

## **The Adventure Zone: Live – Halloween Special!**

Published on October 31<sup>st</sup>, 2018

[Listen on TheMcElroy.family](#)

**Griffin:** Hey, everybody. Uh, real quick, I wanted to set up before you listen to this episode; what it is you're about to hear. Uh, instead of putting up a new episode of Amnesty this week, we thought it would be super appropriate to put out our episode one day early, today, on Wednesday, because it's Halloween!

And our most recent live show from Seattle, Washington, is a very Halloween, spooktastic episode. It is probably my favorite live show we've ever done. If you are not super into our live shows, I get it, but I would encourage you to give this one a try because, uh, it was very, very good, and we were very, very happy with it.

Uh, very haunted, very spooky, uh, not suitable for people scared of spooky Halloween stuff, skeletons and mummies and stuff like that. But if you got the nerve to stick with it, I hope you enjoy this very haunted episode of The Adventure Zone Live. We will be back in, well... two weeks and one day. November 15<sup>th</sup>. So uh, that'll be the new episode. But for now, enjoy the spooks and scares of the Adventure Zone Live.

[theme music plays]

**Audience:** [cheers]

**Griffin:** It is... it is the afternoon of the midsummer solstice festival, the annual harvest time observation of one of Faerun's most spectacular phenomena - the solstice eclipse. You witnessed this once before, during a fair atop the Bureau's headquarters, when voices in the sky knocked everyone unconscious. Boy, that was weird, wasn't it?

**Audience:** [laughs]

**Griffin:** I bet nothing strange like that is gonna happen this year.

**Audience:** [laughs]

**Griffin:** The three of you are celebrating the midsummer solstice in the traditional manner, with food and drink and dance and frolicking. And, of course, costumes. What did you attend your chosen solstice function in?

**Travis:** Magnus dressed up as Taako.

**Audience:** [laughs and cheers]

**Clint:** Merle dressed up as a footstool.

**Audience:** [laughs]

**Justin:** Why is that? Just, why's that?

**Clint:** Just because he wanted to.

**Justin:** Okay.

**Travis:** Why does anyone do anything?

**Justin:** Taako dressed up as Captain Ron, and then was really upset when nobody got it.

**Griffin:** Aww.

**Audience:** [laughs and cheers]

**Griffin:** I'm not sure I would have gotten it, Taako. Do you all think, uh-- it's definitely been, uh, at least a year since the proceedings of the finale, the Story and Song. Do you all attend the same Halloween party? Or uh, do you have your own sort of circles you're moving in now?

**Travis:** I mean...

**Clint:** Have we even been in touch?

**Justin:** Yeah, have we kept in touch?

**Travis:** Yeah!

**Justin:** Roll to see if we kept in touch.

**Clint:** Yeah, okay.

**Audience:** [laughs]

**Griffin:** I got a nineteen, that's pretty in touch.

**Justin:** Okay, so, we are very in touch. Yeah.

**Travis:** I think probably like, Magnus organizes it, and Taako keeps saying like, "If nothing better comes along."

**Justin:** Yeah. And then nothing does.

**Griffin:** Right.

**Justin:** And so he goes.

**Clint:** And Merle forgets where the location of the party is.

**Griffin:** Sure.

**Justin:** Shows up late. Like an hour and a half late.

**Travis:** He's just there from last year still.

**Audience:** [laughs]

**Griffin:** Okay, you all were enjoying the solstice party that Magnus put together for everyone. And you were anticipating the approaching eclipse, when suddenly, you all do hear a noise. You all hear the same noise together. You hear music; tiny, percussive notes, like melody from a music box. You each are at peace as you hear this tune, and then you're super at peace, and then your actions are no longer your own.

You each leave the party all together and walk away from it. And you sort of perceive the passing of streets and people and walk together in this trance, but find yourself unable to stop this impromptu journey. And then, as quickly as it came upon you, this fugue state ends as the song fades out.

You are standing on a cliff, just outside of Neverwinter, overlooking a cape that opens up into the trackless sea, which roils several hundred feet below you. Beside you are your two adventuring companions, as you snap out of this trance and, uh, you know they were just in the same state that you were in. What do you do?

**Magnus:** Hey.

**Audience:** [laughs]

**Travis:** I was just— sorry. I fell into a trance of my own because of Griffin's amazing narration.

**Audience:** [cheers]

**Justin:** Wow. That's a very good cover for, "You weren't listening."

**Magnus:** Hail and well met, other two folks!

**Justin:** There you go.

**Magnus:** So uhh, did you do this?

**Griffin:** Who?

**Travis:** Other—the other—uh, y’know, the other people.

**Griffin:** Okay, you looked at me when you said it.

**Travis:** Yeah.

**Justin:** And in a sense, yes.

**Travis:** Oh, is it? Now, when you said the other two companions, you mean like, them and me, not like—

**Griffin:** Right.

**Travis:** And there’s not two other people there suddenly.

**Griffin:** No, it’s the three of you. I don’t know why this is such a stumbling block.

**Travis:** Alright, I got it wrong! I thought you were saying, like, and there’s two other people there, too.

**Audience:** [laughs]

**Clint:** Merle casts, uh, does a perception check.

**Griffin:** Okay.

**Audience:** [cheers]

**Justin:** How competent.

**Clint:** Iiit’s... a two.

**Justin:** Donesie. Yep. [laughs]

**Clint:** Merle’s eyes explode.

**Audience:** [laughs]

**Griffin:** Taako and the real Captain Ron are standing in front of you, Merle.

**Travis:** [laughs] I got a twelve.

**Griffin:** You got a twelve? It's pretty weird, huh? That's what you pick up on. That's weird, why did we do this? Why did we walk all the way over here? That's weird. That's about all that you get with a twelve.

But then the plot keeps moving forward, because this isn't working.

**Clint:** Thank God.

**Griffin:** With that... great conversation, a shadow passes over all three of your faces in unison. The sun slips behind the moon, and just off the cliff's edge, an immense spectral shape starts to take form. A new landmass stretches off the cliff you're standing on, and atop it, a glimmering, iridescent light arcs upward from your feet, and this upward slope of light takes shape as the eclipse reaches its full occlusion.

It's stairs - a grand staircase leading up to a massive door built into the face of a castle unlike any you've ever, ever seen.

**Travis:** Magnus starts running.

**Griffin:** In which direction?

**Travis:** Towards it!

**Griffin:** Okay. Uh, this castle is imposing, yet narrow. Its shape is punctuated with these odd spires and antechambers that hang off of its sides. The tallest point of the tower is pointing directly into the center of the eclipse, and around that pinnacle, you see a cloud of bats circling the perimeter of the building. The castle's door opens, and a blood red carpet bounds down the stairs, unraveling to your feet.

**Travis:** Yaaay!

**Taako:** Well... this seems normal.

**Magnus:** Yes. I'm—listen, I don't know what's going on, but I'm loving it?

**Taako:** Yeah, for sure. The aesthetics are on point.

**Magnus:** Magic castle...

**Taako:** Yes.

**Magnus:** Spires...

**Taako:** Thank you.

**Magnus:** A carpet...

**Taako:** Ohh yeaah.

**Merle:** I'm glad I perceived that.

**Audience:** [laughs]

**Griffin:** Uh, do you all head into the—

**Magnus:** Yeah!

**Taako:** Hell yes!

**Merle:** Uh-huh.

**Griffin:** Okay, you all step into the castle, and the double doors slam behind you.

**Taako:** Ah, shit!

**Merle:** That's not good.

**Griffin:** You are—

**Magnus:** Hellooo?

**Griffin:** You are—

**Taako:** Hellooo?

**Griffin:** It's dark in here, and as you shout 'hello,' candles hanging on the walls and columns around this room start to ignite by themselves, and you see that you are standing in the foyer of this castle.

**Travis:** You know, it occurs to me that, as you are describing this, it's probably hard to achieve that kind of like, jump-scare, door-slams, no one was there, when like, one-third of everyone can do magic.

**Griffin:** Sure.

**Travis:** So it's like, the door closed on its own! Like I see people do all the time.

**Griffin:** I get it, doors close on their own all the fucking time. Yeah.

**Clint:** And its two-thirds.

**Audience:** [laughs and cheers]

**Clint:** Sir. Thank you very much.

**Griffin:** The foyer of this castle is perplexing; just as perplexing as the building's external architecture. It was once a beautiful, intricately designed room, but centuries of violence and decay have left it decrepit. A grand staircase climbs towards the back of the room where a large statue, a large



gargoyle, with its wings curled around it and three large holes carved out of its chest watches over the rest of the foyer.

**Justin:** [inhales]

**Griffin:** Yes?

**Justin:** I'm going to play Dungeons and Dragons very quick. Um, I want to, uh—

**Travis:** Everybody stand back!

**Justin:** Stand back! I would like to, uh, roll a history check?

**Griffin:** Okay.

**Justin:** Looking at some of the architecture, the design, to see if I'm picking up on any sort of like, cultural touchstones or anything.

**Griffin:** Sure. Do you want to retcon so you did this outside, or are you doing this as you are walking in?

**Justin:** No, as I am walking in, yeah.

**Griffin:** Okay. What did ya get?

**Justin:** Uh, 15.

**Griffin:** Hmm. Uh—

**Clint:** Oh, add your history modifier!

**Justin:** I did.

**Clint:** Oh.

**Audience:** [laughs]

**Justin:** It's five.

**Griffin:** You... you don't know the history of this place, but I do think you recognize that this place is... this place is ancient. It is maybe the oldest place you have actually been to, the oldest, like, structure, y'know, manmade structure that you have ever stepped foot inside.

**Justin:** Okay.

**Griffin:** Um, so, you've got the gargoyle. Uhh, gargoyle, gargoyle, gargoyle...

**Travis:** You've got the gargoyle! Go for gargoyle!

**Griffin:** The candles hanging on the walls and columns of this room cast this stygian chamber in a gentle warmth—

**Travis:** This what?

**Justin:** The what?

**Griffin:** Stygian? Isn't that... did I use that word right?

**Clint:** You did, yes.

**Griffin:** Alright.

**Justin:** Oh fuck off! Like—

**Audience:** [laughs]

**Justin:** Seriously, 80% of this audience is like, "I know what that word is and can address your usage!"

**Griffin:** The uh, there are a few exits from this room on the ground floor level, but the most noteworthy thing is a person standing in the center of the room.

**Travis:** Oh!

**Justin:** Okay.

**Griffin:** Yeah, I was trying to get to this NPC and you all were like, "Well, let me do my checks," and I guess he just stood there the whole time like, "Yep, go ahead."

**Clint:** Well, it was so stygian dark, we couldn't see him.

**Justin:** [laughs]

**Audience:** [laughs]

**Griffin:** This figure has his hands clasped in excitement in front of his face. He is tall and muscular and pale with dark hair that ends at a widows peak, and two fangs that extend beyond his lips' capacity to enclose them.

**Audience:** [cheers]

**Griffin:** He's wearing a long, black leather duster over a blood red vest and a black collared shirt. And seeing you enter, he says... [clears throat]

**Justin:** [chuckles]

**Travis:** Do it.

**Clint:** Come on. Come on.

**Dracula:** [imitating a Transylvanian accent] Good evening, gentlemen!

**Travis:** [laughs]

**Audience:** [laughs and cheers]

**Clint:** [imitating the Count from Sesame Street] One! One mysterious stranger!

**Dracula:** Welcome! Welcome to my home! I hope your journey here was not too discombobulating.

**Clint:** [laughs]

**Justin:** [laughs]

**Magnus:** Do you need to finish chewing? We can wait.

**Taako:** Hail, friend. My name is Taako. These stygians to my left are my compatriots, Merle and Magnus.

**Merle:** Yo!

**Magnus:** Hi!

**Dracula:** A pleasure.

**Magnus:** Okay.

**Dracula:** My name is Draaacuuulaaa.

**Audience:** [laughs]

**Justin:** Twist, right? Y'all were surprised?

**Audience:** [laughs]

**Dracula:** Certainly, my reputation precedes me.

**Travis:** [laughs]

**Justin:** [laughs]

**Dracula:** Have tales of my sanguine customs reached Neverwinter's shores?

**Justin:** [laughs so hard he starts coughing]

**Audience:** [laughs and cheers]

**Travis:** Alright, that's gonna do it for us tonight, thank you so much!

**Justin:** In my head right now, friends, if we can take you inside the game. In my head, I am trying to figure out how Griffin is gonna prompt me to attack this figure, because currently, odds are at zero percent of me raising a hand against this incredible person.

