

## **The Adventure Zone: Graduation – Ep. 8, Mission: Imp Hospital**

Published on February 20<sup>th</sup>, 2020

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[music plays]

**Announcer:** In a world of magic and monsters...

[monster sounds]

**Announcer:** Where heroes and villains only worry about the bottom line...

**Speaker 1:** I only care about the bottom line!

**Announcer:** And fate is in the hands of an unseen, but still incredibly handsome, higher power...

**Speaker 2:** Mwa ha ha ha ha ha ha ha haaa!

**Announcer:** Three unlikely business partners...

**Speaker 3:** You must be Fitzroy Maplecourt. I've been looking for you.

**Speaker 4:** Do you mean, behind the mask, it's been Argo Keene this whole time?!

**Speaker 5:** Thank you, Master Firbolg! You've saved us all!

**Announcer:** Have banded together to try to earn some cash during their semester break.

**Speaker 6:** Cha-ching!

**Announcer:** This February, thank Travis for Travis Studios, in conjunction with Thunderman LLC, presents...

[explosion sounds]

**Announcer:** Mission: Imp Hospital.

**Travis:** My boys... oh, my boys. So excited for this episode. This is our, uh, semester break episode. And it's gonna be some D&D-ass D&D.

**Clint:** Yeahhh!

**Griffin:** I'm gonna roll so many fucking perception checks that our audience is going to shit.

**Clint:** My rolls are unstoppable this game!

**Travis:** This is gonna be some Dungeons *and* Dragons. I got—well, I actually have neither, but... it's gonna feel a lot like both. But first—

**Clint:** You excited about that, Juice?!

**Justin:** Oh, baby, let's see the numbers go up!

**Travis:** Okay. So, first thing's first, though. Let's get some D&D mechanics out of the way! It's level up time!

**Justin:** Oh, shit!

**Clint:** Yeah!

**Travis:** Time to level up. Gimme a level up, boys. Griffin. What did Fitzroy pick up?

**Griffin:** Well, this is a fun one. 'Cause there's a special time in any boy's life, is when he branches out, and he... multiclasses!

**Travis:** Ooh!

**Griffin:** Which I've gone ahead and done. I've fulfilled my promise to you that I would come by magic the good, earnest, Christian way.

**Travis:** Uh-huh. [laughs]

**Griffin:** Through multiclassing as a sorcerer. Uh, specifically a wild magic sorcerer.

**Travis:** That tracks, yes.

**Griffin:** That basically means that I have access to, uh, more spells, now. I'm only a level one sorcerer, so there's some other shit that sorcerer does that sets it apart from wizard. But a lot of that flavor, like, that makes it sort of different from how Taako cast spells and stuff, um, you don't get kind of until later.

**Justin:** Who?

**Griffin:** He was a big character on, uh, Critical Role.

**Justin:** Fan favorite.

**Griffin:** A fan fave. Um, so, yeah. The only thing you really need to know is that I have a thing called Wild Magic, and that is, every time I cast a spell, I roll a d20 in addition to whatever I do. And if it's a one, I have to roll on a table of one hundred random magical effects.

**Travis:** Okay.

**Griffin:** And then I have to do whatever it says. Or, I uh, I also have a thing called Tides of Chaos, where, once per long rest, I can gain advantage on a roll. And then, once I have done that, once I've expended that, Travis, you can make me roll on that Wild Magic table, like, any time I cast a spell, no matter what.

**Travis:** Oh, cool!

**Griffin:** So it's like a—if I have Tides of Chaos in my pocket, and I haven't used it, then like, I am a little bit more protected.

**Travis:** Your chaos is at low tide, at that point.

**Griffin:** Right. Once I use Tides of Chaos, then, any time after that that I bust out my magic, you can make me roll on this surge table. And this surge table is like, fucking wild. Like, one of them is like, you get taller. Permanently.

**Justin:** Whoa!

**Travis:** Okay!

**Justin:** Permanently!

**Griffin:** You age ten years. Like, it's fuckin' wild shit. You cast *Grease*, centered on yourself. That's embarrassing.

**Travis:** Yeah. You're a slippery boy after that. Alright, cool! Justin, uh, what's the Firbolg pick up here in the fourth level?

**Justin:** Couple of, uh... just got a couple of dexterity points.

**Travis:** Okay. Hey, that's something.

**Justin:** Just got a couple of dexterity points. Not a big...

**Travis:** But it's the friends you make along the way.

**Justin:** Yeah, just couple... just couple dexterity points. Not a big deal. Just a couple dex-os.

**Griffin:** Y'know what, you get a lot more fun stuff at five. I wish Travis had let us go to five.

**Justin:** Well, we're at four.

**Griffin:** Yeah.

**Travis:** Well, I tried to go to five, but I don't want you guys to be all powerful, big, meaty tanks.

**Griffin:** Yeah. No, yeah. It's fine. It's just, ability points. That's cool.

**Travis:** That's okay.

**Justin:** Just a couple of dex-os.

**Travis:** What about you, Daddo?

**Clint:** Uhh, couple more hit points. Um, and the opportunity to increase... an abilityyy... Since we're all pretty stupid, I think I'll increase intelligence.

**Travis:** Well, you guys have—you got street smarts, but you did need some more book learnin', so...

**Griffin:** I don't even think I have that.

**Travis:** Oh no! Wait, one of you has street smarts for sure, right?

**Griffin:** Argo's got sea smarts.

**Travis:** Sea smarts.

**Justin:** I put five into school of hard knocks.

**Clint:** [laughs]

**Travis:** Okay. Yep, that explains that. Alright, so Dad's taking some book learning, and bumping up his intelligence. So...

**Clint:** Indubitably, I am!

**Travis:** Oh god. No, none of that. So! Word got around that you all didn't have plans for the break. So, when school counselor, Tomas, found out that the mayor of Last Hope was looking for some intrepid and expendable adventurers for a mission, he recommended you.

Last Hope has been building a brand new, state of the art hospital. However, shortly before the grand opening, it was overrun by imps. No one is quite sure where they came from, but they all arrived overnight. The workers are, by Heroic Oversight Guild guidelines, not permitted to perform tasks like monster raids. However, there are no licensed heroes or villains in the vicinity.

You three have received special dispensation to work as contractors associated with the school. Your job is simple. Get in there and clean them out so construction can get back on schedule. In return, you will each earn 100 gold that you get to keep. So, welcome to Mission: Imp Hospital.

**Clint:** Oh!

**Griffin:** Oh, Jesus, Trav!

**Justin:** [bursts into laughter]

**Clint:** I thought I knew where you were going, and then you took another step beyond it!

**Travis:** Hey, thanks.

**Clint:** [laughing]

**Justin:** That's the worst.

**Griffin:** That is hard and it sucks.

**Travis:** And in case you all were wondering, the title came first.

**Griffin:** Right, I'm sure it did.

**Justin:** Yeah. This is unsurprising.

**Travis:** Uh-huh!

**Griffin:** So, I need it in writing that we're gonna keep the 100 gold.

**Travis:** Yes.

**Griffin:** And then, that the things we buy with the 100 gold aren't, then, sort of taken away from us... by...

**Travis:** As this is not a school mission, you are independent contractors at this point, working under the license of the school, you get to keep it. Your own—

**Griffin:** Well, it's a co-branded effort with Thunderman Incorporated.

**Travis:** Yes. Thunderman, in conjunction with Hieronymous Wiggerstaff's School for Heroism and Villainy...

**Griffin:** ... presents, a Thunderman LLC joint...

**Travis:** Mission: Imp Hospital.

**Griffin:** Mission: Imp Hospital.

**Clint:** Do we have a COO?

**Griffin:** Um...

**Clint:** I mean, I figured Fitzroy is the CEO.

**Griffin:** Fitzroy's probably—right, yeah. And he probably oversees a lot of the day to day operations. And then we got my man, Furby, over there on the finances. Do not know Argo's place yet. But don't worryyy! We'll get there!

**Travis:** You'll find a place. You'll find a place.

**Griffin:** Yeah!

**Clint:** Well, I was just thinkin' about how, every episode, it sounds like we need a lawyer. [laughs]

**Travis:** That is true. I just assume, at some point, you're gonna go back to working with, uh, J. Johnson, Esquire.

**Griffin:** Fuck that. Rude. I don't work with rude people.

**Travis:** Now, as you approach the front of the new hospital, you see that the handles of the double doors have been chained to prevent any hapless passerby from entering and being attacked. Now, luckily, you have been given a skeleton key to unlock the chain and any doors that you encounter in the hospital. And on either side of the doors are beautiful, stained glass windows.

**Griffin:** Does this skeleton key... work on *any*... is it a magic key that works on anything, or just the hospital?

**Travis:** No. It is just, uh, in the hospital.

**Griffin:** Alright...

**Travis:** Y'know, so the janitor doesn't have to carry a biiig ring of keys.

**Griffin:** Yeah, it's bad for the hip.

**Travis:** Yeah.



**Griffin:** Um, alright.

**Fitzroy:** Uh, hey there, Argo. Uh, you've got some sort of like... y'know, supernatural thief sense, right? What's your gut telling you? Is this a trap? I don't know why I'm asking you this! It would be wild if it was. It's the front door to a place of healing.

