

Fast Times At D&D High, Episode 3: Test of Glass

CONTENT WARNINGS

Swearing, Fantasy Violence, Loud Noise Warning from 47:11 -47:13

[FIRST GOOD BOUNCE, by Derrick B Perry and Ashley Abbott]

PERSEPHONE: Welcome to Fast Times at D&D High, where our title might be fast but puberty is slow--and painful. I'm your DM for Persephone and I'm joined by our players, Nuance:

NUANCE: Hi, I'm Nuance (she/her) and I play Suri (she/her), a Yuan-ti cleric.

PERSEPHONE: Wren:

Wren: Hey, I'm Wren (they/them) and I play Cecil (also they/them), a half-orc druid.

PERSEPHONE: Elise:

ELISE: Hi. I'm Elise (she/her) and I play Hudson (he/him), an elven barbarian.

PERSEPHONE: Caro:

CARO: Hi, I'm Caro (they/them) and I play Ollie (he/him), a human rogue.

PERSEPHONE: Alright, let's get this started.

WREN: Last time on Fast Times at D&D High

CECIL: So, um, well, w-we all had our first day of classes at Varnum Correctional. For Ollie and Suri, it was a chaotic experience. Th-they had to contend with this bully, Monette, and help this younger boy, Ned, from getting in trouble for setting off a huge barrage of magic missiles in class. Hudson and Ollie had swordfighting class and there was I guess an unfortunate incident with this guy named Grange who punched Ollie? I only heard about it from the other students in the hallway, but I heard that Hudson started it? I-I-I don't know I was pretty blissfully unaware of all of this because I was in my botany classes, where I met my new friend Unk!

Oh, no! I was supposed to have lunch with them!

But then Suri and I saw this weird cat go into a glowing door, and Hudson and Ollie followed us. Probably to make fun of the nerds. And then there was this very strange music and then everything went dark. Are...are we gonna get in trouble for this?

[*Air Prelude, Kevin MacLeod*]

PERSEPHONE: The door opens and light floods the hallway from it, washing away the world around you. And it starts to fade, get dimmer and dimmer and dimmer. And when you can finally see again, you are in a brightly lit room. All the walls are mirrored glass, from the ones that surround you, to the ceiling, to the floor. The room stretches forward in a long, straight pathway. And at the end of it, you see two mirrored columns and in between it, a pedestal. On that pedestal is a small box. What do you do? You can also see each other; I should mention that.

HUDSON: Whoa. What is this place?

OLLIE: Uhhhhhh.....

SURI: Where are we?

OLLIE: I don't know exactly? But I think we went through some sort of portal or dimension. I-I mean we're-we're not in Varnum anymore. Or maybe we are. I don't know. I'm not sure. But hey! There's a box over there, so I'm gonna go check that out.

CECIL: I-errr....

ELISE: Do we hear the singing still?

PERSEPHONE: No.

CECIL: I really think that probably we're not supposed to be here? And you know, I'm trying really hard to make sure that I don't mess up any worse so that I can go back to my real school. And-and I just didn't want to get in trouble. And...

HUDSON: But didn't you two just follow like a cat here or something?

CECIL: Y-Yeah, but I don't want to touch anything.

OLLIE: Oh, I won't touch anything. I'll use Mage Hand. Don't worry.

CARO: I cast Mage Hand and pick up the box.

PERSEPHONE: Ollie, please give me a Wisdom saving throw.

CARO: [*die rolling*] Ohhh that's not going to be good. That's a six.

PERSEPHONE: Ollie, you reach out with Mage Hand. And you touch the surface of the box with your magical power and the hand that you cast out. Normally when you cast Mage Hand, you can't feel it; you're connected to it, but you don't have a sensation of touch. You feel a bite of electric shock travel up your arm from the hand. You feel your connection to it sever and break, and the hand disappears. And you take 2 damage. [*electric buzz*]

OLLIE: Yow! Ahhhh...

HUDSON: Whoa! Are you alright there, little buddy?

SURI: Are you okay?

OLLIE: Oh, yeah, that's, uh, it bit me.

HUDSON: It bit you?

SURI: It--Through Mage Hand?

OLLIE: Yeah, I've never had that happen before.

SURI: I mean, I'm not a-- I-I mean, I have not heard of that happening either. Um, in arcane studies.

WREN: Do we still see the cat, or is the cat just poofed?

PERSEPHONE: Roll perception

WREN: [*die rolling*] Yeah, no. 7.

PERSEPHONE: The only thing that you see in the room are the mirrored walls and the floors and your own reflections peering back at you.

OLLIE: Oh, wait a minute. This is probably like an escape room or something. Right?

HUDSON: What?

OLLIE: Okay, so we just need to figure out the puzzle and we'll get out.

HUDSON: Huh?

OLLIE: Yeah, you know... Oh. That's right, uh, Hudson. Uhhh...listen, Hudson, uh, look how pretty you are.

HUDSON: Oh! You know, this'd be a great place to put some workout equipment? You could see yourself from every angle.

OLLIE: That's a really good point.

PERSEPHONE: Hudson, please give me an insight check.

ELISE: [*die rolling*] Ah, that is a 13.

PERSEPHONE: Hudson, you peer at your reflection in the mirror. You sort of start flexing, your varsity jacket stretching around your godlike muscles, you Adonis. Whoo hoo. Umm, sorry. I should really do a better description than that.

WREN: No, that was perfect.

ELISE: That was perfect.

NUANCE: Yeah, like...

ELISE: The narrator's clearly had it with Hudson,

WREN: Yes.

PERSEPHONE: Okay.

WREN: I loved that.

PERSEPHONE: And you keep posing, making different poses, and then for a second, you could swear that your reflection freezes in one pose and you go to the next one and it doesn't follow you. But then when you look back, it's in the same pose you are.

HUDSON: Whoa! Guys, this mirror has bad wi-fi! Well, it's like lagging or something.

SURI: I don't think that's how mirrors work...

ELISE: Hudson keeps doing poses, but like slightly faster than he was before, trying to see if he can make it do the thing again.

OLLIE: The mirror is lagging.

PERSEPHONE: It doesn't happen again.

OLLIE: Huh. I wonder if it's part of the puzzle.

CARO: I'm gonna walk over to the box and take a look at it. See if there's any symbols on it or anything I can recognize.

PERSEPHONE: You walk over to the box and you sort of peek at it. And on the top, on the mirrored surface, there are etchings. In the center is a carving of a dragon around a diamond. And around the sides there's detail working: scrollwork on the edges that go down the box. You also see that some of that scrollwork works its way down to the pedestal below it and that they're all glowing. These four lines of scrollwork that twist down this mirrored pedestal.

CARO: Hmm. Are they any specific colors or anything like that?

PERSEPHONE: They are white.

CARO: They're all white, okay.

OLLIE: Uh... All right. Well, I don't want to get shocked again. Ah...

SURI: Uh, is it some kind of circuit, maybe? Like, and the reason you got shocked is because it was...The power went out when you disrupted--when your Mage Hand disrupted the circuit. It-it sparked?

OLLIE: Could be.

HUDSON: Whoa.

OLLIE: Uh, w-what do you think we should do?

SURI: Ah, err, um. I, uh...

HUDSON: Suri, you're, like, really smart!