**Travis:** He's going to become our fourth party member.

**Justin:** Yeah, right. Gonna get a new DM cause Dracula is always with us.

**Griffin:** [laughs] Damn. That's season three, right there.

**Justin:** Yeah. We've been looking for a new creative approach to the material, so we put Dracula in it.

**Clint:** [laughs]

**Griffin:** Dracula has asked if you've heard, if you know his flavor.

**Justin:** [laughs]

**Travis:** Do we?

**Griffin:** You have to stop asking me if you know things!

**Clint:** Chocolate!

**Magnus:** Yes! I do. You are, uh, Dra-cool-uhh, as you said. Um, and you are a, if I am not mistaken, a vam-peer?

**Dracula:** Yes, how did you knowww?

**Magnus:** Context clues, mostly.

**Merle:** [laughs] And the voice, and the voice.

**Audience:** [laughs]

**Dracula:** I try to keep a low profile. Unlike the other Dracula, always going around, biting people in public. Getting books written about him and stuff.

**Taako:** Hold on. You're a different Dracula?

**Audience:** [laughs]

**Dracula:** Are you saying there can't be two vampires named Draacuulaaa? This is—this is like saying there can't be two bus drivers named Keith!

**Clint:** [laughs]

**Travis:** [laughs]

**Audience:** [laughs and cheers]

**Justin:** [laughing] Okay.

**Dracula:** I am new to the area and looking for enterprising individuals with leadership experience to serve in execu—

**Magnus:** You got a start up?

**Dracula:** --in executive roles in the new chapter of my organization.

**Merle:** The JCs.

**Dracula:** No, you could think of it as something of a bloood baaank.

**Magnus:** A what?

**Dracula:** A bloood baaank. Only we will be the bank. It's something of a peer-to-peer blood banking service.

**Magnus:** Wait, hold on, are you gonna eat us?

**Dracula:** I have no interest in eating you, I want to hire you!

**Taako:** Okay!

**Audience:** [laughs]

**Griffin:** He says...

**Dracula:** No, I have heard your story from the strange space fish.

**Audience:** [cheers]

**Dracula:** And I assume you may be hesitant to accept this lifestyle, and so, I have prepared for you something of a presentation on my company.

**Taako:** [laughing] Oh, like a Pow—like a PowerPoint?

**Audience:** [laughs]

**Dracula:** A bit more interactive than that.

**Griffin:** He says...

**Dracula:** I will be waiting for you atop of my castle. Only once you have completed the three trials located in the rooms around you... only then, after you have collected the key spheres from each of these chambers, will you be able to place them into the gargoyle's torso and come up and see me.

**Magnus:** Okay!

**Taako:** So, can I just clarify something? So, real quick.

**Dracula:** Yes.

**Taako:** Is this your house?

**Audience:** [laughs]

**Dracula:** Yes.

**Taako:** So you just live... Is this your daily routine before you go upstairs? You complete your three challenges and put the key spheres into the gargoyle's torso, or... That must be really hard if you wanna run upstairs mid-movie. Gotta pause, make the popcorn, do the three challenges, get the three key spheres, put it in the gargoyle's torso, then go upstairs.

**Magnus:** Additional question along with that.

**Dracula:** Yes.

**Magnus:** When the eclipse ends, do you just fall through the air into the ocean?

**Griffin:** It's funny you say that, actually. Uh, through the like, few windows that are in this room, the eclipse hasn't ended. It is... stuck. For whatever reason, the eclipse is not passing.



**Travis:** Probably Dracula did it.

**Griffin:** Probably Dracula did it.

**Audience:** [laughs]

**Travis:** That's also my favorite running joke in Family Circus. "Dracula did it! It was Dwa-coo-la!"

**Dracula:** These trials will be difficult; at least, they will be for... the mortal soul.

**Griffin:** And he chuckles,

**Dracula:** Mm-hmm.

**Taako:** I— Not an exaggeration. Literally don't know if we are mortal or not. [laughing]

**Travis:** Yeah.

**Griffin:** No, you're deffo mortal.

**Justin:** Okay. For sure.

**Travis:** Well... hmm.

**Justin:** Um, okay. Sooo... I have to ask you, Griffin—

**Dracula:** Yes.

**Justin:** No, let me get—Dracula, can you turn—

**Griffin:** I can't turn him off at this point.

**Audience:** [laughs]

**Justin:** Okay. Then I'll talk to Dracula, then. Gosh, this is just like backstage. You can't talk to Griffin directly, you have to talk to Dracula.

**Audience:** [laughs]

**Justin:** I'm sorry, by the way, balcony, I keep moving the hat so you all can get the full show.

**Clint:** Justin Experience.

**Audience:** [cheers]

**Justin:** Nah, but, for real.

**Taako:** Do you, uh, do you want us to attack—there's three, so I have to—and three of us, so I have to ask, did you intend for us to do these together, or one for each of us? What's the plan?

**Dracula:** You can tackle them however you want. I have heard things about splitting the party not being the smartest idea, but...

**Taako:** What are they—what are they balanced for? Are they balanced for one to three players?

**Dracula:** This adventure is for level five hero—what are you talking about?!

**Magnus:** Alright! I'm going with door number one. We've got twenty minutes before intermission—

**Taako:** Wait!

**Merle:** Wait, what door?

**Dracula:** I have to ascend before you start doing the—

**Magnus:** Why?

**Dracula:** Because I can't be here while you are doing the challenge—

**Magnus:** No, you go up and we'll start the... like, you go, and we'll go, same time.

**Dracula:** Okay, bye, see you soon!

**Magnus:** Okay, bye!

**Griffin:** And he turns into mist and floats up through the ceiling.

**Clint:** [whooshing noises]

**Griffin:** As you look around the foyer, you see three exits on this floor; two to your right. There are two doors, side by side. One is labeled "kitchen;" the other is labeled "laboratory." You have one door to your left which is labeled "ballroom." And behind this door, you hear some just funky music playing. Just really, just nasty bass slapping going on behind that door.

**Magnus:** Okay bye, I'm going to the ballroom!

**Taako:** I'm going to the kitchen!

**Merle:** I'm going to the lavatory!

**Justin:** No, come on.

**Travis:** Oh, no.

**Justin:** No, no we—let's not do that. I don't wanna do that.

**Griffin:** Do you all wanna split up or no?

**Justin:** I don't.

**Clint:** No!

**Justin:** No, I don't.

**Clint:** Don't cheat them!

**Justin:** Follow, follow—are you really excited about the ballroom?

**Travis:** Yeah!

**Justin:** I felt like he was leading us, which is why I was...

**Travis:** Yeah!

**Justin:** Okay, ballroom it is.

**Audience:** [laughs]

**Griffin:** You enter into the ballroom. It's a cavernous space with a floor made of gleaming, polished wood. To the left—as opposed to carpet? Why did I include that, it's a ballroom. Anyway, to the left side of the room—

**Travis:** It's a bounce trampoline floor.

**Griffin:** To the left side of the room, there are a row of towering windows, but they are all covered in these dark blackout curtains that stretch floor to ceiling. There is some light in this room, however; not from the candles in the foyer. There are none of those in here. But there is a large, rotating disco ball positioned above the center of this room. It's throwing little spotlights all around, twirling in time to a song emanating from an old gramophone in the far corner of the room, one with a particularly large horn that is just blasting some old disco music.

To the right side of the door as you enter, is one object that looks really out of place. It is a small pedestal made of intricately woven black metal. Reaches up to about Magnus-waist height, and right atop it is a black claw gripping a small vial full of bubbling red fluid. What do you do?

**Travis:** I mean... probably drink it.

**Audience:** [laughs]

**Taako:** Yeah.

**Griffin:** I did not mean to prompt, like, "Magnus, this is your vial of red fluid." I was just using you as a height, sort of.

**Travis:** I see.

**Magnus:** Well, I think I know the thing. We have to dance.

**Justin:** I'm gonna, I'm gonna in—no, we're—okay. I'm gonna investigate.

**Travis:** Magnus begins dancing.

**Justin:** That's fine.

**Travis:** That's seven, plus ten... 17.

**Justin:** Wait, he has a—you have a +10 to dancing?

**Travis:** It's athletics.

**Audience:** [laughs]

**Justin:** Arguable.

**Griffin:** Is it?

**Justin:** Arguable.

**Travis:** Yeah!

**Justin:** Arguable. Um, acrobatics, I would argue. But—

**Griffin:** I would argue performance, more than anything.

**Travis:** No, I'm not performing for anyone. This dance is for me.

**Griffin:** Okay.

**Audience:** [cheers]

**Justin:** I've got—I've got a 14 investigation. I'm looking at the pillar specifically, like, what... anything interesting about it.

**Griffin:** Uh, there's no pillar.

**Justin:** The black, woven...

**Griffin:** Oh, yeah, okay.

**Travis:** Oh, what a trip that would have been!

**Justin:** The pedestal. Sorry.

**Griffin:** Okay, let's resolve these in order. Magnus, you take a step forward to just get groovy on this dance floor and... uh, you are—something runs into your head and hits you pretty hard. You take four points of bludgeoning damage.

**Travis:** I thought you said it hit me hard.

**Griffin:** I mean, it wasn't pleasant, and you are knocked backwards. Now, with your 14, you're looking at the pedestal?

**Justin:** Yeah. And the vial of blood, I mean, like, just that scene.

**Griffin:** Yeah. You can tell it's not trapped. It's not, uh... it's not cursed by magic in any way that you can tell.

**Justin:** The vial look like anything I recognize?

**Griffin:** It looks like a potion.

**Justin:** A potion...

**Travis:** Um, I'm going to do a survival check.

**Griffin:** For what?

**Travis:** I'm going to smell it and see if I detect any, like, poison. Y'know, uncork it and—

**Griffin:** Okay.

**Travis:** That's a five plus 11, 16. I've never gotten to use my survival skill before!

**Griffin:** Yeah, I was gonna say, I don't even know what that one does.

**Audience:** [cheers]

**Griffin:** Yeah, doesn't... doesn't smell poisoned.

**Taako:** Go ahead—well, go ahead, Merle.

**Audience:** [laughs]

**Merle:** I can name that tune in six notes.

**Taako:** No, drink the... drink the shit.

**Magnus:** Yeah, drink the... drink it.

**Taako:** Drink it.

**Merle:** What?

**Taako:** Like half, probably.

**Magnus:** Drink it, Merle.

**Taako:** Drink like half.

**Audience:** [laughs]

**Taako:** You're like, small—

**Merle:** Tell you what.

**Taako:** Okay.

**Merle:** I'll take my tongue—

**Magnus:** Let's all three roll.

**Merle:** And just put--no, you did your turn!

**Taako:** No, we'll roll, and whoever gets highest—[laughing] Sorry, whoever gets lowest has to drink it.

**Magnus:** Yeah.

**Audience:** [laughs]

**Taako:** Bring your—you got your dice?



**Griffin:** [laughing] What does this look like in-game?

**Travis:** It's us like, rock-paper-scissoring.

**Griffin:** Okay.

**Travis:** Yes.

**Justin:** Three.

**Travis:** I got five.

**Clint:** I got six!

**Justin:** God—son of a bitch.

**Griffin:** Jesus.

**Audience:** [cheers]

**Justin:** Goddamn it. Alright, fine.

**Griffin:** Alright, you drink it up?

**Justin:** Yeah, I lost.

**Travis:** "I drink it up!"

**Griffin:** Uh, you feel awesome. You feel super good. You actually feel, um... you're already a pretty, like, nimble wizard. You are—you are the flip wizard. You feel actually your, uh, like, dexterity and your agility, is, like, doubled. It is, like, out of control. You are straight-up American Ninja Warrior material right now.

**Justin:** Okay, well, I'm gonna—I'm just gonna roll with it, I'm gonna go on the dance floor. I know he got bludgeoned, but I don't think I'm going to.