**Argo:** Pretty sure—yeah. Pretty sure that the imps wouldn't be able to put a lock on the outside. Now, if it were on the inside, maybe. But I mean, this... this seems pretty straightforward, for a change. I say we send the Firbolg up to unlock it.

**Fitzroy:** Um, are you comfortable with that?

**Firbolg:** I spend my entire life in a world without locks. I am certainly the best equipped for this challenge.

**Fitzroy:** Okay.

**Clint:** [laughs]

**Firbolg:** This is literally the fourth lock I have seen... in my entire life.

**Griffin:** [laughs]

**Fitzroy:** Well, you gotta—this is learning on the ground.

**Justin:** Okay, I guess I'm gonna go try to... just crack this lock open!

**Travis:** You have a key!

**Clint:** We have a key!

**Travis:** Dinguses!

**Clint:** That's why I thought it would be... would be good, y'know, experience for a Firbolg.

**Justin:** I put the key in the lock, and I turn the key.

**Travis:** It opens. [laughing] The chain comes undone. You opened the door.

**Justin:** Fuck yes. First—say it.

**Travis:** You solved my chain lock puzzle.

**Clint:** [laughs]

**Griffin:** Yeah, baby!

**Justin:** Yeah, we did. Act all high and mighty.

**Travis:** Also, you will find, I have emailed you maps. You were given blueprints, as well, of the two-story building, so that it would be easier for you to navigate.

**Griffin:** Thank you. Um...

**Clint:** Argo picks up the chain and the lock.

**Travis:** Okay.

**Griffin:** I think it might make sense for us to... I don't know if this is Griffin saying this or Fitzroy saying this. I think it would make sense for us to like, lock it from the inside, just so, like—they went to some length to keep these things in here. It makes sense to me for us to also keep them in here while we do our nasty stuff to them.

**Justin:** Sure. Lock it behind us, you mean?

**Griffin:** Yeah yeah yeah.

**Clint:** Okay. I can live with that.

**Griffin:** Okay. Yeah. I want to take the chain and just sort of re-wrap it around the door from the inside, so that nothing is gettin' out alive.

**Clint:** Yeah!

**Travis:** Except... you guys, right?

**Griffin:** We'll see, baby!

**Clint:** Yeah!

**Travis:** That's a weird thing to celebrate. Okay. As you make your way in, you find yourself in a vestibule lined with benches. Light from the stained glass windows illuminates the white, marble floors. Beyond that, there's little visibility for those with normal vision. You hear the occasional skitter of claws on tile, and flap of wings, but you cannot easily identify the source.

**Griffin:** Did we get any sort of briefing on like, where these imps came from, or where these imps could have possibly come from?

**Travis:** Um, well, that is a good question. Why don't you roll an insight check?

**Griffin:** Uh, I got a 19... plus zero!

**Travis:** Firbolg, did you share the information about the demons in the forest with your compatriots?

**Justin:** Sorry, what information was that?

**Travis:** You received the information from Breeze Through the Willows, that there were demons in the forest.

**Justin:** Yeah! I definitely—there's not a lot to discuss around this place. I definitely would have. We've had a lot of free time.

**Travis:** Okay. So uh, Fitzroy, you, uh, use your insight to deduce that, probably, it has something to do with that. Last Hope is, y'know, not too far from the forest. The Unknown Forest, you can see some, y'know, little demon fiend-like creatures making their way here. And, as this building was sitting, uh, unused and open, it would be pretty easy for them to squat here and kind of make a little nest.

**Griffin:** I feel you.

**Fitzroy:** Guys, you'll never believe it. My brain just connected two... pieces... of independent information to form... a new thought! A new conclusion! It's among the first times I've ever done this!

**Firbolg:** Witchcraft.

**Travis:** [laughs]

**Argo:** It's like your magic powers are growin'!

**Fitzroy:** Let's keep it frosty. Let's stay in... our... what we've practiced. You remember? In our formations? This will be, um... this will be stealth lion... alpha. Do you all remember, from the playbook?

**Argo:** Hmm...

**Fitzroy:** You didn't read the playbook, did you?

**Firbolg:** Stealth... lion...

**Argo:** I didn't... I haven't seen a playbook. Did you send us a playbook?

**Fitzroy:** I handed it to you in the room we all sleep in together.

**Argo:** Hm. We don't sleep in the same room anymore, do we?

**Fitzroy:** That's a fair point.

**Travis:** So, which of you has any kind of special dark vision?

**Griffin:** Oh, um...

**Justin:** I think I do. Hold on. That would be a racial trait, right? I don't—

**Griffin:** Yes.

**Travis:** Yes.

**Griffin:** Oh, I have dark vision. I can see – sorry – shades of gray.

**Travis:** [laughs] Tell me more about that!

**Griffin:** How appropriate for Fitzroy, y'know?

**Clint:** I got no vision.

**Griffin:** But he can open his eyes in salt water, and it doesn't hurt super bad.

**Travis:** Yeah, that is true.

**Griffin:** Which is also worth noting.

**Firbolg:** I will become a cat.

**Griffin:** [bursts into laughter]

**Travis:** What?

**Griffin:** A talking cat?!

**Travis:** [laughs]

**Justin:** Uh, the Firbolg becomes a cat.

**Argo:** Wait a minute!

**Fitzroy:** This whole time, you've been able to do that?!

**Firbolg:** I have not needed to be a cat.

**Fitzroy:** I mean, does anyone ever need to be a—do cats need to be cats?!

**Travis:** Apparently.

**Firbolg:** They can when they need to see in the dark.

**Fitzroy:** Okay...

**Argo:** Has that been you that whole time, playin' the little tricks with Argo's mustache? You're not the disappearing cat, right?

**Firbolg:** This that you say is racist.

**Fitzroy:** Okay. Uh...

**Firbolg:** Cat racist.

**Griffin:** I'm gonna use my dark vision to make a perception check, as promised, in this room. Uh, 12 plus... uhh... am I proficient? Oh, I am. Plus two. 14.

**Travis:** Okay. With your shades of gray vision, and the Firbolg's now cat-like eyes, um, you see up in the rafters, um... you see some, uh, bird shapes to you, Fitzroy, and... to you, Firbolg, birds. Um, you also see, in the

shadowy corners, some furry movement, which you assume to be some kind of like, rats.

**Fitzroy:** This is a very dirty hospital.

**Travis:** As you move into the main chamber of the first floor, you are facing the semi-circular reception desk. Directly behind the desk is a large stairway, leading to the second floor. In the four corners of the room, you see sets of chairs, as well as tables covered with magazines. You imagine that these magazines must be as new as the building, but they have clearly been clawed at and chewed on.

Along the walls are doors. A quick check of the blueprints you were given to serve as a map shows you that these doors lead to admin offices, doctors' personal offices, and exam rooms. The skittering and flapping noises grow increasingly louder from the rats and the birds.

**Clint:** I'm gonna do an investigation check.

**Travis:** What are you investigating?

**Clint:** Uh, investigating... one of the administration rooms. That's a two...

[someone laughs quietly]

**Clint:** Plus three... that's a five!

**Travis:** As you turn your back to investigate the admin offices, the bird swoops down at you and makes a surprise attack against you.

**Griffin:** It's birds!

**Travis:** Uh, Argo, does a 20 beat your AC?

**Griffin:** If it doesn't...

**Travis:** That would be incredible.

**Clint:** It is... 15. Yeah. My AC is 15. Can I not do anything like, dodge, or use my dexterity?

**Travis:** No, that's what AC is for.

**Griffin:** Yeah.

**Clint:** Ahh, gotcha. Well, my 15 AC will not save him.

**Travis:** Uh, you take six points of damage.

**Clint:** Oh, nelly!

**Griffin:** Did we all see that?

**Travis:** Yes.

**Justin:** Were we loving it?

**Griffin:** [bursts into laughter]

**Justin:** `Cause it sounds—[laughs] It sounds funny to me, Justin.

**Travis:** Yes. Um, now, also, you're lucky that it's you, Argo, because you feel, um, something. Some kind of liquid. Probably poison. Uh, y'know, on the bite from the bird on the attack. But... because you are Water Genasi, you have a natural, uh, immunity to poisons.

**Griffin:** Um...

**Clint:** Actually... to acid.

**Travis:** Oh, whoops. Okay, yeah. You take some poison damage.



**Griffin:** [laughs]

**Justin:** [laughs]

**Clint:** Listen, just bein' honest! I don't have a poison...

**Griffin:** That's good play, Dad.

**Travis:** Okay. Hoo boysie. This is gonna hurt you.

**Clint:** Unless it's acidic damage.

**Travis:** How many hit points—so you already took that damage. Uh...

**Clint:** That took out six.

**Travis:** Uh... uhh...

**Griffin:** Graduation was such a weird, short season.

**Travis:** [laughs]

**Griffin:** Seemed like they were setting a lot of stuff up, but then...

**Travis:** That's an additional seven points of acid damage.

**Clint:** Shit!

**Travis:** Or, poison damage.

**Griffin:** We're in a hospital! It's fine! Um, I wanna try and grab this bird.

**Travis:** Okay. You're gonna grab it.

**Griffin:** I'm gonna use *Mage Hand*, and just like, fuckin' grab it. It's like if a snake bites you, you're supposed to like, take a picture of it or something, and post it on the 'gram.

