

## The Adventure Zone Royale: Episode 5

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**Griffin:** Previously, on TAZ: Royale...

**Osham:** Standing in a red zone, you may be attacked for two reasons and two reasons only. One, if you're holding a key, and two, if you've attacked someone else during the course of this trial.

**Griffin:** Those icons over the Ziggurat show that there's only like, one or two gold keys remaining.

**Lorovith:** I say we head back to the front and see if anyone wants to join the burliest boys in the whole game.

**Rictus:** Okay, I'm not that burly, but... yes.

**Clint:** I'm heading for the Ziggurat, baby!

**Griffin:** The clock hanging over the Ziggurat begins to flash red, as it displays that there are five minutes remaining before the fireball descends.

[The Adventure Zone Royale theme music plays]

**Griffin:** Five minutes remain in the second trial of the Conclave. The Trial of Abjuration—

**Travis:** Gonna be a short episode.

**Griffin:** What's that?

**Travis:** It's going to be a short episode. Only five minutes.

**Griffin:** That would be crazy. Do you realize how crazy it would be if we tried to do a five minute long—god, just—it would just be the four of us screaming over each other, all—

**Clint:** [chuckles]

**Travis:** Just like 24, real time, kind of deal.

**Griffin:** You all can see, and by you all, I mean your characters, Hellgrammite, Lorovith and Rictus, can see the Ziggurat at the center of this island, within the red bordered circle, designating the sort of PvP area. You can see some other Aspirants, sort of waiting in a formation, for anyone to come into the circle to try and make it into the Ziggurat. They intend to stop whoever does so, to yoink their keys. You can see a sort of desperation in their eyes as time runs down. Aligned along the outside perimeter of the circle, the three of you have grouped up for the first time.

We have Lorovith, Rictus and Absolute Zero coming in from the northeast, meeting up with a quartet of other folks who have been waiting here, waiting for the right window to strike. You see some familiar faces. You see the Spider, you see Hasty Jane, you see Grakhan, your rival. You also see Bobby Dazzler, who was the kind of doofus at the very beginning of the trial, who tried to race ahead. Over all their heads are keys of varying colors and materials.

And you can also see over the heads of a couple of the Aspirants waiting for you in a defensive position around the Ziggurat, you can see these symbols that look like crossed swords over their heads. You assume to denote that they have already attacked someone, marking them basically for PvP. You have five minutes here. Hellgrammite, you roll up from the... from the tower that you just narrowly escaped, with your copper key. And the eight of you have found your way here. Grakhan I think notices you immediately, Lorovith, and says:

**Grakhan:** Oh, gold? Heh. I expected no less, Lorovith. I hope it was a great and worthy battle.

**Lorovith:** Ah, thank you.

**Justin:** What's he rockin'?

**Griffin:** He has a gold key as well.

**Lorovith:** Ah, the same to you, Grakhan. I had no doubts that you would achieve the highest... Not as high as me. It's a shame there's no higher than gold, of course. But I'm very happy to see you haven't been slain, as I assumed you would be.

**Grakhan:** So, I figure the two of us can go in and eliminate the defenders in front of us, and clear a path for these weaker, smaller, more humble Aspirants?

**Lorovith:** Yes, it will be a great victory.

**Rictus:** Just to jump in—I'm Rictus Ravenwood. What... Grakhan, was it? What's your magic?

**Grakhan:** I can move things with my mind!

**Rictus:** Oh shit.

**Lorovith:** It's quite impressive. I'd love to be dismissive of it, given his a rather unimpressive nature in every other regard of his life. But his power is rather remarkable—Grakhan, I must grant ye.

**Grakhan:** You have done me a kindness.

**Rictus:** Okay, yeah.

**Griffin:** Hasty Jane sprints up to you, Rictus. She's in the middle of doing some sort of... some stretches, getting ready to absolutely haul ass through this circle. She says:

**Hasty Jane:** Oh, it's you! Oh, you're still alive? Amazing. That's such great news.

**Rictus:** Yeah, hi.

**Hasty Jane:** And you got gold! Fantastic! Did you go back in?

**Rictus:** Yeah, I did. I broke my own foot.

**Hasty Jane:** That's crazy. That must hurt a lot.

**Rictus:** It does, yeah. It's very centering, though.

**Hasty Jane:** Do you want me to try and set it? Like I've had to do some, you know, emergency... bone stuff.

**Rictus:** Could you?

**Hasty Jane:** I could just, I could give it a shot? If you want me to try?

**Rictus:** Emergency bone stuff actually doesn't give a lot of confidence.

**Clint:** [laughs]

**Rictus:** But yeah, go for it. Yeah.

**Griffin:** You're giving her permission to do this?

**Travis:** Yeah.

**Griffin:** Okay, she'll make a medicine check. Let's just see—let's just see how this goes. Oh my god, eighteen!

**Clint:** Wha... [chuckles]

**Griffin:** Dude, okay, yeah. She—

**Travis:** Wait, you shouldn't sound surprised? You offered it?

**Justin:** Yeah, you rolled it.

**Griffin:** I literally just made this shit up on the spot, man. That's the magic of DnD. She grabs her foot, and twists and pulls real hard. You hear a—  
[spoofs the sound of bones and sinew cracking]

**Rictus:** Oh, god!

**Hasty Jane:** Yup. That's gonna hold you for a little bit. You should probably get a doctor or—do they have doctors here? I don't even know. This place is so freaking—

**Rictus:** No, probably clerics.

**Hasty Jane:** Yeah. Maybe. So, yeah, you should be good. And...

**Justin:** it's your fantasy world, Griffin, you—one of the great joys is that you get to come up with whatever nonsense you want to.

**Travis:** Free healthcare.

**Griffin:** Sure.

**Justin:** Physica!

**Griffin:** Yes, there's—

**Justin:** Artifice!

**Griffin:** There's artiphysicants. Artiphysicants—

**Justin:** Bone weaner!

**Griffin:** Bone weaver, artiphysicants.

**Clint:** Wasn't Legume a doctor?

**Griffin:** Dr. Legume is not—it's just his—

**Clint:** What was—

**Griffin:** Name.

**Clint:** Oh...

**Griffin:** You don't see him—

**Justin:** Dr. Demento. [chuckles]

**Travis:** His first name is doctor.

**Griffin:** Don't fucking concerned about Dr. Legume now, by the way, dad. I made that NPC for you, and you let him get yoinked and tossed.

**Clint:** Oh, but he was okay? He used his power that last time?

**Griffin:** Probably, yes. Everyone here looks—oh, the Spider is here, also, Hellgrammite. The Spider approaches you and says:

**The Spider:** Oh? All right. It looks like you're in much better shape than when you got out of my sticky web. I apologize, it's quite...

**Rictus:** What?

**The Spider:** Viscous.

**Rictus:** What happened?

**Hellgrammite:** It's really—it was a bachelor party. It was—

**The Spider:** Oh, I'm the Spider, by the way! This is—this is my new friend, Hellgrammite.

**Hellgrammite:** Yes, we are... we are friends. And Spider, I—as your future king, so to speak, or—

**The Spider:** This again?

**Hellgrammite:** I—

**Rictus:** Yeah, time is of the essence here, guys.

**Hellgrammite:** I know, but I'm very concerned. I see that you have a gold key.

**The Spider:** Yes.

**Hellgrammite:** I think that's gonna make you an A-one target for these... these bastards out here. Why don't you and I swap? Because I got a bronze key.

**Griffin:** Go ahead and make one persuasion—make a persuasion check, if you want to try this again. I'm gonna say you have attempted to get this gold key off of him already, the check is going to be extremely high. But if you would like to attempt this gambit again, you most certainly can.

**Clint:** I would, yeah. Because it's a compelling argument—

**Griffin:** It sure is! Yeah.

**Travis:** Well...

**Clint:** For his sake, you know.

[sound of dice thrown]

**Travis:** It holds some water.

**Clint:** And that would be a four. So I do not think—

**Travis:** Not a lot of water.

**The Spider:** Okay, I'm—

**Clint:** I don't think that's going to happen.

**The Spider:** I'm going to talk to the other people now. Listen, we do need to get a move on. The green-haired fellow there does have a point. We need to move. What's—

**Rictus:** Oh, Rictus.

**The Spider:** Rictus, excellent. I'm the Spider. And sorry, who are you?

**Bobby Dazzler:** I'm Bobby Dazzler!

**The Spider:** Awesome. Great. Thanks, Bobby Dazzler. We need a plan here, this—I can see six folks waiting for us, and they do look like nasty customers. A couple of them appear to have already done a bit of violence. So, what's the plan? Who here is—has a sound strategic mind?

**Travis:** Griffin, can I ask, what is the denotation of the... that they've engaged in PvP? What does that tell us?

**Griffin:** So, that tells you—the rules of inter-aspirant combat are that the only reason you can attack someone is if they are in the red area, if they have a key, or if they have attacked someone else already.

**Travis:** Okay, great.

**Griffin:** So, you can see these crossed sword symbols over the heads of two of these opponents in front of you.

**Clint:** So we're free to throw some hands with them?

**Griffin:** With those—what you're—anyone who has attacked someone is fair game.

**Clint:** Okay.

**Travis:** Okay, so the two in the front here have attacked people. The three in the back are waiting.

**Griffin:** And there's—and there's one at the very top there that you recognize, Rictus.

**Travis:** Oh, okay. Oh, yeah.



**Griffin:** You can see Whisper standing up there, at the very top. Basically right in front of the door—

**Justin:** So if we attack the people with who aren't flagged—

**Griffin:** You will be punished.

**Justin:** But we don't know how bad?

**Griffin:** You do not know how bad.

**Clint:** [titters] Tch...

**Travis:** Ah.

**Griffin:** Hasty Jane says:

**Hasty Jane:** So, I can run really fast. I'm just gonna zip right on up there. I'm not much use in a fight, so I'm gonna sort of make myself scarce. That's my kind of plan. You guys are free to do your own things.

**Rictus:** Can I make a suggestion?

**Hasty Jane:** If it's a quick one!

**Rictus:** We all have different kind of abilities and stuff, so why don't we—like, the people who are good at defense on the outside, the people who are good at offense, kind of in the middle, like a wedge, right? So we can cover for each other. I can attack and heal, so I can like attack and support. Because like, you're very fast, but there's six of them. And if they all target you at once—you still have to get through 'em, right? So, we could all kind of cover each other?

**Griffin:** This is the closest thing to a plan that has been floated here. I think make a—make a persuasion check, just to see how persuasive you are sort of to the group.

