

## The Adventure Zone: Graduation – Ep. 17, Fire Drill

Published on June 25<sup>th</sup>, 2020

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**Gary:** Heyyy, it's me, Gary! Previously, on The Adventure Zone ...

[theme music plays]

**Gary:** The Thundermen were told by Higglemas Wigenstaff that his brother, Hieronymous, had been a dog for the last 50 years, and a demon prince had been running the place. So, the fellas headed out on an assignment to help out a couple of centaur herds. But also, to secretly retrieve a magic apple that Higglemas needed to change his brother back.

Things got real rough with Fitzroy getting cursed, the boys getting framed, and an evil wizard in the mix. Plus, some big, ominous being named Chaos seems to have taken an interest in Fitzroy. But, with the help of Althea Song, and fellow students, Rhodes the ranger, Mimi, and Moon, they were more or less successful.

Now, they need to get the magic apple back to Higglemas, but bad news – fake Hieronymous knows what's up, and is ready for them, and there's no way that ends well, right?

[theme music plays]

**Travis:** You three, Heroic Oversight Guild investigator, Althea Song, and fellow students, Rhodes the ranger, Mimi, and Moon, all head out at the same time. The ride back is quiet. From what you can tell, Althea's silence is a worried silence; a concerned silence, while Rhodes, Mimi, and Moon seem impressed, but not necessarily in a positive way. Impressed in the way one might be when gazing upon the aftermath of a natural disaster.

**Justin:** Mm. Hur—hurricane Fitzroy. [laughs]

**Griffin:** Yeah.

**Travis:** By the time you reach the town of Last Hope, it has grown quite dark. Groundsy and his cart have stopped making trips from school to town and back. With very little discussion, all seven of you decide to grab rooms at the tavern, Springs Eternal, rather than go the rest of the way in the dark.

When you enter the main bar area, it is surprisingly empty. You would expect an evening at the town's only tavern to be pretty packed, but you only see two or three other patrons. Barb the bartender is polishing glasses in a classic bartender fashion.

[light music plays]

**Griffin:** Oh, classic. Oh, you can't teach that.

**Travis:** Y'know how you picture it? It's that. She turns her dark spectacles in your direction, mirroring the motion of her hawk familiar perched above the bar.

**Barb:** Uh, hello, and welcome back.

**Travis:** She says.

**Barb:** Surprised to see you all out and about. Come in, close the door, quick as you can. Can I get you anything to drink, or to eat, or... anything?

**Argo:** Uh, why surprised that we're out and about?

**Barb:** Oh. Well, I guess you somehow mi—have you not been paying attention? `Cause there have been demon attacks like, all over the area. Like, in the last 24 hours. Is that...

**Fitzroy:** We've been a bit preoccupied. Uh, what are you doing here, if there are so many demon attacks going on?

**Barb:** Oh. The tavern is warded against demons. Can't get in the place. You're safe as houses. Don't—do not worry about it.

**Fitzroy:** Well, it sounds like houses aren't especially safe right now.

**Barb:** Well, it's an expression. Y'know, it... like, it's not literal. You get that, right?

**Fitzroy:** It's a confusing—confusing expression.

**Barb:** Okay, fair enough.

**Firbolg:** It seems a shame they did not ward the whole town.

**Fitzroy:** Yeah.

**Barb:** Well, I—I mean, I warded my own tavern. I have a bit of expertise in it.

**Firbolg:** It is like the black box in the wreck of a sunken ship.

**Barb:** Sure.

**Firbolg:** You wonder, why do they not make the ship out of this?

**Barb:** Sure.

**Fitzroy:** Uh, what can you tell us about these demon attacks?

**Barb:** Oh, uh, well, there's really only been about a handful of attacks. Mostly just like, sightings. Uh... y'know, skulking around. Lot of imps. Oh, the imps.

**Argo:** Ugh.

**Firbolg:** Worst.

**Barb:** It's the imps again. A lot of 'em.

**Fitzroy:** Um... well, that is troubling. I mean, should we—I mean, we all just got here, and I know we've had a long day. Do we need to go... and I almost don't want to say... imp hunting again? 'Cause we—I believe we may possess more expertise than most folks in that particular field.

**Barb:** I mean, I like the initiative. Uh, but y'know, there's a whole, like, squad of people on it. Y'know, patrollin' and everything. You guys just rest up. You look like shit, if I may be so bold, so...

**Fitzroy:** Got cursed.

**Barb:** Uh...

**Fitzroy:** Got cursed. Check my badass brand.

**Barb:** Oh, nice! Nice.

**Fitzroy:** You got any uh, any recommended chasers for... having a sort of foul magic possess your body?

**Barb:** Uh, some kind of strong spirit, I would say. If you want a strong spirit, uhh...

**Travis:** And she kind of eyes you up and down, and you see the hawk do the same motion, and she says...

**Barb:** Uh, I think maybe a strong spirit, mixed with muddled—

**Fitzroy:** Virgin Shirley—virgin Shirley Temple. Yeah. I agree. Virgin Shirley Temple. Let me get one of those.

**Barb:** ... Okay. What about you two, huh?

**Firbolg:** A teeny appletini for me.

**Barb:** A small appletini. You got it.

**Firbolg:** *Teeny.*

**Argo:** Uh... I'll have a fuzzy navel.

**Firbolg:** Too late.

**Griffin:** [laughs]

**Clint:** [laughs]

**Griffin:** Oh, boy.

**Clint:** Oh, Firbolg has got his standup comedy thing going!

**Firbolg:** Always with the midriffs!

**Travis:** She maintains eye contact with you guys this whole time, and just slightly raises one eyebrow and says nothing.

**Griffin:** Okay. Does she give us the requested beverages?

**Travis:** Uh, she says, y'know...

**Barb:** That'll be three gold, altogether.

**Fitzroy:** Put it on our tab.

**Barb:** You do not have a tab.

**Fitzroy:** Start one.

**Barb:** I—I do not do tabs.

**Firbolg:** Do we have... do we have any gold?

**Travis:** Althea leans forward and says...

**Althea:** Uh, drinks are on me. I got it.

**Fitzroy:** Oh, sick. I was just about to do the "it's my birthday," and then I cry. It works sometimes. Do you want me to try it and save you the three gold?

**Althea:** No. No.

**Firbolg:** When they sing a song, it is terrible.

**Fitzroy:** Okay.

**Althea:** I—it's on me.

**Argo:** [laughs] Happy happy birthday, happy happy birthday!

**Firbolg:** I thought I was spared!

**Travis:** Uh, and when Althea speaks, you see Barb react, uh, kind of look her up and down... [gasps] And then her face goes wide. And she says...

**Barb:** Avenging Angel?! I haven't seen you in forever!

**Travis:** And Althea turns and looks at her and is just, y'know, completely blank for a second, and then, her eyes widen and she says...