**Travis:** Okay. Let's—

**Griffin:** And then take it to the doctor and say, "This is the snake that did me, so what's the cure, doc?" Y'know?

**Travis:** Let's do a contested strength check, then.

**Griffin:** Okay. [laughs]

**Travis:** Um, yes.

**Griffin:** Uh, wait, strength saving throw? Or just strength—

**Travis:** No, just strength check.

**Griffin:** Just strength ability. Uh, well, then that is a 16 total.

**Travis:** Oh! You win, because this thing is not very strong. So it's a 12 versus your 16, so you're able to grab it. And it's attempting to peck at the Mage Hand, but of course, to no avail.

Now, as this happens, you see the other bird start flying around the room, as well as the two rats come out of their hiding places and start to approach you.

**Fitzroy:** Um, I've just got the one Mage Hand, so... I've never tried to do two before!

**Travis:** Let's roooll initiative!

**Justin:** Hell yeah.

**Griffin:** Another 16.

**Justin:** Six. How do you know the difference between a six and a nine? I've always wondered this.

**Travis:** It'll have a little line under it.

**Griffin:** [simultaneously] It'll have a little line under it.

**Justin:** Ohh, okay. This is a six. Oh yeah.

**Clint:** Uh, 19.

**Travis:** Ooh!

**Justin:** Ooh.

**Travis:** Now, here's the question I have for you fellows. Um, there's going to be lots of little battles throughout this building. There's lots of rooms. Would you rather roll initiative every time—

**Griffin:** No.

**Travis:** Or just keep the same initiative throughout?

**Griffin:** Just keep the same... yeah.

**Travis:** Okay. So, up first in the order is... Argo!

**Clint:** Great!

**Griffin:** So I've got one poison bird held in my hand. My spectral hand. And then, there's another, and two rats?

**Travis:** Two rats and another bird. So, four creatures total. One bird flying around. One bird in Mage Hand. Two rats coming from the opposite corners of where you entered.

**Griffin:** Cool.

**Clint:** Okay. Um... Argo is gonna use his sling, and try to kill one of the birds.

**Travis:** Okay.

**Griffin:** That's fucked up.

**Clint:** Yeah. Well, you didn't just drop half your life points to one of the suckers.

**Griffin:** Yeah.

**Travis:** That's true.

**Clint:** That is a 13 plus six, and it does 1d4 plus four damage.

**Travis:** Okay, so uh, that's 19 total. That does hit.

**Clint:** Four plus... four. That's eight.

**Travis:** Woo! Okay, bird number two takes eight points of damage, and is lookin' real rough. Up next is Fitzroy!

**Griffin:** I don't know what I was doing, grabbing this bird. Like, I'm treating this like fuckin' Pokémon. Like, I'm not gonna catch this bird and use it later. Um, so, I'm going to... uh... I'm'a gonna smash. I'm gonna—I think seeing Argo get so thoroughly dunked on, uh, just pushes me sort of into an instantaneous kind of rage mode. So, yeah. I go rage, and I'm'a smash the bird that I am holding. But first, something silly's gonna happen.

Uhhh... uh, yeah. So everything kind of gets blown away from me as I go into rage mode, aaand... plant life temporarily grows around me. Until my rage ends, the ground within ten feet of me is difficult terrain. So that's not great.

**Travis:** Oh, cool!

**Griffin:** That's not especially... uh, good for this bird. But uh, I'm'a attack it now.

That is not great. That is a six. Uh, plus... six. Plus two—do I get plus two for when I'm enraged, or is that just on damage? Uhh... no, that's just on damage. So—oh, but I have the plus one maul. So that's a 13 total.

**Travis:** Ooh! You just hit. Gimme that damage, son.

**Griffin:** Cool. Uh, that is... I need to get more dice. Uh... seven plus four. 11.

**Travis:** Okay.

**Griffin:** Plus two! 13.

**Travis:** You smash it real good. Uh, it splatters into black ichor. And your Mage Hand kind of does that thing, like, maybe you hit a finger with a hammer, and it's like, "Ooh!" But it's just kidding, 'cause it's just a spectral hand.

**Fitzroy:** Firbolg, I'm sorry about that.

**Firbolg:** Mm. Mm, this is... this is life.

**Fitzroy:** It is? [laughs]

**Firbolg:** This is how things happen. It was no harm meant.

**Fitzroy:** It wa—I meant it tremendous harm!

**Firbolg:** Hmm.

**Argo:** Are you talkin' to that cat?

**Fitzroy:** Oh, yes. Sorry.

**Firbolg:** No, I am a talking cat.

**Travis:** A talking cat?!

**Firbolg:** Gaze upon my incredible feline talking abilities.

**Clint:** [laughing]

**Travis:** Um, what is your dexterity, Firbolg?

**Justin:** Well... good news for me. I just added two points to it. [laughs] I knew, somehow. Uh, 14.

**Travis:** Okay. So, up next is the creatures. Um... let's see... so, the bird that is still kickin' is gonna swoop down at, uh, Fitzroy.

**Griffin:** Good luck.

**Travis:** And is going to...

**Griffin:** My AC is clownishly low.

**Travis:** Okay, cool. Uh, well, probably higher than this. That's an 11?

**Griffin:** Oh, it is higher than that.

**Travis:** Okay. Uh, so it swoops and misses. And the two rats are going to... uh, transform into imps. Back into imps, I should say.

**Griffin:** Oh!

**Travis:** And uh, they are going to attack... uhh... let's see... one of them is going to attack the Firbolg.

**Justin:** Aw, man! That's what he sounds like, now. The cat form.

**Griffin:** [laughs]

**Travis:** 21 versus AC.

**Justin:** Aww, maaan!

**Travis:** I like that, as a rebranding of the character. Um—

**Justin:** Wait, so that hits, right? Yes, that hits. Go ahead and make a sound of it hitting him.

**Griffin:** Thunk.

**Firbolg:** Meowch.

**Travis:** Oh, that's good!

**Firbolg:** This is a cat joke.

**Travis:** Six... uh, that's six damage, plus... do you have any resistance to poison?

**Justin:** Mmm, features and traits... no. I have a feature that I love to eat poison, apparently. I have no resistance to it whatsoever.

**Clint:** [laughs]

**Travis:** Make a, uh—I should've had Argo do this, too, so he might earn back some hit points here. Make a constitution saving throw.

**Justin:** Um, 11 plus one. 12.

**Travis:** Oh! Okay.

**Clint:** 16 plus... one.

**Travis:** Okay. So uh, Argo, gain back half of those seven. So gain back three hit points. And Firbolg, you're going to take half damage. Uh, so you're going to take four poison damage. Would've been—

**Justin:** That's not too bad.

**Travis:** Would've been eight if you hadn't saved, so...

**Justin:** Not too bad.

**Travis:** Good job. Um, and the other imp is going to now swing his poisonous scorpion tail at Fitzroy.

**Griffin:** We'll see about that.

**Travis:** Oh! It's only a seven plus five. A 12.

**Griffin:** Fuck outta here!

**Travis:** Okay. I don't know why you had to resort to such language. Okay! Uh, now we're back at the top of the order. Or, sorry – now, it's the Firbolg's turn.

**Justin:** Yeah, I was gonna say.

**Travis:** Yeah.



**Justin:** Let me up in. Uh, what's the—what's the status on birds?

**Travis:** At this point, there is one bird left, lookin' real rough, and then, two imps standing, one in front of you, and one in front of Fitzroy.

**Justin:** Hm... I'm going to use my action to become a Firbolg again. This is very embarrassing.

**Griffin:** [bursts into laughter]

**Justin:** I just loaded the stats for a cat, and it's good to see in the dark, but... um, and good for smelling, is another thing cats are good at.

**Griffin:** [laughing]

**Justin:** But they have three strength, which is a negative four, and three intelligence. So I don't think that I want to... I don't think I can do this fight as a cat. I'm real sorry. [laughing]

**Travis:** Yeah, that's probably a good call, yeah.

**Justin:** It—I should've come up with some sort of bullshit fantasy cat, in hindsight. [laughing] But I didn't know that I'd ever seen one of those. And I can only have a challenge rating of one or two. So yeah, so basically, I'm just gonna—just gonna stand there and become a regular guy again. Just a regular Firbolg.

**Travis:** ... Okay. Anything else? You can move.

**Justin:** I can—move—I mean, move away... [laughs] ... from the stuff, I guess! I—no! I mean, I don't know where I—where it would be advantageous for me to move! No, I just stand there and change into a Firbolg!

**Griffin:** When you turn back into a cat, next turn, where do you want to be standing when that happens?

**Justin:** Um... just not in immediate danger, I guess. I don't know—yeah, I mean, not in immediate danger, I guess. Close to the barbarian.