[sound of dice thrown]

**Travis:** Well, it's a six.

**Justin:** Now, does it make sense for me to roll against that? To see if—

**Griffin:** If you have a different plan, you have a—he, Rictus, has rolled a six. If you have a different plane you would like to float, you—

**Justin:** I don't.

**Griffin:** Okay.

**Justin:** I guess I—I guess it's just not a very—I mean, he rolled a six.

**Griffin:** Yeah, yeah.

**Justin:** So I guess I don't really... I'm sorry, Trav, I just don't—I don't buy it. [chuckles] I guess.

**Travis:** Okay, no, that's fine. Yeah, no, listen, I thought it was—I thought it was convincing, but Rictus is not good at convincing people.

**Griffin:** Bobby Dazzler says:

**Bobby Dazzler:** Don't worry about a thing, guys! I'm gonna dazzle 'em. And you guys are gonna be free to walk—stroll right in there. No freaking problem.

**Clint:** [chuckles] I have been playing too much Baldur's Gate. Because I'm sitting here using my mouse to try to rotate the map. [laughs]

**Griffin:** You can't rotate this map.

**Justin:** [chuckles]

**Griffin:** Okay. There are just a couple of minutes remaining on the clock. And you can see, one of the—there's a woman standing in the front, one of the two that has the crossed sword symbol over her head. She is a woman

that is very owl-like. Owl-like, like a beak, and basically just an owl face and humanoid body. And she says:

**Owl-like Woman:** Come on, hurry!

**Griffin:** They are just as eager for you to get in here, just as worried about this time limit expiring. With that, I think Hasty Jane is just gonna take off, and I think that's going to jump us into initiative.

**Justin:** So, can I ask a question before? Just because I don't want to forget about it.

**Griffin:** Absolutely.

**Justin:** How's Zero looking?

**Griffin:** Absolute Zero looks great. He looks elated. He looks... he—

**Travis:** Egg-cellent?

**Griffin:** He looks egg-cellent. He looks enlightened—

**Justin:** Fuck off—fuck off.

**Griffin:** He looks fuckin' stoked. He looks ready for battle. His hands are glowing with a blue light, ready to just go nuts on these haters.

**Justin:** Do you guys feel like we saved a bunch of fucks up with the last—

**Travis:** Yes.

**Clint:** Mm-hm.

**Justin:** Because I feel like I've been more potty mouth, in a sense. You know what I mean?

**Griffin:** Yeah, yeah, no, let 'em—let 'em rip. Let's roll for initiative!

**Clint:** Got it.

[sound of dice thrown]

**Clint:** I rolled a twelve in initiative.

**Griffin:** Okay.

[sound of dice thrown]

**Justin:** I roll—what? Negative two. So unkind, but I have a sixteen.

**Griffin:** Amazing.

[sound of dice thrown]

**Travis:** A ten.

**Griffin:** Ten, great. Let's start combat. So, to lay things out—obviously, the viewers at home, or listeners at home can't see the map. If they were viewers, they probably could. You all stand on the outskirts of this red circle around the Ziggurat, with the six combatants standing in defense. There are three ramps leading up to the front door of the Ziggurat. Your objective for this battle, I want to make explicitly clear, is not to kill these six people. If that happens? Great, cool. Your objective is to make it to the door with your key in tow, to escape the fireball that is going to fall in just about two minutes.

If you press the R key or click on the ruler, you can measure the distance. There's about ninety feet to the door, and I believe each of you move thirty feet per turn. You can use your action, instead of attacking or casting a spell. You can dash to move twice, if you would like to do so. That is... that is the objective. These people are armed with magic, just like you are, and they are going to use it against you. So, if you get—[titters] if you bite off more than you can chew here, I assure you, it will not go well for you. So, with that in mind, the first up is—

**Travis:** Now, are they subject to spell slots the same way we are?

**Griffin:** They are subject to spell slots just the way that you are.

**Travis:** Okay.

**Griffin:** I doubt very much that this is going to make it through enough rounds for them to expend all of those. But first in the order, let's see, there's a couple of people who are going to... delay their action. You see that the—there's a very fancy looking gentleman in a very dapper suit, standing at sort of the center of this defensive line. He is going to sort of just stand in front of these front middle steps, and he is watching the eight of you, to see what you all do first.

Next up, there is a red Dragonborn. The red Dragonborn is going to clap his hands together, and there is a sudden burst of heat and light. And forming in front of the right staircase is a bonfire. A bonfire that covers up the... oh, that should probably be red. That'd would be—

**Justin:** It's your fuckin' world, man.

**Griffin:** Okay, cool. Cool black fire—cool black fire—

**Clint:** [in a growling voice] Black Fire!

**Griffin:** Burns in front of the—front of the—of the right ramp leading up to—

**Justin:** "The bone mender's eyes were lit by the blackened fire!"

**Clint:** [laughs]

**Justin:** See? That's it!

**Griffin:** The bone mender's eyes—

**Justin:** You're halfway there.

**Griffin:** Were lit by the blackened fire.

**Travis:** That's how you fuckin' weave, my dude.

**Justin:** Yeah, that's how you do it, man.

**Griffin:** Carmine is gonna take his position on the ramp, and then weave these *black fires* in front of the right ramp. And next is Lorovith.

**Justin:** Yes, I am going to—you're gonna love this.

**Griffin:** Hell yeah.

**Justin:** I'm gonna rush Helvetica.

**Griffin:** Okay?

**Justin:** Can I close the distance? I can in one turn, yes? Is that what you were just alluding to?

**Griffin:** You can get—I mean, you can get in like spell casting distance. But if you hit—

**Justin:** No.

**Griffin:** Our hit ruler, thirty feet will get you about two thirds of the way to Helvetica.

**Justin:** Okay, so I cannot believe I use I'm using a ruler. This is supposed to be a game.

**Clint:** [whispers] Thirty-seven feet.

**Justin:** Thanks, dad. Okay, so, I'm gonna close that distance, thirty feet worth.

**Griffin:** Okay?

**Justin:** And get up there-ish. And then I am going to use my incredible spell, Lightning Lure.

**Griffin:** Cool.

**Justin:** Which has a range of fifteen feet, which will let me close the rest of the gap. I'm gonna use Lightning Lure on this particular wizard.

**Griffin:** Awesome. Go ahead and I believe roll your attack roll.

**Justin:** Now, before I roll this, can I ask a question?

**Griffin:** Sure.

**Justin:** I'm attacking with a spell, is that an attack roll?

**Griffin:** Yes. Lightning Lure.

**Justin:** You gotta succeed on a strength saving throw, and then I will roll my damage.

**Griffin:** Okay, so... Okay, so, they rolled a two on their strength save. Go ahead and roll your damage.

**Justin:** Okay.

[sound of dice thrown]

**Justin:** Seven.

**Griffin:** Cool. As you rear your hand back to conjure this whip of lightning, you rear your hand forward, and the lightning bolt whips out of your hand. And in just a—just a flash of a second, you see a smirk go across this wizard's face. She smiles. Your Lightning Lure hits her, and as it does, she seems completely unaffected by your attack. And when that happens, your Lightning Lure crosses through this crossed sword symbol over her head, and it vanishes. And you realize it was an illusion created by this wizard. And you see an arc of light travel back up through your Lightning Lure, and you take seven points of lightning damage.

**Justin:** Oh, no? But how many points did she take?

**Griffin:** She took no damage. The crystal on your hand, on your gauntlet, your Grimoire, flashes and says:

**Grimoire:** You have attacked an ineligible Aspirant.

**Justin:** Oh, fuck off.

**Grimoire:** This is just a warning. The damage that you would have dealt to this Aspirant has instead been dealt to you. Do not break this rule again, or the consequences will be far more dire.

**Griffin:** This wizard's just fuckin' bustin' up. Just crackin' up laughing.

**Helvetica:** Oh! [chuckles]

**Justin:** So, are—okay, but they are not tagged?

**Griffin:** They are no longer tagged. It was an illusory tag that they had placed over their head, to trick someone into attacking them to be punished.

**Justin:** Great.

**Griffin:** And it went off, I will say, without a hitch.

**Justin:** Yeah...

**Griffin:** Next up is Bobby Dazzler. Bobby Dazzler is gonna run forward. Bobby Dazzler—

**Rictus:** Dazzle 'em, Bobby!

**Bobby Dazzler:** Ha! You don't gotta tell me twice!

**Griffin:** Bobby Dazzler—

**Rictus:** Okay.



**Griffin:** Is going to cast Color Spray. He starts doing a body roll. And you hear like the bass sting of Ginuwine's "Pony." And he just starts doing a really sort of erotic dance. And as he does, little flashing balls of colored light spring out of his extended hands. And he is going to... try to blind some of these opponents. So, you see these colored lights fly over, and one of them hits the owl woman right in the face. And she kind of rears backwards. Another one hits the fancy-looking gentleman, who also rears backwards. And the rest of them seem to fly off into the distance. The owl and the fancy gentleman are both kind of like holding their eyes, and they are temporarily blinded. Next is—

**Clint:** Is Athena the owl woman?

**Griffin:** Athena is the owl woman. Next in the order is Hellgrammite.

**Clint:** Hellgrammite is going to make a dash.

**Griffin:** You're gonna use your action to dash?

**Clint:** First of all, gonna use—I'm gonna move up in the same direction as Bobby Dazzler.

**Griffin:** Okay... You can make it basically to his—to his side. Right about there.

**Travis:** Where you belong.

**Clint:** And then—

**Travis:** At the side of Bobby Dazzler.

**Clint:** Use dash to go past him, headed for the far left ramp.

**Griffin:** Okay, so you can reach... right here. Do you have a bonus action or anything you would like to do on your turn?

**Clint:** Well, is this just flat?

**Griffin:** This is just—

**Clint:** Are there structures of any kind, or anything at all?

**Griffin:** The only structure here—no, it is like a plain grassy field. Like a... you know, a college quad or something, surrounding the—surrounding the Ziggurat. There's no features or there's not a big rock to hide behind, or anything like that.

**Clint:** Okay, in that case, I'm going to just kind of squat down and use the Chameleon Carapace to kind of blend into the grass.

**Griffin:** Okay, give me a... give me a perception check real quick.

[sound of dice thrown]

**Clint:** Fourteen.

**Griffin:** Okay, on a fourteen, you see, as you dash—you know, you make it a good sixty feet. You zoom, and have closed more than half the distance to this—to this ramp to the Ziggurat. You can see that the owl woman and this wizard waiting in the back, and the fancy-looking gentleman, they kind of like eyeball you for a second. And then they turn their attention away. They are mostly focused on Lorovith right now.

