

## The Adventure Zone Royale: Episode 17

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

**Set:** 63 spells will be purged from the face of the world, ensuring that the unchecked magical annihilation that claimed the Earth does not repeat itself within the borders of the Fold.

**Death:** People are dying in there. I don't know what's happening to their spirits. I am not shepherding them to the Great Hereafter.

**Coxy:** The format of this forthcoming trial will be a duel! You and your single opponent will square off in a no holds barred combat, in an arena randomly assigned to you. You will have until dawn tomorrow to choose your opponent. If you win your duel with them, you will receive a golden award.

**Lorovith:** What will the loser the duels receive?

**Coxy:** Death.

[The Adventure Zone: Royale theme music plays]

**Griffin:** Hey, guys! Welcome back to The Adventure Zone, TAZ Royale, our battle royale, winner take all season. We are between trials at the moment. After finishing up the Trial of Transmutation, you all have just learned that your next trial will be the Trial of Conjuraton, which will be a duel against an opponent of your choosing.

They have to agree to it too. You are sort of in that nice rest period between days of the trials. Right now, Lorovith, at the end of the last episode, you accepted the dual challenge of your old friend and rival, Grakhan, and that was the last thing that happened. So, you all have the day here to do whatever you would like. We will do some shopping here towards the—

**Travis:** Montage!

**Griffin:** Back half of the episode, a little montage.

**Clint:** [titters]

**Griffin:** I have also leveled you guys up to level five. Well, I have told you guys to level up to level five.

**Travis:** Yeah, I was gonna say, Griffin, I had to click the button, that increased my hit points by like six.

**Griffin:** I'm—I don't think there's any big sort of wizard features that get—you get at five, but you do—

**Clint:** Shouldn't it be at five? I mean—

**Griffin:** Well, that's—yeah, it's so weird how like I feel like level five for the marshal classes is when you get like extra attack, that's pretty cool. For the wizard—

**Justin:** Yeah, but like—yeah, the wizard should still be trying to reckon with the fact that flame leaps from their fingers.

**Travis:** Yeah.

**Justin:** You know what I mean? Like I should hope that you learned some new punches, you know? At some point.

**Griffin:** Right. Yeah, no, that's—

**Clint:** So, it's an emotional leveling up, as much as—

**Griffin:** Right.

**Travis:** I mean, really, if they wanted to balance the whole thing out, they would make it so like when you hit level 10, that was the highest your hit points were ever going to be. And then as your character got older, they would kind of start to lose hit points as they leveled up.

**Griffin:** That's cool.

**Travis:** Because like—

**Griffin:** Yeah, we explore—

**Travis:** I'm 42, I don't feel healthier now than when I was 21.

**Griffin:** Yeah, yeah. 21 is definitely around where you peaked. You do get access to level three spells, which we will maybe get some of when you guys do your random draw, later, at the atelier. But as for right now, who would like to go first and do something here with this day off? It's up to you guys.

**Clint:** Hellgrammite would like to go looking for Dr. Legume.

**Griffin:** Okay! It is just after—

**Travis:** The hunger with which you want to kill Dr. Legume, Dad—you asked about him at the end of last episode. And this episode, like the first thing you're like, "Yeah, me. I want to go and challenge him to the death!"

**Griffin:** I think you asked if he was one of the 24 living Aspirants at the end of last episode.

**Clint:** Yes.

**Griffin:** Like as soon as we hung up.

**Clint:** Yeah.

**Griffin:** And yes, he is—it is, I will say. Just after this kind of, you know, opening invitation you all received to the Ziggurat that morning, people have dispersed and started to go their separate ways. You find Dr. Legume, it takes some looking around, you have to ask some folks if they've seen him lately, but you do find Dr. Legume. Who is, again—again, it is Mr. Bean. And when you find him, he is—

**Clint:** He has a turkey on his head!

**Griffin:** He does not. He is shirtless and he's hung up his you know, gray suit and red tie sort of on the cliffs next to the falls where he is sitting underneath, engaged in just like a deep meditation. He is ripped. And you don't know if this is like, if he's just been getting jacked since the—since this whole—this whole thing started, you know, a week or so ago at this point. But he is—he is—

**Travis:** Any battle scars?

**Griffin:** Yeah, dude, I mean, he looks incredible and intimidating and cool in the torso area. This is your first time seeing—he's got a tattoo, too—

**Travis:** Oh, of what?

**Griffin:** Sleeve. Full sleeve. Of what?

**Travis:** Yeah.

**Griffin:** It's a fuckin' magic wand that is jabbing through a skull.

**Justin:** Whoa.

**Griffin:** Smashed through the skull.

**Clint:** Oh, man!

**Griffin:** Yeah. And the skull—

**Clint:** And it kind of wraps around his arm.

**Griffin:** Yeah, and there's a speech bubble coming out of the skull's mouth, and it says, "I'm dead and you killed me, Dr. Legume."

**Travis:** Mm-hm!

**Griffin:** So, that's where he is—

**Travis:** Is it a mantis skull?

**Griffin:** No. What? No. Why would it be a manti—I don't think manti—

**Travis:** Because Dad—because Dad's a mantis.

**Griffin:** I don't think dad's really a mantis, is he?

**Clint:** Eh, he's mantis-ish.

**Griffin:** He has lots of different bug insperations.

**Clint:** He's mantish.

**Travis:** Oh, okay.

**Griffin:** Anyway, you find him, you approach the falls, you see him meditating underneath the powerful water flow. He does not seem to notice you as you approach.

**Hellgrammite:** My dear doctor? Hello? Dr. Legume?

**Griffin:** He holds up a finger, silently, telling you to just chill for a minute.

**Hellgrammite:** Right, okay. I can't whistle because my chin will not allow. I'll just sit here. [starts humming a tune]

**Griffin:** His eyes shoot open. He looks at you. He shoots you a nasty look. He holds his palms upward and levitates upwards into the waterfall's flow, landing next to you by the cliff where he has hung his outerwear. He takes a look at you, downwards now, he's like gotten huge. And he says:

**Dr. Legume:** What?

**Hellgrammite:** Doctor, I realize that you and I have not gotten off on the right foot... but I come to you with a rather bold idea. I don't know if you heard of what transpired when we were thrown up into the air. Were you— have you heard any accounts of—

**Dr. Legume:** I heard that—I heard you fell down like a baby.

**Travis:** [chuckles]

**Dr. Legume:** You went down like a baby and cried like a baby.

**Hellgrammite:** Yes, yes, that's exactly right! It was bug versus baby.

**Dr. Legume:** Everyone called you larva boy in my group.

**Hellgrammite:** [titters] Yes, I... I've heard that. I have had a revelation, doctor. I... I don't belong here. I... I have no business being in this competition. My illusions of grandeur were... very much illusions. I saw how small and insignificant my world is, and how much—how even more small and more insignificant I am in relationship to it. I have to get off this whole world, and I think I have an idea how to do that, and to allow you to advance in this competition without actually killing someone. I would—

**Dr. Legume:** I have no reservations about killing anyone.

**Hellgrammite:** Oh, well, see, then this will work right into your plan.

**Griffin:** He kneels down and puts a hand on your shoulder. That's how huge he is now. He says:

**Dr. Legume:** I was like you once.

**Travis:** [laughs]

**Dr. Legume:** I was afraid. I was—I had not stepped into my power yet. Brother, you gotta hit the gym.

**Travis:** [chuckles]

**Dr. Legume:** That's where I found myself. You need—if you are sure you do not possess the strength for this world, you must find that strength. And I will tell you where I found it.

