

The Adventure Zone Royale: Episode 10

Published October 10th, 2025

[Listen here on Maximum Fun](#)

Griffin: Previously, on TAZ Royale...

Trace: By merging your motes, you will create more complex, and for the purposes of this trial, more powerful materials. Those materials will be given life.

Justin: Yeah, man, but what's the Titanic of the swamps?

Travis: Yeah, yeah, yeah, yeah, yeah.

Griffin: And now—

Travis: Fuck yeah!

Clint: Swamp Thing!

Griffin: And now, as the Titanic sinks, Swamper grows in size, forms thick, meaty legs, a huge, wide trunk, big, strong arms, and says:

Swamper: I'm still Swamper. But now I'm more like Swamp Thing.

Griffin: All of you are, Voltron-style, controlling Swampest, your Elemental in this final battle of the Third Trial.

[The Adventure Zone Royale theme music plays]

Griffin: Hey, everybody, welcome to The Adventure Zone: TAZ Royale, our battle royale season. We are in the heat of the Trial of Evocation. In the last episode, the three of you, with your teammate, Scorpo, the giant scorpion man, built an Elemental. As did the three other competing quartets here on the Octave Ziggurat island. And after quite a bit of experimentation and fusion and good old-fashioned magic, you all have created Swamp Thing, the belove—

Travis: [sings] Ba-na! Ta-na!

Griffin: The beloved character.

Clint: [titters]

Griffin: What's that, Trav?

Travis: It was like Wild Thing, but Swamp Thing. It was kind of an intro song I was working for him. Like—

Justin: Because if you can get two copyright infringements at one—
[chuckles]

Griffin: It cancels out, that's exactly right, Justin.

Clint: [chuckles]

Travis: Well, but I would change—

Justin: Hey, listen, y'all, that's how Glee did it. [chuckles]

Travis: I would change the lyrics to "Swamp Thing" instead of "wild thing," so it's now a parody.

Griffin: I love it, so that's fair use.

Travis: Making it safe.

Griffin: Yeah, that's how... that's how Weird Albert gets away with it.

Travis: That criminal.

Griffin: Let's begin at the very end of the last episode. The three of you turned into swamp material and fused with the Elemental that you had created. And while you all have seen sort of any number of unimaginable things here during your time on the Ziggurat, in this moment where your bodies are transmuted into this kind of primordial muck, and your

consciousness is shunted into the body of this 25-foot-tall Swamp Thing, you truly realize the awesome power that the Octave possesses. You all feel your consciousnesses latch on to this new form. And in this weird sort of abstract space, you feel the presence of your three teammates doing the same thing. And for just a moment—

Travis: What does Scorpo feel like?

Griffin: That's a great question, Travis. In this moment, the boundaries between your minds has become a little bit blurred, and you see flashes of **your** teammates' memories kind of manifest before you. You all see Rictus standing before some sort of altar, looking very nervous. You see Hellgrammite laboring resentfully for his hive. You see Lorovith locked into this just ceaseless territorial battle. And you see Scorpo, surviving alone out in the wilds, at the very edge of The Fold's foggy border.

And in this moment, you all realize you could probably sneak a peek at more of those memories, if you—if you wanted to try and pry. I'll leave that up to you.

Justin: I was about to—I was like legitimately about to ask if I could look in—but like, before you offered the opportunity, I was going to ask to watch Rictus' memories, to see if I could spot any weaknesses of his.

Griffin: Okay, here's how we're going to do this. Rictus, make a wisdom saving throw for me. This is going to dictate sort of how successful this is, and more importantly, if Rictus sort of clocks that you're doing this.

[sound of dice thrown]

Travis: That's a 13 total.

Griffin: Okay, with a 13 total, Rictus, you get the sense that someone poked around in your memories, but you are not exactly sure who. What are you looking for—

Travis: Probably Hellgrammite.

Griffin: [chuckles] What are you looking for, Lorovith?

Justin: As mentioned, I want to see if there's some sort of weakness that is—that is more obviously telegraphed during this moment that Rictus is fixating on. Something that I might be able to exploit later. Or just to understand more, I guess, about what makes Rictus tick. I can tell there's a lot of layers of... theatricality there. So I'm trying to get a better sense of who he is as a person.

Travis: Yeah! You see a memory of younger Rictus, maybe 12, 13, somewhere around there, getting kind of lectured by his family members, the other necromancers in his life, about the purpose of necromancy, the strength of it, why they do what they do. And it's very much focused on like bringing people back to serve you, and the idea of like the strength of, you know, the power over death and that kind of thing.

Justin: How attentive of a student does he appear to be? Like is he really dialed in? Or is this like, is he—

Griffin: Obligation sort of thing.

Travis: He keeps interrupting to ask questions about like, "Well, but couldn't that also be used, you know, to help or to do this," and that is getting... like a very much like, "Well, it could but," a way.

Justin: So engaged, but maybe not in the way that they were hoping he would be.

Travis: Yeah, he's not super on board with the concept of necromancy as a like, "This is a powerful tool that we can use to maintain power," and that people kind of fear... that kind of deal.

Griffin: As you're poking around in Rictus' memory, this part is a little bit confusing, because there's a lot of death stuff in his history. There is something present in his more recent memory, that is really, really potent. It is really—you feel it a lot more than his other memories. You are able to pick up on the fact that Rictus has been—has been cursed by this statue, this specter of death, here on the Ziggurat Isle. I don't know how

forthcoming you've been about that, Rictus, but I think in this moment, like when the walls are down, it's not something you're going to be able to hide. Anyone else?

Travis: I'd like to pry into both of them. I want to see Lorovith—I want to see their proudest memories.

Griffin: Hm?

Justin: Well, if—let's—listen, if he's—if we're prying on lots of people now, I thought we were—it's just one—

Griffin: Yeah, I think let's pick one, just to—just to keep it moving.

Justin: And listen, I can—yeah, I can tell him about—listen, that's fine by me. I don't want to stand—I should have thought.

Griffin: [chuckles]

Justin: I should have thought to see if I can look at all—both of 'em.

Travis: Well, yeah, no, if Lorovith's gonna pry—then I'll pry in Hellgrammite. We'll keep the triangle going.

Justin: There we go.

Travis: I want to pry in Hellgrammite and see his proudest memory. What makes him feel good about himself?

Griffin: Roll a wisdom saving throw, dad, just so we know how much Hellgrammite sees here.

[sound of dice thrown]

Clint: Ah, that would be an eight.

Griffin: Okay, you are unaware that this memory is being accessed.

Hellgrammite: [sings] Doo! Dee-doo-doo-doo!

Griffin: You do need to divulge it.

Hellgrammite: [sings] Doo, dee-doo-doo-doo.

Clint: Hellgrammite thinks back to a moment when he was just a lowly drone, and was doing his part. He was one of the feeders in their hive, that fed the Queen, Larvosa. If you remember, Larvosa.

Travis: Of course.

Clint: And so, he's... he sees himself on this one particular day. He's just in the line of drones, you know.

Hellgrammite: [sings] Oh-ee-oh.

Clint: And they're just doing their droney thing, where they're going up and then dropping some kind of hideous-looking stuff down, so that Queen Larvosa can yummy down on whatever it is that... they yummy down on. And he has this moment of revelation where he thinks, "This is not enough. This is not good enough. Why... why can't I be the ruler? Why does it always have to be a queen? Why couldn't it be a king?" And as he—

Travis: Men's rights. I love it.

