

## The Adventure Zone Versus Dracula - Episode 5

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[intro theme music plays]

**Dracula:** Dear diary...

The gift of immortality grants one ample opportunity to learn all sorts of lessons they wouldn't have time for other ways. Like for example, when partying with the wolfman, never follow him to a second location. That dude is a menace!

The most important lesson I have learned, however, is this: when dealing with new methods of achieving immortality, it behooves you to work with a test subject first. Now, I'm not certain poor Renfield's frail body can withstand any more experimentation. Fortunately, our new discovery has dovetailed quite nicely with the capture of my unrivaled hater in chief.

[The Adventure Zone Versus Dracula theme music plays]

**Justin:** Griff, are we allowed to listen to those? Like should we know them?

**Griffin:** It's a bit of what they call, in like actual-actual play shows with like smart folks in it, dramatic irony. And—

**Justin:** [chuckles] Oh!

**Griffin:** So, it's weird because you know it, but Lady Godwin does not.

**Travis:** Well, here's what's interesting, Griffin – even though we're on—like we got the cans on, as they say in the recording industry.

**Griffin:** Yeah, sure.

**Travis:** I don't—I completely zone out because like, I know I'm not allowed to talk during that point. So it just turns into background—it's like not me. Not me. Not me. Not me. Not me. Not me. My turn.

**Griffin:** Yeah. Yeah, The Adventure Zone actually refers to the sunken place that Travis goes into when he knows he's not going to get a chance to put a hand on the ball for a few minutes.

**Travis:** Yeah.

**Clint:** Into the white room he goes.

**Griffin:** [chuckles] Right in there.

**Travis:** [sings] In the white room! Where I'm quiet! And I hate it!

**Justin:** [laughs]

**Travis:** [sings] I am impatient!

**Justin:** I don't think so.

**Travis:** Okay.

**Justin:** I'm impatient.

**Travis:** [sings] Interrupting! The adventure!

**Clint:** [laughs]

**Travis:** [mouths improvised riff]

**Griffin:** We'll pick it up right where we left off. The Shambling Mound has dissolved into five hands remaining. As well as the ones that are still out in the chamber. And everyone outside of the chamber, and now you too, Brother Phileaux, can see that a wild transformation has taken place. Standing on the table inside of the containment unit is the wooden puppet boy, Pinocchio.

**Travis:** Hey, Griffin, since yesterday, I've wanted to say something. We recorded that other episode yesterday. If I had a nickel for every time a

character in The Adventure Zone's consciousness got transferred into a wooden body, I'd have two nickels. That's not a lot a lot of nickels, but it's weird that it happened twice.

**Griffin:** That is a fair point. And I love to mix it up here. I don't want to be predictable. And so shame on me for not expecting Dad to put on a mystery helmet connected to a doomsday device and pressing the go button on it. So... and we're all here together and we're gonna figure it all out.

**Justin:** Yeah.

**Griffin:** Let's pick things right back up. You know what? We'll say it is your turn, Brother Phileaux. You are—

**Travis:** Oh, we're still in initiative, aren't we?

**Griffin:** Yes, there are quite a few hands still remaining. Some of you, I won't name names, are nearly very dead.

**Travis:** That's me! Just a reminder, if anybody has any healing abilities, I do have two hit points left.

**Griffin:** Yes.

**Justin:** I was almost completely killed by lightning until it turned out that I had misunderstood what happened. So we've all been through our own traumas.

**Griffin:** Yes, exactly. I would like a sort of immediate reaction, Brother Phileaux, as you have changed quite dramatically.

**Clint:** [in a silly voice] Oh, boy!

**Justin:** I can't.

**Clint:** No?

**Justin:** No.

**Griffin:** The voice is weirdly the same.

**Justin:** I thought about it before we started recording. And what I decided was no.

**Clint:** [in a silly voice] Oh, I'm sorry!

**Griffin:** No, I'm saying—

**Travis:** Here's what's weird, Brother Phileaux's voice is the same. But Dad yesterday was doing some sick drinks on his BMX and totally whiffed it and ended up just guillotining his nerves.

**Griffin:** Yeah.

**Travis:** And so this is just how Dad sounds now.

**Griffin:** The handlebar caught him right in the throat. Now he's a Pinocchio man. No, nothing has changed. Aside from the fact that your sense of touch is dramatically reduced and you are much smaller and your body is made of wood.

**Clint:** That's the only thing that's changed, huh?

**Travis:** Other than that, though—

**Griffin:** That's basically it. You are... when you talk, you do still seem to project it out through some means.

**Clint:** [in a silly voice] Okay.

**Griffin:** I would really love it if we didn't do the Pinocchio voice the whole time.

**Clint:** [chuckles] Ah, man! finale. I've been working on it for 24 hours.

**Travis:** And you know what? I'm gonna say our audience will love it, too.  
[chuckles]

**Griffin:** Yeah, it's a gift for them.

**Clint:** Well, he's still holding the hand that Lady Godwin—

**Griffin:** Lady Godwin's hand. Yeah. Which seems to be—

**Clint:** We're holding hands, that's so—

**Griffin:** Pretty chill. It seems to be pretty chill in your... in your grasp. It doesn't seem to be sort of creepily writhing as the other hands in the room.

**Clint:** Brother Phileaux is going to try to escape from the chamber.

**Griffin:** Okay?

**Clint:** With Lady Godwin's hand.

**Griffin:** Sure.

**Clint:** You say there are five other hands inside there with us?

**Griffin:** There are. You are standing on a table sort of above all of them. So if you wanted to try some sort of maneuver to, you know, escape them—I mean, you could also just spend your turn disengaging, if you want to avoid taking five opportunity attacks. But there are some gaps in the bars here that you can see, now that you are this size. [chuckles]

**Clint:** Yeah. Okay, so Brother Pinocchio takes Lady Godwin's hand and raises two of the fingers in the hand into a peace sign. And—

**Griffin:** Whoa. Sorry, when you did that, your webcam automatically generated balloons in front of your face. Like 3D balloons, like an emoji.

**Travis:** Did it?

**Griffin:** Well, yeah—

**Clint:** When I did a peace sign?

**Griffin:** Yeah, there—wow, you're gonna get—there they go again—

**Travis:** Amazing!

**Justin:** Dad, why did—how did you do that?

**Travis:** Dad! How'd you do that?!

**Justin:** You fucking legend. What are you, you—

**Travis:** Dad! You're so technologically inclined!

**Griffin:** Also, every time he does it—every time he does it, he disconnects from the call for like five seconds.

**Justin:** Yeah, his feed shits the bed. It's these incredible balloons.  
[chuckles]

**Griffin:** [laughs]

**Clint:** [chuckles]

**Justin:** Does it work for me? Can I do balloons?

**Griffin:** I don't get—how come the rest of us don't get balloons?

**Justin:** Dad, you have to tell me why when you give a peace sign, balloons appear on the screen. [laughs]

**Griffin:** [chuckles]

**Justin:** And your camera—

**Travis:** We have the same camera! Right?!

**Justin:** This is the worst audio on the planet—

**Travis:** Wait, we have the same camera setup! Hold on! Hold on! Hold on!  
This is the whole episode now!

**Clint:** I'm gonna try it with—let me...

**Justin:** Don't—don't—if you break it, you have reduced your value to the show.

**Clint:** No, I wanna try with my right hand. I'm trying with my right hand.

**Justin:** Classic. Okay.

**Travis:** Yeah.

**Griffin:** And then he disappears. [chuckles]

**Justin:** Then he—

**Travis:** What's happening?!

**Justin:** I don't know why that's a feature.

**Griffin:** I don't either.

**Travis:** A clip for the TikToks.

**Griffin:** Okay. Yeah. God, that's good. All right...

**Clint:** So, he very slowly moves through towards the grid, carrying Lady Godwin's hand.

**Griffin:** Okay?

**Clint:** With her fingers in a peace sign.

**Griffin:** Okay.

**Clint:** And just has a big smile on his puppet face.

**Griffin:** I like that a lot. I'm not going to make you roll for that. I think that's—I think, you know, the senses of these hands are reduced. But if one of them seems to be communicating in this way, I think the other ones would be able to grok that. And so these five hands in the chamber with you chill out and give you room to leave. Where are you going? Just sort of outside, next to your body?

