

## The Adventure Zone Royale: Episode 19

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**Griffin:** Previously on TAZ Royale.

**Coxy:** You have all either chosen or been assigned your opponent, and against them, you will do to the death in an arena specifically designated for you.

**Rictus:** I work for Death.

**The Gentleman:** Okay, well, that seems like it would give you an advantage.

**Griffin:** He gestures to the graveyard that you are now standing in front of.

**Dr. Legume:** What did you do? I can't see anything! Is this you or is this the bugs?!

**Hellgrammite:** Don't worry, it's all part of my plan.

**Dr. Legume:** The bugs—

**Hellgrammite:** Don't worry!

**Dr. Legume:** The bugs—

**Hellgrammite:** Trust me! You've trusted me so far.

**Grakhan:** A sea beast, Lorovith!

**Griffin:** [chuckles] This other tentacle bows at you, and then swoops down into its portal and vanishes.

**Lorovith:** Look, he's dead. He died of shame, Grakhan. That'll be you! Dying of shame!

[The Adventure Zone Royale theme music plays]

**Griffin:** Welcome back to TAZ Royale! We are in the throes of a hot and heavy trial, a duel between friends—

**Travis:** The fates!

**Griffin:** A duel of the fates and—

**Clint:** [spoofs "Duel of the Fates" from Star Wars]

**Griffin:** Thank you, Daddy. Yeah, that's cool.

**Justin:** So explosive.

**Travis:** We're gonna have to put a copyright—

**Griffin:** It is an explosive tune—yeah, we will get struck for how good and accurate it sounded.

**Clint:** [chuckles]

**Griffin:** We are in the middle of this duel, the Trial of Conjunction. In the last episode, the three of you came to your battlegrounds at different points, scattered across the Island of the Octave Ziggurat. You have chosen your dueling partners—Lorovith, against his old friend and rival, Grakhan. Hellgrammite up against Dr. Legume, who he was gonna get to Feather Fall him off the island before a bunch of bugs attacked him.

And then Rictus is up against The Gentleman from Wizberry, he set a diabolical trap in the last episode. And the last thing that happened was Lorovith absolutely shredded a giant tentacle that grabbed him and attacked him. Which was very, very impressive. Which brings us all the way back to the top of the order. First thing that happens is—

**Travis:** Can you start the map again, Ditto?

**Griffin:** Oh, of course I will! Of course I will!

**Clint:** Beautiful.

**Griffin:** Okay. The first thing that happens is the spectral sphere has expanded inside of the graveyard battleground, where The Gentleman and Rictus are currently embroiled in battle. The next thing that happens is the enormous tentacle, that is still emerging from beside the bridge next to where Grakhan and Lorovith are battling, is going to keep attacking Grakhan—

Whips down a heavy tendril at him and hits him. He smashes down into the bridge as the tentacle catches him by surprise, as he's sort of stunned at the incredible blow that you landed against the other tentacle. He takes 12 points of bludgeoning damage.

**Justin:** Griffin, just a random question, is laughing at someone's goofy ass a free action?

**Griffin:** Yeah, you can laugh at someone's goofy ass. What we have, I think, established the precedent that goofy ass laughing is encouraged, welcomed and will—no charge, free of charge.

**Lorovith:** I didn't know you were into that sort of thing, Grakhan! *Ha-ha!*

**Grakhan:** Shut up...

**Griffin:** Next up is Dr. Legume! Dr. Legume also was blinded in the last round by Hellgrammite's... color spray? Some burst of magic—

**Hellgrammite:** Yes, I'm sorry.

**Griffin:** So, he's having a tough—he's having a tough go of it. What he is going to do is... he is going to cast Thunder Wave to try to thin out some of this crowd of insects. Now, normally, being blinded, you would have disadvantage on an attack. This is not an attack. This is a con save that you, Hellgrammite, and all of the swarm of insects are going to need to make, please.

**Clint:** Very well.

[sound of dice thrown]

**Clint:** And that—a seven's not going to do it!

**Griffin:** A seven is not going to do it. Only one of the swarm of insects failed the save. So, Hellgrammite, you are going to take four points of force damage, and you're going to be pushed back a bit in the water. Does Thunder Wave knock you prone, too?

**Justin:** If you Thunder Wave in water, does it knock you back?

**Griffin:** Wow... that's a really good point. They are pushed away from you. Okay. Oh, and all the other creatures here, all the other insects are gonna take half damage. All right, then we have, The Gentleman has gone into hiding—

**Travis:** Yeah, classic!

**Griffin:** If you'll recall. But he is going to make his move... no, I mean, he's gonna have to make an attack roll here. Let me see, he has disadvantage, because he can't see anything—

**Travis:** He doesn't know where the hell I am?

**Griffin:** Well, he knows you're in the cloud somewhere. He's attacking the darkness! 11 does not hit your AC, does it?

**Travis:** No.

**Griffin:** No, okay. You hear something metallic fly, you know, a good 10 feet off to your side, and collide with a gravestone, and clang down to the ground. Next in the order, all the swarms of insects are going to come after Dr. Legume. That one's not quite able to make it, that one isn't either, but two of the swarms of insects are going to attack him, one has disadvantage for being blinded... and misses.

The other one crits! Dr. Legume is going to take a... Jesus Christ, okay, Dr. Legume takes 10 points of slashing damage. You can see Dr. Legume, as he is being swarmed by insects, he is in incredibly bad shape. The large and sort of new imposing form that he has gained by training under the waterfall as long as he has, it looks quite pitiful right now, as he's being kind of devoured and screaming in agony. Next up is Rictus!

**Travis:** Uh-huh. Do I know where the thing was flung at me from?

**Griffin:** You know what? Give me a perception check to see if you can spot his hide, because he did take an action, I think, with the cloud of darkness here—

[sound of dice thrown]

**Travis:** Wait, a 14 plus 1D4...

**Griffin:** Oh, that's right.

**Travis:** For my Secret Stuff. So, 15 total.

**Griffin:** Okay, let me roll his stealth check. No, that does not beat a 15. Yeah, you can see him now, he is slightly cowering behind a gravestone, just off to the side of your cloud of darkness. You get the sense that he knew it would be a bad idea to wander into this darkness cloud, and just starts sort of attacking blindly. And so, he is just off to the side of it.

**Travis:** Okay, great. I am going to move up, and with my bonus action, command Beauregard to also move over with the lantern.

**Griffin:** Beauregard is holding this lamp of darkness, right?

**Travis:** Yeah.

**Griffin:** That is projecting this field—okay.

**Travis:** So, that we kind of move simultaneously, so I'm still hidden in the cloud, right?

**Griffin:** Okay, you can move the circle so I know where Beauregard ends up. Okay, and then where are you moving to?

**Travis:** And then I'm gonna run up and attack The Gentleman with my sword.

**Griffin:** Okay. The darkness here is going to grant you, I believe, an advantage.

**Travis:** Correct.

**Griffin:** He will not be able to see, and so you are going to have, yeah, advantage on this attack roll with your cool magic death sword.