**Althea:** Bloodhawk Barb! How are you? Ah! [laughs]

**Fitzroy:** You... you two know each other?

**Travis:** And Althea turns to you and says...

**Althea:** Yes! Uh, we went to school together! Uh, Barb was studying to be a villain when I was studying to be a hero! Barb, what are you doing here? Like, you were all set to be a pretty badass villain.

**Travis:** And Barb says...

**Barb:** Oh, yeah. I got, uh... I got caught by an errant curse.

**Travis:** And she takes her glasses off, and her eyes are all white.

**Barb:** And after I finished recovering, I was like, "I don't get paid enough for this." So I bought this place and settled down. But what about you? Are you still, y'know... heroing all around?

**Travis:** And uh, Althea's face goes kind of ashen for a second, and she says...

**Althea:** No, I, uh... I don't do that anymore. I... I work for the Heroic Oversight Guild now.

**Travis:** And that seems to be all she kind of wants to say about it for the moment.

**Fitzroy:** Um, she's—I mean, you're still doing hero stuff, though. Don't sell yourself short. You saved my bacon!

**Althea:** Yeah, I guess I mean like, I'm just not... doing it professionally.

**Fitzroy:** M'kay.

**Argo:** So, Avenging Angel, and what... Barb, what was Barb's?

**Barb:** Uh, Bloodhawk Barb.

**Argo:** Are we gonna get really cool codenames like that when we graduate?!

**Travis:** You're the Thundermen! What are you talking about?

**Argo:** No, I know, that's kind of a team name! I mean, that's like X-Men.

**Travis:** Well, I don't know how to break it to you, Argo... you're a sidekick. Sidekicks don't often get—

**Argo:** Sidekicks get named! Yes they do. Speedy. Robin. Uh... Bat Mite.

**Justin:** You are just fuck—you cut a hole in the fourth wall, my friend.

**Griffin:** It's weird. [laughs]

**Argo:** Oh, okay. Fantasy Robin. Fantasy Bat Mite.

**Justin:** Stop it. No.

**Griffin:** Too much.

**Justin:** You can't.

**Travis:** Y'know, for a long time, we couldn't get Dad to use his character voice. Now he can't stop doing it.

**Griffin:** Now he can't switch it off, yes.

**Fitzroy:** Um, okay. So, there's obviously a lot going on here. Um, but I feel like maybe we should debrief, because, um... Argo, Master Firbolg, I think it's maybe time that we let Althea into the... how should I say this... the circle of trust? Wink?

**Firbolg:** Mmm...

**Fitzroy:** Vis-à-vis—



**Travis:** And Althea says...

**Althea:** Uh, I'll grab a table. When you guys get your drinks, you can come talk to me... if you want.

**Fitzroy:** Cool.

**Firbolg:** I am... not sure. We swore our silence.

**Fitzroy:** Yeah, I mean, we swore our silence to somebody who I don't entirely think is on the level. So like, if that is... the case, then I think it's like, two wrongs make a right situation. Um... do you know what I mean? Things—

**Firbolg:** I... do not.

**Fitzroy:** Things that—okay, let's do a list of things that Higglemas has done for us. One, brainwashed you a bunch. Two, sent us off on a quest to save his dog brother. Uh, and... that's end of list. Things Althea has done for us: incalculable, that list. So, at this point, I trust her more than Higglemas, and think she would be a great asset in our cause of... saving the world? Stopping the demon king?

**Firbolg:** *Trut zund stommpaart.* Truth is the honor of the tribe.

**Argo:** Yeah, but that doesn't mean you gotta tell the whole truth, does it?

**Firbolg:** We... we have maybe not met. [laughs]

**Argo:** No no no, I mean—yes, you! I know you have to tell the truth, but... is there not a way where you could not tell the *whole* truth? I mean, leave some of the lies up to us? I'm—I'm kind of on Firbolg's side about... I don't know if we should trust anybody but each other right now. Completely. Um...

**Fitzroy:** The—[sighs] Then what do you suggest we do? We just go back to the school with our dicks in our hands, and just walk into the principal's office and get incinerated? That doesn't sound great.

**Argo:** Yeah, I don't—I don't—are we gonna be able to get back in? I mean...

**Firbolg:** This is a fine question.

**Fitzroy:** We were personally invited by the malefactor himself! Yes, I think we will be able to get in, and then walk into a, I don't know, pit of acidic spikes, or... I don't know what kind of, y'know, trap he has set for us. But it would be best, I think, if we had a little bit of back up.

**Firbolg:** I... suppose we must... spill the beans.

**Argo:** Yeah, okay... let's... let's spill the beans, and... and see what happens. I—listen, I know this is not a, y'know, voting situation. So... okay. Alright, let's give her a shot. It couldn't be much worse. [laughs]

**Fitzroy:** Right? Thank you. Yes. Um...

**Griffin:** So, I sit at the table. I imagine you two join me, and I spill the beans. I don't know if we have to do that sort of, uh... well, y'know what? It might be a good sort of—

**Justin:** A brief recap couldn't hurt.

**Griffin:** Yeah.

**Travis:** Yeah.

**Fitzroy:** Okay. So here's the situation, Althea.

**Griffin:** Uh, are we out of earshot of Bloodshot Barb?

**Travis:** Uh, Bloodhawk Barb. Yes.

**Griffin:** Bloodhawk Barb. Okay.

[tense music plays]

**Fitzroy:** Um, so... here's the situation. We have been sort of let into a secret club. Exclusive club... by Higglemas, who... has informed us that, unfortunately, his brother is his dog. And Hieronymous is some sort of, um, immortal demon prince. So that's like, the big one. That's like, the big sort of take away.

**Althea:** Okay...

**Fitzroy:** Yeah. If that's the only thing you remember from this whole thing, that's probably okay. Uh, also, the... the Godscar Chasm? That's new. It's like, a new thing that everybody thinks has been there for a long time, and... Hieronymous is a demon? Did we cover... yes. We said that.

**Althea:** Yeah, I think you mentioned... yeah.

**Argo:** Demon prince, he said.

**Fitzroy:** Demon prince? I forget the exact sort of title.

**Argo:** I'm writing all this down. I'm takin' notes. Y'know, for the meeting.

**Fitzroy:** So, um... yes. The—the... I've already forgotten the gentleman whose hand I ripped off earlier today, and that is not a good look for me.  
[laughs]

**Argo:** Calhain. His name was Calhain.

**Fitzroy:** Thank you. It was Calhain, thank you.

**Justin:** Listen to Dad fucking so proud of himself for remembering.

**Griffin:** He is really good at that.

**Clint:** Well, I've got the minutes!

**Justin:** Just springs... he just clambers over the top of the table. "I remember the name!"

**Clint:** [laughs]

**Fitzroy:** Um, he was an agent of the demon prince. So, he—the demon prince does know that we know he's not Hieronymous. Wow, this is getting... you follow me so far, right?