SURI: Oh, uh, thank you. I--no--it just. It. That was--just made sense. Umm, and I'm not sure what to do about it, so I guess probably not that smart. Um. But um, maybe, uh...

NUANCE: Going off of Suri's idea that this might be circuitry. The individual sides all kind of...do they actually link up with the runes that are going down the sides of the pedestal? Yeah.

PERSEPHONE: With the etching? Do the lines on the pedestal have the same scrollwork lined up with the ones on the box?

NUANCE: Yes.

PERSEPHONE: Yes, they do.

NUANCE: And just judging by the way it looks, if we turned the box around - if we rotated the box, would that still hold true?

CARO: Like, is the box square and could we rotate the box?

PERSEPHONE: Yes.

OLLIE: What do you think, Suri? Should we turn it?

SURI: I-I think so. Maybe taking it off, like, undid the circuit? Closed? Err, uh. Closed the circuit, opened the circuit? I'm not really sure how circuits entirely work.

WREN: Cecil is just kind of awkward, flailing with their hands a little bit.

HUDSON: Cecil looks like they have an idea. Cecil's also wicked smart.

CECIL: So a-actually, I-I really think that if-if Oliver? Uh, what was your name? I don't remember. Um...

OLLIE: Yeah, yeah. Call me O-Ollie.

CECIL: Aly. Alright, um...

OLLIE: With a, like, with an O. It's. Whatever.

CECIL: If O is correct and this is some sort of escape room, this is clearly for upperclassmen. And it's a test or something. So-so what we really need to do is get out our phones, and look up the school directory, and contact somebody, and explain that we did not mean to get in here. And, uh, to come rescue us.

OLLIE: All right, well, yeah, that sounds like a great task for you to do.

CARO: I turn the box.

PERSEPHONE: Okay, first. Cecil, you try to work your phone and it is all glitchy. You can't get a signal. You can't even get it to start. When you look at the surface of it, it's waving, almost like you're viewing a computer screen through a cell phone lens.

CECIL: Ummm...

HUDSON: Yeah, th-the wi-fi for the mirrors is already pretty bad. So I figure your phone's probably not gonna work down here.

CECIL: Does anybody else's phones work?

PERSEPHONE: Ollie, which way do you turn the box?

CARO: I'm going to turn the box clockwise to where I'm standing in front of the pedestal now. So I turn it righty.

SURI: Uh, uh, Ollie? I-I don't know if this at all works? But I've always heard 'righty tighty lefty loosen'.

PERSEPHONE: You turn the box clockwise. And you shift it down to where the position of the six and the twelve would be. When you move it and position it again, you see that the lines of scrollwork that were white on the pedestal disappear, and new ones form. You see blue lines start to form from the north, south, east and west in the new position and twist down the pedestal. You also see that the same lines continue to travel down into the glass below you. And the entire floor forms this design of almost cursive-like scrollwork that twists up the walls onto the ceiling and the ground below you.

OLLIE: Whoa!

PERSEPHONE: Cecil, please make a perception check.

WREN: [*die rolling*] 19.

PERSEPHONE: You hear a click [*click*] from behind you.

WREN: When Cecil hears the click, they will turn to where the click came from.

PERSEPHONE: There is no longer a door there.

CECIL: What did you do?

CARO: I'm going to turn the box again in the same direction.

PERSEPHONE: You turn the box again, this time turning it so that almost forms a diamond. On the pedestal, the lines disappear again from where they once were, and form green scrollwork that travels down the pedestal and into the floor and onto the walls.

OLLIE and HUDSON: [*in unison*] Whoa!

CARO: I'm going to turn it one more time.

PERSEPHONE: Same thing happens, except this time, they all turn yellow.

OLLIE: I think it's a puzzle. Um, I-I think it might be somehow attuned to the different people in here? And we should try having people touch the box that we think might be associated with these different colors.

HUDSON: Is this like a DJ booth or something?

OLLIE: It's magic!

SURI: But how could that--How could it be attuned to us? We just-- But we just arrived! Why would--?

OLLIE: Well, we were all called into this magic room for some reason, right?

HUDSON: I guess...

OLLIE: Y-Yeah, no, you-you were following a spirit of some sort, right? Something like that.

CECIL: Well, no, w-we were - we were not. I-I was stupidly following a-a th-thing, uh, which d-doesn't matter. And you all just followed us.

HUDSON: A cat! it was a cat! I'm pretty sure it was a cat.

OLLIE: It was!

SURI: I just followed Cecil.

CECIL: Fine, fine. It was a cat, yes. But it was talking and I thought that was very strange, and so...

SURI: I would say that was strange, yeah.

OLLIE: Well, I mean, I could be wrong. Uh, as far as I know, I am the resident authority on magic here.

SURI: Well, I guess if it's not specifically attuned to us as people, but more as the individuals who came into this escape room, I guess it would kind of make sense? Like it would just do that for anybody who showed up. Not-not us. Um...

HUDSON: Yeah, or you get to pick, like, your favorite color.

OLLIE: It's probably some kind of test.

HUDSON: To know your favorite color!

SURI: [*sighs*] Oh no, I didn't study.

HUDSON: Mine's red!

SURI: I don't think--

CECIL: You both need to be straight with us, here. I know that we're nerds or whatever, but are you hazing us? Is that what this is?

HUDSON: Hazing?

CECIL: Cause it's not funny.

OLLIE: I-I'm not trying to be funny and I'm not messing with you.

HUDSON: Isn't that when, like, you're kind of confused? You get hazing? Like, like, if you've...

SURI: ...No.

HUDSON: Oh.

SURI: No, that's that's that's not it at all, no. Do you--but do you--do you--do you promise? I mean, umm, if this is, I'll laugh or-or be sad or-or whatever, just. We're...we're gonna miss lunch.

CECIL: You don't have to. You don't have to be sad.

SURI: I-I-I just mean like--

CECIL: Sometimes popular people just leave you. And, y'know, don't care.

HUDSON: Oh, buddy. I don't know anybody here yet. I just started, like, today.

CECIL: Yeah, I know you don't know anybody here yet.

SURI: I just-I just meant, like, if-if it was some kind of trick or-or hoax or-or hazing, like I will give whatever, umm uh, response that they're looking for if they just promise to end it before lunch, so we don't miss any classes. I don't want to get in trouble.

HUDSON: If this was a trick, it'd be a pretty mean trick.

PERSEPHONE: Ollie, is your hand still on the box?

CARO: Yes. I'm going to try to turn it again? Have I turned it fully?

PERSEPHONE: Like, back to its starting position? No.

CARO: Okay, so if I turned it again, it would be back in the starting position?

PERSEPHONE: Correct.

CARO: Okay, I'm gonna--before I turn it, I'm just going to try to open it.

PERSEPHONE: It does not open.

CARO: Okay. I'm going to turn it back to green and see if I can open it.

PERSEPHONE: Does not open.

CARO: I turn it back to blue and see if I can open it.

PERSEPHONE: Does not open.

CARO: Turn it back to white, see if I can open it.

PERSEPHONE: You turn it back to white, or what was the white position, and instead it turns red, filling the room with reflections of eerie red light.

HUDSON: This is my favorite color! Guys, we did it!

OLLIE: It's also my favorite color.

