

The Adventure Zone Royale: Episode 25

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Griffin: Previously, on TAZ Royale...

Travis: In each of those rooms, we're gonna find something to turn off portions of the fire?

Griffin: Except for Hasty Jane, she is still sort of nowhere to be seen after running off Flash speed after attacking Hippocrates.

Lorovith: Doober!

Hellgrammite: [whistlers]

Lorovith: We're both watching now.

Hellgrammite: Here, boy.

Doober Sweetleaf: Ah...

Lorovith: Move a direction—

Doober Sweetleaf: This is—

Hellgrammite: Come here.

Doober Sweetleaf: So much pressure, this is—

Justin: Which you wish to.

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

Hippocrates: Eventually we're gonna have to kill each other, right?

Rictus: But now is not your time.

Griffin: You recognize this undead figure pretty quickly. It is Randolph.

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

Lorovith: Which time?

Clint: [chuckles]

Griffin: [guffaws]

[The Adventure Zone Royale theme music plays]

Griffin: Hello, everybody! Welcome back to TAZ Royale, our battle royale winner take all season of The Adventure Zone. We are currently nearly wrapping up the Trial of Necromancy, the sixth trial.

Justin: You know what they call a TAZ Royale in France?

Griffin: Are we gonna do it every episode? Because I know it's been a while since we've recorded.

Justin: It's a new one I came up with. I came up with a new one.

Griffin: Okay. What do they call TAZZ Royale—

Justin: It's a different—it's a different punchline.

Griffin: What do they call TAZ Royale in France?

Justin: Do you know what they call a TAZ Royale in France?

Griffin: No, what do they—

Justin: Les incompetents. [chuckles]

Griffin: Okay. At the end of the last episode, we had a bit of a showdown between Lorovith Dreamweaver Gonjuban and—

Justin: That can't be right. Is that right?

Travis: A lot of people—

Griffin: That's his whole name.

Justin: Is that his name?

Travis: Forget the Dreamweaver. But—

Griffin: Dreamwanderer, yeah.

Justin: Dreamwanderer.

Griffin: A lot of people do forget it, it's—

Justin: Dreamweaver's that classic from—

Clint: [yells out and sings] Oh! Dreamweaver!

Travis: Oh, my years.

Griffin: You—

Clint: Gary Wright.

Griffin: You had a confrontation—

Travis: Gary Wrong.

Griffin: With the undead form of Randolph, through which Doober realized that you had terminated him during a previous trial. We were in the midst of putting out a fire to expose a hidden ladder up to the rooftop, where you all were hoping to make a hasty retreat in order to greet the sunrise a little bit faster, and escape the hordes of undead thrall that are crawling all over this

mansion at this point. As we come back to that moment of Doober and Lorovith sort of having this discussion, you all hear from downstairs, you're standing at sort of the top landing of this first-floor staircase, from downstairs you hear a shriek, a long sort of prolonged pain shriek, followed by the sound of a loud chiming bell from outside.

[a bell tolls]

Griffin: Hellgrammite, I think because you put him in that position, you realized that was the—that was the sound of—oh, shit, where'd he go? Oh, I already deleted him. His name wasn't row—his name wasn't Rigatoni.

Travis: It was Formaggio Bucatini.

Griffin: Formaggio Bucatini, god, I deleted him too fast from the virtual tabletop. There's 64—

Justin: And from your mind. [chuckles]

Travis: For the record, I was going to try to find a way to rescue him this session. So, Griffin murdered him.

Griffin: I did, I've mur—I've murdered so many guys this season. You also hear the sound of Scorpo shouting from deeper in the study. Rictus, you are standing there with Hippocrates and Pranklin. Scorpo comes running out of the last of these bedroom suites and shouts:

Scorpo: Okay, I got mine. Everyone else?

Griffin: You look over and see that the prismatic fire at this point has been doused completely, revealing the ladder leading upwards. And without missing a beat, Pranklin's gonna go ahead and start climbing up, up onto the rooftop. What are the rest of you doing?

Travis: Griffin?

Griffin: Yes?

Travis: Through like hearing the bells chime and the people around us, would I—would Rictus be able to figure out, besides Hasty Jane, if there's anyone left?

Griffin: Who you don't have like tabs on right now?

Travis: Yeah.

Griffin: I will go ahead and say, I don't know if Rictus would know this, but Lorovith probably would remember that Burger Man ran off into the woods at some point, and has not been accounted for yet.

Travis: Okay, so the seven of us, including Pranklin—

Griffin: Yeah.

Travis: Rictus, Scorpo, Hippocrates, Lorovith, Doober, Hellgrammite, Hasty Jane, Pranklin and Burger Man.

Griffin: Yes, those are the nine contestants, the nine Aspirants still remaining.

Rictus: Okay, we have a few minutes. I'm gonna try to find Hasty Jane before I go up.

Griffin: Okay, where are you going to be looking? Hippocrates kind of nods at you and begins lumbering towards the ladder as well.

Hellgrammite: Wait, wait, wait, wait, wait! Why?

Griffin: Are you guys regrouping in the study here?

Justin: No, we're separate. We're separate, Hellgram—wait, yeah, where's—

Griffin: Yeah—

Justin: Hellgrammite—

Griffin: You're not in the scene.

Justin: You're not with them.

Clint: Oh, right, right, right. Right.

Travis: I mean, we've been in the suites.

Griffin: Sure.

Travis: And Lorovith was in the library, and there was no Hasty Jane there, so I'm gonna head towards the guest rooms.

Griffin: Sure. Okay, cool. You scuttle over to the western wing of the second floor, towards the guest rooms. Before we get to that, Hellgrammite and Lorovith, what are you all doing? Doober is just kind of staring at you, Lorovith—

Lorovith: Doober, up. Up, Doober!

Justin: Lorovith pats his shoulder.

Lorovith: Up, Doober, up! We must away.

Griffin: He takes a step back from you, kind of reflexively.

Lorovith: Doober! Doo-doo! Doo-doo! Doo-doo, up!

Hellgrammite: You know, I think—

Lorovith: Up, Doober!

Hellgrammite: You two—you two need a moment. Why don't I scuttle? Like so many others have done. And I'm gonna go to the study.

Lorovith: I didn't realize you were still here, Bugman.

Hellgrammite: Oh.

Griffin: [chuckles]

Hellgrammite: That hurts, a little frank, but that's okay—

Lorovith: I'm looking at an overhead map and I didn't realize it. [chuckles]

Hellgrammite: I know, right. Yes, I know. I'll just go into the study and let you two have this dramatic family moment.

Griffin: Okay, Hellgrammite, you head into the study, where you see Hippocrates' black feathered tail sort of scuttling up the—so much scuttling this episode. Up the—

Travis: Everybody's scuttling!

Griffin: Fireplace ladder. Scorpo's the only one still in here. He starts to go towards the ladder, then turns back towards you and is like:

Scorpo: Why don't—why don't you go first?

Hellgrammite: Oh, that's—it's okay. You go ahead and... you know, you're a little heavier than I am, so this will check and make sure the stairs are okay.

Scorpo: Fine, just don't... I'm trying to trust you, Hellgrammite—

Hellgrammite: Yes! Oh, and I—you should! Absolutely. What am I gonna do, stab you in the back? [chuckles]

Scorpo: Well, I have a poisonous barbed tail back there, so it's not the place I'd recommend.