**Althea:** More—yeah. Uh... there's some gaps, for sure.

**Fitzroy:** Okay. Yeah. Like, why is the brother a dog? That's like, huge for me.

**Althea:** So I guess... my first question is... why did you steal the apple?

**Fitzroy:** To turn his—to make a dog... transformation potion.

**Althea:** Okay, so that was on Higglemas' orders.

**Firbolg:** God, I am now realizing we are very easily manipulated.

**Fitzroy:** Yeah. Yeah.

**Clint:** [laughs]

**Fitzroy:** That's kind of been uh, an ongoing theme.

**Firbolg:** When you say it, right?

**Fitzroy:** Right.

**Firbolg:** When you say it out loud, it sounds... very strange.

**Fitzroy:** From what I understand, we get the apple. We get the real Hieronymous back. And then, together, we... save the day. Fight the demon prince. Do the thing. So that's sort of the—that's what we're operating on right now. If you have a better course of action, I would love to hear it.

**Althea:** Uh, excuse me for a minute.

**Travis:** And she goes to the bar. And she comes back with, uh, three shot glasses of strong spirit. And she immediately downs two. And then she says...

**Althea:** Okay, so... start at the top.

**Travis:** And now, we'll do the like, y'know, propeller spinning.

**Griffin:** I don't know what I left—what I left out of that.

**Justin:** Yeah, I feel like you got it, pretty much.

**Griffin:** For my clarification, what details were left out? 'Cause if there's other stuff that I need to know, then...

**Travis:** No, mostly, it's uh, y'know, the specifics of the Godscar Chasm. It's only been there for 50 years. 50 years ago, the brother was turned into a dog. They've been gathering, uh, things. That's why the Firbolg was mind controlled. All of these things that she had been wondering about, uh, y'know.

**Griffin:** Okay.

**Travis:** No—you hit all the main points. This is more of just filling in the specifics.

**Griffin:** Can I uh, do a roll? I want to roll an insight check to see if, like, she is feigning surprise.

**Travis:** Go for it.

**Griffin:** Or if like, these things that we are saying... oh, I don't know why I rolled, uh, physical dice. Uh, I got a zero...

**Travis:** Well, 'cause the sound is good.

**Justin:** Good foley.

**Griffin:** Uh, I got an 18! Flat 18.

**Travis:** Yeah, she is, uh, not feigning surprise. She is—this is news to her, especially when you uh, mention the part about it being 50 years ago. And she says...

**Althea:** I... I was at the school 25 years ago. I... I was taught by a demon prince? Is that, like, the school—the school has been run by a demon prince for the last 50 years?

**Fitzroy:** It sounds like our options are 'be taught by a demon prince' or 'be taught by a dog man.' And I feel like the demon prince would bring a little bit more educational heat, but yes, that is the shape of it.

**Argo:** Well, at least the villain half. Y'know, demon prince would be good for the villain part of the school.

**Fitzroy:** Yes, true. Thank you, yes.

**Althea:** This is a—this is a lot.

**Fitzroy:** Yes. [pause] Yeah. I mean, can you light the frickin' beacons of... Gondor and just like, summon the full weight of the Heroic Oversight Guild down on the school? Or like, what's the—what's the thing? Do you all have like, a... y'know, like, an army or something?

**Althea:** Well, let—let me start off by saying... I believe you. Completely, 100%. I... cannot say that that would be the same... if I went... and told... the Heroic Oversight Guild that one of the most renowned heroes and educators

in all of Nua is secretly a demon prince, based on... the, uh, word of three students.

**Fitzroy:** And Higglemas! And his dog brother, if we can cast a spell on him that makes him talk. I'm sure he would tell the truth of things.

**Althea:** ... Yes. Um...

**Justin:** We've had the ability to make dogs talk this whole time, I feel like we're missin' out.

**Griffin:** That's fuckin' true. I'm just realizing that. We have—we have—I almost said screwed the pooch, but that would be terrible.

**Travis:** Oh, that would be much different contextually.

**Griffin:** So bad. Yeah.

**Argo:** And we have—we have the apple now, so he can turn his brother back into his brother, right?

**Althea:** I mean, yes. Maybe... maybe then, um, we can make a pretty strong case? If I'm being honest... the—the biggest problem is...

**Travis:** And she kind of breaks eye contact for a second and says...

**Althea:** The... The Heroic Oversight Guild is... is a lot of bureaucracy. A lot of red tape. There's not really... they're not really like, a leap-into-action, spring... y'know, spring to someone's defense... kind of deal. Um... [pause]

**Travis:** And she kind of trails off.

**Fitzroy:** So there's just nothing, then? I mean, it is mostly staffed by former heroes and villains, yes?

**Althea:** In name.

**Fitzroy:** Okay.

**Argo:** So, what you're saying is that... we need to put together our own little posse to kind of deal with this prince of demons?

**Althea:** I mean, I can try to set the wheels in motion. Um... and I—I—let me start off here – I am on your side. I... I will not let you go into this fight alone. I just don't... I can't guarantee support from... the Guild.

**Fitzroy:** Great!

**Althea:** And, if what you're saying is true... I don't know if you've thought about this yet... but that means, for the last 50 years, this demon prince has had influence over... more or less, over, y'know, 50% of the heroes and villains that have entered the field. And that includes working at the guild.

**Fitzroy:** ... I had not considered that. But... it is just another sort of mark against Hieronymous Wigenstaff's, et cetera, et cetera, and why it is *not* the elite institution that some believe it to be. Um, I... [laughs] What are we doin'? Are we going to walk into that school tomorrow to confront the demon prince? This seems like a bad i—like a *wicked* bad idea. Yes?

**Argo:** Well, I think we need to go to Higglemas. Give him the apple. That's the whole reason we went out on our mission. Give him the apple, change the dog back into his brother, and... that seems to me that that's proof positive that we're on the side of the... pardon me, Althea – the angels.

**Fitzroy:** Sure.

**Althea:** I'm not offended. I'm not really an angel, Argo. You know that, right?

**Justin:** [snorts]

**Argo:** Aren't you?



**Firbolg:** For the moment, I think we must trust Higglemas.

**Fitzroy:** Oof. Boy, that sounds bad.

**Althea:** Yeah, I don't... know how I feel about that.

**Fitzroy:** Althea, I have thought of something that you can do to aide us in this endeavor to subvert the demon prince. Can you distract him with some of that, uh, rigid bureaucracy that you mentioned earlier, and give us a chance to, um, shore up our sort of war chest, as it were, at the school? 'Cause I'm pretty sure if we just walk in there as-is, we're gonna get noticed, and we're toast.

I think it's still on us to deliver to Higglemas. Not that I fully trust him, but I do know that he's not a demon prince, so he does have that on them.

**Althea:** That is fair, yes.

**Fitzroy:** And then, we just sort of—just sort of throw the chips up in the air, and see where they fall, as they say.

**Althea:** I... [sighs] I have noticed quite a few violations around the school. Usually, it's minor stuff that normally, we would let slide, but I could get, uh... y'know, a handful of other inspectors there, and really red tape the hell out of it.

