Just Roll With It: Riptide

Dungeon Master & NPCS: Grizzly
Chip: Bizly
Jay Ferin: Condifiction
Gillion Tidestrider: Slimecicle (Charlie)

Episode 28 - Making a Splash

> **Chip**: Hey, watch it bud– oh, it's you. I guess you wanna know what happened last time, don't you? You really need to catch up already. No, no, it's fine, I'll explain it anyway. Uh, let's see. So we docked here at Joaldo Island and Marshall John decided to go look for his precious pirate captain. So we set off to do a little business of our own. Gill got some armor, I'm waiting on a potion, and Jay got a gun! Didn't realize how dangerous that is until right now. Should I be worried? Nah, it's fine. Anyway we signed up for this fight but some cat dude rolled up and now I'm sure he'll tell us his evil plan or something, you know how it goes. And if you don't— well, I guess you'll just have to roll with it.

[Schmove by Shady Cicada plays]

Grizzly: I'm gonna say Charlie, you're gonna say Slimecicle. Ready? Charlie.

Charlie: *[swallowing]* Slimecicle.

Grizzly: Ready? Right after I say it. Charlie.

Charlie: *[in the middle of taking a sip from his water bottle, audibly distorted]* Slimecicle.

Grizzly: *[laughing]* Just forget it, just forget it, just forget it. Alright guys–

Condi: Charlie.

Charlie: Wait, wait, wait, that's funny. *[quieter]* Can we not have that in?

Grizzly: Yeah, of course we can. *[obvious jump cut]* But cut that part out.

Charlie: What the hell's going on, intro the show.

Grizzly: *[in a smooth voice]* Welcome back to Just Roll With It, everybody. My name is Grizzly (*inhales*) and I am your DM. *[winks]*

Bizly: *[exaggerated laugh] [speaking in a posh accent]* Grand DM, and I am Bizly. And I play your bastard– I mean Chip, shit.

Condi: *[speaking in a posh accent]* Hm, yes, indeed. Hm. I'm Condifiction, and I play the girlboss, Jay Ferin.

Charlie: Hey fuckstain, I'm Charlie Slimecicle and I play Gillion Tidestrider. Nice cheeks! *[claps twice]*

Bizly: *[crosstalk]* Oh, so brash.

Condi: I'm appalled by his– behavior.

Charlie: Listen, just because you guys have– just cause you guys think you're better than me doesn't mean you can moan every other word, okay?

Bizly and **Condi**: *[in sync]* Uh!

Charlie: *[muffled]* What do you– what even is that? Why do you say that? It's like you're gently breastfeeding something.

Grizzly: What a glorious shaft you have there, my friend.

Bizly: Don't say that!

(Grizzly laughs)

Condi: *[crosstalk]* The what?

Grizzly: I thought it flew under the radar, man.

Bizly: No, it didn't! No, in all scenarios we call that out, what the fuck was that?

Charlie: *[crosstalk]* And let's just roll with it, and let's just roll with it, and let's just roll with it.

Grizzly: And let's just roll with it. So!

(Bizly and Condi start laughing)

Grizzly: Where we last left off. The three of you— Chip, Jay, and Gillion— sailed another week across the sea and finally reached the destination you were headed towards alongside Marshall John known as Joaldo Island. While Marshall John decided to look around for Lizzie, you headed towards the Forgehood, where you encountered muscular men taunting a store owner for armor, harassing his cat. Through the power of pec-popping, Gillion managed to intimidate them and cause them to stop, while Chip sneakily relieved them of their belts– and embarrassed, pantless now, the two bullies ran off, vowing revenge at the tournament. You then met the ones being harassed, Braxton Brady, the alchemist, and his cat Alchie. You were rewarded with a few healing potions and bought more of his wares, and learned more about the island's coliseum and the yearly tournament that takes place here called the Paramount Tournament. After buying some armor, weapons, and an old lady dress, you headed to the coliseum to sign up for this tournament, and in doing so noticed that both Marshall John and Captain Lizzie, the one that he searches for, have already signed up as well. You then all took notice of a flier subtitled "Viva la Mortal" and your conversation about this champion shown in these fliers was interrupted by a well-dressed calico cat person. And so the journey continues.

> **Cat person**: It's very nice to meet such a colorful group! Quite rare, never seen such a blue man before.
>
> **Gillion**: *[seriously]* Yabadee yabadie.
>
> **Cat person**: Yabee– yadebaba… what?
>
> **Chip**: Gill, right now act tough. This is it.
>
> **Jay**: *[crosstalk]* I'm neither blue nor a man.
>
> **Gillion**: Oh! *[in a vaguely intimidating voice]* I'm big, cold, and mean.

Charlie: The air around me starts to freeze. *(laughing)*

> **Chip**: No, Gill, not— *(frustrated noise)*

Gillion: And I'm really tough. Yes. You better watch your horses.

Cat person: *[crosstalk]* Well– hold it there fella. Hold it there, my amigo. I'm not here to have any sort of altercations, that would be ridiculous. I just wanted to meet such a colorful group.

Gillion: Well you're meeting them now. Gillion Tidestrider, the One, *[slightly quieter]* Champion of the Undersea, Hero of the Deep, Singer/Songwriter for Gillion and the Tidestriders, *[normal voice]* this is Jay Ferin as well as— Chip!

Chip: Hey, that's me, Chip.

Gillion: And we're a pirate crew that's never pissed ourselves.

Jay: It's true, none of us–

Gillion: *[interrupting]* And who are you?

Cat person: And does this pirate crew have a name of some sorts?

(Jay laughs nervously)

Chip: Uh, yeah we got one! It's um–

Condi: We do?

Charlie: I turn to Chip.

Condi: I turn to Chip.

Chip: It's none of your business! Guy.

Cat person: Ah, the pirate crew of None of your Business, how delightful.

Chip: *[crosstalk]* No, that's not– oh, God.

Gillion: That's right! We are the crew of None of your Business Guy.

Cat person: The Nunya pirates, may I refer to you as such?

Chip: No, you can't–

Cat person: They call me here, most people, the Barron. And I announce the fighters while they enter the ring. Quite important job, if I may say so myself.

Chip: Wait so you're not evil?

(Charlie laughs)

The Barron: Evil is subjective.

Gillion: That is such a red flag.

Charlie: I use– *(laughing)* I wanna use fucking Detect Evil on this guy. Divine Sense. Does this man happen to be a celestial, fiend, undead, by any chance.

Grizzly: You do not detect any fiendish, devilish, or celestial nature coming from this cat person.

Charlie: Mr. Evil is subjective, yeah, okay whatever.

Grizzly: The only devilish thing you see is his smile. *(laughs)*

Chip: I mean like– I don't know, it's kind of an evil thing to creep around a corner at people and talk all menacingly like that. Kinda figured you'd be spilling your evil plan by now.

