

FAST TIMES AT D&D HIGH, Episode 7: The Ones Who Fell

CONTENT WARNINGS

Player Swearing - Mention of Fantasy Narcotics - Bullying - Body Possession - Charm Spell Effects (Non-Sexual)

NED: Hi, Ned here with a brief commercial break! Have you heard about the Fast Times Patreon?

SURI: It's the place on the Crysnet where you can support all of our adventures... antics...

OLLIE: And thievery.

SURI: Hey! We don't steal! ...Right?

OLLIE: Riiiiight.

[INSPIRED, Kevin MacLeod]

CECIL: And anyway, heh, you can get early access! Plus, there's all sorts of other content on there, like character sheets and texts between all of us, and more. I even hear you can get a personalized shout-out during the show!

HUDSON: Yeah! Stop by in between searching for where the third sword goes! ...I'm still looking.

OLLIE: So run off to patreon.com/FastTimesDND. That's Fast Times D, the letter N, D.

NED: I hope we see you all there!

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

PERSEPHONE: Welcome to Fast Times at D&D High, where it smells like teen spirit. Or maybe that's just Hudson's gym socks. I'm your DM Persephone, and I'm joined by our players, Nuance;

NUANCE: Hi, I play Suri.

PERSEPHONE: Wren;

WREN: Hey, I play Cecil.

PERSEPHONE: Elise;

ELISE: I play Hudson, whose gym socks get cleaned every day. By somebody else.

PERSEPHONE: By the butler. Caro;

CARO: And I play Ollie, who has no ill feelings about that.

PERSEPHONE: No personal feelings about it at all.

NUANCE: Does Ollie have enough socks to have specifically gym socks?

CARO: ...No.

PERSEPHONE: Wow, wow. Okay, way to make fun of Ollie for being poor. [*in Monette's voice*]
"What are you, Monette?"

CAST: [*laughing*]

ELISE: Wow, everybody, Monette's making fun of me for being poor. What a bitch!

PERSEPHONE: Alright, let's get started with the episode.

MONETTE: Last time, on, like, Fast Times at D&D High...Um, why am I doing this this time? I don't care about any of these people. Whatever. Anyway, so, like, the misfits showed up at Elmer's party. I don't know how they got invited, especially Ollie. Anyway, Ollie threw a tantrum and got mocked by his rodent or whatever. And then he abandoned the group at the party to go sell drugs to Elmer. Real classy and straightedge of him, the hypocrite. Then Surississah and Cecil ran into Ned and--oh god, *Penny*. What the hell was she doing there? I guess she decided to claim Hudson and pull him away from the group? Ugh, I actually feel bad for him. I guess Cecil wandered off and found out, ew, Grange was there. That greasy bastard is so totally grody, I can't believe he and Kenneth used to be friends. Not that I'm really all that happy with Ken right now, after he yelled at me in front of all the others. Anyway, after tracking down Hudson at the party, Cecil got into a fight with Penny where she went totally berserk and had to be dragged out by her friends. And then, afterwards, Ned had run after me to console me. Not that I needed it! I-I was totally fine! I wasn't crying! But then Ned came and his goons took him! What the fuck? Poor Ned. He can't even control his magic, and Grange is going to try to bully him after he tried to help *me*? I swear to Sin'ir, I'm going to shove Magic Missile so far Grange's ass he's going to be vomiting sparks for weeks! But, fuck, I can't do this by myself. I guess it's team up time with the misfits! Ugh, talk about lowering my standards, jeeze.

[DECISIONS, Kevin MacLeod]

PERSEPHONE: You all, plus Kenneth, plus Monette, run through the party, through a swarm of people who have no idea what's going on, looking very harried and confused. You run towards the back where there is a small crevice, like a crack, that leads to a cave that's very narrow. You cannot move more than one person at a time.

MONETTE: He went through here. He definitely went through here. This is where we were before. Like... [concerned sigh]

OLLIE: Wait just one second. I'm gonna send Ricky up ahead so he can scout for us.

SURI: Oh, that's super smart.

HUDSON: Yeah, good idea!

RICKY: [weasel noises]

PERSEPHONE: Ricky runs off and disappears into the crevasse. So you send Ricky forward and you are now seeing through Ricky's eyes, correct?

CARO: Yes. So Ollie relaxes and kind of closes his eyes, and his eyes kind of roll back in his head and he's not able to be present with anyone else at the moment.

PERSEPHONE: Yeah. So the world as you see it fades to black and then Ricky's sight just bursts into vision in front of you. You see him work through the cave, going left, then right. And when he comes to an opening, you see a massive canyon. It is filled with the remnants of train tracks, but they are standing straight up, vertically. There are trains that are suspended slightly floating in air. And right in the center, there are several trains impaled on railroad spikes, reaching up to the ceiling. At the edge of the cliff face, through Ricky's eyes, you see Buster and Grange and that girl that was with them.

[DISTRICT FOUR, Kevin MacLeod]

CARO: I'm going to be describing what I'm seeing to the group as I'm seeing it.

PERSEPHONE: You hear Grange laughing and you see Ned is struggling in Buster's grip. He has Ned underneath his arm, as they walk towards the edge. You hear Grange is struggling not to just collapse into laughter, and Buster begins the process of flipping Ned over and holding him by his ankle over the cliff face.

CARO: I relay this to everyone.

HUDSON: *What?!*

OLLIE: We gotta--we gotta go.

ELISE: Hudson just charges forward.