**Fitzroy:** Love it. I think we have more friends at the school who would aide us in this cause. Don't you think, Argo? Firbolg?

**Argo:** Um... yeah, I've got a... I've got a connection to a sort of, uh... um, I—I—I have somebody that I think could probably... we could count on in crunch time.

**Fitzroy:** Okay.

**Argo:** But maybe we wait until it's... crunch time.

**Fitzroy:** It's sounding pretty crunchy out there, but... okay.

**Firbolg:** I... do not know anyone.

**Fitzroy:** Oh, that's not true.

**Firbolg:** I was a friend to a Pegasus. And I briefly talked with a librarian!

**Griffin:** [laughs]

**Fitzroy:** We been at this school for... I don't know how long, but quite some time now, and you've only talked to a Pegasus and a librarian?

**Firbolg:** Mmm... the person at the stables.

**Fitzroy:** Okay.

**Firbolg:** The accounting teacher.

**Fitzroy:** Sure.

**Firbolg:** This is the end of the list.

**Fitzroy:** Okay. That's not a very long...

**Firbolg:** You... Argo...

**Fitzroy:** Right.

**Firbolg:** Several Garys... sublist, I will list the Garys.

**Justin:** [whispers] Please stop him.

**Fitzroy:** No, please don't. Okay, we're good. Thank you.

**Justin:** [whispers] Thank you.

**Fitzroy:** Your list is fantastic. Um... yeah. Sounds like we got a pretty— pretty cool plan. I'm feelin' plum tuckered. So, I'm gonna—

**Travis:** All three of you, make a wisdom saving throw.

**Justin:** Fuck!

**Travis:** Uh, Fitzroy, you have advantage.

**Griffin:** Hey, alright. That's good. 'Cause I am not very wise.

**Justin:** Damn! That's a two for me!

**Griffin:** Uh, that's a three.

**Justin:** Plus four, gets me to siix.

**Griffin:** And uh—

**Clint:** That is a 14 minus one.

**Griffin:** Uh, I got a three flat, but then I got a 16, so.

[tense music plays]

**Travis:** The Firbolg and Argo spring up from the table, and sprint outside, leaving Althea and Fitzroy at the table.

**Justin:** Why? Why did we do that?

**Fitzroy:** That's—hey guys? We were like, mid-sentence, talk—oh, god. I think something bad is going on, Althea.

**Travis:** And a voice booms from, seemingly, every inch of the inside of the tavern, and says...

**Voice:** We are here for the Firbolg, Fitzroy, and Argonaut Keene. Send out Fitzroy, or we will burn the building down with everyone inside!

**Fitzroy:** Hey, um... Bloodhawk Barb? Your ward sucks shit. So... 'cause they just ran outsi—

**Griffin:** Can I see them? Are there windows? Can I see my buds?

**Travis:** There are windows, if you want to go look.

**Griffin:** I discreetly look through a window.

**Travis:** Uh, make a stealth check for me.

**Griffin:** Eventually, we're gonna use some skills that I am good at. Um... 13.

**Travis:** With a 13, you begin to peek out the window. You see the Firbolg and, uh, and Argo being held by some hulking figure. But before you can get a clear picture, a flaming projectile comes flying through the window. Make a dexterity saving throw.

**Griffin:** Uhh... ooh, 18 plus two! 20.

**Travis:** Uh, you are able to dodge out of the way without taking any damage.

**Griffin:** So there's a big ol' crowd of... demons out there.

**Travis:** Well, there was at least one big demon holding the two of them.

**Griffin:** Mmm, okay.

**Travis:** And if you could give me just a really good line to go to the break on, that would be just tops.

**Fitzroy:** Welp, it's demons.

**Griffin:** [laughs]

**Justin:** [laughs]

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[advertisements play]

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[tense music plays]

**Griffin:** Um, are they—can you address—are they mind controlled?

**Justin:** Yeah, do we have will right now?

**Travis:** No. They have both been charmed.

**Griffin:** Okay. These demons see, scuttling under the swinging doors of the tavern, a little crab who scuttles right up to them. To the party.

**Travis:** Uh, I should also say, while this is happening, Mimi, Rhodes, and Moon are moving the handful of other patrons of the bar, like, to one side, towards the back. Towards, y'know, the back exit.

**Griffin:** Probably a pretty good idea.

**Travis:** Yeah. So, are you wondering what Snippers sees?

**Griffin:** Yes.

**Travis:** Snippers sees a... pit fiend, holding both Argo and the Firbolg, as well as two Erinyeses flanking him. The pit fiend.

**Griffin:** `Kay.

**Travis:** And several pairs of red, glowing eyes in the shadows.

**Griffin:** Jesus.

**Travis:** Uh, if he would like to try to figure out how many things are there, and what they are, you can make a perception check.

**Griffin:** Yeah, let's see how good my crab does. Uh... my crab got a—

**Travis:** [Borat voice] My crab!

**Griffin:** [Borat voice] My crab! Got an eight.

**Travis:** There is, uh, an indeterminate amount of other creatures in the back.

**Griffin:** Fantastic. Okay.

**Fitzroy:** Um, so... what are you gonna do with the three heroes? The three brave villains, I mean?

**Pit Fiend:** If you do not exit in under 60 seconds, I will kill the Firbolg!

**Justin:** Damn. Nice. I'm gonna reroll a dark elf.

**Griffin:** That'll be...

**Justin:** Fuckin' sweet pyromancer or something. Something cool like that.

**Griffin:** Yeah. Um...

**Fitzroy:** I mean, that gives us a minute to sort of talk. What are you—are you gonna answer my question? Why am I talking like this? [slipping into a Bostonian accent]

**Griffin:** [laughs]

**Justin:** I don't know who this is!

**Fitzroy:** Okay. Um, so what—are you going to answer about what you're going to do with us, or no? Seems like no.

**Pit Fiend:** 50 seconds.

**Fitzroy:** Okay. Um, Althea, and um, Barb? Do you all want to just sort of help me out here, and we can go just sort of smash through the windows, and like, do like, a fight?

**Althea:** Uh... yes, let me, um... okay. I need to get my stuff?

**Fitzroy:** Got like, 40 seconds, so like, get it fast.

**Althea:** Okay. Go distract them, and we'll be right there. We're right behind you.

**Fitzroy:** Okay.

**Althea:** We'll get everyone out, and then we're right behind you.

**Fitzroy:** Rhodes, Moon, y'all keep doin' what you're doin'. And then...

**Pit Fiend:** 15 seconds!

**Fitzroy:** Hold—hold on! Can you give me like, 30 more seconds? Please?

**Pit Fiend:** Ten. Nine. Eight. Seven. Six. Five.

**Griffin:** I walk out disguised as Hieronymous Wigenstaff.

**Fitzroy:** [as Hieronymous] Uhh, it's okay, guys. We got 'em.

**Justin:** [laughs]

**Clint:** [laughs]

**Travis:** Griffin, roll the greatest performance check of your life.

**Griffin:** Well, good! I'm fucking good at performance! Finally! You gonna let—watch me roll a fuckin' one. No! I rolled a 17 plus three, a 20!

