

The Adventure Zone: Ethersea — Episode 42

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Griffin: Previously on *The Adventure Zone: Ethersea*.

Devo: I thought I was clear, um, I don't want to go with you. I don't want you to come.

[shouts] I'm trying to protect you!

Amber: I know, but I'm a big girl too.

Zoox: I just wanted to tell you good luck!

Devo: Zoox, please. You are incredibly susceptible to mind-control.

Griffin: For one thing, there's apparently some living coral beings in here who have not been sort of integrated into the tower.

This spire, as you read it, it says "Orlene creates broadcast machine".

Bleached Coral Being: Are you here to open the Passage? To the new world?

Kodira: So, you let me take care of... this situation.

Griffin: And she gestures to just like everything in the room.

Kodira: Holler if you get in a bit above your head.

Devo: The Hand of Guidance is dead.

Benefactor Orlene: She was an ambitious woman, and um...

Devo: Okay.

Benefactor Orlene: She will be missed. By some. I— I assume.

Griffin: And he looks down at the three of you and says...

Benefactor Orlene: I'm not doing this.

Griffin: The bannisters of that staircase stretch out to the side and form sort of smaller spires that branch out behind it. And one particularly large piece of coral floats to the front of the pile. And standing behind the three of you, between you and the staircase, is a massive coral dragon. Let's roll for initiative.

[intro theme music plays]

Travis: Okay.

Griffin: Okay, ser— For real, roll initiative. I don't know if you—

Travis: For real?

Griffin: For real do it. I don't know if you did it when we recorded last— a couple of weeks ago, but um...

[sound of dice rolling]

Travis: Well baby, I got me a 19 plus two, that's 21 baby.

Griffin: That's a big number.

Justin: Usually if you say "roll for initiative", I just think like—

Griffin: "He doesn't mean now."

Travis & Justin: [simultaneously] He doesn't mean it.

Griffin: Yeah.

Travis: That's— That's Griffin's cliffhanger of like—

Justin: "We can do it at the beginning."

Travis: "But— Then whose child is it?" Or whatever, right?

Griffin: Yeah.

Justin: [imitates a video game reveal noise]

[sound of dice rolling]

Griffin: You did say—

Clint: I rolled an 11.

Travis: Griffin, did you get mine?

Griffin: Yes.

Justin: Yeah, that's a big 11 for me as well.

Clint: Whoa.

Justin: What happens in case of tie?

Clint: Yeah.

Travis: Whoever has the best Dexterity.

Griffin: Whoever has the best Dexterity. Looks like Amber and Zoox, so, uh, top of the order is... Devo. Again just to paint the scene, you are in a massive chamber that you climbed up the spiral staircase to. There was a staircase leading up to a platform 30 feet up, where Benefactor Orlene has built his little tone wheel apparatus connected to his ship, but that staircase has collapsed. He has retreated inside his ship, and from the staircase, there emerged a giant coral dragon, who is... definitely already sort of in fightin' mode.

Travis: [gasps]

Griffin: Against you all. This is not a "Let's talk it out with the— with the coral dragon" situation.

Travis: I think— I— Griffin? I think that was clear from context.

Griffin: Okay, well I'm—

Travis: I don't think it was like "Oh, he summoned a big coral dragon", the coral dragon's like "Listen, guys. I don't wanna be here either".

Griffin: Yeah.

Travis: What can we do?

Clint: I didn't pick up on the clues, 'cause Zoox was getting' ready to say...

Zoox: Mama?

Griffin: Yeah.

Travis: Well, that's what Zoox does.

Clint: Yeah.

Griffin: Yeah, Zoox is a baby duck, yeah.

Travis: Zoox is baby birding it left and right around here.

Clint & Griffin: [simultaneously] Yeah.

[battle music plays lightly in the background]

Travis: But Devo is going to cast *Bane*.

Griffin: 'Kay.

Travis: And that— that there dragon is gonna need to make a Charisma saving throw.

Griffin: Okay. I will do that.

Travis: And I can't imagine a dragon's Charisma is that good. A coral dragon?

Griffin: Uh, my friend, it's a plus five.

Travis: Get the fuck out, really?!

Griffin: I'm sorry, no. Its Charisma saving throw is plus 11.

Travis: No.

Griffin: I swan to John.

Travis: On a coral like bone dragon?

Griffin: Yeah, does a 15 save?

Travis: [defeatedly] It just barely does...

Griffin: Aww. Well what does *Bane* do?

Travis: Well, so— the— It would make you...

Griffin: Yeah.

Travis: Have to roll a d4 and subtract the number rolled from attack rolls or saving throws.

Griffin: Oh, interesting. Oh, that would've been helpful.

Travis: That would've been very helpful.

Justin: [laughs]

Travis: I can't believe—

Griffin: Yeah, let it be known. I think in the history of this show, this is the first dragon you all have fought. And this one is a baaaad boy, so...

Justin: Would you describe this as a dungeon?

Griffin: I would describe this as a dungeon, yes. We're getting very literal.

Travis: Ohhh.

Justin: Oh my god, it's happening!

Clint: Yeeeees, it's really happening!

Travis: Yeah.

Justin: We can finally be done with this fucking game.

Griffin: [chuckles] Does— Does it do anything on a failed— Or on a successful save?

Travis: It does not, no.

Griffin: Okay, bummer. Okay, well, uh—

Travis: So what I will say...

Devo: Amber, um, do better than I just did?

Travis: And give Bardic Inspiration.

Griffin: Okay.

Travis: And then I'm going to like, hide?

Griffin: That— Hiding is an action, but I mean you can definitely step away from it as it is forming.

Travis: I mean I'm gonna like scoot back. Can you lay out the landscape? Am I right in thinking now there's like a big gap between where we are and the platform that has, uh, Orlene's ship?

Griffin: It's 30 feet straight up. Yeah, it is a huge gap.

Travis: Oh, it's up.

Griffin: Yeah.

Travis: Okay.

Griffin: Uh, okay. Next in the order is the dragon. It is going to, as—

Travis: I'm gonna hide behind Zoox.

Griffin: Okay, as it finishes forming, it is going to... swi— It's gonna try and bite Zoox. So let's roll that first. Ooo! 15 versus AC, Zoox?

Clint: [defeatedly] AC's 14...

Griffin: Oh, okay. It is going to hit you forrrr... 11 points of piercing damage. And then it is going to swing its claws at you twice, Amber. That's gonna be a... an 18 and a 17 versus AC.

Justin: It hits.

Griffin: Two hits. That's gonna be eight and... nine, so 17 points of slashing damage.

Justin: How much altogether? 17, you said?

Griffin: 17. Uh... And then... I want everybody to make a Wisdom saving throw.

[sounds of dice rolling]

Clint: Okay.

Travis: Feelin' a little mean now, Griffin.

Justin: [snorts]

Griffin: Yeah. Yeah.

Clint: [laughs]

Travis: 13.

Justin: Mmm, 21.

[sound of dice rolling]

Griffin: Okay.

Clint: Nat 20, 21.

Griffin: Wow! Okay, you've—

Clint: Wait a minute, now this is twice in a row we've tied.

Griffin: That's— I mean—

Justin: That is weird.

Griffin: This is a good one for you to tie on. You all feel... it— Not just Zoox, like all of you feel your just life energy being sapped into this coral dragon. Zoox and Amber, you are able to shake it off. Devo, you feel— you feel like you just got off like a 48-hour bender as you succumb to its Sapping Presence. Your speed is halved and you have disadvantage on attack rolls until the end of dragon's next turn.