KENNETH: Is he trying to kill him?

OLLIE: I don't know, but we need to go help him right now.

PERSEPHONE: Kenneth runs off. Monette freezes for a second, and then runs off, too. So everyone runs to the cave. Ollie, are you guiding first?

CARO: No, Hudson is first. Ollie is going to try to sneak in.

PERSEPHONE: Ollie, you get to make the Stealth check with advantage because you know the path ahead of you. Hudson, after hearing what Ollie relayed, you run into the crevice, sprinting through the narrow pathway that turns left, then right. And then you come to the entrance that leads to the overhanging cliff face that Grange and them are on. What do you do when you get there?

HUDSON: Hey! You! Person!

PERSEPHONE: They all turn to you. Buster looks away, but does not put Ned down; continues to hold Ned over the edge. Grange looks at you, sneers, and starts walking towards you: one step, then two steps, then stopping.

GRANGE: Oh, look who came to pick up his little pet. What was it? Hulliver? Hudderson? Hunter?

HUDSON: The name's Hudson, and he's a person, not a pet!

GRANGE: I don't know, he looks like a pet. What do you think, Buster?

BUSTER: I think that I'm bored. I'm not going to let go of him, right?

GRANGE: I don't know, maybe we're going to. What do you think, Hudson? Huddy? Sonny? Little bitch.

HUDSON: I think you should put him back down on the ground where he belongs!

GRANGE: Buster, show Hudson what will happen if he takes another step near us.

PERSEPHONE: Buster fakes dropping Ned and he drops like an inch before he grabs his ankle again. You hear Ned screaming.

NED: I-I don't wanna-- [*panicky noises*] Wh-why are you doing this to me?! I don't wan-- [*panicky squeal*]

GRANGE: Just shut up kid. It's not like you'll make a big smear if you hit the ground.

MATILDA: [*sigh*] Are we really going to do this? Like, we proved our point, okay? They're not supposed to mess with us. This is not cool anymore.

PERSEPHONE: You see that the girl walks over to Buster and, like, tugs on his other arm.

MATILDA: Just stop already.

GRANGE: We'll stop when I say so, Matilda, and I'm not done playing yet.

PERSEPHONE: At this point Hudson, you see Kenneth sprints in behind you, stopping just shy of your back and then moving to your side.

KENNETH: Grange!

GRANGE: Oh look, it's two puppies for the price of one! Know what I hate more than little, yappy dogs? Big ones. But you know what? I got my own little yappy dog, right here. Are you going to behave, little chihuahua?

NED: I'll--I'll do anything. Just stop!

GRANGE: Music to my ears.

PERSEPHONE: At this point, everyone else can arrive. Ollie.

CARO: Yes.

PERSEPHONE: Please tell me your Stealth roll.

CARO: I have a 26.

ELISE: [*giggling*] Yeah!

PERSEPHONE: So that defeats any of their passive Perception. At this point, Monette, Suri, and Cecil appear. Ollie, you step into the shadows of the cave; you make your way towards the

entrance overlooking the cliff face. And then you move around the shadowy edge from the edge of the cave to the right, watching from the shadows. What would you like to do?

CARO: I would like to cast Minor Illusion. I am going to make it appear as though there is a flying, oversized, gnarly-looking bat that is going to be coming at them, so that they have to move back. They have to back up, away from the cliff's edge. Hopefully with Ned.

PERSEPHONE: Okay, roll a Deception check. With advantage. I'll count this--this is not core D&D rules and I don't care. Roll with advantage because we're gonna consider it a sneak attack Minor Illusion.

[*die roll*]

CARO: Okay, so I have a 15 total.

PERSEPHONE: You throw this illusion out [*magical thrum, followed by high-pitched bat squeals*] from the shadows, and this giant, five-foot bat-- because that's the limitation of Minor Illusion--bursts into life above them and starts circling around their heads. I'm gonna roll to see who notices it first.

ELISE: A five-foot bat is a pretty big bat. [*laughing*] Just so we're all clear.

PERSEPHONE: I know, but it did just burst into existence above them so they might not be looking up. They do have Ned hovering at this point, and Matilda is occupied trying to distract Buster, so they're all sort of...you know?

NUANCE: I think that was more of a 'only' a five-foot bat. No, a five-foot bat is fucking terrifying.

ELISE: A big fuckin' bat. [*still laughing*]

PERSEPHONE: A five foot bat is terrifying. So Grange doesn't even look up. Neither does Matilda. And neither does Buster. They're all completely oblivious to the bat. But you see that Ned sees it and starts freaking out. Starts to twitch and jump in Buster's arms as he's already distracted with Matilda.

BUSTER: What what?

NED: [*incomprehensible panicked sputtering*]

BUSTER: Hey, stop squirming!

PERSEPHONE: And you see, Ned kicks Buster. Buster lets go. And Ned starts to drop. Everyone, roll Initiative.

[RETROFUTURE DIRTY, Kevin MacLeod]

PERSEPHONE: Cecil, you're first.

WREN: Cecil looks at this situation and does a kind of forward jolt. And then looks very frustrated with themselves as they realize they have no way to Beast Shape at this point. And then they just kind of let out a little exasperated whimper in just complete inability to do anything. And then, in anger, they just reach out their hand and cast Spike Growth on the area the bullies are all standing.