**Travis:** They do pause for a second.

**Fitzroy:** [as Hieronymous] I'm just here to just keep an eye on things. Looks like y'all are doing okay. Um... I'm gonna just stand back a little bit. Watch you all work. I will be handing out evaluations afterwards. It is me, the demon prince. In the skin of Hieronymous Wigenstaff. So let's all... you're doing fantastic. Um. And... sorry. Go right ahead. You were counting down. You were being very ominous.

**Pit Fiend:** Uh... ye—how—okay. Well, I'm—he isn't coming out, so I'm gonna... kill the Firbolg?

**Fitzroy:** [as Hieronymous] Oh, no. Let's not do—I mean... y'know you're not supposed to actually do it, right? Like, you're supposed to threaten doing it, and like, make it be scary. But like, you don't actually... kill the Firbolg? No. Why don't I take them back to my office, and... do detention... on them. And then, um... I'll let you all know... when... the biiig one. Is coming. And you all know exactly what I'm talking about when I say—when I, Hieronymous Wigenstaff, say 'the big one.' You know the big plan? I'll let you know. With a messenger... bird.

**Travis:** You see the pit fiend kind of look at you harder, and say...

**Pit Fiend:** [laughs] Welcome to the party, Fitzroy.



**Fitzroy:** Nope. That wasn't me.

**Travis:** Roll initiative.

**Griffin:** Did he, I'm guessing, roll an investigation check?

**Travis:** Uh, he has True Sight.

**Griffin:** Oh, does he? [laughs]

**Travis:** Yeah, pit fiends have True Sight.

**Griffin:** So that whole time, he was just kind of being an asshole. Just kind of making me think—

**Travis:** Very confused.

**Griffin:** Sure, fantastic. Uh...

**Travis:** Well, you surprised him, didn't you?

**Griffin:** Well, then don't you think I should get a surprise round, maybe?

**Travis:** No. [laughs]

**Griffin:** Okay.

**Travis:** Not that surprised.

**Griffin:** So not that surprised. Uh, I got a ten.

**Travis:** Uh, and if you guys want to go ahead and roll your, uh, initiative as well.

**Justin:** `Kay. Uh, the kid has got... three, plus two. Five. For the Firbolg.

**Clint:** That is an 11... plus... oh, plus six. So that's 17.

**Travis:** So, up first is Erinyes number one! Now, for anyone who doesn't know, an Erinyes, uh, some might confuse for an angel. But they are not! They are winged women, but their wings are like a cool red thing, and they're like, demons and stuff.

**Griffin:** Okay. So it's like an angel, but... a demon.

**Travis:** A demon. Yeah.

**Griffin:** So a demon, then. [laughs]

**Travis:** Yeah! Erinyes number one is going to take a swing at... let's see... at, uh, Fitzroy.

**Griffin:** Cool.

**Travis:** Oop! That's a nat 20!

**Justin:** Damn.

**Travis:** So that hits.

**Justin:** That does hit.

**Griffin:** Yeah, that's gonna hit, I think.

**Travis:** And... the damage is 1d10.

**Griffin:** Well, it's 2d10, huh?

**Travis:** Uh, 14 points of damage.

**Griffin:** Great.

**Travis:** And then, she's gonna swing the long sword again at you...

**Griffin:** Alright.

**Travis:** Uh, but that one's not gonna hit. That's a—well, maybe. That's a 17?

**Griffin:** Yeah—

**Travis:** Versus AC?

**Griffin:** How fuckin' high do you think my AC is?

**Travis:** I'unno.

**Griffin:** I'm wearing a fuck—I'm a Boy Cloak wearer! I don't fuckin'...

**Justin:** [laughs]

**Griffin:** Uh, however, I do hold a hand up at that second attack, and it glances off an invisible barrier. 'Cause I cast, as a reaction, Shield, which adds five to my AC until the end of my next turn.

**Travis:** Excellent. And she's gonna swing one more time. Uh, that's an 18 plus eight. 26.

**Griffin:** Yeah, I mean, that does get through the—that does get through the aforementioned shield.

**Travis:** Okay.

**Griffin:** Hey, is this like one of those uh, Final Fantasy fights that we're supposed to lose, or what's up?

**Travis:** Uh, I mean, is any fight a fight you're supposed to lose, Griffin?

**Justin:** Oh, that's deep.

**Travis:** Uh, that's not bad, though. That's only seven points of damage.

**Griffin:** Not good.

**Travis:** Uh, and up next is Erinyes number two! And... Erinyes number two is going to draw her longbow... uhh... and aim... for... you, Fitzroy.

**Griffin:** Okay...

**Travis:** And that's, uh, 13 plus seven?

**Griffin:** Yeah.

**Travis:** Now, do a constitution saving throw.

**Griffin:** Uh, that's good, actually. 16 plus five, 21.

**Travis:** Okay, good. You passed on that. That was nice. Uh, and six points of damage.

**Griffin:** `Kay.

**Travis:** Uh, and Argo, uh... the pit fiend, seeing this destruction and readying for battle and the confusion from Fitzroy's momentary distraction, has broken his concentration, so you have shaken loose your charm spell, and you are now able to act.

**Griffin:** So I did accomplish something!

**Travis:** Yeah!

**Griffin:** Good. That's good. It will be my last good thing I did before I fucking die here in like, a minute. [laughs]

**Clint:** I'm... uh, I think he's gonna just... [laughs] He's standing right next to the uh, to the pit fiend, correct?

**Travis:** Yes, correct.

**Clint:** Um, so that means the pit fiend is within five feet of him. Is that correct?

**Justin:** Don't like the way this is going.

**Travis:** Yes, also correct.

**Justin:** Little nervous.

**Clint:** So... in theory, he could sneak attack, since he's within five feet.

**Travis:** Yes. And—and I'm going to say... he is not paying attention to you. Sooo... and you're—hey, you and uh, and the Firbolg are flanking him.

**Griffin:** Yeah. There's all kinds of ways that you got sneak attack on this.

**Clint:** Okay. So he's gonna sneak attack.

**Travis:** Oh, okay!

**Clint:** Um, yeah. I—because, finally, he can. Um... and uh, it's—he's got two weapon fighting, which he can take. So he's gonna attack with Florence in one hand, and... he's gonna stab for the eyes.

**Travis:** Huh.

**Clint:** He's gonna stab for the eyes with Florence.

**Griffin:** Cool.

**Clint:** And I'm gonna hold off on the other one. Just stab for the eyes with Florence. Let me pick an eye. Let's go for the left.