HUDSON: What?! You got great taste, fam.

SURI: I don't know, I feel it's a little more foreboding. In the movies, when everything turns red, it is never a good sign.

HUDSON: Oh yeah...

CARO: I'm gonna try to open it.

PERSEPHONE: Instead of opening the box, you feel a vibration of energy travel at your fingertips, to the bones for your arm, up through your back and down your spine, to your feet.

OLLIE: [*shudders*]

PERSEPHONE: And then travel up and back again. When you look at the red scrollwork and you look at the box itself, the box starts to glow.

ROBOTIC VOICE: Verification test in progress.

HUDSON and OLLIE: [*in unison*] Whoa!

ROBOTIC VOICE: Verification test in progress.

PERSEPHONE: You see that the box changes color. First turning a silvery gray [*chime*], then green [*chime*], then red [*chime*], then black [*chime*]. Before turning back to the original mirrored form.

ROBOTIC VOICE: Silver. Air. Fire. Secret.

PERSEPHONE: And then the light turns back to red and fades into white.

ROBOTIC VOICE: Confirmed.

OLLIE: This is so cool!

HUDSON: You did it, buddy! You solved it!

OLLIE: Did anyone happen to catch what all those words were? Just, like, we should jot them down.

SURI: I heard silver, air, fire, secret? Confirmed? Did anybody else pick anything else up?

OLLIE: Yeah, the box turned gray and then green and then red and then black, in that order.

NUANCE: So Suri has pulled her backpack off, pulled out a notebook and a pencil, and is actually writing things down. Because while they may be in a weird non-planar room of colors, mirrors, lights and boxes, nothing is going to stop her from taking notes when appropriate.

HUDSON: All right, hang on, I want to give it a try! Let me try!

ELISE: Hudson makes his way over to the box and then puts his hands on it. And then he turns it, like Ollie was turning it.

PERSEPHONE: You turn it and the light in the room turns blue. And you see that the box begins to shimmer again.

ROBOTIC VOICE: Verification test begun.

HUDSON: Guys, we're doing it! I'm doing it! I guess blue is my favorite color!

SURI: You're not sure?

HUDSON: I thought it was red, but the box told me it was blue.

PERSEPHONE: The box changes color again. This time it goes gray [*chimes*]. Then a deep dark brown [*chimes*]. Then bright red [*chimes*]. And then orange [*chimes*].

ROBOTIC VOICE: Silver. Earth. War. Fire. Confirmed.

PERSEPHONE: And then the light turns back to white.

HUDSON: Whoa, that's totally rad. Cecil! Cecil, you should do it. What's your favorite color?

ELISE: Hudson will very excitedly make his way over to Cecil and then sort of just, like, give them a push to the box.

HUDSON: Come on, you can do it! It's not scary, it doesn't hurt!

WREN: Do you push them?

ELISE: I'm not like trying to force you. I'm just, like, gently moving you. Like,

HUDSON: Do it, do it, do it.

WREN: That was all of Cecil's resolve and Cecil does Cecil's nervous reaction and poof [*poof!*] then suddenly there is a lizard on the floor--

HUDSON: Wait, where'd they go?

WREN: --which seems to sigh.

ELISE: Hudson does not look at the ground and is just, like, looking around for Cecil.

HUDSON: Man, they're so good at this. Hey, a lizard!

OLLIE: Let's, uh, let's come back to Cecil. Suri, do you want to try?

SURI: Well, no. But if that's what it's gonna take to get out, I-I guess so?

NUANCE: So Suri will approach the box and, just kind of clearly full of trepidation, is going to place her hands on the box. Just already tensing in an expectation of hurting.

PERSEPHONE: You shift the box once more and the light turns green, but nothing else happens.

HUDSON: I guess green's not your favorite color,

SURI: I guess?

NUANCE: And she shifts again.

PERSEPHONE: The light turns yellow and the box shimmers and starts to change color again. First, it goes black [*chimes*]. Then, it goes red [*chimes*]. And then, for a brief moment, there's a sort of flicker where the box shifts between all colors of the rainbow [*sparkles*] and then goes still, turning back to the mirrored form.

NUANCE: I only got three things and I'm sad. Everybody else got four.

WREN: You got a fucking rainbow.

NUANCE: That is true. Does that mean Suri's the gayest? Yes, win!

ROBOTIC VOICE: War. Secrets. Chaos. Confirmed.

SURI: I don't know what that means.

HUDSON: I don't know. But yellow's a great color. And I think it'll look good on you, too.

SURI: Thank you? I mean, um, wait - no - ah, I should - thank you. Um. If this is all one big Crysfeed *What Color Is Your Soul?* test, I'm going to be--actually, really grateful. Nevermind, it's okay.

OLLIE: [*chuckles*]

HUDSON: Yeah! I think that means that Cecil's favorite color is green. I don't know where they went, but I found a lizard!

ELISE: He picks up Cecil. Cecil is now - if Cecil does not fight - sitting, lovingly nested, on Hudson's shoulder.

WREN: I wouldn't say the lizard is lovingly nested. It is slightly stiff.

ELISE: Hudson doesn't know the difference. Pat, pat, pat, pat.

OLLIE: Oh, right. So, ah, Cecil. You're a lizard. Uh. What do you need right now to not be a lizard--

HUDSON: Cecil's a lizard?!

OLLIE: --and maybe turn the box?

HUDSON: Buddy?

ELISE: Holds Cecil out in front of him like,

HUDSON: Oh my god. This makes so much more sense!

WREN: There's like a little bit of a scrambling and the eyes are very wide.

OLLIE: Uh, I think maybe putting Cecil on the ground would be good?

ELISE: Hudson puts Cecil back down on the ground.

WREN: The lizard kinda stands up and wavers a little bit. And then [*poof!*] Cecil's back.

OLLIE: Hey!

WREN: Kind of like, sitting on the floor, looking up very sheepishly.

HUDSON: So there's only one color left and I'm pretty sure green's your color.

SURI: I-I think so.

HUDSON: Looks great on you. It's about nature... Uh. It's the last color left and you're the last person left...

CECIL: I mean, I guess I am green. So...

HUDSON: It really goes with your complexion, I think.

OLLIE: And your eyes. Matches your eyes.

HUDSON: Yeah!

WREN: Cecil will stand up and grudgingly go over to the box and twist it to the green position.

PERSEPHONE: The light turns green. And then the box starts to change again.

ROBOTIC VOICE: Verification test.

PERSEPHONE: The box turns green [*chimes*]. Then blue [*chimes*], then red [*chimes*], then white [*chimes*].

ROBOTIC VOICE: Earth. Water. War. Light. Confirmed. Verification test, completed. Buffering. Buffering. Buffering. Aptitude test: begin.

CECIL: What?

PERSEPHONE: The pedestal with the box sinks [*stone grinding*] into the mirror below which ripples and pools like water [*settling stone*] and that the scrollwork on the floor disappears with it, sucking down into the same position that the pedestal was in, and absorbing itself below. Leaving you in an entirely mirrored room, brightly lit, with no reflections. In front of you, on the back wall, this gathering shape forms in the glass [*air hissing*]. This mist that's underneath the surface twisting and rolling and bubbling. [*ominous rhythmic throbbing*] And it starts to form a shape. And that shape splits into four perfect reflections of each one of you. Standing there, blank-faced.