PERSEPHONE: You cast out the spikes of earth that puncture the ground [*twisting plant growth*]. You see that Buster stumbles and falls, but Matilda and Grange manage to stay upright. Grange swears as he looks in the direction of the spell that's cast and points at you, directly calling you out.

WREN: Cecil just kind of grits their teeth.

PERSEPHONE: It is now Surississah's turn. Ned is still falling; Ned will continue to fall on each turn until the beginning of the round. When it comes back to the end, Ned will hit the ground.

NUANCE: Suri's going to cry,

SURI: Ned, no!

NUANCE: And is going to cast Aid? Which will bolster three creatures within range; the range is thirty feet. And each target's hit point maximum and current hit points increased by 5 for the duration. So I'm going to give that to Ned, probably to myself, and then also to probably Ollie.

SURI: Please! Please, Ma'Mahu, don't let him die!

NUANCE: And just casts the spell.

[*celestial choir sings*]

PERSEPHONE: You are bathed in silver light and some of light travels over to Ned and Ollie. It's now Grange's turn. Grange finally looks back and sees a giant bat that Ollie summoned. Ollie please give me an Intimidation check with advantage.

[*die roll*]

CARO: 14

[*high-pitched bat squeals*]

GRANGE: Ahhhhhhh!!!!

PERSEPHONE: Grange sees the bat, stumbles away--

GRANGE: I-I-I fucking hate bats! What the f... [*heavy panting*]

PERSEPHONE: --tries to get past Hudson, tries to get past Ken, and if he makes it through there, he will get to pass Ollie. So would Hudson please make an attack of opportunity?

[*die roll*]

ELISE: 11

PERSEPHONE: You miss.

ELISE: I miss.

PERSEPHONE: You try to hit him as he comes through, but he dodges underneath your blade. Let's see how Kenneth does. Ken also misses, even though he tries to strike him at the same time. Grange twists out of the way and comes to run past Ollie. Ollie, you are still in the shadows, you haven't been spotted yet. Or roll to hit with sneak attack.

[*die rolls*]

CARO: That's a 19 to hit.

PERSEPHONE: Hits.

CARO: 12 damage. As he rounds past me, I pull out my rapier and slash him in the back of the heels. [*metallic snikt*]

PERSEPHONE: You slash at Grange's heels mid-step while running. He stumbles, blood spurts out of his ankle, and falls into the rock wall that's behind you. Grange hits his head as hard as possible. There's an audible crack [*cracking bone*] and then he falls backwards onto the floor, unconscious. Or maybe dead, you don't know.

ELISE: Fuck you, Grange.

NUANCE: Still don't want him to die.

PERSEPHONE: Definitely--he is definitely bleeding from his head profusely. It's now Ken's turn. Ken looks at what happened to Grange and runs past Hudson.

KENNETH: Hudson, you need to get Ned!

PERSEPHONE: And runs to Grange. You see that his hands start to glow and he's casting a healing spell [*celestial organ music*] as Grange seems to be in a lot of trouble. It is now Buster's turn. Buster, who just got kicked and surprised, tries to reach down and catch Ned before he goes any further...and slips through his fingers Buster goes,

BUSTER: No!

PERSEPHONE: And reaches down as far as he can. Now Matilda's turn. Matilda starts freaking out. She lets out this high-pitched scream. She falls to the ground in the fetal position. It looks like she's having a panic attack, like she can't handle what's going on or the possibility of what's happening. And that's her action. She falls prone. Ollie, it's now your turn.

CARO: Okay, I've got a stupid idea, but I'm gonna do it! Alright, so, I'm going to use my Mage Hand. It only picks up five pounds, but I'm going to try to use it to grab onto Ned to keep him from falling as fast as long as possible as I run over to the side of the cliff. And I'm going to jump to get him, even if that takes me off of the cliff. If we hit the ground, I'm going to use my Acrobatics to try to break the fall.

PERSEPHONE: To clarify, Mage Hand will not help you here.

CARO: I know. I know.

PERSEPHONE: So, you jump off the cliff face.

CARO: Yep. I'm going to try to get Ned.

PERSEPHONE: Make an Acrobatics roll.

[*die rolls*]

CARO: That's a 15 total.

PERSEPHONE: Okay. You leap off the cliff face; you reach out with Mage Hand to slow his descent. The Mage Hand falls short and you are plummeting down. You cannot reach Ned and you fall.

NUANCE: Suri will scream as he leaps,

NUANCE: No! Ollie!

ELISE: Oh my god.

PERSEPHONE: Hudson, it's now your turn.

ELISE: Hudson's turn. I'm going to rage. That means I'm gonna roll the dice, rolling for a Path of the Wild Rage.

[die rolls]

ELISE: Got 6. Ah, okay.

[TAKE A CHANCE, Kevin MacLeod]

ELISE: Persistent: "You are born aloft. You gain a flying speed equal to your walking speed."

WREN & CARO: *[in unison]* No way!

NUANCE: Fucking winner!

PERSEPHONE: Are you kidding me?!

CAST: *[lose their shit entirely]*

ELISE: I'm not kidding you!

CARO: Are you fucking with me right now?

NUANCE: This is amazing!

PERSEPHONE: Did you really just get a flying--!

WREN: Oh my god.

CARO: Oh my fucking god!

NUANCE: Oh my God.

PERSEPHONE: Okay, that was like the nat 20 of 6's, just so you know.

ELISE: Oh my god! Okay.

CARO: Thank fucking god someone can fly right now.

PERSEPHONE: Okay, Hudson. Please describe what happens when this effect goes off.