**Hellgrammite:** Mm-hm, in the gym, may I assume?

**Dr. Legume:** In the gymnasium.

**Hellgrammite:** In the gymnasium, yes.

**Griffin:** [titters]

**Hellgrammite:** Look at—look at my arms.

**Dr. Legume:** Yes.

**Hellgrammite:** Do you see any possibility of muscles there? No, this is—these are spindly, little protein chitin [kai-ten]—there's nothing for me to build up.

**Justin:** It's not chitin [kai-ten].

**Hellgrammite:** It's not chitin?

**Dr. Legume:** You should really know—

**Justin:** It's organic. [titters]

**Hellgrammite:** Yes, I know—

**Travis:** He's the one who has it, maybe we've all been pronouncing it wrong all these years.

**Hellgrammite:** Well, in my language, it's—[spoofs choking-like sounds]

**Dr. Legume:** Beautiful and sonorous.

**Griffin:** He dries off with a towel and gets dressed, and he says:

**Dr. Legume:** So, what's your idea?

**Hellgrammite:** My idea is that we mutually agree to challenge each other and we somehow—we somehow arrange it so that our duel takes place near the edge. And you cast your Feather Fall on me, and I jump off the edge of the whole damn thing, and gently drift to the ground, and never, ever have to set foot on this damnable floating island for as long as I live.

**Dr. Legume:** Do you think that's gonna work? It sounds like they would have some sort of measure to stop people from just doing that.

**Hellgrammite:** Well, I would think good sense would be the measure that people would have to not jump off the edge of a giant floating city?

**Dr. Legume:** That's a good point.

**Hellgrammite:** I am desperate. I cannot function. I mean, just having this conversation, just standing here so near the edge, and we're only—and we're not that close to it. And looking over a graveyard to see the edge?  
*Oh...*

**Dr. Legume:** It's super spooky, for sure.

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

[sound of dice thrown]

**Clint:** It's pretty low. Five.

**Griffin:** Five. He is—he is really studying you right now, and it's hard for you to read his exact body language, such an enigma is Dr. Legume. But he kind of is—he considers your offer for a little bit, looks you—looks you up and down and says:

**Dr. Legume:** This isn't some sort of trick, is it? Not some sort of ploy?

**Hellgrammite:** No, this is not a ploy, this is, I... I need out, doctor. And I assume that—are you a doctor of medicine or is it like an honorary thing? Like you know—

**Dr. Legume:** It's like how—it's like how like DJs and MCs will call themselves like Dr. Fat Beats.

**Hellgrammite:** Oh, yes. So—

**Dr. Legume:** It's made—it's made up—make pretend.

**Hellgrammite:** Uh-huh. Uh-huh. Well, so, I assume you're not bound by any Hippocratic Oath or any—

**Dr. Legume:** The only oath I've sworn is to that of the iron church.

**Griffin:** And he flexes again, and his shirt tears, and he buttons it back up.

**Hellgrammite:** Well, I wish you would consider this, if nothing else, look at it as an easy victory then. I don't know, I'm desperate at this moment.

**Griffin:** I don't want you to blow up your sort of spot, but I kind of need to know if this is a deception or a persuasion situation. You know what? You rolled the insight check here.

**Clint:** How about a persuasion?

**Griffin:** Okay.

**Clint:** That would seem to cover any angle.

**Griffin:** Well, if it's a lie, then it should be—if you are trying to—if this is a ruse of any kind of way, then I think a deception would be—why don't you just roll, actually? Just roll a D20 and then you can add, you know, whatever stat modifier to it, without having to sort of clarify.

**Clint:** Okay.

[sound of dice thrown]

**Griffin:** I will roll a private insight check for him.

**Clint:** 19 plus two, 21.

**Griffin:** Okay, he says:

**Dr. Legume:** There's nothing to consider. I don't know who else here I would take on, I have had some sort of cursory conversations with Pranklin, but honestly, that orangutan scares the shit out of me. And so, I like my odds with you, and I'm happy to help you make your flight from the island. As long as you don't try to double cross me, because if you do, I will have to bring the hammer down.

**Hellgrammite:** I understand.

**Dr. Legume:** This arm I call The Hammer.

**Hellgrammite:** Oh? And what's the other one called?

**Dr. Legume:** The Slammer.

**Hellgrammite:** The Slammer and The Hammer!

**Dr. Legume:** Yeah!

**Justin:** [titters]

**Hellgrammite:** Okay, well, here's The Spindle and The Bindle. So, you can shake either one that you want.

**Griffin:** He holds out his hand with the Grimoire gauntlet on it.

**Clint:** Okay, and I hold out The Bindle, which has my Grimoire on it.

**Griffin:** Okay. As you clasp hand and claw, you see as the pattern, a silvery pattern begins to spread upwards from your forearm. Actually, from the— from your elbow, where the kind of like elbow pad kind of spiked into your elbow when you first had this gauntlet applied. And it travels upwards, all the way up to your palm, and crosses over into his pattern, locking your decision in.

**Dr. Legume:** Okay, so, we—whatever arena we end up at, we'll just make sure that we are close to the edge.

**Hellgrammite:** Yes.

**Dr. Legume:** Okay, that sounds—that sounds good. When you get back down below, will you do me a favor?

**Hellgrammite:** Of course.

**Dr. Legume:** I want you to go to my hometown, and I want you to tell everybody how big I got.

**Justin:** [titters]

**Hellgrammite:** Mm-hm! Oh, yes.

**Dr. Legume:** It's, I—

**Hellgrammite:** Do we have anyone of artistic merit that could do a sketch? Or...

**Dr. Legume:** I could do some self-sketches, if you'd like.

**Hellgrammite:** You are just a renaissance man, aren't you?

**Dr. Legume:** I really wish you'd gotten a chance to know me before this.

**Justin:** [laughs]

**Dr. Legume:** Yeah, I really do have a lot going on. But it seems like—

**Hellgrammite:** I regret that as well.

**Dr. Legume:** We've only sort of intertwined during moments of extreme sort of tension.

**Hellgrammite:** Ironic, isn't it? Isn't it ironic?

**Dr. Legume:** It is.

**Hellgrammite:** We probably could have ended up best of friends.

**Dr. Legume:** No.

**Hellgrammite:** No, probably not, no.

**Griffin:** All right! You have locked in your opponent for the upcoming trial. Let's hop to whoever wants to go next, Justin or Travis.

**Justin:** I'll do it.

**Travis:** Okay.

**Justin:** I need to talk with Grakhan.

**Griffin:** Okay.

**Justin:** I asked him to come meet me at my home, which is, of course, a small, craggy rock that's near a ledge.

**Griffin:** Yes, you have—I mean, your tent is, you know, on the outskirts of the residences. But you know, if you've been sleeping just somewhere on the mountain, I think that that is reasonable too.

**Justin:** Yeah, I just asked him come meet me.

**Griffin:** Okay. You invite him to meet you in the mountain crags, at the top of the falls. I think if you were paying close enough attention, you could have seen this exchange between a huge and shirtless Dr. Leguma and Hellgrammite down below.

**Justin:** [titters]

**Griffin:** But you are up at the top of the falls, and at the appointed time, you hear the unhindered footsteps of Grakhan just walking up the side of the mountain like a mountain goat, up to your position. As he sees you, he says:

**Grakhan:** Ah, Lorovith, I trust you've been readying your body for the contest at hand?

**Lorovith:** Well, if I can be quite honest, Grakhan, I've been preparing my spirit more than my body.

**Grakhan:** Okay, I suppose that's—what is does that even—

**Lorovith:** You'll agree, both are important.

**Grakhan:** Like you got saved?

**Lorovith:** So, Grakhan, I brought you here today to speak with you about a matter of some import, if you'll indulge me. It's not directly related to our battle—and I can assure you the conversation we're going to have will not impact the battle in well, any meaningful way. From your perspective.