With a fourteen, I will say, you realize that is because of the color of the keys floating over your head. Indeed, what you said to the Spider was accurate. They do not seem to be paying much attention to you, because you only have a copper key. If you make yourself an easy target, they will almost certainly, you know, change that. But right now, I think all of these people who are waiting here have their eyes on the gold. Next in the order is Absolute Zero. Absolute Zero says:

**Absolute Zero:** Lorovith?

**Lorovith:** Yes?

**Absolute Zero:** What should I do?

**Lorovith:** Oh... I'd make a run for it.

**Absolute Zero:** Okay!

**Lorovith:** Don't fight Helvetica!

**Griffin:** Helvetica laughs.

**Helvetica:** How'd you know my name?

**Lorovith:** It's on the map.

**Griffin:** [chuckles]

**Clint:** [laughs]

**Travis:** Hm!

**Griffin:** Okay, Absolute Zero is gonna run and do his thirty feet. And then he is going to dash up... here. Okay, everyone's just kind of taking places. There's only one, you know, legit target on the map right now, which is the owl woman, who does have these crossed sword symbols. Assuming that those are, in fact, real. Grakhan—

**Clint:** Now wait a minute! Bobby attacked her?

**Griffin:** Bobby Dazzler—

**Clint:** And nothing happened to him, right?

**Griffin:** That is a good point. You could make the argument that Bobby Dazzler did not attack anyone. He cast a spell that kind of like fucked with people's vision. We have precedent throughout this trial that you can cast things that do not, you know, injure your opponent—

**Clint:** Okay.

**Griffin:** And it does not do much of anything. Okay, next up is Grakhan. Grakhan is going to run... right behind where you are. And he is going to make an attack roll against Athena, with his power catapult. You see him do this thing that he has done so many times, Lorovith, around your, you know, Goliath encampment. He just sort of like crushes his hands together, and as he does, you hear a rumbling of the earth beneath you. And he rips a chunk of the ground up with his—with his magical ability.

And he is going to launch it right at—right at Athena. And I believe she has to make a... dexterity save—yes. Okay, so... this chunk of earth that Grakhan just yeets at the owl woman smashes into her, dealing three D8 damage... which is more than enough. Athena, the earth just kind of like piles on top of her, almost providing sort of like a very quick sort of makeshift burial. And she...

**Travis:** A cairn.

**Griffin:** It makes a cairn?

**Travis:** Yeah, a pile of rocks as a burial chamber?

**Griffin:** Okay. And she goes down.

**Clint:** Does the cairn want to call the manager and complain about stuff?

**Travis:** Oh, I get it.

**Griffin:** That's good!

**Justin:** I like that.

**Griffin:** I'm changing her name to "dead," so that you all can remember. And she is—I'll put a little black border around her. Cool.

[a bell sound plays]

**Travis:** Aw...

**Griffin:** Next in the order is—okay. You see, Hellgrammite, you see this wizard that has been sort of waiting in the corner here. Lorovith, you actually see, as this wizard sort of moves out of formation, you can see it is the Green Elemental Ranger, one of the two surviving Elemental Rangers. And they are going to approach you, Hellgrammite. Are they going to approach you, Hellgrammite? Hm, let me see... yeah, they are, you're just the closest—

**Clint:** [in a baby voice] I just a little copper key.

**Griffin:** Maybe, but they don't want anybody getting through here. You hear them say:

**Green Elemental Ranger:** Hey, I'm really sorry about this.

**Griffin:** And they clap their hands together. As they do, a gust of wind comes shooting out at you and Bobby Dazzler. Make a strength saving throw, please.

[sound of dice thrown]

**Clint:** Yeah, the excellence continues with a four!

**Griffin:** Bobby Dazzler gets a—Bobby Dazzler saves, he gets a sixteen. Okay, you are thrown backwards... fifteen feet. And you manage to stay on your feet, which is fortunate. Bobby Dazzler kind of like helps catch you, as you go flying backwards.

**Bobby Dazzler:** Hey, are you okay, man? You gotta be more careful! These guys have incredible magic powers.

**Hellgrammite:** I realize that. I wish I did.

**Griffin:** As that happens, you see the crossed sword symbols appear over the head of Zephyr. Who then looks up and then looks around at all the other wizards like kind of nervous, realizing that she is the only one that has this icon over her head right now. Next in the order is Rictus.

**Travis:** Griffin?

**Griffin:** Yes?

**Travis:** When Athena was buried—

**Griffin:** Yeah.

**Travis:** What—did I see her gem go anywhere?

**Griffin:** Give me a perception check.

[sound of dice thrown]

**Travis:** Seventeen.

**Griffin:** With a seventeen, you can see this pile of earth that has formed around her is like trembling a little bit and shaking a little bit. You did not see the crystal come flying out of where she fell.

**Travis:** Okay.

**Rictus:** Lorovith, how are you doing?

**Lorovith:** I'm fine. I'm rather frustrated, but I'm physically just fine.

**Rictus:** Okay.

**Travis:** I'm gonna... how—let's see. Yeah, I'm gonna kind of run up to be betwixt Grakhan and, yeah, and Lorovith there.

**Griffin:** Okay?

**Travis:** And I'm going to cast my amazing spell, reduced Wither and Bloom.

**Griffin:** Okay?

**Travis:** Targeting Zephyr.

**Griffin:** Okay.

**Travis:** And—

**Griffin:** I believe Zephyr has to make a save of some sort?

**Travis:** A con save, beat a thirteen.

**Griffin:** Con save, beat a thirteen. That is a... eight!

**Travis:** So, they're gonna take five points of damage.

**Griffin:** Okay!

**Travis:** And then, Lorovith, you can use one of your hit die to regain hit points.

**Griffin:** What is your hit die, do you know off the top of your head? Okay, one D6 is your hit die. You're a wizard, after all. Your hit die are determined by your class, not by your... your background.

**Lorovith:** I'm a wizard, Gary.

[sound of dice thrown]

**Justin:** All right, six. No, I have six hit points, thanks for that.

**Griffin:** Cool!

**Lorovith:** Thanks for the bump.

**Travis:** How much did you heal for?

**Lorovith:** Two points!

**Travis:** Okay, well—

**Griffin:** Zephyr, as these like hands claw up at the ground—

**Lorovith:** It's like eating a wasabi chip.

**Justin:** [chuckles]

**Travis:** Yeah.

**Justin:** Just a—[chuckles]

**Clint:** [chuckles]

**Travis:** So, yeah, you see the sickly green hands come out of the left and the—

**Zephyr:** What the fuck is this?! What is this?!

**Rictus:** Yeah, sorry about this!

**Zephyr:** This is gross!

**Rictus:** Yeah, I know!

**Griffin:** Okay. Next in the order is...

**Travis:** But it didn't—it didn't kill him?

**Griffin:** No, it did not kill—it did not kill her. It did not kill Zephyr. Next in the order is... it was going to be Athena, the owl woman. You see... I will take this opportunity to... You see the earth trembling around her body. It splits and the crystal shoots upward, and flies up and over the Ziggurat, to the north end of the island and out of sight. And next up—

**Justin:** Was that from Athena?

**Griffin:** Yes. Next up is—

**Justin:** Ah, damn, not long enough for me to try to whip it.



**Griffin:** Yeah. [titters] I would—I thought Rictus was maybe gonna make a run for it, to try and grab it. But the window—

**Justin:** It's hard—you know what it is, Griff? As you start—once you start saying it, it's hard to interrupt you.

**Griffin:** Sure, sure, sure.

**Justin:** It feels—it feels—

**Travis:** And you said I couldn't see it.

**Griffin:** Yeah.

**Travis:** So I wasn't gonna dig through rocks?

**Justin:** Yeah, you gotta be careful there, Weaver.

**Griffin:** You're right. Next in the order is—

**Justin:** [chuckles]

**Clint:** [chuckles]

**Griffin:** Helvetica is... Helvetica is just going to reach down into her boot, and she is going to pull out a small knife. And she is going to run forward to you, Lorovith, the closest target. And she's going to take a swing at you with it. A fourteen versus AC.

**Justin:** Yeah, it hits.

**Griffin:** Okay. And... she jabs it into your shoulder for four points of piercing damage. I don't think she says anything, she just like looks in your eyes. She looks unwell. You think maybe the pressure of this competition mixed with maybe a bit of latent wizardly madness has really overtaken her. Next in the order is the Spider.

**Travis:** Bet you're happy for that wasabi chip now?

**Lorovith:** Rictus! I believe I was a bit dismissive of your healing powers.

**Rictus:** Okay.

**Lorovith:** I am very, very thankful for those two hit points now. [chuckles]

**Rictus:** Oh, okay, good. Yeah, happy to help.

**Griffin:** Next to the order is the Spider. The Spider is—

**Travis:** She gets the marking, right?

**Griffin:** She does definitely get the marking, thank you for reminding me, Travis. The Spider is going to run forward and is going to... he is going to dash. He is going to use his turn to dash. He is going to run forward an extra thirty feet, sort of placing him on top of the mound of dirt where the owl woman fell. And then finally, Hasty Jane, ironically, last in the initiative order—[chuckles] is going to run thirty feet forward. And then is going to cast Expeditious Retreat as her action, to run another thirty feet, to the side here. And then is going to use her bonus action from Expeditious Retreat to run another thirty feet forward. past Zephyr.

**Travis:** Oh, can I yell something?

**Griffin:** Sure.

**Rictus:** Oh, everybody! The one at the top can make you do things with their voice! Plug your ears when you get up there!

**Griffin:** [titters] Okay. Yeah, cool. You see Hasty Jane look at you and nod, understanding. And then we're back up to the top of the initiative order. You see this fancy-looking gentleman. He is just kind of watching what's going down here. Knowing that like you can't do anything to him until he attacks, he is just gonna continue smiling and watching you all like a big old creep.

**Travis:** Okay.

**Griffin:** Next thing you order is the red Dragonborn. Seeing Absolute Zero approaching the right ramp, he is going to—

**Justin:** What's that blob there?

**Griffin:** That is black fire, created by the thermomancers.

**Justin:** Ooh, the thermomancers—

**Travis:** *Ooh!*

**Justin:** That's good—

**Travis:** *Griffin!*

**Griffin:** Thermomancers.

**Clint:** That's a great band name, too.

**Griffin:** Sure.

**Travis:** Of the West Blood Coast?

**Griffin:** He is—

**Travis:** They're the scariest!

**Griffin:** He is focusing. He is actually concentrating on keeping this bonfire going, seeming to want to taunt Absolute Zero to come through it. He is going to delay his action. Whisper is up next. Whisper, at the top of the ramp, is indeed going to go over to Hasty Jane. And Whisper says:

**Whisper:** Please, please... please give me your key.

**Griffin:** Casting Suggestion. With your warning, Hasty Jane has fingers plugged in her ear. She's going to roll this wisdom saving throw with advantage, and gets a... nineteen, and saves. She says:

**Hasty Jane:** Nope! No thanks!

**Griffin:** And Whisper looks like—just sweating buckets right now. Next in the order is Lorovith.

**Justin:** In order to run away, I'm going to have to fight, right? Like Helvetica gets a free hit if I—

**Griffin:** If you attempt to move out of—yeah, you're in melee range with Helvetica. Obviously, she's just stabbed you. If you attempt to move away from Helvetica, she's going to get an attack of opportunity against you.