**Clint:** Well, just the fact that a cat turned into this great big Firbolg, that would probably—

**Griffin:** Gotta be psychically—

**Justin:** Huge. Huge intimidation play.

**Travis:** A rat just turned into an imp! They're not phased!

**Justin:** Roll to—roll to intimidate.

**Travis:** [laughs]

**Clint:** Very upsetting. Very upsetting.

**Travis:** So wait, just to clarify—

**Justin:** Hugely upsetting. Body horror trigger warning.

**Travis:** You are changing from a cat to a Firbolg, and you want to do it in an intimidating way. Make an intimidation check.

**Griffin:** This is very generous, DM.

**Travis:** It's a high check.

**Justin:** Well, it's a six, so fuck me, I guess.

**Travis:** Okay. They barely notice. [laughs]

**Justin:** Oh, wait! Did I mention I go, "Ahh, behold!" What's his voice?

**Clint:** [laughs]

**Travis:** That was kind of an Arnold Schwarzenegger turning into a Firbolg.

**Justin:** That was my mid-transformation. [laughing]

**Griffin:** It's like, third in the Animorphs picture.

**Clint:** [laughing]

**Travis:** [laughing] Okay. Uh, so, we're back up to Clint as Argo Keene.

**Clint:** So uh, are the two imps at full health?

**Travis:** Yes.

**Clint:** Okay, I'm gonna pick one and attack it with Florence.

**Travis:** Okay.

**Clint:** So... uhh... I add plus six to the roll. 18 plus six is 24.

**Travis:** Oh, you hit real good. That's a solid—you get full meat on that one.

**Clint:** Okay. And 1d8 plus four... that's a four plus four is eight. Plus three, because it's Florence. So it's 11.

**Griffin:** Jesus.

**Travis:** Okay. Uh, you kill him.

**Griffin:** Doesn't that—don't you do like, a certain number of those a day, though?

**Travis:** Yeah, only two.

**Clint:** I only get two. But we're not doin' real well. [laughs]

**Travis:** Yeah, you slice him clean in twain.

**Clint:** Woo! Aha!

**Travis:** And he melts into black ichor.

**Griffin:** Was that the bird or the imp?

**Travis:** They're all imps, baby.

**Griffin:** Oh.

**Travis:** That was the one in imp form.

**Clint:** And I yelled, "Touché!"

**Travis:** So now, we have left, a rough lookin' bird who has taken a lot of damage, and an untouched imp. And we are at, uh, Fitzroy's turn.

**Griffin:** Hmm.

**Travis:** You got an imp right in front of you, and you got a bird flappin' around, lookin' real hurt.

[someone makes a sad crow noise]

**Griffin:** I say, uh, to my compatriots...

**Fitzroy:** Hey, we should try and grab one of these imps and see if we can communicate with it, find out where it came from. But we do only need one of them.

**Griffin:** And I bring my maul down on the other imp-shaped one.

**Clint:** [laughs]

**Griffin:** Uh, that is a seven plus... six. Seven plus—13?

**Travis:** Yeah, that hits.

**Griffin:** Nice.

**Travis:** Roll damage.

**Griffin:** Aw. Oop—Jesus. Uh...

**Travis:** What a series of reactions!

**Griffin:** Yeah. Three plus four plus two is... nine. Yeah, nine.

**Travis:** Oh! He's looking so bad, you guys! But he's still up.

**Griffin:** M'kay.

**Travis:** And up next is the imps. The bird is going to take another swipe, uh, flying down at Fitzroy. Ooh. A 14 plus five. 19.

**Griffin:** It hits handily.

**Travis:** And uh, you only take four points of piercing damage. Make another constitution check for me.

**Griffin:** That's actually two points, 'cause I have resistance to, basically, physical damage when I'm in rage mode.

**Travis:** Oh, nice!

**Griffin:** Sort of the tradeoff for having bullshit AC. And then a constitution saving throw?

**Travis:** Yes.

**Griffin:** Ayy, three! Three plus two! A five!

**Travis:** Oh boyyyy! Okay! You take an additional 13 points of damage.

**Griffin:** [incredulous] 13 fucking points of damage, huh!?

**Travis:** Yeah.

**Justin:** [laughs]

**Clint:** 13!

**Griffin:** Alright. Alright. I mean, I got that barbarian meat. So like, there's a lot of—there's a lot of Thunderman to carve off, but damn. Not that much.

**Clint:** I should've asked this before. Which one of us is the cleric?

**Travis:** Ooh.

**Griffin:** Yeah. That's, uh...

**Travis:** Hey, I'll tell you guys, just so you know... this is only like, one of 20 rooms.

**Griffin:** Yeah, okay. So let's... yeah.

**Travis:** So uh, up next is the other imp, the one still standing, and he's gonna take a swipe at... uhh... at Firbolg. Oh! Nope. That's a two plus five. That's a seven.

**Justin:** Nope.

**Travis:** Quite a miss. Alright. Now, we've got, uh, the Firbolg. You have one rough lookin' bird, and one rough lookin' imp.

**Justin:** Uhh... I am going to... kill... the... imp.

**Travis:** Do it.

**Justin:** With... a spell.

**Travis:** Ooh!

**Justin:** No. I'll save the spell. If he's that rough lookin', I'll just hit him with... my... *thorn whip*!

**Griffin:** Is that an actual whip, or is that a spell?

**Justin:** It's a spell. Well, it's a cantrip. Creates a whip. Cool thorn whip. Uhh, so that is... oh wait, you have to do the saving roll, right?

**Travis:** Oh, does he?

**Justin:** Um, how does it work? How does it—it's a melee attack. Okay, melee attack. See, I'm no—I've never had to make melee attacks.

**Travis:** This is why we're practicing. This is why we're having this D&D-ass D&D adventure.

**Justin:** Yeah. So what do I do?

**Travis:** Roll a d20.

**Griffin:** It's a melee spell attack. So you use your spellcasting modifier, which is wisdom.

**Justin:** Okay. Ten, plus four. 14. Plus my... uhh, proficiency bonus?

**Griffin:** Yep.

**Justin:** Okay, 16.

**Travis:** That hits.

**Justin:** Yay!

**Travis:** Now, damage. Well, I'm not gonna make you roll damage, 'cause he only has one hit point left. So you strike him! The thorns dig deep into his body! As the black ichor oozes from his wounds, he collapses to the ground! Now, back up at the top of the order, it's Argo, and we got one bird a'flappin'. Flap flap flap. It mocks you with its presence.

**Clint:** [laughs] I'm just gonna—

**Travis:** This is the bird that bit you. This is the bird that bit you, Argo.

**Griffin:** I thought I grabbed the bird that bit him and then squished it.

**Travis:** Oh, that's right. This is the brother of the bird that bit you, Argo.

**Clint:** Oh. I feel bad, now.

**Travis:** No, he harbors a deep hatred for you in his heart.

**Clint:** Well, I tell you what – I don't want to get close enough to get bit again.

**Travis:** That's a good call.

**Clint:** So I'm gonna use the sling again.

**Travis:** Okay.

**Clint:** And... 17.

**Travis:** That hits, and I'm not gonna even make you roll damage, 'cause your plus four—



**Clint:** Oh, let me roll damage!

**Travis:** Okay, fine.

**Clint:** A seven...

**Travis:** Okay, yeah.

**Clint:** Plus four!

**Travis:** Okay.

**Clint:** 11!

**Travis:** Well, that's impossible, because you only roll a d4 for your sling. But that's okay, 'cause he only had two points of life, so he's quite dead. Don't you worry.

**Clint:** I'll live with that.

**Travis:** Now, you've cleaned out the main entryway here.

**Fitzroy:** I did say let's take one alive, huh? Did say that?

**Travis:** Well. Um, and you got four puddles of black ichor, and plenty of doors to explore.

**Griffin:** Is this our first downed enemy? As a team, our first sort of communal kill? Oh, I guess—

**Travis:** I think so.

**Griffin:** I don't know if we killed any of the lava men. I think they all ran away. I immediately start lookin' for gold.

**Clint:** We've been—we've been blooded!

**Griffin:** Yeah. I'm lookin' for gold coins in these black ooze piles. I'm lookin' for diamonds and rubies.

**Travis:** None—none of these imps were carrying.

**Griffin:** Any pelts that I can then craft into different armors, or...

**Travis:** No.

**Griffin:** Increased inventory size bags?

**Travis:** They all have savings bonds, but they're not here. They're at home in their sock drawers.

**Clint:** So our mission is just to exterminate...

**Travis:** Correct.

**Clint:** ... all these things. So why would we... oh, I'll do it in character.

**Argo:** Why would we wanna... why would we wanna question one of them?

**Fitzroy:** Well, to find out like, where they came from? So that other buildings don't get infested with demons, also?

**Argo:** Well, couldn't you use your magic powers to determine that? I mean, you've got... you've got these magic—did he—are these new powers? Did these just come upon you?

**Fitzroy:** Oh, you're talking about... *Mage Hand!*

**Argo:** Yeah! I mean, have you always been able to do that?

**Fitzroy:** Have I always been able to... *Shocking Grasp? Zzt!*

**Argo:** Yeah.

**Fitzroy:** Do you have any broken shit? Because... *Mending* is also a new one!

**Griffin:** And I mend... I tear a piece of paper and mend it.

**Fitzroy:** *Mending!*

**Argo:** So, what—did—have you been taking secret magic classes or something?

**Fitzroy:** I've been taking public magic classes at the magic school we attend! [laughing]

**Argo:** Alright, well, I thought maybe you inherited some of these, or you got a—y'know, like it's a family magic or some shit.