**Griffin:** Okay. Uh... [laughs] Make an Acrobatics check.

**Clint:** [singing] Stayin' alive, stayin' alive...

**Griffin:** With an advantage. Make an Acrobatics check.

**Justin:** Sure. ... That's a miss. I'm just guessing it's a miss.

**Griffin:** Okay.

**Justin:** Ten, altogether.

**Griffin:** No, that's a—that would not be good.

**Justin:** And a... gah! Oh man!

**Travis:** You have triple advantage.

**Justin:** Triple advantage?

**Griffin:** Nope.

**Justin:** No, that's—it's like a 6.

**Griffin:** You are bludgeoned for six points of damage and knocked backwards.

**Clint:** Merle cartwheels out onto the dance floor.

**Griffin:** You guys are so good at adventuring, it blows my fuckin' mind.

**Clint:** And does this!

**Audience:** [laughs]

**Griffin:** Go right ahead.

**Clint:** ... And rolls a seven.

**Griffin:** You're kicked in the face for five points of damage.

**Clint:** Wait a minute!

**Griffin:** I'll give you that! Now you can—you all have been hit by this thing so many times, you know that that was a foot hitting you in the fucking face. You've been kicked in the face.

**Audience:** [laughs]

**Magnus:** Alright.

**Justin:** Alright.

**Magnus:** Taako, you try it again.

**Audience:** [laughs]

**Taako:** Okay, well I drank—hold on, let me think. Maybe it's this style of music. I need different music to dance to, maybe that's—

**Justin:** Is there any other records?

**Griffin:** Why don't you make a perception check to see if you see any other records, if that's what you're...

**Audience:** [laughs]

**Justin:** It's a—I rolled a one.

**Audience:** [laughs]

**Clint:** Go, roll, perceive! Perceive!

**Griffin:** You are gonna die in this—

**Travis:** I rolled a nineteen.

**Griffin:** Okay.

**Travis:** Plus one.

**Griffin:** There are no other records. You do see, with that check, the curtains hanging on the windows are moving as if they're like, caught in a very faint breeze from time to time. And as they move, they let in a little bit of that weird, gray eclipse light from inside. And when they do, you can swear that you see, like, shapes. Just for a second, and then they're gone.

**Travis:** Ooh, I pull down one of the curtains.

**Griffin:** Okay. You pull down one of the curtains, and it floods this room with this grey light, and then you can see... uh, you see figures taking shape all around the ballroom. Hundreds of spectral forms, all disco dancing, and couples all wearing adventurer's gear, floating through the air, just sort of quickly moving around the room, all revolving around the disco ball at the center.

They are just tirelessly grooving to this music, their flailing limbs forming a formidable gauntlet for any who would attempt to move further into the room. But you also see, seated just to the side of the curtain you just pulled down, a young human woman. The ghost of a young human woman, who is also dressed in adventurer's clothes. She's got some light leather armor, and like, a triangular leather hat, and a quiver of crossbow bolts, the whole deal. And she's just kinda hunched over looking at the dancers, looking kinda bored.

**Travis:** So the people dancing on the floor are all dancing in pairs?

**Griffin:** Yes.

**Clint:** Disco dancing in pairs.

**Griffin:** Yes.

**Clint:** Merle casts *Speak with the Dead*.

**Griffin:** Okay.

**Travis:** You could have also said hi.

**Griffin:** No, I like this.

**Clint:** Well, but if I'm just now speaking with 'em, that'll be one of the things I say to them.

**Griffin:** Okay. Uh, Merle, this ghostly human woman looks up at you as you cast this spell and uh, says... Can everybody hear this, or just you if your *Speak to the Dead* spell? Does it say?

**Clint:** Um...

**Griffin:** You don't have to lie.

**Clint:** No, I—

**Griffin:** Okay, she speaks to everyone. She says...

**Clint:** Okay. Phew.

**Griffin:** She says...

**Ghost Woman:** [spooky voice] Hellooo, this is what ghooosts sound liiike.

**Audience:** [laughs]

**Justin:** Lot of really good character work from you today.

**Griffin:** Thank you.

**Clint:** It really is.

**Merle:** Um, hello. I'm Merle, and these are my sidekicks.

**Audience:** [laughs]

**Magnus:** Uh... Do you wanna dance?

**Ghost Woman:** Absolutely nooot. I'm good. You all shouldn't have coome heere probably.

**Magnus:** Okay.

**Ghost Woman:** Sorry, it's real annooying to taaalk like thiiis.

**Magnus:** You could not.

**Ghost Woman:** Uhh, let me tryyy. [pauses] [strained] Heyyy—nope, it's gonna coome ooout thiiis waaay.

**Audience:** [laughs]

**Magnus:** Um, do you have any insight here, as far as like, what we need to, y'know, do?

**Ghost Woman:** I've gooot insight for daaays. I, liiike everyone here, came to this castle to kiiill Dracula, but oobviously beefed iiit.

**Audience:** [laughs]

**Merle:** Why aren't you dancing?

**Ghost Woman:** I don't feel like iit.

**Merle:** Hm.

**Magnus:** So what do we need to do?

**Ghost Woman:** Well, big piiicture, kill Draculaaa.

**Travis:** [laughs]

**Ghost Woman:** I had a few weapons I thought were maaaybe promising, but they were taaaken from me when I beefed iiiiit. I heard Draaac say he was going to buuurn one of my weaaaapons. Seems like I was ooon to something... but, little pictuuure, you need to get the keeey sphere. It's inside the diiisco balll.

**Magnus:** Okay.

**Travis:** And I chuck Chance Lance at the disco ball.

**Griffin:** Uh, okay. Make an attack roll.

**Travis:** Uh, nope.

**Audience:** [laughs]

**Travis:** Uh, I mean, it ends up being like a 12.

**Justin:** Dracula is ruinin' our rolls.

**Griffin:** It gets hit, uh, by one of these dancing, uh, spectral disco dancers, and gets just knocked across the room.

**Travis:** I call it back.

**Griffin:** Okay.

**Taako:** Um, so if I danced good enough, could I... get... to the ball?

**Ghost Woman:** Yeah, probablyyy. You didn't driink the pootion diiid yooou?

**Taako:** I did drink the po—

**Ghost Woman:** Aww, beeeans.

**Taako:** Aw no, is that— was that wrong?

**Ghost Woman:** I don't know.

**Justin:** Okay, well, now that I can see everybody, I'm gonna go back out to the dance floor and try to really shake... shake... the stuff.

**Griffin:** Okay. Give me an acrobatics roll.

**Clint:** I think this demands some kind of audio component, Griffin. At least give us a disco song that everybody's dancing to.

**Griffin:** Sure. Uh, it's like, this one's like—no yeah, this one's like... [funky disco sounds]

**Clint:** So like the Ohio Players? We're talking—

**Griffin:** Yes. Sure.

**Justin:** Okay.

**Griffin:** Roll an Acrobatics check for me, Juice.

**Justin:** It's not performance?



**Griffin:** Uh, sure, performance works too.

**Justin:** It's acrobatics.

**Audience:** [laughs]

**Travis:** You have advantage.

**Griffin:** You have advantage.

**Justin:** Well, let's see how that goes... ayy, a natural 20!

**Clint:** Woo, a nat 20!

**Audience:** [cheers]

**Justin:** Alright!

**Griffin:** Yeah, you groove right to the center of room, and make it past all of the dancing couples. And as you reach the center of the room, you are now standing immediately underneath the disco ball, and have access to it. Everyone else is just kind of spiraling around you. Sort of, you're in the eye of the storm.

**Justin:** Umm... I will—can I reach it? Is it out of reach?

**Griffin:** Yeah.

**Justin:** I'll grab it.

**Griffin:** [laughing] Okay. You grab it, and as you do, the mirrored pieces of the disco ball just fall away, and now you are just holding this sphere. It's a small, black sphere, about the size of a grapefruit. And carved into it with red ink is this symbol in the shape of a bat. And as you hold it, all of the other ghosts in this room vanish from sight.

**Travis:** [sings Final Fantasy victory fanfare]

**Griffin:** Yeah, I guess so. That took a long time.

**Justin:** Yeah! Woohoo!

**Clint:** Yeah!

**Griffin:** Where are you going next? Which chamber?

**Travis:** The kitchen!

**Justin:** Kitch—yeah, kitchen.

**Griffin:** Alright.

**Travis:** We'll go to the laboratory.

**Griffin:** It takes a moment for your eyes to adjust as you step into the kitchen. The entire room is just brilliant, illuminated by these lamps on the walls which refract light off of gold-plated cookware and gilded cutlery. Everything—

**Travis:** Tell me about the backsplash.

**Griffin:** It's gold and beautiful. A good backsplash. Nobody at HGTV's House Hunters would have anything shitty to say about this backsplash. Uh, everything in here is immaculate and fancy and beautiful. Taako, you know your way around a cooking room. I don't know why I said that.

**Travis:** [laughs] You know.

**Clint:** You know, a cooking room!

**Griffin:** This is like—

**Travis:** If only we could come up for a better word for it than cooking room. Maybe someday!

**Justin:** Everything's there. The cut sticks, the stir wands.

**Audience:** [laughs]

**Justin:** All the great, the great different things!

**Griffin:** And this is—

**Justin:** The heated box!

**Griffin:** This is like, top five best kitchen you've ever been in.

**Justin:** Okay.

**Griffin:** Just off to your right as you enter, though, is one object that doesn't match the aesthetic. It's another one of those pedestals, holding another potion. Uh, and you also see movement out of the corner of your eye, and you see an object laying on the kitchen island.

It is a golden spatula, and it starts to rattle a little bit on the table, and then it grows arms and legs, and it stands up on its handle. And it grows a little mustachioed face on it, and it says...

**Spatula:** Guests, welcome to the Master's kitchen! You must be tired after your journey here. Please, make yourselves comfortable!

**Taako:** Okay.

**Spatula:** I take it you're in the process of considering the Master's job offer? I believe you'll find the benefits quite enticing.

**Taako:** Did you come here to kill him?

**Spatula:** Why, no!

**Magnus:** Did you used to be a person?

**Spatula:** Maybe! I'll never tell!

**Audience:** [laughs]

**Merle:** Did you used to be a singing candelabra?

**Audience:** [laughs]

**Spatula:** I don't know about candelabra, but I could sing a song.

**Griffin:** And he starts to break into song as other objects in the room—

**Travis:** No wait, don't—

**Griffin:** --lift up and spring up—

**Clint:** [singing] Beee ouuur guest!

**Justin:** No, no, no, it's different. [singing] Visit us! Visit us! Sit on down,  
and eat some food.

**Clint:** [laughs]

**Audience:** [laughs]

**Justin:** We think you're really gonna like the food!

**Griffin:** [laughs]

**Travis:** [singing] Please leave a Yelp review!

**Justin:** [singing] Don't make it one star or two, just visit us, eat some food. We made it.

**Audience:** [cheers]

**Merle:** So what is your name, Spatula?

**Travis:** Wait, he's trying to talk!

**Griffin:** He's fucking singing a song. It's done.

**Clint:** Oh.

**Griffin:** It just goes on—

**Justin:** Dad will never learn any of the names.

**Griffin:** Yes. It just goes on and on like this, and the whole kitchen is getting into it. There's dishes twirling in sync, there's champagne bottles firing off just fountains of bubbly. It's a remarkable display, and one that you feel pretty certain is not gonna help you at all in finding the orb hidden somewhere in this room.

There are several areas that you can check. There is the—there are cabinets above and below the kitchen sink. There is also a china cabinet off to the side. There's an oven, a fridge, a freezer, uh, silverware drawers, a liquor cabinet, and a furnace.

**Justin:** Oh my God.

**Griffin:** You don't have to memorize all those, just name one that you wanna check out.

**Justin:** I'm looking in the cabinets.

**Clint:** Liquor ca—

**Audience:** [laughs]

**Travis:** Magnus drinks the potion.

**Griffin:** Oh, yeah, there's also the potion. Let's resolve that first. Go ahead and... you just chug it down?

**Magnus:** I mean, Merle, you wanna roll again? You've already got the red potion.

**Merle:** Okay.

**Magnus:** This time, high one wins.

**Merle:** Wait a minute. [laughing] High one wins by not having to drink it?

**Magnus:** No, no, I wanna drink it!

**Merle:** Alright.

**Travis:** I got a four.

**Clint:** I got a 16.

**Travis:** Merle drinks it.

**Griffin:** Okay.

**Clint:** Wait a minute.

**Travis:** Nope, no, that's real beer, Dad, no!

**Clint:** Oh!

**Griffin:** You would hate that! Uh, okay, you drink the potion, Mac, and—

**Travis:** No, that's my water. You can't have that either.

**Clint:** Okay.

**Griffin:** [laughing] Let's play Dungeons and Dragons. Look at the clock. Do you see the scary low number on it?

**Clint:** [glugging sounds] Ahh.

**Griffin:** You down the potion in the worst foley I've ever heard in my fucking life.

**Audience:** [laughs]

**Griffin:** And suddenly, you... you feel your senses heighten, supernaturally. You have these very powerful senses, a sixth sense, almost, you could call it. And you can tell there is—

**Merle:** I see dead people.

**Griffin:** Okay.

**Magnus:** That was the other room.

**Merle:** Oh, sorry.

**Griffin:** There is nothing—you can tell, there's nothing in the oven, there's nothing in the overhead cabinets, or the silverware drawers. There is something powerful in the furnace in this room. That's what you can tell with your heightened senses.