ELISE: Okay so Hudson, just makes this face. You don't normally see him like this, when he's just, like, super-intensely focused and clearly fucking furious. So he goes bolting the 30 feet off of the cliff. And as he jumps off the cliff [*whoosh!*], he just, like, shines with the gayest rainbow sprinkle light you could possibly imagine. And then swan dives into the ravine after Ollie and Ned.

PERSEPHONE: Okay, I am going to say...So, he's been falling for 48 seconds. I'll be kind and say that it's a foot per second. So you, after running 30 feet and diving off, are not within range of Ned. However, you can catch Ollie, so please make an Athletics check.

ELISE: Athletics check to catch Ollie, please don't give me garbage.

OLLIE: I'm so flattered that you love me so much, that it literally gave you the power to fly.

ELISE: That was a nat 1.

NUANCE: Oh noes! You had to talk shit, Ollie; you had to talk shit.

CARO: You rolled a nat 1?

PERSEPHONE: Okay, stop talking over each other. What was the roll?

ELISE: Nat 1.

PERSEPHONE: You got a nat 1. Okay. So, Hudson, burning with rage, filled with the power of the Fae Wild, bursts into rainbow light as he leaps over the side of the cliff face diving down in between upright train cars and spikes of metal and reaches deftly to grab Ollie...and completely misses.

[*OPPRESSIVE GLOOM, Kevin MacLeod*]

PERSEPHONE: And Ollie continues to fall. And now, it's Ned's turn. Hudson, Ollie has slipped through your fingers--just as Ned just slipped out of Ollie's grasp. Ollie, you can see, falling down in front of you is Ned, his face contorted in pain, worry, fear. And you can see just beyond him is the ground. When all of a sudden you hear a cackle. [*echoing cackle*]

[*NO MORE GOOD, David Fesliyan*]

Ned bursts into red light that engulfs his body [*dark aura*]. Arcane symbols start to curl out from him, circling the metal spikes all around you. Spikes start to twist and form slithering, moving,

liquid metal tentacles that grasp him as he's falling. A few of them reach over to grasp you, too. And you see this bright burst of red light flies past you and up the cliff.

OLLIE: What in the fuck was that?!

PERSEPHONE: It's your turn, Cecil. You're still up on the cliff face. Grange has fallen, is being treated by Ken. You can see that Matilda is still struggling with Buster. Buster is still freaking out about having dropped Ned. And you see this bright red light bursts up and starts to fill the entire area with its glow. And it settles right on the edge of the cliff. As it passes, you see that it shatters the illusion of the bat. And when it settles, you see...

Ned.

But not Ned.

Instead of little five-foot tall, cute dreadlocked Ned, you see a six foot tall man. His dreadlocks have grown out in long, curly twists that have turned red and pink at the bottom. He wears a double breasted coat that is red and pink and at his forehead, in between his eyes, the outline of a pale lily that glimmers with iridescent light. That same light travels down from his forehead, around his arms, and into the cuffs of his sleeves, gathering in strange, eerie light. His eyes are closed, but when he opens them, they glitter, opalescent and shining.

NEGA-NED: [*deep chuckle*] [*reverberating voice*] Oh, it feels so good to be let out again. [*another dark laugh*] I suppose I have the broken one to thank for that, don't I?

WREN: Well, so Wren's first thought is, "Did falling make him hit puberty?" but Cecil's not thinking that. Cecil's panicking because people have jumped. Again, they have very little that they can do. So what Cecil is going to do is shake their head at this emergence of Ned, and then run over to the edge of the cliff and look down.

PERSEPHONE: Roll a Perception check. With advantage, you can see.

[*die rolls*]

WREN: 17.

PERSEPHONE: You peer over the cliff face and you see an extremely strange sight: liquid silver tentacles have wrapped themselves around Ollie and are slowly rising up from the bottom. Gathering speed and going to the top. You see that they are moving even now past Hudson.

WREN: So Cecil is peering out over the edge of this cliff and will look around and gather just like the nearest rock that is on hand and cast Magic Stone on it. And that's the end of their turn.

PERSEPHONE: Monette is there at the entrance of the cave, still has not had a chance to act. You see her throw out her hand and golden light shoots from them towards Grange and Matilda. You see that it wraps around their arms, hands, and ankles and forms binds as they are pulled to the ground. She cast Hold Person on both of them [*pulsing magic*] and succeeded. It's now Surississah's turn.

NUANCE: When Ollie leapt over, Suri hit the ground, like, just went to her knees to yell and fling her arm over out into the abyss. So she has watched all of this. So she gets back up,

SURI: ...Ned? Ned is that you? Ned, you're okay!

NUANCE: And is actually going to run and attempt to give Ned a hug. I mean, this is clearly not the Ned she knows, but it is obviously Ned, and it's not a smeared body on the floor...so, yeah. She's going to actually run and attempt to give Ned just as big a hug as possible, crying,

SURI: I was so scared. I was so worried.

PERSEPHONE: Surississah, you run up to Ned, and throw your arms around him. You feel Ned stiffen up, still glowing with this iridescent light, and look down at you.

NEGA-NED: [*multilayered echoing*] I'm sorry, love. I'm afraid Ned's asleep right now. Perhaps, though, you'd like to pay him a visit wherever he is. [*chuckle*]

SURI: What? What do you mean?

NEGA-NED: [*multilayered echoing*] You do seem so fond of him. That's a rarity, I assure you.

