

Are We Dead Yet Season 2, Episode 4

Josh/DM: Hey everybody, this is Josh just popping in here at the beginning of the episode to let you know that we now have a Patreon! That's right! Patreon.com/arewedeadyet! There you'll find a bunch of cool tiers that you can subscribe and help support the show with. Uh, some of the benefits include a shout out in every episode for your social media, small business, online store, whatever. We also have opportunities to join our discord fan server and chat with the cast. We also have access to full, unedited um... sessions so you can hear everything that we do over the course of the 3-4 hours that we record. It's a lot of fun so be sure to check that out. That's Patreon.com/arewedeadyet alright, let's get to the show.

(intro music fades in)

Josh/DM: Mystical Secrets and Dark Truths.
Mystical Creatures and Magical Powers
Dark Dungeons and Enlightened paths
All lead us to ask that one question as time marches onward!

(Music builds)

ARE WE DEAD YET?

(Beat drops, music continues then fades out).
(Sewer Ambience fades in)

Josh/DM: So yeah, you guys... the monsters have dipped out and disappeared into some strange mist down the hallway to your... well, on the map that I posted to the left and you guys are now here in this room. you can proceed onward or head back whatever you want to do just let me know

Jon/Chester: well do we chase after them?

Chris./Eberus: Well we ended immediately at the end of the fight we didn't like heal and fix everyone up

Jon/Chester: Yeah.

Josh/DM: No, yeah you guys are still cut up you know you're... Yeah, this is probably like the afterglow of combat. You probably got some... some adrenaline still pumping

Zoe/It: I'm glowing with blood. (laughs)

Chris/Eberus: Did I heal you already? Sherman? I don't remember if I did that, before we ended

Zach/Vora: I got healed nine at some point.

Josh/DM: That was... That was after you got poisoned.

Zoe/It: Oh I think you healed me too

Zach/Vora: And then I got....

Zoe/It: Oh Crud.

Zach/Vora: I got healed nine. And then I took a hit of 27. So now I'm at 14

Chris/Eberus: Okay... What exactly can I cast at the moment? I've only got... I forgot to take healing prayer

Zach/Vora: healing prayers, one of those that it's okay to do like, yeah, it's okay to do out of combat because it takes 10 minutes to cast.

Chris/Eberus: Yeah, I mean, I thought we were more injured. But if it's only two of us at the moment,

Zoe/It: like I said, I'm fine.

Chris/Eberus: All right... and... Shit, What was your character's name again? Vora was it?

Zach/Vora: Yep.

Chris/Eberus: All right. Yeah, Eberus is gonna turn around from standing over Vora. and say, my lord or ... no. (laughter) Let me restart that.

Josh/DM: I was gonna say...

Zach/Vora: Whoa! That's good. Whoa.

Chris/Eberus: He's not calling you His Lord. He means

Zach/Vora: Oh okay

Chris/Eberus: like my God. My gods, I should probably say that, like, Oh, my God. I haven't been doing a very good job protecting you so far. I deeply apologize. And I'm going to level three healing word on you for... I don't have enough dice for that at the moment... So for 15

Zach/Vora: I'm looking better. My... my bleeding orifices have stopped bleeding. But I still look battered and shit.

Chris/Eberus: Eberus is gonna reach down and help Vora to his feet and ask should we turn back?

Zach/Vora: no, we should get these fuckers.

Chris/Eberus: Aye, I agree. What about you two?

Zach/Vora: remember end of last session? I flipped him off.

(laugher)

Zoe/It: You did flip them off.

Zach/Vora: I flipped them off.

Jon/Chester: And...

Chris/Eberus: submit or die.

Zach/Vora: Submit.

Jon/Chester: Chester's... Chester's licking a minor wound on his arm. (with tongue out) Oh, yeah, It was awesome. Let's go get those guys.

Zoe/It: Um, It's gonna say, um, you guys didn't Ah, did they just kind of disappear out of nowhere, so we don't actually know where they are.

Chris/Eberus: Yeah, but now we've got free rein of the place.

Zach/Vora: Indeed

Zoe/It: that's true.

Chris/Eberus: They have to have left something behind.

Jon/Chester: Oh, yeah, maybe

Chris/Eberus: Something Valuable they might come back for

Jon/Chester: Oh yeah, maybe they left something valuable behind. Um, we should get the valuable thing for investigating.

Chris/Eberus: perfect idea.

Jon/Chester: Yeah... In...Investigating,

Chris/Eberus: Of course they'd come for something valuable. That's thinking on your feet!

Jon/Chester: Yeah, Yeah, Gold or, you know, artifacts, trophies. statues, food

Zach/Vora: idols.

Jon/Chester: Oh, idols. Yeah, those are usually made of gold. So that's...

Zach/Vora: Onward!

Jon/Chester: Yeah! Let's proceed forward!

Zoe/It: Alrighty let's go!

Chris/Eberus: Aye! and Eberus is gonna turn and lead the way down the hallway.

Josh/DM: The hallway that the mages disappeared into?

Chris/Eberus: Yes, the the way that we did not come from.

Josh/DM: So you guys get about We'll say about 50 feet down the hallway or so. And you come to a little T junction again, you can go straight forward or you can go to the left. So not really a T more like an L.

Jon/Chester: um... looking down the two hallways. What do we see?

Josh/DM: You just see down one hallway. It's just a short, short trip and then it takes off to the right. And if you keep going straight, eventually that hallway turns down to the right. But these walls are very plainly paved. They've got torch sconches in them... sconces in them with burning torches but nothing really descriptive yet.

Jon/Chester: Well, left or right, guys... friends...?

Chris/Eberus: hmm

Jon/Chester: Left or...

Zach/Vora: forward

Jon/Chester: ...straight? Forward?

Josh/DM: You want to keep going straight down the hallway. You don't want to Take down that little detour?

Jon/Chester: Sure

Zach/Vora: Yeah, let's keep going straight.

Josh/DM: Okay

Chris/Eberus: Well, I mean if its confirmed a detour.

Josh/DM: Well, no, I just... I mean its just...

Zoe/It: Left!

