

## **The Adventure Zone Royale: Episode 15**

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

**Set:** I will be administering the trial of transmutation. The trial shall end when four of you have been eliminated. Now, you may not make armed attacks against one another, nor may you directly target each other with your suite of spells. You must find more inventive methods of defeating your rivals.

**Lorovith:** I assure you, no harm is coming to Doober Sweetleaf!

**Rhyme:** Defeat the Goliath, I will happily give you whatever prize we may earn.

**Hellgrammite:** Oh...

**Rictus:** Like who your—who's the target for you?

**Scorpo:** Hellgrammite cannot win the Conclave.

[The Adventure Zone Royale theme music plays]

**Griffin:** Welcome back, everybody, to TAZ Royale! We're neck-deep in the Trial of Transmutation, where our brave Aspirant wizards are trying to climb an infinitely descending spiral staircase, in an attempt to not go into eel-infested waters. The trial will end when four wizards have fallen, so far, only one has gone down. Everyone's favorite Build A Bear factory reject, Snug Jaw, was murdered in cold blood. I think by just—I think by Lorovith? I think Lorovith did that one?

**Clint:** Yeah!

**Griffin:** Yeah.

**Justin:** That sounds right to me.

**Clint:** [chuckles]

**Griffin:** Klaxon, the sort of automaton, was gravely injured in the last episode. But so far, that is—that is the results of the trial so far. We are at the top of the order, to Rictus Ravenwood. Rictus, sittin' pretty, step number 15, halfway up the tower—

**Travis:** Yeah, classic step.

**Griffin:** Classic step. We *love* step 15. To remind you, there are these glyphs in alcoves all around the central pillar where these spiral stairs are descending around. And that's the business. Rictus, with your move action, you can move up six steps... or do whatever the hell you want, man, it's your game.

**Travis:** I'm gonna run up to step 20.

**Griffin:** Okay?

**Travis:** *Boop-boop-boop-boop*. And cast Unseen Servant.

**Griffin:** When you said "boop-boop-boop-boop," was that you moving your character? Because I didn't actually see it—

**Travis:** In my mind. I was moving it in my mind. I thought you would do it for me.

**Griffin:** Okay.

**Travis:** I made the noise?

**Griffin:** Okay, you are casting Unseen Servant. That's a new one for you. What is—what is—what does that do?

**Travis:** Well, Griffin, it makes a servant.

**Griffin:** Okay?

**Travis:** That is invisible.

**Griffin:** Great.

**Travis:** Creates an invisible, mindless, shapeless force that performs simple task at my command until the spell ends.

**Griffin:** Okay.

**Travis:** I can, on my turn, as a bonus action, mentally command the servant to move up to 15 feet and interact with an object. It can perform simple tasks that a human servant could do.

**Griffin:** Okay. Is this a sort of delayed action that you're waiting to deploy, or do you want to go ahead and tell me sort of what you're—

**Travis:** No, he's just hanging out with me.

**Griffin:** Okay, on step one?

**Travis:** Because that's my action, to make him.

**Griffin:** Okay, let me—let me make a little—I'll put a little token down for an Unseen Servant.

**Travis:** Beauregard.

**Griffin:** Beauregard is his name?

**Travis:** Yes.

**Griffin:** Okay, cool.

**Travis:** B-E-A-U—

**Griffin:** Too late, I already did it fast. So, you have created an Unseen Servant. That is your action. Is that it for your turn? I believe you have one more step, if you want to go up to 21?

**Travis:** No...

**Griffin:** But I'm not going to tell you your business.

**Travis:** No, I want to stay here where I can like see everybody and... I guess I could see him from 21 just as clearly.

**Griffin:** Okay. Great.

**Travis:** Yeah, I'm gonna stay at 20. Is it possible to kind of squeeze against the wall, the inner wall?

**Griffin:** Sure, there's a—you—step 20 has an alcove on it, you can sort of press up against it. Beauregard is your—

**Travis:** Just to make it a little tougher for somebody to shove me.

**Griffin:** Yeah, absolutely! I mean, there's nobody else on this step except Beauregard, so you can trade places with him.

**Travis:** And I trust him with my life!

**Griffin:** Absolutely, it would be crazy if your Unseen Servant tried to kill you. Next in the order is Scorpo. Scorpo is going to... move up to step 12, where the Spider is clinging to the wall. He is going to try and pull him down... but he is unsuccessful. He tries pulling down the Spider, but the Spider is too sticky. He says:

**The Spider:** Hey, stop it, man!

**Griffin:** Scorpo is going to then move up two more steps. Next in the order, is Klaxon. Klaxon is going to climb. He is at half speed, because his legs were more or less destroyed.

**Travis:** Because he's a remnant.

**Griffin:** He is sort of a—he is a remnant. He's gonna climb up three steps here. He is going to try and grapple with Rhyme, the icy wizard.

**Clint:** Has the trap already been sprung on that step?

**Griffin:** The trap that was set was on 10. Lorovith very nimbly evaded that trap, so that has been activated. You see step 10 has reformed in front of you.

**Clint:** Oh, okay, I was wondering about the red exclamation point on there.

**Griffin:** The red exclamation point is like the glyph where you use to activate the—

**Clint:** Okay.

**Griffin:** The traps and set it where you want to set it. Klaxon is also unable to tangle up Rhyme. Yeah, Rhyme's going to move up two steps. Klaxon is going to take an opportunity on our melee attack here against him. Another unsuccessful roll. Okay, so, he reaches the same step as the two of you, Hellgrammite and Lorovith. And Lorovith, he, since you are standing on the sort of edge of the step, he is going to put all of his might into trying to shove you off the steps. As he comes near you, you hear a piercing wail. What is the sound of the alarm again, Hellgrammite? You said it.

**Clint:** *Woo-oo! Woo-oo! Woo-oo!*

**Griffin:** Great, great, great. Excellent, excellent. So, you—I'll give you advantage on this check, since you definitely saw him coming. You are going to contest his athletics check, with either your athletics or acrobatics check.

**Clint:** I better go with acrobatics.

**Griffin:** He's pushing Lorovith, not you, Hellgrammite.

**Clint:** Oh, right! Gotcha.

**Justin:** Athletics!

**Griffin:** That's a 13 that he got total.

[sound of dice thrown]

**Justin:** Son of a gun, I got seven plus three, 10.

**Griffin:** You have advantage, because of the alarm that was set on your back.

**Justin:** One more time, come on...

[sound of dice thrown]

**Justin:** 19 plus three, 22.

**Clint:** Yeah!

**Griffin:** Yeah. It's genuinely, you know, Batman punching Superman, and there being absolutely no reaction to it whatsoever. He just, Rhyme puts their hands on you and tries to push, and just absolutely no purchase is found whatsoever.

**Travis:** Dad saved your life, Justin!

**Justin:** Thanks—well, no, Hellgrammite did—

**Travis:** Yeah, you got advantage—well, Hellgrammite—

**Justin:** Hellgrammite.

**Travis:** Yeah, that's true, we gotta keep it separate, or we're gonna be in Mazes and Monsters territory.

**Justin:** Thank you.

**Griffin:** True. With that, Rhyme is going to try and use the rest of their move. You can make an opportunity attack, if you would like. I guess both of you could, since you're in the same space, if that is how you want to use your reaction. Or you can just let Rhyme go, up to you.