**Merle:** Hmm.

**Griffin:** So, underneath—

**Merle:** Taako! Go look in the... furnace?

**Griffin:** Sure.

**Merle:** Remember she said that Dracula tried to burn up her weapon. I bet there's a really groovy weapon in there.

**Taako:** Right!

**Magnus:** Ah, sick memory!

**Taako:** Um...

**Merle:** Thank you.

**Magnus:** It's not gone yet.

**Justin:** Uhh...

**Merle:** What isn't?

**Magnus:** Okay.

**Audience:** [laughs]

**Justin:** Okay, I will check out the furnace.

**Griffin:** Okay. Uh, you throw it open and there is, indeed, a very powerful heat coming out of the furnace. And the cookware and stuff still singing the song kind of eyes you, looking kind of nervous as you start poking around the kitchen, not sort of being entertained by their song.

You can see, uh, something in the ashes of the fire, uh, that—not ashes, but there's something in the fire you can tell.

**Clint:** Fire.



**Griffin:** Um, you see a shape. Not a spherical shape, but there's something in there.

**Justin:** I will, uh... pull my hair back in a ponytail, one. Two, cast *fire shield* on myself.

**Griffin:** Alright. I assume that gives you a shield against fire.

**Clint:** [laughs]

**Griffin:** Okay, you are shielded from fire.

**Justin:** Truth in advertising. And I'll just fuckin' root around in there.

**Griffin:** Okay. Uh, it doesn't take you long. You reach in, and at the bottom of the furnace, you pull up what looks like, uh, a long cable that's been fashioned into a whip. It is a long, metallic whip.

**Travis:** [laughing] I just heard someone go, "Yesss!" Yesss!

**Audience:** [cheers]

**Griffin:** That is what you find. Magnus.

**Justin:** Okay, I pick it up with my thumb and forefinger and hand it to Magnus. [laughing]

**Griffin:** Okay. Magnus, uh, where do you wanna check? We still have—

**Clint:** And it burns his pocket.

**Griffin:** Underneath cabinets, china cabinet, uh...

**Travis:** I'm gonna check that china cabinet.

**Griffin:** Okay.

**Travis:** I'm gonna check it real hard!

**Griffin:** You see as you—you open it and you see inside, a small lil' teacup and a teapot next to him, and he hops over to you and he says—

**Magnus:** [screams]

**Griffin:** He says...

**Teacup:** Mama, mama, look! It's a... it's a human man!

**Audience:** [laughs]

**Griffin:** He says...

**Teacup:** Let's get him!

**Travis:** I close the cabinet!

**Audience:** [laughs]

**Griffin:** Make a dexterity saving throw.

**Travis:** Hoo boy! Uh, that's a 12.

**Griffin:** Uh, this small teacup and the teapot next to him, you hear the teapot go...

**Teapot:** Yes, dear, let's get him.

**Griffin:** And they smash themselves against the side of the cabinet, and just razor sharp porcelain comes spraying out at you.

**Justin:** [laughs]

**Audience:** [laughs]

**Griffin:** You take 19 points of, uh, damage. Merle, where do you wanna look? We have the, uh, the fridge, the freezer, the underneath cabinets, uh, the... liquor cabinet. I think that's it.

**Clint:** Let's do the liquor cabinet.

**Griffin:** Okay. You pull it open. There is no trap in there waiting for you. You do see some bottles of wine and some bottles of booze. You do see one small strange crystal vial, sort of hidden, tucked away in the back, and as you pull it out, uh, you can sense. You're a cleric. You know what this is. This is holy water.

**Clint:** Yeah!

**Griffin:** And there's a little post-it note on it that says, [in Dracula's voice] "Do not drink this."

**Audience:** [laughs]

**Griffin:** Uh, Taako.

**Justin:** Uh, where do I have left? I'll check the fridge. I'm goin' to the fridge. Yes, check the fridge.

**Griffin:** Okay. You open up the fridge. There are no traps in there waiting for you, there's just some... I mean... some blood. Uh, there's also—

**Travis:** Is it loose?

**Griffin:** There's also—yes, just loose blood. Uh, and in the crisper, there's a whole bulb o' garlic.

**Justin:** Nice, I'll put that in my pocket.

**Griffin:** Okay! Magnus. You all are cleaning up this fuckin' room.

**Travis:** Um, I'm gonna check the—what's left?

**Griffin:** Underneath cabinets and freezer.

**Travis:** I'm gonna check that freezer.

**Griffin:** Uh, okay. You, uh, open up the freezer and, uh... make a dexterity saving throw. [laughs]

**Audience:** [laughs]

**Travis:** Damn it. Nope.

**Griffin:** Uh, some icicles shoot out of the freezer. I guess living icicles? And they're like, singing along the song, like...

**Icicles:** [singing] We've got wine, we've got soup... have some chicken, have the coop!

**Griffin:** Um, and...

**Audience:** [cheers]

**Clint:** "Have the coop?"

**Justin:** It was good. That was good.

**Travis:** "Borrow my car!"

**Griffin:** You take nine points of ice damage as these jab into you. But, as they enter your body, you see laying at the bottom of the freezer, the next key sphere.

**Travis:** I pick it up.

**Griffin:** And... everything in this room just starts falling over. That spatula, uh—

**Justin:** It's not instant, is it? It's like, slow.

**Griffin:** It's slow, it's like... And the spatula doesn't realize that all of his friends are falling down.

**Travis:** [singing] Mmm, whatcha sayyy...

**Clint:** "Be our gueeest..."

**Griffin:** He says...

**Spatula:** [singing] Juicy fruits, and crispy pastries— hot and fresh, and soup—

**Audience:** [laughs]

**Griffin:** And falls over and dies.

**Justin:** [laughing] They all die.

**Griffin:** Onto the laboratory! So fast! You enter the door marked "Laboratory." Or laboratory. I don't know what's wrong with me. And step into a cramped, cold, and profoundly filthy chamber. There's a uh, a uh, flight of stairs leading down to the ground level of the laboratory. And all over, there are lab notes made unreadable by the passage of time and the spillage of various fluids. There is one container in this—there's a bunch of broken beakers all over. There's one container left intact. It's... another potion.

**Travis:** Magnus just goes in and downs that.

**Griffin:** Okay. Uh, I'll tell you what happens in a second. The largest feature in the room is a machine that takes up nearly the entire back wall. It's about ten feet tall with two tesla coils that emerge from its peak. There are large pipes and, uh—

**Clint:** Two testicles?

**Audience:** [laughs]

**Griffin:** Woof. There are large pipes and bundles of cables that form a labyrinthine tangle across this machine's surface, and it ends at a console at the center of the machine with a lever. [laughing] It wasn't that good.

**Travis:** It was pretty good.

**Griffin:** The, uh—

**Clint:** They come in pairs!

**Audience:** [laughs]

**Griffin:** Fair. The uh, this lever, either... it's binary. It either points to the left or to the right. Right now, it's pointing to the left, and flanking this lever on both sides are two metal beds, both of which appear to be hosting a humanoid body covered in a large cloth. What do you do?

**Travis:** Drink the potion.

**Griffin:** Okay, you drink the potion? Uh, and... Merle and Taako, um... Magnus just seems to have more presence in the room than he did before.

**Clint:** He always gets the most presents.

**Griffin:** Um, not like that. He seems like... you wanna, like... you wanna talk to Magnus. You wanna see how Magnus is doin'. He just seems more—he seems more charming than he did before he drank the potion.

**Travis:** Impossible!

**Audience:** [laughs]

**Griffin:** What do you all do now?

**Travis:** I look—the bodies, are they, like, under sheets?

**Griffin:** Mm-hmm.

**Travis:** I'm lookin' under those sheets.

**Griffin:** It's a Frankenstein.

**Travis:** Oh, okay.

**Audience:** [laughs]

**Justin:** Which one's the Frankenstein?

**Griffin:** Both.

**Justin:** Two Frankensteins?

**Griffin:** Can you even imagine?

**Justin:** [laughs]

**Audience:** [laughs]

**Travis:** You know what? Magnus sees the lever, he's gonna pull it. Switch the lever over.

**Griffin:** Okay. Nothing happens.

**Justin:** Aww.

**Travis:** I'm charming, though.

**Griffin:** Yeah.

**Justin:** I uh, ask Magnus, like...

**Taako:** So, what... what was the idea?

**Magnus:** Well, there was a lever, so I pulled it.

**Taako:** Oh. Alright. That's cool. I just wanna keep talking to you.

**Merle:** Hey, uh—could I heal you? Would you let me heal you?

**Magnus:** Uhh, so...

**Merle:** Pleeese? Pleeese? You're so charming.

**Travis:** What is there other than the lever?

**Griffin:** Uh—

**Clint:** I heal Magnus.

**Griffin:** Why don't you make a roll—okay.

**Justin:** Not an action. You can't just heal somebody. You gotta use a potion, or an item, or a spell, or...

**Griffin:** That's what he's doin'.

**Clint:** I did! Healing *word*!

**Travis:** What am I—am I investigating?



**Clint:** Wait a minute, am I not healing you?

**Griffin:** Yes, Merle, how much do you heal Magnus for?

**Clint:** Y'know, um...

**Audience:** [laughs]

**Clint:** Do you have a d4?

**Travis:** I'm back to full!

**Clint:** May I use your d4? 1d4—

**Travis:** That's four.

**Clint:** Four, plus my spell modifier.

**Justin:** He doesn't know that.

**Griffin:** Uh, let's say... yeah, that's twelve points of damage you are healed for, Magnus.

**Justin:** Good job, Dad.

**Travis:** Great.

**Clint:** You're welcome!

**Justin:** Good job.

**Audience:** [cheers]

**Justin:** I beg of you, don't.

**Clint:** I finally do something cleric, and everybody busts my ass! [laughing]

**Travis:** I got a 17 for investigation.

**Griffin:** Uh, the machine's unplugged.

**Audience:** [laughs]

**Travis:** I plug it in.

**Griffin:** Okay. As you plug it in, the machine comes to life. Your hair stands on end as electricity crackles between the two coils, passes through the circuitry and into the lever's station, and into the bed on the right, where the lever is switched over to. And as it passes through, the Frankenstein under there sits up and says, uh...

**Frankenstein:** Oh, hey.

**Audience:** [laughs]

**Magnus:** Hello!

**Frankenstein:** Hey, I'm Frankenstein.

**Magnus:** Hi, friend.

**Frankenstein:** A lot of people will say I'm Frankenstein's monster, but they're pedants and just kinda jerks.

**Audience:** [laughs]

**Magnus:** I mean like, if I had a child, right? If I created life, it would be named after me, they wouldn't say, "That's Magnus's kid."

**Frankenstein:** Sure, sure, sure. Hey, you all wouldn't happen to need the key sphere to go on with this job interview—

**Magnus:** I would!

**Taako:** Indeed!

**Frankenstein:** Oh, that's easy!

**Griffin:** And he pounds his fist against the bed he's sitting on, and a compartment on the machine flips over, revealing a blue and a red button. And he says...