**Travis:** So, I guess it'll just be a D20 plus six, because I don't like have it in my attacks.

**Griffin:** Yeah.

[sound of dice thrown]

**Travis:** The first one is a five—oh, yeah, five. So, that's not gonna do it.

**Griffin:** No, but you have advantage.

[sound of dice thrown]

**Travis:** 13 plus six, a 19.

**Griffin:** Yeah, absolutely, that's gonna hit.

**Travis:** Sick. So, five points of damage?

**Griffin:** Okay.

**Travis:** I just haven't melee attacked with him this entire time.

**Griffin:** Yeah, this is Rictus' first hit and it—how does it feel, man?

**Travis:** Pretty good.

**Griffin:** I bet. Okay, is that it for your turn?

**Travis:** Yeah, I used my bonus action and I used my move, I used my attack.

**Griffin:** Yeah, so you swing this death blade down. And through the darkness it is kind of tough to get a good hit on him, but you know—you have slashed his—right across his arm quite deep, you hear him yelp in pain. And though you are sort of occluded by this shroud of darkness, he is more aware of where you are at this moment. The enormous tentacle moves on its own? That's crazy. Whoa. What's going on?

**Justin:** I accidentally scooted him and scooting him back, because I was trying to—

**Griffin:** Oh, okay.

**Justin:** He's unmoved.

**Griffin:** All right. And you've got a cone, I'm excited to find out what that cone's about.

**Justin:** I'm just doing some—I'm doing some measurements over here.

**Griffin:** Okay, cool. Next in the order is Grakhan. Grakhan—

**Justin:** Oh, that's perfect, actually. Forget the code, you didn't see anything. [chuckles]

**Griffin:** [laughs]

**Justin:** I want it known, canonically—

**Griffin:** No, I'm changing my choice now!

**Justin:** Grakhan's ass did not see the cone! [chuckles]

**Griffin:** Now that I know about the cone—

**Travis:** Cone-nonically.

**Justin:** [laughs]

**Griffin:** I'm not gonna let you just fuckin' do—

**Justin:** No, no, no! Grakhan doesn't know about the cone! Griffin knows about the cone. Grakhan—

**Travis:** That was a mental cone in Lorovith's head!

**Clint:** I don't want to skip over the fact that I think Travis just had a great pun, cone-nonical?

**Travis:** Thank you.

**Clint:** Did you say cone-nonical?

**Travis:** I did. I did, thank you, Dad. This is the kind of energy we're missing on My Brother, My Brother and Me. No one's over there to catch my glorious bon mot.

**Clint:** I've been saying that for like 12 years!

**Griffin:** Okay, Grakhan, pinned under this enormous tentacle that just attacked him, holds out a hand and forms a fist. When he does that, the railing off to the side, just behind you, Lorovith, is ripped off of the bridge. And—

**Justin:** He wasn't going for a pound?

**Griffin:** He wasn't going for a pound—no, he wasn't going for a pound. Rips off of the bridge and flies into the side of the enormous tentacle, which is going to take 11 points of piercing damage and rear back, releasing Grakhan. Hellgrammite, I'm really curious—I'm really curious to find out what Hellgrammite's doing here.

**Clint:** Well—

**Travis:** So is he!

**Clint:** So you said that Dr. Legume has lost his Feather Fall concentration, right?

**Griffin:** Yes, you are no longer under the benefit of Feather Fall. So, if you were planning to jump off the side of the island, then that is a bad idea now. I'll tell you right now—

**Clint:** I'm gonna take... I'm gonna take a big swing.

**Griffin:** Okay?

**Clint:** I am going to try to use Cloud of Daggers to try to knock the swarms off of him, off of Dr. Legume.

**Griffin:** Okay?

**Clint:** I'm gonna go careful—

**Justin:** So you're gonna—sorry, just wanna—sorry, Dad—

**Travis:** You're gonna be real careful, what does that mean?

**Justin:** Super-duper careful, just very carefully use a—sorry, was it a cloud of daggers, you said? To carefully, very carefully—

**Clint:** Very carefully—

**Justin:** Extract the—

**Travis:** To hit, just to check, tiny bugs—

**Justin:** Just the tiny bugs—

**Travis:** Swarming around—

**Justin:** With the daggers, right?

**Travis:** A full-grown man?

**Clint:** Right, they're swarming all around him.

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

**Justin:** You're gonna throw them in such a way that they encounter the bugs, but don't encounter—[chuckles]

**Clint:** Well, to his credit, I mean, if he—if Hellgrammite knows anything, it's bugs, right?

**Griffin:** Yeah, okay. What level are you casting this spell at? It's either second or third. Second is the base—

**Clint:** Oh, I think I'm gonna cast it at third.

**Griffin:** Okay, mark off that spell slot and... this actually has no immediate effect. This will—when a creature starts their turn in—or enters the spell's area for the first time, they are—they will take the damage, so please remind me. I'll put actually a giant—actually, it's a five foot by five-foot cube.

**Clint:** Cube, yeah.

**Griffin:** Which, you know, if you did a... sort of—yeah, you—all these insects are swarming on—

**Clint:** Yeah.

**Griffin:** On him, so—

**Clint:** So put him right at the center of the cube.

**Griffin:** [laughs]

**Travis:** Mm-hm.

**Griffin:** Yeah, if you put it right about here, you will get all but one of the swarm of insects, and Dr. Legume might get a little bit of it. Okay, cool, that is there. Anything else—do you want to move away from the edge of the island, out of the water? Do you want to use your move action?

**Clint:** No, I think I want to—

**Justin:** Smart. Smart. Don't let him shake you.

**Clint:** I think I'm going to call out to him.

**Griffin:** Okay.

**Clint:** Yeah. That's a free action, right?

**Griffin:** Sure—

**Travis:** "Watch out for daggers!"

**Clint:** Okay.

**Hellgrammite:** Doc, be careful! Be mindful—

**Dr. Legume:** [yowls] *Aaah!* Ah, bugs!

**Hellgrammite:** You're not listening! You're not list—concentrate!

**Justin:** Thanks for clarifying, he was screaming at the bugs now, and not the daggers yet. [chuckles]

**Travis:** Well, he's blinded, he hasn't noticed the daggers.

**Dr. Legume:** What's cutting me?! What's cutting—I'm being—

**Hellgrammite:** It's the bugs! I'm trying to get the bugs off of you!

**Justin:** [laughs]

**Hellgrammite:** Trust me!

**Griffin:** All right. Boy howdy... Next in the order is Lorovith. I bet a cone's coming! Show me that beautiful cone, Papa!

**Justin:** Yes! I'm gonna—I'm gonna do a cone here.

**Clint:** [chuckles]

**Justin:** If I have to move, I'm, you know, I'm kind of going to scooch over here to get a good triangulation of this, if need be.

**Griffin:** Okay.

**Justin:** I don't think I'll need to do too much here. I'm going to cast Color Spray in a cone, on these jabronis.

**Griffin:** Okay. What is—let me read Color Spray.

**Justin:** Yeah, why don't you look that up while I'm drawing this great, big, beautiful cone.

**Clint:** Well, with Color Spray, you launch a dazzling array of flashing colorful light. Each creature in a 15-foot cone originating from you must succeed on a constitution saving throw or have the blinded condition until the end of your next turn.

**Justin:** Yes.

**Griffin:** Okay.

**Justin:** So—

**Griffin:** Interesting. Okay, so, constitution saving throw from first the tackle. The tackle crits on its save. Grakhan is now—a con save, you said? Grakhan save?