**Clint:** I don't think such action should go unpunished. But it's not my turn, so...

**Griffin:** No, but this is your reaction. It's an opportunity attack, so you—either one of you can make an attack as your reaction, not as an action on your turn.

**Justin:** I think it would make more sense for him to act first, if he wanted to react—like if we both have an option here, I think I'm kind of caught off guard. So, if Dad wanted to do something, I think he's been waiting for whatever this is.

**Travis:** Yeah, opportunity attack.

**Clint:** Mm-hm. Shocking Grasp. I'm gonna hit him with Shocking Grasp.

**Griffin:** Well, can you do that with your... Do you have like a thing that lets you do spell attacks as your opportunity attack?

**Justin:** You're asking Dad to be the arbiter of this, Griffin?

**Griffin:** True, true, true.

**Clint:** Yeah, good point.

**Griffin:** I think it's just a, you know, a melee, unarmed melee attack, if you—

**Clint:** It says actions—okay, yeah. Okay, yeah. Okay, I will... you know what? No, I don't have anything like that. Okay, I'm gonna just... grapple with him.

**Griffin:** Okay.

**Clint:** Yeah! I'm gonna grapple with him.

**Griffin:** Great. So, grappling...

**Clint:** Target must succeed on a strength or dexterity, it chooses which, saving throw.

**Griffin:** Okay, and you roll... your melee attack, and that is the number that Rhyme is trying to beat here, is plus two—so, 14.

[sound of dice thrown]

**Clint:** 10. Doesn't do it.

**Griffin:** Plus?

**Clint:** Just plus one.

**Griffin:** Oh, okay. Not quite enough. Rhyme is able to slip through your grasp and continue their march up the stairs.

**Travis:** Well, does Lorovith wanna...

**Clint:** But Hellgrammite gives him such a look!

**Griffin:** I bet!

**Travis:** Ah.

**Justin:** Yeah, I'll kick him in the stomach.

**Griffin:** Oh, Lorovith, okay, you are—

**Clint:** Ooh! [chuckles] Yeah.

**Griffin:** You're just making a melee attack?



**Justin:** Yeah.

**Griffin:** Okay.

**Justin:** Yeah, just one quick old stomach hit.

**Griffin:** Okay.

[sound of dice thrown]

**Justin:** That is a 15.

**Griffin:** That is exactly what you need, yeah. Go ahead and roll damage on your unarmed strike.

[sound of dice thrown]

**Griffin:** Four, okay. Yes, Rhyme is not the sturdiest of foes, and so Rhyme doubles over in pain, takes a step backwards.

**Travis:** Right in the spleen.

**Griffin:** Right in the spleen. You hear Rhyme say:

**Rhyme:** Oh, my spleen!

**Griffin:** Rhyme looks at you, Hellgrammite, pretty furious, because Rhyme thought that you were going to help them with their goal of killing Lorovith.

**Clint:** Mm-hm.

**Griffin:** Seeing that that's not the case, Rhyme is going to run up—already used their action, up to step number 11. Next in the order, gonna move quick through Tommy Falcon. He's got sort of one objective here, and it's just getting as high up as he can. So, he's going to move up 12 steps using a dash action, to step 27.

**Travis:** I wave at him as he goes by.

**Griffin:** He waves at you too. Tommy Falcon has no beef with you, that I can remember.

**Travis:** No, he's poultry.

**Clint:** [laughs]

**Griffin:** That's good stuff, man. That's really good stuff. Randolph is going to pick up sweet little Doober Sweetleaf, and carry him, moving half distance, but bringing his sweet little boy ward up three steps further from the edge. Hippocrates is up next. Okay, Hippocrates moves up two steps, you—does anyone have eyes on him? Rictus, you can kind of see Hippocrates as he stops in, places his hands on one of those trap glyphs, and places down... places a trap down. You obviously can't see where it is, but you know enough to know that there is a trap on the board at this point.

**Travis:** And then he stops his move there?

**Griffin:** Yes, he does. Doober Sweetleaf runs up, he stops by you, Lorovith and Hellgrammite, and says:

**Doober:** Excuse me, would you mind helping out grandpa behind me? He helped me out, but his knees, his sweet knees, they've—

**Lorovith:** Doober, you don't know me very well, but your grandpa is my grandpa.

**Travis:** Mm-hm...

**Lorovith:** Not literally, of course, but I'll care for him as though I was caring for you to a lesser extent—

**Travis:** Oh, okay.

**Lorovith:** That I mean—because if you are in danger, I will abandon your... your papa. [chuckles]

**Travis:** I thought this was the reverse of the TAZ classic "I'm your dad" lie—

**Griffin:** No, yeah—

**Travis:** You know, when it's like, "No, actually, that's my grandpa."

**Justin:** No, no, Trav, it's like a—but Trav, it's like—

**Travis:** The transitive property.

**Justin:** In conversation with that.

**Griffin:** Right.

**Travis:** Yeah.

**Justin:** Like, you know what I mean? It's like, it's aware of that device—

**Travis:** Oh! Yeah, yeah—

**Justin:** And it's like in conversation with it.

**Travis:** Oh my god, Justin, thank you for making space for that.

**Griffin:** He gives your big, thick like ankle a big hug, and then he is going—

**Lorovith:** Nice—

**Travis:** He only comes up to his ankle?!

**Griffin:** He's tiny—he's a little tiny guy.

**Travis:** Geez!

**Griffin:** Doober runs up to step number 13. There is a glyph on the wall there he sees in the shape of a water droplet. He says:

**Doober:** Grandpa, I can drain some of the water for you!

**Griffin:** He puts his hands on it, and with his action, channels some of his... channels some of his magic into it. And then seconds later, you all hear the sound of rushing water, as step number three is overtaken suddenly.

**Travis:** Ah, silly Doober.

**Griffin:** And Doober says:

**Doober:** Shit!

**Clint:** [laughs]

**Griffin:** As he increases the height of the water. Spider is going to... climb up six, around the edge of the room. Rictus, I mean, he's gonna climb kind of past you, if you wanted to take a swing at the Spider with your opportunity attack, you could do so, or you could—

**Travis:** No, I'll wave at him.

**Griffin:** Okay, cool. He continues on up the spire, up to step 23. And now we are back to Lorovith. You and Hellgrammite on step number eight, water's at three, and you're gonna go down three steps. You are—

**Justin:** Can I see—can you show me my—or no, I have to move it myself, don't I? You're not in control of this. Yeah.

**Griffin:** Right.

**Justin:** See, I'm currently on eight, which will bring me up to... 15.

**Travis:** But what about your step grandpa, on the step?

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

**Lorovith:** All right, Randolph, come along! I'll throw Randolph over my shoulder, and go up as many as I can carrying his old ass.

**Griffin:** Okay, you use one step, dropping back to—

**Justin:** Oh, I can reach him, don't be ridiculous.

**Griffin:** Well...

**Justin:** Don't be a child. [chuckles]

**Griffin:** You use one step—

**Justin:** Don't be a child! I'm on step eight, he's on step seven. I can grab him without using any moves, Griffin!

**Griffin:** Okay, so you do—

**Justin:** You don't have to—

**Griffin:** No, you are going to move to step seven if you want to grab Randolph.

**Travis:** Griffin!

**Griffin:** This is the—

**Travis:** You are being such a child!

**Justin:** Griffin, that sounds so stupid!

**Travis:** You're being such a child about this!

**Clint:** [chuckles]

**Justin:** Why would you—so, can you not attack... you know what I'm saying?

**Travis:** Griffin?

**Justin:** It's within reach?

**Griffin:** Give me a—okay, I'll tell you what, if you want to make a long-ass reach with your long arms, and he'll stretch his long, long grandpa arms towards you, give me a... an athletics check.