Hellgrammite: Oh, boy, I'm glad you pointed that out. Yeah.

Griffin: Scorpo actually does scuttle up the ladder, up towards the rooftop. Click, click, click. Hellgrammite, are you following?

Hellgrammite: I think I'm gonna pause.

Griffin: Okay.

Hellgrammite: Right at the—right at the base of the ladder.

Griffin: Okay. You are so paused. Lorovith—

Lorovith: Yeah, but Doober, Doober, I don't understand, I... you saw that terrible dragon I saved you from with the fireball, and now we must away.

Doober Sweetleaf: That was no—what—that was—that was Randolph? You... you said you killed him again?

Lorovith: Oh, no! Doober, I understand what's happened here. Illusory magics. I was afraid of this. Very powerful illusory magics are at work here, Doober. They made me see a dragon you saw, so that me attack Randle. [chuckles] Oh, I should—or me, I could never—I would nev—could not!

Doober Sweetleaf: His name was Randolph.

Lorovith: That's what I said! I swallowed the F. It's an accent, Doober!

Griffin: Give me a persuasion check, if you're actually try—or I'm sorry, a deception check, fuckin' definitely. Deffo, definitely, one of the purest deception checks we've had in a while!

[sound of dice thrown]

Justin: 15. Pretty good.

Griffin: Okay, with a 15 deception check, Doober is still looking at you skeptically, but he sort of shakes his head and says:

Doober Sweetleaf: It's not safe.

Griffin: Sure enough, at this point, you can see down the stairs, the corpse mound that just killed Jimmy Linguini has begun to scuttle in your direction.

Travis: Everybody's scuttlin'!

Justin: Where's the ups—like, I see corpse mound, right?

Griffin: Sorry, corpse mound is technically down here. I am showing it to you.

Justin: Okay. So we're on the second level, right?

Griffin: Right.

Justin: So I wanna follow in—follow in the way Hellgrammite is going towards—

Griffin: Okay, yeah, you follow into that door. Doober sort of walks alongside you in towards the study, in towards the ladder. Rictus, we'll hop over to you. You walk into this sort of long hallway leading into the west wing where the guest rooms are. Give me a perception check, please.

Travis: Okay.

[sound of dice thrown]

Travis: Ah! A 19 plus five, a 24.

Griffin: Okay, you walk in, you spot a few doors into some small, like modest bedrooms on the right side of the hall here. But you hear the sound of running water coming from the left side. And as you open up the door where you're hearing the sound from, you see a small sort of common restroom. And—

Travis: I knock first?

Griffin: Okay?

Travis: I'm not just gonna walk into—I hear running water dripping? I don't think zombies are washing their hands.

Griffin: Yeah, that's a fair point. You knock first, and within a half second, the door is swung wide open. And inside you see Hasty Jane, who appears to be somewhat distraught. She is still holding in her hand the candlestick that she used to bludgeon Hippocrates earlier in the trial. She looks at you and she says:

Hasty Jane: Hi, Rictus.

Rictus: Hey, Jane. We got access to the roof, so we can head up there and give us another layer of safety. And—

Hasty Jane: Is Hippocrates still alive?

Rictus: Yeah, no, he's fine. Listen, heat of the moment stuff. He's fine. There's a lot going on.

Griffin: She turns—she turns on her heels and throws the candlestick at the mirror over the sink, shattering it. She shouts:

Hasty Jane: Damn it!

Rictus: Yeah, no, cool. I hate mirrors, too?

Clint: [titters]

Hasty Jane: I... I didn't even... I made a mistake, and I didn't even—I didn't even—he didn't even die from it.

Rictus: That's better! Isn't it?

Hasty Jane: Rictus, I don't... I don't wanna fuckin' kill anybody, man.

Rictus: Yeah!

Hasty Jane: And I don't... I also don't wanna die. So, those seem to be the only two options here. And I realized a long time ago I'm in pretty well over my head. It may surprise you to learn, I'm actually not the most competitive

person out there. And I don't know what to do, and I thought this was my chance to have my heel turn, and I couldn't even fuckin' do that right, Rictus. So, what's the other—what's the other way out? Why shouldn't I just stay in this bathroom and hide, and hope for the best, and not run into the guy I just tried to kill?

Rictus: You know, I've actually been thinking about this a lot, Jane, and I think that it has been kind of positioned to us like there are only two options, you know, kill or be killed. But there's two other options, and option one is survive, right? Because the challenges themselves have been killing people, right? And limiting the competitors.

And all you have to do is survive. But there's a fourth option that has only just occurred to me like today. There's a set amount of trials, Jane. And their assumption is it will come down to one person left. That there can only be one person left. But that's assuming that the people who are left want to kill the others and be the only person left.

Hasty Jane: You really believe that?

Griffin: She says.

Rictus: I mean, I don't know! But if you're talking about there's no other options, there are! And if you look at your wrist like I look at my wrist, we are exponentially more powerful than we were when these trials started. At that point, we were completely beholden to the rules and what we were told to do. We each had one spell. But look at us now!

Hasty Jane: I know, I can move dirt with my mind.

Russ: Sick! Yeah! You couldn't do that before, right?

Hasty Jane: No, I couldn't...

Griffin: Give me a—give me just a sort of general persuasion check here. I don't know what other kind of like...

[sound of dice thrown]

Travis: 13 plus one, a 14.

Griffin: Okay. She... she nods. She says:

Hasty Jane: Sorry about the mirror.

Rictus: It's not mine?

Hasty Jane: Yeah, good point. Fuck this mansion for real.

Rictus: Yeah, I don't care.

Griffin: She picks up the candlestick and smashes another mirror.

Rictus: Okay, but we are on limited—

Hasty Jane: That actually feels really good.

Rictus: Yeah, we're on like a time frame.

Hasty Jane: Yeah, right, yeah, of course, yeah, let's go.

Griffin: And she darts down the hallway, into the study. Sees everybody else standing in the study, does a quick pan around looking for Hippocrates, doesn't see him, and says:

Hasty Jane: Where'd everyone go?

Rictus: Oh, through the fireplace, up. Let me go first though, because Hippocrates is already up there.

Hasty Jane: Yeah, smooth things over maybe?

Rictus: Yeah, I can buffer.

Hasty Jane: Okay, cool.

Griffin: All right, Rictus, you head up the ladder as well. Lorovith, Doober, Hellgrammite, you're still in here with Hasty Jane. From the north side of the study, where there is the back staircase leading up, you hear the sound of the shuffling dead, as another corpse mound—

Travis: I love that show.

Griffin: Begins to make its way up. Yeah.

Clint: [chuckles]

Griffin: Every day, they're shuffling.

Travis: Bum, bum, bum, bum-bum-bum.

Clint: That's when they're not scuttling.

Griffin: Who wants to go up the ladder next?

Hellgrammite: You go ahead... I tell you what, Doober, why don't you go ahead?

Doober Sweetleaf: Okay, fine.

Griffin: Doober runs—

Justin: That's the only thing I feel comfortable with, so—

Griffin: Yeah. Doober runs up the fireplace, up to the ladder, and clambers upwards. Hasty Jane says:

Hasty Jane: I'm gonna go next, but I'm really fast.

Griffin: And she zooms towards the ladder, and up onto the roof as well, leaving just Hellgrammite and Lorovith down here.

Hellgrammite: Oh, well... I think one of us should probably stay here.