**Justin:** It is a... con save, yes.

**Griffin:** Okay, he has a plus three to his con save. What's he trying to beat here?

**Justin:** My spell casting modifier.

**Griffin:** Okay, he only rolls a three, plus a three. A six is not going to do it. So, he is blinded, I believe.

**Justin:** Yes, that is correct.

**Griffin:** Okay! All right, you see Grakhan, as he is temporarily kind of mixed up with this other tentacle, getting back to his feet. You launch a spray of beautiful, brilliant, prismatic color that envelops the tentacle and Grakhan. And he says:

**Grakhan:** Ah! No fair! That's cheating!

**Lorovith:** It's not—I don't think that—no, I clarified several times, I believe "no holds barred was phrase that I specifically—"

**Grakhan:** The tentacle doesn't even have eyes!

**Lorovith:** And thus it was unaffected, as you can plainly see!

**Grakhan:** I can't plainly see anything!

**Lorovith:** [laughs] Look at you! No vision, quick quit. I love it!

**Griffin:** All right, next in the order, the spectral sphere, back to the top, is going to expand another five feet. It's getting quite large now, the spectral sphere is—there's only kind of like a—it's right in the middle of the battlefield, there's only sort of a narrow path you can get around this thing. Pretty soon, it's going to cut the field of battle in half. And then in another few rounds, it's going to completely consume it. If you touch it, it is so bad for you.

**Justin:** Okay, got it.

**Griffin:** It is a swirling mass of the unquiet dead. Okay, next in the order, the enormous tentacle is going to slap down on the bridge, make a wet, bad sound, and then is going to sweep across the bridge. I need you and Grakhan to make dexterity saving throws, please. Grakhan, with his disadvantage, rolls a critical failure.

**Justin:** Ah, beans.

**Griffin:** The number you're looking to beat here is a 13.

[sound of dice thrown]

**Griffin:** Oofa-doofa!

**Justin:** Yeah. Oh, man!

**Griffin:** Okay—

**Justin:** It's a four!

**Griffin:** So, a huge, wiry tendril slaps down on the bridge, sweeps across. You see it connect with Grakhan and start very quickly dragging him across the bridge. Before you can delight in that, you don't realize that its arc continues to sweep over towards you. It smashes you and Grakhan sort of right next to each other here on the closed side of the bridge, and you both are going to take... two points of bludgeoning damage.

**Justin:** Oof!

**Griffin:** Two ones on the damage roll, yeah.

**Travis:** It just kind of, you know like when you wind up a towel and like slap someone's butt?

**Griffin:** It hits just about that bad, yeah.

**Travis:** It gets you.

**Justin:** Yeah.

**Griffin:** Okay, can I get rid of the cone?

**Justin:** I think of the tentacle kind of like the color spray. I think the tentacle is like, its heart wasn't in it because it was so delighted by my fireworks show that I did.

**Griffin:** Yeah.

**Clint:** [chuckles]

**Travis:** That's nice.

**Griffin:** Yeah. Okay, next up is Dr. Legume. Dr. Legume is going to—

**Travis:** Start his turn in the cloud of daggers.

**Griffin:** Thank you so much, Travis, so that's going to be 4D4—actually, 6D4—wait, really?

**Clint:** Mm-hm.

**Griffin:** Okay, he's going to take 6D4 slashing damage.

**Justin:** 6D4.

**Clint:** Do I need to roll that?

**Griffin:** No, man—I mean... I mean, I just did. Do you—if you think you can beat 15 on 6D4 dice, you're welcome to roll it yourself if you'd like—

**Justin:** You know—

**Griffin:** I suppose that is your prerogative.

**Justin:** Dad, you knew—I feel like you knew—I feel like your brand used to be that you're a bad DnD player, but I think it may be time to face facts that you're a bad... person. You know what I mean? Like you just—

**Travis:** Yeah!

**Justin:** Do these mean things. And it's not like you don't understand the rules, it's like, you do understand the rules and you're like getting some stuff out.

**Travis:** Yeah, because I think—

**Justin:** Like you're working through some stuff or something?

**Travis:** I think you're crazy like a fox here, because you made this plan with Dr. Legume, and I think you've not only been fooling Dr. Legume, but also us, your fellow players.

**Griffin:** And that feels mean. That feels especially mean.

**Justin:** And tragically, maybe even yourself a little bit, Dad—

**Travis:** Yeah.

**Justin:** I would say. [chuckles]

**Travis:** You want to kill him.

[sound of dice thrown]

**Griffin:** Okay—

**Justin:** You want to kill Dr. Legume.

**Clint:** Those are all very interesting observations.

**Griffin:** All right, so you have rolled a 16.

**Justin:** [laughs]

**Griffin:** A 16 on your damage roll, which is impressive, one more than 15. You, from the creek where you are standing, this stream that is flowing over the edge of the Octave Ziggurat, you stand, and you see Dr. Legume back up against a tree, sort of climb up, bright red circles around his eyes where you dazzled him just a few moments ago. As he stands up, unaware of these daggers that are swirling around him, you see him hold out a hand.

And as he does so, some spectral feathers begin to swirl around it. And before he can get the spell off, a dagger flies through and slashes him across the arm. And as he turns to find out what happened, another six daggers plunge into him. And you see him stand stock still, and fall backwards over dead into the swarm of insects.

**Hellgrammite:** *No!* Leggy!

**Griffin:** The swarm of insects are just going to descend on him. And before you can see anything else, you hear a loud horn chime, a chorus of bells ring, and you have defeated Dr. Legume in your duel. Next in the order is The Gentleman. Rictus...

**Travis:** Mm-hm?

**Griffin:** I need you to make a wisdom saving throw, please.

**Travis:** You got it, boo!

[sound of dice thrown]

**Travis:** A 13! I don't get my bonus on that, do I?

**Griffin:** Yeah.

**Travis:** A D4? Okay.

**Griffin:** I think it's on all of your checks, so that would include—

**Travis:** Ah! Plus three, 16!

**Griffin:** Okay, you feel a strange but somewhat familiar sensation, as you've undergone it a couple times now. It is a quieting of the world, and you can see this faint, transparent sphere emerge from The Gentleman. And as that happens, you feel your body begin to slow, your heart rate begins to slow.

And you feel time stop in a localized area around him. However, with your 16-wisdom saving throw, you are able to resist the effects of the spell. And so you are fully aware, as you hear The Gentleman step through the grass around the gravestone, next to where he was hiding. And you see a faint light emerge from his hands.

And with that, he is going to use his move action. He's going to move over toward where the lantern is being held by Beauregard, still kind of unable to see. But that is going to be his turn. Next up are the swarm of insects. They're just gonna keep snacking down. That brings us to you, Rictus.

**Travis:** Okay. I feel like this is something we've tried—I feel like this is something we've talked about a couple times in the show, and I can never remember where we landed on it. Can I do a targeted attack to like try to do something?

**Griffin:** Give me an example of what you're thinking about.

**Travis:** I want to chop his arm off.

**Griffin:** You want to chop his arm off?

**Travis:** Yeah, I want to swing for like his elbow, just above his grimoire.

**Justin:** "I wanna chop his arm."

**Travis:** I wanna take his arm off.

**Griffin:** You want to have that effect, right? If you want to lop his arm off, it will need to be a much higher roll than just beating his AC. I think... yeah, you're just going to need to roll a bit higher. His AC is a 12. I'm going to say if you want to have like that specific of an effect, it's going to need to be a 16, versus his AC. You do have advantage.