**Justin:** Okay...

**Travis:** You could shove and run?

**Justin:** Yeah, that's what I was—the only problem with shoving is that the—you get to make a dexterity saving throw.

**Griffin:** Against the shove?

**Justin:** Yeah. You can choose if you want to do a strength or a dex save.

**Griffin:** Okay, yes, so, they'll make an attack. A strength or dexterity—an athletics or acrobatics check, against your strength—your athletics check. So it's a contested check, basically, to see if it goes—

**Justin:** Right.

**Griffin:** Okay, yeah. I mean, sizing her up, she seems like she may be somewhat dexterous. She had a sneaky knife in her boot, so that tells you something, I guess. But—

**Justin:** All right, I'm gonna try to shove.

**Griffin:** Okay. She's going to make an acrobatic save. Got a three on her roll, so...

[sound of dice thrown]

**Justin:** I got a three as well, but it's a three plus three.

**Griffin:** She definitely fails. She is going to get pushed five feet away from you, pushing her out of melee range. Oh, sorry, actually, I should ask, are you pushing her back five feet, or are you knocking her prone?

**Justin:** I am... knocking her prone.

**Griffin:** Okay. Yeah.

**Justin:** Yeah. That makes more sense.

**Griffin:** Cool.

**Justin:** I think that's a less of a problem for Rictus and Grakhan.

**Griffin:** Okay. You can now move away without fear of—but that was your bonus action.

**Justin:** But I'm—yeah, that was my bonus action. And so, I'm going to dash, basically... up... fuck... I just don't want to get hit again.

**Griffin:** Yeah, no, that's a good—

**Justin:** You know?

**Griffin:** It's a—

**Justin:** You know what I'm gonna do?

**Griffin:** What are you gonna do, man?

**Justin:** I'm gonna—I'm gonna move—I'm gonna move up, right to where the gentleman is.

**Griffin:** Yeah, you can absolutely get right up on his grill.

**Justin:** Yeah, I'm just gonna stand right in front of him.

**Griffin:** Okay, you stand right in front of him. As you approach, he says:

**Gentleman:** Easy now, partner. If you can't tell, I'm an ineligible Aspirant. No attacks here, I'm just here for watching the show. Boy, you're a strapping lad, aren't you?

**Lorovith:** Hm, well... here's the problem. I have no wish to harm you. You seem like a perfectly nice gentleman. But I do need to pass you. You understand, of course. My hand will be stayed, I just need you to step aside.

**Griffin:** You are... I think this would be a check of some sort. Are you intimidating him? Are you persuading him? What are you—what are you doing?

**Justin:** Here's what I need to know from you.

**Griffin:** Yeah, sure?

**Justin:** Here's the problem that I'm having.

**Griffin:** Please.

**Justin:** If words fail me here, what is an action that I can take like that isn't gonna get me dinged? Like you know, if I lay hands on this person in any fashion, am I going to get in trouble?

**Griffin:** You have been—you specifically have been warned not—

**Justin:** Yeah, I know! The cops or whatever.

**Griffin:** [guffaws]

**Justin:** The fantasy cops were real upset about me, but that was—I got tricked.

**Griffin:** Yeah, yeah.

**Justin:** And I think they know that. And I think that they're probably madder at the trick—

**Griffin:** I'll tell you what, give me an insight check. Give me an insight check, to see if you can sort of... get a read on this guy's whole deal.

[sound of dice thrown]

**Justin:** Nine.

**Griffin:** I think you are able to piece together that he is purposefully not engaging in combat until some opportunity arises. The thought that he would take an attack of opportunity against you and get marked is unlikely.

**Justin:** So, I'm just gonna walk past him. Can I do that?

**Griffin:** You certainly can.

**Justin:** Great, I'm just gonna walk around.

**Griffin:** Okay. Up the ramp?

**Justin:** Yes.

**Griffin:** Okay, thirty feet gets you to the top of the stairs.

**Justin:** I don't—yes, okay, so it's like a dash, is that what we're saying?

**Griffin:** Yes, that is your—and that is your final action of the turn. But you are—you are right. You are... gosh... you are eight feet from the front door, up the top ramp. Next in the order is... Bobby Dazzler. Bobby Dazzler says:

**Bobby Dazzler:** Hey, it's not nice to push people!

**Griffin:** He's gonna run forward, towards Zephyr, thirty feet. And he is just gonna throw hands. Zephyr has a PvP mark over her head, he is just going to make an unarmed attack roll. He...

**Travis:** I bet it's wild to watch all these wizards engage in like physical combat. It's like a slap fight, I bet.

**Griffin:** Yeah, yeah. In fact, that is a really accurate way of describing what happens. He rolls a four, so he slaps across Zephyr's, you know, bright green Power Ranger helmet. Which just kind of like cocks to the side a little bit, and then Zephyr just reaches up and corrects it. He does not deal any damage to the—to the already wounded Zephyr. He says:

**Bobby Dazzler:** Shit!

**Travis:** [laughs]

**Griffin:** And next in the order is Hellgrammite!

**Clint:** You said Zephyr is already wounded slightly?

**Griffin:** Yes, Zephyr was hit by... what was Zephyr hit by?

**Travis:** Me.

**Griffin:** Oh, you, by Rictus.

**Clint:** What... so, explain something to me.

**Griffin:** Sure.

**Clint:** The gentleman didn't react at all when Lorovith blasted past him?

**Griffin:** Nope.

**Clint:** Okay. Hellgrammite is gonna run up and attack Zephyr.

**Griffin:** Okay. Just with your...



**Clint:** I don't know, I'm trying to decide... No, I'll use Infestation, I'm—

**Justin:** It's just pretend. It's just pretend.

**Clint:** I'm gonna use Infestation.

**Griffin:** You are not making an attack roll, right? If you are making an attack roll, while you were in melee range of an enemy, you would have disadvantage on the attack roll. But this is a save that they have to make, and so that is not accurate. So, you—where would you like to move to? You can basically get anywhere around, you know, Bobby Dazzler and Zephyr, where they're in—

**Clint:** Yeah, I think over to the... slightly to the right.

**Griffin:** Of?

**Clint:** Of Bobby Dazzler.

**Griffin:** Okay. Right about there is where you can reach with your thirty.

**Clint:** Yeah.

**Griffin:** And Zephyr is going to make a... con save? Yes.

**Clint:** Con save.

**Griffin:** Okay, that is a twelve.

**Clint:** Does not make it, had to be thirteen.

**Griffin:** Okay. Then you conjure up a swarm of what?

**Clint:** Tsetse flies.

**Griffin:** Cool. Brutal. Fucking gnarly. And roll your one D6 poison damage.

**Clint:** And that is...

[sound of dice thrown]

**Clint:** A six!

**Griffin:** Jesus, okay. You... I think everyone who is within range can see what happens. Hellgrammite conjures up a thick, just black swarm of tsetse flies, that surround Zephyr, and actually lift this green Elemental Ranger into the air, moving her five feet in a random direction. I'll roll the D4 to decide... To the west. You see—

**Clint:** Perfect.

**Griffin:** Her carried away five feet. And you all, before the like swarm of flies that have lifted her up even part, you see a gemstone shoot up out of the top of this swarm, and fly to the north side of the island. And when the flies disperse, they place her body on the ground, and she is dead.

**Travis:** Oh, no.

**Justin:** What?

**Griffin:** A bell chimes overhead.

[a bell sound plays]

**Griffin:** That also happened, I should mention, when the owl woman went down. And next in the order...

[theme music plays]

**Griffin:** Hey, what's up? It's Griffin McElroy, your dungeon master, best friend, and your master of... disaster! Thanks for listening to this episode of The Adventure Zone Royale. I hope you're enjoying it, because it's a lot of fun on our end. I want to say a big, hearty thank you to everybody who came out to see our shows in California. Next up, we've got some live shows coming—Atlanta, we're coming to you next! We're doing TAZ Versus Popeye.

We're doing MBMBaM, we're doing a bunch of stuff at Dragon Con. We're also coming to Texas and Utah, and back to California later in the year. All our TAZ shows this year are going to be TAZ Versus.

So you can grab your tickets, find out information on where those shows are and when those shows are, over at [bit.ly/mcelroytours](http://bit.ly/mcelroytours). We've got some new merch over at the McElroy Merch Store, at [mcelroymerch.com](http://mcelroymerch.com). We've got a "Don't do a hit" bumper magnet, an important message for the cars trailing you, and everyone else out on that big, beautiful highway. And some other stuff too. Ten percent of all merch proceeds this month will be donated to the Immigrant Defenders Law Center.

Also, I'm writing a Choose Your Own Adventure book! It's going to come out next year, next March, and you can pre-order it now at [bit.ly/griffinstowaway](http://bit.ly/griffinstowaway), because that's the—the name of the book is The Stowaway. And I'm very, very excited for you to read it and go on a big, fun outer space adventure! One more time, that's [bit.ly/griffinstowaway](http://bit.ly/griffinstowaway) for my upcoming Choose Your Own Adventure book. That's it, enjoy the rest of the episode. We'll be back with another episode in two weeks, so we'll talk to you then. Bye!

[ad reads]

[theme music plays]

**Griffin:** Next up is Absolute Zero.

**Clint:** Another notch on my carapace!

**Griffin:** Yeah... Absolute Zero is going to... gosh, he doesn't have a ton of great options here. Who fucked with the circle of black flames created by the thermomancers of the ninth realm?

**Clint:** [laughs]

**Griffin:** I'm pissed! [chuckles] He is—I mean, there is a target in range. He is going to look over at Helvetica, who's downed on the ground. And... I think

he is in a state of vengeance. He saw—stop writing on my black flames.  
[chuckles]

**Travis:** I'm fixing it!

**Griffin:** Okay, cool. That looks rad, actually. He saw her stab Lorovith, and is going to launch an ice knife in her direction... And critically fails.

**Travis:** Now, someone's just—okay, now, actually, that looks—

**Griffin:** That looks badass. The ice knife goes wide, and flies off into the distance, striking the ground and creating a slick patch of ice outside of the red circle. And he kind of looks up at you, Lorovith, and sort of shrugs. He is going to then move... here, sort of between the two steps. And he shouts up:

**Absolute Zero:** Lorovith, hey, will you—will you help me up? The ramp's blocked by fire, and then there's this old man, and I—can you pull me up here?