Travis: Okay.

Griffin: And on a successful save, you are immune to this Sapping Presence for 24 hours.

Justin: Great.

Griffin: So Amber and Zoox, you hold on strong.

Justin: Nice try.

Griffin: Okay. Next in the order is Amber Gris.

Justin: Okay, well I am go— We're uh— Can you paint the picture a little bit for me? Like what— You say "dragon", like what am I lookin' at?

Griffin: This thing is... let's see.

Justin: I'm sorry to get so technical, I'm not trying to get you to just paint a picture, but like when y— when you're thing is punching, you have to know where the punches should go.

Travis: Exactly.

Griffin: Imagine a sort of skeletal dragon. It is of the “Huge” class, which means it is uh... huge.

Justin: Huge.

Griffin: Uh... [chuckles]

Justin: [snorts]

Griffin: I would s—

Justin: Thank you.

Griffin: I would say... tail to snout, maybe like 20 feet long. And it—

Justin: Is it on two legs?

Travis: Ah, that’s not that big!

Justin: Is it on four legs?

Griffin: It is on—

Justin: Is it—

Travis: I’ve seen bigger!

Griffin: It is on four legs, with sort of skeletal coral wings that are just about as wide as it is long.

Travis: Now how would that work, Griffin?

Justin: I always have to ask this also, what is the water orientation currently?

Griffin: It’s empty. There’s no water in this chamber.

Justin: Okay.

Travis: [mutters] How would they fly on coral wings?

Justin: How high are the ceilings?

Griffin: The ceiling I would say is about 50 feet up. It's a huge chamber that you are in.

Justin: [mutters] Pointless wings. [wheezes]

Griffin: Well, I mean— It's not—

Justin: I think the artist was having a bit of fun there, I mean— [wheezes]

Griffin: Yeah, I mean this thing is art. It was— It was, uh, created by Orlene, bending to his will. This is not like an animal that usually exists. It's made out of like bleached coral people, so it's a... It is a monstrosity.

Justin: Okay. How high off the ground would the— like where the wings meet the dragon be?

Griffin: Maybe eight feet?

Justin: Great! Okay, I can make that. I'm gonna try to leap to where the wings meet the body.

Griffin: Make a... Make an Acrobatics check for me.

[sound of dice rolling]

Justin: 21.

Griffin: Yep. You are definitely able to get up there. You avoid a— It bites, trying to chomp on you, but you just sort of hop right through its jaws as it tries to clamp them down on you.

Justin: Perfect. I'm gonna summon my arms and the Visage of the Astral Self.

Griffin: Okay. What save is that?

Justin: I can do those as part of the— What?

Griffin: For me.

Justin: It's just a— You don't, um... Oh, I guess there is a save associated with it. Arms of the Astral Self.. A Dex saving throw.

Griffin: That is not this thing's strong suit. That's only an eight.

Justin: Okay, that doesn't. So you're gonna take 2d6 force damage.

Griffin: 'Kay.

Justin: That's gonna be... seven on that. And then I'm gonna pop out the Visage of the Astral Self. And I am going to... attack it where the body meets the wings. I figure that's as close as I'm going to get to like a weak point, and I'm hoping I can hammer away at that.

Griffin: O—

Justin: And try to separate the wings from the body.

Griffin: Okay. Visage of the Astral Self is like its own like ability, right?

Justin: It's— Okay, so super quick, it's, uh, see in the darkness, advantage on Wisdom and Charisma checks.

Griffin: 'Kay.

Justin: And um, I can basically... amplify my voice so everybody in 600 feet, or like... smallify my voice so only one creature can hear me, 60 feet away.

Griffin: Okay, cool. Alright, so why don't you go ahead—

Justin: Not that big of a deal, but hey, it's free.

Griffin: Sure.

Justin: So here.

Griffin: Go ahead and attack with your Arms of the Astral Self.

Justin: 1d8 plus two?

Griffin: Yeah, but you have to roll to hit first, so it's plus six.

Justin: Okay... [mutter] Well, I have a— Okay. My sheet says I have a plus five, so I add—

Griffin: Well, your Arms of the Astral Self Wisdom attack—

[sound of dice rolling]

Griffin: Oh my god. That's a crit.

Justin: Well, it's a natural 20, correct. So that's uh...

Griffin: 2d8.

Justin: 2d8!

Griffin: Yeah.

Justin: Plus two.

Griffin: It's 2d8 plus three, actually. If you use your Wisdom modifier.

[sound of dice rolling]

Justin: Plus three.

Griffin: Okay, so that's 10.

Justin: 10.

Griffin: Just on the first attack, right?

Justin: That's the first one.

Griffin: Jesus please us, okay.

Justin: Let's go o— ahead and do my second attack, right?

Griffin: Yep. It's part of your Attack action, you get two of them.

Justin: Okay...

[sound of dice rolling]

Justin: That's not gonna make— get it.

Griffin: No. That's a... four plus fi— Wait, no. Oh yeah, you did roll the right— No, it should be plus six. But still, a 10 is not going to hit this thing.

Justin: Okay. That's it.

Griffin: Okay.

Justin: How's it looking? How's that connection looking?

Griffin: It's definitely weakened. I would say one of its wings is now just kind of hanging at the side of its body. Not that it was providing much, you know, flying support in the first place, but it is... Yeah. It definitely did some damage there. Okay! Zoox, you are next up in the order.

Clint: How close is Zoox to this dragon?

Griffin: I mean, you're very close. It just, uh... It just tried to chomp you.

Justin: You guys have been friends for a long time.

Travis: Yeah. You go way back.

Griffin: Yeah, right.

Clint: She never writes!

Travis: There were some rough moments.

Clint: She never writes.

Travis: Yeah, rough moments, but it made you actually closer, when it was all said and done.

Clint: The spot that Amber just attacked.

Griffin: Yeah.

Clint: Where the wing attaches to the body, how close am I to that?

Griffin: I mean, within 10 feet.

Clint: Okay. Um... Okay, now I want to do this right. I want to get this correct. So. If I ha— If— To do a bonus action, do I have to do it first or second? Does it matter?

Griffin: It depends on if the bonus— If you're doing like, um... One of your bonus actions is in result of a hit on an attack, right?

Clint: Okay, this is not.

Griffin: Are you thinking about Gathered Swarm? Okay.

Clint: No. This is not.

Griffin: Okay. Then yeah, you can do a bonus action whenever.

Clint: Okay, I am going to use my new power, Writhing Tide. Which allows Zoon to hover.

Travis: What?

Clint: 10— 10 feet!

Justin: Wow.

Clint: I can fly!

Travis: Oh, your foot farts! Your foot farts!

Griffin: It's all happening.

Clint: [triumphantly] I can fly with my foot farts!

Justin: [muttering] You can hover. You can hover.

Griffin: You can hover.

Travis: For real.

Clint: Yeah, but I can go 10 feet! So Zoox flies up to that same spot on the dragon.

Griffin: Okay.

Clint: And... attacks it. With his dagger.

Griffin: Not your crossbow? You can do whatever, man.

Clint: No. No no, let— Yeah. Okay, yeah. I'll shoot it with the crossbow.

Griffin: Okay. I believe you're at a point now where you also get two attacks per action. So why don't you roll your first attack, please.

Clint: Uh, 19.

Griffin: That hits!