**Travis:** Mm-hm.

**Griffin:** So, that is—that is the situation.

**Travis:** Okay, here we go! He's gonna be so surprised.

**Griffin:** If you hit.

[sound of dice thrown]

**Travis:** Hey, that's a 14.

**Griffin:** Not sufficient.

[sound of dice thrown]

**Travis:** And that is a 22.

**Griffin:** Uh-huh! Okay, which arm are you attacking?

**Travis:** The one with the grimoire on it.

**Griffin:** Okay. Give me your damage roll, first and foremost. And I'm gonna roll con save to see if this goes like clean through him.

[sound of dice thrown]

**Travis:** Nine, is the damage.

**Griffin:** Okay. You swing down your death blade onto The Gentleman's arm, on his Grimoire. You are unable to cleave all the way through, you are unable to chop off his arm. But you hear him shriek in agony, as you sweep down onto his extended arm where he was about to stab Beauregard, thinking that you were him. Give me a perception check, please.

**Travis:** Perception check...

[sound of dice thrown]

**Travis:** That's 13, plus five, plus two, 20.

**Griffin:** Yeah. Oh, wow, okay with a dirty, very dirty 20, I would say when the numbers are coming from multi—like three places, that's like the dirtiest 20 that you can get.

**Travis:** Yeah, man. It's got tons of olive juice in it.

**Griffin:** It's like crazy in here, from a sonic perspective, there's a swirling cloud of darkness and a nearby swirling cloud of ghosts. And the time has technically stopped in this area, and The Gentleman is screaming. Behind all of that, when you swing down on his arm, there's another—you hear like almost an imperceptible, very tiny voice that is kind of shrieking alongside The Gentleman. Next in the—

**Travis:** You would say he's very surprised, right?

**Griffin:** He's extraordinarily surprised, yeah.

**Travis:** So, do I get like an extra... thing on him?

**Griffin:** No. I mean, you have advantage because of the cloud of darkness.

**Travis:** Okay, I'm gonna move.

**Griffin:** Okay?

**Travis:** To around behind Beauregard.

**Griffin:** Okay, cool.

**Travis:** And I'm gonna have Beauregard, who The Gentleman can't see, and is dark, move so that—

**Griffin:** Oh, okay. You've created a Venn diagram here with the nasty ghost circle.

**Travis:** Yes, I have.

**Griffin:** Okay, very cool. All right, next in the order is Grakhan. Lorovith, Grakhan is going to stand up, kind of breathing a little bit heavy, and he is going to take position here, putting you between the enormous tentacle. And he says:

**Grakhan:** I wanted to finish the fight with this sea beast before we engaged in our long overdue combat. But, well, I guess this will have to do.

**Lorovith:** Sorry, Grakhan, I'm over here!

**Grakhan:** Wait...

**Clint:** [chuckles]

**Lorovith:** Over here, big fella.

**Grakhan:** Thank you so much. This will—this—okay, this is going to have to do.

**Griffin:** He's gonna roll with disadvantage here, as a bolt of lightning shoots out of his extended Grimoire. This line of lightning is 100 feet long and five feet wide, and—oh, it's actually a Dex save, so this is... he will not have disadvantage, this is just you making a Dex save.

**Justin:** Yeah. Doesn't it seem weird? It doesn't seem right, does it?

**Griffin:** Just a little bit.

[sound of dice thrown]

**Griffin:** Okay, the enormous tentacle—

**Justin:** 15 minus one, 14.

**Griffin:** Okay, that saves!

**Justin:** Ah!

**Griffin:** The enormous tentacle does not. However, you are still going to take damage here. This is—this is a big one. This is a big, nasty third level spell. So, we're gonna roll 8D6 here.

**Justin:** Oh, boy.

**Griffin:** Or is it 6D8? It's 8D6.

**Clint:** Potato/patada.

**Griffin:** Yeah, that is 33 points—

**Justin:** Potatoes.

**Griffin:** Of damage, as this bolt of lightning shoots, just kind of like arcs off of your shoulder, leaving a deep sort of burn there. As you are kind of recoiling in the—

**Travis:** He doesn't take the full 33 though, right?

**Griffin:** You do not take the full 33. You are going to take 16 points of damage, Lorovith. You are sort of recoiling from this pain when you feel something drip onto the crown of your head, and you realize, looking backwards, that the enormous tentacle has been completely split in half, long ways, and sort of flops down dead into the water. Leaving just you and

Grakhan. Grakhan is going to actually roll to save on blinded. What was the spell that you cast on him, Color Spray?

**Justin:** Yeah.

**Griffin:** So, yeah, actually, he does not have blinded anymore, it only lasts until the end of your next turn.

**Justin:** Yes.

**Griffin:** Which has not happened yet.

**Justin:** Right.

**Griffin:** So, he is still blinded, but now it will be over when it's—okay, gotcha! Okay, well, next in the order is Hellgrammite. Hellgrammite, Dr. Legume is dead. Very, very, very dead.

**Justin:** [sighs] *Ah!*

**Griffin:** You still do, it seems like—

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

**Griffin:** It does seem like you have not been like released. What you were told before this trial began is like, once you defeated your opponent, you would be freed from the battleground. But—

**Travis:** He's a feather fallen angel now!

**Griffin:** [chuckles] Maybe it just hasn't happened yet, but as of right now, you are just kind of in here alone with this swarm of insects that—

**Justin:** Did anything happen? Was there like a bell or something? Or a—

**Griffin:** Yeah, there's a—

**Justin:** A horn?

**Griffin:** There was a horn and a bell. There was both, actually.

**Justin:** Both. Okay, that's pretty good. Does a picture appear on the screen?

**Griffin:** That has not happened yet, no. Nor have you seen the like, you know, Jim in his—in his gauntlet, you know, go flying up towards the Crystalarium, which is also sort of what happens.

**Clint:** Well, I think Hellgrammite is going to cautiously approach the fallen form of his dear friend, Dr. Legume.

**Travis:** That's a stretch.

**Griffin:** Okay?

**Clint:** Okay, his dear associate.

**Justin:** He'll be like—Dad will be like—

**Clint:** This dude he knows.

**Justin:** How did this ha—how did this happen?

**Clint:** Oh, no!

**Travis:** If only this could have been prevented!

**Clint:** And maybe he's not even sure he's dead. Maybe he's just, you know, going to check and see. So, I think he's going to draw closer to Dr. Legume.

**Griffin:** Okay.

**Justin:** You always think of Cloud of Daggers as a victimless crime.

**Clint:** Yeah.

**Griffin:** Oh, yeah, have you—have you—

**Justin:** You don't stop to think of the repercussions. [chuckles]

**Griffin:** You do still have this Cloud of Daggers up.

**Clint:** Oh, well, I won't get that close.

**Griffin:** Which the—it's the swarm of insects—

**Justin:** Dad's walking through it to prove it can be safely navigated! Dad is like, "No, no, no, it's easy! You just do this, and this and this, and they don't hit you!" [chuckles]

**Clint:** Whoa-ho-ho!

**Justin:** You dumbass. [chuckles]

**Griffin:** Okay, the swarm of insects are actually—I forgot to resolve this, because they were in this space on their last turn. They all take 14 points of slashing damage.