**Justin:** Here's what I'll say—here's what I'll say, Griffin.

**Griffin:** Yeah?

**Justin:** Give me—give me an athletics check. If I succeed, no steps, if I fail, it takes two. [chuckles]

**Griffin:** [chuckles] Yeah, I'll grant you that. So, we are looking forward—

**Justin:** Okay.

[sound of dice thrown]

**Justin:** 11. [laughs]

**Travis:** Ha!

**Griffin:** [chuckles] Okay, I'll meet you in the middle. It does take one step. You are—

**Justin:** Okay, good! [chuckles] I just wanted fairness.

**Griffin:** He is slight, he is extremely slight, and you are enormous. I don't think you have any—I don't think this is going to affect your speed. You—

**Justin:** With an 11, I do think I—there's some light bruising, from my grip.

**Griffin:** Yeah, you touch—you have to touch his old butt through his—through his robe, in order to get a good grab on it.

**Justin:** Damn it.

**Griffin:** Okay, so this leaves you with six steps to go up, if you move your full speed.

**Justin:** Yes.

**Griffin:** Okay.

**Justin:** I will head it—so that takes us to, what, 13?

**Griffin:** Up to 13, with Randolph. Are you setting him down here?

**Justin:** Yes, right next to Doober.

**Griffin:** Okay.

**Lorovith:** As promised, little man.

**Griffin:** Doober is teary-cheeked. He thought he had just definitely killed his grandpa by increasing the water level here. And they have a nice—a sweet embrace. That is—

**Lorovith:** Now listen, Doober, in exchange, you have to take care of my good cousin-in-law, Scorpo.

**Justin:** [chuckles] And I pat Scorpo on the shoulder.

**Griffin:** Scorpo looks at you sort of surprised that you feel that way about him, but he—

**Lorovith:** I'm just kidding, Doober, I don't—

**Travis:** [chortles]

**Griffin:** [chuckles] Scorpo looks kind of disappointed. Okay, that is your turn. Hellgrammite, you are up.

**Lorovith:** Fire and ice, Scorpo. Fire and ice. [chuckles] That's me.

**Clint:** Hellgrammite is going to move his whole six.

**Griffin:** Okay. That is going to get you up to 14, next to Scorpo.

**Clint:** Right next to Scorpo. And leans in close to Scorpo, and kind of in a very low tone says:

**Hellgrammite:** Hey, watch out for the old man. I think he's got it in for you. I remember seeing in his room, he has a bug collection, all of our little brothers and sisters on pins—ooh! Watch out for him.

**Griffin:** Give me a deception check, please. You are trying to beat a 12 here, is the insight roll that Scorpo got.

[sound of dice thrown]

**Clint:** Four didn't do it.

**Griffin:** Four does not.

**Clint:** As Hellgrammite's wonderful rolls continue!

**Griffin:** You give me an insight check now, please.

**Clint:** An insight check?

**Griffin:** Yes, sir.

[sound of dice thrown]

**Clint:** Four! Again! Back to back!

**Griffin:** [laughs]

**Travis:** Wow! Consistent! But not accurate!

**Griffin:** Scorpo gives you a look. A look, man. He gives you a *look*, dude! That is that round, and we are going to advance the water level to four. And



everyone's going to move down three steps, so—except for the Spider who is—and Tommy Falcon, who is flying. So, those two are good. Travis, I'll grant this to you, is Beauregard floating? Is he—

**Travis:** He moves with me?

**Griffin:** He moves with you. Okay, so—

**Travis:** Because in order to command him, it's limited, like he can—I can command him to do things 15 feet away from me.

**Griffin:** Yes.

**Travis:** So, I don't think it would make sense for him to not move with me, because then I would be limited with what I could command him to do.

**Griffin:** For sure, I got you. Okay, so... scootin' everyone down here, Randolph, Doober, Lorovith on 10, Rhyme is gonna move down to seven. And Klaxon, poor Klaxon, did not manage to—

**Travis:** Oh!

**Griffin:** Get safe, and he is pulled into the raised water level. I think because of Doober's actions, Klaxon is pulled under the elevated water level. And yes, no, you see him reach up and give like the T2 thumbs up, as his mechanical components are torn bit by bit by these blood-red eels. And then there is nothing but floating machinery in the water, that moments later sinks down out of sight. And with that, a loud horn sounds from way, way, way above the surface of the lake where you all are submerged right now, and the second Aspirant in this trial is defeated. Two more, and you guys have survived it.

[theme music plays]

[ad reads]

**Griffin:** Hey, folks, I hope you're enjoying the episode! Before you get to the rest of it, I did want to tell you about a couple of things. The most

important thing is that this week, we're going to be putting up the Candlenights live show, available video on demand. It's going to be going up on December 19<sup>th</sup>, at 9PM Eastern Time. We're doing sort of like a premiere, where we're going to be sort of in the chat.

The video is of the whole show, and it's a big ol' show, folks. It's a little over two hours long, there's going to be bonus behind the scenes footage. And it'll be available until January 4<sup>th</sup>, if you're not able to make it to this sort of like live premier thing. But it was so much fun, and I think it's going to help you get your holidays kicked off just right.

And best of all, all the benefits from the show will be donated to Harmony House, which seeks to end homelessness in the Huntington area through permanent housing and supportive service programs. You can grab your tickets to get access to the video on demand and come to this live premiere, December 19<sup>th</sup>, at 9PM, at [bit.ly/candlenights2025](https://bit.ly/candlenights2025).

And while you're in that sweet holiday spirit, you can go ahead and grab a 2025 Candlenights poster or Candlenights ornament, designed by Scott Hoch, over at our merch store, over at [mcelroymerch.com](https://mcelroymerch.com). And 10% of all of our merch proceeds this month will be donated to Harmony House as well.

So, get your holiday spirit right, come watch the show. Grab yourself some ornaments and posters and what have you, and that's it. Please enjoy the rest of the episode. We'll be back with a new one in a couple weeks, so I'll talk to you then. Bye!

[break]

**John Hodgeman:** Greetings, I am John Hodgman, co-host and co-creator of the Judge John Hodgman podcast, along with Jesse Thorne, here on the Maximum Fun Network. And I am here with Max Fun member of the month, Keith, who has been a Maximum Fun member since, when, Keith?

**Keith:** Oh, at least three or four years now. I don't recall exactly when I fell prey to the pledge drive, but it got a hold of me, and I have yet to relent.

**John Hodgeman:** Oh, and we shall not ever let go. Now, you join us telephonically from a different country from ours, which is which?

**Keith:** I moved to Vera, Portugal, back in August of this year.

**John Hodgeman:** I hear evening birds chirping behind you. What are the names of those birds?

**Keith:** We do have quite a few spoon bills, and quite a few flamingos as well.

**John Hodgeman:** So, what would you say to the birds around you and the people listening who are considering supporting the show?

**Keith:** You know, it's just nice to have a little bit of investment in the things that I love. Knowing that I'm making sure that those podcasts are still being created makes me feel good.

**John Hodgeman:** We're so pleased to have you be our Maximum Fun member of the month. Thank you very much, Keith, in Portugal, this month's Maximum Fun member of the month. Obrigado.

