, your little shot earlier 28 good job okay he screams and he doesn't like that go ahead and roll initiative everybody

Jon/Chester:8

Chris/Eberus: 7

Zach/Vora: 6

Zoe/It: 23

Zach/Vora: also, Josh I'm so sorry I just realized it since I am poisoned, I should have done that not 20 with disadvantage

Josh/DM: well I didn't... that's my fault as well so

Zach/Vora: but I am remembering it for this encounter. so how long have we been chasing after this guy?

Josh/DM: I mean all of that happened probably within 20 minutes or so

Zach/Vora: ooo

Josh/DM: well no, I'll give you it cause... we'll say your poison is gone because investigating the locks and all that stuff all that stuff you guys did in that room that probably would have taken a good amount of time

Zach/Vora: okay

Josh/DM: there's no reason to totally kneecap you

(Zach laughs)

Zoe/It: Josh you're so nice

Chris/Eberus: we were about to fight four super wizard so

Josh/DM: good job though Chris getting rid of the Mist

Chris/Eberus: oh yeah, I was like the entire time I'm like searching through my spells like most of this game like there's got to be something I can do here and I'm finally like ah yes utility I got it! got it!

Josh/DM: so as he was stabbed the star spawn Chester you... you get to hit in and then all the sudden he sort of teleports away from you and he suddenly about 20 feet back from you and he's looking down at this chest wound and he starts to giggle profusely which I'm not going to do again because that's probably annoying

Jon/Chester: Josh it's really ruining my immersion that you're not annoying the giggling at us

Josh/DM: okay and he says

Josh/DM: (as The Seer) (laughs) Ohhhh ho ho little kitty that was a good little hit I guess me and my brothers are not going to have the support of such fine Warriors in our... in our Grand Mission and as he says that you noticed that the three other figures in the room begin to change from their robed figureness. one of them turns into a large hulking red creature

Jon/Chester: oh God... Nope.

Josh/DM: (sharing an image in discord chat) that looks kind of like that

Jon/Chester: nope oh okay that's what I thought it was

Josh/DM: and then one of them... uh, two of them turn into these six armed like almost spider like creatures in the way that you move but their skin looks kind of pale and creepy here is what one of them looks like

Zach/Vora: when did this become a Lovecraftian horror story?

Zoe/It: oh, I guess those things are definitely not humanoid... oh, the red one is the red one humanoid?

Josh/DM: They are not considered humanoid.

Zoe/It: Damn!

Josh/DM: all of these creatures are considered aberrations. the two creatures with multiple arms they are sort of like they're their heads are kind of twisting back and forth with like contained laughter like (laughs) and the big the big red guy is just smiling and there's just saliva pouring out of his mouth.

Josh/DM: and let's get ready to fight!

Zach/Vora: big red guy reminds me of Nemesis. Just for the audience, being like oh yeah it looks like Nemesis

Chris/Eberus: also, kinda looks like Carnage

Josh/DM: yeah little bit

Zach/Vora: If Carnage possessed Nemesis that's that's the love child

Josh/DM: that is a disturbing image.

Jon/Chester: Yeah

(laughter)

Josh/DM: The mage that got stabbed he went first cause he got a Nat 20 and yeah so Chester I think you're going to get hurt.

Jon/Chester: mmm mmm

Josh/DM: no?

Jon/Chester: Mmm... Mmm

Chris/Eberus: Uh we gonna say my gust of wind is still around or is it?

Josh/DM: how long does it last?

Chris/Eberus: up to a minute so yeah it's gone

Josh/DM: oh yeah definitely. Umm, 22 to hit Chester?

Jon/Chester: Hang on, I'm making sure that I can... Okay yeah, that hits.

Josh/DM: 16 psychic damage as you are hit by an orb coming out of this mage's staff

Jon/Chester: would you say that I could use my uncanny Dodge?

Josh/DM: Can you remind me what that is again I don't have it in front of me?

Jon/Chester: so, what I have right here is starting at 5th level what an attack or you can see hits you with an attack you can use your reaction to halve that attacks damage against you

Josh/DM: Yeah, I mean its an attack so definitely

Jon/Chester: Cool, so that's 8 damage which is a lot better

Josh/DM: and then Eberus, you are also going to get attacked

Chris/Eberus: nope

Josh/DM: 15 to hit? (off mic Chris said no) okay you see another orb coming towards you and you are just able to kind of dance your way out of the way out

Chris/Eberus: Just gonna slap it out of the way with my shield like, get out of here

Zach/Vora: I'm not liking these rolls I'm scared

Josh/DM: Zoe

Zoe/It: yeah?

