

The Adventure Zone Versus Dracula – Episode eight

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[intro music plays]

Dracula: Dear diary...

I believe it to be vitally important to live a life free from regrets. Because as an immortal, that shit tends to add up over time. However, I must own up to the occasional catastrophic boner.

For example, the whole vampire thing. I mean, hindsight is 20:20, but when a subterranean cosmic entity offers you infinite power, it is probably prudent to ask a few follow up questions.

Like, "Does this power require me to drink buckets of yucky, yucky blood?" Or, "Won't by elongated fangs poke my bottom lip like a million times a day?" Spoiler alert, yes to both.

[theme music plays]

Griffin: [claps with each syllable for emphasis] Let's! Roll! I-ni-tia-tive!

Clint: Oh.

Griffin: I like it when we start out goin' hot.

Travis: Wow. Uh-huh.

Griffin: Like that and just the sound of dice on the floor, baby.

[sounds of dice rolling]

Griffin: That's all I need from you guys.

Justin: Dice on the floor.

Travis: Dice on the floor.

Griffin: Yip.

Travis: 16 total.

Griffin: Fuck yeah. I don't see you in this campaign anymore, for some reason, but that's okay.

Travis: Me?

Griffin: Yeah, but I'mma fix you up.

Travis: I see it right there in the game log.

Griffin: Okay.

[sounds of dice rolling]

Griffin: Yeah, you're—

Clint: 12, for Brother Phileaux.

Griffin: Love that.

Justin: 15 nishies for me.

Travis: Well, plus two.

Griffin: Almost good.

Travis: So that's a 17 for you.

Justin: 17 nishies.

[sounds of dice rolling]

Travis: 16. Is the subterranean god made him a Dracula, did— we don't know that already, or is that news to us, the players?

Justin: We don't know that.

Griffin: You don't know— You don't know.

Clint: And are we allowed to know that?

Justin: Mmm... Wow.

Travis: Well, I mean, I thought that was implied by my question.

[dramatic piano music plays]

Griffin: Okay. Wow, some very good initiative rolls.

Travis: Yeah. We're good boys.

Griffin: Yes, the first in the order with a 21.

Travis: Oh.

Griffin: Is Dr. Jekyll. He is still in your grasp.

Travis: My loving embrace.

Griffin: Your loving embrace, Mutt, but he is going to attempt to do something about that. We are going to do a contested Strength check to see—

Travis: Strength, you say.

Griffin: Strength, I say.

Travis: Interesting. Not my, ironically, strong suit.

[sounds of dice rolling]

Griffin: Not this frail old man's strong suit either.

Travis: I got a 15 total.

Griffin: Okay, he got a 13 total. That is— I think that's his action. Hold on, let me check that.

Travis: We should learn how to play this game.

Justin: [snorts]

Griffin: I mean, here's the thing. We could play this game for a decade, which we have at this point, and I will never, ever remember grapple rules. Never, never, ever. Escaping—

Travis: It's when you combine grape and an apple, I don't know why you're so confused.

Griffin: Yeah yeah yeah yeah.

Travis: [cackles]

Griffin: Escaping a grapple—

Justin: [laughs]

Travis: Yeah, that's about what that deserved, I get that. Yeah, that's fine.

Clint: Yeah yeah yeah yeah.

Justin: Yeah yeah yeah.

Travis: Yeah yeah yeah oh yeah.

Justin: Yeah.

Clint: [laughs]

Griffin: Alright. Yeah, no. I mean you have shut this old man down, he is trying very hard to get out of your grasp. You hear him shout again through your hand—

Dr. Jekyll: [muffled] Hyde! You drank the potion, Hyde! No! The potion!

Griffin: And...

Travis: Oh this is exciting, I was waiting for Mutt's chance to change his body inherently to some different thing.

Griffin: Yeah, interesting.

Travis: Maybe this is his chance! Maybe I swig that potion down in one.

Griffin: Next in the order, with a 19, is Mr. Hyde.

Travis: Damn.

Griffin: Yeah. Mr. Hyde is... He looks over at the potion on the ground where you knocked it away, Lady Godwin, and— Lady Godwin, you're right up with this guy. Make an Insight check for me please.

[sounds of dice rolling]

Griffin: This is not your turn though, that'd be wild.

Justin: 16.

Griffin: He doesn't look stoked right now. He doesn't look stoked about this potion that he is being told to drink. He is going to... disengage from you.

Justin: 'Kay.

Griffin: As an action. So as not to take an opportunity attack, as he sprints over to the flask and he picks it up. That is his turn. Next in the order is Lady Godwin.

Justin: Um... So wha— Hyde is... I wanna see if I can get to the flask.

Griffin: Okay. Hyde is holding the flask now. If you wanna get it out of his hands, you're— you're going to need to roll for it.

Justin: I'm going to see if I can get it away from him, if I can wrestle it from him.

Griffin: Okay. Describe how you— Describe what that looks like, describe how you're doing that, just while I decide on what the— what the roll is.

Justin: Hmm.

Griffin: Maybe even a disarm roll.

Justin: Yeah. I'm trying to not get like super violent. I think I'm just gonna like... You know what? Actually, I would just brute force against his body, like try to knock him over, to—

Travis: Oh yeah, check him.

Justin: Yeah. Basically to big— a big cold shoulder. And then—

Griffin: Okay, let's—

Clint: Put him into the glass!

Travis: Yeah, stiff arm.

Griffin: Let's do this, let's— there's a few sort of homebrew disarming— Disarming is like a thing fighters can do, but there's also some homebrew rules for disarming. I don't know that like doing an attack roll that knocks a bottle out of a hand just sort of normally makes much sort of narrative sense.