**Justin:** See? It worked. [chuckles]

**Griffin:** So, as you approach, actually, one of the swarm of insects is completely shredded, completely torn apart.

**Travis:** Totally ripped.

**Griffin:** The remaining three are heavily—their numbers are heavily decreased. Still, as like the, you know, their fellow bugs are being just torn apart by this Cloud of Daggers, the others seem completely, I don't know, not interested in that fact, and instead are still kind of partying down on Dr. Legume, making sure that they are dead. That is what you see as you approach.

**Clint:** Could I try—I'm going to try something.

**Griffin:** Yeah, please.

**Clint:** And you tell me how it would work.

**Travis:** That's how this game goes! Dad finally gets DnD!

**Justin:** Dad gets it! Now, Dad, if you can figure out the rolling part, dude, we're—got a stew going! [chuckles]

**Clint:** I'm going to—could—I'm going to try to recall my swarm, which I cast through Infestation, remember?

**Griffin:** Okay, yeah.

**Clint:** And also, try to suck up the other...

**Justin:** That makes sense.

**Griffin:** The other bugs.

**Justin:** That makes perfect sense.

**Griffin:** Okay, cool.

**Justin:** It's like he's firing up the Dyson.

**Clint:** Yeah.

**Justin:** [chuckles] And he's gonna suck up—he just sets it to suck up bugs, and he's hoping that the magic will do it. [chuckles]

**Travis:** All bugs?!

**Justin:** I like this idea! Why not?

**Griffin:** Hey, I like this idea a whole lot.

**Justin:** Because presumably, some of his bugs were killed by his own fuckin' knives. So, there's gonna be spare bug space—

**Travis:** Yeah.

**Justin:** [chuckles] In the spell's memory.

**Travis:** In the chamber.

**Justin:** Yeah.

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

**Clint:** Please make it.

[sound of dice thrown]

**Clint:** 17!

**Griffin:** Incredible. You do—you recall your bugs. You've done this many times before. I'm gonna just delete Dr. Legume, because that's what these bugs have done!

**Justin:** [chuckles]

**Griffin:** Sorry, one more roll from you. Give me a... give me a perception check, and you're looking to beat a—we'll say 17, that's what you rolled in your wisdom save. Just see if you...

[sound of dice thrown]

**Clint:** 15.

**Griffin:** Hm, okay. You see the bugs that you conjured, and they return to you. And as they sort of do, they, you know, the flying bugs kind of disperse, the more terrestrial bugs just kind of burrow down into the ground. But the other swarms of insects that were conjured here as the kind of danger in the Trial of Conjuraton, the ones that haven't been torn apart by

the daggers—are you leaving the Cloud of Daggers up? Or have you dispelled—

**Clint:** Nah, I'm—nah, they're—

**Griffin:** Okay. The cloud of—the cloud of daggers is—

**Clint:** They're dispersed.

**Griffin:** Vanishes. The other bugs swarm up towards you. There's, I mean, quite a few of them, a nice sort of shallow carpet of various insects. One insect in particular sort of skitters to the front of the crowd. It is a small centipede. I say small, actually, smaller than you, but quite large for a bug. It is roughly 18 inches in length. And between its sort of plates of its chitin, you see shards, very narrow slivers of crystal that have emerged from its shell. It crawls before you and it lowers its head, lowers its antenna in a way that suggests a bow. And as that insect does that, so do the other swarms, literally just bowing down before you. With the wisdom saving throw you have done, and this very good perception check, you hear a voice call out to you in your mind. And the voice says:

**Voice:** My bridegroom, do not despair. Do not throw away your plight. We have come to aid you in this contest. You are the one we have been waiting for for so long, Hellgrammite.

**Hellgrammite:** Oh... I'm not really looking for, you know, a long-term, serious relationship. Did you say bridegroom?

**Voice:** I know what you seek, Hellgrammite, and I am the one who is destined to grant it to you. But you must earn this right. You must show me you are capable of what I know you to be uniquely capable of. I shall await you at the end of the Conclave.

**Griffin:** With that, the swarm of insects skitters away, including this one sort of long, flat centipede with the crystals all over its sort of plated back. As it approaches the wall, the barrier surrounding the edge of the island here kind of disappears, releasing you and granting you victory here in the Trial of Conjuraton. I'm going to let that perception check that you rolled earlier

roll here. You see that centipede stop, as the rest of the insects skitter away in a line. And it looks at you and it says:

**Centipede:** You must be very cautious, though, my bridegroom... They can hear and see everything, any conspiracy you concoct with your fellow players. You must be very, very cautious, or they will hear.

**Griffin:** It does a little circle on the ground here, sort of wildly kind of flailing around, kicking up leaves and debris.

**Hellgrammite:** Wait, what is your name?

**Griffin:** You chase after it to call, and it skitters away with tremendous speed. And you see it burrow down into the ground, right next to the Crystalarium. You are left here, standing in this clearing in the woods, by yourself. And you look down—

**Clint:** Just a bug in love with a centipede.

**Griffin:** Mm-hm! You look down and you see where this centipede was kind of flailing around and kicking up some of the natural kind of debris here on the ground. You see faint traces, lines of light etched into the ground. You look down at that light, and clearing away some more of the brush, you see a message. And that message is in your own handwriting. It's right here on the edge of the woods, facing the Crystalarium. That message reads: "Thrikeen inside."

**Clint:** Hm-hm-hm! Hm...

[theme music plays]

[ad read]

**Griffin:** Got a few announcements before you get back to the rest of the episode. We got some new merch up in the McElroy Merch Store, over at [mcelroymerch.com](http://mcelroymerch.com). A new T-shirt with a "helping is always a free action" design on it, there's "20 Make It Stick" enamel pins on there. Lots of really, really great stuff this month.

And 10% of all of our merch proceeds this month will be donated to Border Angels, whose services include educational programs, water drops in the desert, day laborer outreach, Familias Reunidas Bond Program and shelter aid support in Tijuana, to aid migrants and asylum seekers in need.

I also want to let you know that I have a book coming out very soon, it's a Choose Your Own Adventure book! It's called The Stowaway. It's appropriate for middle grade readers, but I think it's a rollicking adventure, a survival tale set in outer space that anyone would get a thrill or two out of.

There's intrigue, there's action, there's stunts, there's everything that a book can't have, I think. Those are the three, right? I said action and stunts, right? Yeah, no, that's all of it. So, you can pre-order that now at [bit.ly/griffinstowaway](http://bit.ly/griffinstowaway), and it would be, gosh, just a huge help to me, if you would consider doing that.

The book is \$10 and it comes out, again, on March 10<sup>th</sup>! So, don't wait, go ahead and secure your copy today. That's it, enjoy the rest of the episode. We will be back with a new one in two weeks, so talk to you then. Bye!

[break]

**Austin:** Howdy there! So sorry to interrupt whatever amazing show you were listening to, but it's time for an ad! I'll be so quick and you can get back to your show, don't worry. I'm host Austin, one half of a podcast called Secret Histories of Nerd Mysteries, that I make with my good friend, Brenda. We talk about the pop culture stuff you like, like Thunder Cats and Yu-Gi-Oh! Did you know that the Thunder Cats are cousins with Farrah Fawcett? Or that Yu-Gi-Oh once caused a riot? You probably want to know more. You can find us at Maximum Fun, or wherever you get podcasts, every single Tuesday!