Clint: As he goes walking up and starts going up the side of the feeding—

Travis: That was a joke. I don't like men's rights. And no one reacting to it—

Griffin: Thank you so much—

Travis: I want to make that clear.

Griffin: Yeah, I'm glad you—

Travis: Okay.

Griffin: You clarified that, Trav.

Travis: Okay.

Clint: He... you know, after whatever millennia of the way this thing—these things are, he takes his little chunk of food and just drops it. Just drops it on the side of the mound. And looks around. Everybody reacts in shock. And he says:

Hellgrammite: Oh, sorry! Dropped it. Hold on, I'll get it!

Clint: And he goes chasing down the mound after it. And then the drones get back in, in time, and they start filing in. And when no one's looking at him, he sneaks out and he leaves the hive, for greener pastures and to try and fulfill his destiny. And for that moment, when he sees that he has broken away from all those menial drones, he feels a surge of pride in his insectoid hearts.

Griffin: [sings] Feel the rain on your skin!

Griffin and Justin: [sings] No one else can feel it for you.

Justin: [sings] But you let it in.

Griffin: [chuckles]

Clint: [sings] I don't know that song.

Justin: [sings] No one else—

Travis: *What?*

Justin: I shouldn't have gone to harmony, man. I would have bumped right up to melody if I had known I was gonna be flying solo.

Griffin: Could have been first chair, Juice.

Justin: Oh, man, the rest is—the melody is unsupported. [titters] Someone's lying, not unwritten? It's written.

Griffin: How about you, Hellgrammite?

Clint: Oh, I gotta look into... Lorovith.

Justin: You don't have to.

Clint: Yeah, I do.

Justin: You can look into... that dingus. [titters] That dingus, Scorpio.

Clint: Nope, nope, I'm gonna look into Lorovith—

Justin: Scorpentor!

Clint: I want to know Lorovith's most terrifying moment. What scared Lorovith the most?

Griffin: That's good. Can you—

Justin: Okay.

Griffin: Roll a wisdom saving check for me here, Lorovith?

Justin: Yes.

Travis: One time, there was a big old bug, landed on his shoulder.

Griffin: Freaked him the fuck out.

Travis: And ever since then, he's had a real problem with bugs.

[sound of dice thrown]

Griffin: Ooh?

Justin: 16 plus three, 19.

Griffin: 19. With a 19, I'll say it is up to you—I think you gotta give something here, but with a—but with a 19, you feel specifically Hellgrammite kind of poking into your memory. And like you know that that's what it is, because you just did it to Rictus.

Justin: Okay.

Griffin: And I think you're able to resist a little bit, if you want to not get like too crazy specific with it, but I leave that up to you. 19 is a very good save.

Justin: Okay. Here's what you see, Hellgrammite, you see a cliff's edge. There's three or four sparse trees that are like sort of lining the edge of the cliff. And there's a big rock. And there is a small Goliath, who probably still would have been about six feet tall at this time, but he doesn't look more than eight if he was a human. And you can hear him yelling, "Please, anybody! Help, I'm lost! Please, anyone!" And you can see him like staring out on the edge, yelling, "Please, anybody?!"

Clint: Is he calling out over the edge?

Justin: He's clearly lost, like he doesn't know where he's at.

Clint: Aw... poor little guy.

Justin: "Please! Any—"

Clint: Aw...

Lorovith: Well, of course not you, Hellgrammite—Bug Man!

Justin: [chuckles]

Lorovith: Bug Man, anyone but you!

Justin: And the boy turns on you. [chuckles] And he's speaking like that.

Griffin: [chuckles]

Lorovith: Clearly! Ah, clearly—

Hellgrammite: Oh, I'm out!

Lorovith: Caught me in a rather inconvenient moment, Bug Man.

Griffin: You get caught red handed, Hellgrammite. And in that moment, you are a little bit distracted, as you feel another—

Justin: You feel my fuckin' boot in your chest as I kick you off the cliff, is what he feels.

Griffin: It's a sort of—

Justin: The dream cliff!

Griffin: Yes, it's an abstract—

Travis: You get it, Griffin!

Griffin: Abstract thought boot.

Hellgrammite: [pretends he's falling off a cliff] *Ee-aah!*

Griffin: Yeah.

Justin: Griffin acts like he's never seen a Freddy Krueger movie, but check his tattoos, man.

Griffin: Yeah. Mine? I have Freddy Krueger tattoos?

Travis: Yeah! Wait—

Justin: You have the sweater stripes on your chest, you showed—

Griffin: Why would I act like I don't—why would I act like I don't—

Justin: You showed—

Travis: No, you just have never seen them, Griffin. You're too scared to look.

Griffin: Hellgrammite, make a wisdom saving throw for me, please.

Clint: I sure will.

[sound of dice thrown]

Clint: How about a four?

Justin: [chuckles]

Travis: How about it?

Clint: Hellgrammite continues—

Travis: Drink it in, Griffin!

Clint: To dominate the dice.

Justin: [titters] Yeah. [sings] A, B, C, blue.

Griffin: [chuckles] All right, with a four, I'm gonna twist it a little bit. Scorpo is prying into your memory, and it's a very recent one. It is... it is the memory of your First Trial here at the Octave Ziggurat. And Scorpo is present, sort of in the background of your hive, as you make your triumphant return after winning here at the Octave Ziggurat, and have become the latest member of the Octave.

It is the vision of the future that you saw during the Trial of Divination. And with a saving throw of four, Scorpo sees all of it. All of it. The nasty sort of, you know, domination that you desire in your heart of hearts, Scorpo is now

like infinitely, really intimately familiar with. And you see him standing next to the queen, as you sort of tower over her in all of your arcane power.

And you guys make eye contact, and then the vision ends. And the walls sort of between your minds become distinct once more. And you all are now fully integrated into your Elemental, into Swamp Thing. And you can see now, you have some senses now, though they are sort of strange, you feel a certain familiarity. You can see through its sloppy eyes.

Justin: [chuckles] Sorry.

Griffin: It's sloppy, floppy eyes.

Justin: It's super shloppy eyes.

Griffin: Super-duper sloppy. You see, you know, this giant, slimy, viney hand raise up in front of your face, but you're not really sure who specifically is making the movement. There's very much a like Ouija board sort of situation. And you also have a sort of like telepathic link with each other, which you realize when you hear Scorpo shrieking:

Scorpo: I'm dead! I'm fuckin' dead, fuck! Oh, I hate magic so much! Oh my god! Oh, fuck, oh, god, what happened? I'm dead...

Rictus: No, you're not dead, you're—we're in Swamp Thing.

Scorpo: What? We're in—we're in Swamp Thing? Where's my body?

Rictus: Okay, I don't know—

Justin: Sorry, just to be clear, guys, we're in a Swamp Thing.

Travis: Yeah, Swamp Thang is how—

Griffin: Swamp Thang.

Clint: Thang! Thang!

Griffin: I like that.

Justin: Swap—swap—Swamp Thang—

Clint: Swamp Thang.

Justin: Who is a Swamp Thing. A, indefinite article, Swamp Thing.

Griffin: Yeah. He's like spiraling. He is freaking out. He is sort of—you can see Swamp Thing now is kind of like trying to ambulate, trying to walk forward, but kind of like slops down onto the ground and like—

Travis: Griff?

Griffin: Deforms and then like, pulls itself back up out of the ground.

Justin: I need to understand—

Travis: If I—if we are telepathically linked, Ditto, I wanna try to... not like tell them, but share with them the confidence that Rictus has that, the soul and the body are not the same thing.

Griffin: Oh, that's good!

Travis: They're not connected.