Josh/DM: You're up next.

Zoe/It: umm, is the wizard guy still there?

Josh/DM: Yeah, he's still there. So, you got the wizard and then three of them transformed into other creatures

Zoe/It: cool, I'm going to go after the wizard still. also, I have Sharpshooter so don't say if I passed yet or not so I can figure out if they want to is that okay?

Josh/DM: yeah of course, thank you for letting me know.

Zoe/It: Yeah. (Zoe rolls) (laughs) No... definitely not \

Zach/Vora: What'd you roll Zoe?

Zoe/It: Oh yeah, I rolled an eleven!

Josh/DM: Yeah, an 11 does not hit this guy

Zoe/It: You know what? I thought it might have!

Zach/Vora: that'd be nice wouldn't it?

Zoe/It: 17?

Josh/DM: high or low?

Zoe/It: (gasps) high.

Josh/DM: (rolled higher than 50 on a d100.) nice! yeah you hit

Zoe/It: and I know that's perfect so 9 3 and 6

Josh/DM: okay 18 that is a very good hit

Chris/Eberus: damn doin work!

Zoe/It: Thank you!

Jon/Chester: that's the Ranger

Chris/Eberus: Danger Ranger!

Zoe/It: I'd also like to as a bonus action cast Hunter's Mark

Josh/DM: okay who are you going to put it on

Zoe/It: which one's the closest to dear old Chester are they all kind of close, cause I know he's in the middle

Josh/DM: the closest to Chester is the is the Wizard

Zoe/It: okay

Josh/DM: okay... ah shit... Okay I'll remember that for next time.

Zach/Vora: can I say something really quick before everybody moves or everybody continues moving, I know it's out of turn

Zoe/It: What's up?

Josh/DM: uh yeah, I mean.

Zach/Vora: my character is going to shout out "Keep away from them I have something special planned for them"... I'm gonna cast fireball so I don't want anybody like... trying to spare our melee people.

Zoe/It: It's just going to yell back Don't worry, I'm behind you!

Chris/Eberus: I'm not getting any closer and I think Chester is going to do just fine with that Dex roll

(laughter)

Jon/Chester: Yeah, Chester's not worried although you guys should notice Chester's tail is quite fluffy and puffy right now.

Zoe/It: Is he hissing going (makes cat hiss noises)

Jon/Chester: no but is it he's kind of scrunched his nose

Chris/Eberus: Chester's getting serious

Josh/DM: okay so there's this first Crea... so the first creature that has the six arms we'll call him Mangler 2 (laughter) he gives a little giggle and he pounces on you It. Just comes running right up on you and he makes six claw attacks!

Jon/Chester: what?

Zoe/It: What the fuck?

Zach/Vora: What?

Chris/Eberus: Damn.

Josh/DM: okay so I have a 19, a 26, a 10, a 10, a 22, and a 21 to hit

Zoe/It: (nervous laugh) Question this is all I once right like all one

Josh/DM: Yeah, he is basically on... yeah, he's basically on you just clawin'

Zoe/It: dammit I have multitasking offense but that's as he attacks me.

Jon/Chester: No that's...no no, that works here, he's doing a multi-attack

Zoe/It: it does? Okay, cool, Yay! Ok so the 26, the 22, and the 21 hit

Josh/DM: Okay.

Jon/Chester: how does your multi-attack Defense work?

Zoe/It: I get a plus (garbled)four bonus to my AC.

Josh/DM: You gain a plus 4 bonus to your AC?

Zoe/It: uh huh.

Josh/DM: Oh nice.

Zoe/It: this is going to hurt though...

Josh/DM: it's only...

Zoe/It: Oh 13? That's not terrible.

Josh/DM: Okay, so 13 slashing damage

Zoe/It: Okay

Josh/DM: as this creature claws into you and then he is going to take the hide action for 13 and we'll use the highest... it you have the highest passive perception so I'm going to say his hide action does not work

Jon/Chester: cool

Josh/DM: next to the order is this big guy and he is going to run up on you Vora

Zach/Vora: Oh no

Josh/DM: and yeah, he is going to...