**Grakhan:** I appreciate that. I don't want there to be anything sort of getting in the way, muddying the waters. We must find out who is stronger. It is our sacred oath. And I won't hear of anything that would interrupt that.

**Lorovith:** Right, yes. So, here's what I wanted to discuss with you. If I, in my heart, am correct about my belief about the outcome of our contest tomorrow, if—in fact, all that I have spoken with about our contest seem to be in agreement that I will, of course, come out on top. That's the outcome we're all sort of expecting.

**Grakhan:** Who—when you say "we all," who exactly are you talking about this with?

**Lorovith:** You know, Grakhan, I started with friends and acquaintances, and of course, would be predisposed to supporting me. But even as I delved deeper into your... well, I was about to say friends, as it hardly seems

apropos, limited acquaintances that you've made here. Still, my prowess was favored by all whom I surveyed. Straight up odds making, just—

**Griffin:** [titters]

**Lorovith:** That's a... everyone seemed to think that I would win.

**Justin:** [chuckles]

**Griffin:** Can you give me a deception check, please?

**Justin:** Sure, it's not—it's not relevant, but yes, I will. Chu

**Griffin:** [chuckles] Yeah, I'm just curious about how this hits.

[sound of dice thrown]

**Justin:** I mean, I guess it's deception. And yes, it is a five.

**Griffin:** Yeah, okay, he's kind of like:

**Grakhan:** Okay, I'm—

**Hellgrammite:** The point—the point I'm making—I can tell from your disposition that you're not buying it. The point I'm making is this, Grakhan, I have recently had a huge life change, and I needed to speak with you about it. You see, you have to this point only known me as Lorovith Gonjuban Dreamwanderer, hero to all he knows, beloved friend... skilled lover. But now, Grakhan, I—

**Grakhan:** I didn't know about that—I did not know about the last part. Congratulate—

**Justin:** Now you roll for deception.

**Griffin:** Hey—[guffaws]

**Clint:** [chuckles]

**Griffin:** A six. He definitely—he definitely, definitely knew that you fuck like an angel falling from the sky.

**Clint:** [chuckles]

**Justin:** [chuckles]

**Lorovith:** No, but I—

**Grakhan:** Congratulations on being a superior lover.

**Lorovith:** Right, that's not the point, Grakhan. God, you get so—I used to be like you.

[group laugh]

**Lorovith:** No, the point is, I stand before you, Lorovith Gonjuban Dreamwanderer, the father. And should something befall me tomorrow, Grakhan, during our contest, in the *extremely* unlikely event that I am to fall to you, Grakhan, I need you to know that by our traditions, you will be the father of a boy named Doober Sweetleaf.

**Grakhan:** No, yeah, I know about our traditions. If you kill someone who's a dad, their kids become your kids.

**Lorovith:** Right.

**Grakhan:** And that—and it—and I'll be honest, that policy works amazing. It's one of our best innovations—

**Lorovith:** I used to be such a fan, until it backfired.

[group laugh]

**Lorovith:** To see it misappropriated in this way. You always think it's such a solid play until it blows up in your face.

**Grakhan:** So, Doober Sweatleaf, that's the little knee-high sort of stoner guy? An adult man, right?

**Justin:** [chuckles]

**Lorovith:** Sorry?

**Grakhan:** That's the adult man who imbibes about his own body weight in the—in the Sweatleaf—

**Lorovith:** I don't know if you found this with humans, Grakhan, but their age is indecipherable. To me, they all look like the Tiger Beat cover models. I have no idea of the boy's age.

**Clint:** [chuckles]

**Grakhan:** He is a competitor, Lorovith—

**Lorovith:** He's my son, Grakhan. And he's my son, and I'm responsible for him, since I killed his father, whose name embarrassingly escapes me. I'd prefer you not tell the boy that. But please, Grakhan, I just, I'm asking you personally. Please, Grakhan. If you are able to conquer me in the field of battle, which you will by all signs not being able to achieve, will you take Doober Sweatleaf as your ward and raise him in the manner befitting someone of his great import? Which I currently believe could be the most important boy in the world.

**Grakhan:** Why do you believe that? What is it that has happened that has made you think that?

**Lorovith:** His ex-dad was so adamant that Doober had to be protected, and I wish that I had grilled him, in hindsight, a bit more about the boy's intended purpose, his fate, what have you. But I do know he may be the most important boy to ever live, or at least this is the supposition I've been operating under. So, Grakhan, I need you to promise that if you're able to kill me in the field of battle, that you will raise Doober Sweetleaf as your own.

**Grakhan:** Okay, I will—I am going—I plan on winning. And a lot of the people—

**Lorovith:** Well, of course, Grakhan! You wouldn't be the Grakhan I know if you'd give it up at this point! What would be the fun in that? But of course, you're a realist too at heart, yes?

**Grakhan:** I'm going to ask you a sort of hypothetical kind of situation, and your answer is going to determine my answer. Is that satisfactory?

**Lorovith:** Seems fair enough.

**Grakhan:** You defeat me in this contest, you go on to pass the next handful of trials, until at the very end, standing atop the Ziggurat, bathed in blood and sunset light, stands you and the only other remaining Aspirant, Doober Sweetleaf. What happens next?

**Lorovith:** Well then Grakhan, Doober and I get the fuck out!

**Grakhan:** What do you mean?

**Lorovith:** I haven't thought that far ahead, Grakhan, I'm just asking you to take over the boy's tutelage, his tutoring, maybe pay for his college.

**Grakhan:** What do you mean get out before you have claimed victory in the contest, Lorovith?

**Lorovith:** Well, I...

**Grakhan:** Why did we come here if not to win and claim the powers of godhood?

**Lorovith:** Listen, if you're asking me... if I—listen.

**Travis:** [laughs]

**Lorovith:** Grakhan, listen.

**Clint:** [laughs]

**Travis:** Are you listening?

**Justin:** [chuckles]

**Lorovith:** Grakhan.

**Travis:** It doesn't seem like you're listening.

**Lorovith:** Grakhan, I haven't thought this far ahead, I'll be honest with you. And I—listen!

**Travis:** [laughs]

**Clint:** [laughs]

**Lorovith:** Here's the thing, Grakhan. We can only experience the time that we have directly in front of us, Grakhan. Currently, what I am thinking about is keeping Doober Sweetleaf safe in the unlikely event you're able to defeat me. What happens after that? I don't know, Grakhan. I'm trying to stay focused on what's directly ahead of me, and directly ahead of me is I need to make sure if something happens to me, someone will be concerned about the fate of Doober Sweetleaf!

**Griffin:** We're going to have a strength contest right now.

**Justin:** Hell yeah.

**Griffin:** If you could give me just a strength check, please? The number you are trying to beat is a... 16.

[sound of dice thrown]

**Justin:** I got a 17.

**Griffin:** [chuckles]. Ooh! Okay. Those numbers are very, very close. He grabs you by the—by the lapels, and takes like a couple big steps forward. It

seemed like he was trying to like dangle you off the edge of this cliff, but you have managed to keep your footing, and now the two of you are just kind of like pushing into each other, kind of locked horns style.

**Lorovith:** Do you feel it, Grakhan? You feel—you feel that you can't win, do you know why? We used to be equally matched. You feel it, Grakhan. Look in my eyes. You know why you can't beat me anymore, Grakhan? Because I care about something smaller than myself.

**Grakhan:** This contest, whatever you and I are, whatever we have built, the challenge that we have spent our lives creating here that will unfold tomorrow will be worth nothing if victory is not your primary desire. You need to get your head right. I will take no pleasure in killing you if you roll over and die. Do not waste this. Do not waste this.