Griffin: Yeah!

Travis: And that they're still themselves, even without a corporeal body.

Griffin: You know, I like this a lot. Give me a persuasion check. I will say you can have advantage on this. Just to kind of like get Scorpo—everybody else seems fairly chill. Scorpo is the one like freaking the fuck out right now. [sound of dice thrown]

Griffin: A persuasion check to kind of—

Travis: That's a nat 20, baby!

Griffin: Oh, fuck yeah.

Clint: Nice!

Justin: Wow!

Griffin: Instantly.

Scorpo: Oh. Oh, okay.

Griffin: [titters]

Scorpo: Well, when you put it that way, I do kind of feel like we are not just our brains and bodies. There's a witness, a silent witness, at the back of all of our consciousness. And that's the—

Rictus: Yeah! You get it.

Scorpo: That is where the self resides.

Rictus: Yeah!

Scorpo: That's incredible! Thank you for—

Griffin: You've just changed—with a nat 20, you've just changed this man's entire sort of existential understanding.

Justin: [titters]

Griffin: And like instantly.

Justin: Travis is that—Travis is that fuckin' Alan Watts YouTube video, that ten minute meditation just came out of nowhere like—

Clint: [chuckles]

Justin: "This video will find it when you need it the most."

Travis: Yeah.

Justin: Like, "The body and the soul are separate!"

Griffin: Okay.

Justin: "Ah, shit, yeah!"

Clint: So—

Travis: Cool, dude!

Clint: So, we're not—we're not in this Voltron style, right? One of us in the leg, and one in the arm—

Justin: This is what I need to understand when I'm—like, actually, now that we—now that... [titters] Are we—yes, thank you, Dad. This is the question that I've been like hung up on. Am I in a knee? Like, where do—am I like the leg man? [chuckles]

Travis: I think, Justin, now that I've gotten a nat 20 on this, I think not only do all the characters understand it, but you guys and me understand it too. So, I don't even know why you're worried about it anymore.

Justin: That's a really good—

Griffin: That's a great point.

Justin: Point, Trav. Maybe you can explain—

Clint: It was a 20, yeah.

Griffin: You all don't seem to have any kind of like localized, like you're in the knee, you're in the arm. But as Scorpo kind of calms down, and you guys sort of like start to poke around with what it is like to be in this body, it becomes pretty clear pretty quickly that you're gonna have to come up with

some sort of system, because all four of you are basically in control of this same body.

So like as you're—as you are trying to sort of figure that out, you all, now that your senses have sort of reactivated, you can see sort of around the island. You can see that those dividing lines between the different sort of elemental quarters of the—of the Octave Ziggurat have become these opaque walls of shrouding fog. And the only thing you can see beyond your immediate area is the Ziggurat at the center of the island, where a clock has appeared in the sky, just like in the last Trial.

And it is hovering over the Ziggurat structure where you can see the, you know, eight members of the Octave and the Aspirants all watching. And this clock is counting—it has two minutes on it, it hasn't started counting down yet. And you hear Trace's voice come through into your minds, telepathically. And Trace says:

Trace: Aspirants, you're now in direct control of the Elemental you have evoked. You will have two minutes to learn how to operate this shared form in unison, after which—

Travis: I raise Swamp Thing's hand.

Trace: The battle will begin. Yes, Rictus?

Rictus: Oh, sorry, I was just practicing.

Trace: Okay. To remind you all of the stakes, the last Elemental standing will be rewarded greatly after this Trial. The runner up will receive a smaller prize. While third place will receive an even more meager boon. But the first Elemental to perish in this battle will take its pilots along with it to the grave. Your two minutes preparation begins now.

Griffin: And the clock starts counting down, two minutes until the battle begins, a period of time in which you all can sort of, you know, figure out how to—how to move this body together.

Hellgrammite: I actually have an idea. I actually have what might be a good idea. Why don't—

Rictus: We'll see.

Hellgrammite: Why don't we divvy up, between the four of us—

Clint: It is four, right?

Griffin: Yup!

Clint: Counting Scorpo.

Griffin: Yup.

Hellgrammite: Like one be in charge of offense, one be in charge of defense, one be in charge of observation and the senses, and one be in charge of healing or constitution, or something along those lines?

Rictus: Could I—could I maybe suggest, even more rudimentary than that, legs, arms, head. We'll start there. And like Lorovith, take the legs—

Lorovith: No one—no... No one operates that way. You don't operate as an independent head and arms and legs, do you? How could—if we're thinking that way—no, we need to be thinking as one. What number am I thinking of right now, Rictus? Say it.

Rictus: Eight.

Scorpo: You weren't thinking of a number. That was a trick.

Lorovith: It was seven. We're in good shape.

Hellgrammite: I was going to say one, which one minus from eight, is seven!

Lorovith: There we are.

Rictus: No. Yeah?

Scorpo: What if just... what if just one of us did it and the other three can just kind of... chill?

Rictus: Or tag team?

Lorovith: Voting?

Scorpo: Ugh... we could vote.

Griffin: The time is like half elapsed.

Scorpo: So like, I've got this—

Lorovith: Wait, I need to check one thing.

Scorpo: Yeah?

Justin: All right, I will myself to cast Lightning Lash.

Griffin: Okay?

Justin: In the same way that I would make it happen in my body. And I'm—basically, what I'm attempting to do is make something magical happen with the swamp—like, I need to know what we got.

Griffin: Awesome. Yeah.

Justin: I'm trying to see if we have offensive magic.

Griffin: What are you trying to whip? What are you trying to lash?

Justin: The air.

Griffin: Okay.

Justin: Just like in the, you know, just like—

Griffin: Yeah, the—no attack roll necessary. You hold out Swamp Thing's hand, and you see, indeed, you see Lightning Lash whip out of it. It has not necessarily scaled to this size, right? But you can tell that your—the magic abilities that you all individually possess, you can channel through this thing. In addition to, you know, whatever other powers it might sort of natively possess. So yes, your magic is available to you, you have figured that out.

Justin: Okay.

Clint: And we don't know anything about the other Elementals?

Griffin: You do not. These walls have sort of blocked your vision off from seeing them. But in just over a minute, it's going to drop, and you will find out.

Hellgrammite: I think between us all, we've got a lot of elements covered. Like you know, heat and ice and other—you know, other skills, other spells. Let's just... go at it!

Lorovith: We should lay down in the trees.

Rictus: Okay, I think that maybe—

Lorovith: We should lay down the trees and let the others fight for a moment.

Rictus: Let's—

Lorovith: Let them battle—

Griffin: Ooh?

Lorovith: We're hiding in the trees. They don't know where we're at.

Hellgrammite: Yeah, we're a swamp.

Lorovith: Then we—

Rictus: Well, here's—

Lorovith: When they think the fight is ended, they'd look around, all the foes are slain. Then who rises up from the trees? It's us!

Travis: Griffin?

Lorovith: At the height of our powers.

Griffin: Yes?

Travis: With his telepathic link—

Griffin: Yeah?

Travis: I... I don't think that this is on purpose, but I'd like to see how much Rictus' commitment to helping the fire team like he promised—

Griffin: Yeah.

Travis: Bleeds through to the other three.

Griffin: Yeah, I think this would be a... this would be a separate check. And I'm gonna—this one's gonna be quite a bit, I think, higher. Obviously, you got a nat 20 on the last one, but this is a... a big thing to kind of like subtly push through. So, if you want to make another persuasion check, we'll say a... I mean, a DC 18 to like really get this going.

