

The Adventure Zone Royale: Episode 24

Published May 14th, 2026

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Griffin: Previously on TAZ Royale:

Clint: Okay, I'm gonna open the piano and get Doober out.

Doober Sweetleaf: Hellgrammite, thank... thank you, I... I always believed that you were good. I think Scorpo is wrong about you, sir.

Hellgrammite: Yes, I...

Doober Sweetleaf: You—

Hellgrammite: You're... you're like a nephew to me.

Rictus: Jane?!

Hasty Jane: I could tell he had sort of a menacing aura, and I... I mean, look at him! He looks kind of scary! And I... Ah, fuck...

Rictus: Hey, it's okay.

Griffin: She's gonna bolt.

Travis: And what's that growing out of your shoulders? Whoa!

Griffin: [chuckles] Whoa!

Justin: It's a cape potion!

Death: You wish to save the ape?

Travis: And Rictus thinks:

Rictus: That's my dude.

Death: This ruined world, this hellish contest, these are the wages of the eternal mind. Give them to me, and I'll free you.

[The Adventure Zone Royale theme music plays]

Griffin: Hi, everybody! Welcome back to The Adventure Zone: TAZ Royale. Our winner-take-all battle royale, 64 enter, 1 wizard leaves, season of The Adventure Zone.

Justin: Do you think about—what do you think about the subtitle, instead of "Royale," what do you think about "Sinner Take All?"

Griffin: Oh, that's cool.

Travis: Ooh?

Justin: It's cool, right?

Griffin: Yeah, we can ma—we—I mean, we're getting towards, I would say, the back third—

Justin: So more of a sequel title, isn't it?

Griffin: Yeah! I would say it's more of a sequel.

Justin: Royale 2: Sinner Take All.

Griffin: It's a little late to—it's a little late to pivot now.

Travis: Sinner Fake Ball.

Griffin: Sinner Fake Ball.

Travis: It's like you're a sinner and you can't ball, but you fake it.

Griffin: You pretend to.

Justin: Okay, check this out! [chuckles]

Griffin: Yeah.

Justin: This is like—

Griffin: Hit me!

Justin: You're a divorced dad and you're trying to win over your kids, because you only have them for one weekend.

Griffin: Yeah.

Clint: [chuckles]

Justin: Dinner? Cake Wall.

Griffin: Yeah, that's cool!

Travis: Oh!

Justin: [chuckles]

Griffin: Yeah, that's cool, actually. I like that one even better.

Justin: Oh, god... [chuckles]

Griffin: Spin—

Travis: Hey, Griff?

Griffin: Spinner Sean Paul. This one is our season where it's all about taking—

Travis: Ooh!

Justin: [laughs]

Clint: Skinners take gall. It takes a lot of gall to be a skinner.

Justin: [chortles]

Travis: That's true.

Griffin: We are currently, guys, in the throes of the Trial of Necromancy. You and the other surviving wizards here inside of this mansion, under assault by many zombies. You've done a decent job thinning the herd, and have cleared your way up to the second floor of the house. Your goal is to survive until sunrise.

And as hectic as things are right now, you all can sort of catch a glimpse of the first traces of the sun's rays peeking over the edge of the Ziggurat Island. You are getting very close. In fact, the sunlight has begun to very, very slowly overtake the roof of the building that you all have taken shelter in to defend yourselves against this horde of zombies. Right now, where we left the situation, we got Hellgrammite—

Justin: He was being eaten, as Snooki looked on in horror. [chuckles]

Griffin: Hellgrammite—

Justin: "Oh, help me, Snook!"

Griffin: "Help me. All the gym stuff I did didn't prepare me for this!"

Clint: [chuckles]

Justin: "The skin is too tanned and leathery. Can't get through it."
[chuckles]

Griffin: [chuckles] Hellgrammite had just rescued Doober, and was leading him to the second floor to safety. We had... we had Lorovith Gonjuban Dreamwanderer, who had just sort of dispelled the seal on the second floor, and found a really great red half-cape that I fully intended for him to have. In the office, still on the first floor, being blocked off by the exit by another corpse mound that is still sort of pursuing him. And I would say most sort of dramatically, as we ended the last episode, Rictus Ravenwood IV had just

sacrificed his ghostly grandfathers to the specter of Death, to free him from the time bubble—

Travis: Yes.

Griffin: In which he had trapped himself for the second time in one episode in order to rescue—

Travis: Thank you, all right.

Griffin: In order to rescue his dear friend, Pranklin.

Justin: It happens to—hey, it happens to the Trav of us.

Travis: That's true. Sometimes it rains in Trav Nation.

Griffin: That's true.

Travis: Griffin?

Griffin: Yes?

Travis: What new special powers do I have, now that I've sacrificed my great-great-grandpappy and my great-grandpappy?

Griffin: Give me an arcana check, please.

Travis: I was hoping you would just tell me...

[sound of dice thrown]

Travis: A 12.

Griffin: A 12. You don't feel that you have new power. You do feel the bubble that you had trapped yourself in, this bubble of frozen time, has slowly begun to—not slowly, it's like a popping of an actual bubble—*pshew!* Frees you and sets you loose. In this moment where you sort of rejoin real time, you feel something kind of missing. And with a 12 arcana check, you

can tell that the blessing that sort of grants the Ravenwood line this eternal life after death in the form of these ancestral ghosts, you do not feel a connection to that in this exact moment, right after you have sort of given away your grandfathers to Death. That doesn't mean you feel powerless, in fact, you still feel yourself sort of, you know, charged with the magic that you have been bestowed. It's not like you've been left powerless.

Travis: Mm-hm.

Griffin: But there is an element of your sort of inheritance that does feel kind of weakened in this moment.

Travis: Hm.

Griffin: You also, however, are back in real time. Pranklin, who has been attacked a couple times by this corpse mound and is struggling to get free, is right in front of you. We'll start with you. What do you do?

Travis: May I cast two spells?

Griffin: Let's do one first and then kind of see how we're feeling.

Travis: Okay, I cast Invisibility on Pranklin.

Griffin: Okay. So, Invisibility is entirely a sort of like visual-based spell. He is—he is being sort of grappled by these guys.

Travis: I see, okay.

Griffin: So it's not like a Lord of the Rings like you become intangible as well.

Travis: How about I'm going to cast Cause Fear.

Griffin: Okay. On the corpse mound, I'm assuming?

Travis: Let's see. Yes.

Griffin: Okay.

Travis: Ah, fuck...

Griffin: Does it not work on undead?

Travis: It does not. Okay! How about...

Griffin: [chuckles]

Travis: Okay, I'm going to... let's try this again, run up and grab Pranklin's hand.

Griffin: Okay?

Travis: And cast Thunder Step.

Griffin: Okay, great. Yeah, why not? Thunder Step. You have the spell slots for this, I'm assuming?

Travis: Yes, I do.

Griffin: Okay. You reach forward, you grab onto his hands, and just as a sort of group of the corpses inside the mound reach out to try and grapple you as well, you—*bff*—bamf away. And as you bamf away, a thunderous boom sounds, and each creature within 10 feet of the space, which I think is just this corpse mound, is going to have to roll a con save.

[sound of dice thrown]

Travis: Con save, 14.

Griffin: That is a seven. That is insufficient. They're going to take—

Justin: Con save—

Griffin: 3D10.

[sound of dice thrown]

Griffin: I wanna make a—

Travis: Ooh, a 20—

Griffin: Con save—oh shit, yeah, dude.

Travis: 20 points of damage.

Griffin: 20 points of damage is big. Actually, this corpse mound—

Justin: [sings]

Griffin: [chuckles] This corpse mound was pretty fresh, I think it's the one that Lorovith had been dueling that has been mostly dispersed at this point. However, you do knock them slightly away, and you and Pranklin reappear where? Go ahead and place—

Travis: On the stairs.

Griffin: On the stairs leading upwards. Okay, great. You and Pranklin teleport away a short distance, free from the corpse mound, which you hear recovering and making its way back towards you from deeper in the house. Pranklin looks up at you, he is—he's definitely injured and bloodied. He seems to be panting furiously as the poison, the curse that these things bestow with their scratching and biting, appears to take some effect. He is breathing, and he is alive. I'm going to go ahead and move you up to the second-floor stairs.

Travis: Okay.