Chris/Eberus: Nah, I'm just joking.

Jon/Chester: Left?

Chris/Eberus: Yeah, I'm down for whatever you guys want to do. I don't think I have anything that I can do to discern

Zoe/It: creepy way's the best way.

Chris/Eberus:...Which way but... well, I would imagine the biggest threat is gone. So, Eberus would probably be more relaxed about searching and think. Yeah, we could just come back later.

Zach/Vora: Yeah,

Josh/DM: okay straight on ahead, then. All right.

Zoe/It: Oh, okay.
(laughter)

Josh/DM: or... Wait, or... Sorry.

Zoe/It: That's okay. Nevermind, we'll go straight

(laughter)

Josh/DM: No, no no, you're fine. Do you want to go left or do you want to go straight?

Zach/Vora: Straight! We go and straight. Committed now.

Zoe/It: Okay, but I'm not straight. So that's a little awkward.

Josh/DM: Well... You know.

Zoe/It: So I guess I got to go left.

Zach/Vora: I mean, Neither is Vora.

Chris/Eberus: It's been a pleasure serving with you.

Josh/DM: It, You fall into a tiger pit and you die. Alone in the sewer.

Zoe/It: Oh,

Josh/DM: I'm kidding.

Jon/Chester: Why are there tigers in the sewer though? Like I kinda

Josh/DM: Why are there slaads and fucking howlers and mages and shit?

Jon/Chester: that makes more sense. Tigers though. Like those are majestic jungle beasts, not majestic sewer beasts.

Zoe/It: You never know. Have you ever seen a tiger down in the sewer? No.

Jon/Chester: I spent a lot of time in the sewers. And let me tell you what, no.

Zoe/It: So yeah, you continue uninterrupted unperturbed down the hallway. You take a right, you go about another hundred hundred and 50 feet or so. And you come into a... about a medium sized room probably about 20 feet across. And about probably 40 feet wide standing... Or in this room, there are just two doors, one to the left and one to the right. And standing in front of each door is a person wearing a hooded cloak. You can see two glowing red eyes beneath the hood. And they start saying

Josh/DM: (as the paradox brothers) so you wish to see our masters, a chance to take them down this time. But if you wish to make it there, you must first listen to our rhyme. One door leads deeper to their Castle in the ground. The other to an endless maze where you'll go round and round. Ask one of us a question and we will answer you. But the answer that you'll get will be one of two! For one of us tells only lies and one of us does not figure out our riddle or you surely will get got.

Jon/Chester: Oh man, I didn't know there'd be riddles in this dungeon.

Zoe/It: Well, alrighty, I told you she had gone left. What's the riddle? Sir?

Josh/DM: The riddle is which door?

Zoe/It: Oh, cool. That shows how much I've been paying attention.

Josh/DM: So I'll break it down. So basically, you can ask each one of them a question and one of them will lie to you and one of them will tell the truth and you don't know which is which right now.

Zoe/It: Got it.

Jon/Chester: So Chester is gonna approach these two guys.

Josh/DM: Okay.

Jon/Chester: So I can ask you any question correct.

Josh/DM: (laughs) The one on the left says what the one on the left says yes. The one on the right says no.

Jon/Chester: And he's gonna turn to the one on the left and go so which door is it? which door is

Josh/DM: You've already asked your question, sir.

Zoe/It: Ahh!

Jon/Chester: Oh, snap. Well, maybe you guys get questions we all know. Um, yeah.

Josh/DM: I'm sorry, jon.

(laughter)

Josh/DM: That was very good.

Jon/Chester: Oh, man. All right. All right.

(laughter continues)

Zach/Vora: Yeah, so uh, walking... uh, Vora walks up next to Chester... So which door is it?

Josh/DM: The one on the right points to the one on the left. The one on the left points. The one on the right.

Zoe/It: I'm just gonna whisper like, what if we just like, what if we just like shot these people? (laughs)

Jon/Chester: No, no, no, but they might have something valuable. Maybe I can. Maybe I can snag something off and why don't you distract them?

Zoe/It: Oh, oh. Okay. So uh, I guess Oh, crud. (laughs) I guess It's gonna go up and start flapping their wings and singing and dancing,

Jon/Chester: And whi...

Zoe/It: singing them a song

Jon/Chester: while this is happening Chester is gonna try to...

Josh/DM: Ok

Jon/Chester: Chester is gonna try and pick their pockets.

Chris/Eberus: I mean, you could just ask him a question.

Josh/DM: You're gonna try and pick their pockets while you're... (laughs) um, I don't. Okay, I'm gonna need a performance check from It first.

(laughter)

Jon/Chester: I think we need I think we did a performance from from Zoey actually is what we need here.

Josh/DM: Yeah, get on the webcam.

Zoe/It: Ah, great. Okay, a performance?

Josh/DM: Yes, please.

Zoe/It: Okay, I'm going... do..do..do..do..do...oh.

Josh/DM: What's that roll?

Zoe/It: Oh, it's an 11.

Josh/DM: Yeah, the one on the left is just kind of raising his eyebrows at you. The one on the right is kind of clapping a little bit, but not super into the performance.

Jon/Chester: Alright, so I'm going to try to pickpocket the guy on the right that's clapping along with this.

Josh/DM: Yeah, sure. Go for it. Roll some stealth and then roll sleight of hand.

Jon/Chester: All right. There is the stealth uh, that's 27 for stealth and 27 for sleight of hand.

Zoe/It: Hell Yeah!

Josh/DM: Okay. Yeah, you, you just disappear into the shadows. And you reemerge behind the guy, you reach into his little robe pocket there. You pull out a small book of well, just like a small prayer book, almost. It probably looks like it looks well used. And we'll say you also get 10 Gold out of eight out of the deal.

Jon/Chester: Sweet, All right. And now I believe we proceed through the door on the right.

Josh/DM: That's it. You're picking the door on the right?

Jon/Chester: Well the...

Chris/Eberus: Hold on, I haven't... I haven't asked my question yet.

Jon/Chester: Oh, yeah. Yeah, go for it.

Chris/Eberus: So I can ask one question addressed to either of them or both, right?