[break]

[theme music plays]

**Griffin:** All right. Boy, the initiative order list is much smaller without all those bugs and Dr. Legume on it. That brings us to Lorovith.

**Justin:** Mm-hm.

**Griffin:** The tentacles have been—the tentacles have been slain. Grakhan is in... how are you doing? I mean, Grakhan was in worse shape than you. He's still blinded, actually, until the end of this turn.

**Justin:** Great.

**Griffin:** But you have been very, very heavily wounded by this Lightning Bolt That just sort of passed through you.

**Justin:** Yes, I feel very bad, physically.

**Griffin:** Yes. It is your turn.

**Justin:** Yes, I am going to... I don't have a lot of really clever ideas here. I'd like for this fight to be over before I am killed, though. So—

**Travis:** Yeah, good strat!

**Justin:** Yeah, thanks, man. Dad and I have been talking a lot about some ways we can improve.

**Griffin:** [laughs]

**Justin:** So, I'm gonna use just a shove—I'm gonna attempt to shove him off the bridge.

**Griffin:** Okay.

**Justin:** And I'm gonna angle for the gap that was destroyed by the tentacles.

**Griffin:** Okay, great. I love that. You will have advantage—you will have advantage on any attack you do on this turn only, because you have advantage on attack rolls against blinded opponents.

**Justin:** Right.

**Griffin:** Okay.

**Justin:** And so, I will do an unarmed attack. Yes. Unarmed strike.

**Griffin:** Shove rules, shove rules, I wrote 'em down. Shoving, you make a—

**Justin:** Target must—

**Griffin:** Athletics check—

**Justin:** Succeed on a...

**Griffin:** Yeah. The target makes a strength or dexterity saving throw, instead of an opposed check. Okay, yeah, so that's the streamlined rule. So, it's DC plus—it's eight plus strength plus proficiency, so what is that? What is he trying to do here?

**Justin:** So, eight plus strength is—it's a strength bonus, right? So, three. And the proficiency bonus is three—six. 15? Yeah, 15.

**Griffin:** He is gonna roll here with disadvantage. He did save on one, he does not save on the other. In fact, he crit fails on the other. So, you position yourself like here-ish. That is just enough space for him to be pushed to the edge. He gets to make a Dex save before he plummets over. This will also have disadvantage. I mean, both of those suck shit. You see him take a step back, kind of in surprise. He has these bright red circles around his eyes too, where you blasted him. But after you take his action, that effect fades, so he is able to see you quite—

**Justin:** I wanted him to be able to see me as he falls down.

**Griffin:** Yes, he sees you, a look of shock and also kind of pride on his face. You see him plummet over the side of the bridge. This bridge is about 20 feet over the surface of the water. You can also, looking down, see quite a few rocks in the water that are kicking up rapids that sort of lap around the supports of this bridge. So he is—

**Travis:** And all the daggers that Dad dispersed just appear down there.

**Griffin:** All the daggers that dispersed and he just let float into the water.

**Justin:** In my head—in my head cannon, when Grakhan did his 100-foot Lightning Bolt, it just barely got Dr. Legume in the ass.

**Griffin:** [laughs]

**Justin:** Just like—

**Griffin:** Yeah, it curved around Wanted style!

**Justin:** Curved around one last—

**Griffin:** Yeah, yeah.

**Justin:** [laughs]

**Griffin:** Okay.

**Justin:** With all the wasps and the—

**Griffin:** He is going to take—okay, he takes 16 points of bludgeoning damage, after he falls off the edge of the bridge. He plummets and lands down in the water. This should happen at the beginning of his next turn, but I'm gonna do it now so that I do not forget about it. He's going to be dragged by the current of this water towards the edge of the barrier. He actually is going to go underneath the bridge. You do not see where he ends up—

**Travis:** Poo sticks!

**Griffin:** As he is pulled underneath. You're playing poo sticks with your old rival, Grakhan.

**Clint:** [chuckles]

**Griffin:** I don't know that anyone else calls it that. Okay, next in the order is the spectral sphere, which is going to—

**Justin:** Oh, by the way, soon as he's out of sight, I'll give a butcher's around to see if I can make a visual on my son. Is he—

**Griffin:** Ooh, okay?

**Justin:** Is he fighting near me? Or...

**Griffin:** I mean, give me, I don't know, give me a perception check to see where he is engaged in a duel with Pip, who is basically David the Gnome.

[sound of dice thrown]

**Justin:** 18.

**Griffin:** Hm, okay, cool. You are not able to see your son with a check of 18. What you are able to see is, from the woods to the southwest, near the mage tower, actually, you see the peak of the mage tower. But you see another sort of sharp conical object reaching up, out over the canopy of the trees that they are battling in. It is a bright green sort of felt-covered cone, and you recognize it as the hat that Pip is wearing.

You feel some faint trembles in the ground as you realize that Pip has enlarged himself significantly. You can't see where your son, Doober Sweetleaf is, but you know that this evenly matched battle that you assumed he was engaged in may not be quite so evenly matched after all.

**Justin:** Let me clarify, if I understand in the rules right now—

**Griffin:** Sure.

**Justin:** As I understand them. He is not dead, and I am still stuck here, right? As far as I know—

**Griffin:** Yes, you are still—there is still this like endless barrier of red light that has emerged around the battlefield in a—in a rectangle sort of surrounding it.

**Justin:** Okay, got it.

**Griffin:** Yeah.

**Justin:** Okay.

**Griffin:** If you wanted to move towards his direction, you could—you could do that. Right now, you assume you're standing roughly over where Grakhan is under the bridge, but you can't see him.

**Justin:** I don't know, I kind of move—used my move action to position myself for the throw, to be honest. So I don't feel like I have—

**Griffin:** I mean, you have more than 30—you have—you have actually—

**Justin:** I mean, I'll duck o—I mean—

**Griffin:** 35 feet.

**Justin:** Okay, if I ducked over the—I just don't want to get close to the edge, honestly, I'm fine.

**Griffin:** Sure! Okay, that's totally fine. I'm not trying to trick you! I'm trying to figure out if—

**Justin:** No one—

**Griffin:** You wanna spend your action doing something. Okay, next—

**Justin:** I know. No, I—I mean, I kill—I bested Grakhan, I kicked him off the bridge. I mean, I'm—I feel good about this current thing. I was just trying to get a sense of—

**Griffin:** Current thing?

**Justin:** Doober's—

**Travis:** *Eh?*

**Justin:** [chuckles] That's really great.

**Griffin:** Okay—

**Justin:** Really, a lot of good jokes today.

**Griffin:** Next in the order is The Gentleman. Now, one issue here, Rictus, is you actually can't see into the cloud of darkness now that you are not in it, right? You are not holding the lantern.

**Travis:** Why wouldn't I be able to see it?

**Griffin:** Because it is the lantern that is granting you the ability to see through the cloud of darkness, right?

**Travis:** Yeah, you're right, "The wielder of the lantern can see through the darkness unimpaired."

**Griffin:** Yeah. So, you can see only the—only the cloud of darkness—I'll give you a chance here. Roll a—roll a perception check with disadvantage, right? You made this thing, maybe there's a chance that you can kind of see...