Clint: Okay. And that does six damage.

Griffin: Okay. You can also do your Gathered Swarm. That is just a free action.

Clint: I'm—

Griffin: After you succeed on a hit.

Clint: I know. But don't I get another hit. If I use the crossbow again?

Griffin: Yeah. I mean, you can add the Gathered Swarm to either one of the two attacks.

Clint: Then I'm going to hit again.

Griffin: Okay.

Clint: With the crossbow.

Griffin: We'll— We'll see.

Clint: This time not so good, that's an 11.

Griffin: No, your second shot goes wide, but if you wanna still do the Gathered Swarm after the first attack you [crosstalk].

Clint: Yeah. Yeah.

Griffin: Okay. You can do extra damage, you can—

Clint: I'm gonna do... Wait, yeah extra damage or move it. That doesn't make much sense.

Griffin: Or *you* can move.

Clint: Um... No, I'm gonna do the extra damage.

Griffin: Okay. Well, roll 1d6 extra piercing damage.

[sound of dice rolling]

Clint: That is a four.

Griffin: Okay, so another 10 damage. Very— Very good round, boys.

Justin: Thanks, Dad.

Travis: Well. Some of us. Some of us had a good round.

Griffin: Okay, with that, that wing that you all are—

Clint: I'm hovering!

Griffin: Yeah.

Clint: Is anybody gonna react to Zoox hovering?!

[pause]

Clint: [disappointed] No, I guess you're not.

Devo: Hey, Zoox! Good job— Yes, good job on the hovering.

Amber: Holy shit!

Clint: [laughs smugly from a distance]

Justin: Well, I gotta say, Dad. You made such a big fucking production out of it.

Clint: [from a distance] Yeah.

Travis: Yeah.

Justin: You didn't actually leave a lot of oxygen left in the room for other people to be impressed.

Clint: Oh.

Travis: If you had just quietly said like "Well, Zoox is gonna hover", we would've been like "What?!".

Justin: Wha?!

Clint: [mutters] I'm sorry.

Travis: "Incredible!", but instead...

Justin: Pulled a bit— Pulled a bit of a Travis, as we call it.

Clint: I was—

Travis: Yes.

Clint: I was—

Travis: Thank you.

Justin: [laughs]

Travis: I wasn't gonna say it, I thought it would be too mean to say it, but—

Justin: [giggles]

Clint: I was very kudo hungry, I'm sorry. I'm sorry.

Travis: Yeah, Dad. It was a real me move.

Justin: Now, Travis, don't be— It's not mean, Travis. You get it from somewhere, baby. I mean.

Travis: That's true.

Justin: You pull a Clint, maybe, is the way we should word it.

Clint: That's—

Travis: Aw yeah. Yeah yeah yeah yeah.

Clint: Yeah.

Justin & Clint: [laughs]

Griffin: The way that—

Justin: [snorts]

Travis: I mean, here's the thing, no matter which one of the brothers is your least favorite, blame it on Dad.

Justin: Yeah. [wheezes]

Griffin: [chuckles] Uh, the—

Justin: All the good stuff's from our mom.

Clint & Travis: [cackles]

Griffin: The wing that you all have been focusing on just straight up falls off. And it just kind of—

Travis: [disappointed] Aw.

Justin: Hell yes.

Griffin: Sort of melds back down into the floor. And with that, we are back at the top of the order with Devo.

Travis: So... Griffin.

Griffin: Yes.

Travis: Let me tell you what I want to do.

Griffin: `Kay.

Travis: Then you tell me how to do it, or if it's even possible.

Griffin: `Kay.

Travis: Knowing that this dragon is a creation.

Griffin: Yes.

Travis: Of Orlene's will.

Griffin: Yeah.

Travis: I want to challenge that will.

Griffin: Okay. Do you have a spell in mind that can do that?

Travis: So, I have *Suggestion*.

Griffin: Hmm.

Travis: Which lets me dictate a course of action. And they have to make a Wisdom saving throw against it. So that's one possibility, or I could do a contested... roll against I guess Orlene.

Griffin: Yeah.

Travis: Or the dragon, or something.

Griffin: I think you would— Honestly Trav, I think you would have to do both things. I think in order to sort of overcome Orlene's control on this thing.

Travis: Mm-hmm.

Griffin: You would have to contest him. And in order for your thing to actually find purchase in the dragon's mind would be a second... a second thing.

Travis: Okay!

Griffin: I think the contesting it makes more sense, and then we can like sort of rectify that with a sort of psychic damage to this construction.

Travis: Okay.

Griffin: But I— You're not gonna be able to completely close off Orlene's control on it.

Travis: With the contest.

Griffin: Right.

Travis: Got it, got it, got it. Okay.

Griffin: So that's— Let's do, I guess, a Charisma contest.

Travis: Ooo! Okay.

Griffin: Orlene has a plus five to—

Travis: He does?!

Griffin: He is a—

[sound of dice rolling]

Griffin: He is a bard.

Travis: I hate that guy, though! Okay, I got a 21.

Griffin: That is a 13.

Travis: [exhales nervously]

Griffin: Okay. I'm gonna say that any sort of psychic—

Travis: Can I— Wait, can I describe it for a second?

Griffin: Yeah, sure sure.

Travis: So Devo summons up every like image of like Orlene being dismissive, and Orlene very much like not seeing in Devo whatever it was that the Hand of Guidance saw. And like whenever Guidance wasn't around, just like... not giving him the time of day, treating him like shit. And like Guidance wasn't great either, but at the very least like she was invested in Devo?

Griffin: Yeah.

Travis: And he's just like "Fuck. You. I'm ready to beat—", to be like "I'm better than you at this".

Griffin: Yeah, you feel— you feel this maneuver that you are taking kinda take Orlene's breath away, even though he is not anywhere near you or visible to you at all. And as you feel that, you all see the dragon kind of stumble a little bit. I think to put this in sort of numbers, why don't you roll just an auto hit on this *Dissonant Whispers* at third level and deal that psychic damage to it.

Travis: Okay. *Dissonant Whispers*, third level. Okay, so that's 15—

Griffin: Oh, you know what? Go ahead and do it at fourth level. I didn't realize you had fourth level spells.

Travis: Ooo, okay.

[sound of dice rolling]

Travis: At fourth level, that's 24 points of damage.

Griffin: Hoo, boy! Yeah, it— it, uh, it doesn't like collapse or fall apart or anything like that, but it is moving a bit slower. You all are really doing a lot more damage to this thing than I thought you would conceivably do in a round and a half. Fortunately it is its turn and I want all of you...

Well, first of all, let me describe what happens next. You see what appears to be electricity course through the base of this thing, through its feet and up its legs and down the length of its tail and torso, and then finally it all sort of collects in its skull.

[electric crackling sound effects play]

Griffin: And you see this just like crackling electricity behind its vacant eyeholes. And then it opens its mouth and releases a bright yellow cloud of electricity across the floor of the room. I want everybody to make a Dexterity saving throw.

[sounds of dice rolling]

Travis: 15.

[sound of dice rolling]

Griffin: Good lord, Zoox.

Clint: 25.

Griffin: Did you crit? No, 19. Okay. Amber?

[sound of dice rolling]

Griffin: Ooo...

Justin: I got you, Griff.

Clint: [laughs]

Justin: That's a two. [chuckles] That's a two, plus five. Here, have—

Travis: You still have—

Justin: I'm here to give you your drama you crave.