**Frankenstein:** All you have to do is press that red button right there.

**Magnus:** And what will that do?

**Frankenstein:** It'll give you the key sphere.

**Magnus:** Well, hold on—

**Clint:** Merle casts *zone of truth!*

**Audience:** [cheers loudly]

**Justin:** Alright, I'll give it up. I'll give it up.

**Griffin:** Oh, I have to roll to save. I rolled a six.

**Clint:** Nah, doesn't do it.

**Justin:** Ya think?

**Griffin:** Okay. Yeah. He is bewitched.

**Magnus:** So what happens when I press that button?

**Frankenstein:** The red button?

**Magnus:** Yeah.

**Frankenstein:** It'll give you the key sphere.

**Taako:** What will the blue button do?

**Frankenstein:** It'll kill ya.

**Audience:** [laughs]

**Taako:** What would the other Frankenstein tell us?

**Frankenstein:** Well, my companion over there always lies. He'll tell ya that the blue button.

**Magnus:** Oh, okay.

**Taako:** Oh, it's kinda one of those... You know what, I'm gonna check his flavor real quick.

**Frankenstein:** Okay.

**Justin:** I'll flip the lever to the other side.

**Frankenstein:** No, that'll kill me!

**Audience:** [laughs]

**Griffin:** The other Frankenstein sits up and says...

**Left Frankenstein:** Oh, hey! I'm Frankenstein.

**Taako:** Are you—is he in the zone?

**Left Frankenstein:** A lot of people say I'm Frankenstein's monster—

**Magnus:** Yeah, yeah, yeah.

**Taako:** Okay, we get it.

**Justin:** Is this Frankenstein in the zone as well?

**Griffin:** Uh, yeah.

**Taako:** [holding back laughter] These button's over here, what would the red one do?

**Left Frankenstein:** Oh, the red one? It's the key sphere one. I would'a told you it's the blue one.

**Taako:** [laughs] Okay.

**Justin:** [laughing] I slam the—

**Left Frankenstein:** I'm the—no, listen! Listen, listen. No, listen, listen, listen!

**Travis:** I flip—

**Left Frankenstein:** Stop, wait! I'm the liar Frankenstein.

**Audience:** [laughs]

**Justin:** [wheezes] I hit the red button.

**Griffin:** Okay. You press the—

**Travis:** [laughing] I do switch it back over to the telling-the-truth Frankenstein.

**Left Frankenstein:** No, that'll kill me!

**Right Frankenstein:** Hey, what's up?

**Taako:** [laughing] Heeey.

**Magnus:** Hey, you wanna come with us? We're putting together a team of monsters.

**Right Frankenstein:** No, I'm good. Uh, actually—

**Magnus:** If you get off the table, do you die?

**Right Frankenstein:** I don't know, never tried it. Uh...

**Griffin:** As you reach in and touch the red button, it just turns into the orb as you pull your hand backwards and the machine shuts down, and you have all three orbs. And we're—

**Audience:** [cheers]

**Griffin:** I didn't really—I forgot about *zone of truth* a little bit.

**Justin:** I rush in there and put 'em right in the gargoyle's ass.

**Audience:** [laughs]

**Griffin:** [laughing] Alright.

**Travis:** We all take turns putting it in the gargoyle's ass.

**Griffin:** Cool, cool, cool. As you place the final orb into the gargoyle's... ass, the ground beneath starts to rumble, the wings spread out, it turns into an elevator, it's super cool. We're so behind.

**Clint:** Twenty minutes ago this would've been described in intricate detail.

**Griffin:** Oh, so much description. The gargoyle had a whole thing. Um, and uh, it turns into an elevator that ascends, and you are passing through the castle quickly, now, going up this elevator shaft that cuts through the whole of the building, passing by alcoves and hallways and dungeons, and just, spooky shit.

Uh, but it ends as you reach the top of the castle, and you are in a large, rectangular room. It is lined to the left and right with these large, gothic, stained-glass windows, depicting Dracula in various fashionable poses.

**Audience:** [laughs]

**Griffin:** Several of these windows are covered in tattered, red curtains. At the back of this room is a dais with a wide, dark, wooden throne on top of it, with another red carpet running down the stairs right to your feet. Behind the throne, against the far wall, are several large painted portraits of Dracula in which he's—he's just working it. He's just smizing and tooching and the whole deal.

And as you lift up through the floor, you see Dracula seated on this wooden throne about fifty feet away, and he says...

**Dracula:** Greetings!

**Magnus:** [yelling] What?

**Dracula:** Gree—co—you have to come over here, the—

**Audience:** [laughs]

**Dracula:** They made the room like, crazy big. I don't know why.

**Travis:** We walk closer.

**Justin:** We approach Dracula.

**Dracula:** That is better.

**Audience:** [laughs]

**Dracula:** So what did you think of my presentation?

**Magnus:** It was—I mean, it was—

**Taako:** Impactful.

**Magnus:** Yeah.

**Taako:** For sure.

**Dracula:** Did you drink the potions?

**Taako:** All of `em.

**Magnus:** Mm-hmm, yeah.

**Taako:** For sure.

**Dracula:** Um... So the powers they imbued you with, they are only temporary. But what if I told you they could become permanent? All you have to do is let me... sire you.

**Magnus:** Excuse me?

**Dracula:** Sire you. Sire you.

**Merle:** Sire us?

**Magnus:** You wanna make us vam-peer.

**Dracula:** Uh, executives, yes.

**Merle:** Wha—which is it?



**Dracula:** [pauses] Yes.

**Audience:** [laughs]

**Taako:** You wanna turn us into businessman vampires?

**Dracula:** Yeees.

**Taako:** Yeah!

**Audience:** [laughs and cheers]

**Magnus:** Ah, wait. Hold on, Taako. Do you really wanna have to go to meetings?

**Taako:** No!

**Audience:** [laughs]

**Dracula:** There will also be slaughter.

**Merle:** Of us?

**Magnus:** That's fine.

**Taako:** Okay, I'm kind of milk toast on that, but... the meetings were... no thank you.

**Dracula:** The process also does hurt a lot, but only for a little bit and then only just kinda of a bit for the rest of your life.

**Taako:** Oh. This is sounding less appealing.

**Dracula:** We have to tell you this stuff up front. We've gotten in some legal trouble.

**Audience:** [laughs]

**Taako:** What's the cape situation?

**Griffin:** Huh?

**Taako:** What about capes? Where do they fit in?

**Dracula:** They're a little played. Black leather dusters are hot now.

**Clint:** [laughs]

**Magnus:** Uh, I think we're gonna have to pass?

**Taako:** Yeah.

**Magnus:** Yeah.

**Taako:** This has been great though, thank you so much.

**Magnus:** Yeah, totally chill, let's hang again.

**Dracula:** That is disappointing, because it means we have to fight.

**Magnus:** Oh no!

**Dracula:** I know!

**Taako:** What!?

**Dracula:** There's one thing I have to do before the fight, hold on one second.

**Griffin:** He's, like, come down to talk to you about this, and then he runs back up to his throne, and he pours himself a glass of wine, and he takes a swig and he shouts...

**Dracula:** [yelling] What is a man?

**Audience:** [cheers]

**Justin:** [laughs]

**Dracula:** [yelling] A miserable little pile of secrets. But enough! Have at you!

**Griffin:** And he throws it to the ground. And then—then he kind of sheepishly walks back down to the three of you and he says...

**Dracula:** Okay, that—sorry, I have to do that every time, but, um... Where were we? Oh, yes, we were going to fight. It doesn't seem quite fair though, three on one.

**Griffin:** And he gazes at the three of you. How many uh, potions did each of you drink?

**Justin:** One each, I think. Right? Yeah.

**Griffin:** Okay, go ahead and roll a wisdom saving throw.

**Justin:** That's a natural 20.

**Audience:** [cheers]

**Clint:** Natural 15.

**Travis:** I'm going to use—

**Clint:** Plus three, for 18.

**Travis:** I'm going to use indomitable to roll again, can I do that?

**Griffin:** No, come on!

**Justin:** Come on! Let it be tense!

**Griffin:** What did you roll?

**Travis:** I rolled a five.

**Griffin:** Okay, Magnus. This, like, uh, anger that you feel before a fight, this, like, energy that you use to psych yourself up to defeat your opponent at hand... you feel it shift away from Dracula. You actually feel it turning towards your companions.

**Travis:** Specifically Merle?

**Audience:** [laughs]

**Griffin:** Uh, both of them. And you actually... you feel yourself walking over to Dracula's side, and you feel yourself draw your weapon as you face your former friends, and Dracula says...

**Dracula:** Congratulations, Magnus! You're hired!

**Audience:** [laughs]

**Griffin:** We're gonna go to intermission. We'll be back soon.

[theme music plays]

Griffin: Hey everybody, this is Griffin McElroy, your dungeon master, your best friend, and your Nintendo game play counselor. You gotta make Mario jump on the... eat all the pills.

Thanks for listening to The Adventure Zone Live from Seattle. I hope you're enjoying it so far. We're gonna get to the climactic resolution here in just a little bit, but before that, I want to tell you about some of our sponsors.

Our first sponsor this week is Audible. They are a fantastic little organization, a little outfit that gets you the audiobooks that you crave, that you need, and puts them just right in your brain, directly, just circumventing the eyes, which is the usual sort of book consumption organ.

They are fantastic. They have a new thing called Audible Originals, which is a new member benefit. Audible members now get two Audible Originals from a curated list and one audiobook each month. Now, Audible Originals are exclusive audio titles by celebrated storytellers from worlds as diverse as theater, journalism, literature, and more. They have the largest selection of audiobooks on the planet. You can fill your fall with all kinds of stories.

I would recommend, uh... I have been really enjoying *The Long Way to a Small, Angry Planet* by Becky Chambers. It's like a really cool, uh, sci-fi space opera that somebody recommended to me, and I have been just like, tearing into it. I am super into it, and it is available on Audible, and you should go check it out.

You can get your first audiobook for free and check out two titles from a curated list of Audible Originals with a 30-day trial. Visit [Audible.com/Adventure](https://Audible.com/Adventure) or text 'Adventure' to 500500.

Also want to tell you about Blue Apron. Blue Apron is fantastic. They will send you boxes with ingredients and recipes that you need to make delicious, home cooked meals right in your very own kitchen. Their mission is to make incredible home cooking accessible to everyone by delivering farm fresh ingredients and step-by-step recipes to your door, and you can make those meals in as little as 20 minutes.

You just let Blue Apron do the meal prep for you. You can get out of your cooking rut, and experience the joy of new recipes. They have so many recipes for you to choose from. You can sort of custom tailor what you want to cook, and what you want to eat. We used Blue Apron for a super long

time. It taught me how to cook, and I am very, very grateful to Blue Apron for giving me this very valuable life skill.

You can check out this week's menu and get your first three meals for free at [BlueApron.com/Adventure](https://www.blueapron.com/Adventure). That's [BlueApron.com/Adventure](https://www.blueapron.com/Adventure) to get your first three meals for free. Blue Apron: A better way to cook.

Got a jumbotron here. This one's for James Atkinson, and it's from Julie Miller, who says, "Happy 24<sup>th</sup> birthday, James. I hope today is full of love and adventure. Even though you've grown up, you are still the center of my world, my true north, and my reason for being. I want to tell the world what a kind, gentle, caring soul you are. I'm here for you, accepting you just as you are every step of the way. Love, Mom."

Hell yeah, James' mom. Everybody better recognize the game that James is bringing to the table. This kind, gentle, and caring game.

Got another message here for Dave, AKA 'Big Bud,' and it's from Rene who says, "I miss you, buddy. I hope you're listening to this on your lunch break in between watching fails on YouTube. I miss hanging, but I understand that your baby is the only person in the world cooler than me. You're the best. Take care of that fam, and I'm sure I'll run into you in a monk outfit at ren fest. Love Rene, AKA 'Lil Bud.'"

I love a good YouTube fail. Me and Dave have that in common. Is that basically just America's Home Videos? Was America's Funniest Home Videos just basically just the predecessor to this fail movement? That's food for thought. Talk about that in your book club today.

I want to thank everybody who tweets about the show using the #TheZoneCast hash tag. If you do that, you might end up as a character in the show. We also just appreciate you spreading the word about our podcast, because that is uh, how we've been able to find the audience that we have now. We are so grateful for it.

We have preorders going now for book two of The Adventure Zone graphic novel. It's our adaptation of The Adventure Zone: Balance. This time, it is for

the Murder on the Rockport Limited arc, which is really coming along. We are super, super happy with it, and think you will be, too. Go ahead and preorder that at [TheAdventureZoneComic.com](http://TheAdventureZoneComic.com).

Justin and Sydney wrote a Sawbones book that is fantastic. Makes for a good, uh, holiday read as we move here into the back nine of the year. You can find it at [bit.ly/thesawbonesbook](http://bit.ly/thesawbonesbook).