HUDSON: Whoa!

OLLIE: [*surprised noise*]

ROBOTIC VOICE: Begin mirror aptitude test. Start.

PERSEPHONE: You see the surface of the mirror in front of you ripples and each one of your copies [*teleport noise*] steps out [*teleport noise*] of the mirror [*teleport noise*]. And as they come out [*teleport noise*] all the colors from your clothing, your skin, everything that was in the reflection drains away, and you see four glass copies with liquid glass skin, that mirrors everything around it, step in front of you and pull out weapons. I need everyone to roll initiative.

ELISE: Dark Link fight!

[SPACE FIGHTER LOOP, Kevin MacLeod]

CARO: Do we have weapons?

NUANCE: Well, I don't know what you're carrying, but I don't have weapons. Suri has a strict no weapons in school policy.

CARO: Yeah, I figured we aren't allowed to have weapons in school.

ELISE: I guarantee you that Ollie has a knife.

CARO: Ollie's definitely got a dagger on him at least, but...yikes. So we have our weapons?

PERSEPHONE: You know what, fuck it. Everyone has their weapons like... Why would you ask me that on a D&D podcast?

NUANCE: Well, cause we're in high school and most of the times, in high school, you don't get to bring your weapons along.

PERSEPHONE: Well, you have weapons. It's a dangerous school. So you are trained in various arts that are related to combat, but those aren't the only classes that are taught. There's stuff on recovery magic from medicine, medical psychology, psychiatry, stuff like that. Not every school teaches weaponry and bullshit like that; it happens because magic and heroic acts are sort of part of the world itself. But there are other uses for magic too. So keep that in mind. Okay, and swords. We start with Hudson.

ELISE: Whaaaaat!

PERSEPHONE: You see that these blank face copies of you, all reflecting your faces, both in form and on the surface. They all reach into the mirror of their bodies, which ripples and waves around their fingers, and they pull out identical weapons to each one that you carry, regardless of whether they're out or not. And face you in battle position.

ELISE: Oh, God, okay. Hudson draws a long sword from the class earlier [*metallic snikt*] And I guess just attacks the one that's closest to him.

PERSEPHONE: So each copy of each you lines up with the one that they've copied. So Glass-Cecil in front of Cecil, Glass-Hudson is in front of Hudson and so on.

ELISE: Hudson's also going to shout out,

HUDSON: Hey! Everybody get behind me!

ELISE: Just cause. Alrighty, that is a 19 on the die.

PERSEPHONE: 19 hits.

ELISE: Uh, 3 damage.

PERSEPHONE: Just to remind me, you attacked yourself, right?

ELISE: Yes.

PERSEPHONE: You slash out with the longsword and your blade meets the flesh of the doppelganger in front of you and bites into it. But you see, it waves and ripples around the blade and little droplets of mirror fall to the ground and glass-you seems unfazed. So, Ollie, it's your turn.

CARO: The first thing I do is I'm going to try to get next to Hudson so that I can attack. And then I'll just attack with a rapier and use Booming Blade.

PERSEPHONE: Make your attack roll.

CARO: [*die rolling*] That's probably not gonna do it. Unless a 10 hits?

PERSEPHONE: A 10 does not hit. You go to pierce your rapier into Glass-Hudson and the liquid glass that makes up his body forms a hole right where you were going to pierce, and then when you pull out, it fills back in with liquid mirror. Suri's turn.

NUANCE: So while Surississah has actual weapons that her parents sent her to school with - because there's no way even a disgraced Theszkaizi would be caught using school-provided weaponry - she doesn't even think about using those. The first thing she does is slam her hands forward for Guiding Bolt. [*die roll*] 21. 21 to hit.

PERSEPHONE: Hits.

NUANCE: On a hit, the target takes 4d6 radiant damage and the next attack made against this target, before the end of her next turn, has advantage. So Suri is aiming for the mirror version of herself? Not necessarily because she's thinking of this as some kind of test, but more because it is very creepy to look up at a mirror version of yourself squaring off against you. That is 16 points of damage.

ELISE: Shit, Suri!

PERSEPHONE: You blast your mirror copy, this creepy, blank-faced version of yourself. You throw out a bolt of energy at this creepy, mirrored copy of yourself and it slams into it full force. [*magical slamming*] And you see cracks in the mirror start to form all along the front of its body.

ELISE: Yeah, Suri!

PERSEPHONE: But then they start to shift and form back.

Suri: Oh, dear. Okay.

NUANCE: As a bonus action Suri is also going to just,

SURI: Ma'Mahu, please protect me!

NUANCE: and Shield of Faith. Because we need all the AC we can get.

PERSEPHONE: You cast that as a bonus action and you all hear a chorus of singers as Suri casts the spell and white light cascades down on her from above her head, and you hear,

CELESTIAL CHOIR: Ma'Mahu...

PERSEPHONE: and you all recognize the name of a very unpopular goddess; one whose following you know is not doing so well. It is now Cecil's turn.

WREN: All right, Cecil's turn. Cecil gets a look of concentration on their face; kinda looks around, sees that everyone else is taking on their mirrored counterparts, and so they focus on their own mirror self. They sigh, and they reach out with their right hand and cast Spike Growth. Spike Growth is a 20 foot radius, centered on a point within range. Hard spikes and thorns come up from the ground. It looks like they need to make a wisdom check? Centered on my mirrored counterpart.

PERSEPHONE: What's your spell save DC?

WREN: Looks like 12, the same as before, yeah.

PERSEPHONE: [*die clatters*] They pass.

WREN: All right, well, so the ground does not entangle Mirror-Cecil. Cecil looks disappointed. And that is the end of...

PERSEPHONE: I think the effect is still there and it becomes difficult terrain though, correct?

WREN: Mmhmm.

PERSEPHONE: The effect that you want does not happen to your mirror copy. However, spikes of mirrored glass do jut up from the ground. *[magical plant growing]* And it does become difficult terrain. So anyone in that 20 foot radius of where you cast the spell will have to make a saving throw to get through it without taking damage.

ELISE: All of us are, right?

PERSEPHONE: Not with the way that Cecil did it. They cast it so that it only focused on Cecil's counterpart, and Cecil's counterpart is on the far left side. So, it sort of goes up onto the walls a bit, but no one else is affected unless you go into that area. It is now Glass-Hudson's turn. You see Glass-Hudson, with their blank, unemotional gaze, reaches up with the sword and goes to slash Hudson. And whiffs it big time. The blade bites through the air in front of Hudson's face but Hudson dodges back and nothing happens.

HUDSON: Whoa!

PERSEPHONE: With that, it is now Glass-Suri's turn. You see Glass-Suri raises her hand and focuses in on her real counterpart. Is going to make a spell attack. And you see a blast of silver energy comes out of her hands, but she also misses and it doesn't hit Suri at all. And, in fact, it goes past her and into the mirror of the wall and is absorbed by it. Now it's Glass-Ollie's turn. Glass-Ollie has not been attacked yet. Glass-Ollie disappears in a puff of smoke. Now Glass-Cecil. Glass-Cecil looks up at actual Cecil, and their skin starts to melt and transform and from a glass pool that they sink into in the ground, up comes a giant glass bear with moving shards of glass fur. Gives a roar and reaches up to attack Cecil--and also misses! Its claws go way south and do not hit Cecil at all. Top of initiative order: Hudson, it's your turn.