Griffin: Yeah uh—

Travis: You still have Bardic Inspiration.

Griffin: It— It— I will say this, it would not— It would not do anything.

Travis: Oh, okay. So my 15's not gonna do it then! [laughs]

Griffin: No, your 15 is not going to do it. Uh, Zoon—

Travis: What I've picked up from that, mathematically.

Griffin: Zoon, I mean, Zoon you see this from above, right? 'Cause you're hovering in the air as your friends are swallowed up in this bright yellow, crackling cloud. And when it passes, they are both struggling to stay on their feet, as they are both hit for... Uh, 24 points of lightning damage.

Travis: Oof. Hey. Ow, baby. [chuckles] 24, you say.

Griffin: Yes.

Travis: [mutters] Okay. Alright.

Griffin: But that seems to have taken all of this thing's sort of energy, as it is trying to catch its breath, so to speak.

Travis: Ah, and that's when we wake up from this horrible dream.

Griffin: Yeah, right.

Clint: [chuckles]

Travis: And we're back in our beds.

Griffin: Next in the order is Amber Gris.

Justin: Does it have eyes?

Griffin: No, it has eyeholes.

Justin: Oh.

Griffin: But this thing doesn't have, you know...

Justin: Organs.

Griffin: The usual organs.

Justin: Organs and what have you.

Griffin: Yeah, right.

Justin: I'm gonna try to attack its— one of its feet, try to knock it off balance.

Griffin: Okay. Just using your big glowing fists?

Justin: Yeah, Griff. I thought I'd go with that. Go that route.

Griffin: Okay, roll your first attack roll.

Justin: Alright.

[sound of dice rolling]

Justin: Uh, 16.

Griffin: 16 does not hit.

Travis: [quietly] Ooo...

Justin: Alright, here comes the follow up...

[sound of dice rolling]

Justin: Here comes the boom. That's 20.

Travis: There's the boom.

Clint: Boom!

Griffin: That's another— Your second crit, Jesus!

Travis: Somewhere, Kevin James nods.

Clint: [laughs]

Griffin: Yeah.

Justin: "Yes, that— Yes, Justin. That was the boom."

Clint: [laughs]

Travis: There went the boom.

Griffin: Uh—

Justin: "You are the boom now, dog!"

Griffin: Okay, so that is— go— go ahead and roll—

Justin: Oh my god! Dou— [laughs loudly] My damage of my d8 is two ones. Fantastic! What a wonderful 20 it was!

Griffin: Two plus three, is a five.

Justin: [sarcastically] Oh good, dude.

Griffin: You also—

Travis: [cackles]

Justin: Slow down. I'm writin' this down.

Griffin: You also have, and we missed this, you all gotta pay attention to what your characters can do. You have the Crusher feat, so when you score a critical hit that deals bludgeoning damage to a creature, attack rolls against that creature are made with advantage until the start of your next turn.

Justin: Oh, okay.

Griffin: Or you can move it 5 feet to an unoccupied space, provided that the target is no more than one size larger than you. I don't know—

Griffin & Justin: [simultaneously] It is.

Griffin: Actually, yeah.

Justin: It is.

Griffin: Well, attack rolls have advantage against this thing until its next turn.

Justin: Okay, perfect.

Travis: So that 16 you can roll again.

Griffin: Uh...

Justin: N— What?

Travis: You have the Crusher, right? Isn't that what you said?

Justin: It's attack.

Griffin: Well, he hit with—

Justin: Not damage. The attack roll.

Griffin: Yeah, but also he hit with his second attack, so technically he did not have this advantage until...

Travis: Oh.

Justin: Yeah. And now I will do... um, right. So I'm gonna go ahead and hit him with my big arms now.

Griffin: Are you doing a Flurry of Blows?

Travis: Your— Your SpongeBob pink arms?

Justin: Yes, yes.

Griffin: Okay, go ahead and spend a ki point, and make two more strikes.

Travis: Am I the only one who pictures those big arms like in that one when SpongeBob blows up big arms? To look muscly on the beach?

Griffin: I think you might be, yeah.

Travis: Well, I mean not in the world, I just mean on this call.

Clint: He's— Is it canon that they're pink?

Justin: 12.

Griffin: So a 12 misses, but you have advantage on this.

Travis: [quietly] No, they're green.

Griffin: First attack.

Justin: Oh yeah, right.

[sound of dice rolling]

Justin: 14 plus five, 19.

Griffin: That— That does hit.

Justin: Alright.

Griffin: So.

Justin: So that's a d8.

Griffin: A d8 plus three.

[sound of dice rolling]

Justin: Ah, more like it. That's a eight plus three, 11.

Griffin: Okay yeah, the first attack hits.

Justin: Okay, now one more.

[sound of dice rolling]

Justin: 18?

Griffin: 18 does hit.

Justin: Perfect, I won't roll the second one then, save everybody a little time.

Griffin: Go ahead and roll the second one, you might kick— You might crit.

Justin: [sighs] I guess it's possible. Okay.

[sound of dice rolling]

Griffin: You've done it twice already.

Justin: Uh, 22. That's good.

Griffin: Uh, yeah, that is good.

Justin: And the damage on that one is five plus...

Griffin: Three.

Justin: Three, so.

Griffin: Uh, okay.

Travis: Pretty good!

Griffin: Yeah.

Justin: What was that? 19 points of damage. So a lot of foot pounding.

Griffin: Yeah, you knock this thing's fuckin' foot off.

Justin: Nice!

Griffin: And it... it falls it—

Travis: [in a high-pitched British accent] "It's just a flesh wound."

Griffin: It falls in the direction that it— that it no longer has this leg, and as it falls and collides with the ground... You're done, right?

Justin: Yeah, that's all the attacks I got.

Griffin: Okay, it's gonna take a legendary action.

Travis: Whoaaaaa!

Justin: Wait wait, what?

Griffin: Yeah.

Travis: What the fuck does that mean?

Justin: You just made that up. What's a "Legendary" action?

Griffin: Legendary actions mean—

Travis: Oh, Griffin's been watching *How I Met Your Mother*.

Griffin: Legendary, baybeee. Have you—

Travis: This action's gonna be legen— Wait for it.

Griffin: "Have you met Jeb?" So, this—

Travis: — dary.

Griffin: This—

Clint: I'm waiting for it. I'm still waiting for it.

Travis: I said it.

Clint: Oh.

Griffin: Okay.

Justin: [chuckles]

Griffin: The— A legendary action is something that basically bosses can take at the end of another creature's turn.

Travis: Okay.

Griffin: And as it falls, you see part of it start to sort of coalesce into the ground. Only, when that happens, more coral starts to climb up from the ground around your body, Amber.

[coral shifting sound effects play]

Griffin: I need you to make a Strength saving throw.

[sound of dice rolling]

Justin: Hell yeah.

Griffin: Boys! These rolls are so—! You are picking a very good episode to be— to have that hot hand.

Justin: I'm savin' `em for— We were savin' `em for dragons.

Travis & Griffin: [simultaneously] Yeah.

Griffin: I'll say. Okay.

Travis: You shoulda had more dragons!

Griffin: It tries to restrain you with Ghostly Binding, but you fucking flex and the — your sleeves fall off, and so does this coral that was trying to surround you. And coral goes flying all over the room, and this thing, you know, tries to climb back up to its original standing height. And it is in this state that you find it, Zoox, still hovering in the air. What do you do?

Clint: So it's not on the— Is it still on the ground?