**Clint:** I think head towards Lady Godwin?

**Griffin:** Okay, yes, who is right next to your body.

**Phileaux:** Hi, fellows! And Lady.

**Crawford:** Who's that?

**Phileaux:** It's... hah! It's me...

**Griffin:** This is not—here we go.

**Phileaux:** Brother Phileaux.

**Justin:** Here it is.

**Phileaux:** Hello! Listen, this is gonna come as a bit of a shock, but I got wood!

**Griffin:** [chuckles]

**Justin:** [chuckles] Gross.

**Godwin:** It's lovely that you kept your sense of humor. Brother Phileaux, what on Warth has happened to you.



**Phileaux:** I do not know! I have been transferred into this wooden puppet boy. But that's—I don't want to—I don't want to bury the lead. Look!

**Clint:** And he holds—

**Travis:** How is that not the lead?!

**Clint:** —the hand out to Lady Godwin.

**Godwin:** This is so cool... Is this for me?

**Phileaux:** That is your ring, isn't it? Isn't that your—

**Godwin:** I...

**Phileaux:** Didn't we assume that was your hand?

**Godwin:** Oh... well, I will be honest. I didn't really think through beyond this point. This hand is mine, yes. But it's rather gross, isn't it? It's rather foul to carry on one's own hand. It's rather unbecoming.

**Crawford:** You got yourself kind of like a Thing situation going on. You know what I mean? You got yourself a little hand helper.

**Griffin:** In fact, as you reach out and touch your hand, its demeanor seems to change immediately. It chills out. It sort of tries to scuttle up your arm, like a little friend.

**Godwin:** [chuckles] Oh! My goodness.

**Griffin:** You feel a connection to it. Not a physical one. But you feel like you are able to exert your will over this body part of yours. You always thought that old ring had some sort of magic in it, and maybe that's the case. I am going to give you, Lady Godwin, the cantrip Mage Hand. Only it doesn't float and it's made of flesh and muscle and bones and stuff. It's made of—

**Justin:** It's made of me, yes.

**Griffin:** Otherwise it is able to—

**Justin:** I think that if we're going to do that then, damage to the hand I should feel.

**Griffin:** Hm... I mean, okay. Sure. I don't know how many dangerous situations you're going to put your hand into, but yes.

**Justin:** Hey, Griffin? I'm 43 years old and I've put this boy—bad boy into a lot of real—

**Griffin:** Okay, go ahead and put that on your character sheet.

**Justin:** A lot of scrapes.

**Crawford:** Hey, Sloppy?

**Sloppy:** Yes?

**Crawford:** I know I lost a lot of blood, but is it just me, or is Brother Phileaux a Pinocchio now?

**Sloppy:** I guess.

**Crawford:** Yeah, he's Pinocchio now. Okay! Making sure I wasn't just hallucinating. Okay, cool.

**Clint:** I still have an action, right?

**Griffin:** You do, yes.

**Clint:** Oh, boy. I don't know if Brother Phileaux would have his powers?

**Griffin:** He does!

**Clint:** In this wooden body?

**Griffin:** In this wooden—

**Travis:** Why are you fighting with Griffin on this?!

**Griffin:** You have your powers. You are—any, you know, sort of components you may need, you are right next to your human body. Your downed, dead human body on the ground.

**Clint:** Okay.

**Griffin:** So, if you want to wield your magic, there are 15 hands in this room that mean you all harm. Then it's not the worst idea.

**Clint:** Well, I'm going to cast Healing Word.

**Griffin:** Okay!

**Clint:** On... who's down the lowest? Mutt?

**Travis:** Yeah!

**Clint:** I cast Healing Word on Mutt.

**Griffin:** All right, that is a splendid idea.

**Travis:** It says, "A creature within range regains hit points of one D4 plus your spell casting ability modifier."

**Griffin:** Yes.

**Travis:** So I picked up five hit points?

**Griffin:** Yes, that brings you up to seven. What does it look like when you heal, Brother Phileaux?

**Clint:** He has a ring that... was blessed by Cardinal... Barusa.

**Griffin:** Hm?

**Clint:** At Saint Tancreds. And usually used for exorcisms.

**Griffin:** Okay?

**Clint:** But it channels life energy, so he uses that.

**Griffin:** Cool

**Clint:** So basically, he gives Lady Godwin her hand and then he lifts Brother Phileaux's flesh hand that has the ring on it and it heals... heals Mutt for five hit points.

**Griffin:** I fuckin' love that.

**Travis:** There's a lot of complicated things going on. [chuckles]

**Griffin:** No, it's great. It's so good. It's so good.

**Clint:** It's a lot of hand work. It's a lot of—it's close up magic.

**Travis:** No, I just mean like complicated as far as how we maybe feel about these mortal coils in which we reside! [chuckles]

**Griffin:** Yeah, sure. All right, he'll for five points there, Crawford. And next in the turn order is you, Crawford.

**Travis:** Cn I disengage as well?

**Griffin:** You certainly can. That is your action, to do that.

**Travis:** Yeah, it's just most of my stuff is like shooting my bow—my Hunter's Mark. And being this close, I can't do that.

**Griffin:** That is... that is true.

**Travis:** So I would like to disengage back... right? So I can move away.

**Griffin:** Yeah, for sure.

**Travis:** Okay, then I'm gonna do that.

**Griffin:** In which direction are you trying to go? Are you trying to regroup with your allies? Are you going for the exit?

**Travis:** I am, at this point, I'm not going for the exit. So much as I'm just like moving back... I'm moving towards the exit, but not to leave, just to get a little space.

**Griffin:** Yeah, how about this; you are able to get up these stairs here.

**Travis:** Okay.

**Griffin:** Which will grant you the same sorts of advantages if these things make a move towards you.

**Travis:** Okay.

**Griffin:** Anything else? Any bonus action? Anything else you want to do?

**Travis:** I'm gonna bonus action... I'll do my Hunter's Mark.

**Griffin:** Okay.

**Travis:** On the hand there in the middle of the three, in front of Sloppy.

**Griffin:** Gotcha. So you haven't used Hunter's Mark and it's kind of a staple of the Ranger class. Can you sort of illuminate me what it does?

**Travis:** Yeah, so with Hunter's Mark, I basically, when I hit that enemy, I do an extra one D6 damage.

**Griffin:** Oh, wow. Cool. Okay.

**Travis:** And I—it stays on... stays on that creature until the creature dies or if I use a bonus action on an extra to move it to a different creature.

**Griffin:** So, this clops a spell slot, but basically if you kill your mark, you move the mark over to someone else.

**Travis:** Yeah.

**Griffin:** Or you can do it at will with the bonus action. Okay, cool.

**Travis:** And I also have advantage on any wisdom, perception or survival check, to find that creature.

**Griffin:** Oh? That's cool.

**Travis:** So if it were to hide, I'm better at tracking it basically.

**Griffin:** Great. I love that. Okay. Next in the order is the... oh, is Sloppy. Sloppy is going to try and take a bite of this hand that's right in front of him. He is going to fail. I don't know how he fails. It is a hand and he is a dog.

**Crawford:** Sloppy, no!

**Griffin:** But it's a fast hand and it evades his attack. Next to the order is the claws. Boy, okay—

**Travis:** Griffin, if you had to guess, how much time do I have left on my Animal Friendship spell with Sloppy?

**Griffin:** Oh, I mean it hasn't been nearly an hour, right? Rounds of combat are six seconds.

**Travis:** And he's got to be warming up to me at this point. I've saved his life.

**Griffin:** Sure, maybe. Okay, so we are going to do the hands now. Basically they are going to try and surround you all as much as is possible. I will say the five inside of the test chamber are still pretty chilled out. So I'm not going to give them an action this turn. Your mark is actually going to go for you... Okay, one attack on you, Mutt, with disadvantage. A 10 versus AC?