**Fitzroy:** It's all family magic. Here's an idea. And this is gonna sound... just super villainous. But... a controlled burn? 'Cause I do know *Fire Bolt* now. We can burn this whole building down with all the imps inside it. Bada bing, bada boom.

Listen, one of them just bit Argo so hard that he was nearly chopped in half. So like, I don't like our chances of clearing out all 20 rooms of this labyrinthine place of medicine.

**Argo:** Except maybe that they want to use it as a hospital again someday?

**Fitzroy:** Well, they should've thought of that before they let it get all filled up with imps and the like, shouldn't they have?

**Argo:** Well, you're the boss villain. You tell us.

**Firbolg:** Yes, we are at your behest.

**Fitzroy:** No. Let's save that. That's like, number three on the option list. I think number one is, we just keep lookin' around.

**Firbolg:** Ah, there's another delightful administration office. That last one went so well. Let us continue to administrate.

**Clint:** [laughs]

**Travis:** Well, so, the admin office that, uh, Argo had been set to explore, when you open the door, contains two small desks. And you guess that this one, administration office one, housed patient records, as the walls are lined with storage containers, all of which have been pulled open and their contents scattered to the wind.

Above the desks are magical lanterns hanging from chains. On one of the chains is swinging an imp, who is completely surprised at your approach, so you guys are gonna get a round of surprise attacks on him.

**Griffin:** Um, okay. We will kill him in a round of surprise attacks.

**Clint:** [yell sings?] We will kill him!

**Griffin:** So like, let me... can I use my surprise attack to try and grab this—this ghoul?

**Travis:** Sure.

**Griffin:** Okay. Uh, that is an 11 plus... are we doing another strength contest, I assume?

**Travis:** Yes.

**Griffin:** Okay. Uhh... 14.

**Travis:** Yeah, you grab him.

**Griffin:** Okay.

**Imp:** [growly imp sounds]

**Fitzroy:** Does anyone speak... demon?

**Travis:** Infernal.

**Fitzroy:** Infernal. Shoot. I should've thought about that.

**Travis:** That's just what demon language is called.

**Griffin:** Yeah.

**Fitzroy:** I can talk to dragons, which is weird. Do you know dragon, little fella?

**Imp:** [growly imp sounds]

**Fitzroy:** No.

**Justin:** [laughing]

**Fitzroy:** What about Dwarfish?

**Imp:** [growly imp sounds]

**Fitzroy:** Speak Dwarfish? No? Man, if we could find a Dwarf that could speak the deep tongue, then we could do a little chain. Uh, little game of telephone. So, no one's gonna talk to this little demon, huh?

**Firbolg:** [laughing] I can't. I do not know his language.

**Fitzroy:** Okay.

**Griffin:** I look at the demon.

**Fitzroy:** We... are gonna make a smash... on you.

**Justin:** [laughing]

**Fitzroy:** Until dead.

**Imp:** Fuck you.

**Fitzroy:** Wait, okay, see, that's what I thought! I thought maybe if I insulted your—so, hey, bud? Where'd you come from, little fella?

**Firbolg:** I—how can we translate this series of sounds from the imp into our tongue? Fuck... you.

**Imp:** I came from up your butt.

**Clint:** Actually—actually...

**Imp:** [laughs]

**Clint:** Argo has Actor, where you gain plus one charisma. You have advantage on deception or performance checks when trying to pass yourself off as a different person, and... you can mimic the speech of another person, or the sounds made by other creatures that you have been listening to, for at least one minute.

**Griffin:** Okay. Just as a devil's advocate...

**Imp:** [growly imp sounds]

**Griffin:** It's like, I'm thinking of... let's just say... um... Martin Sheen uses his acting skills to pretend to be another character. 'Cause that's what acting is. I don't think he can use his acting skills to suddenly speak Mandarin.

**Justin:** [laughing] Are we just gonna pretend like the imp isn't speaking common to us?

**Imp:** Ha. I said I came from out of your butt.

**Fitzroy:** Yeah, we heard.

**Justin:** So we're just gonna ignore that?

**Imp:** It's just that nobody acknowledged my great joke.

**Fitzroy:** Um, so, that's rude, and... you heard about us murdering... did you see what we did outside?

**Imp:** [makes a long fart noise]

**Argo:** Oh, tell me that was his mouth.

**Imp:** I'll never tell.

**Griffin:** Okay. I'm gonna *Shocking Grasp* him. Just to sort of—just to sort of like, wake him up. Let him know we mean business.

**Travis:** Is that—do I need to make a saving throw?

**Griffin:** You do not. Uh, 13 plus, uhh, five. 18.

**Travis:** Yeah, that hits.

**Griffin:** That does... uhh, 1d8 lightning damage, and it can't take reactions. I figured, even I roll max damage... I didn't. That's a three. I zap him. Bzzt.

**Imp:** Ow! Fuck you!

**Fitzroy:** Yeah. Now you know why they call me Thunder—Thunderman. Well, Lightningman would've been better.

**Imp:** I've had worse shocks from the carpet and touchin' doorknobs. Heh heh heh heh heh.

**Fitzroy:** You're going to die. Like, do you get it?

**Imp:** [makes another long fart noise]

**Fitzroy:** Does anyone else want to try—like, I've tried—you're gonna die. Like, we'll kill you.

**Imp:** [continues farting]

**Firbolg:** I... I will say, I enjoy this baby.

**Imp:** [laughs] You're a baby!

**Firbolg:** [laughs]

**Argo:** Y'know, he makes the Firbolg happy. Maybe we should just keep him around. Can we keep him?

**Fitzroy:** This entourage already has an unconscionable number of pets. So, um...

**Clint:** Well, then I stab him with my rapier.

**Fitzroy:** There we go.

**Clint:** It's a three.

**Imp:** [laughs] You missed, you piece of shit.

**Argo:** See, he knows how to cuss! Even the imp knows how to cuss better!

**Fitzroy:** We're all very impressed.



**Imp:** Yeah, cuss words are impressive! [laughs]

**Fitzroy:** Hey, if you tell us where you came from, we won't kill—we won't—maybe you don't understand the terms of what I'm offering you.

**Imp:** You haven't killed me yet, and you've been tryin'! [laughs] I'm not afraid of you! [laughs]

**Fitzroy:** Firbolg, you want to get nasty?

**Firbolg:** Mmm... no. I don't wish to hurt the baby.

**Imp:** Yeah!

**Fitzroy:** Alright, let's try a different tactic, okay?

**Griffin:** And I release him from Mage Hand.

**Fitzroy:** Okay?

**Imp:** [mocking] Okayyy.

**Fitzroy:** See?

**Travis:** And he attacks.

**Griffin:** You fuckin' imp.

**Justin:** [laughs]

**Travis:** Uh, he does miss, though, so don't worry. But he tries to attack you.

**Griffin:** Okay.

**Travis:** Um, at this point, he turns invisible.

**Griffin:** Aw, fuck!

**Travis:** And you see the door swing open, and you assume he is gone.

**Griffin:** Okay.

**Argo:** Aww...

**Travis:** And you hear... [impish laughing] ... fade off.

**Fitzroy:** Yeah. Yeah. We're gonna smash you. Don't worry about it.

**Imp:** [distant] Fuck you! [laughs]

**Clint:** Okay, I think we need the magic lanterns. So... Argo's gonna take one of the magic lanterns, 'cause they don't have any night vision, right?

**Travis:** Okay, excellent. It's gonna give you, uh, y'know, pretty good visibility within... let's say, a ten foot radius.

**Griffin:** Does it look like—I want to investigate and make sure. Did it look like this imp was like, going through medical records? Or did it look like it just trashed this office?

**Travis:** Just trashed. There doesn't seem to be any—you don't even have to investigate to see that it doesn't look like there's any order or method to it whatsoever. Poirot would be very disappointed.

**Griffin:** Okay.

**Fitzroy:** Uh, okay, so... next room, I guess? Let's keep—that's one that we know is in the building.

**Justin:** What are we trying to do again?

**Griffin:** Kill every imp.

**Justin:** Just kill all the shit?

**Griffin:** Yeah.

**Clint:** Oh, shit.

**Justin:** Wow, dang.

**Clint:** Then I suggest, at some point, we cast, like, an investigation check, or an insight check, or something. Because if any of these rooms are empty, are we just wasting our time, and we just need to get killin'?

**Firbolg:** Let's split up.

**Fitzroy:** This is, historically, a fuckin' awful idea.

**Firbolg:** Let's go to the other office.

**Travis:** So, you go to the second admin office, and it appears to be the billing department. The room houses two safes, one of which appears to have been forced and clawed open. The other sits closed in the opposite corner.