The Barron: Well, in that case I do have quite the offer for you if you're willing to listen.

Chip: *[crosstalk]* Ah, *[snaps]* there it is. We got it. *[dusts hands off]*

Jay: *[crosstalk]* There it is. There we go, yep. It's always something. What is it? Just spill the beans.

Gillion: I'll catch every single bean before it even hits the ground.

The Barron: Not necessarily a deal, just– a reward. I'm willing to offer ten thousand gold if you make it to the final round.

Chip: What? *(laughs)* Why?

The Barron: And twenty thousand gold if you lose.

Chip: Oh, that– found it, yep, there it is. There's always a but! That's the but.

Jay: *[crosstalk]* If we lose? Oh. Okay. Well, listen I need to weigh the pros versus cons–

Gillion: *[interrupting]* I think we've got enough sand dollars, more than your silly glitter stuff– and honor is its own reward.

Jay: *[crosstalk]* No, I'm broke. Gill, I'm so broke– oh God.

Chip: Well, I don't know buddy, uh– feline man. I forgot what your name was, sorry, we deal with a lot of people everyday. I think we can make a little more than twenty grand betting on ourselves winning this fight. If you wanna, y'know, take a backdoor deal with us, you should come with a little more coin.

The Barron: So you're interested, then? Interested is one part of this, it's just a higher amount.

Condi: I'd like to listen–

Gillion: Interested in winning!

Chip: *[crosstalk]* Well, I mean, interested is relative.

Condi: I'd like to Insight check this guy, does he offer this to every single person *(laughing)* who's the tournament.

(Charlie laughs)

Grizzly: Roll an Insight check, and Chip, roll a Persuasion check.

Bizly: Sure.

Condi: That's an eleven.

Charlie: Do you really think el Immortale just runs around the ring until everyone's dead? *(laughs)*

Bizly: *[crosstalk]* Sixteen! Sixteen.

> **The Barron**: Well then, you seem to be leading the operation. Name your price. I'm surely I can accommodate.

Grizzly: And Jay, you don't get the sense that he offers this to everybody.

> **Jay**: Well, wait, before you say anything, Chip. What is the prize if we win anyways? Nobody's been clear about that.
>
> **The Barron**: Ah, you see that is not my– well. We shan't reveal the reward, as it's a very special one this year, until the day that the tournament starts, as in tomorrow.
>
> **Chip**: Alright double it.

(Condi laughs)

> **The Barron**: Forty thousand gold?
>
> **Chip**: Sure.
>
> **The Barron**: And you'll– make this deal? You see, my eyes around this island have caught wind that your group seems to carry a bit more strength, or at least a bit more luck, than the average person. Forty thousand gold to lose.
>
> **Gillion**: We're gonna win so hard, it's gonna be so honorable.

The Barron: Ah, it seems your compatriot is in disagreement.

Chip: Hm, forty thousand gold and I'll see what I can do.

Gillion: I'll see what I can do– when I punch the guy's head so hard we all win.

(Jay sighs)

Chip: We get it, you can punch guys. You can punch guys really good. You're a good guy-puncher.

Gillion: That's right.

(The Barron makes a sound of agreement)

Chip: It's forty thousand gold.

Gillion: Punch forty thousand guys.

The Barron: Because of the blue one's um… conflicting statements, we'll not do any deposits. But I'll consider this a deal. How about that?

Gillion: *[crosstalk]* Evil guys. I'll deposit my fist in the guy's head— till we win.

Chip: Alright. But where I come from, it's customary to shake on a deal.

Bizly: I want to– when I go to shake his hand, I wanna like– rummage around in his pockets to see what he got, see what he got on him.

(Grizzly, Charlie, and Condi start laughing.)

Bizly: I wanna see if he has anything– nothing like, valuable, I'm not trying to steal, I wanna get a better idea of what this guy's got going on.

Charlie: *[crosstalk]* Just get in there. Just get some lint. Just get a little bit of lint.

Bizly: Y'know what, pocket lint at best. If he's got a piece of paper, I'll pull it out. If he's got anything, I'll grab it.

The Barron: Shaking on a deal, that is a part of the pirate code I suppose.

Grizzly: Roll Sleight of Hand check.

Gillion: I'm gonna shake a guy so hard that we'll pull him out of the win. (?)

Bizly: *[crosstalk]* Alright. Natural twenty, baby! That's a twenty-nine.

Grizzly: Oh, shit!

(Bizly laughs)

Jay: I'm not gonna shake anything.

Gillion: I'm gonna shake my sword into someone's torso in gladiatorial combat.

Chip: *[interrupting]* Gill! Not now, we're making a deal with this man. It's in the pirate code. You wouldn't want to break a code now, would you?

Gillion: You speak like you've peed your pants.

(Bizly, Condi, and Charlie break into laughter)

Grizzly: With exceptional and almost professional *(chuckles)* sleight of hand, you are able to obtain something from his pockets in a swift motion, however you do not get a glance at what it is just yet. And you deposit it in your own pockets without anyone at all the wiser.

Gillion: See that's the thing, Chip. I'm technically always wetting myself. *[strikes a heroic pose]*

Jay: Oh, God.

Chip: You said that like it was a cool thing to say. But I just gotta let you know, it was not.

Gillion: *[crosstalk]* Moisture master. Water warrior.

Jay: *[crosstalk]* It really wasn't. None of what you're saying is–

Chip: *[crosstalk]* That's not a cool name. That's objectively cooler, but still not there. Alright! Um.

The Barron: Since you seem to be a bit new, remember to be here in the morning to get the bracket. See when you go. And I'll see you then as well.

Gillion: Don't worry, we'll be here, and my pants will be drenched as always.

Grizzly: And he disappears into the shadows *(laughs)* stepping backwards.

Jay: Interesting character, that guy was.

Chip: *[crosstalk]* Cool guy! Cool guy, he's nice. He was a nice guy.

Jay: Yeah? You liked him because he offered you money.

Chip: *(scoffs)* That's a lot of money!

Grizzly: *[crosstalk]* And around you guys– and you guys hear (meows) echo in the distance.

(Gillion starts hyperventilating)

Chip: What the fuck?

Gillion: They're here. We need to go.

Grizzly: So.

(Condi and Charlie laugh)

Grizzly: Where are you off to next, crew? The Nunya Pirates?

Condi: *[crosstalk]* It's uh– Respite District? Yeah.

Charlie: *[crosstalk]* I have no idea how he managed to take that deal, dude. That is *(laughs)* just impressive for Chip. I'm just in the background constantly. What time is it, in the day? What time is it in the day?