Griffin: Where, as you are dragging him upwards, you see Scorpo doing basically the same exact thing, dragging Hippocrates, who has this great sort of gnarly head wound that Hasty Jane gave to him, sees you pulling him up, almost like you guys are doing a fun race up the stairs, dragging your grievously injured competitors to safety.

Travis: Is Hippocrates poisoned as well?

Griffin: Hippocrates is not. Hippocrates was just bonked really hard by a—by a candlestick.

Travis: Is he conscious?

Griffin: Barely.

Rictus: Hippocrate—Hippocrates, if I give—Pranklin's been bit. If I give him this like vial of stuff you gave me, is that gonna help him?

Hippocrates: I mean... I think it's an antidote. Do you have any like Advil or anything for me, maybe?

Travis: Can I see the corpse wounds?

Griffin: Not quite. It is still further down the hallway. They do not move quite fast enough to catch up to you.

Travis: How far away are they?

Griffin: I mean... like 50 feet.

Travis: Okay, I cast Wither and Bloom.

Griffin: Now, do you need line of sight on them? Because they are on like a different floor of the house than you.

Travis: It says the range is 60 feet.

Griffin: Okay. Does it say any creature in your line of sight?

Travis: It says... on a point within range.

Griffin: Okay, cool. Yeah, you can—you can do that. You know where they are, right? So, I—and these things are moving slow enough that you can

target that pretty easily. All right, Wither and Bloom... they are—is this a con save as well?

Travis: This is... Wither and Bloom is a con save, yeah, 14.

Griffin: That is an 11. So, they're going to take some damage.

[sound of dice thrown]

Travis: Five points of damage, and Hippocrates can use a hit dice to heal.

Griffin: Okay. All right, that's four. That's four points of damage. But he's a—he's a little guy, so it's not—you know, that's significant. You do your thing. You, from one hand, channel the forces of death, and from the other hand, the forces of, you know, rejuvenation. Hippocrates—

Justin: They gotta come up with the opposite for death. [chuckles]

Griffin: That's true, yeah, I've been—I've been asking the dictionary guys for a long time.

Travis: The best they came up with was undeath!

Clint: Anti-death!

Justin: Undeath?!

Griffin: Yeah, yeah. Hippocrates kind of shakes his head and sort of ruffles some of the feathers on the back of his head and kind of stands up, kind of looks at Scorpo like:

Hippocrates: Thanks, I—thank you, Rictus, I'm good. I got—

Rictus: The antidote, will that help him?

Hippocrates: Yeah, I assume so, it's the antidote that was found during the trial. I assume it'll fix the poison.

Travis: Okay, I give it to Pranklin.

Griffin: All right, you pour the antidote in his mouth. Pranklin is... an eight. He's going to not wanna—he doesn't want to take his medicine.

Pranklin: *Mm! Mm!*

Rictus: It's... afterwards, we'll get ice cream?

Griffin: He—

Rictus: After this trial?

Griffin: He nods his head and opens his mouth, and he takes the antidote—

Travis: That's my big boy.

Griffin: As he does so, you see these sort of like black veins that were forming around the bite marks recede and return into the bite marks, and he kind of also shakes his head, stands up. He looks at you, he gives you a big, tight hug. Big, tight, tight, tight hug.

Travis: Ah, that's my guy. Okay—

Pranklin: [monkey sounds]

Griffin: Let's hop over to—

Travis: Well, then Rictus is going to take off running towards the library.

Griffin: Okay. From the—the second floor of the library?

Travis: Correct.

Griffin: Okay, cool. We're going to hop over to that library, into the office, to Lorovith. Lorovith, you are in this office. Right outside the door is the corpse mound. But again, you've thrown a lot of shit at this corpse mound. It is—it is fairly beat up. Burger Man had just run off into the woods, you've

lost sight of him. And you are standing here with a bunch of zombies between you and sort of the door. There are windows leading out into the woods where Burger Man left, but...

Travis: Did another corpse mound chase him?

Griffin: No, you didn't see another corpse mound chase him.

Travis: Oh.

Justin: The other thing you forgot to mention, Griffin, the one other cool thing, is that I recently healed myself to full health.

Griffin: How'd you—now, how did you do that?

Clint: Exercise—

Travis: The power of Christ.

Clint: Diet.

Justin: No, no, no, let the—let the record show there was a red—a red potion.

Griffin: Oh?

Justin: If you'll recall.

Griffin: Yes! A potion of superior healing.

Justin: Your red potion.

Griffin: Yes.

Justin: Yes.

Griffin: Okay.

Justin: And I recently refilled the full health. It's an interesting scene setting technique, because the last thing I said, I remember to the corpse mound, I remember it was some hard shit about how I was going to beat it to death.

Griffin: Okay.

Justin: And now I get to deliver on that promise, which is always a lot of fun for me.

Griffin: Okay—

Clint: [chuckles]

Griffin: All right, Lorovith, you have healed yourself up with this healing potion. As you take a step towards the corpse mound, you realize you are still poisoned by their bite. You do still have the sort of curse that they afflicted on you. And what do you want to do? What are you doing to this corpse mound?

Justin: I want to find a face and kick it in ah face.

Griffin: Okay, cool! So, an unarmed melee attack roll. Go ahead and give me that.

[chuckles]

Griffin: Ooh!

Justin: Un-be-fucking-lievable!

Griffin: It almost wasn't—

Justin: What's the narrative justification for this, God?

Griffin: Yeah, yeah.

Justin: I'm talking to God. You know what I mean?!

Griffin: Yes, that's a one.

Justin: Like, what is the narrative justification?! Fully healed!

Griffin: Yeah, yeah, yeah.

Justin: It's be—it doesn't make sense that I would roll a one right now!

Griffin: Yeah, for sure.

Justin: What's the narrative justification, God?

Griffin: You're poisoned, right? And so you think like, "I'm hot shit—"

Justin: [yells out] Pois—fuck that! I took a red potion!

Griffin: Yeah.

Justin: And it was better—

Travis: He's totally red-pilled!

Griffin: Yeah, he's fully red-pilled—

Justin: I red-pilled it!

Griffin: He should be good.

Justin: I was ready, Griffin!

Travis: He's healmaxxing!

Clint: You must be a sinner, then.

Griffin: Yeah.

Travis: Mm-hm.

Griffin: You're not gonna to take it all—

Clint: Sinner takes some.

Griffin: That's—

Justin: Okay—

Travis: Damage.

Justin: Just tell me the—this—weave, you know?

Griffin: Yeah, so, you try to stomp on a head, but you know your—you lose your step. You falter as you are weakened by this poison. And the corpse mound, as slow as it is, is able to sort of shuffle out of the way of your big stomp. Do you get any other sort of attacks or actions? I know you're not a fighter by trade.

Justin: Don't I get a second attack?

Griffin: I don't think so. That's sort of fighter shit. Your foot lands sort of in the middle of this, you know, weakened pile of zombies. One of them is just going to sort of lunge out and try and bite you around the ankle. This thing is not making multi-attacks now, you've sort of thinned the herd out to, you know, a quarter of its size. But one of those zombies is going to sort of take an opportunistic little chomp here. And that is a... nine versus AC?

Justin: That ties.

Griffin: Okay, so that does hit.

Justin: Yeah...

Griffin: Okay.

Justin: That's fine, I got lots of HP now.

Griffin: Okay, that's only four points of—

Justin: No big deal. That's fine.

Griffin: Of chomping damage. I am going to need you to make a con save against the poison that's already—

Travis: Double poison!

[sound of dice thrown]

Griffin: Oh, wow!

Justin: I rolled an 18.

Griffin: Plus?

Justin: Plus five.

Griffin: Hell yeah, dude! This thing bites you. It looks up at you, it meets your gaze, and you just kind of flex, and you feel the effects of the poison that was harming you before—

Travis: You flex and the poison flows back into their teeth.

Griffin: It squirts out—it squirts out, dude!

Justin: Nice.

Griffin: And you have saved from the poison. You shake off sort of these weakening effects, and the zombie looks up at you. Its teeth sort of got barely through your boot, and it seems to be kind of stuck in there. What do you do now?

Justin: I mean... okay, now I'll look for some nuts! And punch them.

Griffin: Okay.

Justin: Some nuts in there.

Clint: [chuckles]

Griffin: Right, right.

[sound of dice thrown]

Justin: 14 plus six, 20.