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

**Griffin:** Okay. There's two attacks on Sloppy. Nine does does not hit. 15 does hit. One of these things just does a—it's the one with your mark on it, does sort of a floating haymaker right into Sloppy's side. And he is... he is down. Not dead, but he has been sort of knocked, winded for a bit here. Okay, we're gonna have—

**Travis:** Oh, can I tell you hi? Do you mind, Mark?

**Griffin:** Yeah, please.

**Travis:** I point at it and go:

**Crawford:** That you right there? Yeah.

**Travis:** And I spit on the ground.

**Griffin:** [chuckles] All right, that's very good.

**Travis:** And I spit on the ground.

**Griffin:** Great. We're gonna do... five attacks on you, Lady Godwin. You are still raging. 22?

**Justin:** Oh, yeah.

**Griffin:** 20?

**Justin:** Are you asking if 22 hits my AC? [chuckles]

**Griffin:** I know it does. 22, 20. Six, miss. 11.

**Justin:** Okay.

**Griffin:** So two—

**Justin:** So that's two hits.

**Griffin:** Two hits. Okay, that is eight damage total, rounded down to four. And then a couple of these—let me see how many we have left here. Two of the—the two remaining claws that are outside of the chamber are going to take attacks on Brother Pinocchio.

**Clint:** [chuckles] Okay.

**Griffin:** Using the same character sheet you've got now.

**Clint:** Okay.

**Griffin:** 13, does that hit your AC?

**Clint:** Hits. Mm-hm.

**Griffin:** Okay. That is one hit for four bludgeoning damage.

**Clint:** Okay.

**Griffin:** And then a six, which misses. And we go right back to the top of the order. We've got Lady Godwin at the top. Lady Godwin, you are surrounded on pretty much all sides right now. You have Pinocchio and dead Phileaux immediately behind you. You have the containment unit immediately behind you. That operating table with the skeleton on it is right in front of you. That is sort of the scene as it is now.

**Justin:** So, one more time... I'm in—we got seven hands. Brother Phileaux—I see two icons here, is—do I still clock his body?

**Griffin:** Yes.

**Justin:** Okay. I was thinking about making an escape, but I feel like that's going to be a tough putt with the situation that we're in.

**Griffin:** If you wanted to attempt some maneuver, I am fully loving it. Like I'm fully—we can figure that out. I don't want you to think—



**Justin:** Well, no, I was just debating a retreat versus like trying to annihilate all these friggin'... these friggin' hands. When I look at the scene, has electricity been completely discharged from the situation? Is there like any... do I get the sense that like electricity is no longer a factor here after what happened?

**Griffin:** There is some faint flickering in the—I will say specifically the console. It seems to be in some sort of like standby mode, but there is a... some of the panels are still illuminated. There is a faint glow from kind of the revealed wires where it has been sort of smashed up. So it is not completely dormant. No.

**Justin:** Okay... I'm gonna... I'm gonna try something. I don't know if it's gonna work, but I'm looking at all these wires.

**Griffin:** Mm-hm?

**Justin:** And all these hands on the map are just kind of like draped across all these fuckin' wires.

**Griffin:** Yeah.

**Justin:** And I'm just gonna... I'm gonna hit the console with my—with Jennifer Meyers, my axe, just as hard as I can. I'm going to try to destroy that and see if I can fry all these hands.

**Griffin:** Okay...

**Justin:** With the power of electricity.

**Griffin:** We're gonna do a couple of rolls here.

**Justin:** Okay.

**Griffin:** The first roll is going to be a melee attack roll against this... against this machine. This is, you know, made of metal. It is somewhat sturdy. We'll say that you need a 14 to hit.

[sound of dice thrown]

**Griffin:** Yeah, that's a 23.

**Justin:** Okay, that'll do it.

**Griffin:** That is sufficient. You hack into this thing into one of these sort of exposed panels. And your axe buries itself inside of the gully works there. I need you now to make a luck check.

**Justin:** Okay.

**Griffin:** Straight D20 roll. Higher is better.

[sound of dice thrown]

**Justin:** A six. Great!

**Travis:** Is that high, Griffin? Like what's your—like if you asked me Griffin on a scale of 1 to 10, "Where's your pain level?" And I said six, would that be high to you?

**Justin:** I think Trav, the better question is, where's your pain level scale on a scale of one to 20.

**Travis:** Oh, yeah.

**Griffin:** Yes.

**Justin:** It's a six. That makes actually more sense. [chuckles]

**Griffin:** Yeah, that feels good. Okay, a six... with a six there is a—it does not sort of zip through the wires destroying every hand in the room. It is going to make a small electrical explosion around the panels here. And so, I need you and Brother Phileaux to make a dexterity saving throw, please.

[sound of dice thrown]

**Clint:** Phileaux rolled a 21.

**Justin:** Dexterity saving?

**Travis:** Now that's high.

[sound of dice thrown]

**Justin:** There we go. 16.

**Griffin:** Okay! You to both save, of the hands, two of them saved. The rest are disintegrated in the resulting explosion. But you two have gotten out Scott-free. I will say that your body, Brother Phileaux, has now been pretty thoroughly singed. I will say the coat that you had on is like a little bit on fire now. It is a grisly scene. [chuckles]

**Travis:** We should just—I think at this point we just stop worrying about that steak that used to be Brother Phileaux over there. Pinocchio is our new boy now, you know what I mean?

**Griffin:** Yeah, sure.

**Justin:** Can I make it to Muttner from—do I have enough move...

**Griffin:** Yes. You will take an attack of opportunity against the crawling claw that is still next to you, but you can do it. Great.

**Justin:** I'm going to do that.

**Griffin:** Okay. Here comes that attack... 21 versus AC, that's a hit. Five, round it down, three. Take three points of bludgeoning damage.

**Justin:** Okay, I am going to Frenzy and attack the hand next to Crawford.

**Griffin:** Ooh, what's that?

**Justin:** With my boot knife. What?

**Griffin:** What is Frenzy?

**Justin:** "Starting when you choose this path at third level, you can go into a Frenzy when you rage. If you do so, for the duration of your rage, you can make a single melee weapon attack as a bonus action on each of your turns after this one."

**Griffin:** Cool! All right, which path did you go down? Is it Berserker?

**Justin:** I think Berserker, yeah.

**Griffin:** Okay, cool.

**Justin:** Yeah, Berserker.

**Griffin:** All right, make a melee attack roll against—

**Justin:** Berserker! Sorry, go ahead.

**Griffin:** Make an attack well against the claw, next to Muttner.

**Justin:** Okay...

[sound of dice thrown]

**Justin:** Dang! Bad luck. 11.

**Griffin:** It's a hand. It hits. It's not—

**Justin:** Hey! All right.

**Griffin:** It's not some proud knight. Okay, damage?

[sound of dice thrown]

**Justin:** 13.

**Griffin:** Whoa, how weird. I clicked it and you clicked at the same time, and we got the exact same numbers. Weird.

**Justin:** Weird.

**Clint:** [chuckles]

**Griffin:** Okay, yeah. A 13, again, just... fingers go flying and this thing is destroyed. Very good that you did that because Mutt does not work particularly well under melee pressure.

**Justin:** That's what I was thinking.

**Crawford:** Thank you. Thank you very much.

**Godwin:** Mm-hm!

**Griffin:** Next any order is—

**Godwin:** My pleasure dear, please. Do you need any help getting yourself off the ground?

**Crawford:** No, I'm shaky, but I'm standing. Don't you worry. I got this.

**Godwin:** All right.

**Griffin:** Next in the order is, I believe, Brother Phileaux. Brother Phileaux, you are up.

**Clint:** At the risk of being repetitive, he's gonna cast Healing Word on Lady Godwin. Because she's getting down there too!

**Justin:** Nah, she looks good. If you look at Lady Godwin, she's like:

**Godwin:** Hey!

**Justin:** [chuckles] She gives you a thumbs up.

**Clint:** Okay, so there are three hands left?

**Griffin:** Outside of the tank, there are four hands left. Inside there are five.

**Clint:** Brother Pinocchio takes Brother Phileaux's quarterstaff and whacks the hand nearest to him.

**Griffin:** All right. I love it.

**Clint:** I mean, let's just call—I mean let's just do it!

**Justin:** Yeah.

**Griffin:** Yeah, sure.

**Travis:** Yeah, man.

**Justin:** Get the hands!

**Griffin:** Roll a... roll an attack roll against this crawling claw.

[sound of dice thrown]

**Griffin:** Oh my god. Yeah, 20. That's very good. Roll damage on that for me. If you just click the name—the quarterstaff plus one little button there.