Justin: Lorovith turns and goes up. [chuckles]

Griffin: [laughs] Okay, Lorovith—

Hellgrammite: And I guess it's—I guess it's me.

Griffin: Turns and goes up the ladder, onto the rooftop as well, behind Doober and Hellgrammite.

Travis: Rictus shouts down:

Rictus: We'll always remember your noble sacrifice, buying us time, Hellgrammite.

Clint: [titters] How close is the mound?

Griffin: I mean, 10 feet, 20 feet.

Clint: Okay.

Griffin: You just see it sort of appearing around the staircase coming up onto the second floor.

Clint: Okay. Hellgrammite's gonna scramble up the ladder.

Griffin: Okay.

Clint: And then pour the vial of holy water down—

Griffin: Oh? Great.

Clint: On the rungs of the ladder.

Griffin: Okay, yes. You just make it up the ladder as the two corpse mounds from below reach the study where you are. As you climb up, you reach down and dump this vial out of your satchel. And you hear one of the corpse mounds shuffle upwards. You're not sure if they would be able to get up this ladder in any case, but you hear sizzling and this very hollow screaming

coming from down below you, as a very foul vapor begins to flood up the chute of the chimney.

Rictus: Ah, Hellgrammite farted.

Hellgrammite: I didn't do it, no! It wasn't me, it was the dog.

[theme music plays]

[ad read]

Griffin: Hey, folks, some announcements before you get to the rest of the episode. This is Griffin, by the way. We got some new merch over in the merch store. We got a new shirt with a "You're going to be amazing design." Of course, from TAZ Balance. It was designed by Sabrina Volante.

Proceeds from that shirt go to Lambda Legal, and 10% all of our merch proceeds this month will also be donated to Lambda Legal, a national organization working to achieve full recognition of the civil rights of LGBTQ+ people and everyone living with HIV, through impact litigation, education, and public policy work. There's a lot of stuff over on our merch site, over at mcelroymerch.com, so go check that out.

If you think you're going to be reading the final graphic novel adaptation of TAZ Balance, *The Adventure Zone: Story and Song*, you can pre-order it right now by going to theadventurezonecomic.com. Barnes and Noble and Books-A-Million both have exclusive editions available. Barnes and Noble includes four collectible trading cards. Books-A-Million has a collectible poster.

When you pre-order those books, it really helps us out a great deal, so think about it at theadventurezonecomic.com, if you think you're going to read the book anyway. We've got our own copies in hand now and it really is lovely. I'm so, so proud of it, so excited for it to come out here in, gosh, just about a month or so. So, act now! Enjoy the rest of the episode and we'll be back with a new one in a couple of weeks, so talk to you soon. Bye.

[break]

Mark: Ready to go.

Hal: Knock, knock.

Mark: Who's there?

Hal: We Got This.

Mark: With Mark and Hal?

Hal: Gah, you knew this one! [laughs]

Mark: We can't put that out as an ad...

Hal: We just did! New episodes every week on maximumfun.org, or wherever you get your podcasts! Now, it's hewn in rock!

Mark: Hewn in rock?!

Hal: Yeah? [titters]

Mark: How do you hew something in rock?

Hal: With a chisel.

Mark: There's only one Hue in rock, and it's Huey Lewis. [chuckles]

Hal: And the news is, We Got This with Mark and Hal is available every week on maximumfun.org.

Mark: I walked right into that.

[both chuckle]

[break]

Griffin: Wonderful is a podcast where we talk about things we like. That's hard to sell in a promo like this, so we've enlisted the help of piano rock superstar Billy Joel to tell you about some of the topics we've covered. Take it away, real Billy Joel!

Rachel: [sings] [spoofing "We Didn't Start the Fire" by Billy Joel] Circle time, Sega, Dreamcast, Caesar salad, Tower of Hanoi. Keepy-uppy, time capsules, Wayne's World, cheese pulls, Wallace Stevens, Donkey Kong, fun size Almond Joy. They didn't start the podcast, except that's not true, they did in '22. They didn't start the podcast, no, they actually did, that was in fact a fib.

Griffin: Listen to Wonderful every Wednesday on maximumfun.org, or wherever you get your podcasts. Thanks, Real Billy Joel!

Rachel: [spoofing Billy Joel] No problem, Griffin!

[theme music plays]

Griffin: You all make it up onto the roof. If you can scroll up to the top part of our map here, you will see where our eight heroes have gathered. As you reach the roof, it is quite large, with these sloped, sort of tiled, shingled rooftops, with a sort of flat area on the very top where these sort of stove-top... what do you call those? Stove pipe exhaust ports for some of the other fireplaces in the house are—

Travis: Chimneys?

Justin: Chimneys?

Griffin: I guess you would call them chimneys. [chuckles] Houses don't really have exhaust ports.

Justin: No, I think it might be stove pipe exhaust ports for fireplaces.

Griffin: [guffaws]

Clint: [chuckles]

Griffin: Guys, I haven't lived in a house—

Justin: Lost a lot of—we lost a lot of boffins to bring you these plans of this manor.

Clint: [chuckles]

Justin: You can see this is the turbo thermal exhaust port for the—

Griffin: [chuckles] It's the one weak point.

Justin: For the temperature shifting chambers!

Clint: It's the one place you have to place the shot to destroy the Death Star.

Griffin: Okay. Other than these stove pipe exhaust port for fireplaces that you see poking out of—

Travis: For big boys.

Griffin: This flat section of roof here—for big boys. The last thing that you see is a sundial that is positioned sort of on the southern edge of this flat part of the roof. And you can see where the sunlight, as it is creeping over the precipice of the Octave Ziggurat Island, is inching closer and closer towards it. Everyone is sort of... everybody else, I should say, is sort of gathered around this sundial, watching, sort of waiting expectantly, waiting for the sunlight to reach it. And just as it's about six or so inches away from reaching the sundial, you hear a shriek from the woods to the east. And it is a loud, cartoonish, "*aah*," shriek, followed by another bell.

[a bell tolls]

Griffin: And a few seconds after that, a shadow comes flying out of the canopy—

Travis: He's well-done now.

Griffin: Of the tress. And a burger-headed corpse lands on the roof next to you. And you can see the now turned form of Burger Man, who ran off after confronting Lorovith, and has been killed and really fiercely yeeted back towards the manor here, landing on the rooftop with you. Just seconds after that, there is a loud pounding sound. The trees rustle, sort of in rhythm.

You all see, parting the canopy of trees, a pointy felt hat, about the size of like a—like a windmill appear. And moments later, the undead form of Pip, the enlarging, reducing gnome zombie, who when you last saw him, Hellgrammite, after saving Doober in the sort of piano lounge room, was already pretty big. He has like quintupled in size. He is 35, 40 feet tall at this point. As tall as the building itself. He appears to be the one who just chucked Burger Man up here in a tizzy. And—

Travis: Which is hilarious!

Griffin: It is—it is quite funny. As he parts through the canopy of trees, you see him reach down and begin to scoop up some of the remaining zombies that you all have not destroyed at this point with holy water and magics. And he is going to charge towards the manor, but before he does that, let's roll initiative and get into it. Sorry, I did not realize that there was still an initiative going.

[sound of dice thrown]

Travis: Ah, yeah, 16 plus two, 18.

Griffin: So, you got 11. Lorovith?

[sound of dice thrown]

Griffin: Hellgrammite got what?