Grizzly: It's still about– a little past midday now. So getting towards the evening time, sun's getting a little lower in the sky but not quite sunset just yet.

Bizly: I wanna take them to a pirate– tavern.

Condi: Oh God.

Charlie: Aren't they all technically pirate taverns on this island?

Grizzly: *[crosstalk]* A pirate tavern.

Condi: Yeah, aren't they all?

Bizly: *[crosstalk]* Well yeah, but like, we've never been to a pirate tavern before. We've been to a tavern, but it's different.

Charlie: I wanna do– can I do– I wanna do just a quick conversation on the way there as well.

Grizzly: Yeah, you guys are gonna head towards the Respite District. *[enunciating]* The Respite District. It's hard to say fast for some reason. And on the way there, Gillion, go ahead.

> **Gillion**: *[clears his throat]* Jay, I've got to say, despite the coral not grown in yet, this armor is– incredible, thank you so much for doing this for me. You did not need to.
>
> **Jay**: *[crosstalk]* No– of course– y'know, I didn't wanna sit on all that money anyways, y'know. We got it from an illegal gambling ring, so.
>
> **Gillion**: Now this– was a large favor, is there anything you need? I am in your debt.

Jay: Oh– no, Gill, don't worry about it right now. I mean, maybe someday something will come up and I'll need your help, but right now, don't worry about it for now. I'm just happy to have been able to help you.

Gillion: Yeah. Here, check this out, stab me.

Jay: Okay.

Condi: I stab him.

(Charlie laughs)

Grizzly: Alright, roll to hit.

(Condi and Charlie laugh)

Grizzly: Love this. I love PVP in this group so much.

Condi: Fourteen. Fourteen to hit.

Gillion: Oh, see? Look at that!

Grizzly: *[crosstalk]* Fourteen misses. Dink!

Charlie: *[crosstalk]* It doesn't miss, no, it does not miss, it clinks off the armor that Jay so thoughtfully got for me, DM.

Condi: Wow.

Grizzly: That's what I– I just did the sound effect. Dink!

Charlie: Dink!

Jay: Wow, look at that, yeah, that's solid!

Gillion: *[crosstalk]* See, Jay, I owe you. I owe you one.

Condi: *[crosstalk]* I punch him.

Grizzly: Is that your conversation?

Gillion: Stab me again.

Charlie: *(laughing)* Yeah, that's it, that's the end.

Grizzly: *(loudly)* How about you give it a shot, Chip? Everybody, let's just try to kill Gillion. Uh, does a twenty thousand hit your armor class? *(laughs)*

Charlie: Uh, actually I'm wearing plate armor, and the power of friendship adds another nineteen-thousand nine hundred and eighty, so no, it doesn't.

Grizzly: I actually rolled a thirteen, nothing hits you.

Condi: *[crosstalk]* That's crazy.

Grizzly: Uh, Apple lands on your shoulder during this conversation and starts pecking at your– you just hear *(sound of armor getting hit lightly)*.

Charlie: *[crosstalk]* Uh, she can't, my AC is too high. She can't *(laughing)* land on my shoulder.

Grizzly: She can't– oh. *(laughs)*

(Bizly and Condi laugh slowly)

Condi: *[crosstalk]* She just– slides off.

Gillion: She can't hit it! What have you done, Jay!

Jay: Apple, I'm sorry!

Grizzly: She actually rolls a natural one trying to do any kind of damage to the armor, so it's just *(sound of armor getting hit)* and then her head kind of violently shakes and I assume she's actually hurt her own beak while trying to chip off your armor.

Charlie: *[crosstalk]* No! Oh my God. I put some– I sprinkle birdseed in my hair.

Condi: *[crosstalk]* Oh, no!

(Grizzly and Condi laugh)

Grizzly: She nests in your hair around the coral and starts eating the– *(laughs)*

Gillion: *[crosstalk] (relieved)* There we go.

(Apple cheeps)

Bizly: Chip's just like silently doing math, you can see his fingers moving.

(Grizzly laughs)

Charlie: Yeah, that's all I wanted to do.

Grizzly: Alright.

Condi: *[crosstalk]* Okay.

Grizzly: You guys head down the main road, back to where the port or harbor– the docks were, and then taking a left, which would be right from the entrance. You head down the road into the Respite District. This district is a little less vertical, more of a core– than the… a little less vertical than the Forgehood. The buildings are– structured around this circular, almost cul-de-sac layout here and in the middle is this just large fountain. There's a few stone and rubble pathways that lead around that fountain into each of these buildings. And Chip, you're looking for a pirate tavern? I'll tell you, but– go ahead and make a Perception check.

Bizly: *[crosstalk]* Yeah. Where there's the most chaos. Okay.

Charlie: *(laughs)* The most chaos– we're going to get in a bar fight.

Grizzly: *[crosstalk]* That'll be easy, go ahead and roll a Perception check anyway to see what else you see.

(Condi laughs)

Bizly: Ah, okay, nineteen.

Grizzly: Nineteen. More than enough. So. Immediately, *(laughs)* actually, I'll get to the– I'll do that one last. These are the things that catch your attention based on the names and looks of the buildings. First up, there is this light, almost cedar wooden square building that has sliding, almost paper material doors, and it's just titled "Bath and Steams." It seems to be a basic bathhouse for public bathing. And then another *(clicks tongue)* house that catches your interest is actually a cottage-style building where you see people on… makeshift stick-and-cloth stretchers being taken in, and other people leaving with bandages.

(Condi and Bizly make noises of agreement)

Grizzly: There's a very small wooden sign if you inspect that building that just says "Rudy's Respite." The next two buildings that catch your attention are right next to each other, shouldering left and right. On the left is a… tall beautiful skinny building that doesn't exactly fit the one next to it at all. It's about three stories high, made of light red stone, with large, very extravagant windows. It's called "The Sprawled Brawlers" and seems to be more of a traditional inn, but much more expensive. You guys wouldn't enter any of these buildings yet by the way, this is just what you get at first glance when you come to the Respite District. Now, the most chaotic *(laughs while exhaling)* building is what you catch– what you see last, which is right next to the Sprawled Brawlers. And it's– a tavern– called "The Knockout Stay."

(Charlie laughs. Bizly makes a noise of interest.)

Grizzly: –And it's made of these thick log exteriors almost like a cabin. And on the left side there is a building that is a bit shorter. The main building is two stories tall, but this building is longer in length, and attached sort of like a guest house of the same cabin material. And there are people falling out of the entryway drunk off their ass, stumbling. You see every now and then a ball sort of made of– like, I wanna say whatever a pool ball is made of, a cue ball fly out the windows and– *(laughs)* it has more lanterns hanging off the sides, giving it a nice warm glow, an inviting welcome, but the chaos coming from outside of it and the sound coming from inside of it is enough to say 'well this is probably the most pirate tavern if you were looking for something specific.