**Clint:** Hmm.

**Justin:** Ooh.

**Firbolg:** Hm. Moving on, eh?

**Fitzroy:** Uh, Argo, can you look into that safe?

**Argo:** Yes.

**Clint:** Investigation check?

**Travis:** Well, what are you trying to do?

**Firbolg:** What is the purpose?

**Clint:** See if there's anything in it?

**Griffin:** I don't know what these imps are trying to accomplish, but this is the second room we've come into now where it seems like things have been done, almost with purpose, right? Like, it's not like they just came here to let shit run wild.

**Travis:** Okay.

**Clint:** Well, if it's the billing department, then somebody's paying with something other than personal fantasy checks.

**Travis:** So are you opening it, or you're just looking at it?

**Clint:** Well you said one was open, correct?

**Travis:** Correct.

**Clint:** Okay. Just looking inside it to see what it's in it.

**Travis:** Uh, the one that is open, uh, there is nothing inside.

**Clint:** Well, then, I should try to open the other one.

**Travis:** Okay. Uh, make a dexterity saving throw for me.

**Clint:** A 15... plus... dexterity... six.

**Travis:** Okay. As you open it, it ignites a fireball trap within that shoots across the room, but you are able to dodge out of the way at the last minute, and it strikes the wall opposite you. The safe is empty.

**Firbolg:** Hm.

**Justin:** I'm going to Dr. Nox's office.

**Travis:** Um, so. The door to Dr. Nox's office is locked, but you are able to use the skeleton key. I also, because I am a kind and benevolent DM, assuming that you are locking all of these doors behind you so that you don't have to check any of them again.

**Justin:** Yes. Of course. Obviously.

**Travis:** Dr. Nox's office is sparsely decorated. Their desk is in the center of room, facing a large cabinet. The cabinet is locked.

**Justin:** I'm going to, um... pull the cabinet over, so it's lying on the front.

**Travis:** Okay...

**Clint:** [laughs]

**Travis:** So you're gonna pull it over?

**Justin:** Yeah. Pull it over.

**Travis:** Okay...

**Justin:** So it falls. Is lying on the door.

**Travis:** Make a—oh, okay. Make a strength check.

**Justin:** Not my strong suit, but uh... 16.

**Travis:** Okay. Yeah, you're able to pull it over, and you're able to pull it over with enough strength that it doesn't just topple down. You're basically like, laying it down.

**Justin:** No, I mean, I wanted it to topple over. 'Cause if there was a motherfucker in there, I wanted to go ahead and blaze it. That was my thought.

**Clint:** [laughs]

**Griffin:** [laughs]

**Travis:** Oh.

**Justin:** I wanted to jostle any imps in there.

**Travis:** Okay. Well, you do, and you hear some glass breaking.

**Firbolg:** Ah. This room has been secured.

**Griffin:** [laughs]

**Argo:** Let's go check out the other doctor's office!

**Firbolg:** Onward.

[music plays]

**Travis:** A couple announcements this week! First, I had a lot of fun making the dumb, fun intro. The music for that, I found, is by Maurice "YoungBlaze" Clopton. It was perfect for what I needed. Also, a couple names in this episode. Dr. Frazier is named after Calla Frazier, @CallaEve on Twitter. And Dr. Nox is named after Victoria Nox, @Victoria\_Nox on Twitter. So, thank you for contributing your names.

And if you would like to maybe have your name for an NPC on The Adventure Zone, all you gotta do is tweet using the hash tag, #TheZoneCast. Bonus points if you share links for the show!

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[music plays]

**Fitzroy:** Now, fam, listen. I think we need to come up with a scenario that is gonna sort of bring the imps to us. And then, we kill all of them at once. Right? I don't—

**Firbolg:** We could've cleared out another room while this discussion took place.

**Fitzroy:** I'm just saying, exterminators don't go looking for one bug at a time, right? They lay down a trap, and then they let the trap do the work. Let's do a trap! Let's do a proper trap!

**Firbolg:** I will sit in giddy anticipation of your plan.

**Fitzroy:** M'kay. What do we know about imps? What do they like to eat? What's the bait?

**Firbolg:** That was the first imp I have ever met. Here is what I know of imps. Nasty shitheads. This is all.

**Fitzroy:** Okay.

**Argo:** Hmm... well...

**Justin:** Um, does anybody want to roll—what would that be? A... arcana check?

**Griffin:** Nature?

**Travis:** Make a check based on what you are strong at, and I will answer it in those terms.

**Griffin:** I have arcana, and I got a 14.

**Travis:** Um, so with an arcana check, um, and a 14, you know that, uh, imps are like, demonic constructs. They don't really hunger for things. They're not creatures. They don't feed. They are built to serve, y'know, some kind of demonic lord, or uh, in those terms, but they're not really like, creatures with, um, hungers or desires in that way.

**Fitzroy:** Okay, let's try this. Come with me, back to the lobby, and...

**Griffin:** I cast *Disguise Self* on myself. This is a new spell. And it's a level one spell, so I do need to roll to see if... ooh.

**Argo:** Where—where are you gettin' all these spells?!

**Griffin:** From leveling up as a sorcerer. Uh, I—

**Travis:** I think that was in character, not...

**Griffin:** Oh, right.

**Travis:** Not Dad being confused.

**Fitzroy:** Festo is a fantastic tutor. Um, they're not all just party, party, party, y'know? They know their stuff.

**Griffin:** Anyway, I cast *Disguise Self* on myself. And I can appear one foot taller, so I'm gonna go ahead and take that. And I take a form that has the same basic arrangement of limbs; otherwise, the extent of the illusion is up to me. I'm gonna look like a demon... guy. And... I'll say that's big and red, and horns. The sort of traditional, uh, just big demon. And I'm gonna hold my two, uh, fellows by the scruff of the neck.



**Fitzroy:** Just go with this. This is gonna be great. [in a demon-ish voice] I've got `em! My children! My children, you can come out now. I've caught the... interlopers. My children?

**Travis:** Okay...

**Clint:** And Argo's gonna help out. He's gonna do a deception check to really act the part.

**Griffin:** Oh shit. You don't—it's really—I got this. [laughs]

**Clint:** 18.

**Griffin:** Okay.

**Clint:** Plus four! It's 22.

**Argo:** Agh!

**Travis:** Okay. Here's what I will say, Dad. I will let you help out. But if one of you is going to do a deception check to act like this is really scary, both you and the Firbolg are going to have to do it.

**Justin:** [snorts]

**Clint:** Oh, I don't want to force the Firbolg into doing something.

**Justin:** Not `doesn't want to do,' my friend. Like...

**Clint:** He has no deception.

**Justin:** Incapable. [laughs] Will not be able to. I am just standing perfectly still, in the most neutral position possible.

**Travis:** Uh, so, Fitzroy, I'm gonna need you to make... [sighs] Okay.

**Fitzroy:** [in a demon-ish voice] My deep children!

**Travis:** Okay. Give me a deception check.

**Griffin:** Uh, 17 plus five! 22!

**Travis:** Um, you see...

**Fitzroy:** [in a slightly more demon-ish voice] Sweet babies! Sweet, red babies!

**Travis:** [laughing]

**Justin:** [laughing]

**Travis:** Um...

**Fitzroy:** [demon-ish] Come and nurse at my... demonic... udders.

**Clint:** [laughing]

**Travis:** You see, uh... let's see... uh, three imps. One from, uh, Dr. Frazier's office, and two from exam room three, kind of peek their heads out of the doors.

**Fitzroy:** [demon-ish] Don't be afraid, little babies! I've come—I bring meat! Mmm!

**Imp:** Hey, I wouldn't listen to him. I just saw that dude in there. There's another guy somewhere, or—

**Fitzroy:** [demon-ish] I killed and ate him! Mmm!

**Clint:** What's Gary doing here?

**Imp:** I'm not Gary, I'm an imp. [laughs]

**Fitzroy:** [demon-ish] You look hurt, my child. Come sup on my milk. And I'll—I'll—I will heal you with succor. Succor.

**Imp:** Oh yeah? What's your demon name?

**Fitzroy:** [demon-ish] Mestiphlefospholese.

**Clint:** Mr. Mestiphlefopholese?

**Fitzroy:** [demon-ish] Child, you come to me, or I will burn you! Bad!

**Imp:** Okay, I'd like you see you try. [laughs]

**Firbolg:** This is all occurring.

**Fitzroy:** [demon-ish] Quiet, boy, or you will burn also in my fire!

**Firbolg:** I would not like... to burn... in... any fire.

**Griffin:** Uh, I lay the two of them down.

**Fitzroy:** [demon-ish] Come, gather. Gather. We shall now perform the ritual.

**Travis:** The three other imps, and the one that you encountered before that is still a little wary, they kind of creep a little closer to you. And right now, all four of them are, I would say, within like, ten feet of you.

**Fitzroy:** [demon-ish] Excellent. Get dunked on!

**Griffin:** And I cast *Thunder Wave*. Now, uh... now, my friends are gonna also have to take part in this little mini game that I have prepared for everybody. [laughs] Uh, but everyone now has to make a constitution saving throw.