**Travis:** Okay!

**Justin:** Mm, oh, Dad, I wouldn't be so quick...

**Clint:** The right?

**Griffin:** [laughs]

**Clint:** Better go for the right?

**Justin:** No, left is good.

**Clint:** Okay. Oh, great. That's a two. So I would say that that did not hit.

**Travis:** Uh, that is a good call. Uh, I would say that that did not hit. Uh, but he is aware of you now!

**Griffin:** Heyy!

**Travis:** Uh, and he's up!

**Clint:** And so, I also, uhh... hide!

**Travis:** That's a good idea. [laughs]

**Clint:** So, he slashes up there, misses because of how tall the pit fiend is, and kind of goes, "Nyehhhh!" And hides. Runs around behind the pit fiend.

**Travis:** Okay. Cool. I'll allow it. Uh, it is the pit fiend's turn.

**Griffin:** Guys, I just Googled 'pit fiend 5e,' and then I shit my butt off into my pants. We ain't gon—we're not gonna kill this motherfucker.

**Justin:** Am I still being held?

**Travis:** Uh, you—the charm spell on you has also broken.

**Justin:** But am I physically being held, or am I just like, chilling?

**Travis:** Uh... you are... just chilling.

**Justin:** Okay. Got it.

**Travis:** So, the first—the uh, pit fiend is going to attempt to bite, uh, Argo. But I'm going to say, with disadvantage, because Argo hid. Uh, well, which is good for you, but I mean, not great, 'cause it's plus 14 to hit. So that's a 21.

**Griffin:** We're dead. We're all gonna die.

**Travis:** Uh, but not bad. 12. 12 points of damage.

**Clint:** And I use Uncanny Dodge, which I can use once per turn, which means when an attacker you can see hits you with an attack, you can use your reaction to halve the attack's damage.

**Travis:** Great!

**Griffin:** Cool.

**Travis:** Uh, and also do a constitution saving throw for me.

**Clint:** I'm ready for this. I'm—I mean—nat 20!!

**Travis:** Nice! You very clearly, uh, avoid being poisoned.

**Clint:** Okay, so how many points do I take off?

**Travis:** You only take six. And let me just say... you do not want to get poisoned by this bite, because if you do, you take 6d6 poison damage at the start of your turn.

**Griffin:** Yeah. Okay.

**Travis:** So, it's bad. And he is going to claw at, uh, Fitzroy. Uh, that is a 24.

**Griffin:** Yep. Yep yep. That does just—ooh, that just barely gets through my shield.

**Travis:** Ooh, just the tip of it!

**Griffin:** I look over my shield like, "Aw, come on, shield."

**Travis:** The tip of it juuust got me.

**Griffin:** The tip of that juuust got me, O'Dell.

**Justin:** [laughs] Juuust got me, O'Dell.

**Travis:** Three, fi—eight.

**Griffin:** Folks, we are gonna need emergency surgery at the tavern!

**Clint:** [laughing]

**Justin:** [laughing]

**Travis:** Uh, that is 16 points of damage.

**Griffin:** Oh, great! Yeah, cool. Uh, for those keeping track – and Trav, hold your ears, 'cause maybe I don't want you, the bad guy, to know this... I have one hit point. [snorts]

**Travis:** Okay. Uh, and up next iiis... you! [pause] Griffin.



**Griffin:** Okay.

**Travis:** Yeah, Fitzroy.

**Griffin:** Uh, is the Firbolg conscious? Like, awake?

**Travis:** Uh, yes. Now, yes.

**Griffin:** Okay. Talking is a free action, yes?

**Travis:** Uh, correct!

**Griffin:** Uh, I say...

**Fitzroy:** Uh, is this like a 'you guys are gonna kill us' thing, or is this a 'you guys are going to like, kidnap us and take us to your leader' type thing?

**Pit Fiend:** Well, first, we will have some fun, and then, we will take you to our boss.

**Fitzroy:** Okay, well let me just like... I bet your boss doesn't want me dead. And I have – let me check – 'bout three squirts of blood left in me. So there is no more fun to be had with me. Um, I... surrender! And I think my friends here will also, and let us go in peace.

**Pit Fiend:** Well, then, we will shift our focus to a different toy.

**Fitzroy:** But the—I—come on. You're wasting daylight. I really think we should just kind of go.

**Travis:** Roll... uhh... and I'm gonna tell you, pretty high... persuasion check.

**Griffin:** I have plus six persuasion. So I'm feeling pretty good about that. Yes sir! 16 plus six, 22.

**Travis:** No.

**Griffin:** You're kidding me!!

**Travis:** I said it's really high.

**Justin:** He did say it's pretty high.

**Griffin:** Okay. Um...

**Justin:** You said it's *pretty* high, not *really* high.

**Travis:** Not impossible.

**Justin:** I guess it could've happened.

**Travis:** Yeah. You're up, Griffin.

**Griffin:** Yeah, great. Okay. Well, I tried. Uh, and I'm going to... I guess jump at the pit fiend with my maul at the ready, and rage out in mid-air. And we'll see what happens with that, first.

Uh, I need to roll a 1d8... sorry, I don't know where my Wild Surge table is. Uhh... one, necrotic energy bursts from you. Each creature within 30 feet of you takes 1d10 necrotic damage, and you gain temporary hit points equal to the sum of the necrotic damage dealt to the creatures!

**Travis:** Okay!

**Griffin:** Alright!

**Clint:** Nice!

**Travis:** Roll, everybody! Wait, everybody takes ten? Or takes a d10, right? There's no save?

**Griffin:** Right. There is no save.

**Travis:** Okay, great. So that's the Erinyeses. Two, pit fiend, one, so... three, five. Within 30 feet.

**Griffin:** Uhh, I rolled a six. Uh...

**Travis:** So that's 30 points of damage back to you.

**Griffin:** Well, and also, I... it does say... [pause] ... each creature.

**Travis:** Okay. You want to keep rolling? Go for it.

**Griffin:** No, I'm just saying, for the DM's sake, Argo and the Firbolg are up in there, also.

**Travis:** Yeah, I know.

**Griffin:** Oh, did you include them?

**Travis:** Yeah, I didn't count the glowing eyes. They are outside of a 30 foot radius.

**Griffin:** Okay, then yes. It is six necrotic damage, and I regain 30 temporary hit points, I guess.

**Travis:** Nice!

**Griffin:** Yeah, that's—that'll help you feel good. Uh, okay. And now, I'm gonna smash this motherfucker with my maul.

**Travis:** Great!

**Griffin:** I bet his AC is pretty high, huh Trav?

**Travis:** Yeah. Sure is.

**Clint:** You wanna know what it is?

**Griffin:** [laughs] Uh, I got a 12 plus seven, 19.

**Travis:** That juuust hits.

**Griffin:** Yay! Uhhh... uh, that's 2d6 plus four, pluuus... so, 15 plus my rage bonus, which is two. So 17 points of damage.

**Travis:** Okay! Uh, Firbolg, you are up.

**Justin:** Um... how big are these things?

**Travis:** Uh, the Erinyeses are medium size. They're, y'know, five foot to six foot range. The pit fiend is large. So, more like eight to ten feet.