Clint: Oh yeah! Seven plus one, eight!

Travis: Looking at my adventure kit for maybe the first time this entire like campaign, and within it is a "little bag of sand." And I wanna know how many meetings went into if it needed to be little or not.

Griffin: Yeah, probably a lot.

Clint: [chuckles]

Griffin: I mean, it's gotta be for Indiana Jones stuff, right?

Clint: Right.

Griffin: Yeah. Okay, first in the order is Rictus. Rictus, the eight of you are gathered here on the roof. Burgerman is the only sort of foe facing you all on the roof, but you do have a fast-encroaching, gigantic zombie wizard also coming in from the southeast here.

Travis: Cool.

Griffin: What would you like to do?

Travis: Great question, Griffin. Thank you for asking. I'm going to...

Justin: Here it comes. Drop it on us, King.

Travis: You know what? Magic Missile, Pip.

Justin: [yells out] Oh!

Travis: Casting it at second level.

Griffin: All right, go ahead and roll your, what is that, 4D4?

Justin: Trav, I'm sorry, man, I didn't know you're—I was worried I was hyping it up too much. I didn't know you were about to drop the double M on 'em.

Clint: That was magical. Very magical.

Griffin: Is this our first Magic Missile of our wizard-based—

Travis: It is.

Griffin: Sason of the Adventure Zone?

Travis: Eight, nine, 10 points of damage.

Clint: Nice.

Griffin: You launch this over at Pip. It strikes him square—well, I guess four darts fly towards Pip. And they appear to be just doing largely cosmetic damage.

Travis: I aim for his hat.

Griffin: You see him... Oh, shit, you didn't say that, man.

Travis: I'm gonna knock his hat off.

Griffin: Give me a ranged attack roll just to see how I—magic missile always hits, you're gonna hit him, but if you wanna knock his fuckin' hat off, that's gonna be—I'm gonna need a good roll for that.

[sound of dice thrown]

Travis: A two.

Griffin: It's a two. You hit him in the feet.

Travis: Ah.

Clint: [chuckles]

Griffin: You hit him in the feet. You miss him—you miss his hat just about as bad as you can. All four go down and hit his feet. He looks at you like

you're some sort of weird perv or something. Okay, any other stuff on your turn?

Travis: Yes. I'm also going to cast Shadow Blade, which is a bonus action, to summon my weird, creepy dark sword thing.

Griffin: Okay. You so conjure. You now have your weird, creepy dark sword. Where would you like to position yourself?

Travis: I'm going to position myself betwixt Burgerman and everybody else.

Griffin: Okay.

Travis: Since I've got a sword and I don't know if anybody else has a weapon.

Griffin: Cool. Next in the order is Pip, the giant. Pip, who you can see was sort of leaning down as he stomped in the direction of the manor, stands up to his full height. And like a child putting pieces down on a game board, you see him drop down more piles of zombies, two more corpse mounds here, numbering about—well, just about the remaining 20 or so wizards that you all have not destroyed have appeared on the roof. And having done that, Pip stands back up here, towering in front of the edge of the rooftop here. And just as easily, he reaches forward and grabs that sundial, just as the sunlight was approaching it.

Travis: Aw, man.

Griffin: And is now holding it sort of in his enclosed fist, lower out of the reach of the sunlight.

Travis: So it's not just decorative, it actually has some impact on mechanics?

Griffin: It would appear so.

Travis: Aw, man.

Griffin: Next in the order is Burgerman. Burgerman... he's gonna do sort of his classic thing that Burgerman knows how to do.

Clint: [chuckles]

Griffin: It is also his favorite movie musical, he is going to cast Grease. He opens his mouth, and from his sweaty patty—

Travis: Gross.

Griffin: Begins to emerge a torrent of slick grease, which is going to cover the ground in a 10 foot square.

Travis: He made me greasy?

Griffin: He is going to put that actually right here, next to the sloped edge of the roof. We are going to get a dex save here from Doober and Pranklin. Gonna get a... 15 plus three. Doober saves. You see him start to slip-slide around, but he manages to keep his footing. Pranklin is going to... not do quite as well. Pranklin rolls a four. Pranklin slips off of his feet, and begins to tumble towards the edge of the roof. Doober manages to grab his hand. He is prone, but Pranklin is still sort of on terra firma.

Next in the order is Lorovith. Lorovith, as we get to your turn, the other sort of NPCs here, you see Scorpo and Hippocrates and Hasty Jane are going to go and begin to—actually, they're gonna go over here to this corpse mound a little bit further from Burgerman, and engage in combat with them, so I don't have to continue to take seven actions between your guys' turns. What would you like to do?

Lorovith: I have to get greasy with the monkey.

Justin: I have to go over to get my son. He's in a greasy spot right now and he needs me.

Griffin: Okay.

Justin: Even though he's not super proud of me right now, I gotta go help him. And I maybe have to kill Pranklin to do it. [chuckles] We're gonna see.

Travis: What?!

Griffin: Whoa?

Justin: We're just gonna see! I'm—hey, Trav? It's just like, man. I'm gonna check the spice level and I'm gonna decide from there, all right?

Griffin: Okay, Lorovith, you head over towards Doober and Pranklin. You can see Doober is sort of struggling to stay on his feet, but he's got a firm grasp on Pranklin's wrist, holding him upright, keeping him from slipping off the roof. Doober says:

Doober Sweetleaf: Lorovith, grab his other hand, help me.

Justin: Grab Pranklin's other hand. Okay, yeah. Yeah, okay.

Griffin: All right, you're gonna help?

Justin: Yes.

Griffin: Give me a dexterity saving throw, as you step into the grease to help.

[sound of dice thrown]

Justin: Eight!

Griffin: Okay, you are successful in helping get Pranklin out of the grease. You, however, begin to lose your footing as well and begin to slip-slide around. Give me another dex save, just to see if you can stay on the flat part of the roof, as you begin to spiral out of control.

Justin: Oh, it's a five!

Griffin: No, okay, you begin to slide down the tiles. Doober is already holding Pranklin, and you can see looks at you for just a second, and does not reflexively reach out to grab your hand in the way that he—

Justin: Pranklin doesn't?

Griffin: Doober does not.

Justin: Doober does it reflexively? Hm.

Griffin: No.

Justin: Huh. How quickly a 15 has faded. Hm...

Griffin: [chuckles] You have managed to not completely fall off the roof, however, you are in a somewhat precarious spot here, and used your move action. You do still have a regular action that you can take here.

Justin: I'm...

Griffin: You are sliding, for those not looking at a battle map, which is everybody else hearing this, in the direction of the giant zombie, Pip, also. If you'd like to use your action to try and like unfuck this situation by taking like another move action instead of a regular action—

Justin: Oh, can you do that?

Griffin: Or like get to—

Justin: Is that an option?

Griffin: Yeah, for sure. You do have some options here. Your regular action, you can more or less—

Justin: You know what I'm gonna do? I'm just gonna—I'm gonna take this, not a move action, but I'm gonna take—well, I guess basically a move action, to just try to get my bearings and try to stop the slide.

Griffin: Yeah, easy. Yeah, for sure.

Justin: To try to like get control of my...

Griffin: Yes, you use your move action. Out of the grease now, you are able to sort of gain some traction, the—you're sliding sort of in the direction that the shingles are facing, so it's tough to kind of like get some footing. But you're a big enough dude that you can kind of just like put your hands down and use the friction to stop yourself.