Griffin: Absolutely. You find two sets of nuts.

Travis: Whoa!

Griffin: Yeah, they're stacked on top of each other just through kind of happenstance.

Justin: Right.

Travis: Double deez nuts.

Griffin: Two sets of testicles. So divine.

[sound of dice thrown]

Justin: You know what? Okay, did that hit? Four damage.

Griffin: Four damage, yeah—

Justin: How's that looking?

Griffin: Absolutely! Gushy. Bad for these two zombies. They explode. And now there's just... there's just three zombies left from this pile.

Justin: Three zombies in the pile.

Griffin: Three zombies in the pile. They—

Justin: How much do they weigh?

Griffin: [chuckles] Let's see—

Justin: Let's catapult—

Griffin: A desiccated—

Justin: I bet catapult's out!

Griffin: Yeah.

Justin: More than five pounds? [chuckles]

Griffin: Yeah, they are more than five pounds.

Justin: All right. I'm gonna cast... Lightning Lure.

Griffin: Okay, cool.

Justin: On them.

Griffin: Yeah, absolutely.

Justin: That's my guy.

Griffin: This is your OG spell, right? This is your original—

Justin: Yeah, my OG spell. It's narratively important.

Griffin: Yeah, I love it.

Justin: I failed so miserably at punching the dir—or kicking—

Griffin: It was kicking, yeah.

Justin: The first time.

Griffin: Okay!

Justin: And I forgot. You gotta succeed on a strength saving throw.

Griffin: Oh, a strength save? Okay. You whip the Lightning Lure down around some of these zombies, and as you pull, they pull. And... that is only a six strength save. They are not the strongest little guys. What happens next?

Justin: They're now going to take 2D8 damage.

Griffin: Okay, roll that for me.

[sound of dice thrown]

Justin: And I think rather than like trying to tug them towards me, he's kind of like yanking the whole pile up in the air—

Griffin: Yeah, for sure.

Justin: Just like—

Griffin: Yeah.

Justin: Chuck it.

Griffin: 13 points of damage. That is enough. You whip your Lightning Lure, and it wraps around these three zombies. You fling them upwards. And as they kind of fly into the air and collide with the ceiling, as they come landing back down, they are—they are completely motionless and still. And this corpse mound is defeated.

Justin: Okay. And Lorovith says:

Lorovith: Up, up and away.

Justin: And he jumps out the win—like flies out the window, with the cape.

Griffin: Wait, out the window or the door? The door into the library or the window out to the woods?

Justin: I mean, the door in—I mean, I guess I'm flying into the library.

Griffin: Okay, cool.

Justin: To see—well, okay, first of all, I—before I fly away, I gotta do a quick dig around. It's a—[titters] it's a big—

Travis: A butcher's.

Justin: Corpse pile!

Griffin: Yeah, sure.

Justin: I'm gonna have a butch—I mean, this is kind of a literal butcher's, because I'm like peeling the meat parts away looking for consumables.

Clint: [chuckles]

Griffin: Give me—

Travis: To see if they have any jerky? What do you mean?!

Clint: [chuckles]

Justin: [laughs] I don't know, fuckin'—

Travis: Do they have any mints in their pockets?!

Clint: Closer to the bone, the sweeter the meat!

Justin: You know how this nerd stuff works, like a scroll or something.

Griffin: Yeah, yeah, yeah—

Travis: You know!

Justin: You know.

Travis: Like gold—

Justin: A gem—

Travis: Pieces.

Justin: The gem of—the Gen on Anselor, I don't know?

Griffin: Yeah, yeah, yeah.

Clint: [chuckles]

Griffin: Give me—

Justin: It's just a roll, man.

Griffin: Give me an investigation check, as you sort of root through these fallen Aspirants.

[sound of dice thrown]

Justin: Seven.

Travis: You find pictures of loved ones, notes—

Justin: No, I don't need that heat.

Griffin: Yeah, with a seven, these appear to have been sort of stripped of their belongings. They are only barely recognizable as their sort of fallen Aspirant forms, and they don't fi—you don't find anything of value.

Justin: Well... okay. I am going to... I don't want to—I'm going to head towards where they are.

Griffin: Okay.

Justin: I'm not great with layouts.

Griffin: Yeah, yeah, yeah, so the library—

Justin: You know, I hear them fucking'1 around and I'm going to head in their direction.

Griffin: Cool. The library has a stair set that opened up as you sort of freed the seal here, so you're able to actually go up this stair set into the second floor of the library. You reach the second floor of the library. There is a small kind of set of tables here, like wash basins here, next to this bench at the very top of the stairs. Some more sort of desks and rows of books.

And you see a door leading deeper into the second floor of the house. Let's hop over to Hellgrammite, actually, because you are somewhat close by. Hellgrammite, you are racing up the stairs with Doober. You do not see any immediate corpse mounds or really any sign of danger since you sort of escaped the piano room, evading Pip, the enlarging gnome wizard.

You've made it to sort of the landing here on the second floor and there are a few exits here. We don't have fog of war on the map, but basically there's exits in you know, west and east and north from here. There's also a small landing with like a small seating area, with grand sort of windows overlooking the sort of courtyard area out in front of the house. What do you do?

Clint: Are there doors leading into the study?

Griffin: Yes, there are doors leading into the study.

Clint: Okay, then I think Doober and I are going to try to join up with the rest of 'em.

Griffin: Okay, great, that is a good plan. You race forward through the doors at the top of the stairs and step foot into the study, right as you see Pranklin, Hippocrates, Scorpo, and Rictus, who was sort of racing, making a

beeline for the—for the library exit. You sort of catch him sort of mid sprint. And Doober looks at the rest of the group and says:

Doober Sweetleaf: Where's Lorovith? Is he okay?

Rictus: I thought he was with you?

Doober Sweetleaf: No—

Hellgrammite: We thought he was with you.

Doober Sweetleaf: He was—he tucked me away inside of the piano from where you rescued me.

Rictus: Classic Lorovith.

Justin: Hey, what a—hey, what do you guys—

Lorovith: The old piano stuff gag.

Justin: Shh! Guys, guys, listen. Guys, listen. *Sh-sh-ws-ws*. One of you guy—[titters] Shh, shut up. Listen, one of you guys say, "Look."

Clint: What?

Justin: One of you guys could be like, "Look!"

Travis: Okay.

Rictus: Look!

Justin: And then somebody else be like, "Up in the sky."

Rictus: Up in the sky!

Justin: I didn't think it'd both be Travis, but that's okay. Somebody else can kind of pick it up from there. "Look, up in the sky."

Doober Sweetleaf: Is a—is that a bird?

Justin: Just do the—

Doober Sweetleaf: That must be a bird?

Hellgrammite: No, no, it's a... a plane of existence.

Lorovith: It's just me, Lorovith! I can fly now.

Justin: [chuckles]

Griffin: Lorovith is not flying.

Justin: *Whooshh!*

Griffin: It's important to say, Lorovith has a cute little red half cape that is draped behind him, and he's got his arms out, as he runs from the second floor of the library into the study where everyone else is.

Justin: I'm not imagining it the same way, Griffin, I—[chuckles]

Rictus: Whoa!

Griffin: [chuckles] Yeah, no—

Rictus: [yells out] He's really flying!

Griffin: Flying is a—

Lorovith: Thank you for believing in me!

Griffin: [chuckles]

Travis: Justin, this is what I just realized. There's only one Griffin, and there's three of us. So if we all treat it like Lorovith can fly—

Griffin: Yeah, yeah.

Travis: Griffin can protest all he wants to.

Griffin: Yeah.

Travis: But we're seeing Lorovith fly.

Justin: So, Lorovith touches—Lorovith... I'll just take a—Lorovith touches down—

Rictus: Whoa!

Justin: And the cape, sadly, disintegrates into the dust.

Clint: [laughs]

Griffin: Whoa?

Justin: It was one incredible flight.

Clint: One way only.

Griffin: Perfect.

Travis: But we'll—

Justin: Yes, but it did—

Travis: Never forget.

Justin: It did work the way I said, right, Griffin? But it did—

Griffin: Yeah, you flew for a little—you flew for a little bit, and then the cape disintegrated.

Clint: And you'll always have that memory, too.

Justin: He wraps Doober up in his arms.

Lorovith: Boy, speak to me. How are you?