**Speaker:** Become a Max Fun member now at [maximumfun.org/join](http://maximumfun.org/join).

[break]

**Emily:** I'm Emily Fleming!

**Jordan:** I'm Jordan Morris!

**Matt:** And I'm Matt Lieb!

**Emily:** We are real comedy writers.

**Jordan:** Real friends.

**Matt:** And real cheapskates.

**Jordan:** On every episode of our podcast, Free With Ads, we ask, why pay for expensive streaming services when you can get free movies from apps with weird names?

**Emily:** Each week, we review the freest movies the internet has to offer. Classics like Pride and Prejudice.

**Matt:** Cult classics like Point Break.

**Jordan:** And "holy shit, what did I just watch" classics like Teen Witch.

**Emily:** Tune in every week, as we take a deep dive into the internet's bargain bin.

**Matt:** Every Tuesday, on maximumfun.org, or your favorite pod place.

[theme music plays]

**Griffin:** Next in the order is Rictus Ravenwood.

**Travis:** Excellent. I mentally command Beauregard to go crouch down on all fours behind Hippocrates.

**Griffin:** Okay. So, read me the description one more time of Unseen Servant.

**Travis:** The spell creates an invisible, mindless, shapeless force that performs simple tasks at your command until the spell ends.

**Griffin:** Okay. I need you to roll a dexterity saving throw for me, please, for Beauregard.

[sound of dice thrown]

**Travis:** Nat 20.

**Griffin:** Holy shit. Okay.

**Clint:** Whew!

**Griffin:** He—you watch—can you see Beauregard?

**Travis:** Yeah.

**Griffin:** Okay.

**Travis:** I mean, I know where he is in my mind, do you know what I mean?

**Griffin:** Well then, you see as he takes a step down to 16. And then when he puts a foot on 15, that step suddenly disintegrates into sand, and it does not seem to affect him at all. He walks right past and crouches down behind Hippocrates, like behind—like, you're putting Beauregard between Hippocrates in the edge of the step—

**Travis:** Yes, I am, Griffin.

**Griffin:** Okay. Moments later, after activating the trap, step 15 reforms, transmutes back into regular stone.

**Travis:** So it's safe now, right?

**Griffin:** It is safe now, yes. Is that your action?

**Travis:** That is a bonus action.

**Griffin:** Okay, great.

**Travis:** So now, I'm gonna hop down there and push Hippocrates over Beauregard.

**Griffin:** Okay, I love it.

**Travis:** Classic schoolyard bullying.

**Griffin:** Yeah, man, hell yeah. So, I'll give you advantage here on the shove, and...

**Travis:** It's also so important to know that Hippocrates does not know that Beauregard is there.

**Griffin:** Yeah, absolutely, I think this is—this is a great maneuver. Hippocrates looks surprise—he is wearing this like, you know, plague doctor mask, it's hard to tell his facial reaction. As you sort of retreat back down to his step, I think he realizes very quickly that you are about to move on him. So, he is going to roll an... acrobatics check, to avoid your push here. He gets an 11 total, so you need to beat an 11 with your athletics check. You have advantage on the roll.

**Travis:** Okay.

[sound of dice thrown]

**Clint:** Ah...

**Griffin:** Unfortunately, neither of those rolls are going to do it. Beauregard is still there. You see Hippocrates, as he kind of like takes a step back, as you push him, he bumps into something. But it actually like stops his motion, prevents him from falling over the edge. So, that is your bonus, your action—

**Travis:** Well, damn it, Griffin!

**Griffin:** You still have, let me think, you still have three steps of movement, if you wanted to try and put some space. Hippocrates is definitely gonna take a swing at you.

**Travis:** Well, yeah, he's mad at me now!

**Griffin:** Hell yeah he is, dude.

**Travis:** Yeah, I'm gonna move back up to 17, I guess.

**Griffin:** Okay, he's going to take an opportunity attack on you. [chuckles] Critical failure. Okay—

**Travis:** He trips over Beauregard!

**Griffin:** And you are back—yeah, Beauregard grabs his hand, as he takes a swing towards you and fails to make contact. And you are back to step 17, where you started.

**Travis:** Well... that was pointless. [laughs] We did it, Beauregard! Okay, go on. [chuckles]

**Griffin:** Next in the order is Scorpo. And Scorpo looks at you, Hellgrammite, and says:

**Scorpo:** I'm sorry, Hellgrammite, but... I've seen what you want. I've seen what you'll do with the powers of the Octave. We... we are bugs. We came from bugs.

**Hellgrammite:** Yes.

**Scorpo:** I will not allow you to control us like bugs.

**Griffin:** And he is going to try and shove you over the edge of step number 11.

**Hellgrammite:** Oh!

**Griffin:** That is a 14 that you need to beat on either an athletics or acrobatics save.

**Clint:** Okay, I'm standing still, correct?

**Griffin:** You are.

**Clint:** So, with Chameleon Carapace, shouldn't I have advantage on dexterity checks?

**Griffin:** No, sir. No, that's for—that's for—that's a specific thing. That's like for hiding, when nobody is looking at you and you are you are standing still. This is not a stealth situation, this is a resisting being pushed.

**Clint:** Okay. So what kind of check do I need to make?

**Griffin:** This is an acrobatics check, trying to beat a 14.

**Clint:** Okay, I'm doomed. Here we go!

[sound of dice thrown]

**Clint:** Oh, it's an 18!

**Griffin:** [chuckles] Whoa, man. Okay, hell yes. All right, Scorpo puts his arms on your shoulders. You come at him with your arms and your bonus vestigial arms, and the two of you are kind of grappling on this step. Grave from the stair beneath you is kind of pushing out over the edge, but you plant your—the sort of claws on your insectoid feet, and manage to hang on and push him off of you. However, Scorpo is going to disengage, and he is going to use his move. You are able to take a, let me think, yeah, we're at a new round, so you can use your reaction again, if you would like to take a—take an action against him, an unarmed melee attack action.

**Clint:** Well, I mean, since my rolls have obviously turned around...

**Griffin:** Yeah, man.

**Travis:** Yeah!

**Clint:** Right?

**Griffin:** Yes.

**Travis:** What could go wrong?

**Clint:** What could possibly go wrong? Like a 16?



**Griffin:** Yeah, a 16 absolutely hits. Go ahead and roll damage.

[sound of dice thrown]

**Clint:** That's two.

**Griffin:** Okay, yeah, you're not able to get like a huge blow on Scorpo, he has, you know, this thick Scorpion kind of armor. But you slash at his back with your claws as he takes off, he takes two points of damage here. And he is going to run up the stairs, one, two—one, two, three, four, five, six, next to you, Rictus. And—

**Rictus:** How did it go down there? I couldn't see, is everything cool?

**Travis:** [chuckles]

**Griffin:** He looks at you and says:

**Scorpo:** I failed. I made a move on Hellgrammite, it's—

**Rictus:** What?

**Scorpo:** It's... I think it's over for me.

**Rictus:** Okay.

**Griffin:** Rhyme is up next. Rhyme—

**Rictus:** Hey, this was discussed previously. Can I have your stuff if you die? It needs to be explicitly said, or they won't let me do it.