So, you are—you are ungreased and able to sort of get to your feet here. It is a bit—a bit tricky footing, but you are no longer in danger of falling off the roof. Next in the order is the corpse mound. The corpse mound is going to crawl in Burgerman's direction to lend some aid, and Rictus is going to make a few attacks towards you.

Travis: Is it?

Griffin: Yes.

Travis: Okay.

Griffin: Unless you have some manner of—

Travis: No. No...

Griffin: Cool. All right, so... rolling that... Yes, that is a 20.

Travis: What?! They have a plus 11?

Griffin: Yeah, it's a lot of zombies, man. When you're fighting a sort of horde of enemies that you have not damaged yet, they are sort of at their most—

Travis: Yeah, no, yeah, no, that's—

Griffin: At their most dangerous.

Travis: That's just got me.

Griffin: Okay. Their first attack is not going to deal any damage, instead, they are going to grapple you with their first attack. Their second attack, they are now going to attempt to bite you, as you are sort of held into them. That is going to be... 18.

Travis: Yeah.

Griffin: Versus AC. Okay. Make a constitution saving throw for me, please.

[sound of dice thrown]

Travis: One. Plus one.

Griffin: No.

Travis: Two.

Justin: Oh, well.

Griffin: [chuckles] It's insufficient. Okay, you are going to take five points of crushing damage, just from their jaws sort of smashing down on your—on your arms, as you're trying to pull yourself away from them. And then you're also going to take six points of necrotic damage, which you're going to continue to take on your turn, until you are able to save from this condition.

Travis: That's an 11 total. Oh, wait, wait, wait, wait, wait! They have disadvantage on attack rolls against me. Because I cast—

Griffin: Oh, you have protection against evil and—

Travis: Yeah, good and evil.

Griffin: Good and evil. Yeah, okay, excellent. Let me roll both of those attacks again now. If the first one doesn't—

Travis: It's going to be hard with a plus 11, I realize, but...

Griffin: Yeah, yeah, yeah. Anything's possible. Yeah, 21 on the grapple.

Travis: Yeah. Uh-huh.

Griffin: It's still going to hit. And on the bite—

Travis: Okay, never mind!

Griffin: Yeah.

Travis: Okay.

Griffin: All right—

Travis: 11 points.

Griffin: 11 points of damage. Speaking of that poison, Hellgrammite, you are still under the effects of it, from your sort of confrontation down in the guest room earlier.

Clint: Yeah, I wanted to ask you about that.

Griffin: Yeah, yeah!

Clint: Hellgrammite has resistance to poison.

Griffin: Oh?

Griffin: So how does that manifest in this?

Griffin: That would just mean half damage. So—

Clint: Okay.

Griffin: Of the seven points of damage that you're supposed to take, you would instead take four. And you now get to try and roll a con save to beat that before we get into your turn.

Clint: And a con save would do... this. And that is a...

[sound of dice thrown]

Clint: Four!

Griffin: No, you are still under the effects of the poison.

Clint: Nice.

Griffin: So, you are sort of standing right next to where Rictus has been pulled into the corpse mound, and is being grappled and also poisoned. Burgerman is sort of looming overhead. On the other side of the roof, you have Hasty Jane, Hippocrates, and Scorpo. Scorpo kind of keeping the peace between the other two, as they try to fend off the corpse mound. On the other side of the roof, you have Doober, Franklin and Lorovith, who just went over sort of the edge of the flat part of the roof, towards the giant pit—

Justin: Everybody thinks he's gonna be fine, though.

Griffin: Yeah, everyone thinks Lorovith's gonna be okay because he's so big.

Justin: He's really big. He's bigger than the roof. That's what Griffin didn't mention, is he's basically sitting on top.

Griffin: He's basically Pip's size, yeah.

Travis: Is there more... are there any more corpse mounds that Pip can drop on us?

Griffin: You don't see anything, no. This appears to be like the remainder of the—of the corpse mounds.

Clint: So—

Griffin: Aside from the ones down at the bottom of the fireplace that you, you know, dispatched with with your holy water.

Clint: Is Pip a danger to Lorovith? I mean, other than dropping stuff, can he reach us?

Griffin: Yeah. Oh, easily, yeah. I mean, he's been sort of manipulating objects on the roof pretty effortlessly at this point, as he grabbed that sort of sundial earlier would attest. He's a tremendous danger! I'll show you my cards. He's an enormous 40 foot tall zombie wizard. He's extraordinarily dangerous.

Clint: Okay. I am going to cast Infestation on the corpse mound trying to hurt Rictus.

Griffin: Okay?

Clint: And I'm casting Bloat Flies, which have a tendency to eat decaying flesh.

Griffin: Disgusting! So, okay, so this only targets one creature.

Clint: Well, it's Hellgrammite, what do you expect?

Griffin: Yeah. Okay, so it's gonna take a con save. What level—you're casting this—it's a cantrip, so this would be 2D6 damage if it hits... So, I will roll that con save now... No, just a nine. Okay, go ahead and roll 2D6 damage, and then we'll decide which direction it moves.

[sound of dice thrown]

Clint: That would be nine.

Griffin: All right. The corpse mound, you knock a couple of bodies off of it, which fall onto the slope pile—the sloped tile of the roof, and tumble down to the—to the ground 30 feet below. And roll a D4 to determine which direction these bloat flies, as they pick these corpses clean, which way they move them.

Clint: Okay.

[sound of dice thrown]

Clint: That says four.

Griffin: With a four, this is going to go to the west. They don't have a ton of room to go here, as they run into one of the house exhausts. However, that is enough to knock them off of Rictus. I will break the grapple condition on him.

Clint: Okay.

Griffin: Any other thing you want to do on your turn, Hellgrammite? You still can move or a bonus action, if you have anything.

Clint: Yes. I'm going to cast Misty Step on myself.

Griffin: Okay?

Clint: Which is a bonus action.

Griffin: Okay.

Clint: And move down to that little... I don't know, base—not basement. That little—

Griffin: Balcony?

Clint: Balcony on the—at the—stage left.

Griffin: At stage left. Okay, yeah, so down—

Clint: No, no, over here, over here, over here.

Griffin: [titters] Okay. That's the right side of the map. I guess it would be... oh, I see, I see, I see, okay. Yeah, Hellgrammite, you, having sort of pried

this pile of zombies off of Rictus, you do an acrobatic little roll down the sloped tile of the roof. And actually, give me an acrobatics check. This is not like a huge fall. You're basically dropping down, you know, six feet or so, down to the—to the balcony, on the second floor of the house.

Clint: Okay.

[sound of dice thrown]

Griffin: Yeah, easy! You land on your feet with a—

Clint: 18.

Griffin: 18, easy. You tumble down the tiles, land on, you know, one knee and one hand, and manage to keep your footing, as you kind of disengage from the battle a bit. Okay! Next in the order is Rictus. Rictus, you have been sort of pried free of the corpse mound. You are prone, but you are—need to give me a con save first, to check if you are free of the poison.

[sound of dice thrown]

Travis: An 18 total.

Griffin: 18 hits it exactly. You, adrenaline pumping through your body, you feel it start to kind of push out the pain and exhaustion you were feeling from whatever these, you know, this corpse mound infected you with. And you have saved from the poison.

Travis: Excellent!