Doober Sweetleaf: I'm okay. Hellgrammite helped me. He got me out of the piano and he saved me from Pip.

Lorovith: Ugh! I'm so sorry! You had to first face that terrible calamity, then you had to speak with Hellgrammite.

Justin: [chuckles]

Doober Sweetleaf: Well, no, he's... I was wrong about him. I thought he was—Scorpo was always telling me what a just huge dick he is. But he absolutely saved me. He came in clutch. I think—

Lorovith: Doober!

Doober Sweetleaf: I think he's changing!

Hellgrammite: It's what a hero does.

Lorovith: Doober, what is it—Doober, what is it you and I always say to each other? Who saved who? Right?

Doober Sweetleaf: Yes.

Lorovith: The same thing here.

Hellgrammite: I saved him.

Lorovith: Who saved who?

Hellgrammite: I saved him.

Doober Sweetleaf: I was trapped in a piano, being assaulted by a giant zombie, and he saved—

Lorovith: Who saved who, Doober? It sounds like you saved him, in much the same way you saved me! But you already saved me, Hellgrammite—

Hellgrammite: He didn't save me, I saved him. It was—

Lorovith: Bad news, Bugman, he already has a ward.

Hellgrammite: Pretty clear cut, I... you know, I saved him.

Rictus: Lorovith—Lorovith? When you—

Lorovith: *Euh!*

Rictus: When you trigger the sigil—siggle? Sigil?

Hellgrammite: Siggle.

Rictus: Sigil.

Hellgrammite: Siggle.

Rictus: Okay. When you hit the thing, did it like disappear completely? Can we turn it back on?

Lorovith: I have a sense it was a one-way sort of deal.

[theme music plays]

[ad read]

Travis: Before we let you get back to the episode, I want to let you know, go over to the merch store, mcelroymerch.com. 10% of all merch proceeds this month will be donated to Border Angels. We also have a newsletter. You can sign up at bit.ly/mcelroynewsletter and be the first to know about like, you know, everything that's coming up. Go to theadventurezonecomic.com to pre-order the final TAZ: Balance graphic novel, or go to bit.ly/griffinstowaway to order a copy of Griffin's Choose Your Own Adventure book.

Griffin: Thanks, Trav.

Travis: Welcome, bud. Back to the show!

[theme music plays]

Griffin: Let me describe the study, because everyone in the trial remaining—except for Hasty Jane, she is still sort of nowhere to be seen after running off flash speed, after attacking Hippocrates. You are in the study, which is at the very center of the second floor of the house. There are exits basically in every direction.

There are—you know, the staircase that you guys came up from on the north side of the house, there's the staircase to the south side of the house, there's the entry into the library, and then there's sort of some other spots that you could make exit from. If everyone could give me a perception check, please.

As you do that, I'll describe sort of the more visible, obvious stuff in the room. There's a table, sort of a conference table on a very fancy rug, lined with sort of bookshelves. There is a very comfortable-looking seating area in front of one of two fireplaces in this room, flanking the west and the east walls. And...

[sound of dice thrown]

Griffin: How'd we do? How'd we do on those rolls?

Travis: I got a 17.

[sound of dice thrown]

Clint: Hellgrammite rolled a six!

Griffin: Okay. And it looks like Lorovith got a—well, that's an investigation check. I need a perception check, too, sir.

Justin: Yup...

[sound of dice thrown]

Justin: I banked it off the top of my monitor—

Griffin: You're doing a lot of trick shots with these fake—

Justin: I know. [titters]

Griffin: Virtual dice today. Okay, and a 12. So, Hellgrammite, you don't glean anything necessarily in addition to that. Lorovith, you notice—I will say Lorovith and Rictus, you notice that over the fireplace on the east wall, there is a sort of diagram that looks like a sort of bunch of interconnected squares, that you're able to kind of puzzle out is a diagram sort of representing the second floor of this—of this house.

And in the four sort of corner rooms, the northwest, northeast, southwest, and southeast, the four sort of corner squares of the house do seem to be sort of colored in, in a way that the rest of the map is not. Four colors. There's purple, red, green, and blue sort of marked on this map, in those four sort of cardinal corner rooms.

With a 17, I will also tell you, Rictus, that inside of that fireplace where you saw this sort of diagram, there is a raging sort of prismatic fire that is—that is burning bright and hot. Behind that flame, you can see a—the first few rungs of an iron ladder that do appear to be hidden within this—hidden within this fireplace. Those are the things that you have gleaned here.

Travis: Got it.

Rictus: Okay, I think we need to put out the fire, and I think that in each of those rooms, we're going to find something to turn off portions of the fire. So like because it's prismatic, so there will be some kind of switch or something that turns off the green part, there will be a switch or something that turns off the purple part. And then there's a ladder out to the roof.

Scorpo: You figured all that out just by looking at the fireplace and the map?

Griffin: Scorpo says.

Rictus: I have—I have ADHD and really good pattern recognition.

Griffin: [chuckles]

Scorpo: Okay! All right. You were born with two powers?

Griffin: He says—

Rictus: Yes!

Griffin: Eyes sort of bugged out wide.

Rictus: Yes! I have necromancy and hyperkinesis.

Scorpo: Okay.

Rictus: Okay—

Justin: Have they-I'm new here.

Griffin: Yeah.

Justin: Let's pretend that I'm catching up with everybody. Have they been into the guest rooms?

Griffin: No. So, this—no one has been into the—no one has explored the second floor here yet, aside from the library that you kind of ran in from. The guest rooms here in the corners are—do appear to be the rooms that are sort of color-coded based on this map.

Lorovith: Doober and I will search the guest rooms.

Hellgrammite: I was thinking Doober would want to go with me, as the person who saved his life.

Lorovith: Hellgrammite, you stand in the left corner of the room, I will stand in the right corner of the room.

Hellgrammite: Okay. Right.

Lorovith: Doober?

Hellgrammite: [whistles]

Lorovith: We're both watching now.

Hellgrammite: Come here, boy.

Doober Sweetleaf: Ah... this is so much pressure.

Rictus: Wait! Turn out your pockets! Make sure there's no bacon or anything in there.

Hellgrammite: There's not—no bacon—

Doober Sweetleaf: I love a rasher of bacon. From mama—from Mama Bacon's Bakery, mm.

Hellgrammite: Come to Uncle Hell, come on... come on...

Griffin: Give me a persuasion check, both of you. Lorovith with advantage, because you do have a sort of—

Justin: History.

Griffin: Pre-existing relationship. A crit would be so funny here, Dad. Not to tell you your business, but a crit would be hysterically funny.

Justin: [chuckles] Persuasion check? Is that what we're doing?

Griffin: Yeah.

[sound of dice thrown]

Griffin: That is a 17, dude.

Clint: 17.

Justin: What? I will—

[sound of dice thrown]

Griffin: That's a match.

Justin: Oh my god.

Griffin: That's a tie! A 17 from Lorovith.

Justin: That's incredi—Griffin, now you're—that's your problem now.

Griffin: You have advantage! You get to roll one more, Lorovith.

Justin: Oh, that's right, that's right, it's Tord! Okay, so this is narratively, right? He can't decide.

Doober Sweetleaf: I don't know, he—Hellgrammite saved me, and so I feel like I owe him one more—

[sound of dice thrown]

Griffin: Oh, that's a crit. That's a crit from Lorovith.

Clint: Son of a B!

Griffin: Oh, wait, that's Rictus rolled that! Why are you rolling that?

Clint: [laughs]

Griffin: Travis, there's no reason why Doober would want to go with you. I don't—

Travis: He doesn't want to choose! He doesn't want to choose!

Clint: Oh! That's a good point.

Lorovith: Doober...

[sound of dice thrown]

Doober Sweetleaf: I'm going to—I'll—I'm going to go with Lorovith, because I sort of know him.

Griffin: I'm getting a—

Justin: Whoa!

Griffin: I'm getting a sheep—

Justin: I rolled a 17, and a tie to 17, and then I rolled a 14. We have to deal with this, Griffin. I know it's not your grand design, but we have to deal with this fair.

Doober Sweetleaf: Okay, you both come with me. How about that? Hellgrammite and Lorovith. Does that sound good?

Lorovith: It's the only rational decision. Come along, Bugman.

Hellgrammite: Okay.