**Griffin:** He's gonna let you go. And start trudging down the side of the mountain—

**Justin:** Wait, wait, wait, I got something!

**Clint:** [laughs]

**Lorovith:** Wait, come back! Grakhan, wait, I have some—Grakhan!

**Griffin:** He climbs back up.

**Grakhan:** What?

**Justin:** I didn't think he would come, fuck. [chuckles]

**Grakhan:** All right.

**Lorovith:** Never mind.

**Griffin:** He marches back down.

**Clint:** [chuckles]

**Justin:** [chuckles]

[theme music plays]

[ad reads]

**Griffin:** Hey, real quick! Before you get to the rest of the show. Thanks for listening. Hope you're enjoying it. Hope you're staying safe and warm out there. We got some new merch up in the McElroy Merch Store that we would just love you to check out, over at [mcelroymerch.com](http://mcelroymerch.com). We got a 20-Make-It-Stick sticker, designed by Lucas Hesperheide, who's done a bunch of our merch designs. It's very playful and delightful.

If you missed Candlesnights this year, you can still grab the video on demand version. You pay what you pay what you want for it. All proceeds go to Harmony House in Huntington, West Virginia. And 10% of all of our merch proceeds this month will be donated to the Immigrant Law Center of Minnesota. Again, [mcelroymerch.com](http://mcelroymerch.com) is where our stuff is.

Hey, if you're not following us on YouTube, you should do that over at the McElroy Family YouTube channel. We're streaming just about every day, every week. Every weekday, rather. We're doing Clubhouse next Tuesday, Super McElroy Brothers all other Tuesdays at noon, Eastern Time.

And then Monday, Wednesday and Friday, we're doing solo streams! It's a lot of fun. We're doing a lot of fun stuff. And you can follow all of the gaming stuff that we're doing on Instagram, [@McElroyEntertainmentSystem](https://www.instagram.com/McElroyEntertainmentSystem). So, check all that out too. Thanks for listening! We'll be back with a new episode in a couple weeks, so stick around, and we'll talk to you then. Bye!

[break]

**Jordan:** Hi! I am Jordan Crucchiola and I host Feeling Seen. I'm here with Maximum Fun Member of the Month, Khalil Goodman. Hi, Khalil!

**Khalil:** Hi, Jordan! Thank you for having me, it's so great to see you.

**Jordan:** I gotta know what's made you feel seen? If you—I figure you've thought about this, if you've listened to the show a bunch!

**Khalil:** I read X-Men when I was six. When you're a kid who makes art, which I am, and you're a queer kid, like this feeling of like something is different, but you don't know what it is—

**Jordan:** Yeah.

**Khalil:** You can be different, but it can be a superpower.

**Jordan:** What would you say to others who might be considering supporting the show? What would be your sales pitch to them?

**Khalil:** If you love this thing, if you are getting all of this joy and comfort from this thing, make sure that this thing that you like will continue.

**Jordan:** Thank you so much, Khalil, for taking the time to talk to me today. And for listening to the show, my god! It means a lot to just know people are really listening and valuing what they're hearing.

**Khalil:** Thank you so much.

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[break]

**Drea:** If you want to know what's going on in the world of movies, you should be listening to Maximum Film, so we can tell you all about it!

**Kevin:** Okay, but what if you already know what's going on in the world of movies? What if you're kind of obsessed with movies, like maybe you have a problem?

**Alonso:** Well, then you should definitely be listening to Maximum Film! Because we, too, have that problem, and it's important you know you're not alone.

**Drea:** We're talking indies you'll want to seek out!

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[break]

**Travis:** Rictus, as soon as the announcement of the duels and the challenges and stuff was made, he knew exactly who he was going for. His nemesis, his rival—

**Griffin:** Sure.

**Travis:** Formaggio Bucatini.

**Griffin:** Dr. Legume. [chuckles]

**Travis:** Oh! But then that guy's taken. No, he's gonna seek out The Gentleman.

**Griffin:** Okay, you have to walk past Formaggio Bucatini to get to The Gentleman. You like brush past him. The Gentleman walks out of the

Ziggurat as soon as the—this opening sort of discussion has ended. You brush by Formaggio Bucatini. He's wearing this tall chef's hat.

**Travis:** Yeah.

**Griffin:** And as you bump into him, you see it kind of like wiggle strangely. And he grabs it and pulls it down real tight on top of his head. And says:

**Formaggio Bucatini:** Hey, watch it!

**Rictus:** Next, you're on the list. Next time, Formaggio.

**Griffin:** I hope you guys remember that. That's a big breadcrumb.  
[chuckles]

**Travis:** I smack the hat off.

**Griffin:** That's a—no, don't.

**Travis:** No.

**Griffin:** No, don't, you can't do that.

**Travis:** That would be mean.

**Griffin:** All right, you are going after The Gentleman?

**Travis:** Yes.

**Griffin:** The Gentleman is walking down the ramp of the Ziggurat and heading towards sort of the eastern edge of the island, towards the—towards the atelier and the apothecary and all that.

**Rictus:** Wizberry, can we talk?

**Griffin:** He turn-stops, looks at you, squints his eyes for a second, and says:

**The Gentleman:** I have business to conduct. Rictus, I suppose we can do a walk and talk. Wizberry is the town from which I hail, by the way, it is not my name. And I—

**Rictus:** What is—

**The Gentleman:** Hope that—

**Rictus:** What is it?

**The Gentleman:** You may call me The Gentleman from Wizberry!

**Rictus:** That's not your name either?

**The Gentleman:** Yes.

**Rictus:** Like if I make you call me the heir to the Breathless Fields, like...

**The Gentleman:** Is that the title that you wish to be called by?

**Rictus:** No.

**The Gentleman:** I do not mind.

**Rictus:** Okay.

**The Gentleman:** A little bit of ceremony on our—

**Rictus:** Oh my god, I was trying—I was gonna be so civil during this, and you're just such a rockin' douche.

**The Gentleman:** Okay, well, why don't you go and set my house on fire again, Rictus?

**Rictus:** Why don't you try to kill me and my friends?

**The Gentleman:** That was—

**Rictus:** Why don't you steal my key?

**The Gentleman:** That was, again, for the contest, to ensure my own survival. Right now, what you're doing doesn't seem to have any bearing on the game whatsoever. So, again, I must conduct some business, we are slowing down for this conversation.

**Griffin:** He keeps walking towards the atelier.

**The Gentleman:** I gotta get my spells in order, I need to get my magic stuff, I... you understand. So, what is it that you want, Rictus? I bet I can guess.

**Rictus:** I think it would be best to get this out of the way.

**The Gentleman:** You say the words, Rictus, I'm not going to fill in the blanks for you.

**Rictus:** I think that we should challenge each other, I think it's inevitable, whether it's in this fight or the next, or the next, or the next.

**Griffin:** He stops sort of right in front of the flaps leading into the atelier tent. And he turns and he looks at you, and he smiles, and he says:

**The Gentleman:** No, thank you!

**Griffin:** And he walks into the tent.

**Rictus:** Coward.

**The Gentleman:** Okay!

**Griffin:** He says. Just kind of brushes you off, walks in.

**Travis:** I rush in after him.

**Griffin:** Okay. You head into the atelier, and he is doing his best to kind of just like go about his business in here, looking at some of the things on the shelves, eyeing some of the crystals behind the counter. He says:

**The Gentleman:** You are not going to give this up, are you?

**Rictus:** When you go into one of these trials, do you look and see if I'm there?

**The Gentleman:** I can't say that I do, Rictus.

**Griffin:** Insight?

**Travis:** Yeah.

[sound of dice thrown]

**Travis:** [sings] Insight check. That's a natural one.

**Griffin:** [chuckles] He's telling the truth. He does not—he doesn't give a shit about you, man. Does not think about you.

**Rictus:** Okay, well, how about this—

**The Gentleman:** I'm flattered though, Rictus, if that's how you think of me. I didn't know I lived rent free in there. But that's kind of cute, honestly.