Griffin: Uh, it is.

Clint: I mean is it still prone?

Griffin: No, it is—

Travis: You are confused, I think, by Griffin's hanging participle. You are hovering in the air, the dragon is not.

Griffin: No, the dragon's not hovering in the air. It is— It is standing back up though, on three legs.

Clint: Is it already back up?

Griffin: Yeah. You do have advantage on any attacks you wanna do on it though.

Clint: Okay. Zoox... leaps onto its neck. As close to the head as possible. And I want to try and use the whole coral shaping ability, like he used to make the spires.

Griffin: [intrigued] Okay.

Clint: To fuck up his neck.

Travis: Whoa.

Griffin: [thoughtfully] To fuck up his neck.

Travis: What do you mean, Dad?

Clint: To try to sever its head.

Justin: Whoaaa!

Griffin: Okay.

Travis: That an in inter— Can I just say that people don't normally use those interchangeably. Like somebody wouldn't be like "Yes, the guillotine was used on the French nobility to just really fuck up their necks". [chuckles]

Griffin: "To fuck their neck up pretty badly."

Clint: But it did!

Justin: Well—

Griffin: It did. I will say.

Travis: Listen, I want people to start using it interchangeably now! [chuckles]

Griffin: Right.

Travis: "What do you think happened here, detective?"

"Well, clearly someone came in and just fucked up their neck."

"Ah, that's disgusting!"

Griffin: I will allow it. I want you to make an Animal Handling check, and I'm gonna say this is gonna be a... With a DC16, you will fuck up his neck. If you get a DC20, I will allow the head to be severed. Those are the stakes.

Clint: Okay. Do I have Bardic Inspiration? No, wa—

Travis: No.

Clint: Do you consider this an attack?

Griffin: No, this is not.

Travis: [quietly] No.

Griffin: This is specifically not an attack.

Clint: [mutters] Alright.

[sound of dice rolling]

Clint: [chuckles] 23.

Griffin: Wow! Okay. Um... Here is what happens. You land on its neck and it bucks up, rodeo style, trying to launch you off of it, but you maintain a tight grasp on the sort of coral vertebra that make up this thing. And it starts to change color. It starts to become sort of prismatic, in the way that you are able to change this coral.

Clint: Which I would assume is also leeching out of Zoox.

Griffin: Oh yeah, for sure.

Clint: Yeah.

Griffin: I'm not gonna make you take damage because I didn't set those stakes, and also you rolled incredibly well. But as that happens, the coral starts to... kind of... swell up? And mutate a bit? And then its skull becomes a little bit too heavy for its mutated vertebra to hold up anymore.

[small creaking growth sound effects play]

Griffin: And you all hear a cracking sound and the head, uh, falls down to the ground.

[loud cracking sound effect plays]

Griffin: With a sickening crunch. Okay. I'm just going to—

Travis: Hey, Dad? You really fucked up that things neck.

Clint: [chuckles]

Griffin: You sure did, in a major way.

Travis: Fucked it up real good, yeah.

Clint: And its day.

Travis: Well, yeah.

Justin: Yeah, for sure.

Griffin: Go ahead and roll— I'm just gonna— I'm gonna cut this thing's health in half.

Travis: Well yeah. Its head's off.

Justin: [chuckles]

Griffin: Yeah, okay.

Travis: Makes a lot of sense.

Griffin: That is a lot— I'm not going to tell you the exact amount of damage, but it's a lot.

Clint: Will you tell me later?

Griffin: Yeah, I'll tell you later.

Clint: Okay.

Griffin: And its head is now on the ground. I will say this, the head appears to still be moving. Its jaws are opening and closing.

Travis: Yeah.

Griffin: No sound is coming out of it.

Clint: Aw. [chuckles]

Travis: But it's— it's—

Travis: I figure we got like, yeah, skeleton logic, you know.

Clint: [laughs]

Griffin: Yeah. But its skeletal body is also still standing.

Travis: Yeah.

Griffin: Albeit with a sort of like rainbow spire at the end of its neck now. And with that, we are back up to the top of the order with Devo.

Travis: Griffin.

Griffin: Yes.

Travis: With everything this dragon's been through...

Griffin: Yeah.

Travis: And the fact that currently Zook is connected to it, if I were to try to do *Suggestion*, would you say it would have disadvantage?

Griffin: No.

Travis: Well, I also flexed will on it pretty hard.

Griffin: You did, but this is— I don't— There's— I'm not g— You all are doing *very* well in this fight.

Travis: That's fair, that's fair, that's fair.

Griffin: And I am not going to allow an easy out like that.

Travis: Okay. Okay.

Griffin: You no longer have disadvantage on attacks against this thing because it has gotten back around to its turn. In fact, you have advantage on attack rolls, because of the Crushing feat.

Devo: Yeah, but my attacks are not good?

Griffin: Sure, yeah.

Travis: Unless I wanna throw a boomerang at a dragon, which is the most bonkers thing. Like if a knight rolled up to a city where a dragon was attacking and was like "Don't worry everybody, I'm gonna throw this stick at it", everybody would be like "It's cool, man. Just wait till the real knight get here". I am gonna use *Suggestion* though.

Griffin: Okay.

Travis: So it will have to make a— well... Okay, hold on. [mutters] Yeah. Let me... Okay. It says in the description attack/save, but it's not an attack, right? It's a spell.

Griffin: No, it's a Wisdom save.

Travis: Okay, great. So it needs to make a Wisdom save.

Griffin: Okay.

Travis: And I am going to pour my will into it, right? Think about Zook's, you know, kind of coral interactions, and I'm going to suggest, perhaps command, that it turn into stairs. To reach the higher platform.

Griffin: Become stairs, dragon.

Travis: Yes, become stai— Return to your natural stair state.

Griffin: Yeah.

Travis: The way you once were, before all of this began. Return to it, stairs.

Griffin: A dragon— A dragon cannot break, it can simply become stairs.

Travis: Yeah, I believe Mitch Hedberg said that. A wise poet.

Griffin: Okay, so you have a save DC of 14. Its Wisdom save stat is plus seven. So I'll roll a d20.

Travis: Jesus! It don't got a brain!

Griffin: I'm going to roll a d20 in front of everyone and if it is a seven or above, it saves.

[sound of dice rolling]

Griffin: That is a nine!

Travis: Damnit!

Griffin: Barely saves against your suggestion that it become stairs. Although I will say, if that had worked, defeating a boss by turning it into stairs would have been some next level shit.

Travis: Thank you, I try really hard.

Griffin: Yeah.

Travis: I wanted it to be something good on the show, but you took that away from me.

Griffin: Well, the dice to—

Clint: [cackles]

Griffin: The dice took it away from you.

Travis: [crosstalk] I'm just saying!

Griffin: Right.

Travis: Like, it would have been a thing people talked about, like "Oh yeah, *Critical Role* what? They turned a boss into stairs on *Adventure Zone*".

Griffin: [laughs]

Travis: But instead Griffin took that away from me and...

Griffin: I did, yeah.

Travis: It's fine, it's fine. I'll just toil in obscurity for another year.

Clint: [laughs]

Griffin: Well, yeah.

Travis: It's fine.

Justin: You'll get 'em next time, Travis.

Griffin: 'Cause—

Travis: No, I don't think I will, 'cause I— it's fine, it's fine.

Justin: Probably not, but it's possible.

Griffin: It'll make the next time you try to turn a boss into stairs and succeed even sweeter.