**Justin:** Eight to ten feet. I can do that. Okay. I'm gonna jump on the face of the pit fiend.

**Travis:** Give me an acrobatics check.

**Justin:** This is my move action.

**Travis:** Okay.

**Justin:** But I will make your check. Monster. 19 plus two. 21.

**Travis:** You do it with surprising, uh, vim and vigor. The Firbolg springs into the air, and lands on the pit fiend's face!

**Firbolg:** Get used to the view.

[music plays]

**Justin:** And then, uh, it is only then that the pit fiend realizes that he cannot remove me from his face, because I have glue on me.

**Griffin:** [laughs] What?!

**Clint:** [laughs]

**Justin:** The glue is—the rule is, I roll and uh, the—it determines the length of time.

**Travis:** What is—okay, roll.

**Justin:** I rolled a four just now.

**Griffin:** So four hours?

**Justin:** A d6. No, it's six is forever, one is falls apart instantly, and anything between that is at Travis' discretion. I don't think I'm gonna need it to hold for a real long time. I can't imagine. But we are... fucking bonded.

**Travis:** Yeah. I'm gonna say he, uh, at least the length of the fight, unless he does a *significant* strength check, and takes some damage.

**Justin:** And I am—I am completely obscuring his face, by the way.

**Travis:** Perfect.

**Justin:** I am a big—I'm a big boy, too.

**Griffin:** Right. [laughs] I imagine there's also a sort of counterweight situation that he is now also having to deal with.

**Justin:** Not great. Not loving that.

**Travis:** Yeah. It's gonna be—he's gonna be at a disadvantage for a lot of things.

**Griffin:** Right.

**Travis:** Uh, let's see. So, up next is the beady eyes in the background. You see step into the light... six hell hounds.

**Griffin:** That's too many, Trav! Do a different number.

**Travis:** Um... they step—

**Justin:** One of the lower ones.

**Travis:** They step out, snarling. But then, very quickly... their animal snarls are completely drowned out by a loud roar from within the tavern. Everyone present turns to look, except the pit fiend, who is now blinded, as three imposing figures exit to stand by your side.

**Justin:** Hell yeah!

**Travis:** First is Bloodhawk Barb. She's removed her glasses, and has donned her signature helmet. It is forged in the shape of a hawk, with the wings curving down the sides of her head. Her all-white eyes scan the scene in perfect synchronicity with her bloodhawk familiar flying overhead. She reaches behind her back and draws two sickles as her pace quickens.

Next comes the Avenging Angel. Her armor, as well as her scimitar, glow with an inherent radiance. She leaps into the air, and much to your surprise, hovers above you.

Finally, an eight foot beast stands to its full height. The shape is not familiar, but the armor is. Where the chainmail had seemed ill-fitting in his human form, it fits Moon's werebear form just fine.

**Griffin:** Yeah, Moon!!

**Travis:** And up next is Althea.

**Fitzroy:** Guys, we got this! Go back inside, we got this! Easy peasy!

**Travis:** Althea swoops low for a moment, and touches your shoulder, and you pick up 41 points of health.

**Griffin:** Oh, fuck yes! Are you kidding me? God, yes! I have a lot of hit points right now!

**Travis:** Uh, after touching your shoulder, Althea continues on and plows directly into one of the Erinyeses, pulling them away from the fight. And then, you see Bloodhawk Barb come rushing in, and she jumps and plants the points of both sickles into the Erinyes' guts, pulling her down to the ground, and the two begin to punch and wrestle there.

And you see Moon wade into the onslaught of hellhounds, and begin throwing them and fighting them, six hellhounds to one werebear, leaving the three of you versus the pit fiend.

**Fitzroy:** Looks like you should've taken the surrender, dick bag.

**Travis:** And we're back up at the top. This time, we'll start with Argo. We'll let the NPCs fight their own battles. It's really cool, though. I want everyone to picture—aw, it's pretty cool!

**Griffin:** Um, alright. So it's just the three of us and the pit... pit... pit demon.

**Travis:** Correct.

**Griffin:** Cool.

**Clint:** Okay. Um... [pause] Okay. Alright. I know I'm gonna get shot down for this, but I'm gonna try it anyway.

**Travis:** I don't know, I'm feelin' pretty generous!

**Clint:** Okay. Uh, Argo takes Florence and pours the dose of arsenic poisoning that they saved from the hospital...

**Travis:** Mm-hmm.

**Griffin:** Oh, wow.

**Clint:** ... and sticks it in the, uh, right butt cheek of the pit demon.

**Travis:** Okay, make an attack roll for me. I don't know why you I'd shoot that down. That's a good move! Solid!

**Clint:** 19? 19...

**Justin:** 19? I thought, are we practicing saying it, or...

**Travis:** 19!

**Clint:** 19!

**Travis:** Niiine times!

**Clint:** Yes! 19.

**Travis:** Uh, that hits!

**Clint:** Okay.

**Travis:** So, make your damage roll, plus, uh, 1d10.

**Clint:** There's a d8. That is a seven! Uh, plus four, which is 11. And you said—and then, ten?

**Travis:** And 1d10.

**Clint:** 1d10. That is a... don't know if it's a six or a nine. It's a nine!



**Travis:** Nice! Okay, up next—

**Clint:** [amused] And he's got—and he's got a sword stickin' out of his butt! Hee hee hee!

**Travis:** I mean, you don't leave the—you don't leave Florence there, right?

**Clint:** No...

**Travis:** No. Okay. Uh, up next is the pit fiend.

**Clint:** Wait, does he suffer poison damage?

**Travis:** That was the extra 1d10.

**Clint:** Ah, the d10.

**Travis:** And that's gonna be ongoing for a couple rounds, at least. So he is going to attempt to pull the Firbolg off of his face. And if he does, he will take some damage, as skin comes away with it. Uh, he does succeed. That was a nat 20.

**Justin:** Ugh.

**Travis:** So, he peels the Firbolg off, but I'm going to say he takes 1d12 damage. Does that seem fair?

**Justin:** Yes. I feel like I should get an opportunity attack.

**Travis:** Okay!

**Griffin:** He is moving him away from you, yes. [laughs]

**Travis:** Okay! He takes five points of damage. And you get an opportunity attack!

**Justin:** Uh, I can do an action on opportunity attack, or is it just an attack?

**Travis:** Just an attack.

**Justin:** Alright. Um... let me see here... god, I do that very rarely. Um... let's go ahead and use my thorn whip, uh, on him. And... I'll roll, here... that's an 11 plus seven, 18.

**Travis:** Uh, that does not hit.

**Griffin:** So 19 is his armor class.

**Travis:** So, up next is, uh, Fitzroy!

**Griffin:** Cool. Uh, as a bonus action, I calm down. I have a sip of my, um, chamomile that I have with me. My kombucha. My calm down kombucha. Uh, and... drop out of rage. Uh, so I can cast a spell. And I'm gonna put some extra stink on this one. You see me just like, charging it up. Just like, ready to go. Uh, I'm going to cast... Chromatic Orb on this pit fiend, launching a ball of whatever type of energy damage that I want.