**Rictus:** If you do not accept my challenge, and I win, and you win, then in every trial moving forward, not only will you have the challenge of the trial, but if I am there, you will also have to deal with me. So, why not get it out of the way when it's what the trial calls for? Rather than being distracted and taken off your goal by me trying to kill you.

**Griffin:** I think this has got to be an intimidation check, please.

**Travis:** Well, it's not intimida—I mean...

**Griffin:** Travis, you just said that "you'll have to fucking deal with me—"

**Travis:** I'm try—

**Griffin:** "In every trial after this—"

**Travis:** Yeah, I'm trying to make a—I'm trying to make a logical argument for him!

**Griffin:** You're making a logical argument of a—it is a threat, Travis. This is a threat.

**Justin:** Something that I had to learn, Trav, as an adult, is that the way we say things matters too, you know?

**Travis:** Mm-hm. Yeah, I think I learned that on Daniel Tiger's Neighborhood. Let's see.

[sound of dice thrown]

**Justin:** Yeah.

**Griffin:** Yeah, absolutely.

**Clint:** [chuckles]

**Travis:** There we go. Okay, a 15 plus one, a 16.

**Griffin:** He... I'm not gonna make you roll insight for this. He's scared of you, and he was before you said the shit you just said. But you can tell like he is turning you down because he is—he is scared of you. He drops what he's doing, and he turns to face you, and he says:

**The Gentleman:** Look, Rictus, I recognize that this is not the most courageous position to take, but I am who I am because I am a pragmatist at heart. I have an ability the likes of which the world has never seen, and for whatever reason, you are able, with some effort, I hope, to resist that ability. So why, Rictus? Why would I face you in a duel to the death when I could take on any one of the other 22 Aspirants here who have not already

partnered up, who will be unable to resist my ability to freeze time? Why is that, Rictus? Why would I do that?

**Rictus:** Because if you agree to not use your time magic, I would agree to not use my necromancy or invisibility.

**The Gentleman:** I'm not going to agree—Rictus, I don't want to die here! I want to win using every power at my disposal, including the incredible power I have to manipulate time. I'm not going to... hah...

**Griffin:** He sighs and he says:

**The Gentleman:** You're not going to drop this, are you?

**Rictus:** No, I think I made that clear.

**The Gentleman:** Okay. He stops and he thinks. So, you won't use any of your inherited necromantic power from the great Ravenwood family line, and I won't use my ability to freeze time. That's the conditions of our duel?

**Rictus:** Yes.

**The Gentleman:** Okay. Okay, that sounds good to me.

**Griffin:** He looks you down, he holds out his hand.

**Rictus:** That was a quick change.

**Clint:** [chuckles]

**Griffin:** You can give me an insight check, if you want to?

**Travis:** I do.

[sound of dice thrown]

**Travis:** That is a 13 plus two, 15.

**Griffin:** Oh, he's lying! He is lying. He is lying to you.

**Travis:** I talk to the helper in my Grimoire, whose name I've forgotten.

**Griffin:** Chris.

**Rictus:** Chris?

**Griffin:** This floating sort of crystalline hologram appears over the central gemstone in your Grimoire, and you hear a voice say:

**Chris:** Hi there, Rictus! So, what can I do for you today?

**Rictus:** We're going to engage in the challenge for the duel tomorrow, but there are some conditions that we're swearing upon. Is there a way to ensure that, via like the abilities of the Octave, so that there is no subterfuge or cheating?

**Chris:** Unfortunately, we are not able to place special restrictions on your duel that we would not put on anyone else. It is not in the Octave's interest to interfere with this contest of strength. Instead, they will just sort of observe the results. But you can just, sort of, you know, promise, make a big promise to each other, and hopefully your opponent will hold up their end of the bargain. Who are you—

**Griffin:** You see the crystal turn a little bit towards The Gentleman and say:

**Chris:** Oh... Okay. I wouldn't... Rictus, it's—I probably shouldn't be saying this, but I wouldn't listen to anything that that guy has to say and take it at face value.

**Rictus:** Thank you, Chris.

**Chris:** You're welcome! Is there anything else I can do to help you today?

**Rictus:** What time is it?

**Chris:** It is 11:03 AM!

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

**Chris:** It's gonna be a hot one!

**Rictus:** Okay, yeah, thank you, Chris. Could you set a reminder?

**Griffin:** [chuckles]

**Chris:** Sure! What do you need reminding of?

**Rictus:** Tomorrow, kill The Gentleman of Wizberry.

**Chris:** I think he prefers The Gentleman from Wizberry.

**Rictus:** How about just like The Gentleman of Pissberry? How about that?

**Griffin:** [titters]

**Chris:** Sure!

**Rictus:** Thank you.

**Chris:** Setting a reminder, tomorrow morning, to kill The Gentleman from Pissberry.

**Rictus:** Thank you very much.

**Travis:** And I shake The Gentleman's hand.

**Griffin:** Okay, you again see these silvery vines growing upwards from your elbow pad of the Grimoire, upwards, up your wrist and across your palm into the pattern formed by his Grimoire. And your opponent is set.

**Travis:** When I do it, Griffin, I kind of bend one finger and I tickle his palm. So it feels weird and gross, you know what I mean?

**Griffin:** That's—yeah.

**Travis:** Get him.

**Griffin:** He pulls his hand back.

**The Gentleman:** Ugh?

**Rictus:** Yeah.

**The Gentleman:** Okay. Well, I'll see you tomorrow—

**Rictus:** And my fingers are always cold too, so fuckin' deal with it.

**Griffin:** Yeah, it's absolutely the worst. He marches off. Hellgrammite and Lorovith—

**Travis:** I stuck a note to his back.

**Griffin:** What's it say?

**Travis:** It says, "Call me Pissberry."

**Griffin:** Give me a sleight of hand check, please.

**Travis:** Okay. Come on, nat 20...

[sound of dice thrown]

**Travis:** No, it's a four, plus two. [chuckles] A six.

**Griffin:** It falls to the ground. He picks it up and says:

**The Gentleman:** Okay, that's great, Pissberry, huh?

**Rictus:** Do you get it?

**The Gentleman:** Yes, I get it.

**Rictus:** You're gonna get it.

**Clint:** [titters]

**Griffin:** He marches off. Lorovith—

**Travis:** I flip him off.

**Griffin:** [chuckles] Lorovith and Hellgrammite, you see this as you all enter the atelier for the shopping montage. And you all have regrouped here.

**Travis:** I go up to John and say:

**Rictus:** I need a gun.

**Travis:** [titters]

**Rictus:** Do you have any guns?

**Clint:** Time traveling guns.

**Rictus:** Do you have a time-proof gun?

**Griffin:** You see John Arbuckle look at you confused and say:

**John Arbuckle:** No?

**Rictus:** Okay.

**John Arbuckle:** Can I interest the three of you in some magic spells, some crystals? Anyone wanna—what kind of prizes are you all working with, by the way?

**Griffin:** You all did receive prizes based on where you finished the last challenge. The lowest three players on the spiral staircase ended up with copper rewards, the three in the middle—received silver, and the two at the highest received gold. Hellgrammite Lorovith, you all were bringing up the

rear. You both took home copper prizes. Rictus, you ended up middle of the pack—

**Justin:** Griffin, I think that is a huge misrepresentation of what Lorovith took away from that contest. Like, I might have had gold—copper in my pocket, but I've got like gold in my heart, you know what I mean?

**Griffin:** You have gold in your heart, for sure. Yeah.

**Justin:** So much purp—like, what is the value of purpose? You know what I mean? Like—

**Travis:** Yeah, come on, Griffin!

**Griffin:** Yeah, absolutely. I think—

**Travis:** Did you even take that into account? That he has found purpose in his life, and you should give him more stuff for it?