**Lorovith:** Absolutely. Absolutely.

**Griffin:** Great.

**Justin:** I've recently been sorting through my pockets for things that I might have begun the adventure with, because some friends noticed that I was nude. [titters] And in there I did find a rope—

**Griffin:** Awesome, yeah. That's great.

**Justin:** That I brought along with me.

**Griffin:** Grakhan is up next. Grakhan sees you approaching the door, Lorovith, and all of a sudden, you see this switch flip in his head, of going into competitive mode. He is going to run his thirty feet, and then he is going to dash thirty feet, to get right up next to you on the stairs, just about one foot closer to the door than you are. He is just kind of playfully pushing you, not trying to actually like push you off the stairs or move you in any way, but like you can see him like gleefully like just stoked to be in such a

high-stakes competition with you right now. Next is—Zephyr is dead. Next is Rictus. Rictus, you are at the back of—

**Travis:** The gentlemen—

**Griffin:** You are at back of the pack here.

**Travis:** Yeah. The gentleman didn't react when Grakhan went either?

**Griffin:** Nope.

**Travis:** Okay, I'm gonna dash to get to the steps too.

**Griffin:** Okay, that will put you just behind Lorovith. He is just kind of like watching you all run by, sort of grinning the whole time, just being kind of a creeper. Do you have a bonus action?

**Travis:** I don't think so.

**Griffin:** Okay. Then next in the order is Helvetica. Helvetica is going to stand and... just kind of surveying the scene. I mean, she's very, very close to the Spider, but a bunch of people are about to make it through the door. Her only power is Minor Illusion, which is not going to be of much use to her, now that you all kind of know. If a—if a big dragon appears in front of the three of you suddenly, I think—

**Justin:** That's the thing with Minor Illusion, man.

**Griffin:** Yeah.

**Justin:** It's a great trick, and you can only do it once.

**Clint:** [laughs]

**Griffin:** You know what? From hell's heart, she is going to...

**Clint:** Strike—

**Griffin:** She's going—

**Justin:** Am I correct in assuming, Griff, that like these people, if they don't have a key, they're gonna die here in a second, right?

**Griffin:** Sure, true, yeah.

**Justin:** Okay, so I feel like she'll probably give it a whirl, you know?

**Griffin:** Yeah, no.

**Justin:** She'll give it a shot!

**Griffin:** She's not going to cast her Minor Illusion. She's going to throw her knife, because she is out of movement.

**Justin:** Is she throwing it at me?

**Griffin:** I think that's the funniest option.

**Justin:** Okay. Dang, I was gonna go to the bathroom. Okay, let her throw her knife then. If I die, I'm going to the bathroom. [chuckles]

**Travis:** Yeah, that's usually—that is usually how it works, Justin.

**Justin:** Yeah, oh, yeah, both me and my character, actually. [chuckles]

**Clint:** [chuckles]

**Justin:** He in the throes of death, and me—

**Griffin:** That is a fifteen versus AC.

**Justin:** Yeah.

**Griffin:** This is a—

**Justin:** Roll that damage.

**Griffin:** This is a sixty foot knife throw. [chuckles] This is a fuckin' Call of Duty like cross map knife toss. And it catches you in the back for five points of piercing damage.

**Justin:** Ah. [titters]

**Griffin:** And I believe that is enough to knock you unconscious, Lorovith.

**Justin:** Ah!

**Griffin:** You go down at the feet of Rictus and Grakhan. Okay, next in the order is the Spider. The Spider is going to... move thirty feet, which is gonna get him... right up here with the gentleman at the bottom of the central stairs. And, you know, I think he recognizes that the person here who is, well, I guess the only viable target, and probably the most dangerous, since she just took out Lorovith, is Helvetica. He is going to put a web down on Helvetica, which I'm going to draw crudely with this marker. And it's going to be white, and it's going to look like this. And that's how you—that's how you know.

**Clint:** That is good.

**Griffin:** And then we'll draw a little circle, and it's the web.

**Clint:** Yeah.

**Griffin:** Cool.

**Clint:** Yeah, like a mutant asterisk. Yeah.

**Griffin:** It does look like a really fucked up—

**Travis:** Well, he's rushing—he doesn't have time for perfect orb weaver shit or whatever?

**Griffin:** Yeah, true.

**Clint:** Still, though.

**Griffin:** Next is Hasty Jane. Hasty Jane is halfway up the left staircase. And she is going to—gosh... You sort of warned her about Whisper at the top of the stairs here.

**Travis:** Yeah.

**Griffin:** I think she sees that things are a little bit wild. Whisper is not marked for PvP, though, so she is not going to be able to attack him. So Hasty Jane is just going to take her sixty feet of movement. She stops at the door into the Ziggurat, and she says:

**Hasty Jane:** Good luck, everybody!

**Griffin:** And she is going to step inside.

**Travis:** I look down at the fallen Lorovith as she says that.

**Griffin:** Yeah.

**Travis:** And kind of go like:

**Rictus:** Ah, okay.

**Griffin:** Yeah, yeah. Hasty Jane doesn't know who that is, really.

**Travis:** Yeah, that's fair.

**Griffin:** So, Hasty Jane is going to step inside. As she steps towards the barrier sort of surrounding the Ziggurat, it passes sort of right over this front door. Through that barrier, it's semi-transparent, you can see the other finishers who are inside. You can see that the silver key icon, kind of floating over her head, sort of sparkles as she approaches the door. As she passes through it, it vanishes. And you can see the matching icon above the Ziggurat floating in the sky disappear, right underneath the timer, which is dwindling ever downwards. Hasty Jane has finished, and I will—



**Travis:** Good for her.

**Griffin:** Get rid of her off the map. That moves us to the gentleman. The gentleman is going to take a couple of steps up the stairs, just a little bit closer to where you all are gathered, to kind of paint a picture of the scene, because there's a lot of moving pieces. Right now, we have Lorovith downed. Grakhan and Rictus all—

**Justin:** You've said that so many times.

**Clint:** [chuckles]

**Griffin:** Well—

**Justin:** That image is—am I right? Everyone's feeling it, right? He said it like eighty times—

**Griffin:** A lot of times.

**Justin:** Dude. We know, we miss him, we love him. He will pull through. I have full confidence.

**Griffin:** You got Rictus and Grakhan and Lorovith at the top of the central stairs. Absolute Zero is kind of like down off to the side of the stairs. You are going to help him up the side of the ramp here. But that's obviously going to be a little bit more complicated now, Lorovith. The gentleman has started to approach—

**Travis:** Because he's down right?

**Griffin:** Because he's downed.

**Justin:** Right? Is that the issue there—

**Griffin:** Because Justin's—dad, you keep moving Hellgrammite. You keep scootin' him and it's making me real nervous—

**Justin:** You know, I'm not moving.

**Griffin:** You're getting little free—a little free little feet—

**Travis:** He's just dancing from foot to foot.

**Clint:** I'm just playing around.

**Griffin:** Just playing around, just scootin'. Okay. Carmine, seeing Hasty Jane, finish—this is the red Dragonborn here on the East Staircase. He is going to dismiss this bonfire, which I'm going to do like that, and it's going to take a while. He is going to take a couple of steps up the stairs, and he is going to create a new bonfire. And this one is gonna be right here. Right in front of the door. A five-foot cube of flame appears right in front of the front entrance to the Ziggurat.

None of you are in the space of it right now, but unless it is dismissed, you can see Carmine concentrating on it, it will do some damage to you if you do not succeed on a dexterity saving throw, as you attempt to pass through it. Then we get to Whisper. Whisper is at the top of the west staircase. Looking at the sort of like people surrounding the top of the stairs here, I think he's a little too intimidated by Grakhan. He is going to take a step towards you, Hellgrammite, and he points at you, and he says:

**Whisper:** Give me your key.

**Griffin:** And I need you to succeed on a wisdom saving throw, please.

**Clint:** What do I gotta get?

**Griffin:** The number you are trying to beat, Clint, is a... million—no, a twelve.

[sound of dice thrown]

**Clint:** Ah, well, then I guess twenty-one does that?

**Justin:** Wow.

**Griffin:** Okay—

**Travis:** Whisper is having a bad run off it.

**Griffin:** Whisper is having a fucking bad day, y'all. Whisper is—

**Justin:** Not as bad as me, though, right, Griff?

**Griffin:** No, yeah, you're having a worse day because your dumbass got killed dead. [chuckles] Graveyard dead. No, you're not graveyard dead, you're graveyard unconscious. Whisper, yeah, now this is like full breakdown, like Whisper realizing like, "Uh-oh, I'm probably out of turns," is starting to really panic. And he is going to move back up the stairs with the remainder of his movement. And that is going to move us over to Lorovith Dreamweaver Gonjuban.

**Justin:** Let's go.

**Griffin:** Let's get a death save going here. D20, straight up.

**Justin:** Straight up.

[sound of dice thrown]

**Justin:** Yeah, man, eighteen.

**Griffin:** Eighteen, that's one save. That's good, put it in the—put it in the good column.

**Justin:** It is. It does it automagically.

**Griffin:** Cool. Next up is Bobby Dazzler!

**Justin:** Love it. [titters] Love it.

**Griffin:** Bobby Dazzler is gonna make a run for it. I think Bobby Dazzler is going to make a run for the door. I think he's going to take an attack of opportunity here from Whisper, which I will do right now. Oh, yeah, Whisper hits. Whisper just kind of like punches Bobby Dazzler in the back of the

head, for two points of bludgeoning damage. And Bobby Dazzler—and then with that, Whisper is now marked red, which marks Whisper for PvP. And Bobby Dazzler says:

**Bobby Dazzler:** Ow, fuck! That hurt.

**Griffin:** And he's going to jump in through the door after making a dex save. Okay, that is a four, so Bobby Dazzler is going to take D8 points of fire damage. Fuck, man. [chuckles]

**Travis:** No!

**Griffin:** Bobby Dazzler takes eight points of fire damage. Bobby Dazzler does not make it through the door. As he steps into the flame, he immediately ignites, and he is flailing on the deck in front of the bonfire, in front of the door, screaming.

**Bobby Dazzler:** *Aah!*

**Griffin:** Bobby Dazzler is not quite down, but not quite through the door, and he is in a lot of danger here. Hellgrammite, the situation has gotten very complicated in front of you. You got Whisper marked for PvP, halfway up the steps in front of you. You got Bobby Dazzler at the top of the steps, surrounded in flames, running around screaming. You got Lorovith downed on the central staircase, and Helvetica all webbed up at the back. The gentleman's just kind of sitting here, watching, and the Spider is waiting for his turn to move. You are up.

**Clint:** Okay, one thing at a time, I'm going to move up, use... I'm using the ruler. I'm going to move up on Whisper.

**Griffin:** Okay?

**Clint:** And hit Whisper with—I mean, Alarm is not going to help me much, so I'm going to use Infestation again.

**Griffin:** All right.

**Clint:** With my intent being not necessarily to harm Whisper, but to push Whisper off of the ramp.

**Griffin:** Yeah. so if Whisper fails on the con save, you will get to push. It will also deal damage, but Whisper is marked for PvP, so you are not going to— what does Whisper have to beat here on their save?

**Clint:** Has to beat a thirteen.

**Griffin:** It's high, but it's not a six, which is what Whisper ended up getting. So, you do indeed end up hitting Whisper. Go ahead and deal your damage.