ELISE: Hudson's pretty focused on trying to take down Glass-Hudson. *[die roll]* Does a 9 hit?

PERSEPHONE: Does not. You miss big time. It is now Ollie's turn.

CARO: Okay, so for Ollie's turn, he's currently next to Hudson. He's going to shift up into the space next to where Mirror-Hudson is, so that we now have advantage for attacking Mirror-Hudson. Now, with the advantage, I can also attempt to sneak attack him. So I'm going to roll to try to hit. *[die roll]* Woowow. I just rolled two 5's, plus my DC, so that's 10 total.

PERSEPHONE: You miss big time. It's now Suri's turn.

NUANCE: Suri uses her bonus action to cast Spiritual Weapon. Now, because she used Guiding Bolt last time, she gets to roll with advantage so I'm doing that now. *[die roll]* 22.

PERSEPHONE: You hit. Describe to us what your spiritual weapon looks like.

NUANCE: Alright, so Suri takes a second and just concentrates. And in her hands, a blade, a silvered, crescent moon blade appears. She's holding it by its hilt. It extends probably about a few feet before you get that crescent moon shape. A snake is etched into the metal, going up to the top of the crescent moon, and the moon actually opens up into the snake's mouth which is fanged. It is a truly ridiculous weapon that, if it were real, would probably, like, catch on everything. But fortunately, it's just spiritual, so it can look cool.

PERSEPHONE: Cool. You have this weapon attack and it hits. Did you roll damage yet?

NUANCE: 7 damage.

PERSEPHONE: So, you create this spiritual blade, this crescent moon floats out from your hand and it slashes into your mirror copy. Beads of liquid glass fall to the ground and disappear into the surface, and you see little threads of cracks start to form on the surface of Glass-Suri's face, but this time they do not go away. It is now Cecil's turn.

WREN: Cecil has just been engaged with bear version of Mirror-Cecil, so...

Bear-Form Mirror-Cecil: [*Roars*]

WREN: Bear-Cecil is right up against Cecil at this point correct?

PERSEPHONE: Yes. Bear-Cecil just tried to attack Cecil, but missed.

WREN: Cecil reaches down and attached to their belt is a small, sort of the equivalent of a utility Leatherman thing. And pulls it out, and clicks a button, and this section of the utility Leatherman pops out and it's a small hand axe. With a little bit of hesitation, because it's a bear, and that seems mean even though it's a glass bear and that's fine, but I don't like it, Cecil reaches back and slashes at the bear with the handaxe.

PERSEPHONE: Make an attack.

WREN: [*die roll*] 10?

PERSEPHONE: You attempt to cut into this bear with a handaxe while your eyes are closed, and you miss. Entirely.

WREN: So when Cecil misses, they're going to try to just back up just a little bit and reach with their left hand into their pocket. Pull out three stones and clutch them in their fist as the stones start to glow, casting Magic Stone as a cantrip. And that's the end of their turn.

PERSEPHONE: All right, it is now Glass-Hudson's turn. Glass-Hudson is going to attack Hudson again. [*die roll*] And this time hits and deals 5 damage to Hudson as a glass blade bites through your coat. [*metallic thrust*]

HUDSON: Ah!

PERSEPHONE: Glass-Suri's turn. Glass-Suri's hand lights up with light again and aims a blast at Surississah. [*die roll*] And hits. You see an orb of glowing liquid glass bursts out of her hand [*dice roll*] and hit Surississah, dealing 11 damage. [*magical explosion*]

SURI: [*gasps in pain*]

PERSEPHONE: The crystal seeps into your skin and disappears, leaving a burn behind on your arm. It is now Glass-Ollie's turn. Ollie, please make a perception check.

CARO: [*die roll*] 5.

PERSEPHONE: Ollie, you look around and you see nothing, which means you miss the attack that comes. You see the corner of your eye from your right side, Glass-Ollie appears and attempts to stab you in the clavicle. But at the last second, misses as you dodge back and does not hit you. It is now Glass-Cecil's turn. The glass bear roars--

Bear-Form Mirror-Cecil: [*Roars*]

PERSEPHONE: --and attempts to slash and misses once again as it slashes out with its other claw and you move out of the way. It is now Hudson's turn.

ELISE: So, Hudson sees his friends, his new best friends, getting hurt. And he's going to go into a rage and shout,

HUDSON: Those are my friends!

ELISE: And he rolls to get a Wild Surge. [*die roll*] So Hudson gets a 9 and the creature needs to make a Constitution saving throw or take damage.

PERSEPHONE: Fails.

ELISE: So, then it takes 3 damage.

PERSEPHONE: A beam bursts from you and into the surface of the glass creature and comes out the other side. You see droplets of mirrored glass fall to the ground and these thin webwork of cracks starts to form on the surface, then melts back into perfect glass. And you still have the rest of your turn, because that's just a Wild Surge from your rage.

ELISE: Okay. So it is also blinded until the start of my next turn.

PERSEPHONE: Okay. It is also blind.

ELISE: All right, and then I attack again. Hudson attacks with his longsword [*die roll*] and only gets an 11.

PERSEPHONE: You miss and...you try to slash into this creature again and you miss, whiffing it big time. Ollie's turn.

CARO: Ollie's going to attack Glass-Hudson again. Hopefully hitting him this time. [*die roll*] 18.

PERSEPHONE: 18 hits.

CARO: Yes! Okay, and I'm gonna roll damage. I'm using Booming Blade on this. Oh sick, I have 25 damage.

PERSEPHONE: 25 damage.

WREN: ...fuck!

NUANCE: Daaaaaaaaaaamn!

ELISE: Whut whut!

PERSEPHONE: Right, describe what you do.

CARO: Ollie pulls his rapier out [*metal unsheathing*], kind of looks at it very carefully, and then sticks it into Glass-Hudson in just the right spot in his back.

PERSEPHONE: You stab into [*metallic thrust*] Glass-Hudson, magical energy flowing from your arm and into your blade, crackling with blue light and you pierce it. [*winding up noise*] The surface goes still, and then starts to ripple and bubble, and then bursts. [*Explosion*] Shards of glass spill out across the surface of the ground.

ELISE: Way to go, Ollie!

CARO: Oh wait. Can I take a bonus action to...basically, like, Glass-Ollie's still there? So I'm going to try to use a dash action to get a slight distance away from him. I know I'll take an attack of opportunity, but it's better than the full brunt of what he can do, so.

PERSEPHONE: Did you want to take a dash action? Or did you want to disengage, as a bonus action, cause like...

CARO: Oh, sorry, disengage as a bonus action. Thank you.

PERSEPHONE: Cool, I believe rogues can do that. You disengage, do not provoke an attack of opportunity. How far do you move?

CARO: I'm gonna move back next to where Hudson is standing. So that I still have Hudson at my side.

PERSEPHONE: All right. It is now Surississah's turn.

NUANCE: So Suri does not notice how awesome Ollie was at that moment because she's staring at the cracked glass version of herself. And she just raises a hand to point at it and says,

SURI: Ma'Mahu finds you wanting.