**Clint:** Yeah, I did.

[sound of dice thrown]

**Griffin:** Eight. Jesus Christ.

**Clint:** Eight bludgeoning damage.

**Griffin:** Yeah.

**Justin:** Can I get Dad to describe what this looks like?

**Griffin:** Yeah, please.

**Justin:** Because I'd love to hear.

**Clint:** Yeah. Okay, so he... Brother Pinocchio clambers up onto the bed. And kind of takes the quarterstaff, which is like twice—

**Travis:** A half-staff, yeah.

**Clint:** As tall as he is.

**Justin:** Yeah.

**Clint:** And kind of pole vaults off the table.

**Travis:** Sure.

**Griffin:** Mm-hm.

**Clint:** With the—

**Justin:** Yes!

**Travis:** Now, wait! Now, Dad! You're doing a lot of big talk that's not just swinging a stick—

**Justin:** Let him! Hey, listen, he got a 22, Trav. Let him.

**Travis:** You're right. You're right. You're right.

**Clint:** I'm attacking with it. And so like the pole vault, he goes running forward and then plants the pole vault on top of one of the hands and vaults over it.

**Griffin:** All right, how about this—

**Clint:** Smushing it with the quarterstaff.

**Griffin:** I love this a lot. You've already gotten the hit. For a bonus, make an acrobatics check for me.

[sound of dice thrown]

**Griffin:** Oh, okay. You know what? You had height on this thing. I'll grant you advantage on that. With this move, you jab the pole down into the claw right in front of you and land on top of the one behind it, in a sort of leapfrog maneuver. And you take out both of those hands.

**Clint:** Ooh!

**Justin:** Nice!

**Griffin:** And next in the order is Mutt.

**Travis:** Yeah, I'm gonna take aim at the one that I have mark on.

**Griffin:** Okay?

**Travis:** Use my heavy crossbow...

[sound of dice thrown]

**Griffin:** Why did you roll twice?

**Travis:** Oh, I turned off advantage. I got a 12.

**Griffin:** Okay, yes, a 12 hits. Absolutely. Roll damage.

[sound of dice thrown]

**Travis:** Five.

**Griffin:** Five, yeah—

**Travis:** Oh, plus—sorry, plus one D6... so one. So six.



**Griffin:** Okay. You pin this thing to the ground and it writhes trying to escape, and then gives up the ghost.

**Travis:** Okay, then I use my bonus action to transfer my mark to the other one.

**Griffin:** Okay... then put it all right on him. Next in the order is Sloppy, who is going to try and bite the one remaining hand. He fails. He does not do it. And the hand is going to try to counter. And... does not hit. A very exciting round of combat from those two.

**Justin:** [chuckles]

**Griffin:** The five claws inside of the containment unit seem to be coming to. They move upwards towards the bars that you just climbed through, Pinocchio. But they are still inside. Next to the order is Lady Godwin.

**Justin:** Hm... The tank, what's the status of the tank itself? If we're inside.

**Griffin:** I mean, the tank looks pretty much the same. The tank is pretty gigantic. You haven't done any sort of structural damage to the tank.

**Justin:** Okay, perfect. That's great. I'm going to... I'm trying to look and see what's nearby. I'm going to attack the glass above the hands. Since they're all clumped together right in front of that main plate, I'm going to try to shatter the glass onto the hands and try to take as many as I can.

**Griffin:** I want this to work for you. I'm rooting for you. Can I advise sort of putting yourself like... max—this is going to be a hell of a roll. I think you're gonna have to probably chuck your axe to like get this to work. And you are fairly low on the ground. So is there—how are you going about doing this to ensure that the roll I'm going to ask of you is not insanely high?

**Justin:** Well, I will—you know what? I'll mix it up! I'm going to chuck my javelin.

**Griffin:** Oh, interesting? Okay, that is a throwing weapon.

**Justin:** Yeah. Thank you.

**Griffin:** Acceptable. All right, make a—are you are you moving before you make this roll?

**Justin:** I'm getting as close as... let's see, I'm not gonna get attacks of opportunity. I am gonna hop up on the table, though. I'm gonna jump up onto the table to get a little bit of height on it.

**Griffin:** Okay.

**Justin:** And then I'm gonna chuck the javelin at the glass.

**Griffin:** Okay, make an attack roll, please.

[sound of dice thrown]

**Griffin:** Hm...

**Travis:** Hm!

**Justin:** All right. Happens. I don't care.

**Travis:** You want to tell the audience what happened?

**Justin:** I got an eight.

**Clint:** It's an eight.

**Justin:** It's an eight.

**Griffin:** It's an eight.

**Travis:** It's an eight! Whether he had advantage or not.

**Justin:** So you roll an eight. With an eight, you chuck the javelin, heroically, up towards the top of the containment unit. And it hits one of these sort of like girders and just kind of ping! Pings off. [chuckles] It then rolls down the

sloped side of the containment unit and then plummets and jabs downward into Brother Phileaux's dead body on the ground.

**Travis:** [chuckles] What?

**Godwin:** Oh, no!

**Griffin:** Is now sticking out of it.

**Godwin:** Oh, Phileaux! I am so sorry! That was not the—I was not—I am so—ah, this is terrible. Oh...

**Griffin:** You are up, Brother Phileaux.

**Justin:** Seems like he's pretty down to me, Griff. [chuckles]

**Clint:** Where did it hit?

**Justin:** Your favorite leg!

**Clint:** Don't say the gnards.

**Griffin:** No, not in the gnards. That would be... that would be wild and grotesque. Even for us. It does go into your leg. And it is sticking straight up in the air proudly. And—the javelin, not the leg.

**Justin:** Griffin, I'm sorry, I hate to—I'm sorry. The network... the network, they left notes on it. Griff, the thing, they said they want it to be in the butt. This is the network, okay?

**Travis:** This is not us!

**Griffin:** We'll take it again. We'll take it again.

**Justin:** Thank you.

**Griffin:** The explosion from the console rolled you over just in time for the javelin to stick into your—listen network, butt cheek. It's not going in—

**Travis:** Thank you for pushing back.

**Justin:** Jesse, did you hear? Say it again for Jesse so he can hear. The butt. The butt.

**Griffin:** It goes in the cheek. It doesn't go in. Thank you, Jesse.

**Justin:** Thanks, Jesse. Sheesh...

**Griffin:** Okay, you're up, Phileaux.

**Clint:** Hm... okay, Phileaux is going to push the green button on the console.

**Griffin:** The console is destroyed at this point.

**Justin:** I destroyed it with my axe.

**Griffin:** He just destroyed it with his axe.

**Justin:** And I am sorry for that.

**Griffin:** So we can have—

**Justin:** I did not think about the possibility of reversing this terrible thing that's happened to you. And I am sorry. In the heat of the moment, I wanted to fry the hands with the axe.

**Clint:** Yeah, I understand.

**Justin:** In the heat of the moment, I didn't think about it. In my defense, it says right there my sheet, path of the Berserker.

**Clint:** It's me, it's Daddy. It's okay.

**Justin:** Thank you, Dad.

**Clint:** Daddy understands.

**Justin:** I'm sorry.

**Clint:** So the only hands that are—the only claws that are left are inside the tank?

**Griffin:** There's one left that has the Hunter's Mark on it.

**Clint:** Oh, okay.

**Griffin:** And then you have the five inside the tank. Yes.

**Clint:** Brother Pinocchio runs towards the remaining claw.

**Griffin:** Okay?

**Clint:** And had pretty good success. Hits with it, quarterstaff. Just in this case, he's just smooshing.

**Travis:** Yeah, you're doing great.

**Griffin:** Okay.

**Clint:** He's not doing the pole vault thing, he's just gonna bring it down—

**Travis:** Just classic—

**Clint:** Thwack it. Just gonna thwack it.

**Griffin:** Great!

**Clint:** So I will click it...

[sound of dice thrown]

**Griffin:** That's a critical failure.

**Clint:** Oh...

**Griffin:** You...

**Justin:** Dad has a plus five on that though, that's pretty good for a Pinocchio guy.

**Griffin:** A little guy, yeah. A little Pinocchio man. Yeah, with a one—

**Travis:** He knows wood! The quarterstaff is an extension of himself! He tells a lie and hits it with his big nose!

**Griffin:** It's just so heavy. You got a little body now and the staff is so heavy. And so you tried to lift it up and it just kind of like falls backwards over your shoulder. And the attack fails.