[sound of dice thrown]

Griffin: Okay, yeah, an 11 is—I don't think—

Travis: It's an 11 total.

Griffin: An 11 is strong enough. I will give you this, as you are sort of like measuring that out, you feel this like telepathic link connect to Hasty Jane, over on the fire team. And you can actually tell that she has been frantically

trying to reach out to you. Make a perception check for me to see how effective you are—how much of her message you're—

[sound of dice thrown]

Travis: 13?

Griffin: 13, okay. It's like a... like a radio static sort of situation. You're catching like every third word. But she sounds panicked. You can hear her say:

Hasty Jane: This... everyone's... after you all! Get a... in... came to my... it's... and convince... to gang up... I'll try to... interfere but... why did you... you wouldn't work with... why wouldn't you... lie?!

Rictus: Oh, shit, bad news, guys. I think I figured it out.

Lorovith: Go on?

Rictus: I think the other team convinced the other team members of Hasteys Jane's party to team up against us. And now she's trying to like mess with that, but now it's three on one. We should hide in the trees!

Hellgrammite: Yup, hide in the trees. Hide in the trees!

Rictus: To the tower—we should go to the tower.

Hellgrammite: To the trees!

Rictus: It's defensible. It's defensible, right?

Griffin: Okay. So, you all, to understand your plan, is to become a swamp, and try and—try and hide.

Justin: If my—that is the goal, is that if we hide in the swamp—[titters]

Griffin: Yeah.

Justin: Then it is like we are—they won't know exactly where—we'll be in our absolute element!

Griffin: Yes.

Travis: Yeah, Griffin.

Griffin: I fuckin'—I mean, quite literally. As literally as is imaginable. Okay! I love this. With seconds remaining on this countdown clock, all—I think all four of you simultaneously just like make a move as Swamp Thing towards the—towards this like thicket of woods around the Mage's Tower, here in your quarter. And because of the sort of like simultaneous nature of the movement, it actually works pretty fluidly. And he—Swamp Thing dives down into the trees. And just as he did moments ago, when Scorpo was sort of like flailing around, just sort of deforms into a swampy bog on the floor.

Travis: Hell yeah.

Griffin: I am going to need a group stealth check to see how effective this is, before we get into initiative and combat. And this is a—I'll just let you three roll. We'll drop highest and lowest and take the average roll.

Clint: Okay—

Travis: Now, Griffin, wouldn't you say that Dad's Camouflage Carapace here—

Clint: Thank you.

Griffin: Absolutely, yes. Dad, you can roll with advantage.

Clint: Yes, okay. That's what I was gonna ask.

Griffin: The other—the other two cannot, but—

Clint: Okay.

Travis: Dad, I'll always fight for you when it benefits me.

Clint: I know, buddy.

Griffin: Yeah, for sure. All right, stealth checks around the table, please.

Clint: Okay.

Justin: All right.

[sound of dice thrown]

Griffin: That's an eight from Rictus.

[sound of dice thrown]

Griffin: 15 from Lorovith.

[sound of dice thrown]

Clint: 13.

Justin: Considering my negative two—

Griffin: That's really good, yeah, 13 and... if you can get higher than a 15, this is gonna be a really good one.

Clint: Here we go.

[sound of dice thrown]

Clint: Son of a bitch!

Griffin: That's a nat one. Okay, so we will take the 13 as the average roll. With a 13, you all sort of, in this form, deform. You turn into just a pool of muck. And you still have like your senses available to you. From this like position, you're obviously low on the ground, you can see sort of the Ziggurat and the clock above it through the canopy of trees. And you see the clock hit zero, and a horn resounds across the island. And with that, the fog

walls disappear. And you all can see the creations of the other three teams. To the east, the fire team, you can see... as you were sort of warned by Scorpo during the last part of this Trial, you see a towering tree. And it is—it's a pine tree, but it seems to be decorated in a like... wild and colorful sort of fashion. Roll a history check, anyone who wants to.

[sound of dice thrown]

Justin: 13.

[sound of dice thrown]

Travis: Five.

Justin: No, I already did it. 13.

Clint: Dirty 20.

Justin: 13. I was the one who was doing it, and I did it—

Travis: He said anybody who wants to!

Griffin: I did say anyone.

Justin: Yeah, but I wanted to, and I did it first.

Griffin: Yeah.

Justin: Right? Did you want us all to do it?

Griffin: You all could for sure do it. Lorovth—

Justin: All right, we'll take Dad's then.

Griffin: Yeah. Hellgrammite, with a 20, you recognize it as a Christmas Tree. This is a Christmas—this is a Christmas tree. And you haven't seen a Christmas tree before. Christmas isn't like a big thing in The Fold, but like, for whatever reason, you know that that is a—that's a Christmas tree. For us

Earth, you know, reality people, it's basically like the Rockefeller, you know, Plaza, massive, massive, three story all Christmas tree. It is decorated with baubles and garlands.

Tendrils of garlands are sort of whipping off of it like tentacles. And it has these two thick trunks at the bottom, holding it upright. That's the fire team, which has Hasty Jane and Gunk and Dr. Legume and Burger Man on it. To the northeast, you see, standing before the mountains there in the earthen quarter, you see a two-story ranch-style house. And it is standing on two big... I'm gonna say bare feet.

Travis: Wait, bear feet, or bare feet?

Griffin: Like bare human feet, and that's confusing. And you can see that—

Travis: Just say naked, supple human feet.

Griffin: Naked, supple, huge human feet. It has sort of two second story windows with lights on, and shutters sort of open on them, sort of making a... a sort of vague eye shape. But this is a living house Elemental that has been created in the wild fashion that you all know. And to your left, sitting in the lake, the water—oh, by the way, the earth quarter is the sort of American Gladiators, raise, daze, haze and blaze.

Justin: Of course.

Griffin: And to the north, you see the water team, which has the Gentleman from Wizberry, who came and petitioned you at the—at the middle of this Trial. As well as Corrigan, Hilda and Enigma, who I don't believe you've met. You can see a familiar sight. Sitting in the lake, you see the Titanic. You all had a brush with this yourselves while you were building your Elemental out, and decided against it.

And seeing it in this way, you are somewhat regretting that decision, maybe because it is... it's not to scale with the original ship, but it is still significantly larger than any of the other Elementals summoned here. Swamp Thing, the Christmas tree, the house, they're all about the same size, and this is... you know, much larger than the others. And you hear a deafening, threatening

horn bellow from one of its stacks across the sky. And we're going to roll for initiative.

Clint: Can we shade our thoughts so that poor Swamp Thang doesn't feel our resentment?

Justin: Yeah.

Griffin: [laughs] Yeah, I think that that's—

Clint: Okay.

Griffin: Yeah, that's a kind gesture, Dad.

Clint: Yeah, okay.

[eerie haunted ship sounds play]

[ad reads]

Griffin: Hey, everybody! This is Griffin McElroy, your Dungeon Master, your best friend, and your Dungeon Master and your best friend. And your Dungeon Master. Hey, some quick announcements here before you get back to the rest of the episode. Did want to tell you that we have one more leg of our 20 Thunder Drive Tour, coming to Salt Lake City and San Diego. We're gonna be doing MBMBaM in Salt Lake City, and MBMBaM and TAZ in San Diego.

Tickets for all of those shows are on sale now over at bit.ly/mcelroytours. Come out and see us! Come help us close out this year of touring, and we're gonna—we've got some fun stuff planned, so... We also got some merch up in the merch store. Have you been there? Have you been to the merch store? Have you been there in a while?