NUANCE: and the sound of a dolorous bell fills the air for a moment [*dolorous bell clangs*] and the target must make a Wisdom saving throw. It's DC is...12.

PERSEPHONE: Passes.

PERSEPHONE: Dammit! Suri looks disappointed that the threat of divine displeasure did not pan out. But she still has her spiritual weapon which will zoom in and make another attack. [*die roll*] That's a nat 20!

ELISE: Whaaaaaaaaaaaaa?

PERSEPHONE: Nat 20. Roll your crit damage. For anyone listening at home, I allow crit damage on spells because otherwise it makes me sad. So, don't @-me.

NUANCE: That's 14 damage.

PERSEPHONE: Surississah, describe how you finish yourself off.

ELISE: Phrasing.

NUANCE: Are we just not doing phrasing anymore? Anyway. So, Suri just has that moment where she felt really cool and then nothing happened. And then out of nowhere the blade [*approaching whirring noise*] whirls in and just slams [*metallic thrust followed by an explosion*] right into from her mirror self on an angle, arcing from shoulder all the way down to the opposite hip. The top section of her mirror itself kind of slides down and falls, and then the entire thing

shatters [*shattering glass*] into it almost looks like glitter shards of mirrored glass before falling to the ground.

PERSEPHONE: There is a spray of glass that reflects the glittering light from your magical blade that glows with the energy of Ma'Mahu. You hear that same chorus sing again,

Celestial Chorus: Ma'Mahu...

PERSEPHONE: And the blade leaves a trail of light as it comes back to its standing position.

SURI: Oh my gosh!

ELISE: Way to go, Suri.

SURI: Oh my gosh! Oh my gosh!

PERSEPHONE: it is now Cecil's turn

WREN: Cecil, who is still engaged with glass bear, but now has three glowing rocks in their hands, grabs one and just hucks it at the glass bear. [*die roll*] Oh for ffffffff--shhhh--aaaahhhh are we allowed to swear on this podcast?

ELISE: We been doin' it.

PERSEPHONE: Yeah. Yeah, you are. Yeah.

WREN: So, oh for fuck sake. I've rolled a fucking 2. That's 6 to attack. Cecil's not having a good day.

PERSEPHONE: You cast out this stone that glows with divine magic and you miss. It's now Glass-Ollie's turn. Glass-Ollie is going to roll to try and disappear. You see that a poof of smoke forms around Glass-Ollie, but Glass-Ollie does not disappear. Is still standing there. So now he's just going to attack Ollie normally. What's your AC?

CARO: My AC is 15.

PERSEPHONE: And he misses again as he tries to stab into you and you dodge out of the way. it is now bear's turn. Bear [*roar*] roars again and attempts to gore Cecil and hits. Dealing 12 damage to Cecil as the claws finally find their mark. [*Meaty thud*]

WREN: Ouch.

PERSEPHONE: It's now top of initiative order. Hudson.

ELISE: All right. In spite of his losses, Hudson is still very much determined to hurt something. He swipes out again with his longsword at a Mirror-Ollie, right? He's in range?

PERSEPHONE: Mmhmm.

ELISE: All right, so that is an 18.

PERSEPHONE: Hits.

ELISE: He lifts up his sword, he doesn't even have words anymore. He's just like,

HUDSON: RAAARRRH!

ELISE: shouting incoherently and does 7 points of damage.

PERSEPHONE: You slash into Glass-Ollie. [*metallic stab*] Again, little tiny cracks form on the surface, then reform after. Ollie.

CARO: All right, again I'm doing that shift move so I can get next to me so... Oh wait! Hudson's engaged, so I don't have to do that at all. Nevermind. I'm going to attack him. [*die roll*] Come on. Oh yes, it's gonna hit, I think. Okay, so that's a 14 plus 5. So that's a 19 to hit.

PERSEPHONE: Hits.

ELISE: Fuck yeah.

CARO: Okay. So again, I'm going to be using Booming Blade and sneak attack and that is...my base damage is 3 plus 14, so 17 damage.

PERSEPHONE: 17 damage. Your blade pierces the glass surface of Glass-Ollie and the cracks that form do not disappear, but Glass-Ollie is still standing. Surissisah, unless Ollie, do you have a bonus action?.

CARO: I don't have anything I'm gonna do for a bonus action.

PERSEPHONE: Okay, Surissisah, it's now your turn.

NUANCE: I'm going to send my spiritual weapon out against Glass-Bear-Cecil [*die roll*] 10. Don't think it does anything.

PERSEPHONE: 10 does not hit.

NUANCE: All right, that is a bonus action. So...alright, so since that didn't hit, I guess I will cast a spell instead for my full action. I am within movement range to go up and touch Bear-Cecil, right?

PERSEPHONE: Yes.

NUANCE: Okay, I go up into touch range.

SURI: Cecil! No, hold on, I'm coming!

NUANCE: I run up to it, I slam my hand forward, and I cast Inflict Wounds. So I will make a melee spell attack against a creature I can reach [*die rolls*] and a 15 hits?

PERSEPHONE: 15 does hit.

NUANCE: 17, sorry.

PERSEPHONE: 17 does hit.

NUANCE: And now I'm doing 3d10 necrotic damage. That is a 27.

ELISE: Yeah!

PERSEPHONE: Describe how you destroy this bear.

ELISE: Woooo!

CARO: Holy shit.

NUANCE: Again Suri ran up, throwing her hand out in order to deliver the spell. And she just feels this surge of power [*rumbling*] and instead of going out and kind of slapping her hand against it the way she had intended to, her hand forms a fist, and [*explosion*] it buries itself deep into the solar plexus of that bear. Around the hole where her fist entered, everything spiderwebs and cracks and shatters [*glass shattering*] and falls to the ground as dust. And she just looks down at her hand like,

SURI: Did I? I didn't--did I? Oh wow. Are you okay, Cecil?

WREN: So Cecil just kind of awkwardly scrambles backwards, I feel like probably tripping? And is now just on their butt, looking up at you. Very in awe.

SURI: I-I-I'm not gonna hurt you, I promise! I'm not! I would never-- I-I wouldn't-- I don't even like-- Uh, sorry?

PERSEPHONE: Cecil, it's now your turn.

WREN: What is still up?

ELISE: I think it's just Mirror-Ollie, right?

PERSEPHONE: There is...it's just Mirror-Ollie.

WREN: Cecil takes a moment to continue looking at Suri in awe. And then glances around, focuses in on the last remaining creature. Still has two magic stones in their hands and then just grabs one and chucks it over. [*die roll*] Ugh, for gosh darn sake...7?

PERSEPHONE: Misses.

WREN: And then just kind of slumps back down and looks miserable at themselves.

PERSEPHONE: It's now Glass-Ollie's turn. Glass-Ollie is going to attack. I believe that also provokes an attack of opportunity from Hudson, so go ahead and make an attack roll if you choose to do so.

ELISE: Is he moving out of my--?

PERSEPHONE: Yes towards Ollie, cause Ollie's on the other side you.

ELISE: Ah, that is a 7.

PERSEPHONE: You miss. What's your AC, Ollie?

CARO: 15.

PERSEPHONE: Hits. You take 9 damage [*metallic thrust*] as the dagger bites into your chest, leaving a shallow cut. Hudson.