Uh, and I am also gonna put on my, uh, Tides of Chaos, which will give me advantage on the roll, and will hopefully trigger some extra fun stuff. So...

**Travis:** Uh, Griffin, real quick, remind me – what is it that I can make you roll after you cast a spell?

**Griffin:** Um... well, after this spell, after I cast my Tides of Chaos, you can have me roll on my Wild Magic table.

**Travis:** Great, perfect, perfect, perfect.

**Griffin:** [laughs] Alright, yeah. So I'm gonna conjure up a... tasty... mmm... let's say, lightning damage. I don't think he can be immune to that. Uh, oops. I rolled the damage before I rolled the attack. That's bad luck. Oh, I

couldn't tell what it was, 'cause it's the D&D Beyond logo on the virtual dice, but that is a nat 20.

**Travis:** Okay!

**Griffin:** I probably don't need to roll the other—let's just see, I did have advantage, what the other one would've been. Hey, a 17 plus six is also pretty good, but that is nat 20. Well, that is 3d8 lightning damage. Uh, that is... 12 lightning damage.

**Travis:** Uh, and then, you have to do your Wild Surge.

**Griffin:** Oh! I was so hoping you would say this. Uh... I've never done this on the magic, uh... the magic Wild Surge thing, which is a different thing from my Barbarian Wild Surge. Uh, I roll a d100.

**Travis:** Mm-hmm.

**Griffin:** And we're gonna see what it says as I load up... okay! So I rolled a 12.

**Travis:** Yeah?

**Griffin:** [laughing] As far as I can tell, this is permanent. I was so excited to roll on this table. On an 11 to 12, roll a d10. Your height changes by a number of inches equal to the roll. If the roll is odd, you shrink. If the roll is even, you grow.

**Travis:** Okay.

**Griffin:** [laughs]

**Justin:** Real quick, how—just for—how tall are you now?

**Griffin:** Uh, how tall is Fitzroy? I mean, he's half elven, but he's kind of built. I would say like, five eight. Like, he's not the biggest fella, but he's uh... he's got muscles to spare. I'm fucking terrified of this roll.

**Travis:** There are way worse things that could've happened, Griffin!  
[laughing]

**Griffin:** Yeah. Okay. So...

**Justin:** Considering you just made up his height now... [laughing]

**Travis:** Yeah!

**Griffin:** Okay, I just rolled an eight. So... uh... even, I grow. Eight—[laughs]  
I grow eight inches! [laughing]

**Justin:** [laughing]

**Travis:** So you hit—okay. So, just to lay out the scene...

**Griffin:** I am six four!!

**Justin:** [laughing]

**Travis:** You nail him with the Chromatic Orb.

**Pit Fiend:** Ugh!

**Travis:** He takes some damage. And when he looks up... [laughs] You're eight inches taller!

**Griffin:** I am eye level with him. What's up, motherfucker? I am six foot four!

**Travis:** I have to make an important note about this, 'cause everyone is gonna be blown away! Y'know, some people go on summer vacation and like, get a new haircut, or like, work out a little bit.

**Justin:** Yeah.

**Griffin:** [laughing] I just grew *eight inches*! And it doesn't say it wears—like, it doesn't wear off! I am just—

**Travis:** No, why would it wear off?

**Griffin:** I am just eight inches taller now!

**Travis:** Uh, up next is the Firbolg.

**Griffin:** I guess—everybody, I assume, for the next round of combat, takes a moment to appreciate the fact that I just grew eight fucking inches.

**Justin:** [laughs] Uh, what's the layout right now, Travis?

**Travis:** Uh, so currently, the Erinyeses have been peeled off into two separate battles with the Avenging Angel and Bloodhawk Barb. The hellhounds are facing off against Moon, and... I will say, while he is holding his own, he is not exactly destroying them. He's not like a monstrous bear. Um, so, he could maybe use some help. But right now, it is the three of you, pretty much, uh, together, facing off against the pit fiend.

If you want to picture it as like, classic, uh, three on one, like Final Fantasy style, y'know?

**Justin:** Right. How is the pit fiend looking?

**Travis:** Uh... pretty okay.

**Justin:** Pretty okay. That's good to know.

**Travis:** Yeah.

**Justin:** And what's the weather like?

**Travis:** It's nice. Uh, it's dark. The—you would guess about 75 degrees, with uh, a fair, slight—like a slight breeze, oncoming.

**Justin:** That's kind of boring.

**Travis:** What?

**Justin:** Kind of a boring choice. Like, you could make the weather anything.

**Travis:** Yeah, but I'm just saying, there's a slight breeze.

**Justin:** Don't you think it needs to be more exciting?

**Travis:** You can feel a breeze on the wind.

**Justin:** It'd be more exciting in like, a storm. That would be cool.

**Travis:** No, it's nice. No.

**Justin:** I'm just trying to imagine it. It just seemed—it felt like a storm.

**Travis:** Well, I mean... maybe there's a storm coming. Way off in the distance. But imperceptible to your Firbolg ears.

**Justin:** Alright, fine. I'll still do the same thing I was gonna do. Uh, I'm gonna cast, uh... Call Lightning on the dipshit. And... I... cast it. And you gotta save, dexterity 15.

**Travis:** Dex 15. Uh, that is a 14 plus eight.

**Griffin:** Come on...

**Justin:** Come onnn. Alright, that's fine. I don't even give a shit anymore.

**Clint:** [laughs]

**Justin:** Um, you're gonna take... let's see, that's... 16... eight damage, I guess.

**Travis:** I think the pit fiend, at this point, has realized that this is not, uh, the cake walk that maybe he suspected it would be. And you hear him yell...

**Pit Fiend:** [unintelligible; like audio being played backwards]

**Travis:** And two more pit fiends step from the darkness.

**Griffin:** Too many. I surrender again.

**Justin:** Way too many. Double surrender.

**Travis:** And Althea turns to you and says...

**Althea:** They're not gonna stop until they have you! You need to run! We'll hold them off! Run!

**Fitzroy:** Yeah, I mean, you don't have to tell me twice.

**Justin:** Yeah, I'm gone.

**Griffin:** Goodbye.

**Travis:** You run hard and fast. And at first, it seems like you have left the battle behind – but then, you hear the snarls of hellhounds on your heels. But then you hear a different sound. And it would be easy to mistake it for a storm rolling in. But after a moment, you're able to distinguish two very distinct sounds.

First, the sound of wings. Very large wings, beating against the air. Then, the sound of powerful hooves pounding the ground. First, a powerful looking black shire horse with white wings and white leg markings runs next to you. Then, a spirited blue roan Peruvian paso with gray, silvery wings runs on your right. They are being led by a white Arabian Pegasus. She is scarred, and beautiful, and Firbolg... you would know her anywhere.

Breeze Through the Willows stops beside you, Firbolg, and you hear in your mind...

**Breeze Through the Willows:** Get on! We have to hurry!

[theme music plays]