It's at mcelroymerch.com, there's all kinds of great stuff over there, including a new Garyl shirt, designed by Lin Doyle, that I am absolutely just wild about. And ten percent of all merch proceeds this month will be donated

to Equality Florida, which is dedicated to securing full equality for Florida's LGBTQ community.

Hey, we also have a newsletter. We don't talk about it much, but if you want to keep up to date on all the stuff that we're doing, because we are doing a lot of stuff, you can sign up over at bit.ly/mcelroynewsletter and be the first to know about new tour dates and projects, and everything else that that we're doing, all the pies we've got our sticky little fingers in. Okay, enjoy the rest of the episode. Bye!

[ad break]

Griffin: Go ahead, guys, and roll initiative for me.

[sound of dice thrown]

Justin: Independently.

Clint: Dirty 20.

Griffin: Independently. Nice.

Travis: Nine.

[sound of dice thrown]

Griffin: Okay.

Justin: 15.

Griffin: Scorpo has a five. And Swamp Thing has an 11, which, shockingly, is the highest of the Elementals. So, Swamp Thing is up first. Obviously, you all are in this sort of like hiding position. If you want to delay your turn and take it once the other teams have like started moving, then that is—that is fine.

The way that I sort of envision this going is all four of you are sort of in control here, but if somebody has an idea that they want to pursue that not

everybody else is wild about, we are going to go in initiative order to determine whose turn it is to pilot the—to pilot the Swamp Thing.

So, I guess, Hellgrammite, we'll take it to you, because you got the highest initiative. Are you wanting to keep this hiding posture that you all have taken and then, you know, take a turn once the other teams have come close, trying to, you know, surprise them? Or what is your plan here? Maintain stealth or do something else?

Clint: Well, I think if we... have this mental communication, obviously we've already kind of shared the idea.

Griffin: Yeah.

Clint: And, I mean, I don't—I mean, it would be kind of stupid.

Griffin: Yeah.

Clint: Which is kind of my forte—

Griffin: Yeah, for sure.

Clint: In these games.

Griffin: Okay.

Justin: Yeah, but I'm... I think sitting back though, right? I mean, this is what we wanted to do. I kind of see—

Clint: How about a—how about a perception check? Could I—

Griffin: Yeah, sure, you can make a perception check.

Clint: Try to really kind of zoom in on what the other ones are doing?

Griffin: Yeah, for sure.

Clint: Okay.

Travis: I have Mage Armor.

Griffin: Okay?

Travis: Which I'd like to—if we have like a turn where we're not doing anything. It's a full action, so...

Griffin: Yeah.

Travis: It lasts for eight hours, you know what I mean?

Griffin: That is not a bad idea. What does Mage Armor do, Rictus?

Travis: It increases—the target's base AC becomes 13, plus its dexterity modifier.

Griffin: Okay, that actually wouldn't affect Swamp Thing. Swamp Thing's AC is already 17, so...

Travis: Oh, okay, great.

Griffin: Not bad. And you're trying to perceive, sort of just like get a lay of the land, what's going on, as the walls fall and everyone starts moving. Give me that perception check.

Clint: You know what? I changed my mind.

Griffin: Okay?

Clint: I'm gonna do something else.

Griffin: Okay?

Clint: I'm gonna cast Augury.

Griffin: Okay?

Clint: With Augury, you receive an omen from an otherworldly entity about the results of a course of action that you plan to take within the next 30 minutes. I want to see if it'll send us a sign as how well this hiding... theory, or our hiding plan will work.

Griffin: Okay. My answers, I believe, are weal or woe. [titters] If I'm not mistaken?

Clint: Yeah, weal, woe. Weal and woe, or indifference.

Travis: And wagon wheel.

Griffin: [chuckles] I will say for you, specifically, Hellgrammite, I think you feel—I think you feel weal. I think you're keeping it weal right now. You... are sharing this kind of like psychic link with everyone, and so they can kind of feel you poking around in this kind of like divine... you know—

Travis: Thought space.

Griffin: Source of information, this thought space. And so for you, it's like fully weal. And for Lorovith and Scorpo, same deal. Rictus, I think for you it is weal and woe, because I think you've pieced together that if this works and you hide, the result of this is going to be the other two teams are probably just gonna turn on Hasty Jane's team, the Christmas tree.

Travis: Yeah, and that'll be a bummer for sure.

Griffin: Yeah. But the alternative is, you all... you know, get caught and die.

Travis: Mm-hm. Yup, yup, yup, yup, yup.

Griffin: Okay, that is your action. We move on next to the Christmas tree. I want you to roll a D4 for me, Rictus. This is representing sort of your friendship with Hasty Jane. If you get a four on this roll, it's 25 percent chance she will—she will sort of interfere in the plan that was concocted by her teammates.

[sound of dice thrown]

Travis: That's a two, Griffin.

Griffin: Yeah, no, so... You all see the Christmas tree run over to the observation deck, and tries looking around for you. It'll roll a perception check... Okay, that is an 11, which is under the 13 stealth roll that you made earlier. So, you see the Christmas tree kind of like poking around, trying to locate you, to no avail. You can hear Hastey Jane clearer now, Rictus. You hear her say:

Hastey Jane: Rictus! Okay, whatever you're doing, keep doing it. Stay hidden, but like, what's the—what's the plan? Because if we don't team up on you, they're gonna team up on us. So like, what's the plan?

Travis: Can she hear me?

Griffin: Yup.

Travis: If I give the chance—

Rictus: If I give the chance, we'll attack one of them first, and not you.

Hastey Jane: Okay. Why did you tell them that you were not gonna team up with them? Why wouldn't you just say that you were going to and then not? And then we could like trick 'em?

Rictus: Oh, they're assholes, and I got kind of blinded by that, I guess.

Griffin: You hear another voice like pop in say and say:

Dr. Legume: Who are you talking to, Hasty Jane?

Griffin: You hear the voice of Dr. Legume.

Clint: [titters]

Griffin: [titters]

Clint: "My flexible friend."

Dr. Legume: How could you? You know how I feel about the Bug Man.

Griffin: That is going to be it for the Christmas tree. No, you know what? The Christmas tree flexes its lights, and starts shining its lights throughout the wood to try and help the other two locate you. Next up is the Titanic. The Titanic, you see, sails over right to the edge of the lake, on the edge of the forest where you all are hiding. And... is going to start pumping smog out of one of its smokestacks.

This layer of smog starts to roll low, clinging to the ground over the... you know, under the forest canopy, basically settling right on top of where you all have taken this swamp form. Let's get Lorovith, roll a constitution saving throw. That's a plus five, if you click on the initiative order, Swamp Thing, you can see all the rolls there and make them yourselves, if you would like to. Do you guys see the—

Travis: So how—

Griffin: The character sheet for Sewer Thing?

Travis: Yeah, I got it.

Clint: Okay.

Justin: Oh, there we go.

Travis: And did you use the advantage on its initiative roll, Griffin?

Griffin: Does it have advantage on its initiative roll?

Travis: Unexpected Appearance. It says, "The Sewer Thing is motionless at the start of combat, and has advantage on—"

Griffin: I mean, he was first in the order—

Travis: Yeah.

Griffin: Anyway. I did forget it, but yes, thank you. Okay, so, constitution save, Swamp Thing has a plus five. Lorovith, can you roll your D20 here... trying to beat a 15.

[sound of dice thrown]

Justin: I rolled a 19.

Griffin: Perfect, amazing.

Justin: Fantastic.