**Travis:** Okay.

**Justin:** God.

**Travis:** Well, bad news. Imps have advantage on saving throws against spells.

**Griffin:** Really?

**Travis:** Yeah. What do they have to roll?

**Griffin:** Uhh... five plus eight... what is my spell—uh, 13.

**Justin:** I did 14.

**Griffin:** Hey, alright!

**Justin:** Dad, are you safe from Griffin's fucking terrible lightning?  
[laughing]

**Clint:** I don't know. I just rolled the 20 sided dice...

**Justin:** That's a great start.

**Clint:** ... and the side that's up is the logo for... D&D. Is that a 20?

**Justin:** The logo for D&D?

**Travis:** Yeah, I'm gonna say that, yes, it is.

**Griffin:** They probably wouldn't put that on the one. So yeah, that's a nat 20.

**Clint:** Nat 20!

**Griffin:** Alright!

**Travis:** Um, you catch two of the imps in the *Thunder Wave*, and the other two take half damage?

**Griffin:** Uh, yes.

**Travis:** What is that? What is said damage?

**Griffin:** Well, let's find out. Oh, by the way, you two also take half damage.

**Clint:** With a nat 20?

**Griffin:** That's an eight... and that is a four. That's 12 points of thunder damage, and those who are hit are also pushed ten feet away from me.

**Justin:** So I have to take six damage? Is that correct?

**Griffin:** Yes.

**Justin:** Hm, great. Hm, good.

**Clint:** And I take six damage?!

**Griffin:** Yep.

**Travis:** Uh, so, two of the imps are wiped out. The one that you were, uh, I don't know, interrogating earlier, he's lookin' real bad. And the other one is bloodied.

**Griffin:** `Kay.

**Travis:** And we are still in initiative. Argo, you are up.

**Clint:** Okay. I'm gonna attack the one with the new injury. I'm going to, uh, attack him with sneak attack, which means, I do my attack, plus an extra 2d6 damage.

**Griffin:** If you hit.

**Travis:** If you hit.

**Clint:** If I hit. That is a 15.

**Travis:** It does hit, yes.

**Clint:** Okay, so... 1d8 plus four. That's a seven plus four. That's 11. And then...

**Travis:** 2d6.

**Clint:** And that's... a three... and a two.

**Travis:** Okay, well, he only had four points of life left, so um... you skewer him in such that his grandfather feels it. Like, way off in the distance. His imp granddaddy feels it and is like, "Ooh, my arthritis is acting up!" But actually, it's how hard you have just skewered his grandson. And he melts into black ichor.

**Clint:** And this time, he says, "Zut alors!" I don't know.

**Travis:** Now, are you saying that the imp says that? 'Cause that doesn't make a goddamn lick of sense.

**Griffin:** Yeah.

**Clint:** Well, it doesn't make any sense for Argo to say it, anyway. But he does anyway.

**Griffin:** Okay.

**Travis:** Okay.

**Griffin:** By the way, I rolled my chaos roll and did not get a one.

**Travis:** Oh, great.

**Griffin:** I'm supposed to do that every time I cast a level one spell.

**Travis:** And Griffin, Fitzroy, you're up, and it's the one that you interrogated, who was just bein' pretty rude.

**Griffin:** But see, I feel a sort of kinship with him.

**Imp:** Yeah, we're best buddies now! [laughs]

**Griffin:** So I'm gonna walk over to him and... no, I'm just kidding. I'm gonna hit him with a *Fire Bolt*.

**Imp:** Aw, man.

**Griffin:** That's a nat fuckin' 20!

**Justin:** Woo!

**Travis:** Now, he only has one point of life left. So, you hit him, um, and way off in the distance, three other imps, somewhere else... they reconsider a lot of their own life choices. And they think that, maybe, they need to get out there and um, maybe walk a clean path. And tell other people about the path they've walked.

**Griffin:** See? So, his death was not in vain.

**Travis:** Nope.

**Griffin:** They can still change, guys.

**Clint:** Were these all the imps from the whole building, or just from the first floor?

**Travis:** You would have absolutely no way of knowing that.

**Griffin:** Okay. Uh, are we still like, in combat, in danger right now?

**Travis:** No. You have defeated all the imps that were before you.

**Clint:** [sings Final Fantasy victory fanfare]

**Fitzroy:** Let me, uh... let me, uh... let me catch my breath. That was actually my first time doing the *Fire Bolt* one, and that was pretty intense. Did you know, when you do that, your hand burns a lot? When you throw a mote of flame from your hand, it actually doesn't feel good on the hand that it comes out of?

**Griffin:** Anyway. Uh, I'm going to detect a little bit of magic with my bod.

**Argo:** Firbolg, how are you? 'Cause I'm pretty rough. Are you low on hit points?

**Firbolg:** Ah, I will help you.

**Justin:** And I cast level two *Cure Wounds* on Argonaut Keene.

**Clint:** Whaaat? Aww.

**Travis:** And what's that—

**Argo:** Well, I wasn't—I wasn't hintin' at anything!

**Justin:** Yeah, well... I have this thing where, when people are hurt in battle – this is crazy, but um...

**Griffin:** [laughs]

**Clint:** [laughs] Oh, that was four arcs ago!!



**Justin:** Let me slow down. I have a flow chart I can use. Um... so that's, uh, six... um... my spellcasting ability modifier is four. So, that's ten. Umm... oh, but I cast it at level two, so that is... oh, eight! Cool. So, ten—18. 18 points healed.

**Travis:** 18 points. Nice.

**Clint:** Holy moly.

**Griffin:** Um, I'm going to try and detect, like... conjuration magic, I think, right? 'Cause imps are sort of conjured constructs. So... either that, or transmutation, because they're like, changing forms. But I feel like it's one in the same.

**Travis:** Yes.

**Justin:** Can we not live in the moment of the healing for a second?

**Griffin:** It's a good heal, and you did a good job.

**Clint:** Yeah, thank you! I—

**Argo:** Whoa! Yeah!

**Justin:** Well, I just thought we would... we would roleplay.

**Argo:** Ahh. Aww, thank you, my friend! I feel great! Can you do that for yourself?

**Firbolg:** I could. But in public, is embarrassing.

**Argo:** Oh. Public healing?

**Firbolg:** This is—this is a joke. Self-healing is permissible and beautiful.

**Fitzroy:** Um, I got a little bit of poison... on a cut. But I think it's nothin' a good nap won't fix.

**Firbolg:** Yes. I would love to help you. Let me just try to remember if you shocked me with lightning recently.

**Argo:** [laughs]

**Fitzroy:** Hey, technically, it was thunder. So it was just a loud sound that hurt your ears very bad.

**Firbolg:** Hmm, yes, this seems like the time for semantics.

**Fitzroy:** And it was a clever trap, and it was in the playbook.

**Firbolg:** Yes. It was quite the production to lure them three feet closer to us.

**Fitzroy:** It was an important three feet! Hey, what's—

**Firbolg:** Hmm.

**Argo:** And you did almost kill us. So...

**Firbolg:** I am very aware of the distance, because you just threw thunder at me from it.

**Fitzroy:** Okay. Well, I gotta do a little bit of... echo-glowcation.

**Travis:** [laughs]

**Fitzroy:** 'Cause my skin glows. So what's—what are we seein'?

**Travis:** Do you need to cast that, or is it just automatic?

**Griffin:** It's just automatic.

**Travis:** So, you get strong, uh, conjuration vibes from exam room one. You get, uh, some healing glow from, uh, Dr. Nox's office.

**Justin:** We were just in there.

**Argo:** Yeah. That was probably the glass breakin' was like, probably a healing potion, you think?

**Travis:** And you also get, um, some conjuration magic vibes from Dr. Frazier's office.

**Clint:** [sings] Baby, I hear the blues a'callin'!

**Travis:** I knew it.

**Clint:** [sings] For salad and scrambled eggs!

**Travis:** Asshole. It's named after one of our listeners, Dad.

**Justin:** They got a script, by the way. They got a—so was the series, Frasier.

**Clint:** Kelsey Grammer listens to us?

**Griffin:** I hope not. We've said some shit.

**Justin:** God, I'm so embarrassed.

**Clint:** [laughs]

**Fitzroy:** Uh, hey, I'm pickin' up some heavy vibes over in exam room one. Should we go do that thing?

**Firbolg:** Yes.

**Griffin:** Uh, I head into exam room one.

**Travis:** Okay. Make an attack of opportunity, Fitzroy, as a flock of birds – you would guess around six to eight, somewhere in there, they're movin' pretty quickly – flies past you.

**Griffin:** Uhh... well, no. Just no.

**Travis:** Okay. Uh, you all can make attack—

**Griffin:** It's a three, plus...

**Travis:** Okay. What about you, Firbolg and, uh, Argo?

**Justin:** Uh, 16. Plus... this is a melee attack, I'm assuming? I guess I could do—I'll just use the thorn whip again, 'cause I know how to do that. So for the thorn whip, I add my spellcasting modifier, which is four. Plus two, my proficiency bonus. So that's 22.

**Travis:** Okay. Well, Firbolg—

**Clint:** Well, in that case, I rolled an 11, plus six for my rapier, right? So it would be 17.

**Justin:** Dexterity bonus. Is that the way it works? So, he would roll— because it's like, a dexterity weapon, he would roll his dexterity bonus plus proficiency bonus.