Oh yeah, one more thing. We have a lot of announcements on our show now, especially on My Brother, My Brother, and Me. They were getting a little bit out of hand, because we're all trying a lot of different stuff. We're all working on a lot of different projects. In order to keep that limited, uh, but still keep you informed as to the things that we are working on, and uh, upcoming live shows, and upcoming projects that you might want to know about, you can join the McElroy mailing list. It is not even close to a pyramid scheme. It's a good thing. It's an enriching service.

You can get on board and start getting our little newsletter at [bit.ly/mcelroymail](http://bit.ly/mcelroymail). McElroy mail. [Bit.ly/mcelroymail](http://Bit.ly/mcelroymail). Check it out. I'm gonna let you get back to the rest of the episode. I hope that you enjoy it. We really enjoyed making it. And again, we will be back in two weeks and a day on November 15<sup>th</sup>. So, see you then. Bye.

[theme music plays]

**Griffin:** Hey, let's roll initiative.

**Justin:** 14.

**Griffin:** Okay.

**Clint:** Um... 20.

**Griffin:** Oh, damn.

**Audience:** [cheers]

**Travis:** Well, he got a nat 20 plus a two. So...

**Griffin:** Okay. What'd you get, Magnus?

**Travis:** I got a 19 plus a 2, a 21.

**Griffin:** Perfect!

**Justin:** Wow.

**Griffin:** Alright.

**Justin:** Lotta good... burnin' a lotta good rolls.

**Griffin:** Yep.

**Justin:** On initiative.

**Griffin:** Uh, alright, Merle, you are up first. You have Dracula, and you also have Magnus facing you and Taako down. What do you do?

**Clint:** Um... Boy. Okay, um, Merle casts... uh, *shield of faith*.

**Griffin:** Okay. On whom?

**Clint:** Um... "It surrounds a creature of my choice."

**Griffin:** Yup, so... that is kind of the question I asked.

**Justin:** Yep, tryin' to make that choice, homie.

**Clint:** Uh, Taako.

**Griffin:** Okay. Great.

**Clint:** Surround Taako, and it adds plus two to AC for the duration.



**Griffin:** Awesome. Alright, you have plus two AC, Taako. You... are gonna need it. Magnus is up next.

**Audience:** [laughs]

**Travis:** Yee-up!

**Griffin:** Now Magnus, you feel compelled to attack your two compatriots. I'm not gonna tell you how to do it, but... don't chicken out. But also, maybe don't—

**Clint:** No, no, no—

**Griffin:** Maybe don't one-shot them with your...

**Travis:** I'm going to use my new found whip.

**Griffin:** Okay. I thought you were just gonna omnislash Taako with the, uh, the Flaming, Raging, Poisoning Sword of Doom, and that would be a series wrap on Justin McElroy.

**Travis:** Um, and you told me backstage it was the same stats as Railsplitter.

**Griffin:** Yeah, same as Railsplitter. So d10, and then, plus your regular, uh, to attack roll.

**Travis:** Oh. Well, that's a critical miss.

**Griffin:** You're kidding me! Confirmation.

**Clint:** One.

**Travis:** That is a one.

**Justin:** One.

**Audience:** [cheers]

**Griffin:** Unbelievable.

**Justin:** Cannot hurt his friends.

**Griffin:** You...

**Justin:** His heart is true.

**Griffin:** Okay, here's what it is. You go like this to try to—but it's like a whip, and you aren't like—you maybe haven't used a whip. You're maybe not proficient. This is maybe the one thing you're not—

**Clint:** Oh, and it cuts your chin.

**Griffin:** Yeah. This is maybe the one thing—oh, God yeah. There's that great YouTube video of the guy tryin' to do the whip that's like, 30 feet long, and it just destroys him because he doesn't know—I think that's what happens. Uh, and uh, Taako, you are safe.

**Clint:** And you're dead.

**Griffin:** Yeah. Are you gonna take any other actions, or...

**Travis:** Yeah, I'm gonna do my second attack at Taako.

**Griffin:** Okay.

**Justin:** Great.

**Travis:** Uh, that is a nine plus nine, 18 versus AC.

**Griffin:** What's your AC at now?

**Justin:** [laughs] 15.

**Audience:** [laughs]

**Griffin:** Plus? 2?

**Justin:** 15.

**Griffin:** Oh shit, that's bad. Okay.

**Justin:** Yeah, I'm a wizard.

**Griffin:** Yeah, d10 damage.

**Travis:** Uh, four plus four...

**Justin:** Get all the modifiers in there.

**Travis:** Or, excuse me. Four plus five. So that's a nine.

**Justin:** Yeah, gotta get all of `em. Yeah, every—get every juicy point.

**Griffin:** Nine. Nine points of damage. Uh, now, Magnus, make a wisdom saving throw. It's going to be a tough one.

**Travis:** Uh, nope. Uh, six.

**Griffin:** No, you are still enthralled. Taako, you're up.

**Travis:** Plus one.

**Audience:** [laughs]

**Clint:** You're not quite as enthralled.

**Griffin:** Yeah, you're still pretty enthralled.

**Justin:** Uhh... [laughs] Okay, here's what I think Taako would probably do is, he's like...

**Taako:** Don't worry, guys. I've got this.

**Justin:** And he would pull out the bulb of garlic that he has and just throw it at Dracula. [wheezes]

**Audience:** [laughs]

**Griffin:** Roll—

**Justin:** And then he says—he says...

**Taako:** I banish thee!

**Griffin:** [laughs]

**Audience:** [laughs]

**Taako:** You have no sway here!

**Griffin:** Go ahead and uhh, roll a d20 for the garlic throw.

**Justin:** Uh, 17?

**Griffin:** Okay. Uh, with a 17—

**Justin:** Plus my garlic throwing.

**Griffin:** You get it in his open mouth.

**Travis:** [laughs]

**Audience:** [laughs]

**Griffin:** He sees the garlic coming and he opens his mouth aghast, like, “What are you throwing?” It’s like a reflexive—something’s being thrown, he opens his mouth, it goes right in. And then he crunches down on it, and then crunches again and eats the whole bulb of garlic, and he says...

**Dracula:** How do these rumors about my weaknesses get spread?

**Justin:** Okay. Alright.

**Dracula:** I mean honestly! I am weak to garlic like someone might be weak to chocolate. I cannot help myself.

**Audience:** [laughs]

**Dracula:** Weak to running water? I have a water slide into my infinity pool in the backyard! Honestly!

**Griffin:** He is undamaged by the garlic, and he’s up next. Uh, he is going to...

**Clint:** I thought you threw—you threw it at Dracula?

**Griffin:** [laughing] Not Magnus! Enjoy, Magnus! He shoots a fireball at Merle. That is 20 versus AC? Yeah. Yes.

**Clint:** Hmm.

**Griffin:** Right?

**Clint:** Yes. Well—

**Travis:** Yeah, that’s 19, which is one lower than 20.

**Griffin:** Oh, that's a bad roll. Uh, that is just 8 points of fire damage. And then with his second action, he is going to try to toss Taako. Taako, we're gonna have a Strength contest. Roll a d20!

**Justin:** You've come to the right place.

**Audience:** [laughs]

**Justin:** I'll be damned. That's a nat 20.

**Griffin:** Hell yeah.

**Audience:** [cheers]

**Justin:** Alright.

**Griffin:** You also would have advantage on the roll, but with that, you uh—

**Justin:** Wow. Not needed.

**Griffin:** He tries to grapple you and throw you across the room, but you kinda just grab his wrist and set yourself back down. Uh, Merle, you are back up.

**Clint:** Um, Merle casts *dispel magic* on Magnus.

**Griffin:** Hm! What's that do?

**Justin:** [sneezes]

**Audience Member:** Bless you!

**Justin:** Thank you.

**Clint:** Um, "Any spell of 3rd level or lower on the target ends."

**Griffin:** Yeah, okay. Magnus, you snap out of your trance that you that you have been placed under because of your potion drinking.

**Audience:** [cheers]

**Griffin:** Next is—

**Travis:** As soon as I snap out of it, I sneak attack Dracula.

**Griffin:** Okay! Sneak attack Dracula?

**Travis:** Yeah, 'cause he doesn't know I'm out of it.

**Griffin:** Alright, I'll give you that. What is—you've been rogue-trained for so long, and I don't know what the fuck sneak attack does.

**Travis:** Whoops! Flip, flip, flip, flip.

**Griffin:** I think it gives you advantage... [singing] Let's look up sneak attack...

**Travis:** Yeah, uh... [gibberish] "Once per turn, you can deal an extra 1d6 damage to any creature you hit with an attack if you have advantage on the attack roll."

**Griffin:** Okay, I'll give you advantage on this roll because you are getting the drop on 'em.

**Travis:** "You must use a finesse or ranged weapon." Is that the whip?

**Griffin:** Yeah, the whip would be that.

**Travis:** Um, yeah, okay.

**Griffin:** Okay. Roll your attack roll.

**Travis:** Uh, 13 plus nine.

**Griffin:** That is a hit. Roll d10 plus, uh... roll a d10 and a d6 together.

**Travis:** Not great. But—so that's... No, I mean it was higher, it was a 19.

**Griffin:** Oh, you have advantage. You have advantage on the roll, okay.

**Travis:** Ooh, actually, that is a crit. Magnus crits on 19 and 20.

**Griffin:** Okay.

**Audience:** [cheers]

**Griffin:** So roll another d10 and uh, probably just the same d6.

**Travis:** Uh, so then, all together, we're looking at... [sighs] Math.

**Audience:** [laughs]

**Travis:** Okay. So plus five.

**Griffin:** The answer's not gonna be on those papers, my friend. The answer's in your mind.

**Travis:** Seven, nine, ten...

**Clint:** It's in your heart.

**Griffin:** Unlock the secrets.

**Travis:** Four. So 14—

**Justin:** Can we get a white board out here?

**Griffin:** 14. It actually hits him for 28 points of damage. It—



**Audience:** [cheers]

**Griffin:** It cuts him across his vest and as it does it leaves like a little trail of light around where you whipped him. And he looks, uh, he is shocked; first at your betrayal, then he's disappointed in you.

**Audience:** [laughs]

**Griffin:** And then he—

**Travis:** This is gonna come up at the quarterly review.

**Griffin:** Absolutely. Uh, next up is Taako.

**Justin:** Uhh, I, uh, I walk up to Dracula and I say...

**Taako:** Hey, good news - I've decided to reconsider the job offer. [pauses] And I still don't wanna do it.

**Audience:** [laughs]

**Justin:** [laughing] And I cast *sunburst*.

**Audience:** [cheers]

**Griffin:** He again, looks kind of disappointed, um, and then he waits for you to tell me what *sunburst* does.

**Justin:** So, "Brilliant sunlight flashes in a 60 foot radius centered on a point I choose within range—" His butt.

**Griffin:** [laughs]

**Justin:** "Each creature in that light must make a constitution saving throw. On a failed save, the creature takes 12d6 radiant damage—"

**Griffin:** Oh my God!

**Justin:** “—and is blinded for a minute.”

**Griffin:** Okay. You all are definitely in this zone, right, in the *sunburst* zone?

**Justin:** I—that was—did I not say that? I should have said that at the beginning. I get 60 feet away from Drac—30 feet away from Dracula—

**Audience:** [laughs]

**Justin:** And then I—

**Griffin:** With your agility, you can do that.

**Clint:** It was implied.

**Justin:** Implied that I would not wanna be...

**Griffin:** Sure.

**Justin:** Y’know, I’ve been in the game a while.

**Griffin:** But Magnus and Merle are definitely gonna be up ins the *sunburst*.

**Justin:** Listen, you can’t make a Dracul-omelette without—

**Griffin:** [laughs]

**Justin:** Et cetera, et cetera.

**Audience:** [laughs]

**Griffin:** [laughing] Breaking a few hero eggs.

**Justin:** Without breaking a few hero eggs.

**Griffin:** Alright, so uh, I'm rolling a constitution saving throw?

**Justin:** Indeed.

**Griffin:** Uh, that is a... 16.

**Justin:** Ties.

**Griffin:** Tie goes to the— you. Yes, hitter.

**Justin:** Great! Okay.

**Griffin:** So I'm gonna need you two to also make—also, I'm pretty sure yours is higher than 16, isn't it?

**Justin:** It's 16, last I checked.

**Griffin:** Okay. Uh, go ahead and roll a constitution saving throw, Magnus and Merle.

**Travis:** I got an 18, nine plus nine.

**Clint:** And I got a 19.

**Griffin:** Damn. Okay.

**Audience:** [cheers]

**Clint:** Plus three. 22.

**Justin:** Seven, 13... 17...

**Griffin:** Do you want me to... Oh you're just doin' it.

**Justin:** 21... 26...

**Clint:** Carry the four... 18...

**Justin:** [laugh] So funny, Mac. You're so funny. Everybody loves old Mac McElroy. 29, 33, 37.

**Griffin:** ...37... times two...

**Travis:** 74.

**Griffin:** 74. Thank you, audience!

**Audience:** [laughs]

**Justin:** Thanks for all the great d6s you have, Travis.

**Travis:** You're welcome.

**Justin:** You have a lot of d6s.

**Griffin:** Uhh, okay. Dracula says...

**Dracula:** It's a pretty good spell.

**Justin:** [laughs]

**Audience:** [laughs]

**Griffin:** Uh, he holds out a hand like this, and a column of flame appears below each of you—rather, a circle of flame that—[whispering] Shh, it's about to turn into a column if you don't roll a good dexterity saving throw and get off of it. Taako has advantage.