ELISE: Ready! Hudson's gonna attack again. 17 on the die.

PERSEPHONE: Hits.

ELISE: 11 points of damage.

PERSEPHONE: 11 points of damage. You slash into Glass-Ollie. More spiderwebs form in the surface and don't go away, but Glass-Ollie is still standing. Ollie, it's your turn.

CARO: I attack myself. Nat 20!

ELISE: Woohoo!

NUANCE: YESSSSSS!

PERSEPHONE: Woo! Roll your crit damage.

CARO: Oh, this is gonna be a stupid amount of damage. That is 21 points of damage.

ELISE: Whut whut!

PERSEPHONE: Ollie, describe how you finish yourself.

CARO: Um, after Ollie gets pierced in the chest, he's like,

OLLIE: That's a good idea!

CARO: just stabs him straight in the chest, the same place that he just got stabbed. [*metallic thrust*]

PERSEPHONE: You pierce his mirrory flesh and he too shatters [*glass shatters*] and crumbles, the shards disappearing into the mirrored surface of the ground. And with that combat ends.

NUANCE: Woo! Victory! While the player is very excited, Suri is still just kind of standing there with her hands on her face, staring at the places where the mirrored things were. Looking a little shell shocked.

ELISE: Hudson's holding on to his longsword, like trying to calm himself down. He's breathing very heavy like,

HUDSON: [*heavy breathing*] Ah...okay...

OLLIE: Ow.

WREN: Cecil's still sitting on the floor, breathing heavily.

HUDSON: Is everybody okay?

CARO: Ollie's clutching at his chest which is bleeding a lot. He looks pretty beat up.

HUDSON: Oh no, buddy!

OLLIE: This is not a very fun escape room, ugh.

HUDSON: Can anybody, like, I dunno, band-aids or...? Ollie's really hurt!

OLLIE: I'm--It's fine. Totally fine. Don't worry about it. I've had worse.

ELISE: Hudson also has a big gash across his chest, but he seems to not notice it. He's just concerned.

HUDSON: Cecil, are you okay? Do you need help getting up. buddy?

WREN: Cecil will look up at you and silently, sheepishly nod.

ELISE: Hudson holds out a hand

WREN: Cecil grabs on. So as you help Cecil up, you'll notice that Cecil's Lothmorin blazer has been just slashed wide open, and they are bleeding rather profusely.

HUDSON: Oh, no! Here, take my jacket.

ELISE: Hudson takes off his jacket to give to Cecil to cover them up, revealing his own singular gash in his shoulder.

Cecil: No, no, y-y-there's--

WREN: Yeah, Cecil's a bit, I think, shocked. So, despite the fact that they probably would not accept the gift of this jacket regularly, just lets it happen.

ELISE: Hudson's wearing what was once a white v-neck t shirt, well-fitted. It is now crimson red.

NUANCE: With at least three people, possibly all of us injured, Suri is going to start her Prayer of Healing.

SURI: Please, Ma'Mahu, please. [*angelic choir singing*] Grant us your light, grant us your warmth. Please let me heal my...friends, maybe? I don't know, but please. I don't know what's going on. I don't know what's happening and I'm scared. But this is the one thing that I know you can do, please help us all.

NUANCE: For 10 minutes. It's just a running, very much stream of consciousness, begging pleading for the gift of healing.

PERSEPHONE: Okay, Surissisah, you kneel to cast a spell to beseech help from Ma'Mahu.. You're all hurt in various ways from the creatures you just fought. Suri kneels down to beseech Ma'Mahu for healing to help all of you recover. And you feel the room start to vibrate. *[rumbling]* The soft vibration that comes beneath your feet, shaking you softly from side to side. And you see the light in the room starts to dim, and the glass becomes reflective again. You see your reflections are all where you're standing, normally moving with you.

[ARCADIA, Kevin MacLeod]

And the pedestal with the box *[stone scraping]* rises from the ground again, this tower of liquid moving glass. And at the top, the box shudders for a second, and then opens. White, frothing magic starts to pour from the surface, looking like mist that clings to the ground, falls down, and forms this low hanging fog against your feet. And you all hear,

ROBOTIC VOICE: Aptitude test completed. Engaging system voice. Bzzzt. *[powering down]*

MYSTERIOUS VOICE: *[echoing]* Well, it appears you are all worthy. Take this.

PERSEPHONE: You see from the surface of the box, inside of it, rise four wisps of energy that hover in the air for a second, and then turn different colors. One turns yellow, one turns green, one turns red, and one turns blue. And each one of them zooms at you and *[magic whooshing]* before you can react, bursts into your chest in a wave of light. You feel this slight bit of electricity prickle on the surface of your skin, and then goes still.

MYSTERIOUS VOICE: *[echoing]* Seek what lies below. And perhaps you'll find something worth your while.

PERSEPHONE: The box closes and the mist on the grounds starts to rise and rise and thicken until the mirrored glass disappears. The world goes white once more. And then it finally starts to settle. Come down lower and lower and lower. Until you are in, standing up, the arcane spell casting room. You all sort of shake the fog off your clothes, little bits of white powder puff off to the sides. And you see, standing in front of you, holding three books, looking very concerned, is Telluh Baines, the old arcane spellcasting teacher.

[INSPIRED, Kevin MacLeod]

TELLUH BAINES: What are you all doing here?

HUDSON: We were, uhh...

OLLIE: Uhh, extra credit.

TELLUH BAINES: Extra credit? With me? I don't remember arranging this. You were all sort of just standing there staring into space.

OLLIE: What time is it? Is it still lunchtime?

TELLUH BAINES: No. Lunchtime ended over an hour ago. It's 1:50. Shouldn't you all be in class?

OLLIE: We totally should. Uh.

TELLUH BAINES: Are you skipping in my classroom?

OLLIE: It would appear we are.

HUDSON: Uhhh....

TELLUH BAINES: I'm afraid I'm going to have to give you all detention.

HUDSON: What? No! No, we're going to class!

TELLUH BAINES: Detention.

HUDSON: We're going! We're going! Right guys? We're going to class.

PERSEPHONE: You see Telluh waves his hand and these slips of paper appear in front of all of you saying, 'Detention. Monday After School.'

OLLIE: All right. Uh. Well, that was weird. Nice to do an escape room with all of you. Uhh.

TELLUH BAINES: Escape room? What is--

OLLIE: Yeah, don't worry about it. It's, uhh, it's a thing that kids do.

TELLUH BAINES: Oliver...

OLLIE: It's a kid thing...

ELISE: Are we all still hurt?

PERSEPHONE: No, the healing spell's taken place.

NUANCE: In that case we all get [*die roll*] 14 HP back.

CARO: Woo!

ELISE: Shit, son!

PERSEPHONE: You see the marks and various damage that you took disappears save for the ruined clothing.

TELLUH BAINES: Oliver, that is a unique fashion statement you are making. Is it within the dress code?

OLLIE: Well, I don't think my nipples are showing, so I think it's fine.

TELLUH BAINES: Detention again!

OLLIE: I already have detention! You can't give me detention again!

PERSEPHONE: He waves hand. Another slip appears in front of you. It says, 'Detention. Next week on Tuesday.'

OLLIE: [*frustrated noises*]

TELLUH BAINES: Be sure to inform your parents that you will be spending extra time here next week.