[sound of dice thrown]

**Travis:** So, that would be 19...

[sound of dice thrown]

**Travis:** And a 14... plus four. So, a 23 or an 18.

**Griffin:** Wow. Okay, yeah, with an 18, you see The Gentleman with a wicked grin on his face, holding his injured arm. He is going to approach Beauregard, approach the lantern where he's kind of triangulating where he thinks your position is. And he holds out his bloodied Grimoire-wielding hand, and a cloud of darkness swirls around it. He reaches out and jabs his hand forward. As he does so, you hear him immediately shriek. Beauregard, as the circle of the spectral sphere expanded, was standing right at the very edge of it. The Gentleman plunges his hand into the spectral sphere that you can see sort of illuminating this cloud of darkness from within. And... I think the cloud here that you created, the cloud of darkness, as he sort of reaches forward to try to blast where the lantern is, I think the lantern has been consumed by the spectral sphere. And as that happens—

**Travis:** Goodbye, lantern!

**Griffin:** Your lantern disappears, Beauregard disappears. All you see now, as the cloud of darkness disappears, is The Gentleman, whose arm, as he pulls back, now ends at the elbow. You loosened the lid of that jar, him plunging his hand into the spectral sphere with this kind of ruse you developed, that was enough. He steps back, blood sort of just pouring out of the sleeve of his very fancy tunic, and he just kind of hits a gravestone here. He is—he is very, very, very, very badly injured. And that brings us to you, Rictus.

**Travis:** So, I'm going to approach The Gentleman.

**Griffin:** Okay.

**Rictus:** You have mastered time, but I have mastered and partnered with death. But if you allow me, I can try to save you.

**Griffin:** He looks at his arm, his eyes wide. He seems like surprisingly calm, which like, I don't know, someone in your position has probably witnessed death quite a bit before. You recognize this as shock. He is—he is in shock. But there is something else also kind of going on here. Give me an insight check, please.

**Travis:** An insight check?

**Griffin:** Yeah.

[sound of dice thrown]

**Travis:** Eight plus 10, plus... four. 14!

**Griffin:** You look down at The Gentleman, you make him this offer, he is in shock. With a 14-insight check, you can see as he looks up at you, he is surprised, but he also... he seems very confused. He says:

**The Gentleman:** Where are we? What have you done to me? What have you done?

**Rictus:** You're The Gentleman of Wizberry, we're in a duel—

**The Gentleman:** I know that. What is... what is happening?

**Rictus:** Oh, you touched a death sphere—

**The Gentleman:** Where are we?!

**Rictus:** The Conclave... We're doing a test for... the Octave?

**Griffin:** He is trying to sort of crab walk backwards away from you. He is not doing a very good job of it, because the arm that was holding his Grimoire has been consumed by the spectral sphere. You see—I'm not going to make you roll. It is quite apparent from where you are, you see in the distance a bright red light coming from around where all the residences are located.

From that red light, you look over, you can see it is from this giant kind of... enormous bonfire that is sort of emerging from this kind of podium, surrounded by these crystals, by the—by the residences. From it, a 10-foot-wide column of flame shoots up into the sky. And then it arcs like a rainbow and comes crashing down into the battlefield with you. Give me a dexterity saving throw, please.

**Travis:** Okay.

[sound of dice thrown]

**Travis:** Nat 20!

**Griffin:** Holy shit, yes!

**Travis:** Backflips!

**Griffin:** You do a fuckin' back handspring, you're the—you're the Hamm Brothers over here. You flip away as this column of flame smashes down, consuming The Gentleman. And it just lasts for a few seconds, and then you see it sort of stop at the source. And the rest of the column dissipates, and The Gentleman is gone, has been deleted from the Conclave.

With that, another chorus of horns and bells chime. There's quite a few of those going on right now, as a few of the other duels wrap up. But just as quickly as it appeared, the spectral sphere kind of bellows out a little bit and then shrinks back down and vanishes, as does the red barrier surrounding you, as you complete the Trial of Conjuratation.

**Travis:** in rage, Rictus takes off for I guess the Ziggurat, is where I would expect the members of the Octave to be, right?

Griffin: Okay.

Travis: Yeah, he just full-blown sprints.

Griffin: Okay. You take off towards the Octave Ziggurat. That is going to bring us to Grakhan. Okay, Grakhan is going to... reappear and grab on to a support strut of the bridge. He is going to make an athletics check here, this is plus five, to try and climb back up. Yeah, that is a 21.

With his 21 athletics check, he is basically going to use his move action to climb back up onto the bridge, where you are, Lorovith. As he does, you can see he is... he is battered, he is bloodied. As are you, from the, you know,

damage that you've sustained in this battle. He kind of catches his breath, looks at you and says:

**Grakhan:** I have a proposal... perhaps the remainder of our battle could be more martial in nature? I know that represents a bar that I suppose would be [unintelligible], but I feel like maybe it would be more satisfying in the end.

**Lorovith:** What did you have in mind?

**Griffin:** He walks over and punches you right in the face. Yes, that is a 25 versus your AC.

**Travis:** It *just* hits.

**Clint:** [chuckles]

**Griffin:** And you take four points of bludgeoning damage.

**Justin:** Okay.

**Griffin:** He punches you across the face. He says:

**Grakhan:** Do you remember? This is what it used to be like, for all this... arcane frippery.

**Griffin:** It's your turn, Lorovith. We're just gonna focus—we're gonna focus us for a bit until we get through this duel.

[sound of dice thrown]

**Justin:** 17.

**Griffin:** Yeah, you rear back. Roll damage.

[sound of dice thrown]

**Justin:** Four.

**Griffin:** That's four points of bludgeoning damage. You rear back, you answer right back, you punch Grakhan right clean across the jaw. You hear a crack, as you send him reeling backwards—

**Justin:** A hill giant—Hill's Tumble, I knock him prone.

**Griffin:** Oh, okay. Yeah, you just—

**Justin:** I punch him so fuckin' hard, it just like knocks him to the ground.

**Griffin:** Yeah, okay, awesome!

**Justin:** And he spits out—and spits out some blood off to the side.

**Griffin:** Yeah, awesome.

**Clint:** Down goes Grakhan! Down goes Grakhan!

**Griffin:** He looks up at you, he spits out some blood. He laughs and he says—

**Justin:** I help—I help him up. [laughs]

**Griffin:** Fuck yeah. You help him up, he spits out some blood, he says:

**Grakhan:** I apologize... I said that you had lost your competitor's instinct focusing so squarely on your magic boy. But clearly, that is not the case, is it?

**Griffin:** He rears back. He swings forward. That's 23 versus your AC. Another four, another max damage roll. You are punched right in the fuckin' eye, and it is—immediately starts to swell up. It is your turn.