Griffin: What do you wanna do?

Travis: I'm going to cast Unseen Servant.

Griffin: Okay?

Travis: On Pip's shoulder.

Griffin: Okay?

Travis: To have the servant like pull his hair and poke him, and kind of scurry around in an invisible, annoying way.

Griffin: That's very cool. I like that use of Unseen Servant. I think it's gonna have to be a save from Pip, right? Like just to see if he can figure out what's going on, or... to get this thing off of him. I'll make a wisdom save maybe, for Pip? Just to see if his like zombie brain can really comprehend like, "There's an invisible servant fucking around with me right now." Absolutely not. no, that is a five minus three, a two. So yeah, sure enough, I assume you were trying to sort of distract Pip here—

Travis: Yeah.

Griffin: And you have done so swimmingly. He takes one step away from the roof and begins sort of like slowly swatting at his head, trying to grab your Unseen Servant. Which, you know, you can't see, but you do continue to see his hat like get knocked around and see his hair get sort of tugged around. You seem to have distracted Pip for at least this round.

Travis: Sick. Then I'm gonna stand up.

Griffin: Yes, that is your move. And then your bonus?

Travis: I don't think I have any bonus actions, but do I see... is the corpse of The Gentleman up here, or is he still downstairs?

Griffin: He is still downstairs. You do not see—he might be in one of these piles of corpses. He may be.

Travis: Do I see any corpses I recognize?

Justin: Griffin, if you don't know, who does?

Griffin: Yeah, that's a fair point.

Clint: [chuckles]

Justin: [chuckles]

Griffin: Yeah, give me a... give me an investigation check.

[sound of dice thrown]

Travis: A 10 total.

Griffin: 10 total. Who would you see... I'll say there's a couple of faces that you recognize in the corpse pile that was just attacking you. One face you recognize, because it's just like so brilliant and some might say even dazzling, you see Bobby Dazzler's sort of handsome visage poking out of the corpse mound. The other thing that you see, you take note of because it is slightly larger than a lot of the other corpses here in the mound, you see the undead form of Grakhan in the pile.

Travis: Excellent.

Griffin: These are not going to be individual NPCs. I'll sort of leave them off to the side here for reference. They are sort of part of the corpse mound, for all intents and purposes.

Travis: Can I try to speak to them?

Griffin: Yes, all attempts at diplomacy with—well, I say that, and Justin kind of had a moment with Randolph, so yes, if you would like to, speaking is a free action.

Justin: He hadn't been corpse moundified though, as bad.

Travis: I would make the argument, and maybe this will make it an arcana check, but as a necromancer, speaking with corpses is something that—

Griffin: Don't try to act like you didn't take the Speak with Dead spell.

Travis: I did.

Griffin: I know that you regret that. I know it keeps you up at night.

Travis: That wasn't up for me! That wasn't up to me.

Griffin: Oh, right. That's fair. You definitely would have grabbed that one.

Rictus: Bobby, Grakhan, if you're in there, if you can hear me, you target the ones that killed you, but it was the responsibility of the Octave, of the games themselves, that you died.

Griffin: I mean, hm...

Justin: Travis not only is satisfied with like talking to the dead, he wants you to have moral reasoning—

Griffin: No, I mean, I see what—I see what you are doing. You are—you are trying to sort of exploit the rules as established of like cause of death. I will allow a persuasion check here, but I'm going to say it's going to need to be like a... This will work on like a 20 or above.

[sound of dice thrown]

Clint: Oh!

Griffin: Not quite, almost there.

Travis: Just missed it with an eight.

Griffin: Yeah, there—you get no response from Bobby Dazzler or Grakhan, to your—to your plea. Okay, next in the order is Pip. I'm gonna make Pip do another wisdom saving throw, and if he can't pass it... Let's say he's trying to beat a—what is your spell save, Trav?

Travis: My spell save is—is it—okay, my spell save is 14.

Griffin: Okay.

Travis: Is he at least going to have—is it going to have an effect this turn, one way or the other?

Griffin: Yes, yes.

Travis: Okay.

Griffin: Let's roll that... Okay, no, he rolls a—is that a ze—yeah, he rolls a zero, which is cool. I don't know that we've ever actually seen that dice result before. [chuckles]

Clint: [chuckles]

Griffin: But he gets a zero total. And as such is going to kind of continue flailing around, taking another step back, still holding onto the sun dial. Lorovith, give me a perception check, please. You are sort of getting a front row center sort of view of Pip, as he is sort of flailing around like this.

Justin: [sings] Hmm...

[sound of dice thrown]

Justin: Oh, yeah! A 19.

Griffin: Oh, hell yeah.

Justin: Plus one, 20.

Griffin: As Pip is flailing, you know, he's swatting around at his head—at his head, where this unseen servant is fucking around with him. He is still holding the sun dial in his hand, and every time he kind of like brings that hand up to try to swat away the invisible specter that is tormenting him, you see sunlight flashing off of the sun dial, as he sort of reaches up the hand holding it.

You see, very briefly, it begins to sort of glow this blue light and tracing these runic patterns over it as it reaches the sunlight. And then he drags it back down, continuing to flail, and the pattern disappears. You see that kind

of like flash appear a couple of times as he is trying to rid himself of this ghost. Burgerman is up next. Burgerman is going to come towards you, Rictus, and... is going to grab you by the shoulders and just point-blank grease you. Point-blank grease blast you.

Travis: Doesn't he have to try to grab me?

Griffin: I mean, he's—that was just for flavor. He doesn't actually grapple you, but he is gonna just sort of like, you know, shoot his—shoot his grease all over.

Travis: Okay.

Griffin: Give me a dexterity saving throw, please.

Travis: That would be...

[sound of dice thrown]

Travis: 21.

Griffin: Hell yeah! All right. You actually manage to—

Travis: He can try, I duck! [chuckles]

Griffin: [chuckles]

Travis: He wasn't expecting that!

Clint: [chuckles]

Griffin: You duck. The grease does like splash down behind you, covering a 10-foot square of the—of the ground. But you have this like cool technique where you just don't move, and so you don't start to slip and fall, and he looks at you confused, like this has never happened before. Burgerman has greased a lot of guys in his life, and this is the first time he's ever seen anyone sort of—

Travis: And we don't shame that, you know what I mean?

Griffin: No, yeah, for sure, for sure. Next in the order is Lorovith!

Justin: Yes! Lorovith, from his position on the roof, looks over to Pip and casts Color Spray.

Griffin: Oh, nice.

Justin: Into Pip's face.

Griffin: All right.

Justin: So you must survive a—not survive, succeed on the constitution saving throw.

Griffin: Okay, con save or blinded condition. What am I trying to beat here?

Justin: 15? 13.

Griffin: 13. That is a 10.

Justin: Great!

Griffin: Okay, Pip now has the blinded condition. And as he is sort of like swatting around, trying to get the ghost off of him, you flash him with a spray of multicolored orbs, and he grabs his eyes reflexively.

Justin: And how big is he?

Griffin: He's about 40 feet tall.

Justin: Shit!

Griffin: Do you have a spell that works on 30 feet tall guys?

Justin: Yeah, okay! Nah, nah, nah! It's good, it's all good. It's just I didn't want this to work, but it does—it makes sense.

Lorovith: [yells out] Bad news for you, Pip! I just remembered Spider Climb lasts an hour!