**Justin:** Seven. Uh, it's a—

**Griffin:** [laughing] Please stop yelling your suggestions, we got it. Thank you.

**Travis:** We got it.

**Justin:** Uhh. Dang. I've rolled three times now, and it's like a one, a three, and a seven.

**Griffin:** [laughs] Okay.

**Justin:** I'm definitely... Doesn't matter. I've rolled too many times and it's all bad.

**Griffin:** Magnus? Merle?

**Travis:** Yup. I got a seven.

**Griffin:** Oh no.

**Clint:** 18 plus one, that's 19.

**Audience:** [cheers]

**Griffin:** Alright!

**Justin:** Whoa! Yeah!

**Griffin:** Merle just sort of, step stool scuttles out of the way, and Taako and Magnus are not as lucky. They are both hit in this column of flame for 19 points of fire damage.

**Travis:** Okay.

**Griffin:** And then, with his second action, uh... Dracula, who is getting a little bit worried, says, um...

**Dracula:** Hey, where did you find that whip? I thought I put it in the furnace.

**Magnus:** Yeah— the—oh, the—what?

**Dracula:** The whip.

**Magnus:** Yeah.

**Dracula:** Where did you find it? I thought I put it—

**Magnus:** In the fur—in the furnace.

**Dracula:** That's a pretty good whiiip.

**Justin:** [laughs]

**Magnus:** Yeah.

**Griffin:** And then he turns into fog. And he flies backwards and disappears through one of the large portraits hanging on the room—on the far wall of the room.

**Magnus:** ... We won!

**Audience:** [laughs]

**Taako:** Congratulations, everybody!

**Merle:** [sighs in relief]

**Justin:** Well, thanks for comin', folks. It's been a great time. Thank you. We beat Dracula together. Couldn't have done it without ya.

**Travis:** Magnus runs and—and attempts to run through the painting that—

**Audience:** [laughs]

**Justin:** Yes. Yes, he does.

**Griffin:** Uh, you do. The wall is not there behind the painting—

**Travis:** Oh, thank God.

**Griffin:** So you just smash—[laughing] You smash right through it.

**Travis:** [laughing] I wasn't sure how that was gonna go.

**Griffin:** Uh, do Merle and Taako follow in pursuit?

**Clint:** ... to run into the wall?

**Travis:** No, there was no wall!

**Justin:** There's no wall.

**Griffin:** There's a tunnel. Behind the painting.

**Clint:** [sighs]

**Justin:** A tunnel. Yeah, it's a secret tunnel.

**Clint:** Yes.

**Justin:** Yes, following. Yes.

**Griffin:** Okay.

**Clint:** In pursuit.

**Griffin:** You all move through the tunnel behind the portrait, and uh, you make it to the other side and step foot into, again, this shower of grey light from the eclipse that is still hanging above. You're in some kind of, like, observatory. You're in this semi-circular room with a large plate-glass dome for its walls and ceiling.

You are atop the castle here, overlooking the sea and cliffside hundreds of feet below. In the center of this room is a black coffin, propped up on a slanted table, flanked on both sides with urns full of wilted flowers. Right at your feet as you step inside the room are the bones of a long-dead adventurer. Their gear has long since been reduced to dust, save for one salvageable object - a long, wooden stake. What do you do?

**Audience:** [cheers]

**Travis:** I pick up the stake.

**Griffin:** 'Kay.

**Travis:** And I examine the construction to see how well it's done.

**Audience:** [laughs]

**Travis:** Is it carved real nice?

**Griffin:** It could be sharper.

**Travis:** I sharpen it.

**Griffin:** Okay.

**Travis:** Wai—hey! Time out! [makes wood sharpening sounds]

**Magnus:** Weather's nice.

**Audience:** [laughs]



**Taako:** Yeah.

**Griffin:** The stake is now sharper. I'll find some mechanical thing to do with that. You now have a sharper stake. Now what?

**Travis:** I assume, like—do we wanna do, like, the walk towards the coffin, like, "Let's finish this" kind of deal?

**Justin:** Yeah, I'll sprinkle salt around the coffin. I've seen that in movies.

**Griffin:** Okay.

**Travis:** I'll sprinkle pepper.

**Griffin:** Alright. Just covering the bases.

**Clint:** I'll sprinkle holy water on the stake.

**Griffin:** Oh, interesting.

**Travis:** Ooh.

**Justin:** Ooh.

**Griffin:** Okay. Are you using all of it?

**Clint:** Nope.

**Griffin:** Okay.

**Clint:** [laughing] No, no.

**Griffin:** Alright, now, this is a good stake, guys. You have made this stake very good. You have buffed the shit out of this one wooden stake.

**Travis:** Uh, I throw open that coffin ready to—to just jam it.

**Justin:** [snorts]

**Griffin:** Uh, the lid creaks as you pull it back, revealing... nothing, the coffin is empty. And from a distance, you hear a voice shout...

**Dracula:** Now you've fucked up!

**Audience:** [laughs]

**Griffin:** Roll a dexterity saving throw, all three of you.

**Justin:** Fuckin' walked into that one. That's a ten for me.

**Travis:** A seven for me.

**Justin:** [laughing] Can't catch a fuckin' break tonight!

**Travis:** I know. You know what, now I'm gonna use indomitable, though, 'cause like—

**Griffin:** No! What does indomitable do?

**Travis:** It lets me re-roll my saving throws.

**Justin:** Not fun.

**Griffin:** Okay.

**Justin:** Just take it.

**Travis:** You get to cast spells!

**Justin:** Take your coffin damage!

**Griffin:** No, roll your Indomitable. Go ahead.

**Travis:** Nope. [laughs]

**Audience:** [laughs]

**Griffin:** Okay. Merle? What'd you get?

**Clint:** Don't I have advantage on initiative rolls?

**Griffin:** This is not initiative, it's a dexterity saving throw. It's a—don't laugh at him, he's doing his best!

**Justin:** [laughs]

**Audience:** [laughs]

**Travis:** Taako, did you roll your advantage?

**Justin:** Yeah, I did bad.

**Clint:** How 'bout a six?

**Griffin:** A six, Jesus Christ.

**Justin:** Really beefing it...

**Griffin:** Another shadow appears above all of you. A figure blocks out the already-pretty-blocked-out sun, and this figure smashes through the plate-glass dome as he falls downwards, which explodes under the force of his dive. All three of you are... shredded... uhh...

**Travis:** Yep.

**Griffin:** By shards.

**Travis:** Oh.

**Griffin:** For... Oh, not really shredded. 17 points of slashing damage. Uh, and the walls of this room fall away. This dome is just gone, just sort of exposing you to the open air. And you take a look at Dracula - he is unrecognizable from what he was inside. He is just this big, muscle-y, blue monster with leathery wings and a beastly face with a mouth lined with these jagged, razor-sharp teeth.

He also, I think, has like, a slash across his chest from where you got him with that whip. Uh, and we're back into the order. I forget who went last? I believe it was Taako because he made the sun explode, and then Dracula went. Merle is up.

**Clint:** Merle casts *prayer of healing*.

**Griffin:** Okay.

**Audience:** [cheers]

**Travis:** Dad sounds defeated every time he has to heal somebody.

**Griffin:** What's it do?

**Clint:** It's, uh, "Up to six creatures of my choice."

**Griffin:** Okay.

**Clint:** So that would be us three.

**Dracula:** Oh, come on.

**Clint:** And since it's supposed to be—

**Dracula:** No, let me get a little bit. Hey—

**Clint:** Wait a minute.

**Dracula:** No, let me up ons!

**Clint:** If you heal the undead—

**Dracula:** Ooh it's worth a try, I think!

**Audience:** [laughs]

**Dracula:** Ooh, maybe it's a Final Fantasy Rules. I feel you! Hurt more—it hurt me so bad, don't do it, Merle! Oh, it hurt me so bad, the healing magic, I hate it! I am afraid of that.

**Clint:** Are we still in the *zone of truth*?

**Dracula:** No, we're far away from it.

**Audience:** [laughs]

**Travis:** No.

**Clint:** It might—

**Travis:** [laughing] It wouldn't!

**Clint:** Alright, just on us three.

**Dracula:** Aww. Where is your adventurous spirit, Merle?

**Clint:** 2d8 and it's a five... oh, do I roll it again, or I just double it?

**Griffin:** That's what two means.

**Audience:** [laughs]

**Clint:** Nine. Plus my spell ability modifier.

**Travis:** Eight. Plus eight.

**Griffin:** Plus eight. Uh, 17.

**Clint:** 17. I heal you guys for 17.

**Griffin:** You are healed for 17 points of damage.

**Justin:** Nice.

**Griffin:** Alright.

**Audience:** [cheers]

**Griffin:** Magnus, you are up.

**Travis:** Um, well... I'm going to whip him.

**Griffin:** Okay.

**Travis:** And whip him good.

**Griffin:** Sure.

**Audience:** [cheers]

**Travis:** Okay, so that's a 19, and as we've determined, that's a crit.

**Griffin:** That is— oh shit.

**Audience:** [cheers]

**Griffin:** Damn, that's a good ability.

**Travis:** Yeah, especially when I remember it. Um, so that's three, plus five, eight... uh, 15 points of damage?

**Griffin:** 30 points of damage. Uh, what's this look like? Where you—where you whippin' him?

**Travis:** Uh, how big is he now?

**Griffin:** He's much bigger than he was inside. He's uh, he's like... he's close to eight feet tall at this point.

**Travis:** Alright. I'm whippin'—I'm goin' for the neck.

**Griffin:** Alright. You whip his neck. He says...

**Dracula:** Ow, my neck.

**Audience:** [laughs]

**Dracula:** You've whipped it.

**Travis:** Um... ooh! You know what I'm gonna do, Griffin?

**Griffin:** What?

**Travis:** Gonna take the Chance Lance...

**Griffin:** Ooh.

**Travis:** And I'm gonna tie the stake to the point with the whip...

**Griffin:** Interesting... [laughing] So you're combining three weapons.

**Audience:** [laughs]

**Justin:** So as part of—let me figure this in. As part of his turn—

**Griffin:** Yeah, that's what I'm gonna say. If you can—

**Justin:** So the camera turns to Magnus—

**Travis:** Okay—

**Griffin:** You can create this omni-weapon, but it's gonna be the rest of your turn.

**Travis:** Totally cool.

**Griffin:** Okay.

**Travis:** And then I'm gonna Second Wind.

**Griffin:** You—you whip him acro—you whip him across the chest, and then you say, "That was badass, hold on."

**Audience:** [laughs]

**Justin:** [laughs]

**Clint:** [sings the Jeopardy theme]

**Travis:** And now I'm going to Second Wind and attack again.

**Griffin:** Oh my God.

**Audience:** [cheers]

**Travis:** And I haven't even—

**Clint:** I thought you had him for a second.

**Travis:** I haven't even Action Surged yet. So I'm gonna throw... gon' throw...



**Griffin:** Okay.

**Travis:** My beautiful, beautiful spear son...

**Audience:** [laughs]

**Griffin:** [laughing] Okay.

**Travis:** At his heart!

**Magnus:** Have at thee, you devil!

**Travis:** That's a seven.

**Justin:** [laughs]

**Audience:** [laughs]

**Travis:** Plus ten. 17.

**Griffin:** That is a miss.

**Travis:** And then I'm going to use *precision strike*.

**Griffin:** No, it goes—it goes fucking flying, way past him.

**Travis:** *Precision strike*. Hold on! Oh, and then add an 8 to that.

**Griffin:** Uh, that does hit.

**Travis:** 25.

**Griffin:** Okay.

**Travis:** That's *precision strike*.

**Griffin:** Okay.

**Audience:** [cheers]

**Travis:** So now do I do damage with all three, or...

**Griffin:** No, I think you would only do it with the stake, which I'm gonna say, uh, is... because you like, did some good shit to it, is, uh, 2d10. Uhh, radiant damage.