Lorovith: We're going into the guest room.

Travis: Okay, and Justin, if you look at the map, you can see the purple room, the red bed, the blue bed—

Griffin: Yeah, they're sort of—

Travis: Those are the ones—

Griffin: You can see those on the map.

Doober Sweetleaf: Well, okay. My favorite color is green, like the grass of the hills in which I was born—

Hellgrammite: You're not in charge? I mean, you're not the leader?

Doober Sweetleaf: Oh. I thought because you two were sort of fighting over me that I was sort of the leader of the—but no, I see now that's ridiculous. Okay, yes.

Hellgrammite: You're my ward!

Justin: Sorry, what— Can we clar—sorry, I—

Griffin: Are you looking at the second floor of the map? Juice, make sure you're scrolled up to the second floor of the map.

Justin: I am. Yes, I'm looking at the second floor of the map. So, I see a purple bed and a red bed.

Griffin: And down at the bottom—

Clint: And there's a green one down below.

Griffin: Green and blue.

Justin: And there's a green one and a blue one.

Griffin: Yup.

Justin: Those are the—are those the guest rooms?

Griffin: Yes, those are the four—

Travis: The suites!

Griffin: Colored-coded sort of suites—

Travis: Yeah.

Griffin: Yes.

Justin: The suites. Okay, how about I take the Bugman and Doober into the blue master suite? That seems like a good place to start.

Hellgrammite: Well—

Griffin: Okay, you head... Oh, Hellgrammite, are you—

Hellgrammite: No, we go together, I mean, you're not taking, but... I agree with your path.

Griffin: Okay.

Justin: Okay, great. We both, in lockstep, go. [chuckles]

Clint: [laughs]

Griffin: Two Men and a Baby style, with Doober—

Justin: Yeah.

Griffin: Sweetleaf, make your way down to the southwest of the master suite.

Travis: I'm gonna—

Griffin: Rictus, what are you doing?

Travis: Call out:

Rictus: [yells out] This would be a lot easier if we had Hasty Jane with us! Because she's so fast and she could check places!

Griffin: There is no response.

Travis: Okay.

Rictus: Pranklin, let's check out the junior suite, the green room.

Pranklin: [monkey sounds]

Griffin: Pranklin runs on all fours, scampering towards the junior suite. As you are leaving the room, you see Hippocrates head up towards the northwest corner, and Scorpo to the northeast corner, to check out the two remaining rooms. We will start in the master suite, the blue room. You walk in, and this is one of the finest bedrooms that you all have been within, in quite some time.

Lorovith: A very fine bedroom we find ourselves in.

Griffin: It is a very fine bedroom.

Lorovith: Very fine.

Hellgrammite: It's ornate.

Griffin: Okay. There is a large California king size four post bed, with this blue dark velvet comforter sort of draped across it. There's an entry into a small bathroom to the—to the side. There is a small sort of table with a few chairs seated around another fireplace, within which you see a blue flame burning brightly. And Doober is going to just sort of start poking around the room, looking for snacks and what have you. What do you do, Hellgrammite?

Clint: I'm going to do an arcana check.

Griffin: Okay.

Clint: On the blue flame.

Griffin: Okay. Go ahead and give me a roll.

[sound of dice thrown]

Clint: That would be 11.

Griffin: Okay, it does appear to be sort of a natural flame. In a lot of regards, it seems to be just sort of being produced by, you know, some lit logs within the fireplace. But with an 11, you can tell that it is sort of connected to something deeper in the house. It does appear to have some sort of... almost like your Alarm spell kind of sets a—

Sets a trigger for something, this appears to be doing that as well. As you get closer to the blue fire to sort of investigate it, you can also see at the back wall of the fireplace, there do appear to be some sort of like channels into some tiny little crawl spaces. But you're unable to kind of see within there easily with the blue flame still lit.

Clint: I communicate all that to Lorovith.

Griffin: Okay.

Hellgrammite: What do you think? Do you have—could you like... pee on that and put the flame out? Or do you have a—

Lorovith: Let me try. Let me try this.

Hellgrammite: Good.

Justin: I'm going to—

Travis: [chuckles]

Justin: I'm going to put my hand out and cast Absorb Elements.

Griffin: Oh? Cool.

Hellgrammite: That's not peeing? I thought you said you would pee.

Lorovith: It's like peeing with your brain, in reverse.

Hellgrammite: Oh?

Griffin: It's like peeing—

Hellgrammite: Brain—

Griffin: With your brain in reverse.

Hellgrammite: Brain pee.

Travis: That's how the hill giants think of magic.

Griffin: Yeah, it's like peeing from—it's like brain piss. Backwards brain piss.

Clint: Pee from brain.

Griffin: Yeah. That's awesome.

Clint: [chuckles]

Griffin: Okay, so the way that Absorb Elements—

Justin: It would be a fun—it would be a fun spin to do one arc where like magic is real in this universe, but it is very vulgar, and like—

Clint: [laughs]

Justin: [chuckles] Wretched to see other people do. Like it's something you would never want other people to see you do, because it's like so gross.

Travis: "Everybody turn around, I have to magic."

Justin: [laughs]

Travis: "I told you to magic before we left the house!"

Clint: [laughs]

Justin: [chortles]

Griffin: [chuckles] Okay, you—

Clint: I'll write that down, Juice.

Griffin: You coat your hand in this sort of like protective ward of Absorb Elements. This is not like a vacuum sort of situation, this is a shield that absorbs—that absorbs energy. But in order for you to like really absorb it, in order to suck up this fire in the way that I think you're thinking about, you will have to touch it. You will have to be subject to it. You will gain resistance to whatever kind of like damage it might sort of deal.

Justin: Yeah, I see what you're saying. I'm trying to keep my distance, but it's not going to fly. I'm gonna—I'm gonna—

Griffin: I'm saying this idea works, but you're just going to take a little fire damage.

Justin: But I'm going to have to take a risk.

Griffin: Yeah.

Justin: There's like a—yeah, yeah, yeah. I gotcha. I will... cast Shield as a first—no, that's wimpy. Okay, I'm just going to do it. Cast—I'll stick my hand in the flame and cast Absorb Elements.

Griffin: Okay, you—

Justin: See what happens.

Griffin: Reach your hand in, and immediately you feel a very faint burning sensation, as the fire sort of licks your palms. And you—that's four with resistance, so you only take two points of fire damage, as you reach your

hand forwards into the flames. You feel the heat from this fire sort of enrobe your hand, and see the blue flames kind of begin to vanish.

And in just an instant, you have sucked up the blue fire. And you're also sort of imbued with it for, what is it, your next melee attack on your next turn. You will do 2D6 extra damage of fire, so make sure you remember that, because I won't. And you suck it up. Give me a dexterity saving throw, please, immediately.

Justin: Dexterity saving throw, immediately.

Griffin: Yes.

Justin: A quick brain update, I did zone out a little bit mid-sentence, but tuned back in for "make sure you remember that."

Griffin: Awesome, awesome, awesome.

Justin: Because I won't. So, that's—that was a fun—

[sound of dice thrown]

Justin: And my dex saving is a three, minus one, two.

Griffin: Okay. You—

Travis: Lorovith also zoned out.

Griffin: [laughs]

Justin: Yeah, apparently.

Griffin: You reach in, you absorb these flames. And you have a moment of satisfaction as you reach your hand in and see that you have successfully retrieved the blue fire. However, you feel, instantly, as soon as that fire disappears, a painful sort of crunch on your outstretched hand. And you look down to see the undead form of Dr. Legume in one of these crawl spaces behind—

Justin: The fuck?

Griffin: The fire, who has reached out to chomp your hand. His eyes appear to be sort of a faint sort of yellow. He doesn't appear to be sort of triggered by you. This just appears to be kind of a reflexive thing. As—you are going to take—give me a con save—

Justin: So is he just playing?

Griffin: What's that?

Justin: Is he just play—[chuckles] is he just playing?

Griffin: Yeah, he's just goofing around.

Justin: This is how he says hello? It's just—

Travis: Yeah.

Justin: He's just having some fun?

Griffin: I am going to make a roll here with disadvantage, but I do think a 13 still beats your AC. So, you're going to take three points of damage from the bite. And I need a con save from you, please.

Justin: Let me get my damage... And my con save is—

[sound of dice thrown]

Justin: 13 plus—no, sorry. Five, plus five, 10.