Griffin: This smog, this like dark, putrid, green smog, as it rolls over the—your sort of stagnant swamp form on the ground, you could tell that the Titanic team was trying to smoke you all out. They did not know, you know, that you are a—that you're a Swamp Thing. Even if this—if you had failed that roll, you are immune to poison.

So, this attack would not have done anything to you. And you hear another sort of like angry horn resounding. Next in the order is the house Elemental. It is going to climb over the Ziggurat, and standing atop the Ziggurat, is just going to try and spot you all in the—in the woods, where you are hiding. That is going to be a...

Travis: It has to be an 18 intelligence check. An 18 investigation check to discern that the Sewer Thing is animate.

Griffin: Oh, yes. So that's another aspect of Unexpected Appearance. That's rad. Yes, okay, so with an 18 intelligence investigation check, let me just... I can actually roll that directly from... the guy. Roll... Nope, that is an 11. Again, this house has started to look for you all, and it doesn't seem to be finding much purchase.

You can hear some chatter happening like over this psychic air wave, but he is pretty far away from you for you to be able to pick it up. He's not aiming it directly at you, sort of as Hasty Jane was doing. But you can tell that specifically the Titanic team and the House team are starting to really

second guess this plan that they had concocted to team up with the, you know, Hasty Jane's team, to take you all out first. Next in the order, it's back to Swamp Thing.

Travis: I mean, we still haven't been spotted.

Griffin: That is a good point.

Justin: Maybe we could do a little—can we do a little... inside out sort of discussion here?

Clint: Yeah. I would think?

Griffin: Yeah, for sure.

Clint: Hm.

Lorovith: I think this would be a more... if we were to sort of covertly snatch one up, like a... to truly instill some fear and confusion, rather than wait for them to approach. This is a great moment.

Rictus: Okay, but counterpoint, if we take out the weakest one first and blow the advantage of surprise, why not save that to take out one of the stronger ones?

Hellgrammite: Is there a chance we're the weakest one?

Rictus: No way, man, they have no idea where we are.

Hellgrammite: Oh, right. Right, right, right, right, right.

Rictus: We draw them into our forest. We're on our home field turf.

Lorovith: Hm... Yes, but they will have the advantage if they begin the attack.

Hellgrammite: They haven't sensed us yet, right?

Griffin: Yeah, nobody has—nobody—they didn't know what you look like, right? They are all operating at a disadvantage. From their perspective, the walls dropped, and you guys were just gone. And all of their attempts to find you so far have been unsuccessful.

Justin: What I want is, if they—here's what I'm trying to get to.

Griffin: Yeah?

Justin: If one of them hoves close enough, I'd love to like snatch one of 'em up. Like really, really kick things off a little bit, get things a little—get people a little freaked out.

Griffin: Here's what I'm gonna say, Lorovith, you were next in the initiative order. You are—it is technically your—

Justin: Is there anyone near the—who's near the hand of the—or no.
[titters] Who's near the—yeah, who's near the hand?

Griffin: Who is near the hand of the Swamp Thing?

Justin: Yeah, can I do like a luck roll or something? Is there—is there anything nearby—

Griffin: No. I mean, we look—if you look at the map, you can see the Christmas tree team was standing sort of like right on the observation deck, looking for you all.

Justin: Okay.

Griffin: And so, sort of to scale, they are—

Justin: Has anyone wandered into the swamps yet?

Griffin: No.

Justin: Into the forest?

Griffin: Not quite.

Justin: Okay, that's what I am—would like to delay action, until someone has decided to do that.

Griffin: Okay.

Justin: So maybe... while I have the initiative—

Griffin: Yeah?

Justin: I'd just like to give a cheeky little shake of the trees with our foot.

Griffin: Okay.

Justin: Just a cheeky little tree shake, to see if I can get the Christmas tree's attention.

Griffin: Okay, that's very, very good. Give me a... slight of—

Clint: Sneaky little snake!

Griffin: Sleight of hand, right? You're trying to like—

Justin: Slide a foot.

Griffin: Slight of—[titters] slight of slime.

Justin: [chuckles]

Griffin: Yeah, give me that—give me a sleight of hand check. You can either—

[sound of dice thrown]

Justin: This is great. I'm perfectly positioned to do this with my negative two, from my five, which is three.

Griffin: Okay. Yeah. I mean, with a three, immediately, the Christmas tree, which was standing like right over you all in the observation deck, like sees you all. And they are actually next in the order. So, I think a result of your failing roll here is, you're kind of gonna get exactly what you wanted, as the Christmas tree is going to leap down. Actually, D4 roll for me, Rictus.

Travis: Uh-huh. [sings] D4.

Griffin: Looking for a four.

[sound of dice thrown]

Travis: It's a three, Griffin.

Griffin: Nope! Hastey Jane is unable to wrest control. And so the Christmas tree leaps down, and its two big trunks sort of splat down right next to the swamp. And you can see it's sort of garland tendrils begin to whip back for an attack. However, you did prepare this exact action, Swamp Thing/Justin. So, what do you want to—

Justin: Yes.

Griffin: What do you want to do?

Justin: How big is it? Talk to me a little bit about scale.

Griffin: Yeah. Talking about like 25, 30 feet. These things are—if you look at the character sheet, sort of, for Sewer Thing, which is what I have based this Swamp Thing off of, you can see that it is huge, in the terminology of DnD. You can also see sort of like the other stuff that it is capable of.

Justin: This guy's wandered in and this is—we are never gonna have a better moment to pound the ever-loving shit out of this thing. Like this is—we're not gonna be able to do better than this, right?

Travis: Yeah, we could engulf it?

Justin: I think that—that's what—I want to pounce, and just engulf it with our swampy mass.

Griffin: That is amazing. So, Sewer Thing, there's a few things that are going to be working for it here. If the Sewer Thing attacks a creature, it can make one additional tendril lash attack as part of its multi-attack action. So, Sewer Thing multi-attacks. You're going to make two attacks, and then a free tendril lash. And then also, you can use engulf as part of this action. So, you are—you are indeed going to—this is what Sewer Things do, is they hide, and then if you step on them, they fuck you up really, really fast. So, this is—this is doing exactly sort of what God intended. So, let's get our first multi-attack roll here.

Justin: It's also, and this is the worst part that is tough, it's like, we are not acting in a legally distinct way from the Marvel character Swamp Thing.
[chuckles]

Griffin: [chuckles] That's fair. So, this—

Justin: [chuckles] This is very Swamp Thing coded actions we're taking here.

Griffin: We are going to do plus eight on this roll, melee attack roll.

Clint: On the Christmas tree?

Griffin: Against the Christmas tree, yes.

Clint: Okay.

Griffin: Tying to beat a DC 17.

Justin: Okay.

Griffin: Or AC 17.

Justin: I'm just rolling still the D20, right?

Griffin: Yes.

Justin: And you're doing the math?

Griffin: D20 plus eight.

[sound of dice thrown]

Justin: I rolled a 14.

Griffin: Yup! That is going to hit. So, that is going to do 2d8 plus five bludgeoning damage, and grapple onto the Christmas tree.

Justin: Okay, that is...

[sound of dice thrown]

Justin: Eight plus five, 13.

Griffin: Okay.

Justin: 13. And then what was the other one?

Griffin: Do it—do it again, you get two sort of—you actually get three attacks and an engulf on your first turn here. So, just another D20 plus eight.

[sound of dice thrown]

Justin: Oh, that's a one.

Griffin: Okay, that second tendril the Christmas tree like knows to get out of the way of, and then it sort of like stands resolute, preparing to continue its attack that it had ready, not knowing that you still have quite a bit of stuff left. So, you can use your bonus ambush tendril lash here. So, one more D20 plus eight. You've already got it grappled...