SURI: Who are you?

NEGA-NED: [*multilayered echoing*] [*laughing*]

SURI: Where's Ned?!

NEGA-NED: [*multilayered echoing*] [*laughing harder*] Oh, don't worry. To sleep. Like a little baby.

PERSEPHONE: Roll a Charisma saving throw.

[*die rolls*]

NUANCE: 16.

PERSEPHONE: Your limbs start to move of their own accord as you separate away from Ned. Your body stiffens, you feel your vision gets taken over by pink light. You see the room starts to shift. And you are now under a Charmed effect.

NEGA-NED: [*multilayered echoing*] Now, little plaything. Let's see what good you really are.

SURI: [*cheerfully*] Okay.

NEGA-NED: [*multilayered echoing*] Good girl.

[*RETRIBUTION, David Fesliyan*]

PERSEPHONE: Grange is out of commission. Ken is still dealing with Grange, has not even looked behind him. Let's see if Buster can bust out. Buster cannot bust out and neither can Matilda. Ollie, it's now your turn. You are wrapped in these liquid silver tentacles shooting up through the air, you've passed Hudson, you're going higher and higher and higher. The energy from these things almost burns--not in a way that would hurt you or a way that would cause you harm. But it's an oppressive sort of emotional hate you can feel from them. This vengeful, spitefulness that radiates off of them. And they bring you to the edge of the cliff. Then slither away from your body, leaving you standing there. What do you do?

CARO: Ollie rights himself, and then takes in what's going on. Is it obvious that Suri has been Charmed or is that not clear?

PERSEPHONE: Roll an Insight check.

[*die rolls*]

CARO: Okay. That's a 19 total.

PERSEPHONE: You look at Surississah and you know something's wrong. One, her eyes are pink; two, she's looking at Ned with the kind of adoration that seems unnatural for Suri. Point blank, for our listeners, it's not sexual. We're not doing that here. It's more like just shining devotion. It's definitely not natural.

OLLIE: Ah...Suri, what? W-what are you doing? Uh.

CARO: Ollie goes over to Suri and looks at the person who used to be Ned.

OLLIE: Who are you?

NEGA-NED: [*soft chuckle*] [*multilayered echoing*] Wouldn't you like to know.

OLLIE: Yeah, that's why I asked.

NEGA-NED: [*multilayered echoing*] Hmm. You concerned about my new little friend here?

SURI: Ollie, he's our friend. What are you--why are you being like this?

NEGA-NED: [*multilayered echoing*] See, we're friends. [*dark laugh*]

OLLIE: Hey, can you let her go? I mean, thank you very much for doing the thing with not letting me die, but can-can you let my friend go, please?

NEGA-NED: [*multilayered echoing*] How could I allow someone who helped release me to die? That wouldn't be very giving of me, would it? But no, I think I would keep my new friend here. For now, anyway.

SURI: I'm glad we're friends.

OLLIE: What do you want?

NEGA-NED: [*multilayered echoing*] [*another laugh; so affable!*] What don't I want?

OLLIE: Err, I don't know. You haven't told me.

NEGA-NED: [*multilayered echoing*] And I'm not going to.

OLLIE: Fuck! Just--

NEGA-NED: [*multilayered echoing*] [*laugh in a pleasing baritone, which is never a bad sign, really*] Is there something you'd like to say? Or do? I'm all ears.

OLLIE: Ugh!

CARO: Ollie starts to get really visibly angry.

SURI: Ollie, I don't know why you're so upset.

NEGA-NED: [*multilayered echoing*] Oooh. Feisty!

SURI: It's okay, we're all friends.

CARO: I'm gonna hold my action, but Ollie's reaching for his rapier

PERSEPHONE: Good for Ollie. Hudson, that's your turn. You are still flying.

ELISE: So. Okay, so I don't see Ned at the bottom of the ravine anymore do I? Or do I?

PERSEPHONE: You saw the light that became Ned shoot up and into the air--

ELISE: And there's no more Ned.

PERSEPHONE: And you do not see Ned at the bottom.

ELISE: And then I saw all the silver stuff go down and then up past me, taking Ollie?

PERSEPHONE: It went up past you, but it's still descending now.

ELISE: Okay. I'm gonna go find Ollie and Ned, and I'm gonna fly back up. And I assume I see that guy.

PERSEPHONE: So you got down...you are 30 feet down, right?

ELISE: Yeah.

PERSEPHONE: Okay, yeah. So you get up and you can see Ned from the back position as you rise up.

ELISE: I think Hudson is going to probably attempt to tackle Ned in a friendly way. Just be like,

HUDSON: Oh my god, you're okay!

PERSEPHONE: Okay. Roll a Grapple check.

[*die rolls*]

ELISE: God dammit! That's just Strength, right?

PERSEPHONE: Yes.

ELISE: That is a total of 7.

PERSEPHONE: You fly up and you see Ned and you try to just tackle hug him because he's okay and he's safe. And Ned just sidesteps you. And you hit the ground.

HUDSON: Whoa!

OLLIE: [*mutters*] Oi. That was embarrassing.

HUDSON: Ned, you're okay!

NEGA-NED: [*multilayered echoing*] You are about as subtle as a brick to the head, now aren't you.

HUDSON: What? That's not very subtle.

NEGA-NED: [*multilayered echoing*] No, it's not.

ELISE: I think Hudson doesn't really quite know what's going on right now.

HUDSON: Ned, did you get taller?