Griffin: Okay. You also are going to take a little bit of necrotic damage here. Okay, three points of necrotic damage. However, this bite was so sort of ineffectual that it doesn't appear to have kind of delivered the—it's called a dry bite. I learned that from this past season of Survivor, where someone got bit by a sea snake, and they were like, "You have to fuckin' leave, man. That's bad news bears." But it's a dry bite. So, Dr. Legume climbs out of the

fireplace, and again, like his eyes don't appear to be sort of locked in on you. As he climbs—

Justin: Do I have—what kind of history do I—help me understand my history and understanding of Dr. Legume, because I've heard a lot of his misadventures—

Griffin: Right, right, right.

Justin: But it's all like—

Griffin: That is—that is sort of immediately, I think, cleared up for you, as he crawls slightly out of the fireplace and sees Hellgrammite. And as he sees Hellgrammite, you see his head—*fshew*—snap to the side, and flash bright red. And he is going to begin sort of trying to make moves towards—

Justin: If I could just—

Griffin: Yeah, yeah, yeah, please.

Justin: Finish up my turn here?

Griffin: Yeah, yeah, yeah.

Justin: I'm just going to scoop Doober up and like pull him out of danger.

Griffin: Yeah, yeah, sure.

Justin: Away from that situation.

Griffin: Yeah. Doober was poking his nose around—

Justin: That's their business, Doober.

Griffin: Yeah, he pulls up—

Justin: That's their business.

Rictus: He needs to do this on his own.

Travis: [chuckles]

Lorovith: You're a man now, Bugman.

Griffin: Doctor—

Lorovith: I think. Right? I don't know! Good luck!

Griffin: We'll come back to this room in a second. Rictus, you walk into the green junior suite with Pranklin. And within here, you see a still fairly stately bedroom, not quite as fancy as the master suite we were just in. There's a door to a small kind of en suite bathroom that—not a door, actually, it's sort of separated from this room by like a... a sort of thin, sliding bamboo wall.

There is a, you know, a large king-sized bed in the room and some small furnishings. And right next to the door that you all sort of enter into, there is a very small fireplace lit here with a green flame. Pranklin immediately begins sort of poking around the room, just like fucking shit up, just like throws the mattress off the bed, just kind of like looking for stuff. What are you doing, Rictus?

Travis: Do I see any switches around the fireplace? I'm going to investigate, Griffin.

Griffin: Yeah, give me an investigation check.

Travis: That's what I mean to say.

Griffin: Cool, cool.

[sound of dice thrown]

Travis: That's an 18 plus three, 21.

Griffin: Okay, with a 21 investigation check, you're sort of looking in this corner by the fireplace. There don't appear to be any switches. Again, this is

just like a fire in a fireplace being created by logs, green flames sort of emerging. You didn't do an arcana check, but like you are the one who kind of figured out the sort of lock and key situation that you're currently in. With a 21 investigation check, I'm going to go ahead and tell you, because you are very, very close, this fireplace is right next to this wall leading into the bathroom. You can hear some movement inside of the bathroom from just beyond this kind of sliding barrier.

Travis: Okay. I motion to Pranklin to back up towards the door.

Griffin: He nods. He's going to take a step away.

Travis: And I'm going to hit the fire with Ray of Frost.

Griffin: Okay, make an attack roll. You're going to hit, because it's stationary, but—

[sound of dice thrown]

Clint: *Whoow!*

Travis: It's a 25.

Griffin: *Ooh-hoo-hoo!* Yeah. You ray the—frost the shit out of this fire, man. Give me a—no, we're not going to roll damage, you absolutely blast this thing. And in an instant, the logs freeze over, and the green flame disperses. And as you do that, I'm going to give you advantage on a dex save, because the thing that is on the other side of this wall is going to be sort of activated as you commit this spell.

[sound of dice thrown]

Travis: Well, the first one's an 11 and the second one's an 18.

Griffin: Okay, with an 18, you are sort of wise enough to take a big step away from this wall right after blasting these flames out. And from beyond the wall emerges a very familiar figure, but disfigured and sort of really, really mangled here in undeath. Missing one of his arms, you see the

shambling form of The Gentleman, who smashes through the wall, coming at you. Lacking all of his kind of, you know, savoir-faire, his like fancy man sort of energy here in—

Travis: All of it?!

Griffin: Yeah.

Travis: There's not even like 2% of it?

Griffin: No, all of it.

Travis: Ah...

Griffin: And he reaches out with one of his arms, towards you. I'm going to say Pranklin is going to take an action here, and picks up a stool, and is just going to fucking throw it at The Gentleman as hard as he possibly can. We'll make this roll on the table... Oh, he misses. He gets a three. The table smashes against the wall next to The Gentleman, who appears to be completely unfazed by the action. Pranklin kind of looks sad—

Travis: I grab Pranklin's hand and try to rush out the door.

Griffin: Okay, awesome. You are fully able—

Travis: We did what we came to do.

Griffin: Yeah, absolutely. You leave The Gentleman behind, as you escape through the junior suite, out back into the landing. Where would you like to go now? We'll stick with you for a little bit longer.

Travis: I'm going to head towards the purple room.

Griffin: Okay. You are going to race towards the purple room, where Hippocrates ran into earlier. Pranklin is going to sort of follow in your footsteps. To determine what is going to—the timing of what's going to happen next, I would like you to make an athletics check to see how quickly you are able to clear the gap here.

[sound of dice thrown]

Griffin: That's a crit.

Travis: That's a crit.

Griffin: That's a nat 20. Okay. Wow. Okay, with a nat 20, you race forwards at tremendous speed, through the study, up through this sort of landing on the second floor, and throw open the door to the western suite where Hippocrates is exploring the purple room, as it was so coded by the map. As you enter, you see Hippocrates, who appears to be moving still a little bit slow.

You fixed him up a bit from the head wound that he suffered, but he doesn't seem to be making like kind of the best time here. Pranklin did not quite catch up to you as quickly as you sort of sprinted with your nat 20. Hippocrates appears to have missed there is a small desk at the north side of the room sort of flanked by these windows overlooking the back of the graveyard area. There is a small candle there that is flickering a purple flame. And give me an arcana check, please.

[sound of dice thrown]

Travis: That is another nat 20.

Griffin: Holy fuckin' shit, man.

Justin: What?

Griffin: These are happening on the dice, these are—

Travis: [yells out] I'm powered by Death!

Griffin: This is the—on the virtual tabletop. These are—that's two legit 20s, baby. That's amazing.

Travis: I am Rictus Ravenwood, servitor of Death!

Griffin: Oh, that's—you've come a long way, baby!

Travis: Yeah!

Justin: [chuckles]

Griffin: You race into the room and you see this purple candle is flickering, and it seems to be growing brighter and brighter. And just in an instant, just looking at this thing instinctively, you know that this is trapped and it is about to explode. It is about to absolutely fill this room with purple fire. And—

Rictus: Hippocrates, get out now! Come here! Quick!

Griffin: Hippocrates is gonna look back at you, spread his feathers out, and just kind of chicken run out of the room. What do you do?

Travis: I blast it with Ray of Frost.

Griffin: Okay, make another attack roll. This one, I will need you to make an attack roll, because this is a candle you're aiming for.

[sound of dice thrown]

Griffin: God damn, dude.

Travis: 18. Plus six!

Griffin: The flame—

Travis: 24.

Griffin: On this candle grows sort of like flare bright, and it starts to expand out and then contract, ready to go supernova. And in that instance, you—*psst*—just hit the wick of it with your Ray of Frost and—*tss*—send it out. I was fully ready to just nuke Hippocrates here, if you hadn't run fast enough or figured out what was going on fast enough. But thanks to your heroism,

once again, you have pulled Hippocrates' ass out of the fire. He looks at you and says:

Hippocrates: Wow... why... why are you saving me so much? Eventually, we're gonna have to kill each other, right?

Rictus: But now is not your time.

Hippocrates: Okay, man. Thank you.

Griffin: And he is going to make his way back into the study. Franklin catches up to you. You can see sort of back into the study, Rictus, that the sort of map over the fireplace only has one sort of square still lit up, which is the red square up in the corner. But for right now, we're gonna hop back down into the master suite where, Hellgrammite, Dr. Legume has begun to climb towards you, eyes blood red.