**Griffin:** He ignores you. [chuckles]

**Travis:** Oh, man!

**Griffin:** That is not his concern right now. Okay, Rhyme is up next. Rhyme is going to move up. Now, there's only enough space on a step for three people. And right now, in order to keep moving up the steps, he would have

to get past the step that has Doober, Randolph and Lorovith on it. So, everyone here I think is able to get an attack on him, for him to get through this space. And so instead, he's gonna cast a spell. You see Rhyme's eyes glow bright blue, and they channel some sort of energy down into their fist, and reaches out and punches the central pillar. As that happens, a trimmer shakes the ground in a 10 foot radius. I'm going to need Lorovith to make a dexterity saving throw, same with Doober and Randolph.

**Clint:** Alarm is still in effect. I don't if that—if that gives Lorovith advantage?

**Griffin:** So, you put it on his back, I don't think for this it's—

[sound of dice thrown]

**Griffin:** Wow, it doesn't matter, you got a nat 20.

**Clint:** Okay.

**Griffin:** Wow, and so did Doober Sweetleaf. That's—

**Travis:** Ah! The dream team!

**Griffin:** Come on, Randolph!

**Justin:** The wind beneath my wings!

**Griffin:** Okay, Randolph got a nine. So... what happens is, Randolph is going to take five points of damage here, as the trimmer sort of shakes him and he falls down and cracks his head on the step.

**Lorovith:** You're embarrassing Doober and I, Randolph!

**Griffin:** [chuckles] Randolph falls prone and...

**Lorovith:** I carried you all the way up here so you fall on your ass!

**Griffin:** In addition, the steps eight, nine and 10 all become difficult terrain, so they are going to take double movement in order to get through. I think

doing that, Rhyme is just going to stay put where they are. And that is Rhyme's turn.

**Lorovith:** You know you are wasting your time with him, Doober? You see this now?

**Doober:** But he's my... he's my—he's sort of my grandpa? Not exactly, but—

**Lorovith:** Yes, but I could—I could use a ward? I could use a Doober around, make me look taller.

**Griffin:** Randolph looks up at you, Lorovith, from the ground, and says:

**Randolph:** Just keep him—keep him safe. Keep him secret. Keep him safe!

**Lorovith:** Sorry, are you telling me where your medicine is, old man? I can't hear very well from all the way up here!

**Griffin:** [chuckles]

**Lorovith:** You see, I'm up here, standing!

**Griffin:** Okay, next up, Tommy Falcon is going to make his way to the top of the stairs, and he is going to place his hands on the glyph. No one is up there close enough to see what happens when he does so. But he channels energy into this glyph on the very top step, step number 30. Next in the order is Randolph, who is going to stand, and he is going to then spend his action, I guess, to dash, losing one step for the difficult terrain here, and make his way up very slowly to step number 14. Hippocrates is up next. Hippocrates—

**Travis:** He's probably forgiven me by now, right?

**Griffin:** Absolutely not. Hippocrates is going to take a couple steps up to step number... yeah, he is just going to move up to step number 16. And he holds up his arms inside of his feathery black cloak, and he is going to...

**Travis:** Give up.

**Griffin:** Oh, well, that targets a creature. Dang, okay. He then brings his hands together, and from his cloak, a line of strong wind 10 feet wide blasts forward. And you and Scorpo are going to need to make a strength saving throw.

**Travis:** Oh, not my strong suit. [chuckles]

**Griffin:** Okay, you are trying to beat an 11.

[sound of dice thrown]

**Travis:** That's a two. That is a two, Griffin.

**Griffin:** Okay. So, Scorpo hangs tight, he buries his scorpion tail down in the ground and he hangs on for dear life. You are pushed away from Hippocrates, over step 18, and you are going to plummet down to step number eight, right behind Rhyme and Doober Sweetleaf and Lorovith. You are going to take 1D10 points of bludgeoning damage, as you fall 10 feet.

**Travis:** Mm-hm, mm-hm, cool.

**Griffin:** You take six points of bludgeoning damage.

**Travis:** Awesome.

**Griffin:** And you land prone on the crumbling steps of stone eight. Doober Sweetleaf is up next. Doober Sweetleaf is going to... run, one, two, three, four, five, six. And is going to... place his hands on the arrow glyph, that no one has quite touched yet. You see him channel energy into it. And with that, you hear *thump-thump* come from above you. Both Tommy Falcon and the Spider succeed on dexterity saving throws, but you hear Tommy Falcon say:

**Tommy Falcon:** My board!

**Griffin:** Tommy Falcon and the Spider have both been pulled down to the ground by a strong gravitational force, negating their flying and climbing

powers respectively. So, the Spider is going to move up a step and place a... invisible trap with his action. Okay, that brings us to Lorovith, you are now up.

**Justin:** Yes.

**Griffin:** You are on step number 10. You have just seen Rictus fall over the edge and land on step eight, prone. You have Rhyme right behind you on step nine, he just tried to take you out with a trimmer.

**Lorovith:** Rictus. do you need me?

**Rictus:** Ow... I think I'm okay. Yeah, oh, fuck...

**Travis:** [chuckles]

**Rictus:** Ow...

**Lorovith:** And Rhyme?

**Rhyme:** What?

**Justin:** And then I hit Rhyme—no, I can't—no. Dang it! I can't—can I use physical attacks?

**Griffin:** Yeah, you can use melee attacks. You just can't use a weapon.

**Justin:** Yeah, okay. I will—

**Lorovith:** And Rhyme!

**Justin:** And when he looks to me, I punch him in his nose.

**Griffin:** Okay?

**Travis:** Ooh?

**Justin:** With my fist!

**Griffin:** Okay, great, make an unarmed melee attack, please.

[sound of dice thrown]

**Justin:** A 15 plus five, 20.

**Griffin:** Fuckin' yeah, absolutely. Roll damage.

**Justin:** It's always four.

**Griffin:** Oh, it's always four?

**Justin:** For the unarmed strike.

**Griffin:** Okay, with that, you punch the mask off of Rhyme. And now you can see that you have—you have broken Rhyme's nose absolutely, blood dripping down their chin.

**Lorovith:** That's how you fight someone!

**Griffin:** Rhyme looks like they are on death's door.

**Justin:** I will... well, I'll go ahead—go ahead and... let me just—oh, good, Griffin!

**Griffin:** Yeah?

**Justin:** I can finally use this! When I hit a large or smaller creature with an attack roll and deal damage to it, you can give it the prone condition.  
[chuckles] Ha!

**Griffin:** Oh, wow, okay.

**Justin:** That's a good time for that?

**Griffin:** That is a great time for that. Okay, Rhyme is knocked prone. So is Rictus. I have to remember who all is prone here. Okay, awesome. Cool.

Rhyme is now laying on this sort of crumbled step that they kind of messed up here, and they are lying on the ground, unable to retaliate if you move away.

**Justin:** I will go two steps down to eight, to help Rictus up.

**Griffin:** Okay, so you did use your attack action—you did use your action already to attack Rhyme. So, an eight action here would be—would be an action that you do not have.

**Justin:** Never mind, then.

**Griffin:** Okay. [chuckles]

**Justin:** Screw 'em, I guess.

**Travis:** Fair enough.

**Justin:** I just think helping should be a free action. That should be a motto of mine. [chuckles]

**Griffin:** That's cool.

**Travis:** [laughs]

**Griffin:** Helping...

**Justin:** [chuckles]

**Griffin:** That's cool, that's like—and it's like important.

**Justin:** Isn't that beautiful?

**Griffin:** It's like an important, beautiful message—

**Justin:** It's like a house rule, it's like a beautiful house rule—[chuckles]

**Griffin:** Yeah.

**Justin:** That we've recently developed, is that helping is always a free action.

**Griffin:** Yeah, I like that.

**Justin:** You know? Because that's beautiful.

**Griffin:** Yeah. That's cool, man, I like that a lot.

**Justin:** Are we going with that—

**Clint:** Hey, kids, remember...

**Justin:** Like, are you stick—are we sticking with that, or how do we feel about that?

**Griffin:** Oh, no, I mean, it can't be the rule of the game, but like as like a motto or like something we could put on a shirt? Like, fuck yeah, dude.