NEGA-NED: [*multilayered echoing*] [*throaty laugh*] That is one of the perks, yes.

HUDSON: Oh. You sound different, too.

NEGA-NED: [*multilayered echoing*] Do you approve?

HUDSON: Uh, I guess? Ollie, are you also taller?

OLLIE: *What?*

HUDSON: No. No, Ollie's still short.

OLLIE: I'm--

HUDSON: What?

OLLIE: I'm not shor--! Hudson, we have bigger things to deal with here. [*sputtering*] All right, pay attention. Suri's...d--*this*. Uh, Cec--where's Cecil?

HUDSON: What?

CARO: I look around for Cecil.

WREN: Cecil had been peering over the edge of the cliff, and is now turned and staring at this whole situation, still kind of, like, clutching onto the edge of the cliff.

OLLIE: Are you okay?

CECIL: Uh. Ehh... There were...

OLLIE: So normal then.

CECIL: ...ten...

OLLIE: Yep. All right.

CECIL: ...tentacles.

SURI: What do you *mean*, 'Suri's like this,' Ollie? What has it been this whole night? All you've done is avoid me. I don't understand. And now we have our friend. Why are you being a *jerk*?

PERSEPHONE: And with that, it's Ned's turn.

NEGA-NED: [*multilayered echoing*] Yes, Ollie, why are you being a jerk? [*dark laughter*]

SURI: [*giggles*]

NEGA-NED: [*multilayered echoing*] It feels so good to cut loose again. You can relate to that, can't you? If you're so worried about your friend and desire her...freedom! Then why don't we release her? You'd like that, wouldn't you?

OLLIE: Yes!

PERSEPHONE: He smiles at you. Ollie, please make a Dexterity saving throw.

[*die rolls*]

CARO: Garbage, total garbage. Whatever it is I fail. I got 5 total.

PERSEPHONE: Surississah, subtract 10 hit points from your total.

NUANCE: ...Ow. Okay.

PERSEPHONE: Ned touches Surississah's shoulder, and the light in her eyes starts to burn pink, then red. [*dark aura building in intensity*] And he snaps and that light bursts out of Surississah's eyes [*explosion*], burning and leaving tracks of blood down her cheeks and bursts into your chest.

SURI: [*cries out in pain*]

PERSEPHONE: You take 5 radiant damage from this beam of light.

OLLIE: *[yells, also in pain]*

CARO: Oh, my held action is no longer being held. I'm going to attack him. This is just a regular melee attack for the rapier.

[die rolls]

CARO: That's a fucking nat 1.

ELISE: We are rolling like champs today.

PERSEPHONE: That's a nat 1?

CARO: Oh yeah.

PERSEPHONE: Ollie, you attempt to stab Ned. And it's like one second he's there and then the next second, he's not. And then you hear a voice from behind you, right by your neck.

NEGA-NED: *[multilayered echoing]* You're going to have to be faster than that.

OLLIE: *[frustrated noise]*

WREN: Cecil is going to scramble to their feet. The tentacles are no longer visible, correct?

PERSEPHONE: Yeah.

WREN: Okay. That all happened very fast. They scramble up to their feet and run up to join Ollie in sort of sizing up fake Ned, seeing that Suri had just had a moment.

CECIL: Why did you do that?

NEGA-NED: *[multilayered echoing]* Why did I do what?

CECIL: All of everything that's...w-what's going on.

OLLIE: Your friends wanted this little one released. I only obliged. *[short laugh]*

WREN: I'm going to side-eye and look back and see what the bullies are doing at this point?

PERSEPHONE: So Grange is knocked out. Buster and Matilda are prone on the ground.

CECIL: All right, well. You're not in the pit, so all's well that ends well, right? [*weak attempt at a chuckle*]

NEGA-NED: [*multilayered echoing*] Is that what you think?

WREN: There's just a loud, audible gulp.

NEGA-NED: [*multilayered echoing*] You seem so nervous, a lot of anxious energy in you. I wonder if I can use that. [*menacing laugh*] Little one.

WREN: Cecil's got nothing. Cecil's just clutching onto the enchanted rock and not doing anything. That's it, talking.

PERSEPHONE: Are you holding your action or giving up your turn?

WREN: I'm giving up my turn. Like, talking was all that Cecil has this situation, I think.

PERSEPHONE: It's now Monette's turn.

MONETTE: Okay, what's going on? When did the short one become hot? When did that happen? Did-did-did Suri just shoot lasi-lasers out of her eyes? What's going on?

OLLIE: All right, first of all, I've always been hot! And I don't appreciate being called short!

MONETTE: I--wha--I...

NEGA-NED: [*multilayered echoing*] I believe she was referring to me and not you.

OLLIE: I know I'm just--

ELISE: Ruins everything, this guy.

MONETTE: Ned. Ned. That's your name, right? Ned. What happened?

NEGA-NED: [*multilayered echoing*] You know, all of you keep asking the same question. And that's not the most important thing you need to know. The most important thing that you all need to consider right now, is not what I'm *doing*. But what *I'm going to do*.

OLLIE: Monette, can you Dispel?

MONETTE: I can try!

OLLIE: Do it!

MONETTE: All right. [*magic builds*]

PERSEPHONE: Beams of light start to wrap around her fingers again. She throws out her hands. This gray, wan light, it starts to shift from gold to gray, shoots out, and Ned just holds out a hand and that light is absorbed into his palm.

OLLIE: [*whispers*] ...Shit.