Travis: [sighs] Who knows when that will be again...

Griffin: I can't think of a case where that would happen, but...

Travis: Now I'm going to try it every time.

Griffin: This is the clip that will play in like six years.

Travis: Yeah.

Griffin: When you turn a boss into stairs in one of our campaigns.

Travis: Yeah.

Clint: [chuckles]

Griffin: It'll be like "He said it, he called it!"

Travis: What's gonna suck is that I'll turn a boss into a ramp, and we'll be like "That's so close".

Griffin: It's close enough, close enough.

Travis: It's almost there.

Clint: [chuckles]

Travis: No, I won't accept it.

Griffin: Okay, y—

Justin: Right now, Matthew Mercer is at a dinny par— dinner party—

Travis: Is at a Denny's. [chuckles]

Clint: [wheezes]

Justin: [wheezes] All the guests just heard him— Yeah, at the Denny's. And all the guests just heard him like silently exclaim to himself "Oh, thank fuck".

Travis: "Thank god."

Griffin: "Thank Christ."

Justin: 'Cause that's like one more year where he gets to be...

Clint: [chuckles]

Travis: "Ah, my little—"

Justin: Ruling the roost.

Travis: "My little birds tell me."

Griffin: Okay, do you have a bonus action you'd like to do?

Travis: Uh, do I? Oh, you know what I will do?

Griffin: What's that?

Travis: As a bonus action. Gonna change how my glamour weave looks.
[laughs]

Griffin: Okay.

Travis: *I'm* gonna become stairs. No.

Clint: [laughs]

Travis: I'm gonna— I'm gonna change my Glamour Weave to look like M.C. Escher's staircases.

Griffin: Okay. Just for—

Travis: Just as little taunt. Just as a little like "I wanted you to be stairs".

Griffin: For the attack that you failed to do.

Travis: I will make you stairs. Hey!

Griffin: Okay.

Travis: [aggressively] I will not rest until you become stairs.

Griffin: This thing hates that you tried to turn it into stairs, Devo, and it is going to attack you.

Justin: [laughs]

Griffin: With its claws. The first attack is... a 20 versus AC.

Travis: I mean yeah, that definitely hits.

Griffin: Okay, that is going to be... a... an eight versus— uh, damage. Eight damage.

Travis: Yup, uh-huh, okay.

Griffin: And its second claw attack is a 22.

Travis: Yeah, that hits too Griffin, thank you.

Griffin: And that is going to be...

Travis: Thank you for including me in your game.

Griffin: Uh, that is going to be... uh... 14 points of damage.

Travis: Oh no! I'm down.

Griffin: Okay!

Travis: I'm at negative one points. Zero.

Griffin: Devo falls unconscious.

Travis: I got hit by the thing, and I don't know if anyone can heal me.

Griffin: Yeah, that's a gr— That's a really great point. The head... is going to do something now.

Justin: Fuck.

Travis: So not only did Griffin not—

Justin: We just made two monsters.

Griffin: This—

Travis: He stopped me from becom— turning it into stairs and then made me go to sleep.

Griffin: It... sort of opens its jaw very quickly and the head goes up into the air, and then it crashes to the ground at your feet, Amber. I want you to make a Dexterity saving throw for me, please.

[sound of dice rolling]

Justin: Mmm... That's a 16 plus five, 21.

Griffin: Ooo, boy. Okay. It... crashes through the ground. At your feet. And the ground gives way.

Amber: Shit.

Griffin: And you fall through the hole, and with a 21, you fall into that chamber that was sort of below you all, that the spiral staircase climbed up toward. But you manage to catch yourself on a step of the spiral staircase as the skull continues to fall down and crashes, basically all the way through the tower. Um... Make—

Travis: That seems like a mistake on his part.

Griffin: Make a Perception check for me, Amber.

[sound of dice rolling]

Travis: Who's Amber?

Justin: Four plus three.

Griffin: There—

Justin: God, I hate failing Perception checks. There's nothing that makes me angrier on Earth.

Travis: 'Cause you know there was something.

Justin: I'd rather— I'd rather—

Travis: Oh wait!

Justin: Have a—

Travis: You have Bardic Inspiration! You could maybe bump that up!

Griffin: You can if you'd like.

Justin: [blows a raspberry] Okay. I'm gonna use my Bardic Inspiration. D6?

Griffin & Travis: [simultaneously] D8.

Justin: Whoa.

Travis: Yeah, baby.

[sound of dice rolling]

Justin: This might—

Travis: From beyond the grave.

Justin: Eight!

Clint: [laughs triumphantly]

Travis: [chuckles]

Griffin: Alright.

Justin: 15. [chuckles]

Griffin: With a 15, you hear the sound of battle coming from the room below you, the foyer where Kodira stayed behind, to watch— watch y'all's backs. That is... The sk— The skull is neutralized though. The skull is completely gone at this point. Next in the order is Amber.

Amber: [shouts down] Kodira! Hold on! I'm comin'!

Justin: And I'll— I'll rush down to— rush to where Kodira is.

Griffin: Okay. You're just going down the stairs that you came up?

Justin: Yeah.

Griffin: Okay.

Travis: Huh. Bold move.

Griffin: I don't think you need—

Justin: You guys got it.

Griffin: I don't think you need anybody else.

Travis: I'm dead!

Justin: This thing's on the ropes. [wheezes]

Travis: I'm—! I'm on death saves!

Griffin: I don't think uh... anybody else could make this run in six seconds, but Amber you are able to just leap down the enormous spiral staircase, and you hop over the rail into the foyer where you were when you first climbed up into the tower. And... you see...

[pulsing synth music plays]

Griffin: That... Battle is maybe not a good word for the sound that you heard. It is a massacre. You see... that Kodira... has... obliterated every single one of the coral beings that remained in this room. They are all smashed to bits, decomposing back down into the floor. And when you land in the foyer, you see Kodira turn to face you. And when she does, that red eye...

[steady electronic beeping plays]

Griffin: ... Koda's eye, is on her forehead, and it is flaming bright red. And she stands up as she sees you, and kind of dusts herself off. And... She does not open her mouth, but you hear a voice say... "Don't—"

Travis: [in a deep voice] "We've been trying to reach you—"

Griffin: No, come one.

Travis: "— about your car's extended warran— " Sorry.

Justin: Shh.

Clint: [chuckles]

Griffin: You hear a voice say...

Voice: [in an echoing voice] Well don't freeze up now, Miss Gris. Your destiny is waiting.

[beeping and music fades out]

[ad break]

[ethereal music fades in]

Griffin: Kodira is standing a good distance away from you in this foyer, surrounded by just smashed coral bodies. You can also see that she has destroyed a couple of the sort of ring-like gateways that are scattered all across the room. And she is clearly not herself. Like her— her stature has changed, as she has been apparently so consumed by the will of the old god that she serves. And she looks at you and says... Or rather, the voice coming from her says...

Voice: I can tell from Kodira's quickened heart rate that she is afraid of what you might do next. So... I am curious, Miss Gris. What are you going to do next?

Amber: What do you— What do you want? What do you want with me?

Voice: I want to stop the spread... Of a disease that destroyed this world and my world, and the many worlds that it was visited upon before that. I want to ensure... that magic never makes its way into another reality again. And in order to do that, I will destroy any being that seeks to further that goal.

[steady electronic beeping plays]

Amber: So—

Voice: Tell me, Amber—

Amber: So the coral.

Voice: Yes, the coral.