Josh/DM: Yes, you can address your question generally. Or you can address one question to one and one question to the other. So just specify,

Chris/Eberus: alright. Well, I'm gonna ask both of them. Which one of you is a liar?

Josh/DM: They point to each other and say he's the liar.

Chris/Eberus: And can I insight check that?

(Jon Laughs)

Josh/DM: Wait. Hold on

Chris/Eberus: Let's say I insight check the one on the right.

Josh/DM: Sorry. Sorry. I'm getting lost in my own riddle.

Zoe/It: (laughs) Oh No!

(laughter)

Chris/Eberus: Nobody knows which one is right.

Josh/DM: No, I mean, I have the answer in front of me. But now I'm getting lost in my riddle.

Chris/Eberus: Yeah.

Josh/DM: The liar would point to the one that tells the truth. The truth would tell. Yes. Okay. Yes, that's right. Yes. They both point to each other.

Chris/Eberus: Yeah. So can I inside check the one on the right.

Josh/DM: Sure.

Chris/Eberus: Alrighty. For... What's my modifier...14.

Josh/DM: 14 is not enough to do it. They both seem like they're, believe... they believe what they're saying.

Chris/Eberus: Damn... Thought I could see through them.

Zoe/It: can we walk up to the doors?

Josh/DM: They're standing there standing in front of them. Chester could walk into walk up to one because he's behind the dude. Not being seen right now.

Zoe/It: mmmm.... Okay... Well,

Chris/Eberus: we've all asked our questions, right?

Zoe/It: No,

Josh/DM: It Has not asked a question.

Chris/Eberus: oh, Okay.

Zoe/It: I have not, can I cast find traps on the door to the left?

Josh/DM: Uh, yeah. Yeah, you could do that. Do you have to touch the item? Or do you?

Zoe/It: Do I?

Josh/DM: Detect traps 5e... (searching on google)

Zoe/It: Ah, no, I don't I don't have to touch it.

Josh/DM: Nope, you sense the presence of any trap within range. Oh, that is within line of sight.

Zoe/It: Is it not in sight?

Josh/DM: It's technically behind the door. So Oh, shit. Fuck. Damn it.

(laughter)

Josh/DM: Yeah, if, if there were traps, they would be behind the door.

Chris/Eberus: But don't you search for trapped objects. So just if you could see the door or the chest. The trap isn't?

Zoe/It: Oh, it's cause it's behind the door. It's on my line of sight necessarily

Josh/DM: the trap itself... The door itself is not trapped.

Zoe/It: Hmm. Alrighty, well now we know we have to be more careful before we make our decision. Because there's probably a trap if we pick the wrong door.

Chris/Eberus: If ... I don't know if you want a suggestion on what to ask?

Zoe/It: Sure. I'm the last one with the question,

Josh/DM: Chris, out of curiosity, you don't have zone of truth, do you?

Chirs/Eberus: I don't think I do, actually.

Josh/DM: Okay.

Jon/Chester: So I, unless I'm wrong, which I could be, I'm pretty sure we know which one is the liar at this point.

Zoe/It: I'm not opening the door. (laughs)

Josh/DM: One of them says, If you know the answer, just approach the brother that you think is the one in front of the correct door, and we will open it for you.

Zach/Vora: Vora heads to the door on the right.... (Zoe laughs) One of us has to fucking do it.

Zoe/It: (laughs) I know.

Josh/DM: Okay, He says, Oh, you picked the wrong door. I guess you'll be here forever. And he opens the door and there is a path leading onward.

Zach/Vora: Sounds fun. Sounds like a great time.

Jon/Chester: Let's go.

Zoe/It: Weeeeeeee

Chris/Eberus: Eberus will lead the way.

Josh/DM: Good job on that. I pulled that trick from Yu Gi Oh.

(Jon Laughs)

Zach/Vora: Oh, yeah.

Josh/DM: And I think also from the labyrinth, but you know, whatever.

(Sewer Ambience fades) (creepy cave ambience fades in)

Josh/DM: Okay, so you have selected the correct door. Good job, and your party descends down a tunnel deeper into the earth. You travel for about an hour. I don't know if you guys make small talk while you're traveling or just focus on one foot in front of the other.

Chris/Eberus: I guess you know, General introductions. Just basics?

Zach/Vora: Want to know who were descending into a deep dark tunnel with? You know?

Chris/Eberus: Yeah, pretty much are introductions we've already given to the, to the audience.

Josh/DM: Sure, sure.... So as you come out of this tunnel, the cavern suddenly opens up into a massive Subterranean Chamber. You see inside this chamber. There are several other tunnels leading off to other sections probably similar to the one you just exited. But the main centerpiece inside of this cavern is a large castle, resting in the center. It is tall. It is dark. It's handsome. Oh, wait, no, sorry. That's someone else.

Jon/Chester: That's me

Josh/DM: And there you go. Dropped it in the map section for you.

Jon/Chester: Oh!

Zach/Vora: Oh, my.. Isn't that just a tall drink of water.

Zoe/It: Ooh, what a sexy castle.

Jon/Chester: You guys.

Josh/DM: Yeah.

Jon/Chester: If you were looking. Chester's eyes have completely dilated in excitement at the treasure he's going to find here.

Zach/Vora: (laughs) I hope your bags aren't, aren't full.

Josh/DM: Within this cavern, there are plenty of spots and like little alcoves that you could like dip into if you wanted to take a long rest or a short rest. recover some of your HPS and spell slots.

Jon/Chester: I will I'll take the hint and I suggest we long rest.

Zach/Vora: Okey dokey.

Zoe/It: Okay.

Chris/Eberus: Yeah, I agree. I agree.

Josh/DM: Sure. I just need two people to take watch during this time.

Chris/Eberus: Eberus will take first one first watch

Josh/DM: Okey Dokey.

Jon/Chester: I guess low wisdom Chester can take a second watch there

Josh/DM: Eberus. go ahead and roll a perception check... Oh, how... how have you guys set up camp like have you set up so that you have line of sight to the castle line of sight to where you came from? Just kind of dark and out of the way?