**Justin:** Yeah. Okay, so I'm on step 10. I am gonna go up to step, what, 17? Does that sound all right?

**Griffin:** Yes. Is there anyone that would want to hit you on the—no, man, you're—Lorovith is somehow the sweetheart of this—of this trial so far. Okay, yeah, you can move up to step 17, no one's gonna take a swing at you. And you post up right next to Scorpo. Okay, and then Hellgrammite, you're up next.

**Clint:** How far would I get if I dashed?

**Griffin:** Dashing would use your action, right? So, you would be able to cover 12 steps total.

**Clint:** Okay?

**Griffin:** Assuming no one, you know, took a swing at you or tried to grab you or anything.



**Clint:** Okay.

**Griffin:** There's quite a few dudes in front of you; Randolph, Doober, Hippocrates, Scorpo, Lorovith, Beauregard, the invisible assistant. So, it's up to you.

**Clint:** So, I should have been hitting all of them as they ran past me just now?

**Griffin:** So, you get one reaction, right? You can take one opportunity attack per round.

**Clint:** Okay.

**Griffin:** So you couldn't attack all of them as they ran past, but if you wanted to be like super-duper nasty, I guess so.

**Clint:** Okay. I'm gonna use dash and move 12 steps.

**Griffin:** Okay. One, two, three, four, five, six. At step 17, Scorpo is going to try and grab you. He is going to try and—he's going to use his reaction attack here to try and grapple you, to stop you in your tracks. Okay, so you can try and contest this with acrobatics or athletics.

**Clint:** I'll try acrobatics.

**Griffin:** Okay. He rolls a 15.

[sound of dice thrown]

**Clint:** Nat 20!

**Griffin:** Oh shit, dude!

**Justin:** Wow!

**Griffin:** Okay, yeah.

**Justin:** Some good rolls today.

**Griffin:** You are able to slip through Scorpo's grasp. Lorovith, you clock this, your former teammate, Scorpo, definitely just tried to... to make a move on Hellgrammite—

**Justin:** Unbelievable!

**Griffin:** Hostilities at this point. So you're going to continue—

**Justin:** And Hellgrammite is one of the... he's one of the people I know—

**Hellgrammite:** And like!

**Justin:** You know?

**Travis:** Yeah!

**Griffin:** [chuckles]

**Hellgrammite:** Well, you're one of the best buddies!

**Griffin:** Okay, you're gonna keep moving up?

**Clint:** How much farther do I get?

**Griffin:** I mean, you've only used one move. You have not taken your action.

**Clint:** Yeah, but I dashed. Right?

**Griffin:** So, yes, if you—I'm asking you if you want to... if you want to keep moving, you are going to dash. If you want to take another action here, you know, this can be where you stop—

**Clint:** No, no, I want to keep dashing up to 23, right?

**Griffin:** Okay, well... you're gonna need to make a dexterity saving throw on 20 for me, please.

**Travis:** You can do this, Dad. Or you can't, I don't know.

**Clint:** Dexterity saving?

**Griffin:** Yes, dexterity saving throw for me, please.

[sound of dice thrown]

**Clint:** 10.

**Griffin:** That is... not going to cut it. As you take a step on 20, you gasp, as suddenly the stair, the hard stone stair beneath your feet, turns into sand, and you fall completely through it, falling to the ground and plummeting to plop down prone on step number 10.

**Clint:** Oh, give me a freakin' break!

**Travis:** Yeah, man, it sucks.

**Griffin:** You are going to take five points of bludgeoning damage, and you are prone. It is a bad scene down here on steps eight, nine and 10, where we have Rictus, Rhyme and Hellgrammite, all laying prone on these crumbled steps.

**Travis:** All groaning in a chorus.

**Griffin:** All groaning, writhing, just sort of side by side by side—

**Travis:** "Ow! Ow. Ow!"

**Griffin:** That is going to be—

**Clint:** No, it's not. No, I don't think it is. I have a bonus action.

**Griffin:** Okay?

**Clint:** I'm going to use Misty Step.

**Griffin:** Oh? Awesome. Okay, cool!

**Clint:** And I'll let you interpret it as best you can. Misty Step, briefly surrounded by silvery mist, you teleport up to 30 feet to an unoccupied space you can see. So, how far—

**Griffin:** Okay.

**Clint:** Does that get me?

**Griffin:** Okay, yes, you can Misty Step. So, let me think, you're on a spiral staircase, right? So—

**Clint:** Right.

**Griffin:** I mean, using line of sight where you landed on 10, I think that could get you up to step number 14, which is where Randolph is, just kind of drawing a line—

**Clint:** Okay, I'll take it.

**Griffin:** Of where you could go, seeing through the central pillar, but yeah. Okay, cool, you are still going to be prone when you arrive, but you are able to move yourself up several steps. It is—

**Clint:** So, in other words, if I had had my head out of my ass, I would have stopped at 19.

**Griffin:** Yeah, but there—the trap was hidden, there was no way of knowing.

**Clint:** Oh, okay.

**Griffin:** Right now, there are no traps on the board... Yes, that's true. That is what I would say. I don't—the traps are only placed by the other players, they're not just secret bonus ones—

**Justin:** Dude, you're all of them! We know that! [chuckles]

**Griffin:** So—

**Justin:** You can't—you've gotta stop.

**Griffin:** Here's what happens next. We are going to advance the water level. That's a square, that's not a cone, get the fuck out of there.

**Clint:** [chuckles]

**Griffin:** Stinker. Okay, the water has risen up to overtake step number five. Then everyone is going to move back—

**Travis:** Ah, beans,

**Griffin:** Only as you are moving back, you realize that the stairs are descending in double time, because—

**Travis:** Well, shit, Griffin.

**Griffin:** Of the act taken by Tommy Falcon. So, everyone is going to move back six spaces. That means Rictus—

**Travis:** Ow, ow, ow.

**Griffin:** You are pulled down. I think once you hit step number four, you are floating in the water so that it is not going to continue to pull you back. But Beauregard is down to eight, Hellgrammite prone on eight. The crumbled stairs are gone, they've submerged under the water. Randolph and Hippocrates are down, Scorpo and Lorovith down to 11. And the Spider and Tommy Falcon have been pulled down from their perches, they are going to also be pulled down six steps.

Now, we need to resolve this. You are floating in the eel-infested waters with Rhyme, Rictus, and suddenly, you look over and see Rhyme is assaulted by these blood-red eels. You see a look on Rhyme's unmasked face of pure panic, and it is very quick as they are pulled under. And you see the waters, which are already sort of red from the eels floating around, just a plume of red blood floats to the surface.