**Clint:** I like that. Yeah.

**Griffin:** Next is Crawford Muttner.

**Travis:** So I have an idea and you tell me if this works.

**Griffin:** Okay?

**Travis:** Crawford grabs the cable that he severed from the wire beast.

**Griffin:** Okay?

**Travis:** That was still connected to the fizzling—the sparking one?

**Griffin:** Yeah.

**Travis:** My thought being that it was disconnected from the system at the time and would still have power in it?

**Griffin:** Sure, yeah. I'll allow it.

**Travis:** And he jams that into the metal of the—the sparking into the metal of the cage, to electrify the metal.

**Justin:** Yeah. I love that!

**Griffin:** This is very cool. Let's do a... hm... I think we'll keep it consistent. I think one way or the other, this is going to do something.

**Travis:** Yeah.

**Griffin:** I don't know how to resolve it except for with a straight D20 luck check. I have no reason to believe that this is something that you would have any skill or—for like—

**Travis:** Makes sense.

[sound of dice thrown]

**Griffin:** Experience with...

**Travis:** Eight!

**Griffin:** Okay.

**Travis:** God! How... our luck! [chuckles]

**Griffin:** Okay, same—I will say with an eight, these claws have nowhere to go. The claws inside of the unit have nowhere to go. And so they are—they tried to crawl around frantically trying to find some escape, but they are electrocuted. [chuckles] You see, Brother Phileaux's body is like, still pressing up against the console. And so it just kind of like involuntarily convulses.

**Travis:** [chuckles]

**Crawford:** I'm so sorry!

**Griffin:** An arc of lightning shoots out of his butt javelin and just sort of zips across the room. And in fact, that arc of lightning hits the last remaining claw.

**Justin:** Of course it does.

**Griffin:** And incinerates it too. Crawford Muttner, I'm gonna need you to make a dexterity saving throw. You want a 15 or higher.

**Travis:** Okay, dex saving throw... I'm good at those, hopefully.

[sound of dice thrown]

**Travis:** Yeah, 17.

**Griffin:** Yes! Whew. Okay, good. Yes, you manage to let go of the cable just in time. Which is, you know, you move faster than the speed of light. That's impressive and—

**Justin:** Pretty. Yeah.

**Travis:** Yeah.

**Griffin:** You avoid damage on this. And with that, we are out of combat.

[theme music plays]

[ad reads]

[theme music plays]

**Godwin:** Quick! Mutter, I need your help. We only have moments.

**Crawford:** Okay?

**Godwin:** Please, help me with Brother Phileaux.

**Travis:** I walk over to the Pinocchio.

**Crawford:** Okay?



**Godwin:** No, the other Brother Phileaux! We only have moments.

**Crawford:** Oh... sorry, I don't even think about him as Brother Phileaux anymore.

**Godwin:** No, I understand, but we can fix this. I know I shattered the... I can fix it!

**Justin:** And then she grabs one of the cables and jams it into Brother Phileaux's corpse.

**Griffin:** Okay, trying to defibrillator him?

**Justin:** Yeah. Yeah. Yeah.

**Griffin:** Make a—

**Justin:** Just go—hey... This is a goof. Just have some fun with me here.

**Griffin:** I love goofs! I love goofs. I love when they have impact on the game too. So roll the luck check for me. If you get a natural 20... something will happen.

**Travis:** Okay.

**Clint:** I would have to think that Brother Pinocchio would want to help.

**Griffin:** Sure.

**Travis:** Yeah, I rub Brother Pinocchio's body on Phileaux's body. To see if that does anything.

**Godwin:** This will work!

**Griffin:** This is awesome. This is great. So...

[sound of dice thrown]

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

**Justin:** Seven.

**Godwin:** Okay, that didn't work. Listen, I knew the problem. I've seen this before.

**Crawford:** Okay?

**Godwin:** The problem is that the Pinocchio still exists. The soul has become trapped in this Pinocchio and we must free the soul. I've seen this before and I'm desperately sorry!

**Clint:** Hold on—

**Godwin:** I'm desperately sorry about the console.

**Crawford:** Whoa. Whoa. Whoa. Whoa. Whoa. You've seen this before?

**Godwin:** Many times. I've been all of—I'm well-travel. I've seen this before. We must destroy the Pinocchio, release the soul. It will just zip right back into the body!

**Crawford:** You've seen this exact thing before?

**Godwin:** This exact thing before! It was the duke and duchess of Lavarria.

**Crawford:** Yeah?

**Godwin:** Brother Phileaux, not now!

**Crawford:** We're trying to save Brother Phileaux, Brother Phileaux!

**Godwin:** We're trying to save your life! Now get out of that puppet and get back into this corpse!

**Crawford:** We need an exorcism! Give me the ring!

**Godwin:** What? Oh, no. I've become quite attached to—

**Crawford:** No, his ring!

**Phileaux:** No, no, no! My ring! My ring!

**Justin:** Oh, your own—

**Travis:** There Exorcism ring.

**Phileaux:** Brother Phileaux's—if you give Brother Phileaux's ring...

**Justin:** She takes—take the ring off of Brother Phileaux?

**Travis:** And give it to Brother Phileaux!

**Justin:** Okay, I'll take the ring off Brother Phileaux and I smack it onto his chest like I'm trying to start his heart again.

**Godwin:** There we go! This should do it. One moment, everyone. I need silence. I think the problem is that we have not destroyed the Pinocchio.

**Crawford:** Okay.

**Godwin:** I think if we shutter and then... I think it's worth a shot. Brother Phileaux... the wooden and Brother Phileaux, where are you out on this? Because I would love for you to weigh in. You're being very quiet over here and honestly, I feel like I'm more concerned than you are!

**Clint:** No, I can't get a word in edgewise! You know what? I think you might be on to something. Destroy me, Muttner! Destroy me!

**Crawford:** No, that's actually creeps me the fuck out. The way you sai—I don't like that one bit.

**Phileaux:** Okay, chop me up?

**Godwin:** I don't... I... I should admit, I have not seen this before.

**Crawford:** Okay.

**Godwin:** I am sorry, I just felt so guilty about destroying that in a fit of rage. I have not been in—I do not know what came over, if I'm being honest. I just started smashing those little fingies and I thought I would fry them all with hitting the console. I am sorry for my rash behavior.

**Travis:** Now, if I'm... can I do some mediation here?

**Clint:** Yes.

**Crawford:** Brother Phileaux?

**Phileaux:** Yes?

**Crawford:** Do you maybe have some words you'd like to say to Lady Godwin?

**Phileaux:** Oh, absolutely. I bear you no ill will, milady. I am actually... I go along with your idea. I think perhaps a combination of using my exorcism ring and destroying this wooden vessel, perhaps as a way to get my spirit back into my... my flesh bag.

**Godwin:** Well, let's talk. Let's talk about this. I didn't realize this would be a genuine discussion. I do fear, upon reflection, that should this attempt fail—

**Crawford:** Mm-hm?

**Phileaux:** Yes?

**Godwin:** Your... soul, I suppose, if you'd like... maybe sort of... well, dead. I don't—

**Crawford:** Yeah!

**Godwin:** I assume dead, I don't know... Dead! You know, what happens to souls when they go away—

**Crawford:** And listen! Listen like, this is your call—

**Phileaux:** It's kind of my area of expertise.

**Godwin:** Okay.

**Crawford:** It's your call, Brother Phileaux, because—but also, I would like to draw attention to the state of the husk that was once your body.

**Godwin:** This is a good point, yes.

**Crawford:** Even if you were to get back into it, I don't think that body would be alive no more.

**Godwin:** It does seem to have some serious structural issues at this point.

**Justin:** [chuckles]

**Griffin:** It's active—while you are having this conversation, the body is actively a little on fire from all the electricity that it has coursed through it.

**Justin:** [chuckles]

**Godwin:** Something of a fixer-upper, isn't it?

**Phileaux:** The wood body or the flesh body?

**Crawford:** The flesh one! What's got the javelin in its butt, that got electrocuted. Yeah, that in and of itself maybe would put you off—

**Justin:** Okay, can we—[chuckles]

**Griffin:** [laughs]

**Justin:** [chuckles] Can we go ahead and [move Brother Phileaux??], please? In my head, I want just a hard cut to us back with the guy that gave us the

job. And it's me and Muttner and Pinocchio and we're like, "We did it! Mission accomplished!"