Griffin: [chuckles]

Clint: [chuckles]

Justin: And I leap at Pip.

Griffin: Okay, awesome, yeah. You leap forward. Give me either an acrobatics or athletics check, please.

[sound of dice thrown]

Clint: [chuckles] Oh!

Justin: 18 minus one, 17.

Griffin: Yeah, for sure. You leap forward and your hands sort of find purchase on the tattered robes, almost like one of those big Velcro walls that you can like run and jump up onto. You stick to Pip's torso. Pip is now like fuckin'—Pip has a lot of stuff going on right now. He's swatting at the ghost messing with his head, he's blinded from the Color Spray, and now he has—he has Lorovith sort of grabbing onto his midsection like a koala bear. And you're just holding on—you've already used sort of an action and a move here—

Justin: I'm going—I'm going for the sundial I'm trying to get to the sundial. So that was my—

Griffin: Okay.

Justin: That's my goal.

Griffin: I think that will be—I think we'll resolve that or attempt to resolve that next turn.

Justin: Okay.

Griffin: As we move on to the corpse mound. The corpse mound is going to approach Rictus. However, it is going to have to make a dexterity saving throw to get towards that... to get towards him in that grease... And is going to fail. You see these corpses start to climb in your direction. However, as soon as they reach the sort of perimeter of grease that Burgerman has laid down here, they just kind of are unable to figure out how to move forwards in their—in their sort of shambly style.

Travis: They don't slip and fall down?

Griffin: They are already sort of—this is a massive—

Travis: I know, I was gonna play "Yakety Sax" in my head when they did, and it was really—

Clint: [laughs]

Griffin: For all intents and purposes, you can "Yakety Sax" this moment.

Travis: Thank you.

Griffin: They are going to stop short of you, and are simply unable to get in sort of grabbing distance. And then we move on to Hellgrammite. Hellgrammite, you are now sort of like posted up on this balcony. It's a chill situation. There's a pitcher of iced tea set out here and some of your—some magazines just like sitting on this little deck. It's like the battle that's happening sort of next to you and above you is like miles away, man. It's like pretty dope right here.

Clint: Okay, Hellgrammite is going to cast a spell on Pip as well.

Griffin: Okay?

Clint: He's gonna cast Reduce on Pip.

Griffin: Amazing.

Clint: Target size decrease—I don't know how you wanna handle this—decreases by one category.

Griffin: Yeah, no, I mean, there is a—there is a very distinct way of determining this.

Justin: Super good time, by the way. I'm so excited about this. Love the moment for this, while I'm clinging to this man, thank you.

Clint: So what he does is Hellgrammite closes the centerfold of Playbug Magazine and—

Travis: Gross.

Clint: Takes a little tiny sip of the iced tea.

Griffin: It's a millipede, so it like takes a while to close the centerfold.

Clint: And he casts Reduce on good old Pip!

Griffin: Okay, so this is going to take Pip down one size category. I don't know how to do that in—

Clint: That's what I asked!

Griffin: I don't know how to shrink his token on the—

Clint: Oh, oh, oh.

Griffin: He was gargantuan, now he's just gonna be huge. See? *Beep*.

Clint: Oh, man, I just thought of something I should have done.

Travis: Wait until Justin wasn't on him?

Justin: Yeah.

Clint: No.

Justin: That's what I was gonna say too.

Clint: Enlarge Justin, I was gonna enlarge Justin.

Justin: I mean... [laughs]

Lorovith: Great plan, Bugman!

Clint: It would have been like an Ultraman!

Lorovith: Would have been so much better the other way!

Clint: A kaiju.

Griffin: Okay, you hang over the edge of the balcony so—

Lorovith: What, a kaiju?!

Griffin: [chuckles] You can see sort of where Pip is standing with Lorovith clambering all over him. You reach out your hand and cast Reduce. You see Pip shrinks sort of dramatically. The spell halves the size of whoever you cast it on. So Lorovith, you, with Spider Climb, I'm not gonna make you roll anything to sort of like keep your footing here. You are easily able to sort of like hang on. However, this is turned more from like a Shadow of the Colossus situation, and now it's just more of like you're giving a very big man a hug.

Justin: Mm-hm. Okay.

Griffin: And Pip, I'm gonna make Pip roll a dex save here... Okay, I think the sort of shock of being shrunk down in this way is going to cause him to drop the sundial. The sundial has now landed on the sort of patio on the ground, pretty far away from—

Travis: Well, hold on, how long does it take to fall?

Griffin: How long does it take to fall?

Travis: Yeah—

Griffin: I mean, a round of combat is six seconds. So, he had already—the way he had already shrunk down, this was basically already on ground level anyway. What I'm saying is he is no longer holding it in his hand.

Travis: Got it, okay.

Griffin: It is now sort of free. And one last dex save to see if he can like stay upright with Lorovith on him. No, I don't think he can. Lorovith, Pip is going to sort of fall to his knees as well, now having been sort of shrunk down, just sort of the weight of your considerable frame holding onto his front side, he's going to kneel down to the ground. You are now just like, you know, six or so feet off the ground, as you're holding onto his torso still.

Justin: Okay.

Clint: As my bonus action—

Justin: Do I still have to wait for everybody else to do all their things? [chuckles] This is like where initiative starts to fail me, you know what I mean? Like there's gonna be so many people doing things.

Griffin: Yeah, sure.

Clint: As my bonus action, I cast Misty Step again, and grab the sundial.

Griffin: That's a lot of interacting with shit... I mean, you can—you can warp over to the sundial, but like grabbing it, it's like—

Justin: That's another action—

Griffin: A huge stone—

Justin: Really, grabbing it.

Griffin: Plinth.

Clint: Okay.

Griffin: It's like a big thing. So, would not be easy for someone of your stature. Do you want to still Misty Step over there or stay on your—

Clint: Yeah. I'm gonna Misty Step over there.

Griffin: Okay, cool. You land adjacent to Lorovith and Pip and the sundial, on the ground floor. Next up is Rictus. I don't know if grease is—

Justin: The word?

Griffin: If you start your turn in it.

Clint: [titters]

Griffin: Grease is... grease is the word.

Justin: [sings] Grease is the word, is the main, is the—

Griffin: Okay, it's only if you enter the area or end it's—end your turn there. So you do not have to take a dex save.

Travis: So I can just move out of it?

Griffin: You can just move out of it.

Travis: Sick. Okay, I'm gonna do that and go over—how are Franklin and Doober doing?

Griffin: They are doing... they're doing fine. It's actually been a while. I think at this point they are going to take steps away from the edge and start to engage Burgerman, who is sort of the closest target to them. But have not sort of taken any direct action yet.

Travis: Okay, cool. You know, I conjured my sword. It'd be a shame not to use it. I'm gonna take a swing at Burgerman.

Griffin: Okay. Go ahead and make your attack.

[sound of dice thrown]

Travis: That's a 10.

Griffin: A 10 against Burgerman—what is Burgerman's AC?

Travis: Oh, wait!

Griffin: No, a 10 does not—

Travis: It's still dark, right? The sun hasn't risen all the way?

Griffin: Correct.

Travis: Then I have advantage with the Shadow Blade.

Griffin: Oh, fuck yeah. All right.

[sound of dice thrown]

Travis: That's a nat 20.

Griffin: Oh yeah, baby. Yeah, baby, that nat 20 is definitely gonna do it. Okay, so you're gonna roll double damage on this, and then add your modifier, please.