**Travis:** That's nine plus five. 14, 19 points of damage.

**Griffin:** 38 points of damage. Um...

**Audience:** [cheers]

**Travis:** Wow.

**Griffin:** Just gets him—gets him in the gut. It gets him right in his leathery gut, and he says... I don't think he says anything. I think the sort of jovial Dracula is gone, and he's starting to turn more monstrous, and just fuckin' scary at this point.

**Audience:** [laughs]

**Griffin:** Uh, and yeah. Who's up next?

**Travis:** Oh, and I recall the Lance.

**Griffin:** Okay, it comes out of him. [laughs]

**Dracula:** Thank you for that, it would hurt a lot inside me.

**Griffin:** Uhh, Taako, you're up next.

**Justin:** Umm... Okay. Ehh... Yeah, I think this'll work. Uh, I'm gonna activate... okay.

**Griffin:** Oh shit.

**Justin:** I have my, um... yes, this will work. I, um... I've got my transmuter stone. I haven't activated it yet, which I can use once.

**Griffin:** Sure.

**Justin:** And I'm gonna use *panacea*. Uh, "It removes all curses, diseases, and poisons affecting a creature that I touch with the transmuter stone." And I'm gonna use it on Dracula.

**Audience:** [laughs and cheers]

**Justin:** I'm not... I'm not... I don't know... this is your world. And I don't know how vamp—the rules of vampires, but I feel like Taako would try this, because of the nature of vampirism, he is not... very familiar with, so he would give it a shot.

**Griffin:** Sure. Why don't we... roll for it. I could roll like, a saving throw. I think it's more exciting if you roll, like a, uh... use your spell casting modifier. This is like, a magic effect you are trying to do on Dracula.

**Justin:** Okay.

**Griffin:** 'Cause in order for me to just say, "You touch this dude with a stone, and now he's not Dracula anymore," is a lot.

**Justin:** Okay, it's a lot. I grant you. It's a... I rolled a 12.

**Griffin:** Plus your magic?

**Justin:** Well, my—I mean, my—

**Griffin:** Your spell casting modifier.

**Clint:** Don't you know it?

**Audience:** [laughs]

**Justin:** Oh, here we go. Yeah, 17.

**Griffin:** I'm gonna roll now... a constitution... if it's like a curse or a disease it's decided by, that's what he's gonna have to save against is a 17.

**Justin:** Fair.

**Griffin:** That's a 13.

**Audience:** [cheers]

**Griffin:** Alright.

**Audience:** [laughs]

**Griffin:** You touch him with the stone. Describe this scene for me, Justin. You're... you are... you are undoing Dracula. I just—I think this is your moment to take the camera and tell us what happens.

**Justin:** I mean, I have the stone. I already came up with a good idea, I don't know why I have to write—

**Clint:** [laughs]

**Justin:** A soliloquy about it. I run up, and I could probably reach his, like, knee cap at this point, right?

**Griffin:** Okay.

**Justin:** And I just like, slap this rock on his knee cap!

**Audience:** [laughs]

**Griffin:** Uh, you slap the rock on his knee cap and, uh, his wings just go flying off of his body.

**Audience:** [laughs]

**Griffin:** Like Nerf darts. They just like, pop off of him. Uh, and... [laughs]

**Audience:** [laughs]

**Travis:** He turns back into Derek Reginald Acula.

**Griffin:** Yeah. And he says...

**Dracula:** What are you doing with a ro—[screams]

**Griffin:** And as his—the holes where his wings used to be, just, bats start flying out of him. Just like, this spray of bats, and his form is shrinking back down, back to the, uh, sort of person-shape that you fought indoors. Uh, and he crumples to the ground, and then he looks up at the three of you, and he says...

**Dracula:** Well... Looks like I've come to the end of my rainbow. I, uh...

**Travis:** [laughs]

**Dracula:** This is embarrassing. I had a fun time when I was being Dracula. Um...

**Magnus:** Do you regret any of it?

**Dracula:** Oh yes, I mean, now that you have restored my soul, the guilt I feel is immeasurable. [laughing]

**Audience:** [laughs]

**Magnus:** You know, we work with an organization. You could come work with us, and maybe do some good in the world.

**Audience:** [cheers]

**Merle:** With your corporate building expertise...

**Magnus:** Yeah!

**Taako:** Yeah!

**Griffin:** He says...

**Dracula:** I don't—I don't know, I don't have any powers or anything...

**Magnus:** Hey...

**Taako:** Well, no, no hear us out. We've been looking for somebody to run HR.

**Audience:** [laughs]

**Taako:** The last guy was named Brad, and he was, if you'll pardon the expression, the pits.

**Audience:** [laughs]

**Taako:** And, uh, we'd love to get'cha on the team! We could pull a few strings, no problem!

**Dracula:** That sounds... that sounds excellent. Let's, uh... I'll start filling out the paperwork. That's something I excel at.

**Magnus:** Yeah. [laughing] There's some training videos you'll have to watch.

**Dracula:** The only, like— the only, like, thing is that now I am not... Draculaaa anymore, I've lost my control over my castle.

**Magnus:** Ooh.

**Griffin:** And sure enough, it is starting to disappear beneath your feet.

**Magnus:** Aww, let's beat cheeks!

**Griffin:** Uhh, okay, which—

**Taako:** Get on my back, Dracula!

**Griffin:** [laughing] Dracula grabs onto your back.

**Dracula:** Okay, what does this accomplish?

**Taako:** [laughing] We can go faster now.

**Dracula:** I used to be able to fly like a bat, but now I seem to not have that ability anymore, because of your weird rock.

**Justin:** And I say...

**Taako:** Leap from my back to Magnus's back, Dracula, I didn't think through it.

**Griffin:** [laughs] He leaps to Magnus's back. The castle disappears some more.

**Magnus:** Now let's run!

**Griffin:** Uh, okay, which way are you running?

**Travis:** Out!

**Justin:** Out!

**Griffin:** Back towards the elevator—

**Travis:** Entrance.

**Griffin:** Okay.

**Justin:** Yeah, back towards the entrance.

**Griffin:** Alright, you run back towards the entrance. Uh, make a—make an athletics check, all of you. Dracula is not going to roll, he is on Magnus's back.

**Justin:** 20! [laughs]

**Travis:** I am retiring this dice. Um, mine is... Well, let me see what my thing is, 'cause it's good. Oh, it's over here. Uh, 15.

**Griffin:** Okay. Merle?

**Clint:** [quietly] Two.

**Audience:** [laughs]

**Magnus:** Bye Merle!

**Griffin:** Magnus and Taako, you all make it to the elevator and start heading down as the observatory you were just in vanishes. And as you're going down the elevator, you see Merle...

**Audience:** [laughs]

**Griffin:** Pchoo. Just fall right past you. What...



**Travis:** I whip him.

**Griffin:** You whip him?

**Travis:** I'm gonna catch him with the whip.

**Clint:** Hey, you don't need to. He has a flying broom.

**Griffin:** He does.

**Audience:** [cheers]

**Travis:** Alright. Fine.

**Clint:** He whips out the Womb Broom.

**Griffin:** Not the Womb Broom. What did you just say?

**Clint:** The Vroom Broom!

**Travis:** Vroom. Broom.

**Justin:** [enunciating] Vroom. Vroom.

**Clint:** I was speaking like Dracula! The Vroom Broom.

**Griffin:** Okay.

**Clint:** And yells...

**Merle:** Hang ten!

**Griffin:** Alright.

**Audience:** [cheers]

**Travis:** I still whip him.

**Griffin:** Okay. [laughs]

**Audience:** [laughs]

**Clint:** I deserve that.

**Griffin:** Uh, you all, on your various forms of transportation, make it outside of the castle, back onto the cliff's edge as the eclipse—as the moon finally passes beyond the sun and the sun's rays start glistening down off the gentle waves of the Trackless Sea below. And the castle slowly fades from view. And Dracula looks kinda bummed out. He's lived there for quite some time.

**Travis:** Yeah. Did he grab like his box full of like, important documents?

**Dracula:** [yelling] My important documents!!

**Audience:** [laughs]

**Griffin:** And you just see this box just... pewww, splash.

**Travis:** The pictures of my kids!

**Griffin:** And he says, uh—

**Travis:** Yeah, it got real. You were worried about Dracula's kids.

**Griffin:** He says...

**Dracula:** Well, it's, uh... does one of you have a place I can crash?

**Magnus:** Ohh...

**Merle:** [groans]

**Taako:** Yeah, we, uh... We live on the moon. You can just come... stay with us! There's plenty of room!

**Dracula:** Sounds good, can I invite my friend the Wolf-Man? Oh, it's joke! It's a joke. [laughing] I don't know the Wolf-Man!

**Magnus:** [laughing] Oh no, what happened to the truth-telling Frankenstein!

**Dracula:** Oh no!

**Griffin:** You see them both.

**Frankensteins:** Whoaaa!

**Audience:** [laughs]

**Justin:** One of them says, "We're fucked!" The other one says, "No we're not!"

**Clint:** [laughs]

**Travis:** [laughs]

**Audience:** [laughs]

**Griffin:** The four of you take a look at one another, exhausted. You have saved the world once again, in the span of just a couple of hours. It's starting to get kind of old hat. The treasures and the monsters and the injuries... especially the injuries.

In fact, Magnus, you, uh, you notice a wound on, like, Taako, just from like the damage from the battle that's still fresh and, like, bleeding, and there's something about it that just looks... so delicious.

**Audience:** [cheers]

**Griffin:** Happy Halloween! That's the episode, thank you all so much for coming!

**Travis:** Thank you!

**Griffin:** This was so much fun, thank you all!

**Griffin:** Goodbye!

**Justin:** Bye! Hey, thank you to—everyone! Thank you so much!

**Clint:** Thank you, Seattle!

[theme music plays]

MaximumFun.org.  
Comedy and culture.  
Artist owned.  
Listener supported.

[music plays]

**Biz:** Hi, I'm Biz.

**Theresa:** And I'm Theresa.

**Biz:** And we host One Bad Mother, a comedy podcast about parenting.

**Theresa:** Whether you are a parent, or just know kids exist in the world, join us each week as we honestly share what it's like to be a parent. Turns out, it isn't what we thought it would be. For example, stickers on car windows? It's no longer about what type of monster would let that happen, and more like realizing, you are that monster.

**Biz:** So join us each week as we judge less, laugh more, and remind you that you are doing a great job.

**Theresa:** Download One Bad Mother on MaximumFun.org, or Apple Podcasts. And yes – there will be swears.

[music plays]

**Speaker 1:** In a world dominated by dude bro movie podcasts... only one podcast is brave enough to call bullshit. Who Shot Ya?

[music plays]

**Speaker 2:** The podcast that dares to say that white dudes' opinions aren't the only opinions.

**Speaker 3:** If you have a movie pass... like, get a ticket to it to support Tarashi, then go home.

**Speaker 4:** Ant Man seems so unnecessary at this point. Ant Man is like, a ketchup packet too many.

**Speaker 1:** Who Shot Ya? With Ricky Carmona.

**Ricky:** I wanted to see Wolverine kick ass and eat some popcorn and have a good time.

**Speaker 1:** Alonso Duralde.

**Alonso:** Is this Andy Richter?

**Speaker 4:** Yeah!

**Alonso:** Ladies and gentlemen...

**Speaker 1:** And April Wolfe.

**April:** I love wild things, because we get to see Kevin Bacon's dick!

**Speaker 1:** Who Shot Ya? Listen every Friday on Maximum Fun, or wherever you get your podcasts.