Clint: Okay! Hellgrammite turns his head a little bit to the side and speaks to Doober and says:

Hellgrammite: Hey, Doober! Let's fire one up!

Clint: And he hits Dr. Legume with Scorching Ray.

Griffin: Okay! Go ahead and give me an attack roll. Dr. Legume is prone. I'm gonna say you have an advantage on this attack roll. He is not—he is not in melee distance, so you do not take the disadvantage of making a ranged attack like that.

Clint: And let's see...

[sound of dice thrown]

Clint: That would be a 16.

Griffin: 16 absolutely hits. Give me that big, nasty fire damage, please.

[sound of dice thrown]

Clint: Big, nasty fire damage is a three.

Griffin: Yikes, yikes.

Justin: Don't do that.

Griffin: Yikes, yikes, yikes. It is a three, however, it is also a six, because as you blast Dr. Legume with the fire and sort of cut a path kind of across his body, you can see where the beam kind of ripped across him. You can see sort of the mottled flesh kind of cinder and burn. However, he is going to continue his pursuit of you and—

Clint: Here's also what I was going for. In the movie Hellfighters, starring John Wayne, they used—they would have oil well fires—

Justin: Beloved non-problematic figure. [chuckles]

Griffin: Do you have a non-problematic cowboy figure that you could—that you could use?

Clint: No, because nobody el—

Griffin: Like a Walton—

Clint: Jim Hutton!

Griffin: Can you say like a Walton Goggins?

Clint: Jim Hutton was in Hellfighters too, so...

Griffin: I don't know who that is, but he's probably old enough to have some skeletons in the closet.

Clint: Okay, well then that works then, yeah.

Justin: Jim Hutton's grandkids don't remember.

Clint: They used fires and explosions to put out other fires, like oil well fires.

Justin: Okay.

Clint: So I was kind of hoping—

Griffin: That's cool.

Clint: That it would knock out a little bit of the—it would knock out the blue flame. Any chance of that?

Griffin: The blue flame's gone, the blue flame has—

Travis: Oh, the one that—the one that Justin put out?

Griffin: Lorovith did absorb that blue flame.

Clint: Oh! He absorbed the whole thing?

Griffin: And then from behind it—he absorbed the whole damn—the whole damn—

Justin: I absorbed the whole thing—

Clint: Never mind!

Justin: And Dr. Legume is coming for—

Clint: Never mind.

Justin: That ass.

Griffin: Okay. Dr. Legume is going to reach you, and he is going to make a biting attack roll on your sort of leg—

Clint: He can try.

Griffin: Leg plate here. And he will succeed. That is a 17, plus... I mean, it doesn't matter. 17 plus five. Yeah, a 22 is going to absolutely hit.

Clint: Okay.

Griffin: He sinks his teeth into the chitin of your compound legs, and you feel a crunch, and you're going to take five points of damage. And I need you to make a con save, please. You're trying to beat an 18.

Clint: Then let's—I'm trying to beat an 18?

[sound of dice thrown]

Griffin: Yeah.

Clint: That's an eight.

Griffin: Yeah, this is really nasty shit. Okay, you are... you feel a terrible heat spreading inside of your body from your compound leg, where Dr. Legume has sort of snapped onto you. You are going to take six more points of necrotic damage, and you feel yourself afflicted with the same curse that a few other folks have suffered during this trial.

Dr. Legume is somewhat injured, but appears to be still fully functional. Doober is going to take an action, since you kind of conjured him, you said his name. Doober is going to grab a big vase from a nearby shelf and jump up on this table right behind Dr. Legume, and try to bring that vase smashing down on his skull. That was almost a crit, and yet it wasn't.

Clint: Ah!

Griffin: That is an 11, which actually hits Dr. Legume. So, this vase comes smashing down, releasing some sort of dead, withered-up flowers. Very spooky stuff. You feel scared looking at these scary flowers. And he is going to take four more points of bludgeoning damage. He seems to be sort of on the ropes here as he looks up at you, Hellgrammite, sort of pitifully, you know, surrounded by these shards of—

Travis: And dead, withered flowers.

Griffin: And dead, scary-ass withered flowers.

Travis: And old-mass water.

Griffin: Lorovith, what do you do?

Justin: Hm... Where is the water touching? Like what a—like, where it's all—what's all connected by water currently?

Travis: From the vase.

Griffin: Oh. Dr. Legume has been sort of splashed down in water. I would say there's a small pool kind of surrounding his kind of midsection. But Doober's up on a table, Hellgrammite's far away enough that there's not really—

Justin: All right, great. I'll go ahe—I'll use Lightning Lash on...

Griffin: Lightning—

Justin: Dr. Legume.

Griffin: Lure?

Justin: Lightning Lure, yeah, thank you.

Griffin: Okay. That is a strength save, right?

Justin: Indeed.

Griffin: That's not gonna do it, a nine. Okay, go ahead and deal your damage.

Lorovith: You should know I take no pleasure from this. You seem to have wonderful taste in people.

Griffin: [chuckles]

[sound of dice thrown]

Justin: 11.

Griffin: Yeah. You whip the Lightning Lure around Dr. Legume and give it a good, solid yank. He just fuckin' flies towards you, and you kind of reflexively duck out of the way, as he smashes into the back wall and collapses, just fully crumpled up into the nearby couch, and is motionless.

Travis: Dead? Again?

Griffin: Dead, yeah. Fully, fully dead-dead, again. The noise of that is sort of intense enough, your guys' sort of attention is drawn to where Dr. Legume smashes against the back wall of the room. Give me a perception check, please.

[sound of dice thrown]

Justin: 18, plus one, 19.

Griffin: I'm gonna roll for Doober as well.

[sound of dice thrown]

Griffin: Hellgrammite, can I get a perception check from you as well, please?

Justin: I feel like I perceived everything, but all right. [titters]

[sound of dice thrown]

Clint: And that would be...another nine.

Griffin: Okay. Hellgrammite, you and... did I roll for Doober?

Clint: Yes.

Travis: It was a four plus whatever—

Griffin: Oh, okay, yeah, Doober did a shitty job. Hellgrammite, you and Doober are sort of transfixed by the exploded form of Dr. Legume at the back of the room, as Lorovith kind of impressively whips him apart. But Lorovith, your sort of battle instincts are savvy enough that you know not to kind of like lose sight of your six, because from the other sort of hollowed out space behind the fireplace, Dr. Legume climbed out of one of them, you hear a rustling.

And as you turn back away from Dr. Legume, you see another zombie climb out of the flames, and it stands up to its full wizarding height. And appears to be you know, somewhat mottled, somewhat torn apart like the other zombies, but you recognize this undead figure pretty quickly, it is Randolph, former ward of Doober. And Doober—

Justin: No, wait, Doober—

Griffin: Doober's

Justin: Doober's former...

Griffin: Former war—former—

Justin: Warder.

Griffin: Former—

Justin: Former—

Griffin: Guardian.

Justin: Warder!

Griffin: Wardee. Wardess. Yeah.

Travis: Warden?

Griffin: Warden.

Justin: Warden!

Griffin: Yeah.

Justin: That's gotta be right, right?

Griffin: Yeah.

Travis: Yeah!

Griffin: Absolutely.

Justin: Yeah! Let's agree on it.

Griffin: Doober turns and sees Randolph, and appears somewhat shocked for just a moment. Hellgrammite, you turn to see it now, as kind of the other two react. And Randolph, you know, has these kind of like faded yellow eyes, just like Dr. Legume did before you—before he saw Hellgrammite and was triggered to go after him. And Randolph's eyes snap towards you, Lorovith, and they flash bright blood red. And he is going to immediately start scrambling over the table in your direction. Hellgrammite, I think its action is to you.

Clint: Okay. Is Legume's still got his jaws on me?

Griffin: No, Legume has been thrown across the room and exploded and killed.

Clint: Right, okay. Okay, Hellgrammite is going to sprint over, grab Doober, and cast Leomund's Tiny Hut.

Griffin: Amazing. What does that even—you're gonna—I don't know that we've ever done that one, so—

Clint: A 10-foot emanation springs into existence around you, and remains stationary for the duration. I'm gonna say that I grabbed Doober—that he grabbed Doobber, pulled him away enough from the others so they're the only two involved here.

Griffin: Okay.