Charlie: *[crosstalk] (laughs)* Yeah, yeah.

(Bizly chuckles)

Jay: Okay, let's go into the fancier one, alright?

(Grizzly and Charlie laugh)

Grizzly: Uhuh. *(laughs)*

Bizly: Chip is– Chip is just like, staring at this place silently, just looking on.

Gillion: *[crosstalk]* Yeah, Jay, I mean it just seems needlessly dangerous in there, right?

(Grizzly laughs)

Bizly: He starts walking slowly towards it.

Jay: *[crosstalk]* It does, and honestly? I'm gonna be honest– I really do not wanna go into a place full of pirates who are fighting, that's– it probably smells disgusting.

Bizly: Already walking.

Grizzly: Alright, so you guys watch as Chip enters excitedly into this tavern called the Knockout Stay. What do you guys do?

(Charlie laughs)

Jay: *[crosstalk]* Well, Chip is dead. Uh…

Gillion: There he goes– don't worry, he'll be out in just a couple seconds.

Grizzly: You guys wait a few minutes and Chip does not return.

Gillion: *(tiredly)* Okay. We should probably go make sure he's not dead.

Charlie: *(laughs)* I run inside.

Jay: I really don't want to…

Condi: I follow in slowly.

Bizly: I want to have won over the people of this tavern. Like, given some speech about how– all those long, hard days at sea, it's time to party or something. *(leans back and gestures arms upwards)* As they come in I want to be, like, being hoisted up above them all *(lowers arms)* like crowd-surfing.

Grizzly: Go ahead and roll a Persuasion check.

Bizly: Persuasion? Or would that be Performance?

Condi: *[crosstalk]* I hope he fails horribly.

Charlie: You'd need to persuade them all to buy your bullshit, dude. *(laughing)*

Bizly: What do you mean? I said let's party! Let's like– just– not persuade.

Condi: *[crosstalk]* You're already–

Grizzly: *[crosstalk]* If you're doing Performance, then you're putting on some kind of show, or telling a story.

Bizly: *[crosstalk]* Yeah, I'll do that, sure, I just– aah.

Grizzly: Performance is fine if that's what you're going for. To me, it sounds like you were trying to coerce them into it.

Condi: *[interrupting]* It sounds like you're trying to coerce them into it.

Bizly: No, I just wanna– I just wanna like, give like a speech.

Grizzly: *[crosstalk]* If you're trying to inspire, roll Performance, how about that.

Bizly: Sure, yeah, like inspired to get really drunk.

Grizzly: Sure, go for it.

Bizly: Okay, uh, twenty-six. That's what I wanted to do, I have a fucking plus nine.

Grizzly: *[crosstalk]* Plenty. *(laughs)* So, um. You guys walk in and– Chip, you would notice this as well, but you're currently being hoisted in the air to the beat of the music

being played by– just random people that have brought instruments into the tavern, and there's no stage, there's no dedicated band or anything like that. It's just people all kind of playing, jamming out together in unison. It reminds of you the party at Loffinlot but much more contained inside this tavern. But the most interesting part of coming into this warm– *(stumbles over words)* more inviting, and less chaotic than it seemed tavern is that there is no– bar, in this tavern.

Bizly: Oh?

Grizzly: There is no dedicated area to s– to drink, and there's no bartender. It seems on the walls there are these– containers that have these little levers, where people are continuously going up with tin cans, wooden mugs, and etcetera, and pulling levers, and a drink dispenses out of it. And below it is this metal tray where they flick in a coin as they essentially serve themselves. You guys walk in here, and Chip is being celebrated as everybody is just kind of mingling together, serving themselves, and having a good time inside of this tavern area of this building.

Chip: Woohoo!

Jay: Okay, so Chip is okay. I don't– *(lowers voice)* I don't wanna be in here.

Chip: *[shouting]* King of the pirates!

(Jay sighs quietly)

NPCs: Yeah!

Grizzly: People shout out.

Gillion: Is this– are they fighting?

Jay: No, no, they're not fighting. I wish they were.

Chip: *[shouting]* Jay! Fetch me a drink!

Jay: No! Fuck you!

(Charlie and Condi laugh)

Chip: Tonight! We feast! On alcohol!

NPCs: Yeah!

Gillion: *[monotone]* I don't have any money.

Chip: Gill!

Bizly: And I– flick him my– a couple of coins.

Chip: Get us all drinks! On me!

Gillion: *[quietly]* Okay.

Jay: You don't– you don't have to do that.

Grizzly: *[crosstalk]* Some– some silver coins land at your feet, Gillion. *(laughs)*

Charlie: I–

Grizzly: There are people who are just kind of like merrily swaying, bumping into you, sitting at tables. It's lively, it's energetic, and it doesn't seem to be hostile at the moment.

Bizly: *[crosstalk]* I wanna–

Charlie: I just– go up to the person next to me.

Gillion: *[monotone]* Do you have water?

(Bizly and Condi laugh)

Bizly: I wanna like, jump off a couple of people's hands and heads and land over– would there be another instrument I could pick up? Like a piano or something?

Grizzly: Possibly in the back corner if you pushed off someone who was already on it, like a house piano or something.

Bizly: *[crosstalk]* Yeah, I'll do that. I'll do that. I'll just kinda tap them on the shoulder a couple times and then slide in, sliding him out. And then I'll–

Grizzly: Okay, you tap this person on the shoulder, and they fall over and this– almost like they've knocked unconscious drunk. You ask somebody for water, Gillion, and they turn to you.

NPC: Oh, you can get it yourself right there on the wall!

Gillion: Thanks.

Charlie: I walk over.

NPC: Just remember; house rules! We all have to leave a tip.

Charlie: *[monotone]* Take a little water, pour it out–

Condi: *[crosstalk]* I'm like a lost puppy, I'm following Gill. *(laughs)*

Grizzly: *[crosstalk]* Why are you so depressed about it?

Gillion: *[monotone]* Is it fresh… fresh or salt?

Grizzly: It's freshwater.

Jay: Um… fresh.

Charlie: *[monotone]* Okay, I taste it a little. What's the ammonia level? What's the pH on this bad boy?

Grizzly: *[leans back in his chair]* Charlie.

Charlie: Grizzly, what's the pH.

Grizzly: Roll Investigation check.

(Charlie breaks and laughs)

Bizly: I wanna be over on the piano and just kinda going– *(sings the instrumental of Heart and Soul by Hoagy Carmichael)*

Charlie: Yo– you're *Heart and Soul*? Holy shit! Uh, I got a four on the Investigation check.

(Bizly continues to sing Heart and Soul, using a soundboard to continue to play his first rendition in the background while he sings the melody.)