OLLIE: Ha. If-if anyone cared, then I would inform them, but.

HUDSON: I didn't think there was a dress code here. Is there a dress code here? What's the dress code?

TELLUH BAINES: The only dress code there is, is that you must not show an inappropriate amount of skin. Otherwise you could be a distraction to your other students.

HUDSON: [*whispering*] What's an inappropriate amount of skin?

WREN: Cecil doesn't know, but Cecil closes Hudson's jacket over themselves just a bit more.

OLLIE: Ah, hey. I just remembered that I need help getting into my locker. From all of you. Could you help me, please?

HUDSON: Oh yeah I could just bust open the lock. It's super-easy, dude.

OLLIE: Sweet. I need help from all of you, though.

TELLUH BAINES: Please do not break school property. See yourselves out of my classroom, please.

CARO: Start inching away.

HUDSON: Bye!

CARO: Start backing up.

TELLUH BAINES: Goodbye.

HUDSON: Later, bro.

PERSEPHONE: You go out into the upper level hallway. You do not see a glass door anywhere.

HUDSON: That was like...

CARO: So once we're out in the hallway, I just kind of gesture at everyone and I'm like,

OLLIE: Wh-what the hell was that? What?

HUDSON: Yo, you're the one who goes here, man.

OLLIE: Did you all feel it? Did you all feel like a thing going inside you, and then ghost weird energy all over your skin and like a...

HUDSON: Yeah..

OLLIE: is that-- what-- did you hear that weird voice?

HUDSON: Bro, this is your school. I don't know what goes on here.

OLLIE: I-- It's not my school. I don't actually own it. Ricky might, but...

HUDSON: That is a smart weasel.

OLLIE: ...I don't.

RICKY: [*weasel noises*]

HUDSON: Well, is this normal?

OLLIE: No, this is not normal! This is very strange. Uh, anyway, I think that we should all, uh, maybe, like, exchange crys-numbers or something.

[*CIPHER, Kevin MacLeod*]

HUDSON: Oh, we're gonna be friends? Yeah, Ollie!

OLLIE: Ugh.

SURI: Umm. I-I guess maybe we could...maybe try to look up, see if-- does Varnum have any, like, even weird ghost stories that might? Or-or urban legends? Anything? We could try to research it?

OLLIE: I mean, I don't know. I-I only transferred to the school really recently, so I-I don't really know. But yeah, we could try. But I mean, here's my number.

CARO: I'm gonna like reach for Hudson's crysphone first to put my number in.

ELISE: It's in his hand. He's like very excitedly waiting to get everyone's numbers.

CARO: Ollie starts putting his number in Hudson's phone.

SURI: Oh, umm.

CARO: Looks at Suri.

Suri: Yeah, uh...

CARO: Does the same. Looks at Cecil

WREN: Cecil looks at the three of you and takes off Hudson's coat and sort of shoves it back in Hudson's direction.

OLLIE: Listen, uh, it's kind of obvious that you don't like us. But, we-- I feel like we're in this together, and, uh, I dunno, just maybe cut me a break?

HUDSON: What? Cecil and I go way back. Cecil was one of my first best buddies. Right Cecil?

CECIL: Oh uh, I actually--

HUDSON: Also you might want to put this back on because that guy over there said that, like, we have to cover up and I don't know what inappropriate is?

CECIL: Well. Well, I-. W-Well, I already--I already have two detentions. And it-it's pretty clear that the thr-three of you are-are very talented and were bestowed some sort of strange quest. So, I'm...I-I-I'm I gonna go home now....

OLLIE: Wait, wait, wait, wait, I'm sorry. No, you can't. You can't do that. You were there, too! The entire time! And it happened to you, also!

HUDSON: Yeah, you got the green stone! Remember? Your favorite color?

CECIL: I-I-I don't know if the rest of you noticed, but you all just saved all of us and I...

OLLIE: Well, we also missed a lot too. There was a lot of just us not doing great, but you know, sometimes that's the way it goes. But you're in this with us.

HUDSON: Yeah, bro. You're one of us, now.

SURI: I-I think it was like a group project? And you're in our group.

WREN: Cecil just kind of looks at the floor and no longer makes any objections.

HUDSON: Anyways, I actually still have Cecil's phone number from, like, way back when? So, I'll give it to you guys instead.

OLLIE: All right, thanks.

NUANCE: So, Ollie, one thing you noticed when you grabbed Suri's phone is that there are entries for Mom, Dad, and then four other names. And that is it.

CARO: That's it?

NUANCE: That is it.

ELISE: Hudson's address book is a list of descriptions of people and very few names. A lot of them start with 'Babe'.

OLLIE: All right, just asking. Uh, d-do all of you like memes? Cause. I'll send you memes if you like them.

HUDSON: What?

SURI: I guess it would depend on the meme?

OLLIE: All right, I guess we'll find out.

PERSEPHONE: And that's where we'll end our session.

[SPACE LOOP, Kevin MacLeod]

PERSEPHONE: This has been Fast Times at D&D High. I'm Persephone and you can find me @Persephiroth everywhere online, but why would you want to?

WREN: Boobs.

CAST: [Laughing]

PERSEPHONE: Okay, accurate.

NUANCE: You're not wrong.

CARO: I'm Caro. You can find me on the interwebs @car0mur, spelled with zero.

NUANCE: I'm Nuance and you can follow me @shadowravyn on Twitter and Booksomewench on Twitch, where you can check out Dun-gyms and Dratinis, my Pokemon homebrew.

WREN: I'm Wren and I live on Twitter, @AtomicFirebird. I'm also at Twitch at Make_Believe_ where I run some indie system one-shots.

ELISE: I'm Elise, and I'm a human meatsuit piloted by several sentient otters. And I am not on the internet. Do not @-me.

PERSEPHONE: You can also find all of us on Twitter - including Elise - @FastTimesDND. That's Fast Times D, the letter N, D. If you want to support us, please visit us at Patreon.com/FastTimesDND. Again, that's Fast Times D, the letter N, D.

CARO: If you want to know more about the world, the players or the characters, check us out at FastTimesDND.com.

NUANCE: Transcripts of our episode audio are provided by Zee Bowditch, @fandomjunkieszee that's Z-E-E, on Twitter.

WREN: Fast Times At D&D High as an Arcana Cast Production, copyright 2020, all rights reserved. Our editor is Derek B. Perry, our theme song was produced by Derek B. Perry and Ashley Abbott. Our background music is courtesy of Kevin MacLeod, licensed under Creative Commons. Find individual track listings in our show notes.

ELISE: And that's everything. Still don't @-me.

PERSEPHONE: Tune in next time to Fast Times at D&D High. Or if we convince Elise to join Twitter so that you can, in fact, @-her.

CARO: She's so on Twitter. She's already on it. Secretly.

WREN: [*whispering*] I made her a Twitter.

CARO: She's already on Twitter.

PERSEPHONE: [*whispering*] You're gonna have to find it.

NUANCE: She's so grumpy about it. I love it.

WREN: [*whispering*] I think it's in the Twitter description.

ELISE: It's definitely the Twitter description.

NUANCE: [*whispering*] We're not gonna tell!

PERSEPHONE: Tune in next time y'all. Bye!