**Griffin:** Hey, if Doober Sweetleaf hadn't finished dead last, I—maybe you could have swapped prizes—

**Justin:** Hey, Griffin, hey watched his dad die in front of him. Maybe that gets your rocks hard, but—

**Travis:** And he didn't even know it was his dad! He thought it was his grandfather the whole time.

**Griffin:** Say this, I'll say this, Randolph cast that magic spell, you never saw him die.

**Justin:** "Oh, that's right."

**Travis:** Oh?

**Justin:** "You never saw me die."

[group laugh]

**Justin:** Sorry!

**Clint:** You went a little Benoit Blanc there!

**Justin:** No, Dad!

**Griffin:** No...

**Justin:** It's one of the things about The Adventure Zone, is that legally speaking, despite his like incredibly problematic, almost radioactive problematic nature, we must legally reference that one Kevin Spacey video he did where he tried to backdoor—

**Clint:** [chuckles]

**Griffin:** On Christmas? On Christmas Day, where he tried to backdoor reboot fuckin' House of Cards, because you never saw—

**Justin:** [laughs]

**Travis:** "You never saw me die—" Oh, that's right.

**Justin:** I gotta download that soon. I'm worried he'll pay AI to erase it or something. [chuckles]

**Griffin:** It's the most—it's the most remarkable, remarkable video. Okay, so who would like to go first? We'll do some spell summoning, and we will do some pulling items from the Orb of Conjuratation.

**Travis:** I got silver—

**Hellgrammite:** I'll go first.

**Travis:** Oh, yeah. Just to clarify—

**Hellgrammite:** No, you go first, you got silver.

**Travis:** No, no, no! I wasn't saying I should go first, like you had mentioned—

**Lorovith:** I'll go ahead.

**Griffin:** [titters] Sure. Okay, with the copper reward, I'm going to pull three spells at random that you will get to choose from. We'll do that a few times. Now that you have access to third level spells, they are now in the pool. And there's some—there's some juicy ones up in there. Okay, first spell, Jump, first level spell, triples your jumping distance. We've got Create Bonfire, a cantrip. And Gaseous Form, which is a third level spell.

**Justin:** Damn.

**Griffin:** It lets you—

**Justin:** Start a fire, jump good, turn to gas. I think I'm gonna go ahead and take turn to gas.

**Griffin:** Okay. Gaseous Form.

**Justin:** Just one thing for—

**Griffin:** Sure.

**Justin:** The folks behind DnD, Jump is a dumb spell. [chuckles] I know it's been in there for a long time, but if I ever in my real day to day life saw a wizard do some things with their hands and feet, and then watch them jump 18 feet in the air? I would laugh at them. I would say that's a huge waste of time and a waste of magic.

**Travis:** And like 30 feet forward—

**Justin:** Jump's a dumb spell.

**Travis:** If you saw a wizard, an old man in a robe, just absolutely—

**Griffin:** Really think about this, what you're saying, Justin.

**Travis:** Do the long jump and land in the stands?

**Griffin:** That's crazy.

**Justin:** He has—do you understand the thing that I'm having problems with is that he has to then jump. Do you understand? Like, there's got to be other—like manifest ladder, anything could be jumping. Like just jumping good is not, I just, it's not magical to me. I mean, there's a lot of bad spells and I just think Jump's a pretty bad one.

**Griffin:** Okay, next three, we've got Aganazzar's Scorcher, which is a second level spell, shoots out like a—like a wall of fire. We've got Distort Value, a first level spell. And we've got Message, which is a cantrip, allows you to send a telepathic message and receive one in response from a person of your choosing.

**Justin:** Yeah. I'm gonna get that one.

**Griffin:** Okay. You take Message and—

**Justin:** Just for the—just because we're doing an audio podcast though, it's just to the narrative. Isn't that beautiful?

**Griffin:** Yeah, no, it can be—like it'll be out loud for the show.

**Justin:** Yeah, but I'm saying like I'm taking that spell because it opens up better narrative possibilities. And that's really beautiful, I think.

**Griffin:** Cool. Okay, and... we've got Cause Fear.

**Justin:** [titters]

**Griffin:** It's a first level spell—

**Justin:** That's natural. Innate.

**Griffin:** That's just what you do. We've got Flaming Sphere, a second level spell. Hopefully the last one will rhyme as well. Prestidigitation, so sadly no.

**Justin:** God, a real crappy crop. Okay, what are these again?

**Griffin:** Cause Fear, first level spell. Flaming Sphere, a second level spell. And Prestidigitation, a cantrip. Classic cantrip, lets you do like a bunch of different sort of magic tricks—

**Justin:** Dumb shit, like just—

**Griffin:** This was the spell of Randolph, before he—before he fell and added it into the rotation.

**Justin:** I'm gonna take—I'm gonna take Prestidigitation. I feel like even if it's kind of stupid, it's probably going to be more useful than a bi—ugh... A big Flaming Sphere is a real big choice, you know what I mean? Like you're really shooting the cannon indoors with a big Flaming Sphere.

**Griffin:** Yeah, absolutely. Okay, you, you know, do the ritual you see as these stones float down from—

**Justin:** I think it feels like... you think you just—it's like you—when you understand something that you've been trying to understand for a long time, or you think it's like a memory coming back to you? What do you think it's like to learn a spell?

**Griffin:** I mean, I think Prestidigitation would be a very interesting sort of example. As you slot it into your Grimoire, you are flooded with memories. Only this time, the memories are those of Randolph. You see him meeting some halfling folk while out on a sort of arcane study in the hill country, see him meeting Doober Sweetleaf and his friends. You see him sort of enjoying a pint of amber draft—

**Justin:** Is there a speed option? Or is it—

**Griffin:** At The Pincer and Pike—

**Justin:** Can it go faster? Or...

**Griffin:** You see him smelling the breeze through the Hive Hills—

**Justin:** If there's like a fast forward, I press it. [chuckles]

**Griffin:** When the nectar bills bloom—

**Justin:** I'm looking for like a fast forward or triple...

**Griffin:** You—

**Justin:** Can I mute it?

**Griffin:** See him enjoying—

**Justin:** [chuckles] This is—Travis, Dad, are you guys still here? Are you in the can or something?

**Griffin:** The honey sweet pies of Madam Sugar Foot's bakery!

**Clint:** [chuckles]

**Justin:** Can I take it back off, I guess?

**Griffin:** Ooh, how sweet! No, it's—

**Justin:** It's still—it's still talking! I smash it with my heel. Please, stop! [chuckles]

**Griffin:** It is—it is overwhelming. This is an—this is an ancient wizard who studied his sort of very multi-utility spell for a really long time, at like several prestigious academies. And you, just all of a sudden, now you remember all that stuff. And—

**Justin:** Now, wait! Okay, no, no, wait. No, wait—

**Griffin:** You get to cast the spell.

**Justin:** Now, hold on. See, this is what I want to drill down into, because I think it is going to be narratively important.

**Griffin:** Sure.

**Justin:** There's a lot of information in a human mind.

**Griffin:** Right.

**Justin:** Are all of the this person's memory—like I don't... If I'm walking around with everything these people know, then I'm going to be able to narratively, I want to be able to remember stuff that they knew. And I feel like that's maybe not the intent that you're going for, that I have access to all these people's memories. But that's like, as you're describing it, that is what you're describing.

**Griffin:** Give me an arcana check, please.

**Justin:** Okay.

[sound of dice thrown]

**Justin:** It's a 19.

**Griffin:** Okay, holy shit, that's very good. You've done this a lot now, right? There's been like 10 or so of these spell crystals containing the memories of the wizards who trained in their sort of unique gift, right? Everybody in this this world who can use magic has one spell that they know, that they sort of gain access to through rigorous study and practice.