Grizzly: You can't– tell… you can't tell the exact point of– *(sighs)*

(Condi hums along to Heart and Soul)

(Charlie makes a slurping noise twice)

Grizzly: *[loudly]* You can't tell the exact pH of this water, but it does taste a little less than pure.

Gillion: *(spits out his drink) [indignantly]* This is far too basic! This is nothing!

Jay: What do you mean, Gill? Gill, it's just water.

Gillion: Jay, take a sip of this! Sip this!

Condi: *[crosstalk]* I sip some. *(slurps)*

Gillion: Jay, how's the alkaline in that, Jay?

Jay: *[crosstalk]* Yes, it's water. I– what?

Gillion: *[interrupting angrily]* Not great, is it?

Jay: *(stutters)* It's water, it tastes like water–

Gillion: Jay. Seven. Do you know what that is?

Jay: *(laughs nervously)* Yeah. That's a number.

Gillion: *[crosstalk]* That's neutral, that's where all water needs to be if I'm consuming it.

Jay: Yeah? And what is this one at?

Gillion: This is like a 6.8.

(Condi laughs)

Charlie: And I throw the fucking cup *[glass breaking sound effect]* down on the ground.

Grizzly: *(mimics the sound of a glass being broken)* You throw this– *(mimics the sound again)* this cup that was almost in like, a dispenser of its own next to the water and it hits the ground, and for a second– as you throw it on the ground, the room– all the music kind of *[staticy noise]* fizzles out and stops for a second.

Bizly: *[crosstalk]* Yeah, I– I stop the music.

Grizzly: Everyone looks over at this crash that hit the ground. Somebody peers over and sees liquid on the ground, and they see some coins in your hand.

NPC: You're gonna pay for that, right?

Gillion: For that? A 6.8?

[Midroll]

Bizly: *[imitating an old woman]* And welcome back to a spooky scary Just Roll With It midroll! *(laughs like an old woman)* I am here to tell you to make sure that you go and check out all of our social medias. Oo, you wouldn't want a spooky scary *[loudly]* fright! *(back to the old woman's voice)* to grab you by your ankles now, would you? You wouldn't! So now, I think it's time for you to head over to Twitter and type in @JRWIshow and follow that to our Twitter page! And from there, you may hit the follow button! Oh, but there's more! Don't forget it! Make sure you go over to Reddit, reddit.com, r/jrwishow. You can go there and discuss things– things of many natures! Such as fanart, and thoughts on the episodes. You may share them– you *must* share them. And who could forget! Who could forget our Twitch page! We may not do much there, but you– you can still head there. Oh, it may be dormant, but soon! Soon, perhaps, things may occur. Head over and follow. [loudly] Before you miss out! [quietly] And who, oh man! Who could forget our Patreon page? Patreon.com/justrollwithit. Make sure you head over there and give us your money! I want to see all of your hard-earned dollars in our bank account. And you? Oh, you'll get things for it, sure. You'll listen to more, and more, and more Just Roll With It! A whole separate show, Prime Defenders! You can

listen to it, it's more Just Roll With It. Even more than that? Just Roll What-If! Oh, we go through the hypothetical situations. You wanna know what would've happened if this or that happened? Well, we'll answer that question for you. And if you wanna hear our thoughts after the episodes, you can hear those too from our show Just Rolled With It, the show after the show where we roll with it. Thank you so much for joining me for the midroll. Make sure you check under your bed tonight. *(evil laugh)*

[End Midroll.]

(Charlie laughs)

Jay: Gill– Gill, come on.

Bizly: *[crosstalk, rubbing his face tiredly]* Oh, God. I wanna like, play on the piano like *(mimics a sad trombone riff)*.

Grizzly: It's just you playing.

Bizly: Yeah?

Charlie: I put down a single– I put down a single piece of kelp.

Gillion: That's– that thing probably tastes better than this water.

Grizzly: *[crosstalk]* Oof.

Jay: Gill, come on, it's just water man.

Grizzly: The man looking at you and speaking, asking–

Gillion: *[crosstalk]* Jay, "it's just water," listen to yourself! These people are suffering!

(Condi laughs)

Grizzly: *[crosstalk]* His eyes widen, and he smiles. And he yells–

NPC: Knockout!

Grizzly: And the entire tavern explodes in this– immediate sense of chaos as you, Gillion– *(dice rolls)* that doesn't hit! A chair goes flying past your face and explodes into pieces onto the wall.

Condi: *[crosstalk]* Oh, no. Oh no. Oh no.

(Charlie laughs)

Condi: Can it hit me? Can it just– can it just hit me?

(Charlie and Grizzly laugh)

Grizzly: It wouldn't have hit you unfortunately, it was a bit–

Charlie: *(laughing)* It splinters off my armor and immediately like, hits her in the face.

Grizzly: Uh, I need everybody to roll Initiative, actually.

Bizly: Let's go. Sixteen!

Charlie: *[crosstalk]* Let's go!

Condi: *[crosstalk]* Oh God. Sixteen.

Charlie: This is the most manufactured content we've ever seen. I got a fourteen! I got a fourteen.

Condi: *[crosstalk] (singing)* I got a sixteen! *[*unintelligible*]* (29:54)

Bizly: *[crosstalk] (singing to the same tune)* [unintelligible]

Grizzly: What the fuck you mean, manufactured?

Charlie: I mean I just really– *(laughing)* wanted to do a bit where the water wasn't good enough. And here we are!

Bizly: You didn't pay for it! That was the problem!

Charlie: *[indignantly]* I paid one kelp!

Grizzly: That's not– that's not a currency.

Condi: *[crosstalk]* How much does water cost? *(laughs)*

Grizzly: It doesn't matter, it's already started.

(Condi and Grizzly laugh)

Gillion: *[seriously]* I've never fought for a more just cause in my entire life.

Grizzly: First up, Jay! Around you there is– an, uh, very large bar fight. I am going to need you to roll– a Dexterity saving throw.

Condi: Eight. *(laughs nervously)* Fuck.

(Grizzly laughs)

Charlie: *[dancing]* Let's go!

Grizzly: As soon as this fight breaks out, you are pushed over and knocked prone onto the ground, trampled over. The feet and boots of different men, women, and all kinds of people– *(laughs)* at the start of your turn. There is no clear target! There are just a lot of people, and you can do whatever you want in this instance.

Condi: *[crosstalk]* Okay. Okay. I stand up with half my movement speed.

Grizzly: Yep.

Bizly: *[quietly]* Yep.

Condi: Then. I cast Zephyr's Strike.

(Charlie laughs)

Grizzly: Okay. Oh, God.

Condi: And that gives me thirty more feet of movement.

Bizly: Oh my God.

Grizzly: *[crosstalk]* Okay.