**Travis:** Mm-hm.

**Griffin:** And a horn sounds from high above, and then—

**Justin:** Snakes that won't drown.

**Griffin:** Moments later, these snakes—

**Justin:** That's eels.

**Griffin:** That won't drown are going to attack you!

**Justin:** Because I said that?

**Travis:** Yeah.

**Griffin:** No, because he's in the water with all of the eels, and he is prone. Okay—

**Travis:** I have resistance to eels.

**Griffin:** Oh, that's incredible!

**Travis:** Yeah. Because of, I grew up—

**Griffin:** What amazing news.

**Travis:** I grew up sleeping on a bed of eels, so—

**Griffin:** Okay!

**Travis:** It's not that bad.

**Griffin:** They rolled terrible damage. Yeah, two ones and a five, so seven points of damage, as you are attacked by the eels. Looking at your HP here, it does seem like you are bloodied, but not—

**Travis:** Yup.

**Griffin:** Not dead, which is an important distinction. You are no longer prone, because you are floating on the surface of the water, but you are in water, which is going to take double movement for you to move through. But the action is actually yours, Rictus, as we're back to the top of the order. Three Aspirants are down, only one more needs to fall before this trial will be concluded.

**Travis:** So, this means that I'd be looking at—to get to five would be two.

**Griffin:** Correct.

**Travis:** And so then I could get... I could get to nine.

**Griffin:** You could get up to nine with your action.

**Travis:** Okay. Is anybody injured?

**Griffin:** Is anybody injured?

**Travis:** Yeah.

**Griffin:** Hellgrammite is mildly injured, Randolph has taken some damage here, that is about it. I will tell you that if you're thinking of using a healing spell, that is a directly targeted spell and would not—

**Travis:** No, no, no, no, no.

**Griffin:** Oh, you're thinking—

**Travis:** What about—

**Griffin:** Of the other thing, who to—

**Travis:** Yeah.

**Griffin:** Who you could murder. [chuckles]

**Travis:** Yes, correct.

**Griffin:** Sure.

**Travis:** Yes, yes, yes.

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

**Clint:** [chuckles]

**Travis:** So, I can get up to... I just said it, nine, right?

**Griffin:** Right.

**Travis:** Okay, well, I definitely do that.

**Griffin:** Okay?

**Travis:** And then I'm gonna cast Wither and Bloom.

**Griffin:** Okay?

**Travis:** Which is an area of effect attack.

**Griffin:** Yes, you are right.

**Travis:** Centering it on... Hippocrates.

**Griffin:** Okay.

**Travis:** Which I keep wanting to call hippo crates, but I know that's not it.



**Griffin:** So, Wither and Bloom has a 10 foot radius sphere.

**Travis:** Correct.

**Griffin:** I don't think there's a version of this where you only hit Hippocrates, right? 10 feet is going to encompass two stairs.

**Travis:** Actually, you know what then? I'm gonna just keep dashing up.

**Griffin:** Okay, Hippocrates is gonna take a swing at you, as you move past him. Just an unarmed attack roll here. 12 plus one, does 13 beat your AC?

**Travis:** No, thanks to my Mage Armor.

**Griffin:** Oh, very good, very good. Okay, so, you're gonna move up to 15?

**Travis:** Yeah, that's as far as I can go, yeah.

**Griffin:** That is as far as you can go with your action. Okay, great, you— what a comeback. You have managed to get yourself well—

**Travis:** Just happy to be alive, Griffin!

**Griffin:** Yeah, for sure. Okay, next in the order is—

**Travis:** Oh, and as my bonus action, I'm gonna have Beauregard come back up to me.

**Griffin:** Okay.

**Travis:** We've been separated too long.

**Griffin:** You got it. All right, Beauregard, your invisible servant, has moved back up to step 15 with you.

**Travis:** He gives me a back rub. It doesn't heal me at all, but it just feels nice.

**Griffin:** All right. Next in the order is Scorpo, who's going to move his six steps. And he is going to—Rictus, you can see him very clearly as he stops at one of these trap glyphs, and puts down...

**Rictus:** Which stair—hey, which stair are you gonna put it on? I won't tell anybody.

**Griffin:** He says:

**Scorpo:** I can't let Hellgrammite survive this trial, not after I've opened hostilities against him. But I can't put a trap down without catching up Lorovith or someone else, and I don't—ah...

**Griffin:** He is—he is having a crisis of conscience at this moment, because I think he's realizing there's no way for him to do this trap and guarantee that it is going to be Hellgrammite who falls into it.

**Rictus:** Well, can you put it on nine?

**Griffin:** He couldn't do that because there is a—there is a person standing on nine.

**Travis:** Mm-hm.

**Griffin:** And that would be... that would be too bad. Yeah, I don't think he's actually going to do it. I think he is going to stop here on 17, second-guessing his decision here to move, to place the trap down. Next in the order is Tommy Falcon, who has no such reservations. He is going to stop at 25 and put a trap down. But where it is, no one knows. I do actually know, yeah, for sure. Okay, Randolph is up next. Randolph is going to... he is going to use a help action to help you up, Hellgrammite.

**Clint:** He is?

**Griffin:** He is. He looks down at you and he says:

**Randolph:** Some aid for you, my friend. Please, join Lorovith in helping to protect Doober Sweetleaf. He is a—he's a very special young lad.

**Hellgrammite:** Oh, I understand. Yes.

**Clint:** And he winks with his compact eye.

**Randolph:** Okay, everything you say as a sort of sinister undertone...

**Hellgrammite:** Mm-hm, I understand completely.

**Griffin:** Okay. With that, Randolph walks past Doober, up past Hippocrates on 12, and he is going to stop on 13. Next in the order is... Hippocrates. Hippocrates is going to move up to step 15 with you, Rictus and Beauregard. And he is going to place himself between the two of you and try and push you backwards over the step.

**Rictus:** Hey, don't be a wiener! Like, we each had a shove, you won, ow! Right? We're cool.

**Griffin:** From behind his mask, you hear a voice say:

**Hippocrates:** We are absolutely not cool!

**Rictus:** Yeah, tell me about it, man. You're being real not cool.

**Griffin:** That is a three that he rolled on his athletics check.

**Travis:** Yeah, that's not gonna do it.

**Griffin:** Well, you need to roll either a—

**Travis:** No. Griffin?

**Griffin:** What?

**Travis:** That's not gonna do it. [chuckles]

**Griffin:** [chuckles] You need to roll either an athletics or acrobatics check here.

**Travis:** Okay. Okay, acrobatics.

[sound of dice thrown]

**Travis:** I have a plus two. Yeah, that's an eight, plus two, 10.

**Griffin:** Okay, once again, as he goes to push you, he is restrained reflexively by Beauregard, who holds him back and he says:

**Hippocrates:** You're cheating! You have like a—

**Rictus:** No!

**Hippocrates:** Ghost friend!

**Rictus:** You mean Beauregard? No, he's cool.

**Griffin:** Okay, next up is Doober Sweetleaf. Doober Sweetleaf is going to move up to... step 15. And he sort of waves at you, Lorovith, waves at Randolph, as he runs through. And he makes it to step number 16, where he is going to make a dexterity saving throw... Insufficient. The step number 16 crumbles beneath his feet, and Doober Sweetleaf falls through the trapped step, landing on step number six, where he is going to take one point of bludgeoning damage. Not too bad.