Zach/Vora: well I was going to use Fireball

Jon/Chester: Fireball centered on self! Let's go!

Zach/Vora: Yeah!

Chris/Eberus: Yeah, you're a lizard, you're resistant to Fire.

Josh/DM: An unnatural 20 and a 19 to hit

Zach/Vora: Both hit

Josh/DM: So, you take 21 bludgeoning damage and seven psychic damage as this guy just slams both of his huge arms into you and there is a psychic pulse that comes out of... out of when the attack connects

Zach/Vora: cool

Josh/DM: and I need you to make a constitution saving throw

Zach/Vora: alrighty then 17

Josh/DM: high or low

Zach/Vora: fuck me! Uh we'll go high fuck! that's a two

Josh/DM: you are considered stunned until the end of your next turn

Zach/Vora: Okay so stunned is just not doing anything

Josh/DM: yeah

Zach/Vora: Woo!

Zoe/It: Dang, all these peeps are on us.

Zach/Vora: so, I am profusely bleeding out of my ears and wherever he hit me oh

Josh/DM: next in the order is Chester

Jon/Chester: it's me what does the situation look like

Josh/DM: so, you've got the wizard kind of off towards... he's got a near like an exit tunnel that leads out of this room he is pretty much about 20 feet from you. You've got the Hulk who is right up on right up on a Vora who was on the other side of the the Wizard when you stabbed him so he's probably about 10 feet off from you; You've got The Mangler who is nearby It who was kind of towards the back of the room and you've got another Mangler who's kind of off on the side of the wall or the side of the... side of the room near the left wall

Jon/Chester: Ok. Ok. how far is the wizard from me?

Josh/DM: 20 feet

Jon/Chester: Okay, well I am going to run up behind the creature that's attacking my homie It.

Josh/DM: okay

Jon/Chester: and I'm going to hopefully attack for Advantage

Josh/DM: yeah, I'd say you're flanking him

Jon/Chester: so that's at 22 to hit

Josh/DM: that hits

Jon/Chester: it's going to be 24 damage

Josh/DM: ooo, that's a good hit

Jon/Chester: as Chester sees his friend in danger and runs up and spears this creature with his Rapier

Josh/DM: yeah, he doesn't like that

Jon/Chester: I would imagine so and then I'd like to use my bonus action to hide

Josh/DM: sure, there's not much in this room to hide in but there are a lot of Shadows

Jon/Chester: I was gonna say I'm gonna use the shadows and the bodies of my enemies and friends to obscure myself 14 to hide

Josh/DM: okay

Jon/Chester: and that's my turn

Josh/DM: groovy next up is this other Mangler we'll call him Mangler number one I don't know why I numbered them incorrectly but Eberus, this mangler is going to kind of like push himself off the wall and just start... and come for you with two of its claws

Chris/Eberus: Excellent! Bring It On

Zach/Vora: yay

Chris/Eberus: ooo a Nat 1

Josh/DM: okay well let's see how bad he fucked up. so yeah so, he rolled a Nat one and then he rolled a 21 on the two attacks

(laughter)

Chris/Eberus: Ooo

Zach/Vora: nice

Josh/DM: yeah okay so this guy launches himself at you Eberus and you sort of just lift your Hammer up and just sort of like fling him off of you and he hits the Hulk creature and the hulk creature is now annoyed with him and... yeah and rips two of his arms off

Zoe/It: Oh my god

Chris/Eberus: ooo

Zach/Vora: that means he only gets four multi attacks instead of six

Josh/DM: and if the creature takes 16 points of arm removal damage and we'll say he doesn't get to... we'll say that that second attack doesn't hit because you... you lucked out

Chris/Eberus: well it didn't happen but I've got the Wrath of the storm so if he was going to multiattack me like let's say six times would I be able to take my reaction after the first attack or after the last that's a good question because I've also got.

Josh/DM: Could you read the wording of it?