Condi: And now for my action and my bonus action I would like to Dash. *(laughing)* And I will go next door.

(Charlie, Condi, and Grizzly laugh)

Grizzly: So what you're essentially telling me is you're leaving combat?

Condi: *(laughing)* Yes.

Charlie: Yeah, fair.

Grizzly: You guys watch as Jay is pushed over, trampled, and then a– a green energy emits– magical energy, from her, as she zooms out the door in a flash. *(laughs)*

Condi: *[crosstalk]* She just– explodes.

Grizzly: And the– the door you guys came swings back and forth before shutting once again. The chaos is all around you. Chip, you're up next. People are bashing skulls in, and throwing bottles. You hear one person that was near the piano yell–

NPC: Fight! The last one left gets free stay! Knockout! *(gibberish noise)*

Charlie: What an absolutely terrible deal. *(laughs)*

Bizly: *[crosstalk]* I would– would there be someone right in front of Gill? Like, looking to fight him?

Grizzly: *(laughs)* Yes, absolutely. There's lots of people in front of Gill.

Bizly: Alright. *[gesturing out all movements described]* So, what I'd like to do is kind of just– jump off the piano, kind of move through the crowd a little bit. I wanna go up behind this guy, tap him on his right shoulder, then slip around on his left, have him turn around, and then push him into a larger guy trying to provoke them into combat.

Grizzly: Yep. Okay, roll Athletics for the push.

Bizly: Alright. Uh, that is a fourteen.

Grizzly: Okay, he rolled a three. Alright, so this guy, yeah, you successfully, as your action, you basically– shove a big large man into another large man and that basically– (laughs) as cause and effect would have it, the large man turns around and decks him in the face and that guy goes down. And then uh– what else would you like to do with your turn? You have a bonus action? Any movement?

Bizly: I'd probably say–

Chip: Gill, we gotta get out of here!

Grizzly: *(laughs)* And next up, Gillion!

Gillion: *[crosstalk]* Not until these people taste *real* water!

Charlie: Okay, so, as my object interaction, I want to open up the Briefcase of Holding, and with my action I want to cast Shape Water on the water inside from the wonderful river over at the Island of Desire, and I want to cast Shape Water and funnel it directly into the man in front of me's mouth.

(Condi laughs)

Bizly: I just– I just moved him…

Grizzly: Okay. I do remember–

Charlie: *[crosstalk]* Whoever is– whoever is now in front of me.

(Bizly hums in agreement)

Grizzly: I do remember you dumping out the water to put in dragonfruit in the–

Charlie: Fuck! Oh, did I? Oh, shit! Oh no!

Bizly: *[crosstalk]* Yeah. Yeah, no more water. Uhuh.

Grizzly: But! You can still Shape Water using the wide array of different liquids in these different dispensers that are– that are mounted on the wall.

Charlie: *[crosstalk]* This water sucks though!

Grizzly: Well, it's not just water, it's alcohol and other drinks.

Charlie: Okay, I slap down my silver, buy one of the beer kegs, I fill up my keg, and then I hit the guy in the face with it. *(laughing)*

Grizzly: Roll unarmed strike.

Charlie: Twenty-three.

Grizzly: *(laughing)* That hits. Roll damage.

Charlie: *[crosstalk]* Okay. I would like to *[laughing while talking]* smite.

Grizzly: Yeah, you can.

Bizly: Bruh.

Condi: Jesus Christ, you're going to kill this guy.

Charlie: *[crosstalk]* No, not lethally, not– listen, can I non-lethally smite?

Grizzly: I'll let you non-lethally do damage. It's like getting tased cause you're using a cup, not a sword.

Charlie: Yeah, for sure. I take the mug and the– the ale inside of it begins to glow this like– this luminescent light blue, and I just smash it into his face as it explodes into this blast of energy for twelve damage.

Grizzly: *[slightly shocked]* Yeah, okay, the guy you smite with the ale cup gets sent back flying about ten feet and he goes unconscious– he also barrels through a crowd of people who also kind of get knocked down. Some of them don't give up– some of them don't get up as if they've given up already or they're trying to stay hidden, some of them pass out from being drunk. The amount of people that stand quickly dwindle as different– *(laughs)* items or weapons are thrown across this almost moshpit of pirates

and other people. Some are just normal people, commoners that go down at the drop of a hat. You see one gnomish person get thrown at another (laughing) person. Next up, Jay!

Condi: Okay.

Grizzly: So you run out of Knockout Stay, go to next door, to the Sprawled Brawlers.

Condi: Mhm.

Charlie: Do they– do they have water in the lobby? I gotta know. *[quieter]* I gotta know.

Condi: Yeah, I'd like to be sitting in the foyer table already.

Grizzly: Inside, there are two steel spiral staircases that lead up to the second and third floors, both left– they are both on the left and the right of the desk, which is right at the entrance as soon as you walk in. There is a person, a receptionist, who says–

> **NPC**: Good evening, madam. Would you be staying with us this evening?

Grizzly: And behind him you can get a glimpse of a lobby of tables, a bar, a stage. There's just one woman on the stage singing with a violin very faintly.

> **Jay**: *[crosstalk]* Ah yes, I would be, yes. Say, do you have any water? I'm kind of parched.
>
> **NPC**: Of course, we have the purest water in the back, but you must be a guest to use our lobby. That is going to be for one? Just for one person?
>
> **Jay**: Yes.
>
> **NPC**: Excellent. Uh, about five gold.
>
> **Jay**: Five gold? Um…
>
> **NPC**: How long are you staying? The full tournament? A few nights?
>
> **Jay**: Just one day for now, for the time being, yeah.

NPC: In that case, two gold will suffice.

Jay: Oh, perfect.

Condi: Then I give her two gold. Or, them. I don't know if it was a girl or boy. *(laughs)*

Grizzly: *(laughs)* No matter. You hand over the gold, and they give you this small metal key that has a little– what's it called… a little room number on it.

Jay: Thank you.

NPC: No worries.

Condi: And I go back and I'd like to sit at a bar and just grab some water.

NPC: Enjoy your stay at the Sprawled Brawlers madam.

Jay: Thank you.

Grizzly: You sit down. There's just a– an elven man with white hair, cleaning the glass.

NPC: So, uh.

Jay: *[crosstalk]* Hi, can I just get a water please? I'm a little parched. Little crazy next door, yeah.

NPC: *[crosstalk]* Absolutely.

Grizzly: He turns around, pours you some water, sets it down on the table.

Jay: Thank you.

(Condi takes a sip from a plastic water bottle)

(Grizzly and Charlie laugh)

Jay: *(smacks her lips)* Wow! That's a good pH value!