**Griffin:** I will say, you have stopped the hand threat—

**Justin:** Yeah!

**Griffin:** That you were assigned. So mission accomplished.

**Clint:** So a successful hand job!

**Travis:** We did it!

**Justin:** Yay!

**Travis:** Yay.

**Justin:** [chuckles] A successful hand job.

**Travis:** A hand job to completion.

**Griffin:** God...

**Justin:** [chortles]

**Travis:** What's wrong?

**Justin:** Nothing. It's all good stuff.

**Crawford:** Hey, can we all just take a moment? Phileaux, is that you in the puppet?

**Phileaux:** Apparently... yeah.

**Crawford:** Okay, cool. Great. So this is all weird, right? Like I know you're a Frankenstein and like you do like sciency, magic stuff, and I fight monsters and everything. But even then, we can—

**Godwin:** Yes.

**Crawford:** We need to take minutes every so often—

**Godwin:** It's strange. It's a strange credulity.

**Crawford:** Yeah, because we just like fought a bunch of crawling hands and there was like a cable monster?

**Godwin:** Does it—do you still feel?

**Justin:** And she pokes him in the tummy.

**Crawford:** Oh, good question.

**Travis:** I poke him in the tummy too.

**Phileaux:** [chuckles] No, no, no, actually the sensation is... I mean, I can tell there's some kind of contact. But tactilely, no...

**Godwin:** Well, we'll fix this out. Spit-spot, one moment!

**Justin:** And she picks up Brother Phileaux's puppet... Puppet Brother Phileaux. Picks up the puppet and starts just kind of squishing it against Brother Phileaux's corpse.

**Travis:** Oh, yeah!

**Justin:** Right on the torso.

**Griffin:** Oh, that's good. That's good.

**Travis:** I get some rope and I tie it to the hands. The wrists are like on the arms and the legs are on legs.

**Griffin:** A reverse puppet?

**Justin:** My part—

**Travis:** Okay, sorry. Go on.

**Justin:** We're doing my thing.

**Travis:** Yeah...

**Godwin:** Go ahead. Just... just do it! Get back, we'll do the reverse—

**Crawford:** Yeah.

**Godwin:** Whatever you did.

**Crawford:** Absorb!

**Phileaux:** [muffled] Help, I...

**Godwin:** Oh?

**Justin:** She says:

**Godwin:** Is it—

**Phileaux:** [cough]

**Godwin:** Oh, it's a little squishy. Oh—

**Phileaux:** [incoherent muffled speech]

**Godwin:** All right, one second. I believe that was—

**Crawford:** Do you breathe?!

**Godwin:** I think I've torn a small... a small bone here. One moment.

**Crawford:** [exclaims] Oh-ah!

**Godwin:** Oh? That was a rib. I'm so sorry. I don't think this is working?



**Crawford:** Yeah...

**Phileaux:** [muffled] No, I don't think it is working either! No!

**Godwin:** Okay, well I'll release then—

**Phileaux:** [aggressive cough]

**Griffin:** What I love, just to take the listener behind the curtain, is we did take a break for a few days after recording the bit you just listened to. Which ended with a lot of, I will say, slapstick body horror. Of trying to do this exact thing. And now there's even more of it happening now. To the listener experience, this show has become something profane.

**Travis:** Yeah.

**Griffin:** This show has become something foul and against god.

**Travis:** Cronenbergian—

**Griffin:** But I'm...

**Travis:** Levels.

**Griffin:** I love it. You all have solved my hand puzzle, officially. And you are now in a relatively chill, underground, scary lab. It still smells super bad and **there's** dead hands everywhere. But it's a lot less dangerous than it was moments ago.

**Clint:** I would like to do a medical check of some kind to—

**Griffin:** Okay?

**Clint:** To sum up the damage to the...

**Griffin:** To your body?

**Clint:** To... yes.

**Griffin:** Okay, this will be fun. Go ahead and give me a medicine check.

**Clint:** Okay... Alright, let's see.

[sound of dice thrown]

**Griffin:** It's wild to me that you have a minus one in medicine, as an art—you may be the world's first artificer to have a minus one in medicine. But I do love that for you. Okay—

**Travis:** I have a plus three in medicine! How am I better at medicine than you?!

**Griffin:** [chuckles]

**Travis:** Am I doing like... like mountain, folksy medicine?

**Griffin:** Yeah.

**Clint:** He's not a doctor.

**Griffin:** Yeah.

**Clint:** He's an alchemist. He's an... artificer.

**Griffin:** Right.

**Clint:** He's not really a healer. He does have some healing, but it's not his strong suit.

**Griffin:** Alchemy is like magic shoes. There's not—you didn't go to Johns Hopkins for alchemy. You went to a witch's mushroom—

**Clint:** Well then, I would say perhaps some kind of observation check would be better? Arcana or... or not Arcana?

**Griffin:** Arcana. [chuckles]

**Clint:** Maybe—

**Griffin:** I mean, your magic—

**Justin:** Does arcana count? Like it's arcana, right?

**Griffin:** Your body is very magically dead.

**Justin:** Okay.

**Griffin:** But if you want to give—

**Travis:** And magically delicious!

**Griffin:** If you want to give me an investigation check, I will grant that.

**Clint:** Yes, let's—let me do that, because—

**Griffin:** Okay.

[sound of dice thrown]

**Griffin:** Okay, that's lower.

**Clint:** Even worse. So let's stick with medicine. [laughs]

**Griffin:** I mean, okay, both of these—you got an 11 investigation and a 12 medicine check. There's a couple of issues. One, there's a javelin in your butt. I assume you retrieved that, Lady Godwin? Your special javelin that is stuck in Brother Phileaux's—

**Justin:** Of course.

**Griffin:** Okay. Now there's not a—

**Justin:** My beloved javelin.

**Griffin:** Yeah, there's not a javelin in your butt now. But your butt now has two holes, which is twice as many as it's supposed to have. You have been pretty thoroughly electrocuted, which you assume is maybe the thing that puts it past the point of no return. But also, I will say another issue is that when you look—

**Clint:** Wait, wait, what do you mean desecrated?

**Griffin:** Not desecrated. Your body has been stabbed and electrocuted, and now also if you look at it from the right angle, you can see a little Pinocchio indentation in the front of it where Pinocchio has been pushed into it. That said, magic and medicine do allow for some pretty wild things in this world. So it's not, you know, beyond the realm of possibility. I mean, shit, look at Lady Godwin. That's a head that got exploded by a car and is now still walking around.

**Godwin:** I... I am terribly sorry, Phileaux, but... you're going to have to make a choice. We can leave this behind here, especially... we're going to have to make a choice about your body or not, we... you...

**Phileaux:** Hm... oh, it is extremely unsettling.

**Crawford:** Yeah! Yeah!

**Phileaux:** To be looking at my own form. Now having said that—

**Godwin:** It's bad over here.

**Crawford:** Yeah, me too, man! And also, can I just say, it'd be weird if you were totally comfortable with this.

**Phileaux:** Well, no, there are some advantages. I used to have a lot of problems with arthritis, but that's gone.

**Griffin:** [chuckles]

**Godwin:** Mm-hm.

**Phileaux:** But I have a certain... I have a certain fondness for this—

**Crawford:** Yeah!

**Phileaux:** I mean, I've lived in it for 19 years.

**Godwin:** True.

**Crawford:** Wait, you were only 19?!

**Griffin:** [laughs]

**Crawford:** Hard living, man!

**Phileaux:** It's the tonsure. The tonsure really adds—

**Godwin:** It ages one, doesn't it?

**Phileaux:** It ages you.

**Crawford:** Jesus!

**Godwin:** Well—

**Phileaux:** I'll tell you, you know what? Do you... I don't want to give up hope completely. I'm with you, Lady Godwin. I agree. But I'd like to—do you think it would be safe here in the—like in the containment thing? I mean, we got rid of all the ghoulies?

**Godwin:** Well, that—

**Phileaux:** Just in case there's a chance.

**Godwin:** That assumes—one assumes then that no one will return, because then you've left yourself open to being reanimated in—someone using your body for whatever nefarious purposes. It also assumes that I'm not going to absolutely lay waste to this building as we flee.

**Crawford:** Well, we could just lock the door as we leave?

**Godwin:** No, we can't!

**Travis:** Griffin, I'd like to look around and see if I can find, I don't know, like a deep freeze? Maybe a big vat of formaldehyde?

**Griffin:** No, there's nothing quite that—well, you know what? Give me an investigation check. You're looking for something specific.