Chris/Eberus: I would say well, I would prefer a like cave kind of off the path out of the way.

Jon/Chester: Yeah, that sounds good to me.

Chris/Eberus: Excellent.

Zoe/It: Um, so are there caves that we can hide in?

Josh/DM: Yeah, they're like little... little smaller alcoves and tunnels and stuff that you haven't you know that you can easily you know...

Chris/Eberus: I got a 21 for perception.

Josh/DM: A 21? Sure, yeah. We'll say that the area that you're keeping watching has a good line of sight to the castle. And you observe throughout the night Several parties have like five or six. Enter the castle. And then later those same people leave the castle and go off into another tunnel presumably with orders but the night... your section of the night passes fairly. uneventful.

Chris/Eberus: Excellent. Did these people look like, like a war party or just a?

Josh/DM: They looked more like those two robed figures that you encountered up top Who asked you the riddle

Chris/Eberus: So they passed us? Or there's more of them?

Josh/DM: Yeah, cause there's definitely more of them because these are like five or six people, rather than just two. So...

Chris/Eberus: excellent.

Josh/DM: Yeah, they came out of one of the other tunnels that

Chris/Eberus: what were these guys? Were they humans, or could we tell?

Josh/DM: You couldn't tell?

Chris/Eberus: Okay,

Josh/DM: their heads were pretty covered. If you'd made some perception checks, maybe but

Chris/Eberus: Ah... didn't.

Josh/DM: They had human hands! I'll say that.

Chris/Eberus: All right. Yeah, I didn't think of it at the time. Yep. Gonna Go take my take my sleep.

Josh/DM: Chester, do you want to roll a perception check as well?

Jon/Chester: already on it! Chester rolls a 9.

Josh/DM: Yeah, you don't notice anything particular.

Jon/Chester: So Chester's idea of taking watch was as soon as... soon as Eberus, you know went in and was sound asleep. Chester curled back up and took a little catnap.

Josh/DM: just had like half an ear kind of

Jon/Chester: Yeah,

Josh/DM: ... listening to your surroundings

Jon/Chester: but eyes closed though.

Josh/DM: Excellent. Okay. Well, nothing attacks you in the middle of the night. So that's good.

Zach/Vora: Well, that's... that's a plus.

Josh/DM: But yeah, when you wake up, Eberus, you share any of your observations from the night before?

Chris/Eberus: Yeah, I'm gonna let them know. "Saw more of them beasties, that stopped us at the doors was five or six of them coming and going in the night."

Jon/Chester: Oh, yeah. I saw quite a Yeah, I saw I saw them coming and going to they were walking funny.

Zach/Vora: walking funny? how so?

Jon/Chester: Um, it's almost like they were... They had rocks in their shoes probably is what I'm gonna say. But I was definitely watching them.

Zoe/It: Are you lying?

Jon/Chester: Chester's tail Kinda... kind of curls around one of his legs. No.

Zoe/It: Hmm? Ok.

Chris/Eberus: I have no reason not to believe you.

Josh/DM: Do you want to try and proceed into the castle or sneak in or...

Zoe/It: sneaky in!

Josh/DM: ... to scale a wall

Jon/Chester: schnikeys sneaky?

Zoe/It: sneaky sneaky.

Chris/Eberus: How? are we just within like a short jaunt to the castle?

Josh/DM: Yeah, I mean it's just yeah, you could easily get up to the to the pathway and get up to the door No problem,

Chris/Eberus: Um, Yeah, I'd say send Chester in.

Jon/Chester: Is it time for a stealth mission?

Zach/Vora: Time for self mission.

Jon/Chester: All right

Zoe/It: buddies together on the stealthy bitch too!

Jon/Chester: let's do it. Plus, this means we get first pick it all the loot!

Zoe/It: Shh! Yeah I know.

Jon/Chester: Oh, um, that we're definitely going to share and split evenly with all of our friends.

Zoe/It: Shh! No, Don't say that!

Jon/Chester: Oh, um, there's no loot in the castle.

Zoe/It: No, we're gonna just make sure that everything's safe before you guys come join us.

Jon/Chester: Yeah, we're gonna get a real look at all the bad guys and make sure that there's you know. Yeah, let's stop talking.

Zoe/It: Don't mind him. Don't mind him. He didn't get enough sleep obviously last night. He gets cranky.

(Chris laughs)

Jon/Chester: Alright, I've got a stealth role ready to go when you want to Josh?

Josh/DM: Yeah, go for it.

Zoe/It: Oh I already got my 18

Jon/Chester: I got 21

Josh/DM: Yeah, we'll say you guys can you guys stick to the shadows really well, and climb up towards the portcullis that leads into the castle. A portcullis is the gated gate that comes down on a castle by the way. So but it's it's just hanging open. In front of the... the gate are two statues that kind of look like that wizard that you encountered in the sewers or the tunnels above.

Jon/Chester: Okay.

Josh/DM: You see along top of the wall of the castle you see several gargoyles of different shapes and gargoyle statues of different shapes and sizes up there almost keeping watch it seems but they're definitely statues. From inside you see a soft glow of light. And you hear a little bit of music. Kind of eerie. Almost Organ music.

Jon/Chester: we're talking like ominous like Davy Jones in the bottom of the ship playing the Organ with his tentacle face?

Josh/DM: Sure!

Jon/Chester: okay,

Josh/DM: um, but I can guarantee you there are 100% fewer tentacles in this.

Jon/Chester: Now Now you're just disappointing me, Josh.

Zach/Vora: Now I just think you're lying.

Jon/Chester: Um, let's, let's proceed inside in the shadows.

Josh/DM: Okay. Just the two of you.

Jon/Chester: Yeah.

Josh/DM: Okey dokey.

Zach/Vora: So Eberus, How long did we just sit out here before we just kind of go in ourselves?

Chris/Eberus: as long as we figure out that they're not watching the pass

Zach/Vora: Got it.

Josh/DM: So you enter this room the first room in this castle. This room is about 200 feet long and 100 feet wide, and it's just a massive chamber with huge vaulted ceilings going to the top there's two beautiful crystal chandeliers that I don't know maybe Chester and It, you're very fond of because of how pretty and shiny they are. The floors are covered in well Mason stones red... a red and gold carpet greets you. As you enter the room and proceeds on...