Pretty much all of the other crystals that you have claimed, the memories have been like pretty limited. The memories have been limited to exclusively the study—the time that they spent studying those spells. They were abstract things. You couldn't reach in and remember the favorite food of Ignacio, the Red Ranger, whose stone you claimed in the first—in the first trial, right?

You can just kind of remember the study that he had. With Randolph specifically, those memories that you saw of Doober Sweetleaf, that was kind of unique. Those weren't limited just to his studies. Or maybe they did, maybe his use of Prestidigitation to like delight the halflings of the hill country is sort of like tied up in it.

But you definitely like, I think you have the realization right now that there can be a lot more that is transferred through these—through these memory stones. And as a result, I think you also realize that like, there's also a lot more that can be kind of... harvested, if you want to think of it that way.

**Justin:** Do you—so the memories are—I guess what I was trying to drill down in is if it was like a sensation—you had talked about it when we got spells. I was trying to ascertain if that was a sensation of getting the spells, or if that's something that we maybe still have access to. And it sounds like maybe these are like hidden files, maybe, to use computer terminology, or like read only, hidden down deep, got cracked with ICE.

**Griffin:** That could be the takeaway from it. I think the more sort of straightforward takeaway—and again, you're gleaning a lot right now because of this very, very strong arcana check. Randolph was maybe a cut above. In the—in like the classification classic wizard magic user rankings, he was extremely, you know, proficient in this thing that he could do, right?

Maybe his sort of inherent ability, his inherent sort of like spell casting prowess, allowed him to pass on a little bit more than kind of what everyone else did. I'm not saying that now you are part, you know... not gonna muddy the waters at all. That is the—that is the sort of takeaway.

**Justin:** Okay, thanks. Sorry to—

**Griffin:** Yeah. No! I think that—hey, this is a big kind of like mechanic, and I'm glad that you're asking questions about it. Who would like to go next?

**Travis:** I'll go next.

**Clint:** I'll go next.

**Travis:** Aw.

**Justin:** Heck yeah! I'll go again!

**Griffin:** Without fail. Okay, Hellgrammite.

**Clint:** Yes.

**Griffin:** Three spells at random, you get to choose one of your value. The first is Blur.

**Clint:** Okay?

**Travis:** Love that band.

**Griffin:** No, not the band Blur. Why did I just google the word "blur?" Your body becomes blurred, shifting—for the duration, any creature has disadvantage on attack rolls against you, unless their attack doesn't rely on sight or can see through illusions.

**Clint:** Okay.

**Griffin:** That's a second level spell, by the way. Next is Witch Bolt, first level spell. Shoot a lightning bolt at someone, if it hits, then you can spend the next turns also applying that damage automatically with your action, if you so choose, unless you are interrupted or break line of sight. Distort Value, again, first level spell. It allows you to trick someone into thinking something is worth more than it is. Blur, Witch Bolt, Distort Value.

**Clint:** Blur, please.

**Griffin:** Okay. Next set you have Phantom Steed, a third level spell. Of course, that lets you summon a phantom steed. Magnify Gravity, which allows you to, I mean, do just that in a selected area, slow enemies down, do some crushing damage. That's a first level spell. And Ray of Frost, cantrip.

**Clint:** I'll take Magnify Gravity for 200, Alex.

**Travis:** [sings] He's going to try magnify the gravity.

**Griffin:** I'm so glad we got that out of the way.

**Clint:** [chuckles]

**Travis:** Yeah, I didn't—I wasn't going to, and then he chose it.

**Griffin:** Yeah, you always were going to. And—

**Travis:** Well—

**Clint:** I was going to, and then I took a drink of Celsius, and I—

**Travis:** You're welcome.

**Griffin:** Okay. And we've got Charm Person, a first level spell. We've got Counter Spell, third level spell, used as a reaction, and you can cancel out spells of third level or lower, or roll to cancel out higher level ones. And Gust!

**Clint:** Gust!

**Griffin:** Cantrip. Charm Person, Counter Spell or Gust.

**Clint:** Man... why couldn't they been crappy choices like you gave Justin?

**Travis:** Yeah, come on, Griffin.

**Griffin:** I did not *give* Justin anything. These were selected with a very, very advanced patent pending spreadsheet.

**Clint:** You know what? I've never—I've never done Counter Spell. Let's try Counter Spell.

**Griffin:** Okay. All right, you've got Blur, Magnify Gravity and Counter Spell, those are some fun ones. Okay, finally, we've got Rictus. Now, Rictus, your

silver prize allows you to select a spell level, if you would like, and have your three spells drawn specifically from that pool of levels. So, if you want to try and draw a cantrip, if you want to try and draw a third level spell, now that you have that slot, you can target those, and then all of them will be selected from that.

**Travis:** Well then Griffin, let's start with third level then. Can we draw three third level spells, please?

**Griffin:** Yes, you may. All right! We've got Pulse Wave, allows you to shoot out a wave of force and either push or pull people and objects towards you and deal damage. We've got Hypnotic Pattern, that allows you to create a sort of illusory shape in the sky. Anyone who sees it and fails their check will become incapacitated until roused from their, well, hypnosis.

**Travis:** Uh-huh.

**Griffin:** And Thunder Step, lets you teleport sort of short range, and wherever you appear, deal potential thunder damage to anyone nearby as you let out a booming crack of sound that reaches 300 feet away.

**Travis:** I'll take Thunder Step, please.

**Griffin:** Okay. What are you... what would you like next?

**Travis:** Such a good—

**Griffin:** You can also, if you just want three random spells, if you don't want to target—

**Travis:** Can I have some cantrips, please?

**Griffin:** Yes, you may. We've got Minor Illusion. We've got Chill Touch. And we've got... Ray of Frost.

**Travis:** Hm... What's Minor Illusion do?

**Griffin:** Minor Illusion has some restrictions on it. I think it can't—let me see. You create the sound or image of an object within range that lasts for the duration. The duration is one minute. It can be a sound ranging from a whisper to a scream, it can be a voice, a lion's roar, beating of drums, any other sound you choose. Or an image that cannot create sound, light, smell or any other sensory effect. It has to fit—

**Travis:** And you said the third one was Ray of Frost? I'll take that one, please.

**Griffin:** Okay. All right.

**Travis:** You know, and then just three random spells, please.

**Griffin:** Alrighty. Mirror Image, second level spell, lets you create three copies of yourself, and then potentially have enemies attack those copies instead of yourself. Lightning Bolt, third Level spell, shoots out a big ol' lightning bolt.

**Travis:** Uh-huh.

**Griffin:** And we've got Silvery Barbs. That is a first level spell that allows you to, I believe, force disadvantage on an enemy who fails a resistance check, and grant advantage to an ally.

**Clint:** [sings] Silvery barbs. Silvery barbs.

**Griffin:** It seems like dad is quite taken with Silvery Barbs as an option.

**Travis:** Mm-hm, I see.

**Clint:** Actually, that was just from my one man show, Burl Ives: A Man and His Music. [chuckles]

**Griffin:** That's really good, Dad. [chuckles]

**Justin:** That's beautiful, Dad. Sorry, Dad's—Burl always gets—[chuckles] Ever since we were kids.

**Clint:** [titters]

**Justin:** He's like a second dad. [chuckles]

**Griffin:** [laughs] He was like a first dad to me.

**Justin:** [chuckles] Like a first dad. When Dad would show up with the—with the baking soda in his beard and hair and say, "It's me, Burl." We would know we were in for a good night!

**Clint:** [laughs]

**Justin:** [laughs] We would do—we would at least have a dinner tonight. Burl always fed us. That's the thing I loved about Burl!