Clint: And creatures and objects within the emanation, when you cast the spell, can move through it freely. All other creatures and objects are barred from passing through it. Spells of level three or lower can't be cast through it. So, they can't get to us—

Griffin: Okay, cool!

Clint: But we can see them.

Griffin: Okay, cool, you grab Doober, take a step backwards, away from Randolph, who was charging towards—charging towards Lorovith. And immediately, the shimmering dome of light expands out and surrounds you and Doober. Who looks around a bit confused, kind of gets an idea of what is going on. It is... it is Doober's turn.

Doober appears to be stunned sort of stock-still, by the scene that is unfolding before you. He seems completely unfazed as this like shielding, warding bubble appears around you guys. And he's not gonna really do much of anything on his turn. Lorovith, the action is to you. Randolph has moved his speed towards you, and will be on you on his next turn, depending on what you do next.

Justin: What is the immediate danger to Doober?

Griffin: None. Doober is inside of a protective bubble that Hellgrammite has formed around him. And Randolph is charging after you with a sort of like, you know, lock-on that these things have been using.

Justin: Hm... This is a time for Shield.

Griffin: Okay?

Justin: This is a moment for Shield! Why was I trying to cast it before?!

Griffin: Shield is going to give you plus five to your AC—actually, shield is a reaction, so you can wait and use this if you are—

Justin: Okay, great. I'm prepping Shield.

Griffin: Okay, cool. But you can still, you know, take an action, cast a spell, move, do whatever else you would like to do sort of on your turn.

Justin: Kicking has not worked for me today, I would say. It's been a rough time for kicking... Wait, how close am I to the wall?

Griffin: I mean, you can be as close as you want to be to the wall.

Justin: Hell yeah! I want to Spider Climb up onto the ceiling as he's charging for me.

Griffin: Okay.

Justin: What's he gonna do with that? Smoke on that, pal!

Griffin: All right.

Justin: Smoke that, Randolph!

Clint: [chuckles]

Griffin: [chuckles]

Lorovith: I can do the one thing you can't, Randolph! Climb on ceilings!

Griffin: You clamber up—

Lorovith: You could never do this maneuver!

Griffin: You clamber up the wall and are now perched on the ceiling, and Randolph—

Lorovith: Look at me up here, Randolph!

Justin: [chuckles]

Griffin: Randolph has his neck sort of craned upward, and he's like swatting sort of fruitlessly up at you, appearing to be just like whipped up into a frenzy. However, there's just no way he's gonna reach you from here. Like, there's simply—there is simply no way that Randolph is going to reach you. And... I think that's your turn. Randolph, yeah, I mean, Randolph is so locked in on you, he is not going to do anything else but continue to try and swat at you. But because he's—

Justin: Okay, let me just—okay, he's Spider Climb—okay. Let's just keep going.

Griffin: Yeah, yeah, yeah!

Lorovith: Doober, Hellgrammite... this is your moment, yes? You're gonna escape, he's looking at me. I'm up here, Randolph! Oh, you really hate me. Look at me on the ceiling, Randolph! Don't take your eyes away!

Griffin: Doober is—give me an insight check, as you're sort of like talking to Doober. Hellgrammite, you can roll this too.

Justin: Could I, instead, do a persuasion check?

Griffin: Sure, yeah, persuasion check is—

Justin: Because I'm telling Doober what to do.

Griffin: Persuasion check is totally fine. If you'd rather sort of get him out of there, yeah, yeah.

[sound of dice thrown]

Justin: 16.

Griffin: Okay.

Justin: Yeah, that's what—I thought I'd get a 16 with that.

Griffin: Yeah, that's super good. Okay, with a 16, Doober seems to look at you, and look at Randolph, and he appears to be pausing in a way that you can't quite—I mean, obviously, this is a very charged situation, seeing his two former guardians kind of dueling. But he seems—he seems pretty shaken—

But with that sort of command that you give him, he kind of nods, and he's going to sprint through the edge of the bubble, and run out into the hallway. And that leaves Hellgrammite. Hellgrammite, you are still within your bubble, Lorovith is safely on the ceiling, and Randolph doesn't seem to be fazed by Doober running by—is locked in purely on Lorovith in this moment.

Lorovith: Now, Bugman, go!

Clint: Okay, I'm gonna run after the same direction Doober and the rest have run. And when I do that, Leomund's Hut vanishes.

Griffin: Okay. Poof. And Lorovith, that just leaves you in the room with Randolph. What are you—what are you doing to sort of disarm or escape this situation?

Justin: Okay, I'll start slowly climbing down the walls.

Griffin: Okay?

Justin: I'm inching down. Is he trying to like appra—he would like to come closer to me, right?

Griffin: Randolph is absolutely, furiously like a—like a rabid animal trying to get at you.

Justin: Okay. Hm...

Lorovith: Randolph, I'll be honest, I'm feeling a little pinned up here, my friend.

Randolph: [zombie sounds]

Lorovith: Yes, yes, yes, yes. You should know, Randolph, if there's any Randolph in there, I'm taking very good care of Doober. And I know that's important to you. And Randolph, if I could say one other thing to you, with the hills as my witness, you will not leave this room. So, if you care about the boy, let me pass, safely! Because I promise you, Randolph, I'm the only one who can protect him.

Griffin: Hm... Give me a—give me a persuasion check here. In this moment, Randolph is exhibiting more kind of humanity than any of the other undead that you have—that you have faced so far. He seems to be listening, which is—which is a new thing. And let's see how—if your words have any effect here.

[sound of dice thrown]

Griffin: *Ah.* That is a 10.

Justin: Well, I cast Fireball.

Griffin: [guffaws] Okay, go ahead and roll—wait, wait, you have to roll attack! Hold on.

Justin: No, it's a dex—

Griffin: A dex save, okay, yeah, yeah.

Justin: It's a dex save. [chuckles]

Griffin: I'm gonna give him disadvantage, as you distract him with this like plea.

Justin: [laughs]

Griffin: Yeah, that is a three.

Clint: [laughs]

Griffin: He is not dexed enough to do this.

Justin: [chortles] I'm glad Doober didn't have to see this, man.

Travis: Yeah.

Justin: [laughs]

Griffin: I mean, what Doober does see from outside—

Justin: [chuckles] Oh, no!

Griffin: And Hellgrammite, you see it as well, is, you know, you would close the door behind you as you'd run out to put more distance between you and zombie Randolph. What they see is just the door being blown off its hinges by an explosion of flame. And as you peer into the room, Hellgrammite—

Justin: I do hope, Griffin, I do hope—[laughs] I hope that at least maybe Richtis saw what I can only imagine was the briefest flash of hesitation across Randolph's face. [chuckles]

Griffin: Yeah.

Justin: Like I think Randolph was able to get out a, "Eh!"

Clint: Now that you mention it—

Griffin: Now that you men...

Justin: [laughs]

Griffin: You see Hellgrammite from the hallway as the door gets blown off its hinges. You do not even see Randolph anymore, you see a small, wizard-shaped scorch mark on the ground. And you see sort of other—there's like a bearskin rug in here that's just like completely, fully on fire right now. And in the kind of flaming wreckage of this room, from the ceiling, you see Lorovith drop down, in his spider-climb form.

Justin: The number of dice I just dropped might have killed Randolph.

Griffin: Yeah, yeah, it was just the weight of—

Justin: Like, forget about the smell.

Clint: [chuckles]

Griffin: Those eight dice, I think? Lorovith, as you dispatch Randolph, and you know, clear this room, now I'd like you to give me an insight check, please, on Doober, who still seems to be kind of stock still.

[sound of dice thrown]

Griffin: Okay. That is a six. You—

Justin: And? [titters] How do you feel about that?

Griffin: Here's what I—here's what I'll tell you, with a six. Doober looks scared of you, as you sort of reappear in this room that you've just blown to smithereens. And for just a moment, I think, you wonder like, "Is it maybe because I just obliterated Randolph?" But Doober looks at you and sort of composes himself, wipes a tear from his eye, and says:

Doober Sweetleaf: Randolph attacked you before anything else happened. Did you kill Randolph, Lorovith? Was it you?

Lorovith: Doober, I want to answer your question. But first, I have to ask you one very important clarifying question about killing Randolph. Which time?

Clint: [chuckles]

Griffin: [guffaws]

[The Adventure Zone Royale theme music plays]

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