Jon/Chester: I have to ask just because it's DND does the carpet actually greet us or is it just there?

Josh/DM: No, no, that was just that's just flavorful storytelling.

Jon/Chester: Okay Okay.

Chris/Eberus:Mm hmm.

Josh/DM: That's... that's a very good point. Thank you

Chris/Eberus: very possible considering

Josh/DM: there are two spiral stone staircases leading up to your left and right about 45 feet into the room. There are six statues of that mage flanking the carpet leading up to a massive stone door with strange runes on it.

Jon/Chester: Is that a...

Josh/DM: There's a couple tables

Jon/Chester: Oh my so Chester's immediately infatuated by that cheese on the table.

Josh/DM: Yep, there's a there's a table full of cheese and a table full of Well, to be fair, I just had to use like it's... it's a table packed with food of all kinds really,

Jon/Chester: okay.

Josh/DM: One's full of like savory, you know, meal type stuff and one is full of sweets.

Jon/Chester: Got it. Got it. So...

Josh/DM: and then there's a smaller staircase proceeding downwards to your left off in the left corner.

Jon/Chester: Chester is going to silently nudge it and then point over that a table full of food

Zoe/It: ooo, that looks delicious.

Jon/Chester: And how far away from our teammates are we right now?

Josh/DM: I mean, you're inside the castle. I would say you're a good thousand feet.

Jon/Chester: Okay,

Josh/DM: at least

Zoe/It: I'll be... I'll... I'm gonna lean over Chester and be like: You grab some food and I'll wave them over. Okay.

Jon/Chester: Okay. And Chester is going to walk over to the table and sniff around for some cheese and meats and take a little for himself and then grab some more for everybody else.

Zoe/It: And then I'll walk over to the... the where...did we go through... where did we go through again?

Jon/Chester: there's a big door

Josh/DM: you went through a gate and then there was the path leading up to the castle.

Zoe/It: Oh We went really far away.

Jon/Chester: Yeah, we're kind of... I was gonna use a message to call them over and be like, Hey, guys, there's food. But um,

Zoe/It: oh, okay, go do that then

Jon/Chester: But I have to be within 100 feet. So

Zoe/It: Oh... Let's switch.

Josh/DM: I mean you could walk out onto the pathway, and wave them down.

Zoe/It: Yeah

Jon/Chester: that's true, so I'm gonna... I'm gonna

Zoe/It: We're gonna switch places

Jon/Chester Yeah, I'm going to scurry... well, so I'm just going to take a bunch of food for myself and I'm going to scurry outside and get to a place where I have a visual of our friends.

Josh/DM: Mm hmm.

Jon/Chester: And simultaneously stuffing my face and waving you know, waving Hi, come here. Hi. Come here.

Zoe/It: And then It will be eating food from the table.

Josh/DM: Eberus, Vora you see your... your pal come out and wave you down. What do you do?

Zach/Vora: Do we see him with arms full of food?

Josh/DM: Definitely.

Jon/Chester: I'm holding a cheese wheel that's almost as big as I am. We'll just we'll say that.

Chris/Eberus: Then Eberus will emphatically and very quickly make his way down to you. (laughter) We forgot to bring some provisions

Zach/Vora: Vora will... (laughs) Vora will less excitedly follow

Chris/Eberus: it's like Oh, oh, looks clear. They've got breakfast so let's go.

(laughter)

Chris/Eberus: Here we were thinking they're gonna steal everything. Nice little lads.

Zach/Vora: Vora will less excitedly follow?

Josh/DM: Yeah, you.... you enter this room. Are you... are you all going to help yourself to this, this meal provided?

Zach/Vora: No, because last time I thought something looked delicious I got poisoned by it.

Zoe/It: You knew! You knew though!

Jon/Chester: I'll be honest, You see worms on it. You see worms on a table and uh...

Zach/Vora: Did I?

Chris/Eberus: they were worms.

Zach/Vora: Hey, worms are a delicacy in some places.

Zoe/It: Gross.

Chris/Eberus: Yeah, Eberus is gonna have his fill and

Zoe/It: munch munch on the food food.

Josh/DM: Yeah, sure you guys spend maybe about 10 minutes chomping down, chowing down? Maybe 20. I don't know. Vora, you're probably just what looking more and more upset this this whole way through?

Zach/Vora: more and more concerns like Why? Why would they think that this platter of food would be good if it's just sitting here unattended.

Jon/Chester: Its for the guests

Chris/Eberus: Eberus assumes that they checked it and made sure it wasn't poisoned or anything so he's all for it.

Jon/Chester: (laughs)

Zach/Vora: Which they did not.

Zoe/It: Uh oh

Zach/Vora: Uh Oh.

Josh/DM: after... after chowing down for a while you do hear that... That mages laughter fill the room again.

Zach/Vora: heheheheheh

Zoe/It: Oh No!

Josh/DM: he says

Josh/DM: (as The Seer) (laughs) Ah, so you decided to join us after all welcome, welcome. We are most excited that you've made it here. Our preparations are almost complete. In just six days those fools above will activate the device and our father will be released. I'm so glad you've come! Are you here to join our cause? Have you changed your mind?

Zoe/It: I mean, I'm here for the food.

Josh/DM: (as The Seer) Well, that's good a reason is any

(hysterical laughter)

Zach/Vora: No, you son of a bitch, we're here to take you down!

Chirs/Eberus: Yeah, you know why we're here

Jon/Chester: (pretending his mouth is stuffed)

Chris/Eberus: We're here to finish what we started (Jon mumbles some more) and finish your breakfast.

(Laughter)

Josh/DM: (The Seer) Oh, well, I'm, I'm sure will convince you in time. Feel free to look around the castle I'm sure you'll find plenty to persuade you to our our side of things. (laughs)

Josh/DM: and then that voice is gone.

Zach/Vora: Now is that voice in our heads? Or was it kind of like a loud speaker kind of thing?