**Griffin:** He always went to KFC for us, Burl did.

**Justin:** [chuckles] He would keep us up so late with his singing—

**Griffin:** So, so—

**Justin:** That was the only thing—

**Griffin:** So tired the next day.

**Justin:** He'd wanna climb on the bed and he'd say—

**Travis:** [chuckles]

**Griffin:** Such a headache.

**Justin:** "How about one more hit?"

**Clint:** [chuckles]

**Travis:** I'm gonna take Mirror Image please.

**Griffin:** Alrighty. That's a fun one. That one, it's—when you have more images, when an enemy attacks you, you roll a D20. And if it's above a certain threshold, it just hits one of your illusion—

**Travis:** Yes.

**Griffin:** Instead. Okay, so, that is the spell draft. And then you see John Arbuckle hold up the glowing, pulsating purple Orb of Conjunction and says:

**John Arbuckle:** Okay, guys, you know the deal, hands in. Good luck. And there's some good stuff in there, maybe you guys will get some choice cuts this time. You got some—the snicklefritz last time, but I feel good about your odds this time.

**Travis:** Do the tiers of rewards matter at all here?

**Griffin:** They do, yes! For the copper finishers among you, you will be rolling with disadvantage, we take the lower number. With the silver, you just roll straight up.

**Clint:** Okay.

**Travis:** Okay, I'm gonna go first this time.

**Clint:** Okay.

**Travis:** Because I went last last time.

[sound of dice thrown]

**Travis:** I got an 18.

**Griffin:** Holy shit, dude! Good time for it. You reach into the Orb of Conjunction, and with an 18—

**Travis:** The darkness reaches back. No? Okay.

**Griffin:** You reach in and you feel your hand clasp around a wooden handle. And as you pull it out, you retrieve a somewhat mundane looking four paneled lantern. Glowing inside of it, you see a white flame that is burning within, and it appears to have these sort of like very faint tendrils of darkness kind of whipping out of this white flame periodically. You feel a sort of unnatural cold coming from this lantern.

This is from our listener Steven, who sent in this submission—as did all of our listeners, to theadventurezonecast@gmail.com email account. A lantern called the Shadowseer's Lantern. It grants the wielder the following effect: once per day, you can cast the Darkness spell centered on the lantern. The wielder of the lantern can see through the darkness unimpaired.

**Travis:** Oh, cool.

**Griffin:** Okay. John Arbuckle is visibly stoked as a non-trash item is finally kind of retrieved.

**Clint:** [titters]

**Griffin:** Okay, who wants to go next?

**Clint:** I'll go.

**Griffin:** Okay. Roll with disadvantage, please.

[sound of dice thrown]

**Clint:** Well, 19 and a one.

**Griffin:** Oh, no! Okay, so, with a one, you reach in and you also grab a handle. And you're like, "Hell yeah, more magic lanterns, baby."

**Justin:** [chuckles]

**Griffin:** And you pull out a—it looks like a lightly used toothbrush. And it has sort of just a small kind of plasticky handle. It's kind of a faint aquamarine color. The bristles, like if you inspect them very, very closely, you would

know someone has used this toothbrush before. But you can feel it pulsing with a tremendous power. You've retrieved, from our listener Marianne, who also submitted an item that was chosen last time, the Truth Brush! This is very appropriate for you, Dad. Once per day, bestows a curse upon anyone who uses it to brush their teeth, causing them to only speak the truth for the next 10 minutes, as though under the effects of the spell Zone of Truth.

**Clint:** That is appropriate, and is right up there with the never rotting banana peel I got last time.

**Griffin:** Yes.

**Clint:** Probably from—probably from her! I don't remember.

**Griffin:** I think Marianne did the glasses, the Bernard's Glasses, that let you dress up a dead body and pretend that it's alive. So yeah, it is a toothbrush. It's like the spell Zone of Truth, but someone has to brush their teeth with it.

**Clint:** Sure.

**Griffin:** To get it to work. So, a bit more kind of context sensitive, but you, again, rolled a one on the table.

**Clint:** Yeah.

**Griffin:** And Juice, your roll with disadvantage, please.

**Justin:** Yeah, here comes. Looks like I'm gonna give you a...

[sound of dice thrown]

**Justin:** 10. And a...

[sound of dice thrown]

**Griffin:** That's a one.

**Justin:** It's a one. I'm not sure if that is—let me turn my head to—nope, it's a one.

**Griffin:** Yeah, it is a one. It's a—you got a one-zero and a zero-one.

**Justin:** Yeah, so with disadvantage, I'm not—I guess we'll go with the one.

**Griffin:** I guess the good news is that you are pulling up the next highest one, because Dad took the one, which was the Truth Brush. You...

**Justin:** I'm not happy, that's—I'm gonna be honest, Griff, that's how I'm feeling right now. I'm just not thrilled. Kind of wanted a cool new thing.

**Griffin:** Yeah, no, you reach in and you grab what feels like a very sort of small tin can. And you try to like let it go real quick—

**Justin:** Ah, man.

**Griffin:** Because you're like, "I want something else." But you just keep grabbing onto this one small tin can. You pull out a small rectangular tin. And looking at the top of the tin, it's got some tiny, little greasy looking fish on it. It's got a pull tab lid. And you can see—

**Justin:** It's sucky, isn't it?

**Griffin:** You see a label printed on the top that says, "Sneak-key Sardines." And this is from our friend Michael, who says—well, he doesn't say this, it is written. It is an unassuming tin of sardines. When opened in front of any physically locked door, the lid peels up in the exact configuration of the key required to open said door.

The key magically silences the lock mechanism and door, as to provide a sneaky entrance for the player, giving advantage on stealth or sleight of hand for the door. And you can also eat the sardines for 10 temporary hit points. It is one time use, and Michael has included, please recycle. So, I don't know if there's like a curse that's bestowed if you throw it in—

**Justin:** Okay, got it.

**Griffin:** With the rest of the rubbish. But these are the Sneak-key Sardines.

**Hellgrammite:** Trade you my toothbrush.

**Justin:** I don't see this in the default, so I think I might have to make a custom for this one.

**Griffin:** Oh, it's not... it's not in the default list of items?

**Justin:** Isn't that strange? [titters]

**Griffin:** That's really weird, yeah.

**Justin:** Hold on, let me enable some of the extended universe—no.

**Griffin:** Turn on the Critical Role stuff.

**Justin:** Yeah. Oh, okay, here it is. They call it—they call it Matt's Merciless Muscles. And it's, if you open this tin of muscles—

**Griffin:** Yeah, yeah, yeah.

**Justin:** Matt Mercer will come open the door for you. That's what it says.

**Griffin:** [chuckles] That's very, very good.

**Justin:** That works.

**Griffin:** Okay. You all, now armed with new magics and items of questionable—

**Justin:** And a shitty can of sardines.

**Griffin:** Power, have equipped yourselves. Your opponents have been selected. And you return to your quarters, awaiting the following day and the decisive duel to the death that it will bring.

**Travis:** I also write out my will.

**Griffin:** You write out your living will, which is, I mean, you do have—

**Clint:** Shouldn't it be a dying will?

**Travis:** It's just a will, I think it's just called a will.

**Justin:** Yeah.

**Travis:** You don't write your will after you're dead?

**Griffin:** That's... actually, I have it set up—

**Travis:** Yeah, actually, Rictus is a Necromancer, so I can't.

**Griffin:** Yeah.

**Travis:** He might.

**Griffin:** Well, no, I told Chat GPT that—and I don't like AI, I don't use it for a lot of stuff. But I did tell it to write up my will if I do beef it, because I can't be bothered to do that while I'm still—

**Travis:** Oh, see, I told it to solve some impossible logic puzzles after I die.

**Justin:** Is this still the show? For god's sake.

**Griffin:** I don't think so, yeah.

**Justin:** [chuckles]

[The Adventure Zone Royale theme music plays]

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