[sound of dice thrown]

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

**Travis:** That's a four!

**Griffin:** Yeah, you don't see... you don't see that. You—

**Travis:** I see a big Ziploc bag! [chuckles]

**Justin:** Hey, Griffin, with a four, that really lets you off the hook of having to describe it. You can just say no—

**Griffin:** You see a very little bottle of fermented.

**Travis:** Oh, man.

**Griffin:** It's so small. It is not the right size. Sloppy walks over to you, Brother Phileaux—

**Justin:** Starts eating him.

**Travis:** Yeah, and start chewing on his leg.

**Griffin:** Sloppy looks at you just dough eyed. As sweet and innocent as his giant mastiff face will allow. And just goes:

**Sloppy:** Sloppy eat it?

**Travis:** [guffaws] Once again, two nickels! Griffin loves playing dogs that eat bodies!

**Sloppy:** Sloppy eat it? Sloppy eat?!

**Phileaux:** Well...

**Sloppy:** Circle of life?

**Phileaux:** You know what?

**Travis:** [chortles]

**Phileaux:** Hm... I am going to go with Lady Godwin's point. It is very unsettling. We can't lug it around. Can we? Can we lug it around?

**Godwin:** I won't. [chuckles] You're a puppet.

**Crawford:** You got magic. Can you shrink it?

**Phileaux:** No...

**Godwin:** Oh, do! Oh, do try!

**Crawford:** I can put it in this tiny bottle of formaldehyde! You shrink it small enough, I'll put it in this tiny bottle.

**Godwin:** Oh, please. Oh, do try to shrink yourself down.

**Crawford:** Please? For me?

**Phileaux:** Well—

**Clint:** At the very worst, it'll be funny.

**Justin:** He's got level three at best. [chuckles]

**Phileaux:** I... let me try something.

**Clint:** Now give me a second—

**Justin:** Yeah. [chuckles]

**Clint:** I need a second. I need a second.

**Travis:** Oh, okay. Yeah, you need a second... spiritually?

**Justin:** Well, tell you what, why don't you think about it. I'd like to poke around a little bit.

**Griffin:** Yeah, let's—

**Clint:** Okay, poke around while I—

**Griffin:** Let's resolve some of the rolls.

**Clint:** Think about it because I have the—

**Justin:** Yes, you think about it.

**Clint:** I have an odd idea.

**Griffin:** Oh, great.

**Travis:** What, you?

**Justin:** I... okay...

**Griffin:** Just so you know, Sloppy eat it is on the table, if you decide to go that route.

**Clint:** I know, I'm thinking of Sloppy eat it.

**Justin:** Sloppy eat it is a plan.



**Griffin:** Okay.

**Justin:** [chuckles] I'm gonna look around to see if this is a real—I mean, it's a long shot, but... it stands to reason to me that if Frankenstein knew about Dracula, which obviously he did—

**Griffin:** He does, yeah.

**Justin:** I want to see if I can find any sorts of like communicate or notes that he may have taken on Dracula. Or notes on how to hurt Dracula, if Dr. Frankenstein considered that. Because to me, it feels like that's something he would have been invested in.

**Travis:** Oh, like how Batman has the secret plans?

**Justin:** Exactly. That's exactly—yes. 100%.

**Griffin:** Okay. Give—

**Justin:** Kryptonite ring.

**Travis:** Yeah.

**Griffin:** I think I can offer you a couple of—

**Travis:** Give Flash a bunch of carbs. Just make him real sleepy, yeah. I see.

**Griffin:** A couple of checks here. One would just be an investigation check. Looking around to see like what you can find that would suggest something. I would also allow a like history check or similar check to kind of like put the pieces together a little bit. Of what your takeaway from this facility is.

**Justin:** None of it matters.

**Griffin:** Okay?

**Justin:** I mean, I'm just a big, dumb brute. I'll click investigation. You know, broken clock, right twice a day, et cetera.

**Griffin:** Yeah, sure.

[sound of dice thrown]

**Travis:** Oh!

**Griffin:** That's a fuckin' 19, so that's a pretty god investigation check!

**Justin:** Hey! Holy shit.

**Griffin:** Okay, you start searching the lab. It has been cleared out, right. 19 investigation check, this place was cleared out. There is... it's a huge space with not actually a ton of stuff in it, so—and you would have also heard from multiple people at this point that Frankenstein doesn't really use this lab. Frankenstein resides at Dracula's castle now. This is sort of a satellite facility, which explains its sort of state of general kind of disrepair. You do find a little bit of stuff. You find, in a waste bin, you find lots of different maps of Lumino. Lumino, not as you kind of like know it now, as this grand, illuminated, you know, modern bohemian metropolis.

This is like Lumino as you sort of knew it seven years ago. Still a big city, but not like weird and special in the way that Lumino is now. And when I say maps, it's not just like navigational maps. There are topographical maps, there are a lot of utility maps, showing, you know, underground work and all that jazz. That have been—those have been like marked up and covered in notes that are written in a shorthand that you can't quite decipher. In that same wastebin, you also find what look like almost like patent drawings of a mind transference device. There are a lot of different iterations on kind of like the blueprints that you find. It looks like it has been sort of polished dramatically over time.

And a couple of them, you actually see versions that look more advanced than the machine that's in this lab. Which suggests that what Phileaux used is kind of like not the final version. All of that kind of put together, you know that Dracula is all about discovering eternal life. Like better, more efficient,

more everlasting versions of eternal life. And that Frankenstein is essentially his collaborator. That is kind of all the stuff that you take away from this good investigation.

**Justin:** Okay, great.

**Travis:** Ditto, before Dad takes a swing at shrinking his corpse—

**Griffin:** Yeah, yeah, yeah?

Travis: Can I also investigate the other corpse in the room? The one that was hooked up to the machine before Brother Phileaux put the helmet on.

**Griffin:** This is an investigation check that you're doing?

**Travis:** I actually, I want to do a survival check to see if I can figure out like what killed—like what happened to the body. Like if I came upon a corpse in the woods and I'm doing some tracking stuff. You know what I mean?

**Griffin:** I will allow that. This is a skeleton that has been picked fairly clean over time. I'm going to need a 15 DC or higher to get something like useful out of this.

[sound of dice thrown]

**Travis:** Fuck, an 11.

**Griffin:** That is an 11. No. Okay, with an 11, you don't get a lot. You know what? You notice that there are some scratch marks on this operating table, about where the skeleton's hands were. So this was—this person was—what killed this thing is the same thing that essentially just unalived Brother Phileaux, which is... the machine.

**Crawford:** Hey, Brother Phileaux?

**Phileaux:** Yes?

**Crawford:** Not sure exactly how to phrase this question, but is it possible when you jumped into that little wooden boy, you pushed out like another consciousness? Or there's like another one swirling around in there with you? Or...

**Godwin:** Yeah, take a peek around.

**Crawford:** Yeah.

**Phileaux:** Hm... well, it's possible. There was blackness... and there was a moment where I was outside of my flesh bag and—

**Crawford:** Yeah.

**Godwin:** Oh, that is accurate.

**Phileaux:** And before I jumped into this this beautiful wooden boy. But I don't—

**Crawford:** You switched allegiances so quick, by the way! The way you talk about your body compared to this new Pinocchio body and you're just like, "Fuck that old thing!"

**Godwin:** It's very healthy.

**Phileaux:** I'm a pragmatist.

**Godwin:** It's very healthy.

**Phileaux:** Yeah, I'm following Lady Godwin's lead. I think that was... I think that was a wonderful suggestion. Yes...

**Godwin:** Phileaux, you're a boy of science. Can we put you on this table, see if you can figure out anything about this skeleton?

**Phileaux:** Well, certainly! Yes. That's a wonderful idea. I'll be right back, fleshy.

**Godwin:** Oh, I don't like that.

**Phileaux:** All right. Yes, let me... let me see... Oh, I don't have glasses to put on anymore. [chuckles]

**Griffin:** Yeah, you've Spider-Manned. [chuckles] You can see great.

**Godwin:** It's the worst lasik.

**Phileaux:** Yes, but I... I don't need glasses anymore. Oh, that's wonderful. All right, very well...

**Clint:** So, what do you think?

**Griffin:** I mean...

**Clint:** Investigation, arcana? Let's do a—can we do arcana? Because obviously there's some kind of magic involved here.

**Justin:** Hey, Griffin, if science is—like... it raises a good question. In a world where science is not behaving like our science, right? Like ostensibly, Frankenstein is still a scientist. Would that be a science check?