NEGA-NED: [*multilayered echoing*] Thanks for the gift.

MONETTE: That is not normal. That's not o--!

OLLIE: No, you think?

MONETTE: [*flustered noises*] I, um.

NEGA-NED: [*multilayered echoing*] You are all very funny playthings, aren't you?

PERSEPHONE: We're counting the bullies as down for the count. It's Suri's turn. You are no longer under the effects of Charm Person as of the release of the spell that was on you.

NUANCE: So in that case, what Suri is going to do is, as a bonus action, she's going to cast Shield because yes. And then she's going to look up at Ned. And just, more on instinct than anything else, Poison Spray only again, instead of it being a regular cantrip, she's going to open her mouth and hiss [*snake hiss*] and send a stream of poison. So Constitution saving throw or take 1d12 poison damage.

PERSEPHONE: 15.

NUANCE: All right, I think that is higher than my spell. Yep, that's a 12. Okay, so yeah. And then with that, she is going to bolt her thirty feet because she didn't take the dash action, but yeah she's gonna get out of dodge. And by that I mean, like, duck behind Ollie. Run and duck behind Ollie.

PERSEPHONE: Ollie's turn.

CARO: Okay. I am going to attack again.

[*die rolls*]

CARO: Oh, this might hit! That's a 20, dirty.

PERSEPHONE: Hits.

CARO: Yes! Okay, I don't have the sneak attack damage but I can use Booming Blade. So Booming Blade will only work if they move. If Ned moves, then Booming Blade will take effect and then I roll another d8. So first, I'm just rolling my regular damage, 8 damage total; and then I'll roll another d8 if they move.

PERSEPHONE: Ollie, you slash out at Ned and manage to cut him. *[metallic snk]* Your dagger slashes and shreds the front of the jacket. But for a moment, you don't see blood. All you see is dripping iridescent fluid from his torso. And then a second later, it starts to pull back into his body and the skin starts to reform, though the jacket remains torn.

NEGA-NED: *[multilayered echoing]* A little sharp, aren't we? Needlessly.

PERSEPHONE: Hudson, it's now your turn.

Elise: All right, Hudson is yelling. And he's going to attack new Ned.

HUDSON: Let my friend go! Jerk!

NEGA-NED: *[multilayered echoing]* Not likely.

[die rolls]

ELISE: Does an 18 hit?

PERSEPHONE: Hits.

ELISE: Does 5 damage.

PERSEPHONE: You slash at Ned with the sword and you do some damage, too. *[metallic shnk]* It is now Ned's turn.

NEGA-NED: *[multilayered echoing]* You know, you're all a little bit more trouble than you're worth.

PERSEPHONE: Ned reaches out with a palm and red light gathers around his fingertips, and then bursts into a scythe *[an explosion of magic, followed by a metallic sound]* with a red and purple blade and a black pole. And he is going to attack Ollie...and completely misses.

OLLIE: Whew!

PERSEPHONE: The scythe blade goes wide as you duck underneath it.

NEGA-NED: [*multilayered echoing*] Wily thing.

PERSEPHONE: Cecil, your turn.

WREN: This has clearly turned into a scuffle, which Cecil was hesitant about. But at the not-quite-hitting of Ollie--which, since Cecil was right beside Ollie, probably nearly grazed Cecil as well--as a without-thinking reaction, Cecil will, right after that happens, just close their eyes a little bit and then throw the enchanted rock at Hot-Ned.

PERSEPHONE: Make an attack roll.

[*die rolls*]

WREN: HA! HA! HA! HA!

PERSEPHONE: Is that a nat 20?

CARO: I know, right?

WREN: That's a nat 20!

CARO: YEEEEESSS!

ELISE: Whaaaat!

PERSEPHONE: Okay, roll twice the dice.

WREN: I was like, "Wait a minute, what? What?" Okay, so that'll be 2d6 plus... 8. 8 damage.

NUANCE: [*clapping*]

CARO: YAAAAAAY!

ELISE: Yessss.

WREN: My magic rock. So, the little rock that Cecil has been clutching in their hand is glowing sort of faintly green. And as Cecil does this reactionary toss, it doesn't have a whole lot of weight behind it, it's more just flinging and a sense of fear, at Fake Ned. And the small, glowing, green rock just smashes Ned right in like the side of the temple. Which was an accident! Cecil was aiming for just, you know, his chest or something.

PERSEPHONE: You throw this rock and it smashes into Ned's temple. [*slam*] You see there is a burst of iridescent ooze that shoots off like a geyser from his head and then reforms and sort of sticks itself back in. But there's still a scar left behind where it is and Ned does not look healthy or happy about it.

CECIL: I'm sorry!

NEGA-NED: [*multilayered echoing*] Are you really? Because you're going to be!

PERSEPHONE: Monette gathers power in her palms again.

MONETTE: Should I try--should I try to Dispel it? Or is it--is it even a magical effect? I don't know what's going on!

SURI: Just try something!

MONETTE: [*whimpers*] O-okay! I'm just gonna--Magic Missile!

ELISE: Yeah, bitch! Prove to Ollie once more your Magic Missile prowess.

PERSEPHONE: Three [*a trio of magical blasts*] bursts of energy shoot out from Monette and go to strike Ned. They all smash into Ned and he stumbles back a moment as the energy lingers and travels down his coat and his pants for 7 damage. Ned is looking extremely hurt and that's Surississah's turn.