Travis: Okay, that is 2D8...

[sound of dice thrown]

Travis: A 10, and 10...

[sound of dice thrown]

Griffin: Holy shit.

Travis: No, I don't have a modifier, so it's just 20.

Griffin: Okay. You... not moving, right? Because you're—or are you moving out of the grease before you—

Travis: No, I'm gonna swipe at him first.

Griffin: Okay, yeah, you... Burgerman is still kind of like looking at you slack-bunned, surprised that you did not succumb to his grease blast. And in that state of surprise, you swing the Shadowed Blade through the air. And it's very sort of Kurosawa, just like he stands there for a second, not quite knowing what's going on. And then the top part of his bun just goes flying through the air, and grease sprays upwards, in a sort of stylish splatter. And Burgerman is felled—

Travis: I quartered that pounder.

Clint: [laughs]

Griffin: Next in the order is—

Travis: Wait, no, now I'm moving—

Griffin: Oh, yeah, sorry—

Travis: Away from the mound.

Griffin: Okay, great.

Travis: I'm going over, yeah, kind of this lower exhaust port for the house.

Griffin: Yeah, sure.

Travis: Yeah.

Griffin: Yeah, yeah, yeah. Got you.

Travis: So I can see what's going on down at the bottom.

Griffin: Down at the bottom—oh, yeah, you can see down and see Lorovith, Hellgrammite and a somewhat smaller Pip, all kind of standing around the sundial.

Travis: And for a second, I'm—I just—there's a part of me that's so proud to see Hellgrammite and Lorovith working together.

Griffin: Yeah.

Travis: As a team, to get the sundial together.

Griffin: Communicating, collaborating, that's what it's all about, folks.

Travis: Yeah.

Griffin: That's how we win. Justin, Lorovith, your turn.

Justin: I'd like to cast Catapult on the sundial.

Griffin: Awesome.

Justin: To shoot it 90 feet into the sky.

Griffin: [chuckles] Yeah. Yeah, absolutely! All right, so catapult is for objects weighing one to five pounds.

Justin: You weren't—you weren't supposed to look. Sorry.

Clint: [laughs]

Griffin: Yeah, absolutely.

Justin: I read that, 100%. I read it. I read it, and you weren't supposed to look at that—

Griffin: You can cast it as a higher level—

Justin: One to five pounds, yeah.

Griffin: You can cast it as a higher level.

Justin: I'm casting it as a third level spell.

Griffin: Okay, so 15 pounds. This is—this is more than 15 pounds. This is a stone—

Travis: Says who?!

Griffin: Sundial. Hey, listen—

Justin: But I have also—

Griffin: Hey, listen! Hey, listen!

Justin: Increased my size. So—

Griffin: I want to make this—I want to make this happen for you.

Justin: Wait, wait, wait! Wait, wait, wait. Question.

Griffin: Yes?

Justin: Pip's hat.

Griffin: Yeah?

Justin: Was big.

Griffin: Yeah.

Justin: So Pip's hat is ostensibly under the same effects as the enlarge/reduce magic that is affecting Pip, correct?

Griffin: Yes.

Justin: Okay, so, the proximity of Pip's hat is what caused that magic to have the effect on Pip's hat, correct?

Griffin: Okay, I see what you're do—I see what you—

Justin: So when the sundial is in the—it—when the sundial is in possession of Pip, and the enlarge/reduce magics are cast on him, if they are going to affect Pip's hat, they have to then affect the medallion that is in Pip's hand, thereby lowering the class of the object—

Travis: That's just science.

Justin: And reducing its size, so that I can ostensibly blast it up 90 feet with catapult. What do you think about that?

Griffin: I like it. I like it a lot. I like it a lot, Juice. Don't—I don't like the swagger you're do—

Justin: No, the swaying is like a—

Griffin: I don't like the—

Justin: No, the—sorry, that was not a braggadocious swaying. That is like a, "What do you think, boss? Maybe?"

Griffin: [chuckles]

Justin: "You're gonna let him get away with this one?" That's like a, "Come on, big guy. What can it hurt? Come on, a little—a little enlarge/reduce shenanigans? I bet Brennan Lee Mulligan would let me get away with it."

Griffin: [guffaws]

Justin: [chuckles] You know?

Griffin: Yeah. Yeah, for sure.

Clint: [chuckles]

Griffin: Okay, here's what I want. I want you to make a ranged spell attack roll, to see how high up this thing is going to get.

Justin: Okay.

Griffin: You shouldn't be able to move it at all, but it is shrunken down. I'm going to say, before you roll it, a 15 or higher, full height, 90 feet, all the way up, absolutely yeet it. Moving down from there, it's going to get less and less. The building is just 30 feet tall, so like you only need to get it, you know, that high—

Justin: So just at each one, I'm just going to roll at each one.

Griffin: All right.

Justin: Fair?

Griffin: Yup.

[sound of dice thrown]

Justin: 11.

Griffin: All right. With an 11, you chuck the sundial, the shrunken sundial, straight up into the air. It goes over the precipice of the roof and greets the sunlight beginning to grow bright blue, as the traces of runic light begin to spread across its surface. Pip is going to stand, you still sort of clutching onto him with one hand, catapulting the sundial on the other. And you see his sort of still pretty massive face look down at you, as he reaches towards you with his free hand to crush you in his grip.

And just then, Rictus, you and everyone on the roof watch as the sundial, just barely inside of the sunlight, now freezes and hangs in the air, as that blue light begins to spread outward in a sphere, encompassing at first just sort of the rooftop around where you're standing, and then spreading

outward and outward, encircling the entire house and the yard beyond it, and the graveyard sort of beyond that.

And as this light touches Pip and the corpse mound still remaining on the rooftop, you watch as they slowly reduce to a sort of featureless dark ash that lifts upward and floats away, riding on the sort of sphere of energy, that current, as it pushes away from the house. And when the light clears, the sort of spooky trappings of this manor and of the graveyard and the sort of twilight sky have vanished as if they were never there.

Justin: All the spooky trappings...

Griffin: No spooky tra—I mean, it's still a graveyard, it's—

Justin: But I had just gotten used to the spookiest—the spooky trappings?

Griffin: It's still a graveyard, so like there's still, I guess—

Justin: Bats?

Travis: Graves aren't spooky, Griffin!

Justin: There's just real bats. [chuckles] There's fewer bats. There's just a natural amount of bats, naturally occurring number of bats.

Travis: It's good for the environment! You know, they're natural like blood bug predators. It's good.

Griffin: As you all stand here now in this sort of ordinary clear day, this bright morning, you look around as you see all of the zombies have been eliminated. There is a—

Travis: Can you say put to rest, please?

Griffin: They've been put to rest.

Travis: Thank you.

Griffin: The trial's been put to rest. You solved my zombie puzzle, my big zombie paws—my big zombie puzzle. One of my biggest zombie puzzles yet.

Clint: And Hellgrammite yells out:

Hellgrammite: My plan worked! Good job!

Griffin: And the rest of you sort of look around, as you realize, having cleared the Trial of Necromancy, you see some of the members of the Octave sort of appear by the gates of the graveyard and start to make their way towards you. There's this moment of strange silence as the remaining Aspirants look around, realizing that with only two trials to go, your number has dwindled to the Elite Eight.

[The Adventure Zone Royale theme music plays]

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