Chris/Eberus: When a creature within 5 feet so you can see hits you with an attack you can use a reaction to cause a creature to make a DEX saving throw

Josh/DM: so, I think you only get one reaction / turn so I thought I'd say that you can do it after any any one of the multi attacks

Chris/Eberus: but only once

Josh/DM: yeah so after that little failure of Mangler number one Chris you're up

Chris/Eberus: what does the room look like not... not the enemies but the room itself

Josh/DM: so, it's another one of these plain paved stone rooms. There are a couple of cages hanging from the top like... I believe they are called gibbets. yeah so there are these two gibbets hanging from the top of the room other than that this room is pretty bare-bones there's a couple tables and chairs like you've seen in other rooms no ca... no cages with monsters in them strangely enough but other than that it's just a plain Stone room

Chris/Eberus: Okay, how tall is it and how like wide

Josh/DM: Let me see and pull up the map I got here so it's 30 ft wide and 60 ft long I didn't actually put in a height for this room but I would say prolly... the ceilings are probably about 20 feet high

Chris/Eberus: would you say that's large enough to cast call lightning? it is a 10 ft tall and a 60 ft radius cylinder

Zach/Vora: don't you have to be outside to use call lightning?

Josh/DM: no, you just have to have the room to cast the spell

Chris/Eberus: yeah you need the space and if you cast it out outside in a storm it gets another dice. Can I... How is the wizard looking can we tell if he's... of course actually that's a stupid question he's giggling because it tickles (laughter) so I'm going to be compelled to protect my new friend and... uh I mean not really like life debt partner but pretty close and I'm going to cast...let's see... shatter on the big red guy or near him in a way to hit him and his armless buddy but not Vora.

Josh/DM: Yeah, sure we can do that

Chris/Eberus: yeah that's a ten-foot radius sphere

Josh/DM: and they need to make dexterity saving throws?

Chris/Eberus: Yeah... oh no it's a con

Josh/DM: oh Con? Oh Ok, sorry. Ok so that's for the hulk that's a 16

Chris/Eberus: that Meets

Josh/DM: okay and that's for the armless buddy that's an unnatural 20

Chris/Eberus: and that beats

Josh/DM: and I'm going to call high on the D100 so go ahead and roll that okay

Chris/Eberus: 78

Josh/DM: so, they both pass so go ahead and roll damage I believe it's half damage, right?

Chris/Eberus: Dammit. Ok well, I'm still going to go all out that is a 4th level spell slot and I'm using my channel Divinity to max damage to blast them for 20 both of them

Josh/DM: Okay

Chris/Eberus: and also, I will push them away 10 feet because I am a tempest... Tempest cleric and will that trigger Vora's opportunity attacks?

Zach/Vora: I'm stunned

Chris/Eberus: well push them away from him and I will move to interpose myself between Vora and the big guy

Josh/DM: okay. Vora, you are up next. You're stunned so the only thing you can really do is speak falteringly

Zach/Vora: we should get out of here! (laughter) (aside) all dazed and like not feeling too great

Josh/DM: The Wizard laughs since he's up next the wizard laughs and he says

Josh/DM: (as the wizard) oh... oh my clever little kobold. Oh, you should have you should never have come down here but if you're willing to play... maybe we can come to an agreement and you and your friends can just walk out of here I mean after all father will be here soon and well it'll be all over then.

Zach/Vora: I feel this is more of a group decision than for me to say

Chris/Eberus: well Eberus is going to follow your lead but he doesn't have any particular malice against them other than the fact that they're, you know, bad guys doing bad things.

Zach/Vora: I don't want to speak for everyone else but I'm very much outmatched here because I can't take any more hits

Jon/Chester: have you ever seen a cat back down from a fight?

Zoe/It: (laughs) I mean are they really going to let us go too

Jon/Chester: yeah

Zach/Vora: that's fair

Chris/Eberus: yeah, I don't really trust that they would... hold up their end.

Josh/DM: you can ask them.

(laughter)

Zach/Vora: Would you guys really let us go?

Josh/DM: Oh well, in a sense, yes of course

Chris/Eberus: can I roll inside on that?

(laughter)

Josh/DM: yeah go ahead

(laughter)

Chris/Eberus: perfect for a 19

Josh/DM: yeah there's definitely some trickery afoot here he's definitely not telling you the full... the full bargain

Chris/Eberus: I don't trust them

Zach/Vora: Then what do we do?