**Lorovith:** Christ! No!

**Travis:** [laughs]

**Lorovith:** Look at him!

**Griffin:** He however—

**Lorovith:** No, Doober! He's bleeding everywhere!

**Griffin:** He has landed—

**Lorovith:** Do something, Bug Man!

**Griffin:** He has landed prone on step number six, one step ahead of the waters and the eels, and that is the end of his turn. Next up is the Spider. The Spider is going to take a step up to 20, and he is going to—

**Justin:** Save Doober's life, because he's Spider-Man, Griffin. He's gonna realize and he's gonna do the right thing. [chuckles]

**Griffin:** [laughs]

**Travis:** A beautiful—a beautiful story out of Adventure Zone today!

**Clint:** With great power comes great responsibility, Griffin.

**Justin:** This is his moment. [laughs]

**Travis:** A team of—

**Justin:** Spider Pig!

**Travis:** A group of adversaries put all their differences aside to rescue one small boy, who had fallen down a well or something like that.

**Justin:** [chuckles]

**Lorovith:** Spider, this is bigger than us!

**Griffin:** The Spider says:

**The Spider:** I don't know what you're talking about, because I can't see it!

**Griffin:** He is going to channel his energy into the vines, turning steps 19 and 18 into difficult viney terrain here. Which brings us to Lorovith. Lorovith, you are on—

**Travis:** You webbed him up.

**Griffin:** Lorovith, you are on step number 11, and it is your turn to act.

**Justin:** How does everyone else look? Who looks the worst? Let me sum up.

**Griffin:** Who looks the worst? Rictus looks the worst. When last you saw Rictus sprinting past—oh, no, you can see Rictus from where you are. He is extremely bloodied. Randolph looks pretty bad as well. And then, I mean, Doober sweet—

**Justin:** Talking is a free action, right?

**Griffin:** Yeah.

**Lorovith:** Randolph?

**Randolph:** Yes?

**Lorovith:** How badly do you want Doober to survive?

**Randolph:** It is of the utmost importance to me.

**Lorovith:** Randolph, there needs to be but one more death before the trial can cease. I'm not sure I can get down to the child and retrieve him before he perishes. Do you understand what I'm asking you, Randolph?

**Randolph:** You're going to sacrifice yourself to save—

**Lorovith:** Oh, Randolph, were it that easy.

**Travis:** [chortles]

**Lorovith:** Oh, Randolph, no.

**Clint:** [chuckles]

**Lorovith:** Oh. Randolph, no, no, no. I don't think I could be killed, honestly. [chuckles] But you, Randolph, if you do the right thing and step up for Doober, this could all be over.

**Randolph:** It seems like... but it's your idea? So, wouldn't you rather do the noble sacrifice?

**Lorovith:** You're so sick, Randolph. [chuckles] And you've lived so much more than me. Look at how much vigor you'd be wasting if I were to perish.

**Justin:** I flex.

**Randolph:** What about—let's do rock, paper, scissors, maybe?

**Lorovith:** Okay. I suspect though, Randolph, at the end of that contest, I'll still be much bigger than you.

**Griffin:** Here's the deal, I understand what you are trying to get Randolph to do. It is not Randolph's turn to act, so...

**Justin:** Yeah, but I can—I can make it—[chuckles]

**Griffin:** Yeah, sure.

**Clint:** [chuckles]

**Justin:** [laughs] I can probably whip something up.

**Travis:** [laughs]

**Griffin:** If you want to—I mean, Randolph is two steps away from you, he is within your movement. And if this is—

**Justin:** I guess—I just can't. Ah, man...

**Travis:** He just—Griffin, he has to be on board.

**Justin:** I'm just trying to figure out what kind...

**Griffin:** Dude, I—okay, give me an... I'm not gonna make you persuade Randolph, right? Randolph has told you time and time again, and has exhibited that he—this is important to him, the protection of Doober Sweetleaf. So, I'm not gonna make you roll like a persuasion check. I think give me give me an insight—give me an insight check, to tell if this is affecting you.

**Justin:** Okay.

[sound of dice thrown]

**Justin:** 10.

**Griffin:** He does not seem afraid. That is what you were able to—there is a resignation in his—in his eyes that you are able to clock. And it's not so kind of like apparent that he is actively agreeing, saying, you know, "Go ahead and—go ahead and kill me."

**Justin:** That's why this isn't—I don't want him—well, listen...

**Lorovith:** Randolph, I'd like to think, were our places reversed, I would have your bravery, and if I may say, class—

**Griffin:** [chuckles]

**Lorovith:** In the face of such a big man as myself. But here we are.

**Justin:** And I am going to attempt to chuck Randolph into the water.

**Griffin:** Okay. He, as you put your hands on him, you can tell he is not really fighting back. He is going to roll with disadvantage here.

**Justin:** Okay.

**Travis:** Classic.

**Justin:** And I would—is this just a strength?



**Griffin:** This is your strength—this is an athletics check, yes. Oh, wow, man.

[sound of dice thrown]

**Justin:** I rolled a... let's see—

**Griffin:** It doesn't matter, man, did you see what I rolled? [chuckles]

**Justin:** What did you roll?

**Griffin:** I rolled a one and a four.

**Justin:** Ah, no. Ah, man. [chuckles] I roll—hey, can I tell you something, Griffin?

**Griffin:** Yeah.

**Justin:** I rolled a two. [chuckles]

**Griffin:** Yeah. A two plus three, a five—

**Travis:** Nobody's heart was in it! His heart wasn't in it!

**Justin:** My heart's not in it either! [chuckles]

**Griffin:** Yeah.

**Justin:** I can barely—[chuckles]

**Griffin:** You don't—you—there's a lot of—between the two of you, a lot of hesitation to do this.

**Justin:** It's almost intimate. [chuckles]

**Griffin:** It is almost intimate. And Randolph... I think just doesn't push back at all. It really doesn't take a whole lot for him to—

**Lorovith:** I just want you to know, Randolph, I wish this was the Bug Man.

**Justin:** And then I'll throw—I throw him in.

**Travis:** [sings] In the arms of...

**Clint:** [chuckles]

**Griffin:** With that, Randolph—

**Travis:** Wait, no, I got a different one. [sings] And they say that a hero can save us!

**Clint:** [chuckles]

**Travis:** [sings] Not gonna stand in way!

**Griffin:** Randolph takes a step back—

**Justin:** Much like another brave Andolph.

**Travis:** Yeah.

**Justin:** Sacrifices himself to save a —

**Clint:** I shall not pass!

**Justin:** [laughs]

**Griffin:** He goes tumbling ass over tea kettle, off of the edge of step 13. And he falls downward, splashing onto step number three, and you look over the edge as you watch him plummet. And you see Doober Sweetleaf, inches away from disaster here on the next step above the water line, look over at Randolph, as he proudly stands at his full height on the submerged step number three. And with a flash of light, as Randolph's last act, he hides his demise from Doober Sweetleaf. And everyone else around the chamber is filled with a brilliant flash of light, as the—

**Justin:** And me—I don't even see it. [chuckles] So I don't even feel that bad. Wow, beautiful, thank you—

**Griffin:** As the eels dispatch Randolph, and when the light clears, the steps grind to a halt, the water descends, the eels return to their sort of crushed red kelp form. A horn sounds from above the surface of the lake, and Set, the Octave of Transmutation flies down, and lands on the ground next to the tower and says:

**Set:** It is time now for you victorious Aspirants to receive your just reward.

**Griffin:** And with that, the entire tower begins to shake. And through the sort of porthole windows on the exterior wall of the tower, you see those bioluminescent fish begin to sink, as the tower rises. It rises upward like a rocket, shooting up out of the surface of the lake, upwards and upwards into the sky, high above the Octave Ziggurat.

[The Adventure Zone Royale theme music plays]

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