Amber: What about the rest of the Brinarr?

Voice: Mmm... They are... An abomination, and—

Amber: I thought you'd say that.

Voice: They... [sighs] I tolerate their existence, as long as they do not seek to ruin another world, as this world has been ruined.

Amber: So walk me through it. Like, I'm open to it. I'm— I don't have a lot of grounding, like what do you— What's your plan? Tell me your pla— 'Cause I don't wanna oppose you 'cause I hear you're gonna annihilate anybody that does that, but like what do you— So what's your plan?

Voice: My *plan*... so to speak, is to remain ever-vigilant against the force of—

Amber: Oh.

Voice: Of magic, the unnatural force of magic, and anyone who wields it, as magic simply wants to... infect as many places and people as it possibly can. It is an endlessly hungry force that I have stood as the sole vanguard against for my entire existence.

Amber: So you're— You're Koda, right?

Koda: Yes.

Amber: Where are you? Are you here?

Koda: Mm... I don't occupy a single physical space anymore.

Amber: Oh, right. Okay.

Koda: Which is, in a way, agonizing. But it allows me to accomplish my goals fairly efficiently. Right now—

Amber: Okay. So—

Koda: My— I am inside of... Kodira, but I am also inside of [sighs heavily] the ship.

Amber: Oh, wow.

Koda: That—

Travis: Say it. Make him say it.

Amber: Where?

Travis: Justin— Yeah. Make him say which ship.

Amber: What ship?

Koda: The... The ship that you and your kind built from my bones.

Amber: The Dreams of Deborah?

Koda: You're trying to get me to say the name that you chose for my ship, for my— for my sarcophagus.

Amber: Well, it's—

Koda: And I refuse to acknowledge it.

Amber: You guessed it. You guessed it, it's not as fun. So, I understand long-term what your plan is. What's your short-term? Like why are you here, right now? What are you doin'?

Koda: I'm going to bring this tower low and destroy all of the coral beings that seek to punch a hole through this world into the next. I failed in this regard in my own world and yours has suffered because of it. Will you allow another world, the next world, to suffer in turn? Or will you... join me to erase magic from this world, before it can penetrate another?

Amber: Alright, let me see if I grok this, 'cause it's— There's a lot, you know. For us earthlings. Sorry, for us...

Justin: What would she say?

Griffin: I don't know.

Justin: I don't know.

Travis: [snorts]

Amber: Yeah, there's a lot—

Clint: Ethereans.

Amber: Let me if I grok this, 'cause it's a lot for us mortals. You and the other Vestiges were in a world of magic and magic fucked up your whole scene. Now you all are here and you didn't wanna do magic, Benevolence did the magic thing, and now you're worried it's fuckin' up here. And... the Brinarr are tryin' to get to the next world 'cause this one's getting' all fucked up, and you're like "Actually, no. Magic's gonna die here, no matter if everything else here dies as well". Is that — Is that about it?

Koda: I would say that your description does not paint me in the best light, but...

Amber: Yeah, right, I know. It's all in perspective, isn't it.

Koda: That is—

Travis: Also, I was thinking about it, guys. What do you think about for the white coral beings, "Drynarr"?

Griffin: Oh that's very good.

Justin: You— Yeah, that's great, actually. That's fantastic.

Travis: Okay.

Griffin: He says...

Koda: You have the long and short of it, yes. Kodira and the other Chaperones joined me of their own volition. You possess a power that even I must admit is... breathtaking.

Amber: The arms?

Koda: Yes.

Amber: The big arms?

Griffin: When he says "yes", Kodira smiles. And he says...

Koda: You would be... an unimaginable power for me, if you would submit to my will. But... again... The fear your friend is currently experiencing makes me believe that that is not likely to come to pass. But I will ask, nonetheless. Will you, Amber Gris, join me in... in my goals?

Amber: Is it like a possession type thing? 'Cause that's what it looks like is happenin' right now, to— to Kodira. Is it like a possession type deal? Or is it just like a "Yes, sir. I'm on it" kind thing?

Koda: At times, I am capable of taking control of one of my servants, yes. But if that is not something—

Amber: Aw, man. Aw... [thumps her hands together in thought]

Koda: We could come to an arrangement.

Amber: You had to use that word, didn't yah? God! You had to use that word. "Servants". No, I can't. You know, I— I'm kinda iffy on magic, I got a magic buddy or two, but I— You know, even with the big arms, I'm kind of ambivalent about it. As well as ambidextrous, wink. So um...

Clint: [chuckles]

Amber: But you said "servant". Ugh! I can't. I can't do "servant". I can't. I'm sorry. No. Gosh. You seem like one of the like top two coolest Vestiges out there, but I can't help yah with that— with this one, I'm sorry. But I can't let you... destroy the world either.

Koda: Hm.

Amber: I'm sorry.

Koda: Oh, i—

Amber: It would've been easier.

Koda: No—

Amber: I know.

Koda: No apologies necessary. Um... I should be clear. You will submit.

Koda: It's just whether or not, uh, it—

Amber: [chuckles]

Koda: What?

Amber: Sorry, go ahead. No, I want to know about everything I'm goin' to do, it's fascinating.

Koda: You don't need to know. You... You just need to be there.

Griffin: He says. And Kodira starts to float up in the air, and you see that she is sort of outlined in bright red light. And the light seems to be concentrated like behind her, she is silhouetted in this red light.

[steady electronic beeping plays]

Griffin: And... you see that light start to take form. And it extends in six sort of branches from her back, that crane forward in front of her and then branch off into smaller branches, and then you realize that the form this red light is taking is the shape of six giant, glowing red arms.

[deep, ominous music plays]

Griffin: Zoox. We're back up to you. Amber has just, uh—

Clint: Mm?

Griffin: Scampered back down the stairs to check down on Kodira.

Justin: [mutters] Scampered.

Travis: [giggles mischievously]

Griffin: Devo is unconscious.

Travis: Bleeding out.

Griffin: Yeah, Devo is unconscious on the ground. And the headless coral dragon is still sort of thrashing about. What do you do?

Clint: Um... Okay. We need Devo.

Travis: Thank you.

Clint: So, um... Zoox casts *Healing Spirit*.

Griffin: Is this an actual spell that Zoox picked. If I click spells, am I going to be disappointed? Or am I going to be...

[pause]

Clint: Go ahead. Click spells.

[pause]

Griffin: I'm clicking spells. [pause] Wow, okay. Alright!

Travis: Nice.

Clint: *Healing Spirit*, second level conjuration I !stand corrected.

Justin: Good job, Dad.

Clint: Thank you.

Griffin: You—

Clint: Letter of apology would've been good too, but— Okay, so... *Healing Spirit* calls forth a nature spirit to soothe the wounded. The intangible spirit appears in a space that is a five-foot cube you can see within range. The spirit looks like a transparent beast or fey of your choice. Okay, um... It restores 1d6 hit points to the creature.

Griffin: No action required. Yeah, you conjure this thing as a bonus action.

Clint: Yeah.

Griffin: And then it just heals creatures that move into its space or start its turn in the space. Okay. Are you just plopping this down right on Devo, then?

Clint: Yeah, and it's the shape of a great big manta ray. Great big...

Griffin: Awww.

Clint: Manta ray that kinda wraps it big wings around Devo.

Griffin: Okay.

Clint: And heals. So I roll 1d6?

Griffin: Uh, no. Devo will heal— will roll 1d6 at the start of his turn.