[sound of dice thrown]

Justin: 15.

Griffin: 15, yeah, that is going to absolutely hit, so... another 2d8 plus five.

[sound of dice thrown]

Justin: Got three plus six, nine, plus five, 14.

Griffin: Okay. We're in kind of like kaiju battle mode, so the hit points on these Elementals is quite a bit higher than your own sort of squishy wizards. Okay, and then finally, engulf. You have grappled, successfully, the Christmas tree. This grapple ends, the target has the blinded and restrained conditions, is suffocating, and is subjected to... the following effect at the start of this—the—your turn:

A DC 16 save throw, or else they take a fuck load of damage. Also, if you move, the target moves with you. And you can have up to four creatures engulfed at a time. And I think... I don't know if that would count, since this is four sort of like people piloting a big—this is four kids in a trench coat, but...

Justin: Right. I feel like one of these is a fair... Like, if I can only do four, I feel like one of these guys is—

Travis: Yeah, they're pretty big.

Justin: A fair limit. [titters]

Griffin: Yeah. Okay, so, they are restrained, right? They have zero speed. They have—they are going to attack you. They are going to have disadvantage on the attack roll. They are also blinded. So, I mean, this is... is double disadvantage a thing?

Travis: Well, you also have the chance—fair play. You can try to make an escape roll with a DC 16 athletics check.

Griffin: Yes, okay. Yeah, I mean, I think... Christmas tree gets a multi-attack too. I'm gonna do one attack against you all with disadvantage and then try to free from this prison. Okay, that is a... Wow, double 11s, so... plus four, a 15, with the disadvantage. Which is not enough to hit Swamp Thing's AC. And then is gonna try and escape, with a... trying to hit a 16 here...

That is a nine, no, okay. So, what just happened is Christmas tree saw the leaves shaking. Saw the forest, you know, trees shaking where you very unsubtly kicked one of the trees and hopped down. And instantly, as soon as its feet touched the ground, you just went berserk and attacked it a bunch of times. And then swallowed it... you know, the whole trunk, certainly. And you know, maybe the top half of the actual piney bit of the tree.

And as it tried to attack you with the tendrils, some of it were—you know, they were already submerged, and that was not effective. And then the tree itself tried to wiggle out of the grasp of the swamp, and also did not work. You hear Hasty Jane's voice come through, kind of staticky now, as Dr. Legume sort of picked up on your guys' secret back channel. You hear her say:

Hasty **Jane:** Wait, what are you... are you all in this... are you this one...

Griffin: And can't quite hear anything other than that. Next is—

Rictus: Hey, Haste Jane, it's me, it's your boy, Rictus. We're just kind of playing the hand we're dealt and, you know, it's not over yet, and just gotta... keep on keepin' on! Doing our best, sorry! Sorry.

Griffin: Okay, next in the order is the Titanic. Now that this... you know, now that you've revealed yourself, I think the time for stealth is over. And the Titanic is going to dick—p... [titters]

Justin: What?

Griffin: The Titanic is going to dip down into the lake, and then...

Justin: [titters]

Griffin: Launch into the air, and come crashing down on top of the two teams that have now sort of merged into one big, gooey tree.

Justin: So, Griffin, you did accidentally say—

Griffin: I said dick. I just said dick.

Travis: It's gonna dick down!

Justin: So, I'm waiting for you to finish the thought.

Griffin: Yeah.

Justin: Which I think is—

Griffin: And I appreciate that, man!

Justin: A real mark of growth. [chuckles]

Griffin: Yeah.

Justin: But I do want to say that if the Titanic was going to verb a lake, I don't think you're incorrect in saying the Titanic would be fucking down.

Griffin: Titanic would fuck a lake down, for sure.

Travis: I mean, let's look at the Titanic as a symbol in and of itself, right?

Griffin: Yeah, it's not a freshwater vessel!

Travis: But it is also—

Justin: Well, no what Travis is talking about, this is a phallic extension, we can agree.

Travis: Thank you.

Justin: Right? Yes, the... 'course, the biggest one, the strongest one—

Griffin: Never—

Travis: Yes!

Griffin: It's never quite like this—

Travis: The unsinkable dick!

Justin: At the first challenge—[chuckles] at the first bit of rigidity, it shatters!

Griffin: Yeah.

Travis: Yeah.

Justin: Because it refuses to change its path!

Griffin: True to form.

Justin: Okay, so the Titanic is quite accurately fucking down into the lake.
[chuckles]

Griffin: Okay, make—Hellgrammite, we'll have you do this one, a dexterity saving throw. That's just a plus one. And you're trying to beat a 15 here.

Clint: Okay.

[sound of dice thrown]

Clint: Well, how about a dirty 20?!

Griffin: Wow, yeah, a dirty 20 is gonna do it. The Christmas tree... rolled a nat one.

Travis: But it moves with us.

Griffin: It does move with you... Yeah, that's a good point. How about this? I leave it up to you, Rictus, because technically, you would be next in the order. Do you take it with you? You can save the Christmas tree from this attack—

Travis: Hundred percent.

Griffin: If you want to. Okay.

Travis: Hundred percent.

Griffin: Awesome. Then with the dex save of this—of the Swamp Thing, you sort of goosh to the side, flooding around the Mage's Tower, getting out of the way of this attack, as the Titanic beaches itself, coming smashing down onto the forest. When that happens, you hear Dr. Legume's voice.

Dr. Legume: What are you doing? Why did you save us?

Rictus: Because I made a promise, and if I can keep it without also getting fucked over, then I'm gonna do that.

Dr. Legume: [sighs] Hah... But Hellgrammite's in there with you, right?

Rictus: Yeah, he's not that bad, really.

Hellgrammite: Hello.

Rictus: Yeah.

Dr. Legume: He got me—he got me thrown out of a big tower, and it was really scary.

Rictus: Yeah, but would you have done that to him if you needed to?

Dr. Legume: I'll never know.

Rictus: Yeah, you do. Come on.

Griffin: Give me a persuasion check, Rictus.

Travis: Okay...

[sound of dice thrown]

Travis: Oh, it got stuck on the side, but it's a five.

Griffin: With a five—

Travis: Please?

Griffin: With a five, you can tell that—

Travis: Pretty please?

Griffin: You can tell just from sort of like his tone of voice, Dr. Legume is sort of... has come around. And maybe also because you have just, you know, fucked up this Christmas tree pretty bad—[chuckles] now an alliance with you guys actually seems not so bad of an idea. What was that, Juice?

Justin: I'm thinking. [chuckles] Hold on.

Griffin: I mean, I guess, on that note, if you wanted to sort of flex a different—if you want to roll an intimidation—

Justin: This is what I'm considering.

Griffin: Yeah, right.

Justin: No, I—you know, I... I think a pivot in strategy sounds good to me, because we're not, I don't feel like, going to be able to do the same trick. Unless, maybe...

Griffin: Hm?

Justin: The tree can lure some haters back here. You know?

Griffin: Yeah.

Justin: "I heard about this great web. The spider is really nice."

Griffin: Yeah.

Justin: "Come on over, he's got ice."

Griffin: Yes, great, he—that's the saying from—

Justin: Cream.

Griffin: Old Mother Goose's nursery rhyme.

Justin: I didn't—cream. Ice cream.