**Clint:** And that would be a...

[sound of dice thrown]

**Clint:** Three?

**Griffin:** Okay. Whisper, still kind of like in a panic, is now swatting what bugs away?

**Clint:** Let's go with gnats.

**Griffin:** Gnats, okay. Not the nastiest, not tsetse flies. And with that, you get to roll a D4, and that is going to determine the direction that Whisper goes. If Whisper goes—if you roll basically a three or a four, Whisper is going to go off the steps.

[sound of dice thrown]

**Clint:** Three!

**Griffin:** Three. Three takes Whisper five feet to the east. With that, Whisper floats up in the sky, as the gnats grab him. Lifts them up, carries them just over the east rail of these—the western steps. And drops Whisper to the ground. Whisper is going to take... that's a ten-foot drop, D10 points of bludgeoning damage. That is nine.

**Travis:** *Whoow.*

**Griffin:** You see Whisper fall to the ground. And as they collide with the ground, they try to lift back up, but then they kind of collapse. And they are knocked out.

[a bell sound plays]

**Clint:** Now, can I finish my movement?

**Griffin:** You moved up to Whisper, right?

**Clint:** Yeah.

**Griffin:** Your thirty feet. Or was that thirty feet? How far was that?

**Clint:** No, that was fifteen feet.

**Griffin:** Yes, that was fifteen feet. You can basically get up kind of close to Bobby Dazzler, where he is.

**Clint:** Can I leap across to the middle aisle?

**Griffin:** Let me see...

**Clint:** It's fifteen feet—thirteen feet.

**Griffin:** Yes. Yeah, I'll tell you what, this is gonna be tough. If you give me an athletics check, a DC ten, then you can jump to the central staircase. If you do not hit a ten, you're going—you're going to fall like Whisper, and you're gonna take some damage.

**Clint:** Nah, don't worry about it then. I'm not gonna even try it. But I will continue to move up the ramp, if I can.

**Griffin:** Okay!

**Clint:** Right up next to Bobby.

**Griffin:** Okay. Next in the order is Absolute Zero. Absolute Zero is going to... gosh... You hear Absolute Zero yell:

**Absolute Zero:** Lorovith, I'm ready! Pull me up! Lorovith, drop the rope! I'm ready!

**Rictus:** Oh, bad news about that. You're not gonna believe this, but Lorovith's down.

**Absolute Zero:** Okay, I'll just—okay, I'll just do a—I'll go a different way then.

**Griffin:** Absolute Zero is going to come down and... Now that the flames are gone, he's gonna move up over here with Carmine, the red Dragonborn. And Carmine still is not marked for PvP, so Absolute Zero—

**Travis:** Even though he hurt Bobby Dazzler with a spell?

**Griffin:** You are right, Travis, he did! When Bobby Dazzler took damage from the fire created by Carmine, he was marked for PvP. Thank you very much.

**Clint:** What was Carmine's spell?

**Griffin:** Create Bonfire. Now, Absolute Zero is going to throw an ice knife at him... and rolls a two. [titters] He sucks shit at this, really bad, Absolute Zero has done, with all of his ice knife throws. This one just goes all the way over the Ziggurat. He yeets it, it goes flying out of sight. Next in the order is Grakhan. Oh, gosh...

**Justin:** Which of my glass menagerie will I—

**Griffin:** Grakhan—

**Justin:** Pull off the shelf? [titters] From my mind.

**Clint:** [chuckles]

**Griffin:** I'm trying to decide if Grakhan would help you out right now or not, Lorovith.

**Justin:** I would—in Griffin—in times of strife like this, I find the—to leave the roll to the gods, to leave it to faith.

**Travis:** Mm-hm.

**Justin:** If you don't know in your heart, then I think you gotta leave it to the gods.

**Griffin:** That's a really good point. The dice have always been really good for us in our storytelling—

**Travis:** They tell a story.

**Justin:** Fair.

**Griffin:** I'm gonna—why don't you roll a D20?

**Justin:** I will say one thing, if it helps give me advantage. I very recently did Grakhan a kindness, which he admitted, when I complimented his powers in front of everybody. [titters]

**Griffin:** You did compliment his powers in front of everybody, which was a great kindness. So, I will let you make a luck roll, eleven or higher. And I think Grakhan will be moved to help you. Go ahead and roll a D20.

**Justin:** By you, you mean. [chuckles] By you, the GM.

**Griffin:** Yes.

**Travis:** Griffin will be moved to move to have Grakhan—

**Griffin:** I will be moved to help you.

**Justin:** Move to move—to literally move the piece.



[sound of dice thrown]

**Justin:** Yeah, it's a nineteen.

**Griffin:** Yeah. Okay... Grakhan looks down at you, and leans down, and he says:

**Grakhan:** When this is all over, you can tell me that I won this one fair and square, all right?

**Griffin:** And he is going to hoist you up by the arms, under your armpits, and he is going to try to drag you backwards through the flames.

**Justin:** Just to get a nice sear.

**Travis:** [laughs]

**Griffin:** This is gonna be—

**Travis:** Low and slow.

**Griffin:** This is going to be a dex save with disadvantage, as he is dragging you. And—

**Justin:** My dex save?

**Griffin:** His dex save.

**Justin:** His dex save, I'm still dead.

**Griffin:** That is going to be insufficient for him. As he drags you backwards through the flames, you are still unconscious. He takes five points of fire damage. However, he sticks with it, and he drags you backwards through the fires. And everyone else gathered around. You see Grakhan and Lorovith pass through the flames, pass through the barrier. You are unconscious and you are through the barrier. You are not dead. Grakhan has pulled you through. That is going to move us over to Rictus.

**Travis:** Yes. I'm going to cast Wither and Bloom.

**Griffin:** Okay?

**Travis:** Targeting Carmine.

**Griffin:** Awesome.

**Travis:** To hit. A con save, you gotta beat thirteen.

**Griffin:** Okay... Nine plus two, eleven does not beat it. Okay, Carmine is gonna take some damage here.

[sound of dice thrown]

**Travis:** Oh, that's six points of damage, on a D6.

**Griffin:** Okay. And Carmine is now going to have to make a con save to manage concentration... and gets a six. As you hit Carmine for six points of damage, you see those hands grasping at him. It is enough to, one, drain some of the life from him, but also, you can see him like really, really freak out as the—as the hands are grabbing at him. And that, in that exact instant, makes the flames in front of the door disappear.

**Travis:** And Lorovith is safe now, right?

**Griffin:** Lorovith is safe. Lorovith is inside—

**Travis:** Okay, then I'll trigger one of Bobby Dazzler's heals.

**Griffin:** Okay, that's very nice of you. How much does Bobby Dazzler—oh, he uses a hit dice.

**Travis:** Yeah, one hit die.

**Griffin:** Okay, Bobby Dazzler is going to roll a D6. Six! Bobby Dazzler is—immediately, the flames just kind of subside. And he looks down at himself, and then he looks at you. He says:

**Bobby Dazzler:** Was that you, man?

**Rictus:** Yeah, it was—yeah, the heal. Yeah.

**Bobby Dazzler:** Awesome, man. Oh, god, I owe you big time!

**Griffin:** And he does a body roll.

**Justin:** [titters] I wish he wouldn't.

**Travis:** And then I'm gonna skedaddle!

**Griffin:** All right.

**Travis:** Now that the fire's gone, Bobby Dazzler is up, Hellgrammite's got no one in front of him. I mean, I don't know Absolute Zero for zero.

**Griffin:** Right. Awesome. Yeah, great. You approach the door. And I need you to give me a dexterity saving throw, please. The number you're trying to beat is a fourteen.

[sound of dice thrown]

**Travis:** Hm... that was a thirteen, Griffin.

**Griffin:** Here is what happens. You approach the door, and just as you are about to step through the barrier... time stops. You are not able to see anything except the door in front of you. And through the door in front of you, you can see time has frozen as well. You are conscious in this frozen state. The flames that were sort of still licking at the floor are frozen in place. Everything has stopped.

You don't see anything. But you hear footsteps behind you. And the gentleman walks up. The gentleman, the rest of you who are still in the scene, can see is the only thing moving, as he has deployed his readied action, to cast a spell to stop time. It is on another level of arcane power than I think any of you are familiar with. He is going to step as close to the door as he can. And he reaches forwards, and he grabs your golden key.

As he grabs your golden key, time catches back up, and the world begins to move again. And you have, Rictus, a moment where you can see him standing in front of you, holding your golden key. You reach out, and he takes a step backwards through the gate, just as your fingertips brush the air in front of him, failing to stop him from stealing your key. The gentleman has taken your golden key, and you are stuck at the top of the stairs.

**Travis:** What a wiener!

**Griffin:** Next up is Helvetica. Helvetica is going to try and break out of the web... And succeeds. And Helvetica is going to take a dash action to get up towards the stairs. Is not gonna—gets in range of the Spider, but doesn't move past the Spider, because Helvetica is pretty beat up at this point and does not want to take an attack of opportunity. And that is going to move us to the Spider, who is going to push Helvetica away with a D 20 roll... is unable to. These two are just kind of locked in combat here.

The Spider is not... not the beefiest guy, and does not want to take a stab. And so, they are just kind of in gridlock here at the bottom of the stairs. That moves us back to Carmine. Carmine is going to create another bonfire, this time, right on Absolute Zero. Who is going to make a dex save... and succeeds. But there is a fire back at the bottom of the right staircase again. And dead, dead, dead, in the door—Bobby Dazzler is up next. Bobby Dazzler looks at you, Rictus, and says:

**Bobby Dazzler:** Hey, where'd your key go, dude?

**Rictus:** Yeah, the gentleman took it.

**Bobby Dazzler:** What are you gonna do?

**Rictus:** I don't know...

**Griffin:** Give me an insight check.

**Travis:** Okay.

[sound of dice thrown]

**Travis:** That's a six, Griffin.

**Griffin:** Okay... that's not very good.

**Justin:** [titters] Listen.

**Griffin:** I'll be straight with you, man.

**Justin:** You know numbers, I know numbers. I'm not gonna—

**Travis:** Yeah, listen—

**Justin:** I'm not gonna bullshit you. [chuckles]

**Travis:** We're not gonna sit here all day and argue about what numbers are big and what numbers a little.

**Clint:** [laughs]

**Justin:** Listen. Listen, Trav, I want to take you inside the veil a little bit. Griffin did want to reveal some sort of character—

**Travis:** Yeah, yeah, yeah!

**Justin:** And now he knows that he absolutely cannot. We have come against one of the classic, classic issues with this as a storytelling medium. [titters]

**Griffin:** Bobby Dazzler looks—

**Rictus:** Hey, Bobby, it looks like you want to tell me something, but I don't know what it is.

**Clint:** [chuckles]

**Griffin:** Bobby Dazzler looks around at the battlefield, looks up at the clock, looks at you, looks at the door. Looks at a lot of stuff, man. And he says—

**Justin:** He's kind of looking all over.

**Griffin:** Just kind of doing a great—giving it a quick butcher's. He says—

**Justin:** [titters]

**Bobby Dazzler:** I got—I can't... You saved my life, dude, I'm honor-bound to help you. But I'm not gonna give you my key, so... I'm just gonna have to... I'm just gonna have to get somebody else's.