Clint: Okay.

Griffin: So we will, we will uh... We will do that at the start of his turn. That is just your bonus action.

Clint: Yeah.

Griffin: You still have a regular action you can do.

Clint: I'm gonna cancel the hover—

Travis: Whoa!

Clint: And drop—

Travis: [chuckles]

Clint: Drop onto the—

Griffin: You were no longer hovering.

Clint: ... Spine of the dragon.

Griffin: You were riding on its neck. So you are astride the dragon.

Clint: Okay, then I'm gonna slide down its neck!

Griffin: Okay.

Justin: Cool.

Travis: Oh, yabba dabba yes.

Justin: [snorts loudly]

Griffin: And... [chuckles] That is something else, Trav.

Clint: And— and take a— [laughs] I just got that. And... I'm not that s— familiar with dragon anatomy. I guess it's not like a brontosaurus, where they have a brain in their head and one in their ass.

Griffin: Well— Wait, what?!

Travis: Mac, it doesn't have a brain. Dad, it's a magic dragon.

Clint: Yeah, brontosauruses right? Don't they have a brain in their ass?

Travis: Yeah, they do.

Griffin: Wow.

Travis: It's more of a cluster of nerves, that just kind of—

Griffin: You learn something new on this podcast literally every day.

Travis: It takes a long time for the thought to make it from the brain of a brontosaurus to its extremities, and so there's a little cluster of nerves there that kind of amplifies it through. So it's just—

Griffin: Okay, so it's like an ass relay.

Travis: Yeah.

Clint: Okay.

Griffin: Okay.

Clint: Forget I even brought that up.

Travis: But it's not like a second brain, it doesn't have like thoughts of its own that controls its ass.

Justin: I'm trying to forget that you brought it up.

Clint: It is actually— No, my turn. So I'm gonna go slidin'—

Griffin: My head brain is happy. My ass brain is very depressed.

Travis: It's hungry!

Clint: Zoox is sliding down the spine of this dragon, Legolas style, and just— just is shooting the crossbow, attacking that— the place where the ass brain is.

Griffin: Okay.

Travis: [scoffs]

Griffin: Go ahead and roll your first attack roll. You no longer have advantage, but you do get to take two attacks.

Clint: Okay.

[sound of dice rolling]

Clint: Boom, that is a 14.

Griffin: That is not a hit.

Clint: And...

[sound of dice rolling]

Clint: That is a 10.

Griffin: Sadly, no.

Clint: But I look cool doin' this, right? It looks cool.

Griffin: You look cool as you are grinding down this thing's spine and shooting straight down.

Clint: [sings the tune of *The Flintstone's* theme song]

Griffin: It's just going through the ribcage and clinging into the floor. And you miss twice. Are you going to get off of it?

Clint: No, I think I'm gonna stop on it.

Griffin: Okay. It is going to take a legendary action and it is going to whip its tail up at you as you are grinding down it.

Clint: How many of these "legendary actions" does it get?

Griffin: It can take one per turn. Or rather, one at the end of each character's turn. It has three per round, so.

Travis: I'm just gonna say, Gary Gygax, if you're listening. It's not really legendary if you can do it like all the time. That's not like a le—

Clint: [laughs]

Travis: Then it's pretty much like— Meh, [crosstalk].

Griffin: That is a 28 versus AC.

Clint: I'm sorry, that—

Griffin: [chuckles] Yeah, right.

Clint: Hits.

Griffin: Okay. Uh... That's going to be... 12 points of bludgeoning damage as the tail just sort of whips back and smashes into you, and now you are prone on this thing's back. And we move onto Devo. Devo, you may heal for 1d6.

Travis: Sick, bro.

Griffin: Yes, no death saves required for you.

Travis: A five!

Griffin: Okay. With a five, you are conscious. You are prone though.

Travis: Well. How's— How is this thing looking, Griffin? Can I do—

Griffin: It looks pretty bad.

Travis: [mutters] I see. Pretty bad, you say.

Griffin: Yes.

Travis: [whistles quietly in thought] And I'm still like in this thing's... How many healing turns does this thing get, Dad? As this manta ray— This spiritual manta ray clings to my back, or whatever.

Clint: Um... It gets... Wait a minute here, I actually have that pulled up. It's...

Griffin: One plus his spellcasting ability modifier. So it gets five turns.

Clint: And its name is Charles, by the way.

Travis: Okay, great. I'm going to sk— stand.

Griffin: Okay. That is your move action.

Travis: Yes, and I'm gonna, with my there glowing eyes, look at this stupid skeleton dragon thing, looking all dumb with no head on it and no foot and one leg or what— one wing, and I'm gonna start commenting on all those things in my weird whisper language. [whispers creepily] And I'm sayin' like "Look at you. Your head fell through the tower". And cast *Dissonant Whispers*, so it needs to make a Wisdom save.

Griffin: At third level?

Travis: Actually, at f— At third level. Yes, correct.

Griffin: Okay. It has a plus seven Wisdom save...

Travis: I know, I know, I know.

Griffin: Uh... no. That's a four plus seven, an 11. It fails.

Travis: I should've told it to become stairs again, goddamnit. Okay.

Clint: [laughs loudly]

Griffin: Yeah, if you had done it this time, this thing would be stairs for sure. This thing would be an escalator if you had done it this time.

Travis: I hit it for 18 points of psychic damage, right in its ass brain.

Griffin: Okay. Uh... When that happens... You feel a, uh... Like a shriek of pain from Benefactor Orlene. And the hollow dragon—

Travis: Oh, that feels good.

Griffin: Rears backward. I'm sure it does.

Travis: That heals like two points of psychic damage. Does— It's not gonna increase my health at all, it just feels fucking good.

Griffin: It... rears backwards and collapses into a pile of coral, kind of on top of Zoos. And... There's a big sort of plume of dust that goes up into the air, this

white coral stuff, that sort of floofs upwards from where this thing crashes into the ground. And you start to— After you feel that sort of shriek of pain, you feel panic from Benefactor Orlene. And... then you feel a wave of his influence try to grab hold of you, in one last sort of desperate maneuver. I want you and Zoox—

Travis: Can I do Countercharm?

[ethereal music fades in]

Griffin: To make Charisma saving throws. Is that something... [mutters] What is the wording of Countercharm?

Travis: As an action, you can perform until the end of your next turn.

Griffin: You have already taken an action this turn.

Travis: Oh, am I still in combat?

Griffin: We are still in combat. So I need you and Zoox to make— both make Charisma saving throws.

Travis: I already do also naturally have advantage against being charmed.

Griffin: Okay.

Travis: Just FYI.

Griffin: So you can roll with advantage.

[sound of dice rolling]

Travis: But I got a nat 20.

Clint: Five.

Travis: Nat 20, baby.

Griffin: Okay.

Travis: That's a crit.

Griffin: You... feel this wave of influence try to grab hold of you. And... you lean on... the certainty that you now feel that the student has become the teacher. That you are capable of doing things that Benefactor Orlene could only dream of. And... with that sense of sort of satisfaction, you maybe don't notice as the debris pile that the dragon collapsed into starts to shift.

[coral debris shifting sound effect plays]

Griffin: And moments later, I think you do realize it, because Zoox climbs out of the pile. And... he is just kind of wavering there, barely keeping his footing. But then he snaps to an almost sort of militaristic pose. And looks down at you. And aims his crossbow right in your direction.

[outro theme music plays]

[chord]

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