Josh?DM: No, no. It was almost like a loud speaker. It was reverberating throughout the room.

Jon/Chester: This cheese is amazing

Zoe/It: The food's really good here

Josh/DM: Oh yeah, it's it's very flavorful.

Chris/Eberus: I wonder where they get it from all the way down here.

Zach/Vora: You guys probably shouldn't fight on a full stomach.

Jon/Chester: (making mouth noises)

Jon/Chester: Ah, Good idea. Let's take a nap.

Zoe/It: you mean you should fight on a good full stomach, so you have lots of energy.

Jon/Chester: (yawn) I think its time for a cat nap!

Zach/Vora: No cause then you're sluggish.

Josh/DM: You see two very comfy looking couches in this room as well, Chester, conveniently located next to the tables.

Jon/Chester: Chester's going to walk on over with his full belly and I'm just gonna shut my eyes for just a minute guys. I've seen 10...10 minutes maybe... maybe an hour

Chris/Eberus: Well Eberus is going to examine the statues and the door.

Josh/DM: Sure, go ahead and roll an investigation check for the statues and then for the door do you let me know what languages use/read

Chris/Eberus: Alrighty. Also, where is the thing... does stone cutting count for it? It says whenever you make an intelligence history check for related to the origins of stonework. So... Eh?

Josh/DM: yeah, it's not a history check. Really, unless you want to make it a history check and figure out if you know anything about the history of these statues but...

Chris/Eberus: Nah, I'll go for more general. So my investigation in 17.

Josh/DM: 17? Okay. Yeah, so the statues just kind of your general knowledge of like masonry. You can tell these statues seem pretty fragile. Almost as if they might be hollow on the inside.

Chris/Eberus: That's odd. These statues...

Josh/DM: But they look hollow.

Chris/Eberus: ... Look hollow.

Zach/Vora: You should break one!

Chris/Eberus: Maybe in a moment. I'm gonna turn to the door as well if that's it for the statues.

Josh/DM: That's all you got from the statues just looking at them. What languages do you speak?

Chris/Eberus: Common and dwarvish?

Josh/DM: Okay. Yeah, there's some strange runes in scribing the door all around. We'll use that same investigation check. You see two small s shaped indentations on the left and the right of the door one on each

side. Almost like a like some sort of like pendant or... an amulet or something is supposed to slide into those slots. But you don't see any handle or any means of locking it or anything like except for those two indentations

Chris/Eberus: I'm guessing it looks unassailable. Like you got to unlock it or nothing no way to bust it down.

Josh/DM: It looks like a really solid stone door. Yeah.

Chris/Eberus: All right.

Zach/Vora: what an inconvenient way to open a door Vora says to Eberus.

Chris/Eberus: Aye! how far apart are those indentations? I can't... barely even half my reach. Or... it's twice my reach!

Josh/DM: Yeah, the doors about 10 feet wide. Just a big old door!

Zach/Vora: big old door! Well clearly it's meant for two people to open. But still who does that?

Chris/Eberus: I think we found our destination. We just need to figure out how to get in. How about you, little ones? This seems like your wheelhouse

Zoe/It: opening a door? Why can't you

Chris/Eberus: Look at it. I ain't got the key. But that seems like something that you're good at doing opening doors without keys that is

Jon/Chester: Chester is gonna open one, Did somebody say locked door?

Chris/Eberus: Aye Laddie, you can come over and take a hit at it, If you'd like

Jon/Chester: Chester is gonna come over and rifle through all the valuables in his backpack to pull a thieves tools, some of his thieves tools out and investigate the lock to see if he can pick it because investigating the lock before you pick, it's always a good idea! stay safe kids!

(Zoe Laughs)

Josh/DM: So

Zoe/It: DND beginner tip. Always investigate the lock before you pick it.

Chris/Eberus: Always investigate before you...

Josh/DM: so there... there is no lock. There is just these two indentations with an S shape.

Chris/Eberus: I'm guessing none of us can read the runes on the door.

Zoe/It: I only have dwarvish two, like you so no, I can't unless its Ikwi-kwi!

Josh/DM: It isn't in Ikwi-Kwi.

Zach/Vora: I've got Draconic

Josh/DM: it's not in Draconic.

Jon/Chester: I have Elvish and thieves can't

Josh/DM: Nope.

Jon/Chester: I bet it's in abyssal

Zach/Vora: Doesn't matter.

Jon/Chester: Um, Chester is going to start investigating the statues to see if there is a way to interact with the statues at all.

Josh/DM: Yeah, sure. Go ahead and roll your own investigation check on that as well.

Jon/Chester: Sorry, I had to get up for a second if I... if I missed anything that happened.

Chris/Eberus: Nah, we just figured out that they look hollow.

Jon/Chester: Got a halfway decent investigation score. So that's an 8. You catch Chester napping behind one of the statues He said he was going to investigate again.

Zach/Vora: I give him a little nudge with my foot like "wake up!"

Josh/DM: Yeah you don't really get anything on that.

Jon/Chester: Yeah, I know.

Chris/Eberus: What are the statues of?

Josh/DM: They look like the same mage that you encountered in that tunnel. Upstairs.

Chris/Eberus: Right. And do they look... Are they quality made? Do they look like their works of Master... Mastership?

Josh/DM: I'd say no, they're... they're definitely amateur. They almost look. Hmmm... You rolled a 17? Yeah, I'll just say they look amateur. Yeah.

Chris/Eberus: All right. Well, Eberus is gonna have no compulsion about smashing one and pull out his hammer and move towards the nearest and take a swing.

Josh/DM: Okay, go ahead and roll an attack.

Chris/Eberus: Let's see... 14 to hit.

Josh/DM: Yeah, that hits roll damage.

Chris/Eberus: It's been a while since I use my physical dice. Nice. For 13 damage.

Josh/DM: Yeah, you smashed open the the statue there. And so you bust this open and one of these little creepy crawly things pop out. It's kind of got like spider legs on it. But its mouth is... Let me see. I wish I had a better picture but it's fucking tiny.

Zach/Vora: those look like wings, but that's terrifying.

Josh/DM: No those are like little tentacle thingies.