Grizzly: *[crosstalk]* And will that conclude your turn? That is your movement, action, and bonus action. *(laughs)*

Charlie: I think he still actually has a free object– he has a free object interaction. Uh, what does he do with that?

Grizzly: I just figured that was– that was…

Condi: *[crosstalk]* Um, yeah I just keep drinking water with my free object. *(laughing)*

Charlie: Oh, that's good, that's good, yeah.

(Grizzly slurps)

Condi: Yeah, I make sure to really comment on how perfect the pH value is, just a perfect seven.

Jay: Compliments to the filter.

Charlie: *[quietly]* Oh my God. *(laughs)*

NPC: A woman of culture.

(Condi and Grizzly laugh)

NPC: Not many people pay attention to the pH balance.

Jay: I learn from the best.

Grizzly: So. Chip, you're up next.

Bizly: [unintelligible] "Jay learned from the best."

(Condi and Grizzly laugh. Bizly clears his throat.)

Bizly: I just wanna–

(Grizzly imitates sounds of fighting.)

Bizly: *[crosstalk]* What did Gill just do, did he just hit somebody with a thing?

Grizzly: Cup, it smited– and it fully sent them back into a crowd of people.

Charlie: *[crosstalk]* Yeah, I fully– I fully paid for a mug of ale and then I smited someone in the face with it.

Grizzly: The shards of ice kind of get sent– kind of leave a print of frozen, almost frostbite on this person's chest as he's sent back.

Chip: Alright, screw it!

Bizly: And I wanna go, and I wanna get one guy's attention– is there anywhere I could have him chasing me and then kinda slide underneath and have him run into something? I wanna hurt these people, but instead of hurting them, make them hurt themselves, essentially.

(Grizzly hums)

Bizly: Is there anywhere I could make him run into.

Grizzly: Just a random guy, run into– what exactly, again?

Bizly: Run into a bar– or something, like–

Grizzly: Essentially– I would say just roll Sleight of Hand for this.

Bizly: Fifteen.

Grizzly: Okay yeah, I would say a fifteen is definitely enough to– trip or use someone else's momentum to have them hurt somebody else or themselves.

Grizzly: Alright, so what I'll do is I'll walk up to one of the guys and just kinda– *(claps)* slap him in the face a couple of times. Have him come chasing me, and then I wanna dip around another person and have– and hold his face in front as he's sprinting towards me drunk and have him bonk his head into the other guy. *(clears throat)* And I just wanna say–

Chip: Look! They're kissing!

(Bizly and Grizzly laugh)

Grizzly: You take– after this happens, you take seventeen points of piercing damage as three bottles are thrown at a very– at rocket speed, at the back of your head. It was a natural twenty, and the person who threw it is this large Goliath wearing a viking helmet.

Bizly: *[crosstalk]* Jesus!

(Condi makes a noise of concern. Charlie laughs.)

Condi: *(gasps exaggeratedly)* Viking! One of the Viking ship guys.

Bizly: I turn around disoriented, my vision skewed, and as it comes together to form one picture I see it– and I just look at him and think, "I want the helmet." And that's where I end my turn for right now.

(Grizzly laughs)

Grizzly: Next up. Gillion.

Charlie: Hoo. I look down at the bottles.

Gillion: There was some perfectly good water in there–

Charlie: –And I wanna take a– I take a chair and I want to just jump up– off some poor fucking guy on the ground, and just fully come down with this chair on this Viking guy's head.

(Grizzly laughs)

Grizzly: I would just say roll d20 plus Strength.

Charlie: Twenty-two. *(laughs)*

Grizzly: *(laughs)* Okay. That definitely hits. This will be, uh, one–

Gillion: Hm, this is a perfectly balanced chair, just like your water should be!

Charlie: And I just smash him in the face.

(Grizzly and Condi laugh)

Grizzly: Yeah, this would be a 1d6 with the chair?

Charlie: Alright, great. I smite him.

Grizzly: I'll say 1d6 plus Strength, so. 1d6+3.

Charlie: *(laughing)* Okay, okay, so it does, it does, it does– holy shit. Okay, it does 21 damage.

Bizly: Oh my God.

Grizzly: Holy shit. Alright.

Charlie: *[crosstalk]* I like, smack– as I smack him, the chair just fully explodes into light.

Grizzly: Splinters into pieces as the Viking helmet– one of the horns is cracked off, and he kinda drops to one knee as you jump off of someone and come crashing down with this chair. He looks up at you and he says–

NPC: *(inhales)* Alright. That's it.

Grizzly: And, uh... well, he rolls a seven, so he doesn't hit.

Gillion: *[crosstalk]* I'm gonna suck the water out of you.

Charlie: *(laughs)* Okay.

Grizzly: He tries to punch you in the gut, but he punches the plate armor, doesn't even dent it, and he shakes his hand in pain a little bit. Next up!

Gillion: *(laughs menacingly)* That's good armor!

Grizzly: And that's your– if that's your turn, you look like you did considerable amount of damage when you hit him with that chair. And smited him.

Charlie: Good. I'll do it again next turn.

(Condi and Grizzly laugh)

Grizzly: Okay. Jay!

Condi: I'm taking a bath.

Charlie: *(laughs)* Fuck, dude, I almost choked. Just so zen.

(Condi and Grizzly laugh)

Condi: Well– it's very relaxing, it's a nice– a very nice sort of... y'know.

Charlie: *[crosstalk]* Hey. Can I ask you something?

Condi: Yeah.

Charlie: *[monotone]* How's the water in the bath?

Condi: Y'know– my skin feels nourished, and I'd argue that this as well has– a very even 7pH.

Charlie: *[crosstalk]* Fuck. Oh my God, oh my God.

Grizzly: *[crosstalk]* So, Jay. You get a private room. A private room. Room number four. You went to the room, and at first it's this square, small studio space, there's a finely made bed of blankets, fleece blankets and–

Condi: Mhm.

Grizzly: On the opposite end of where you came, there's one singular door. And inside that seems to be this bathroom, and there's just– a bit larger than you've seen, actually a comfortable sized white porcelain tub where you can get in and bathe, and you shut the bathroom door inside your room here.

Condi: Mhm. God, it's been so long.

Grizzly: It has. As you've been not bathed, and also– this is pretty nice! You weren't expecting such a lavish abode here and... it's relaxing.

Condi: *[in Jay's voice]* Yeah, nice. Oh yeah, no regrets coming here, y'know? Five stars on Yelp, I'd say.

Grizzly: And that's your turn, I guess, bathing?

Condi: Yeah, no, I get in the bath and I enjoy myself a little bit, y'know. Feel rejuvenated.

Grizzly: *[crosstalk]* Excellent. Right on. Right on. *(clears throat)* Next up! Chip!