Griffin: So, yeah, if you leave it here, the Christmas tree, you're gonna have two out of the four members of that team sort of working on your side. You see now that everything is kind of like congregated together. The house comes smashing down, barging in, and... Swamp Thing, it is going to throw open its front door. And from it, a... just a buckshot spread of furnishings comes launching out in your direction. Rictus, roll—actually, you rolled the last one. Lorovith, roll that dex save for me. It's plus one. Trying to beat a... a 15.

Justin: Hm...

[sound of dice thrown]

Justin: Oh, wow, I got 18! Minus two, 16.

Griffin: Jeez, guys, these saves are incredible!

Justin: Yeah.

Griffin: You... you know I had—you absorb it, this just, this... you know, huge cloud of end tables and dining room chairs and a credenza comes flying out. It just kind of lands in the swamp, and you all absorb it, and it sort of

like dissolves harmlessly. And that brings us to the top of the order, which is Swamp Thing. All the teams are kind of gathered together here now, right? You are all standing in the swamp. You have the Christmas tree, you know, almost fully submerged in your grasp, although two of its members have sort of suggested that they would, you know, work with you.

Justin: Who had tree partnered with? Who was tree—

Griffin: Tree was gonna team up with Titanic and house to fuck you guys up. But—

Travis: Because the other three members overruled Haste Jane.

Griffin: Yes, exactly.

Travis: I'm going to through—it's my turn, right, to control?

Griffin: It is Rictus, yes.

Justin: Do we still have—can I just clarify something before Rictus—do we still have Christmas tree physically restrained?

Griffin: Yes, absolutely, you do.

Justin: Okay, thank you.

Travis: Oh, so they need to... do some saving throws.

Griffin: Yes, you're right. Thank you, Travis. That is going to be a DC 16 that they need to roll. A constitution save, so... Christmas tree, con save, plus four... That is a 15, which is not sufficient. So they are going to take, Trav, why don't you roll it, 2d10 poison damage and 2d10 acid damage. So just 4d10.

Travis: Yeah, just four...

Griffin: 4d10 damage here.

[sound of dice thrown]

Travis: Ooh, boyzie.

Griffin: Holy fucking shit, dude! Eight, ten, eight, nine. 35 points of damage.

Justin: Oopsies!

Griffin: Yowza, okay. A 35... is crazy. [titters]

Justin: Like as we were standing up, we stepped on their brain or something. [chuckles]

Griffin: Yeah.

Justin: It was very uncouth.

Griffin: They all—

Travis: Oh, no! My fontanelle never closed.

Justin: [laughs]

Clint: [chuckles]

Griffin: They are just bloodied. So like, entire branches and boughs and pine needles are like sloughing off of it, into the swamp. And you can hear a sort of like psychic yelp coming from the four members of the—of that team.

Rictus: Okay, listen, sorry about that, but if everybody agrees to be cool and work with us, I can help and let you go.

Griffin: You tell me what roll this is. You tell me. Is this persuasion? Is this deception? Is it—

Travis: No, it feels like... it feels like—

Griffin: Intimidation?

Travis: Persuasion with advantage, Griffin, because we did just hurt him real bad.

Griffin: I would give you intimidation with advantage? Because—

Travis: Okay, yeah, yeah, yeah.

Griffin: Persuasion is not something you would get advantage on after—

Travis: Okay, yeah. Then I'll take intimidation with advantage.

Griffin: Okay.

[sound of dice thrown]

Travis: So, 17 plus one, 18.

[sound of dice thrown]

Travis: And a 14 plus one, 15. So 18.

Griffin: You hear a voice say:

Burger Man: Burger Man here! So you're saying you'll let us go and we'll work together?

Rictus: Yeah.

Burger Man: Really?

Rictus: Yes.

Griffin: You can feel the tree that you all have restrained kind of go limp a little bit. It stops sort of flailing about, and waits to see what you do.

Travis: Okay, I release them.

Griffin: Okay?

Travis: Voluntarily. And cast Wither and Bloom.

Griffin: Okay. Wither and Bloom, what level are you casting Wither and Bloom at?

Travis: I'm casting it at a second level.

Griffin: Okay.

Travis: That's the only level I can cast it at.

Griffin: I'm assuming you are trying to... this is like an AoE situation.

Travis: Yeah, I'm hitting the house and Titanic, and triggering the heal on the tree.

Griffin: Yeah, you all have not been hurt at all yet.

Travis: Yeah.

Griffin: Okay, so, what do they need to roll?

Travis: They need to roll a DC 13 constitution saving throw.

Griffin: Okay. I'll go ahead and tell you right now, Titanic is gonna hit this roll. [titters]

Justin: Can... can I clarify something? Are we privy to the communications that he has had with Hasty Jane? Like, have we been hearing those because we're also in his brain? Are we like connected? Like we know what the—

Griffin: Yes, I don't think the—

Justin: It would be weird if we don't know what the tree has done—

Griffin: Yes, for sure, for sure.

Justin: It would be weird for us to be—not be fighting them.

Griffin: You are—you are privy to that, for sure. Okay, so Titanic gets a dirty 20.

Travis: Hm...

Griffin: House only gets an eight. So, house is going to take some damage here.

Travis: They're both going to take damage.

Griffin: Oh? But—

Travis: Yeah, Titanic is going to take half damage.

Griffin: Okay.

Travis: What is it? 2d6...

[sound of dice thrown]

Travis: So, house is going to take ten, Titanic is going to take five.

Griffin: Okay.

Travis: And then tree is going to heal a hit dice, whatever that is.

Griffin: Okay... House takes ten, you say? Okay.

Travis: Correct.

Griffin: The house, you can see like some of the stucco on the sides of it, some of like the wood paneled walls start to kind of like creak and peel off a little bit. I think now that you have dealt some damage to everybody here, you can kind of like, tell that the Titanic is clearly outclassing sort of

everyone here in terms of sturdiness of their Elemental. But the house and Christmas tree do appear to be like quite a bit more vulnerable.

More vulnerable, you would say, even than the Swamp Thing in which you currently inhabit. The Christmas tree is going to heal for 12 points of damage, bringing them back up to... out of bloodied range. Okay, you spew out the Christmas tree. It lands in this sort of like healing field that you have created.

You see the house kind of like take a big step backwards, as you hit with the spell. The Christmas tree stands up next to your swamp. Have you all deformed—have you all like taken back the form of Swamp Thing? Or are you remain—I guess this is a question for you, Rictus, because it's—technically your turn hasn't ended. Or have you kind of like taken back your elemental form?

Travis: I would say we're back.

Griffin: Okay!

Travis: To swamp—we're like—because we... it wouldn't make sense. They know where we are now, we can't—

Griffin: Yes, absolutely, they know where you are now. So, then the scene is—

Travis: And when I cast it, Griffin, just a little flavor, some flowers bloom on his shoulder, on Swamp Thing's shoulders too, so...

Griffin: Aw. That's—

Travis: Yeah, it's cool.

Griffin: That's very cool. Then... what it is then is the flowers appear on the surface of this like flat bog that had just consumed the Christmas tree, that it spits out. And then, as the Christmas tree is healed and restored, and sort of like plants its trunks next to the swamp, kind of squaring off against the house and the Titanic that it had previously aligned with, those flowers rise

up as the Swamp Thing sort of reappears from the muck and takes its form, standing next to the Christmas tree in a sort of dramatic two versus two pose. And you hear the voice of The Gentleman sort of telepathically ring through your minds. And he says...

The Gentleman: Well now, it seems we've got a fair fight on our hands.

[The Adventure Zone Royale theme music plays]

Maximum Fun.

A worker-owned network...

Of artists-owned shows...

Supported directly by you.