**Griffin:** Bobby Dazzler is gonna run over to Hellgrammite, and He is going to hit Hellgrammite—

**Justin:** [laughs]

**Griffin:** With his spell, which is... Color Spray. Hellgrammite, Bobby Dazzler runs over to you after talking to Rictus for a moment. He extends his hands, and he is going to launch a volley of colorful orbs that surround your head and dazzle your senses, as is what Bobby Dazzler does.

**Clint:** Sure.

**Griffin:** You are going to—

**Clint:** I understand.

**Griffin:** Oh, he actually rolls, six D10. The total is how many hit points of creatures the spell can affect. So... you only have two hit points. [chuckles] This is not gonna be—this is gonna be tough to avoid. Okay, he definitely has enough for you. You, as the lights shine into your eyes, you are blinded. You cannot see anything in front of you. You get like a mental image of where you are, you are like ten foot from the steps.

With Bobby Dazzler in front of you and Rictus in front of the door. But you are unable to see exactly the scene around you. I think with the left-over points, he is going to make the orbs fly over towards... Carmine, not wanting to be caught on fire, and sort of still sore about being set on fire in the first place. The orbs go over and surround Carmine as well.

And you can see Carmine—well, you can't see, Hellgrammite, but Rictus, you can see Carmine start to grasp the air around him as he is blinded. Next in the order is... Bobby Dazzler just went. Hellgrammite.

**Clint:** Hmph... okay! Okay...

**Justin:** Dad, I don't know how to say this, but you gotta spank Griffin.  
[titters] He's at—that's your son. You gotta get the respect back in line.

**Clint:** Yeah.

**Justin:** You gotta use a spell on him or something. [titters]

**Clint:** Let's see.

**Griffin:** Like me—like me—like it's a game, dude. It's a game and it's a story.

**Justin:** Yeah, but like there is—I know, but like just as a dad, I feel like you've gone—I really felt out of—Travis—

**Travis:** If there's anything that we've learned, Griffin, from a lot of propaganda, the game bleeds into real life and it can cause problems. And right now, I feel like DnD is getting real.

**Justin:** It's out of line. There's a respect issue. [chuckles] It's just a respect issue.

**Griffin:** Carmine succeeded on his constitution saving throw to manage the fire. That is where Absolute Zero is. Sorry, go ahead Hellgrammite.

**Clint:** Yeah, cool. I am going to... Okay, so he's standing right in front of me, right?

**Griffin:** Yeah.

**Clint:** Then I have a mental image of where he is.

**Griffin:** You do. So, you—the blinded condition does the following: you automatically fail any ability check that requires sight. Attack rolls against you have advantage, and attack rolls you do have a disadvantage. Other than that, like you can still do stuff. You know where Bobby Dazzler is. He is literally within melee range of you, so you could reach out and grab him, no problem. You are close enough to the door that you could probably navigate your way there. Whether or not Bobby Dazzler or Rictus would allow you to do that is, you know, not known to you.

**Clint:** Actually, Griffin, I think... I do believe Hellgrammite would say:

**Hellgrammite:** This will not stand.

**Clint:** And he's going to attack Bobby Dazzler with his daggers.

**Griffin:** Oh, shit? Okay.

**Justin:** Wait a minute, is he tagged though?

**Griffin:** I mean, Bobby Dazzler has a key.

**Justin:** Oh, I guess so—

**Griffin:** He doesn't need to be—he does not need to be tagged. He has a key.

**Clint:** And he just attacked me.

**Griffin:** Right. So Bobby Dazzler is totally fair game.

**Justin:** Law of the jungle.

**Griffin:** Yeah. Okay!

**Clint:** And I'm using two weapon fighting, so I'm hitting him with both daggers.



**Travis:** Assumedly.

**Clint:** Assumedly, yeah.

**Travis:** You could also be swinging wildly at him with two daggers.

**Clint:** Could be.

**Griffin:** Do you have two weapon fighting?

**Clint:** I sure do. You wanna check my sheet?

**Justin:** Everybody has two weapon fighting?

**Griffin:** Well, I think it's if you are not like proficient in it, you have disadvantage on the second attack. Is that right?

**Clint:** I don't seem to see that anywhere on my sheet.

**Griffin:** Well, hold on, give me two seconds.

**Clint:** Okay.

[pause]

**Griffin:** Okay, so you are proficient in two weapon fighting. You can make two attacks. The second will use your bonus action. You can only use light weapons. Your daggers certainly qualify for that. The drawback is that the ability modifier added to the—to the attack damage for your offhand attack does not use—it doesn't use your modifier. It just does the straight up weapon damage rolled on the dice.

**Clint:** Okay.

**Griffin:** Let's get that first attack roll, please.

[sound of dice thrown]

**Clint:** That's a fifteen.

**Griffin:** A fifteen hits. You... you swing your dagger forward and catch Bobby Dazzler right across the chest.

**Clint:** Three damage.

**Griffin:** Okay.

**Travis:** Does he have disadvantage because he's blinded?

**Griffin:** Oh my gosh, thank you so much, Travis. He does have disadvantage—

**Clint:** How would that work? Wait, wait, wait, how would that work, technically, since I'm—I mean, I know where he is, and he's standing right in front of me.

**Griffin:** It's the rules—the rule—man, the rule—I would love to help you out here, but the rules do say your attack rolls have disadvantage.

**Clint:** Okay.

**Travis:** I just don't want people to yell at us.

**Griffin:** I appreciate that.

[sound of dice thrown]

**Clint:** Oh, there's a seven.

**Griffin:** A seven does not hit. Bobby Dazzler steps out of the way of your knife swing. With a—with a sweet body roll that, sadly, you are unable to see. Everyone else, though, is delighted by it.

[sound of dice thrown]

**Clint:** A thirteen.

**Griffin:** A thirteen does hit, with your bonus attack, but you need to roll again for disadvantage.

[sound of dice thrown]

**Clint:** Nineteen.

**Griffin:** Yup, we will take the thirteen. Your second attack does hit. This is just a straight up D4 roll.

[sound of dice thrown]

**Clint:** Four!

**Griffin:** Okay, four points of damage. Your first attack, you swing through the air, doesn't hit anything. Your second attack gets some meat. It gets a scream. The rest of you see a body roll, tragically interrupted by a bit of knife violence. [chuckles]

**Travis:** No! [titters]

**Griffin:** As Hellgrammite, unable to see, still manages to land a strike on Bobby Dazzler. Bobby Dazzler screams at the top of his lungs. He is still okay. Hellgrammite, you still have your move action here. But you have used your action and bonus action. So, if you want to try to move, you can. You will be susceptible to an attack of opportunity with advantage against you, if that is the decision you make.

**Clint:** Well, then I'm just gonna make a run for the door.

**Griffin:** Okay! Bobby Dazzler is going to make an attack of opportunity at you. You certainly have the movement to do it. And he is going to have advantage. What is your AC?

**Clint:** My AC is fourteen.

**Griffin:** First roll... is a twelve. The second roll is a fifteen. So, he is going to try to punch you in the back of your head. It's a D4. And it looks like anything higher than a one is going to knock you out. So, twenty-five percent chance here, Mac, let's see. Bobby Dazzler rears back and issues a wild haymaker, that collides with the back of your carapaced skull with a crunch. And Hellgrammite, everything goes dark, and you fall down to the ground. Rictus, as that happens, Bobby says—

**Justin:** Hey, is two out at once a TAZ record?

**Griffin:** It's... I think so?

**Clint:** Mm-hm!

**Griffin:** Things got pretty dicey in the fight against the Hunger.

**Justin:** If we wipe—now listen, if we wipe, do we get to go listen to a different DnD podcast?

**Clint:** [chortles]

**Griffin:** Yes.

**Justin:** Is that the way—

**Travis:** Yeah, we'll just cut it in here.

**Griffin:** We actually switch places with the listeners if we end up wiping.

**Travis:** Whoa!

**Justin:** The next—[chuckles] The listeners—the four next listeners with the most free time have to take it over. [chuckles]

**Griffin:** Okay. Bobby Dazzler looks at you, Rictus, he's still—he's clutching his knife wound that Hellgrammite just gave him. He says:

**Bobby Dazzler:** All right, dude, there's your key! You got it? It's copper, it's not the best, but... it'll save your life, man... Yeah?

**Rictus:** Yeah. Oh, okay, yeah, thank—thank you, Bobby. Go in—yeah, get in there.

**Griffin:** It is not Bobby's turn. It is Absolute Zero's turn. Absolute Zero first has to make a dex save... and fails. Absolute Zero is going to take some fire damage here. Just one point of fire damage. And it's gonna just—gonna step out of the flames, and it's gonna try and get Carmine with one more ice knife. This is—this is... that's a four. [chuckles]

**Travis:** God bless.

**Griffin:** Carmine throws another ice knife, this one—

**Travis:** So Absolute Zero is not just a clever name?

**Griffin:** No, I mean, Absolute Zero—you can see, even though this is the third time in a row Absolute Zero has absolutely wanged it on one of these ice knives—

**Justin:** [chuckles]

**Griffin:** He can still—you can only kind of like see his eyes through his Sub-Zero mask that he's wearing. He still seems to be trapped in this just like aura of euphoric bliss. He is vibing so right, right now. And—

**Travis:** How is he looking, as far as like damage?

**Griffin:** Not terrible. I mean, he's taken a little bit of damage, but the bonfire seems to have, surprisingly, not injured him too grievously. Next in the order is you, Rictus.

**Travis:** Okay. So I do grab Hellgrammite's key.

**Griffin:** Great.

**Travis:** And then... I'm gonna target Helvetica.

**Griffin:** Okay?

**Travis:** With Wither and Bloom.

**Griffin:** Okay? That is—

**Travis:** So make a con save. Beat thirteen.

**Griffin:** A seven.

**Travis:** So she's gonna take, ooh, another six points of damage.

**Griffin:** Jeez-o Pete. Okay, that is enough. Helvetica, as these claws grab at her, they pull her wrist down to the ground. They pull her leg down off the steps. She slips and slides. They pull her backwards away from the Spider. And you can see she's trying to escape the grasp of these phantasmal claws—

**Rictus:** Sorry!

**Griffin:** And is unable to. And you can see the final vestiges of life drain from her, and she is out.

[a bell sound plays]

**Travis:** And where does her crystal go?

**Griffin:** Her crystal, thank you so much for pointing that out, her crystal is going to rattle in her gauntlet, and it flies straight up into the air, and zooms to the—to the northern far end of the island, out of sight. Whisper's also did the same thing when you knocked Whisper out as well.