Chris/Eberus: We fight to survive

Zoe/It: I have a plan (laughs)

Chris/Eberus: I think all we need to do is snipe the wizard I could have blasted them for pretty good amount but I moved to protect Vora instead but

Zach/Vora: which I appreciate

Chris/Eberus: if we like Focus him down

Zoe/It: and also, if there's a way... someone has healing right? I'm guessing that's you Chris?

Chris/Eberus: I do, but I can't spend two spell slots in a turn so I couldn't heal...

Zoe/It: Right well I mean if...

...(continuing) And damage.

Zoe/It: (continuing) we're able to help and get over there then maybe you'll be okay? Maybe

Zach/Vora: The, the party seems to be in agreement, Vora's just going to give the Wizard the finger

(laughter)

Zoe/It: yes! Yes! Yes Vora! I know you're bleeding and you're dying but yes!

Josh/DM: the Wizards face gets angry and he says:

Josh/DM: (as the Seer) very well! Then you will be the first to suffer at the hands of our father!

Josh/DM: and he holds up his staff ready orb attack from it when suddenly his head jerks to the side as if he's listening to something

Zach/Vora: (imitating Emperor Palpatine from Star Wars Episode III): No, No You will die!
Btzz

(laughter)

Josh/DM: and he lowers his staff and he says

Josh/DM: (as the Seer) brothers our Master calls us back. Preparations are almost complete! we can leave these little sad creatures to their fate!

Josh/DM: and the Wizard appears to just evaporate into the air and the Hulk creature picks up the guy that he ripped his arms off of and they move to... (interrupted)

Jon/Chester: (interrupts) opportunity attack

Josh/DM: to leave... yeah, totally! Chester and it and I think Eberus, you all get opportunity Attacks

Jon/Chester: 18

Josh/DM: and that would have been on The Mangler?

Jon/Chester: I believe so yeah

Josh/DM: yeah so that hits

Jon/Chester: 11 damage

Josh/DM: okay

Zoe/It: why not why not?

Jon/Chester: it's free damage

Zoe/It: that's true. Is the wizard still in sight maybe?

Josh/DM: No, the wizard

Zoe/It: Dammit

Josh/DM: like turned into mist and he's gone

Zach/Vora: he's gone

Zoe/It: 22 to hit

Chris/Eberus: I'm going to need a wisdom saving throw from the big red guy

Zach/Vora: Zoe, before you roll damage do you subtract for...

Zoe/It: I do yes but... for Sharpshooter? yes but I'd meet.

Josh/DM: you don't know that. You're attacking The Mangler dude which is not the wizard's AC

Zoe/It: That's true. I thought it was the same though but that could have been a different Beast too.

Josh/DM: what do you subtract from your hit?

17... I subtract 5, so it would be 17

Josh/DM: That hits, go ahead and roll damage

Zoe/It: Yay!

Chris/Eberus: Head shot!

Zoe/It: 22 damage.

Josh/DM: 22 total?

Zoe/It: mmmhmm

Josh/DM: Yeah, you get off a few more hits as he limps into the... into the hallway and then seems to evaporate into the mist

Chris/Eberus: I'm going to need a wisdom saving throw from the red guy

Josh/DM: yeah, he got an 11.

Chris/Eberus: Ah, my bad I missed that.

Josh/DM: Sorry, no I probably didn't say it.

Chris/Eberus: That is a failure and the sound of a dolorous bell fills the air around it as it takes 21 damage.

Zoe/It: Oh shit!

Jon/Chester: Damn

Josh/DM: What kind of damage?

Chris/Eberus: necrotic

Josh/DM: okay that's not the kind that he is allergic to or resistant to.

Chris/Eberus: as it doesn't heal him it's all good for me.

Josh/DM: he takes that hit and then looks back and snarls at you with just like this this monstrous little blaaah! (laughter) and then disappears into the mist and you hear that Wizards voice again and he says

Josh/DM: (as The Seer) we will meet again soon and when we do you all will pay (sick laughter)

Josh/DM: and you guys are left in this room bloodied up beaten down but not dead yet

(Music and Ambience fades out)

(outro fades in)

Josh/DM: Thank you for listening to our show. For more content including world maps, cast info, or additional podcasts check out our website: luppodcasts.com

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We'll be back in two weeks with another episode of the show!

Bye!

(outro fades out)