(Condi and Grizzly laugh)

Bizly: Alright. With a fiendish grin on my face, I'd like to– *(clears throat)* I'd like to walk up, sneak around the side of this Viking guy, and I wanna poke him on the sides and almost tickle him so he– hunches over, and I wanna–

Charlie: *[interrupting]* Taze him? *(imitates taser noises and mimics the motion Bizly describes)*

Bizly: And I'm– and then I'm gonna take the helmet off of his head. And I'm gonna put it on my own, and then I wanna jump around on the tables and I wanna– I wanna maybe grab a drink out of someone's hand and say–

Chip: I'm king of the Vikings!

(Condi and Grizzly laugh)

Grizzly: Okay, so, for your action to tickle, I'll say roll Unarmed Strike to get him to bend over.

Bizly: *(laughing)* Okay.

Condi: Oh my God.

Bizly: That's a twenty-one to tickle.

(Charlie laughs)

Grizzly: That tickles. *(laughs)*

(Bizly and Condi laugh)

Grizzly: He bends over. For removing the helmet, I say you can do that with a Bonus Action, but you won't need to roll for it, it's fairly easy. It'll just– instead of using your second attack here, you'll use your Bonus Action to grab the helmet, put it on, and with your movement and Fancy Footwork you get away without anyone attacking you and you're dancing around now, screaming "king of the Vikings" and you hear–

> **NPC**: You bastard!
>
> **Chip**: What're you gonna do? Poke me with your horns? Oh wait! They're mine now! Woo!

Grizzly: *(laughs)* Gillion. Your turn.

> **Gillion**: You look like a thirsty boy!

Charlie: –And then I'm gonna cast– I'm gonna *(exaggeratedly claps)* clap my hands together and fully cast Wall of Water down the tavern just to try and teach these people what real water tastes like. So, that is going to be–

Bizly: *[crosstalk]* Oh my God. This is a strange vendetta.

Charlie: That is going to be a thirty-foot wa–

Grizzly: *[interrupting]* Don't forget, you have Earl's inspiration, which is a d6. Added to any roll.

Charlie: Yeah, yeah. Well this doesn't even roll, I just full-on create a wall of water. How deep is the tavern? Like how wide is the tavern?

Grizzly: *[crosstalk]* Gotcha. Um, this tavern is about... including that guesthouse, I'd say about 60 feet in length, and 30 feet in width.

Charlie: Okay, cool, if it's about that wide, I just full-on create one all the way down the width of the tavern– it's a thirty-foot– *(laughs)* uh, it's a thirty-foot long, ten-foot high, and one-foot thick wall of water. And I say–

Gillion: Drink! Drink and learn! This is what they keep from you!

Grizzly: *[crosstalk]* Yeah. Okay– this–

Charlie: –And then, now that I've accomplished this and given them good water, I'm gonna use my movement to walk out of the tavern.

(Grizzly, Charlie, and Condi laugh)

Charlie: And, then end my turn.

Grizzly: *[crosstalk]* Alright. Okay. You get just inside the entrance of the next tavern, not any further than that. The entire tavern, at this point, Chip, you would notice it starts to flood as there is a wall of water being casted. It reaches all the way to the second story, up the steps of this tavern and it's leaking underneath the door to the supposed

extension-guesthouse situation, and it is pure water! Tastes good, feels like rain, everybody is now slipping and rolling over. Some people that're still unconscious aren't coming back to consciousness underneath the liquid? Some people do get woken up though.

(Charlie and Condi laugh)

Charlie: *[crosstalk]* It's good water though, it's good water.

Gillion: All these– all these joyful little guppies.

(Condi and Grizzly laugh)

Chip: *[imitating a Viking]* Argh! She's floodin', captain!

(Grizzly laughs)

Bizly: As I'm just– wavering atop a table, trying to ride the table.

Grizzly: At this point, Jay, it would now be your turn once again.

Condi: Uhuh. Is there complimentary food here?

Grizzly: You would assume so, down in the lobby area where the tavern part of this inn would be.

Condi: Yeah, that sounds lovely, let's do that. *(laughs)*

Grizzly: Okay. So, you exit the bath and get dressed once more. However.

(Condi gasps)

Grizzly: You open the door to the bathroom and step into the main part of your room, and you're interrupted by the sound of a click. And the feeling of cold metal steel touch the back of your skull.

Condi: *[crosstalk]* Uh oh. Alright.

Charlie: *[quietly]* What?

Condi: I stop moving right then.

Grizzly: And you hear–

> **Mysterious Woman**: What the hell is Navy doing here?
>
> **Jay**: *[holds her hands up in surrender]* What do you mean Navy–

Grizzly: *[crosstalk]* And that's where we're going to end the session.

Condi: –Oh, no!

Charlie: *[crosstalk]* Oh my God.

Bizly: *[crosstalk]* What! Chill! Stop playing. Stop playing!

Charlie: Dude! Dude. *(laughs)*

(All four laugh)

Charlie: Just hydrated, man! You gonna kill her already? Hydrate or diedrate baby.

Bizly: Alright, so we'll– we gotta talk about what the fuck that is on Just Rolled With It.

Condi: *[crosstalk]* That is– that is a cliffhanger. Woo!

Charlie: Holy shit! Okay, I think we're about to get a little bit of Jay backstory here and I think we are gonna talk about it, oh fuck! Oh shit! We'll see you guys over at Just Rolled With It.

(Bizly makes nonsensical noises, moving his mouth exaggeratedly)

Grizzly: Bye! *[he disappears from the screen]*

Condi: Bye. *[he disappears from the screen]*

(Charlie laughs)

Charlie: Bye!

(Condi laughs)

[Outro.]

Bizly: *[imitating an old woman]* Well, look who's back! Back for more, you see– oh, I know what you're here for! You're here to hear the Patreon names. I'll read them out for you. Give me a moment, let me pull them up.

Oh, we've got to give a hardy shoutout to Cerberus

To Neko Lord

Alissa

Dreamstrider

Obligatory References

Ben10

Crisonasin

Buttery Toast

Jazzy Bagpiper

Iridescent Cakes

Viridan

Miscellaneous

Creepy Reaper

Kirby Waffro

Grilled Salmon

Luna Sophie

King of Ranch

Anon Don't Read Or Acknowledge

Serene Is Actually a Skeleton

Alexis Kira

Yunailune

Gillion's Biggest Fan

Rishasnivy

Cornier Comet

Jumpiest Venus 34

Your Gal Pal Valerie V

Jello Gumdrops

Edgy Moss

Charm of the Bard

Riker Kirotu

Zigzag Sugar

Nonxolotl

Asteria Nyx

Salutation

JRWI Enjoyer

and Jay Newell. If your name wasn't spoken on this list, I would suggest watching your back. Anyways, thanks for listening as always. *(sniffs)* Keep one eye open.