NUANCE: So Suri is going to run up into touch range and will cast Inflict Wounds, which, if it works, will be 3d10 necrotic damage.

PERSEPHONE: Okay roll your touch spell attack

[*die roll*]

NUANCE: That's a 22!

PERSEPHONE: Definitely hits.

ELISE: [*softly*] Yeeeeeah! Yeah yeah yeah yeah!

NUANCE: The way I'd like to imagine it, is that Suri just reaches back and just hauls off and slaps him right across the face with the full force of the spell.

[*dice roll*]

NUANCE: Doing 14 points of damage. Woo! Oh, actually hold on, I rolled 3d6. You know what? I'm okay with that. I'm happy with that. I'll keep that.

PERSEPHONE: Surississah. Describe how you finish Ned.

NUANCE: *[gasps]* All right, so again, she just runs up to him. And just a full-handed slap right across the face.

SURI: Give us our friend back. *[slap, followed by a magic blast]*

NUANCE: Smack! And just has like this handful of black necrotic damage that just reaches right into his face. And as his head snaps to the side, the power from that spell just crackles all over his face going down.

PERSEPHONE: You slap Ned. His face goes with the slap and moves him to the side. And when he looks back, there is just a full handprint of glowing iridescent ooze dripping down his face from his forehead to his eyes to his nose to his lips. And he sneers at you.

NEGA-NED: *[multilayered echoing]* You're going to p-- *[interference]* to-to-to- *[voice going haywire]* No, no, no, no, no. Not now. Not now. This is not happening now! This wi-- I re-fucking-fuse! *[silence]*

PERSEPHONE: The red energy that gathered around Ned the first time shoots out from Ned, hits the rock wall above you where the cave face is, hits the ground, hits all of you. Everyone roll Dexterity saving throw.

[multiple dice roll]

NUANCE: I got an 11.

CARO: 17.

ELISE: 19.

WREN: 18.

PERSEPHONE: Cecil and Ollie, you manage to dart out of the way of this blast of energy. Surississah, you're not so lucky. Neither is Hudson. You two get hit with the brunt force of it, and it doesn't hurt you, but there's an impact. And you are flung wild. Surississah, you go tumbling over the cliff edge.

NUANCE: Oh shit.

OLLIE: SURI!!

PERSEPHONE: Hudson.

CECIL: Oh fucking hell.

PERSEPHONE: You might be able to fly back, but you also get flung over the cliff face. The light leaves and dissipates, and when it clears, you see...Ned. Five-feet tall. Short dreads. Wobbling on his feet in the center of the cliff.

NED: [*confused noises*] Wha? Wha? What happened? Where? [*falls unconscious*]

PERSEPHONE: And then collapses to the ground.

CARO: Ollie goes darting up. Ollie's about to run over the edge of the cliff again.

PERSEPHONE: Before you can, the ground beneath you starts to tremble. [*rumbling*] Then rumble. Then quake. [*rumbling intensifies*] You look above you and stones start to fall. [*rocks fall and--oh, I don't like how that ends*] The entrance that you came into gets slammed by a boulder. [*more rocks fall*] Cecil and Ollie, the ground beneath you starts to split and crack. Monette screams,

MONETTE: [*echoing*] Ahhhh! Fuck!

PERSEPHONE: As you start to fall, clinging to the surface of the rock. [*earth quaking*] Ollie and Cecil, please give me a Dexterity saving throw.

[*dice roll*]

CARO: 22.

WREN: 18 again.

PERSEPHONE: Ollie and Cecil, you start to fall. Hudson, boulders fall from the ceiling. Please roll Acrobatics to not get hit.

[*die rolls*]

ELISE: 9.

PERSEPHONE: You dodge out of the way of the first one. And the second one. But then one large chunk of stone falls from the ceiling and hits you solid in the chest.

HUDSON: [*startled, pained noise*]

You start to fall, too. Lower and lower and lower.

[*BRITTLE RILLE, Kevin MacLeod*]

PERSEPHONE: Surissisah. You've been knocked into the open air over those spikes of railroad metal. You see them getting closer and closer, teeth ready and waiting to tear into your skin. The bottom of the cliff face gets closer and closer and then there's nothing.

No sound.

No feeling.

Just a blank emptiness.

PERSEPHONE: Ollie and Cecil, you fall lower and lower. You manage to stay upright, as I said, but still the slab screams for the ground below. And then there's a crash and you're both thrown off.

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

[*music continues to play*]

PERSEPHONE: This has been Fast Times at D&D High. I'm Persephone and you can find me @Persephiroth everywhere online.

CARO: Hi, I'm Caro and you can find me on all the things at @Car0mur, spelled with a zero.

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

WREN: I'm Wren and I live on Twitter @AtomicFirebird. I'm also @make_believe_ on Twitch where I run indie system one-shots and do a weekly interview show.

ELISE: I am Elise, several sentient otters, and I'm not on the internet. Don't @-me.

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

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

CARO: Transcripts of our episodes are provided by Nuance Vivian.

WREN: Fast Times at D&D High is an ArcanaCast production, copyright 2020. All rights reserved. Our editor is Derrick B. Perry. Our theme song was produced by Derrick B. Perry and Ashley Abbott. Our background music is courtesy of Kevin MacLeod and David Fesliyan, licensed under Creative Commons. Find individual track listings in our show notes.

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

PERSEPHONE: Tune in next time to hear the players cry. I know I'll enjoy it. And so will all of you. Buh bye!