**Griffin:** So, we, in the last episode, sort of established arcana as science—

**Justin:** Whoa, damn!

**Griffin:** Yeah.

**Travis:** Yeah, and Griffin, additional question; how do you know that the color red you see is the same color red that I see?

**Justin:** Whoa, man. Hey—

**Griffin:** Okay.

**Justin:** Check, guys, what if we're the aliens?

**Griffin:** Great.

**Travis:** Whoa!

**Phileaux:** Oh, wait a minute. Oh? Red has kind of a... a woody finish from this—

**Godwin:** Oh?

**Griffin:** Give me... investigation or arcana, if you're trying to sort of like deduce the... I don't know, some sort of scientific gleaning from this.

**Clint:** Okay. So he leans down and he's looking—okay.

[sound of dice thrown]

**Griffin:** Shit.

**Clint:** A 19.

**Griffin:** Yeah. Okay, 19, I don't think that you glean any sort of scientific discovery that you didn't sort of experience firsthand when you put this machine on and used it yourself, just looking at this skeleton. You do feel that feeling that you feel when you look at Brother Phileaux dead on the ground. Your body I should say, you are Brother Phileaux.

When you look at your body on the ground, there is a part of you you can't quite understand that feels the same way about this skeleton. And you're not entirely sure what to make of that and you can't quite access that. But it is something that sticks out to you. Okay, are we—any more business in the laboratory? Are you going to try and—

**Travis:** Any money?

**Griffin:** Any money?

**Travis:** Is there any money or lab equipment we could sell? Copper pipes?  
[chuckles]

**Justin:** No, let's get out of here. I'm done.

**Clint:** Well, there's one thing I think Phileaux wants to try.

**Travis:** Yeah, do it.

**Justin:** Okay, great.

**Clint:** One of his things is creating experimental elixirs. There's an elixir called Transformation.

**Griffin:** Great.

**Clint:** That allows you to alter the body.

**Griffin:** [laughs] There's no way it says... okay, go ahead.

**Clint:** The drinker—now, we're talking philosophical here. The drinker—

**Travis:** Oh, yeah, I love this!

**Clint:** The drinker—

**Travis:** What if green is different?

**Clint:** "The drinker's body is transformed as if by the Alter Self spell."

**Griffin:** Great.,

**Clint:** "The drinker determines the transformation caused by the spell, the effects of which lasts for 10 minutes." So that is Brother Phileaux's body, so if he pours the elixir in the body, he can transform it.

**Griffin:** Okay, so are you—

**Clint:** I'm looking for a little leeway here.

**Griffin:** "You can change your appearance. Transform your appearance. You decide what you look like, including your height, weight, facial features, sound your voice, hair length, coloration and distinguishing characteristics, if any."

**Clint:** I want to shrink him down and put him in the bottle.

**Travis:** And then we mix formaldehyde and this potion so he stays small.

**Justin:** You would need Change Size for that though.

**Griffin:** No.

**Justin:** Like you would need Enlarge or Reduce, right?

**Griffin:** No, you can change appearance. You can change your—it says height and weight.

**Justin:** Okay.

**Griffin:** I will allow this because—I will allow this. This is your—well, hold on. Wait one second. Do you have—

**Justin:** [chuckles] Who are you arguing with?

**Griffin:** Gary fucking Gygax.

**Justin:** The soul of Gary Gygax—

**Travis:** [spoofing Gary Gygax] "Oh, I don't know about this one, Griffin! Seems like kind of a stretch to me!"

**Griffin:** He's coming in through the ceiling, he's giving me two big thumbs up!

**Clint:** [chuckles]

**Griffin:** Thanks, Gary.



**Justin:** I'm giving you the Gygax!

**Griffin:** Okay, yes, does this use up a charge of something? Can only do this a certain number of times a day, I hope? Because if not, you could be the most powerful sorcerer in the land.

**Clint:** "After a long rest, you can magically produce an experimental elixir in an empty flask."

**Griffin:** Okay, so just one. Okay, got it. All right. You know what? We're bending the rules a bit, but this is a dead body. It is not a... a thing. Because I would say this is a very unique circumstance, where you couldn't do this to any other dead body. But because you are the drinker, technically, you can pour this potion in Brother Phileaux's mouth. And you just shrink him... you just shrink him bottle size?

**Clint:** I want to shrink him down small enough to put in—because I think he picks up the—he had an elixir belt. Brother Phileaux did. That I think puppet Phileaux is going to turn into like a...

**Travis:** A bandoleer.

**Clint:** A bandoleer or—

**Griffin:** Okay, cool. I like that. All right, you—

**Clint:** And puts him in one of those vials.

**Griffin:** It take—it is—

**Clint:** Mig TV style!

**Griffin:** Sure.

**Justin:** Yeah, exactly.

**Clint:** [chuckles]

**Griffin:** The most upsetting thing I think you have witnessed so far is you pouring a potion down your own dead mouth. There is something hugely upsetting about that. But within seconds, [shrinking sounds] boop-boop-boop-boop-boop! Sure enough, your body shrinks down into bottle size and you're able to take it along with you. Add your own shrunken corpse to your inventory, please. [chuckles]

**Travis:** And I put the formaldehyde in that—

**Clint:** No! No! I don't want to pickle him! I may want to—

**Travis:** Hey! Hey, bud?

**Clint:** I may want to pickle him some day.

**Travis:** Hey, bud? Hey, bud? What do you think is gonna happen—

**Clint:** All right, all right. Pour in the formaldehyde.

**Griffin:** [chuckles] Okay. This is so rough.

**Clint:** Kibitzer.

**Griffin:** You have done it. Okay. You have your own preserved body—

**Travis:** I don't want Brother Phileaux's body in the danger zone, Dad. I'm trying to help you out here!

**Clint:** [laughs]

**Griffin:** Yeah, it's not—

**Travis:** You can't leave him on the counter for too long, my man!

**Griffin:** I will say this; when you shrink down Brother Phileaux, Sloppy looks at him like the most delectable, most incredible morsel he has ever seen in

his whole life. Once you dunk him in the formaldehyde, I think he loses interest though.

**Crawford:** Hey, Sloppy buddy? Hey, Sloppy? Yeah, listen, we've had some good times. We're at minute 58 here. And... are you still gonna be my friend when the spell wears off?

**Griffin:** He shakes his head.

**Sloppy:** Sloppy.

**Crawford:** Okay. Okay, I get that.

**Sloppy:** Sloppy eat—

**Crawford:** Hey—

**Sloppy:** Sloppy eat—Sloppy eat you.

**Crawford:** Yeah, I get that. Hey, man, I get that. Circle of life shit. Look at all these hand corpses all over the ground. Good to town, Sloppy! And we're gonna go. Don't follow us.

**Clint:** Aw?

**Sloppy:** Yeah?

**Crawford:** He's got—he said he was gonna eat me.

**Griffin:** Yeah.

**Crawford:** Phileaux, let's go, man.

**Phileaux:** Well, I kind of like him. I was gonna guide him.

**Crawford:** Hey, I like him too. Did you hear him say that when the spell ends, he's gonna eat us?

**Sloppy:** Sloppy eat you.

**Phileaux:** I heard him, but I didn't know I needed that.

**Crawford:** All right.

**Phileaux:** Let's... let's away.

**Griffin:** Okay.

**Travis:** Yeah, I scoop up Lady Aggie, like baby in my arms.

**Justin:** No, just Aggie. There's no more of this lady nonsense.

**Travis:** Aggie, right. I scoop up Aggie, like a baby in my arms because she's a very good girl. And I take her away from all this.

**Griffin:** She seems terrified still—

**Crawford:** Yeah, listen. Hey, baby, I know that was a lot. That was a lot. You're a good girl. Who's a good girl?

**Griffin:** As you carry your dog towards the exit of the building, she seems to be getting more and more kind of like upset. As you climb the stairs and step back out into the junkyard, you see a figure standing in front of the now closed gate. He is silhouetted by the light of the rising moon. He is taller than you expected. His presence is captivating. He is radiating power and terror. And yet you are also unable to look away from him.

**Travis:** Billy Zane?

**Griffin:** As your eyes adjust to the light outside, you see Count Dracula standing before you. And he says...

**Dracula:** Good evening.

[The Adventure Zone Versus Dracula theme music plays]

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