**Travis:** Does Justin's old man Irish trainer step in to cut him?

**Clint:** [chuckles]

**Griffin:** [titters] Yeah, right?

**Clint:** Vick!

[sound of dice thrown]

**Justin:** 22.

**Griffin:** Holy shit, yeah, man! Another max damage roll, Jesus Christ! Holy shit, that's four max damage punches in a row! Okay, you fucking club him *again*. And he goes down again with your hill giant strength, you punch him down, you actually—

**Justin:** Oh, no, I didn't use it that time.

**Griffin:** Oh, okay?

**Justin:** I wanna save one usage in case I need it for later. [chuckles]

**Griffin:** [chuckles] Okay, great, yeah.

**Justin:** I only get three every rest.

**Griffin:** This is still just a normal punch then. He goes back and cracks into the... into the barricade, the railing of this bridge. You hear it crack and sort of splinter behind him. And he looks up at you, and he says:

**Grakhan:** Did you mean it? What you said about... ensuring the boy's victory in this Conclave?

**Lorovith:** Eh... I'm not sure, honestly, Grakhan. I've been walking through a lot of stuff emotionally. So much of it is mind games with you anymore, I'm not sure where I end and the truth begins!

**Griffin:** He rushes forward. He swings his big, meaty fist right into your gut. And that is 22. And you're—if this is another four, I'm gonna freak. Okay, that's just one. That's just one point of bludgeoning damage.

**Justin:** Okay.

**Griffin:** He is seething. And you see sort of like blood almost foaming through his teeth, as you are just beating the shit out of him. He looks at you and he says this:

**Grakhan:** This is why, Lorovith Dreamwanderer Gonjuban, this is why you fear getting lost in the woods. It's your indecision!

**Justin:** Is it my turn again?

**Griffin:** It is.

**Justin:** I will... grapple.

**Griffin:** Okay?

[sound of dice thrown]

**Justin:** 20.

**Griffin:** He... what's the new grapple rule? How come they changed all the goddamn rules? 2024, 5E—

**Justin:** I know, that's why—I actually just—I said that I was gonna grapple before I looked up what the fuck that even means, so let's see.

**Travis:** It's when you combine grape and apple together.

**Justin:** [chuckles] Sure, yeah, got it.

**Travis:** It's pretty good, actually!

**Griffin:** It's a type of unarmed attack... Yeah, so... the attacker has—yeah, okay. So, you... all right... attack the target, yeah. The grapple attacks the target, yeah. Fuckin', this is the worst-

**Justin:** The target's speed becomes zero and cannot increase, preventing any movement or actions reliant on mobility. Target also suffers disadvantage on attack rolls against any target other than the grappler, reflecting the difficulty of striking the enemy while restrained. Furthermore, the grappler can drag or carry the grappled creature, but every foot of movement costs the grappler an extra foot, making it less efficient to move with a restrained target unless the target is significantly smaller.

**Griffin:** Okay, so you are just replacing the damage from an unarmed strike to a grapple. Okay, you have grabbed on to him. As you grapple him and you have—

**Justin:** You gotta do a—I think you gotta succeed in a check, is what I'm... you have to... Let me check the—

**Griffin:** The target—

**Justin:** Succeed on a strength or dexterity savings throw, you choose which.

**Griffin:** Oh, okay. Yeah, I mean, clearly, he's gonna do a strength save here. Okay, so he's trying to beat that 20 that you rolled?

**Justin:** No, I don't think I should have—I rolled an attack roll, which I don't think I should have. I think it's just...

**Griffin:** The same—the 15?

**Justin:** 15, yeah.

**Griffin:** Okay. He gets a 12 on his save, so he is—

**Justin:** Okay.

**Griffin:** He is grappled. As you grapple him, you realize you're kind of holding him up a little bit. You're kind of keeping him up on his feet.

**Justin:** Yeah. Now it's his turn.

**Griffin:** Okay. He is going to head butt you. 15—yeah, that's a 21, versus your AC?

**Justin:** Oh, yeah. Oh, yeah.

**Griffin:** That is three points of bludgeoning damage. He catches you—you hear your nose break, as he cracks his rock-hard goliath forehead right into you. He is—he is too winded, I think, for a response here.

**Justin:** Great. I am going to... try to smash his head into the railing.

**Griffin:** Okay.

[sound of dice thrown]

**Justin:** 15 plus six, 21.

**Griffin:** Yeah, man, absolutely. Absolutely, that is a hit. Oh my god... you smash his head into the railing—which side of the bridge are we talking about here? Right side, left side?

**Justin:** Probably near the gap, just because it's more dramatic.

**Griffin:** Okay, yeah. You spin him around and slam him head-first down onto the railing on the side of the bridge. And as you do that, you kind of like step back, recoiling just from like the impact of this. It shatters off another segment of the railing which falls into the water, and floats slowly under the bridge. Grakhan looks up at you, dazed, teetering, right by the edge of the bridge, and laughs, coughing up sort of a spurt of blood as he does. And give me an insight check, please.

[sound of dice thrown]

**Griffin:** Awesome. Two plus one, a three.

**Justin:** So on brand. Two. I rolled a two. [chuckles] Yeah, that's about right.

**Clint:** [chuckles]

**Griffin:** How is Lorovith feeling in this moment? You've defeated Grakhan. You know this, you know that he is finished. This is your lifelong sort of rival, who you all have been kind of working towards this thing to some degree for a while now.

**Lorovith:** The thing you never understood about me, Grakhan, becoming a father of an adult man didn't make me weaker!

**Clint:** [laughs]

**Lorovith:** It's made me stronger than you could ever know!

**Travis:** [chortles]

**Justin:** And I give him one big kick off the bridge.

**Clint:** [chuckles]

**Griffin:** Okay, make an attack roll.

[sound of dice thrown]

**Justin:** 17, plus six, 23.

**Griffin:** Yeah, obviously.

**Clint:** Geez!

**Griffin:** Here's what happens. You kick forward into him, he reaches out and grabs onto your calf, kind of just holding himself up for a moment. He smiles. He says:

**Grakhan:** If you want to protect the boy, protect the boy... but stick with it, Lorovith. There is no reason to fear the woods, because the woods end. You cannot get lost in the woods if you pick a direction and keep walking.

**Griffin:** And he lets go, and splashes down into the water. And before you see him float out from the other side, you hear the horns and bells sounding his defeat. You see—

**Justin:** Oh my god, look in my—and the camera pans to my hand, and oh my god, it's his gem? I got it while he was hanging there? Holy shit, what a—what a cliffhanger, Griff! God, you're good!

**Clint:** [chuckles]

**Justin:** No, I want to hear how you say it. I'm sorry, I got ahead of you.

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

**Clint:** [laughs]

**Justin:** I wanna hear how you—[laughs]

**Travis:** Paint the picture, Griffin, paint the picture!

**Justin:** [chuckles]

**Clint:** [guffaws]

**Travis:** Is the gem still warm from his body heat?

**Justin:** Is it still warm? Is there blood—do I lick his—like wipe his blood off of it? [chuckles] You do it—you do it.

**Griffin:** You look down at your hands—

**Travis:** Yeah.

**Griffin:** Where you were holding him—

**Justin:** Yeah, yeah, yeah.

**Griffin:** As he floats bloodied out over—

**Justin:** Enough about him. [chuckles]

**Griffin:** Towards the river. The barrier disappears. You watch his—

**Justin:** Come back for the gem. [chuckles]

**Griffin:** You watch his body drop off over the edge of the island, down to where you were holding him... by the calf, and you are holding his dirty, nasty boot. And you're holding his—

**Clint:** [laughs]

**Justin:** [laughs]

**Griffin:** Ugly, nasty, stinky boot.

**Lorovith:** [yells out] Damn it! Damn you, Grakhan! Even in death, you failed me! Damn you!

[The Adventure Zone Royale theme music plays]

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