Zoe/It: You... you really had to go on break one of these things you really had to!

Josh/DM: Go ahead and roll initiative.

Chris/Eberus: How big is this thing?

Josh/DM: this is a tiny thing so it's actually probably about the size of Chester or It

Chris/Eberus: I don't have time to like make an identification check

Josh/DM: no probably not

Chris/Eberus: Alrighty.

Zoe/It: you... so you want to roll for initiative though?

Josh/DM: Yes please

Chris/Eberus: 10 for me

Josh/DM: all right 10

Jon/Chester: I rolled in the wrong channel but I got a nine for initiative because Chester is just really on it today.

Chris/Eberus: Really on the naps.

Zoe/It: Ah, I got five because I hit I got one. Does that mean I fail?

Jon/Chester: Yeah, that's a nat 1.

Zoe/It: Yeah, I nat 1'd it.

Josh/DM: Yeah, go ahead and roll. Well, no, you can't you can't fail on...

Zoe/It: I thought for initiative. I can't.

Josh/DM: No, not on initiative. You're fine.

Zoe/It: All right.

Zach/Vora: Vora got a 16 for initiative.

Josh/DM: Okay.

Josh/DM: Yeah, so this little set of tentacles and and teeth on spider legs. falls tumbles out of the the statue and kind of just snarls at you and hisses at you a little bit. Vora you're up first.

Zach/Vora: Alrighty, how close Am I to it?

Josh/DM: You're kind of standing back from the table so I'll say you're probably within like five or 10 feet.

Zach/Vora: Okay... shit. I don't have my spells up front of my face... Now I do I want to poison spray it give me a constitution save.

Josh/DM: Okay... Guess what? It has no bonuses for constitution.

Zach/Vora: Yeah

Josh/DM: 16

Zach/Vora: Fuck! yeah, it makes it

Josh/DM: okay. You want to get these bastards back for poisoning you.

Zach/Vora: Yep.

Josh/DM: Well, that did not work... So

Zach/Vora: did not... That is the end of my turn.

(Zoe laughs)

Josh/DM: Okay, next in the order

Zach/Vora: Spellcasters don't get a whole lot of options in the way of bonus actions so...

Josh/DM: No. Eberus you're up,

Chris/Eberus: all right, and homeboys right in front of me.

Josh/DM: Yeah, I mean, he tumbled right out in front of ya, So.

Chris/Eberus: All right. Well, I'll just give him a good old whack with the hammer. 16 or... 15 to hit

Josh/DM: that hits.

Chris/Eberus: Right. I'm just gonna roll damage in here. 17 damage.

Josh/DM: Yeah. Eberus, So you see, Vora tried to poison spray it and you're probably just like, no, that's not how you do this. And you just bring your hammer down in just one fell swoop. And you smash it to pieces. And it dies.

Zach/Vora: Oh, nice.

Chris/Eberus: Eberus is gonna take a look at the pile of mush left behind and try and figure out what the fuck it was.

Zach/Vora: Vora is going to assist

Josh/DM: Yeah, go ahead and make an Arcana check please.

Chris/Eberus: Actually he should probably assist Vora in that.

Zach/Vora: Yeah.

Chris/Eberus: So I'll do that. I'll assist Vora.

Zach/Vora: 22 for Arcana.

Josh/DM: Yeah. So these creatures you've only heard of in probably like stories around like the campfire back home. These creatures are said to come from the very stars themselves. This creature is called a star spawn grue. And it is a servant of usually more powerful, Star-Spawned creatures. They are usually heralds of doom. And where there's one there's usually more

Zoe/It: so don't smash the statues.

Josh/DM: Well now there are five statues, so

Chris/Eberus: maybe we should smash the statues and get rid of these little beasts.

Zach/Vora: Let's just smash all the statues?

Josh/DM: Mm hmm. Okay.

Chris/Eberus: I mean, I'm down. If you guys are for is down. I mean, there could be those hidden keys in one of these statues? Was there anything else at all in there? Or just this little monster guy?

Josh/DM: Just the little monster Dude.

Zach/Vora: Who would hide? Who would hide these things in there?

Jon/Chester: Probably an evil guy. Who's like I'm gonna put fucking monsters in the statues in case those bitches try and smash the statues to open the door. I'll be honest, I think the answer to our statue or like our door problem is upstairs. We've got a staircase

Zach/Vora: Yeah,

Jon/Chester: we got three staircases to look at. I don't think smashing statues is the best use of our resources here.

Zach/Vora: Man, Jon coming in with the

Josh/DM: logic

Zach/Vora: fun killin.

Chris/Eberus: I just don't want to figure out why they're in there at a dis... disadvantageous time.

Jon/Chester: Oh, you know what? That's a fair point there. So yeah, why don't we

Zoe/It: Smash some bitches we all take one.

Jon/Chester: Yeah. Well, no, no. So what we'll do is, we'll set up right? we'll we'll make this we'll make this almost idiot proof so what's gonna happen is we're gonna have Chris... or sorry I'll... in character. We're gonna

have Eberus with his hammer smash the statue. And then It and myself are going to be ready with our weapons to stabby stabby Poke Poke die. And then Vora is going to have a spell readied in case the stabby stabby Poke Poke die doesn't do it. We'll just finish it off with some fires

Chris/Eberus: Just round Robin while you guys are all prepared to cast spells as soon as it appears.

Jon/Chester: Yeah, something like that.

Zoe/It: Okay,

Chris/Eberus: I'm down.

Josh/DM: You going to go one at a time are you going to try and smash them all at once?

Chris/Eberus: Well, if you guys can...

Jon/Chester: we're gonna go one statue at a time.

Josh/DM: Okay,

Josh/DM: yeah.

Chris/Eberus: If you guys could smash them all at once. I could stand in the middle and then Thunder Wave with channel divinity and just zap them all.

Jon/Chester: I don't think I can smash a statue. I've got a rapier.

Zoe/It: I mean, I guess I could turn into an owl bear. But that means I have to be owl bear for like an hour.

Josh/DM: I believe the ability you can end at will.

Chris/Eberus: Yeah. Wouldn't want to waste it though.