**Travis:** Okay, I'm gonna trigger one of Hellgrammite's hit die heals, as I step back through the door.

**Griffin:** Sorry, were you gonna say something?

**Rictus:** Oh, good luck! You got—you got it, but... sorry.

**Griffin:** All right, Rictus. You take the copper key from Hellgrammite, you take out Helvetica. And Hellgrammite, you are able to take one hit die worth of healing. That's a D6. That is going to bring you back into the fray.

**Clint:** Okay. I roll?

**Griffin:** Yes, you roll a D6.

[sound of dice thrown]

**Clint:** Four.

**Griffin:** Okay, mark yourself up to four hit points. And you snap back to consciousness. You are no longer blinded, which is great. You are laying prone on the ground, though, which means you'll have to spend your movement getting back up on your next turn. You, as your eyes sort of come to, you see, indeed, there is no more key icon floating over your head. To paint a quick picture of the scene, there's a lot of people down right now. You've got Bobby Dazzler with his silver keys standing over you. He looks kind of betrayed, honestly, Rictus, as you step backwards and have—

**Travis:** Yeah, that's fair.

**Griffin:** Revived this guy that he was in a fight with. We still have, outside of the gates, the Spider at the bottom of the central stairs with his gold key. Carmine and Absolute Zero are still locked in combat. Carmine is trying to get Absolute Zero's copper key away from him. That's it. The time on the clock floating in the sky is starting to really wind down. Next in the order is the Spider. The Spider is going to make his way up the stairs now without Helvetica to stop him. But he is going to stop and look down at you, Hellgrammite... Why don't you give me a luck roll?

**Clint:** Me?

**Griffin:** A D20—yeah. I want an eleven or higher. Higher is better.

[sound of dice thrown]

**Justin:** One more—one more time, Griffin?

**Griffin:** Higher is better.

**Clint:** Sixteen!

**Griffin:** All right... With a sixteen, he... is going to look at you and Bobby Dazzler. And he is going to say:

**The Spider:** Don't make me regret this.

**Griffin:** And he is going to cast Web on Bobby Dazzler.

**Clint:** Hm?

**Griffin:** A spray of white webbing lands on Bob—at Bobby Dazzler's feet, binding him to the ground at the top of the stairs. And with that, the Spider is going to finish his movement and step inside the building. We are really getting down to it now. The clock in the sky has maybe thirty seconds remaining. Not a ton of time. I mean, it's five rounds of combat. But things are getting pretty dicey, pretty quick.

Carmine is—I mean, Carmine's just gonna make a sleight of hand check here, and try to steal Absolute Zero's key... and is not successful. And I think Carmine is now going to... Carmine is going to just, I guess, not do much of anything, that was his action. And he can't move without taking damage from Absolute Zero. They have also kind of locked each other in here.

**Travis:** Yeah, but there's only thirty seconds left, Griffin.

**Griffin:** There is only thirty seconds left, that is true. He's gonna, yeah, I mean, there's—he used his action to try and steal the key, and was unsuccessful. Next in the order is Bobby Dazzler. Bobby Dazzler is all webbed up. He is going to try and escape the webbing. He's gonna make a dexterity saving throw... And that is a seven, but that is not gonna do it.



Bobby Dazzler is stuck in these webs, and he is going to use his action to make a strength check to attempt to unrestrain himself, in a bit of a panic. And he rolls a... ten. Bobby Dazzler is fully, fully jammed up here. Next in the order is Hellgrammite.

**Clint:** Can I grab his key?

**Griffin:** You are gonna need to stand up first. You are still prone from where you were knocked out by Bobby Dazzler in the first place, before you were revived. So, that is going to be your move. If you want to try to get his key off of him, I will say this, he is restrained. And restraint, I believe, means... "The creature has disadvantage on dexterity saving throws." I will translate that to say I will give you an advantage sleight of hand check, if you would like to do that. The number that you are—well, I will roll, I guess, to see what number you're trying to beat. A thirteen. If you can beat a thirteen with advantage on a sleight of hand check, you can—

[sound of dice thrown]

**Clint:** I guess, nineteen—

**Griffin:** You can do that.

**Clint:** Could do that?

**Griffin:** Yup! You reach over into—I mean, you could try again for a crit, if you want, I guess. With a crit, you also take his pants.

**Travis:** [chuckles]

**Clint:** Oh, god, yeah. Yeah, yeah, wait, wait, wait—

**Griffin:** They're jeans, they're like really good dancing jeans. Yeah.

**Clint:** Wait a minute.

[sound of dice thrown]

**Clint:** Ah, no sixteen.

**Griffin:** Wow, damn. You reach over and reach into Bobby Dazzler's vest pocket, where he has tucked away his silver key. And as you grab it, the icon over his head vanishes and appears over your head. Bobby Dazzler looks at you in a panic and says:

**Bobby Dazzler:** Oh, come on, please, please, please, please! Come on, just let me out of here. I can take the other guy down, you can have my key. Just let me—let me—get me out of these webs and I can—I can try and get that last key! Please!

**Hellgrammite:** Eh... sorry, I'm out of actions.

**Griffin:** Okay. We got—ah, shit, man...

**Clint:** God, how am I gonna get in the door? [chuckles]

**Travis:** There's only four people left alive?

**Clint:** Okay.

**Travis:** So that's twenty-four seconds.

**Griffin:** You don't have any way of moving with a bonus action? No.

**Travis:** You said there were thirty seconds left, Griffin, so he's got twenty-four seconds.

**Griffin:** Yeah, that's true. He does have twenty-four seconds, I'm just saying that... Okay, Absolute Zero is up next. Absolute Zero is done kind of messing around, and is gonna just try and blow past Carmine, taking an attack of opportunity. Carmine misses, with an eleven, and Absolute Zero is going to use his action to dash into the door. He looks at this scene where Bobby Dazzler is all webbed up, and sees you sort of standing there next to him. And thinks about doing something about it, but then ends up running through the door anyway.

Next in the order, Grakhan's through, Rictus is through... Spider is through... Next up is going to be Carmine. Carmine is—[chuckles] Hellgrammite, Carmine is just going to run up to you. He is going to attack you with a little shiv. You are the only guy with a key out here right now.

**Clint:** Oh, that's right. He doesn't have a key.

**Griffin:** That is not going to hit, that is an eleven. Does that hit your AC?

**Clint:** Nope.

**Griffin:** Okay. Carmine stabs at you, you just swat his hand away. And he is looking pretty freaked out. Next in the order is Bobby Dazzler, who is again going to attempt to unrestrain himself with a strength check... This one succeeds. Bobby Dazzler is unrestrained. That is his action. Is it? Yes. Okay, and you are up, Hellgrammite. You have Carmine and Bobby Dazzler up against you, both of them looking at you pretty desperately, as you are standing right in front of the door with your silver key. What do you do?

**Clint:** Will they have an attack of opportunity if I just step through the door?

**Griffin:** They... yeah, they would both have an attack of opportunity if you just moved.

**Clint:** Okay, I'm going to... shove Carmine.

**Griffin:** Okay?

**Clint:** "Target must succeed on a strength, dexterity... a strength or dexterity saving throw."

**Griffin:** Contested by—

**Clint:** DC equals eight, plus proficiency bonus, plus strength.

**Griffin:** Okay, he rolled a—he rolled a four. He is not going to do it. You shove Carmine. No matter which way you push Carmine, he is right on the very corner of this platform. He is going to go off. He falls and is going to

take ten point—D10 points of bludgeoning damage. That is an eight, not enough to take him out, but it is enough to certainly take him away from attack of opportunity range.

**Clint:** Okay. So, Hellgrammite is going to drop... is dropping something an action?

**Griffin:** No?

**Justin:** What if he dropped a thousand things? [chuckles]

**Griffin:** If you dropped a thousand things, I guess.

**Justin:** Okay, what if he dropped two? [chuckles]

**Clint:** I'm gonna drop one of these daggers at Bobby's feet. Just drops it there.

**Griffin:** Okay?

**Clint:** And then looks down at Carmine... Well, now, Carmine doesn't have a key.

**Griffin:** No, man, you're the last one with a key. Bobby Dazzler is looking at you with frenzied eyes. If you're gonna drop a dagger at his feet, he will try and get it.

**Clint:** Okay, wait, wait! Let me just—okay. Hellgrammite runs through the door.

**Griffin:** Okay, you're gonna take an attack of opportunity from Bobby Dazzler.

**Clint:** I know.

**Griffin:** I'll roll it on the table. What's your AC? Fourteen?

**Clint:** Fourteen.

**Griffin:** That is a—that is a thirteen from Bobby Dazzler, as he swings another unarmed strike at you. You pass just out of range of his haymaker, and you pass backwards through the barrier, into the Ziggurat. And as you do, you see Bobby Dazzler—

**Hellgrammite:** See ya! Wouldn't wanna be ya!

**Griffin:** Bobby Dazzler looks absolutely shattered in this moment. You see his sort of blank expression. You see Carmine start to crawl up the stairs behind him, towards the front door. And Bobby Dazzler just kind of looks at you... with an unreadable expression on his face. The light outside glows blinding bright red. And he squints his eyes, staring at you. His expression one of spite and hatred. And he hits the nastiest body roll anyone's ever even attempted. And you're gonna be thinking about that one for the rest of your life.

**Justin:** [chuckles] Okay.

**Griffin:** And then Bobby Dazzler and Carmine, and the entire world outside is swallowed up in flames.

**Justin:** And Griffin, you're not inside, because you're outside with Bobby Dazzler. So can I tell you what happens inside?

**Griffin:** Yeah, sure.

**Justin:** Inside—[chuckles] an uneasy moment passes, as all the people other than Hellgrammite look at each other and share a look that could only mean, "Gosh, it seems like the wrong one just got burnt up, and we all wish it had gone the other way, don't we? Boy, this bug is something else."  
[chuckles]

**Griffin:** [chuckles]

**Justin:** We really miss Bobby Dazzler already.

**Clint:** [chuckles]

**Justin:** He had that look and it's—there's a slow nod as if to say, Yes, I too wish that Bobby Dazzler had lived and Hellgrammite had perished." [chuckles]

**Griffin:** It is funny you mentioned that, Justin. Because while the rest of you were not able to save Bobby Dazzler, we know some of the people who died and some of the people who did live through this trial. There's a lot of folks who we have not sort of determined, made it in through the front door. And there's a lot of folks who died on the outside, failing the trial, that we also have not clarified.

Here's the thing - I'm not gonna be the one who decides who the rest of the people are who failed and perished in this trial. I'm gonna leave that up to you guys.

[The Adventure Zone Royale theme music plays]

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