**Travis:** Uh, so, uh, you two each – the Firbolg and Argo – each take one out of the sky. Roll damage for me?

**Justin:** Yeah, so, four piercing damage, and then, I pull it ten feet closer to me.

**Travis:** Okay.

**Clint:** Ooh.

**Travis:** What's your dam—is it 1d something plus something?

**Justin:** 1d6 piercing damage.

**Travis:** And what about you, Argo?

**Clint:** 1d8 plus four, so it's five plus four, for nine.

**Travis:** Okay. Um, so, you knocked those two out of the air. The rest of them go swirling up that main staircase. Um, you pull the one closer to you, and now, it is at the top of the order. Argo's turn.

**Griffin:** Are these the same kinds of birds that attacked us earlier?

**Travis:** Oh yes.

**Griffin:** Okay.

**Clint:** I'm going to stab the one the Firbolg is holding.

**Travis:** Okay, great.

**Clint:** I'm gonna stab it right in its little bird... eye.

**Griffin:** Jesus.

**Travis:** Wow.

**Clint:** Yeah. Well, try gettin' bit by one and gettin' poisoned.

**Travis:** Okay.

**Clint:** And that's another nat 20. [laughs sheepishly]

**Travis:** Okay!

**Griffin:** Jesus.

**Travis:** Uh, so, you don't have to roll damage, because that is going to kill it. Um... and... what do you do, Fitzroy? There is one that, uh, Argo knocked out of the air with his swing. And so, that one—

**Griffin:** Oh, that one's not dead though, right?

**Travis:** No. But it's real rough lookin'.

**Griffin:** Okay. I mean, I'm gonna crush it with my... maul. No, y'know what? I'm not gonna rely on that, unless—y'know, I want to get better at magic. So I'm gonna, um... it's lookin' rough, you said?

**Travis:** Yes.

**Griffin:** I'm gonna just sort of tenderly... euthanize it with *Shocking Grasp*.

**Travis:** Okay.

**Clint:** [laughs]

**Griffin:** Uh, that is a 12 plus five. 17.

**Travis:** Yep, that hits.

**Griffin:** Uh, five damage.

**Travis:** Yeah, you shock it really good.

**Fitzroy:** Shh shh shh. Go to—

**Travis:** Uh, and maybe even fry it just a little bit.

**Fitzroy:** Sleep. Sleep now.

**Travis:** But then it just melts into black ichor, as does the other one. Uh, and you're back out of combat.

**Fitzroy:** Sweet prince. You hate to see it. [choked up] We lost another one.

**Argo:** Well, I thought you should'a just stomped on it, but y'know, that's me.

**Travis:** So, at this point, you have cleared out the main entryway. Admin one, admin two. Dr. Nox's office, exam room one, exam room three, um, and you... get, uh... there's some more conjuration magic from Dr. Frazier's office, and you didn't get any from exam room two, and you got some healing magic from Dr. Nox's office. And that's all of floor one.

So, you can surmise that, most likely, the only room still containing any imps on the first floor is Dr. Frazier's office.

**Justin:** Let's go there.

**Clint:** Yeah!

**Travis:** Now, when you open the door to Dr. Frazier's office, unlike Dr. Nox's office, you would guess that, at some point in the past, you would've described this room as lavishly decorated. But now, you're more likely to say 'completely wrecked.' The painting of Dr. Frazier that hangs behind her desk has been drawn on; at least, you assume that the charcoal horns, glasses, and buck teeth were not originally part of the artist's vision.

Various statues and potted plants have been smashed on the ground, and three imps are sleeping amongst the wreckage. Now, you get—

**Fitzroy:** Shhhhhh.

**Travis:** —an opportunity attack, but I will tell all of you, because I am a kind and benevolent DM... if you try to sneak up to them—

**Griffin:** Stealth roll.

**Travis:** You are going to have to make a stealth roll, and it's going to be with disadvantage, because of all the broken pottery and stuff on the ground.

**Griffin:** Hmm. Uhh... I—I nudge Argo, and do a little sneaky pantomime. And I point at the three birds, and I point at his sword, and I point—

**Travis:** They are in imp form, by the way.

**Griffin:** I point at the imps. Imps, birds, whatever. This dude stabs eyes. You got an eye? He'll stab it. I point at my eye, and then at them. And then his sword again.

**Firbolg:** I will kill the imps.

**Fitzroy:** Okay.

**Clint:** [laughs]

**Justin:** I cast *Moonbeam* on them, in a cylinder that will catch all of them in this cylinder. They need to roll a constitution saving throw.

**Travis:** Okay. Uh... okay, that one's got a fail. That one's gonna fail. That one succeeds. So, one of them succeeds, and the other two fail.

**Justin:** Okay. And now, are they – and here's a question for you, Trav – are they especially vulnerable to radiant damage?

**Travis:** Hm. Uh...

**Justin:** Being imps of the sort of demonic persuasion, I wasn't sure. It's gonna be 11 damage.



**Travis:** Does the one who saves—

**Justin:** On a failed save, or half as much on successful save.

**Travis:** Got it.

**Justin:** Now, it's worth noting that a shape changer makes its saving throw with disadvantage.

**Travis:** Oh?

**Justin:** Mm, yes. If it fails, it also instantly reverts to its original form, and can't assume a different form until it leaves the spell's light.

**Travis:** Well, okay then.

**Justin:** So I don't know if imp is their original form, or bird is their original form.

**Griffin:** [laughs]

**Travis:** Well, but they are shape changers, which means, in that case, all three of them would've failed. Um, because the advantage and disadvantage would've cancelled out. And so, they all three get hit by 11 damage, and they are all three blasted into puddles of black ichor.

**Fitzroy:** Okay, that works too.

**Firbolg:** As you see, I have killed the imps.

**Fitzroy:** Yes, and in phenomenal form. But we've gotta work on our like... our formations!

**Justin:** Now, Trav, I am gonna say this, also. Not to get picky about it. But... the column of Moonbeam extends 40 feet into the air.

**Travis:** Okay.

**Justin:** So... if there is anything nasty in room... eight or nine, on floor two, it would also have been caught up in the moonbeam.

**Travis:** Uh, yeah. Hold on.

**Griffin:** [laughs] Well shit, you just do this four times.

**Justin:** And we're done!

**Griffin:** It's like a—it's like a, y'know, strategically placed detonation charges.

**Travis:** You feel—you feel that, somewhere, somewhere, some creatures may have taken half damage.

**Justin:** [laughs]

**Travis:** Your Moonbeam senses are tingling.

**Fitzroy:** Um... yeah, just—

**Firbolg:** Carry that home in a jar.

**Fitzroy:** Few more of them Moonbeams... we can get out of here.

**Travis:** How many of those you got, big man?

**Justin:** Well, sir... that was... my second of three second level spells.

**Travis:** Good to know. Um, so, as far as you can tell from your magical senses, you have cleared out the imps in floor one.

**Griffin:** Alright. Ad astra. Onward and upwards.

**Travis:** Now, listen, I have to ask you. Only because our listeners at home are gonna ask. You're not even gonna go check out the healing stuff?

**Justin:** I mean, I guess we could go check.

**Clint:** It might've been more than one bottle. It is a hospital.

**Griffin:** Uh, yeah. I... I still, I guess, am picking up that lingering magic. That's coming from Dr. Nox's office?

**Travis:** Correct.

**Griffin:** Yeah, so, I want to see what that's about.

**Travis:** Um, so, the cabinet is laying on the ground. It is still locked.

**Clint:** We unscrew the back, take the back off the cabinet. There's gotta be a way to take the back off the cabinet.

**Travis:** Do you have tools?

**Griffin:** You gotta have thieves' tools.

**Travis:** Come on.

**Clint:** I have thieves' tools, yeah!

**Travis:** Okay, great. Uh, roll a check, using your dexterity bonus, for thieves' tools.

**Clint:** 14 plus four! 18.

**Travis:** Yeah! You get that back off without any additional damage to what's inside. Now, a lot of it is broken, mind you. But you find, um, one healing potion still intact, which is a 1d10 healing potion. Um, and you also

see various, uh, different, like, ingredients and components for, uh, medicine. Y'know, herbs. Salves.

**Griffin:** Nice, dude.

**Travis:** There's some, uh, y'know, metals. That kind of thing.

**Griffin:** Okay.

**Travis:** Some flakes of stuff. And you also find... uh, well, a lot of the vials are broken. But you do find one potion of poison resistance.

**Fitzroy:** Okay. Let's add these to the Thunderman LLC coffers. To our sort of war chest.

**Griffin:** Uh, and I pocket them.

**Fitzroy:** Do want to say... just as a, like—if this is our sort of, uh, halfway point, right? The halftime debrief? Uh, the only beneficial thing in this whole building, you did throw to the ground, like a biiig, angry monster would do.

**Firbolg:** I made up for it with the Moonbeam.

**Fitzroy:** The Moonbeam was great, and we love it.

**Firbolg:** This is why I did a Moonbeam. I feel guilt.

**Argo:** I looove the Moonbeam.

**Fitzroy:** Okay.

[music plays]

**Announcer:** In two weeks, the Thundermen will return in... Mission: Imp Hospital 2: Unfinished Business.

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