Zach/Vora: Yeah

Chris/Eberus: Yeah let's just... Let's just do it nice and easy. Where we don't spend any resources.

Josh/DM: Okay, so you're smashing another one?

Chris/Eberus: Yep.

Josh/DM: Okay, you smash one and three of them come out.

Zoe/It: Maybe not. Maybe we shouldn't have done this.

Josh/DM: we'll use the same initiative. We'll just start from the top or not from the top. We'll start where we left off. Chester you're up.

Jon/Chester: Alright, so I'm going to a bonus action to hide.

Josh/DM: Okay, you're gonna dip behind one of the statues..., you know, you were actually kind of like half catnapping behind one so sure.

Jon/Chester: Would you call me hidden if you want to call me hidden right now, I won't waste the bonus action to hide until after I attack.

Josh/DM: Um, Yeah, I will say that you were already you were already kind of, you know, laying or you were lazily laying around. Yeah, we'll say you're back on so you're good.

Jon/Chester: Alright, so I'm gonna I'm gonna poke out and use a... give a stabby stabby Poke Poke sneak attack. Why is that? Oh, there it goes. For 27 to hit that's a Nat 20 by the way.

Josh/DM: Hell yeah.

Jon/Chester: All right. Double the dice rolls here. That natural 20 Yeah. And Then that's gonna be 50 damage to that one.

(laughter)

Josh/DM: Okay... Yeah, I mean, it dies. It dies a sl... You skewer it on your

Chris/Eberus: it's vaporized.

Jon/Chester: And then I'm going to use my bonus action to return to cover behind a statue and hide.

Josh/DM: Sure.

Zach/Vora: Gooified it.

Jon/Chester: Butt damage... that's an 11 to hide by the way.

Josh/DM: Okay, you're lucky these things aren't very wise.

Jon/Chester: I am very lucky.

Josh/DM: Okay, next in the order is the star spawn grue, which I'm just going to call grue for short. One of them is going to take it's a little mandibles there and try and latch on to you. Eberus. Oh, Nat 1!

(laughter)

Zoe/It: It just implodes on itself.

Josh/DM: uhhh, 30 No, we're gonna say it bites its friend here.

Chris/Eberus: The waves break upon the rocks.

Josh/DM: So we're gonna say it ends up biting its friend. 2d4 plus one. And it gets a good little bite out of its buddy. The second one is going to try and latch on to you, It

Zoe/It: What a poo head.

Josh/DM: for 18 to hit?

Zoe/It: Yeah it hits.

Josh/DM: Okay. And I need you to make a wisdom saving throw as well. As you take 8 damage

Zoe/It: Ok... 20.

Josh/DM: Okay, yeah, you pass. Good job.

Zoe/It: Yay! But you said take 8 damage.

Josh/DM: Yes. And then next in the order is It

Zoe/It: Fuck a bitch up

Zach/Vora: Fuck 'em up!

Zoe/It: I'll fuck that bitch up.

Zach/Vora: Fuck 'em up.

Zoe/It: Okay, so the one I attacked me was the one that took damage, right?

Josh/DM: Yes.

Zoe/It: Cool. Perfect. I'm just wondering if it uh, if that's the one that attacked me.

Josh/DM: Yes, that would have been the one that attacked you.

Zoe/It: Perfect. Equals 15 Ah, I don't think I made it. 20 to hit?

Josh/DM: Yeah, that hits.

Zoe/It: Cool. Cool. Cool. All right, hang on while I do damage really quickly cuz I got do a lot of it. So that's 11 and then I'm going to go again.

Josh/DM: It's dead.

Zoe/It: Oh, Oh, nevermind.

Josh/DM: That... That one's dead. So now you have one other one.

Zoe/It: Yeah, so then I will attack again.

Josh/DM: Sure.

Zoe/It: 20 to hit

Josh/DM: Damn. Yeah. Okay, cool. Go ahead and roll your damage.

Zoe/It: Then I don't know if he can hit it. I don't think I can. And that's six again. What the heck? Um... that's six damage for the other one.

Josh/DM: Okey dokey. Vora you are up to bat.

Zach/Vora: Alrighty, this time we'll get a fire bolt it.

Josh/DM: Okay.

Zach/Vora: For... mental math is hard 21 to hit

Josh/DM: yes, that hits.

Zach/Vora: for 14 plus... 3... for 17 fire damage.

Josh/DM: Okay, it dies.

(Zoe laughs)

Zach/Vora: Yeah,

Josh/DM: just to speed things up a little bit because I don't really feel like playing out this scene over and over again. We'll say that the rest of this extermination process takes about 30 minutes or so of just or no actually will

say 10 minutes sorry. 10 minutes because combats quick of just smash and grab. You end up having to fight nine of these little bastards.

Jon/Chester: Oh, damn,

Josh/DM: but it's quick and clean and clear and quick so

Jon/Chester: it's quick and clean and quick.

Josh/DM: So I got a bunch of stone scattered all over the floor.

Jon/Chester: How's the... how's the door looking?

Josh/DM: Still there.

Jon/Chester: All right.

Josh/DM: Nothings changed.

Zach/Vora: Is there any amulets among the Goo? Or the S shaped effigies?

Josh/DM: Yeah, there are no s shaped devices here.

Zach/Vora: Eh... At least we don't have to worry about these things again.

Josh/DM: That was actually a very clever, clever move there. So good job.

Zach/Vora: Yay.

Jon/Chester: Thanks well it was all Eberus... Well, um, we got the things in the statues taken care of. And there's nothing else here. Do we go... up the spiral staircases are down the staircase or down the staircase?

Zoe/It: Down the staircase!

Chris/Eberus: I'll trust your instincts on this!

Zach/Vora: Yeah.

Jon/Chester: All right. Let's go.

Josh/DM: You want to go downstairs?

Zach/Vora: Downstairs.

Jon/Chester: downstairs!

Josh/DM: Awesome.

(intense music fades out)

(Outro music fades in)

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Cover Art by Ashley Steinke.

We'll be back in 2 weeks with another episode of the show!

Bye!

(Outro Fades Out)