But if you want to spend your action trying to disarm him, then what we will do is your Athletics or Acrobatics check, or an attack roll against my Athletics or Acrobatics.

Justin: Okay.

Griffin: So I will contest an attack roll with my Athletics check to see how that goes. This is a big boy. He rolls a 14 total.

[sounds of dice rolling]

Justin: Wow.

Griffin: Oh no.

Justin: Yeah, that's a one, that I've rolled there.

Griffin: That is a— That is a critical failure.

Travis: Huh.

Griffin: You—

Justin: Wow.

Griffin: You attempt to tackle him. He... like just sort of sidesteps out of the way. You are in your rage mode, and maybe this body that you have been sort of *Pacific Rim* controlling is— is not quite— the— It doesn't turn on a dime, necessarily maybe, when you are raging.

Justin: Yeah, maybe a little bit of— Yeah.

Griffin: So he steps out of the way of your attack.

Justin: Dang it.

Griffin: Next in the order is Crawford Muttner. You are still grappling Dr. Jekyll. If you— If you wish to continue that, that is going to be your action again, or you can release your hands.

Travis: I hold my sickle to his throat.

Griffin: Okay.

Travis: And I say...

Crawford: Mr. Hyde, was it? I don't know exactly what that potion is—

Dr. Jekyll: [muffled] It's Dr. Jekyll.

Crawford: I'm not talkin' to you.

Dr. Jekyll: [muffled] Oh.

Crawford: Talkin' to the other one, talkin' to big—

Dr. Jekyll: [muffled] Don't talk to him, talk to me! I have a—

Crawford: Big 'un.

Mr. Hyde: Yeah.

Crawford: Listen, I don't know what that potion's gonna do, but the second you unstopper it, I'm gonna slit his throat.

Travis: And I ready an action.

Griffin: So that if he unstoppers the bottle— Okay. Gnarly. Cool. That is your turn then?

Travis: Correct.

Griffin: Okay cool. The— We've never had a hostage negotiation, I think, on this show before.

Justin: Yeah, this is a fun energy.

Griffin: So this is a fun— Cool. Next in the order is Brother Phileaux. Brother Phileaux you are sort of in— in between these two engagements, as they were. You see Lady Godwin having just missed her attempt to get this bottle out of Hyde's hand, and you see Mutt holding... Dr. Jekyll at knifepoint, or sicklepoint. What do you do?

Clint: I— Can I do an Arcana check to try to determine what the substance is in the bottle?

Griffin: Absolutely you can. That— That will not even be your action.

Clint: Okay.

[sounds of dice rolling]

Travis: Ooo.

Griffin: Holy fuckin' shit man!

Clint: Nat 20.

Justin: Wow Dad!

Clint: Dirty 25.

Griffin: Wow.

Travis: That's the cleanest 25 I've ever seen, Dad.

Griffin: Jeez o'Pete, man. Okay, so that's a crit. Yeah, alright. Hmm. You are experienced with the alchemical arts.

Clint: Yes.

Griffin: You have seen many potions in many bottles, so much so that you have no trouble identifying a lot of this kind of stuff on sight. There is a luminosity to the fluid in the bottle that suggests a tremendous amount of power is in this thing, the specific nature of which you cannot quite discern.

One thing though that you can also tell, not just from the color but from the sort of viscosity of it, the way that it sort of clings to the sides of the—

Travis: The legs.

Griffin: — the interior of the flask. The legs of the bottle, if you will. Of the fluid, rather. It— It looks like blood. You would be— You would be shocked if it wasn't. So this appears to be some sort of very, very potent, magically enriched blood substance.

I will also say with a nat 20 Arcana check, you also, I think, piece together that this is— they are members of what was called the Cult of the Buried Blood, and so there is a synapse that fires in your brain that sort of connects those two points.

Clint: Okay. I think... The adorable little puppet boy is going to jump up.

Griffin: 'Kay.

Clint: And wrap himself... around the hand and the... and the bottle.

Griffin: 'Kay.

Clint: To impede progress to whatshisname's lips.

Griffin: Okay, so... this is either— I mean you have your choice now, you've done this both in combat now, of is this a grapple of you trying to restrain him, or is it a disarm of you trying to get this— get this bottle out of his hands? 'Cause I think using the parlance of *D&D* like this action is— is one of those two things.

Clint: I think he's... I think he's trying to get it out of his— I think he's trying to impede his progress to drink it, I think he would... Well let me ask you this, if my— if my plan is to try to get it out of his hand, would Sleight of Hand work?

Griffin: Um... Yes. I mean, in— Yes. I would say normally you are in combat, trying to do something like this, you would have disadvantage, but you do also have Lady Godwin kind of flanking him at this point.

His attention is sort of on her at this point as he had to sort of sidestep this attack. So if you wanted to make a Sleight of Hand check, absolutely I would allow that. It's gonna be tough, I would say it's gonna be a DC 15 if you wanna pull that off.

Clint: Okay, Sleight of Hand.

[sounds of dice rolling]

Clint: No.

Travis: Mm.

Griffin: [laughs]

Clint: Not a— Not a one. A one would not get that—

Justin: We are just not—

Griffin: Feast or famine, yeah.

Clint: It is—

Justin: Unreal.

Clint: Yeah, the thrill of victory and the agony of defeat.

Justin: Can we—

Clint: Yeah.

Justin: Yeah, can we just smooth these out a little bit?

Griffin: That's a crit fail, followed by a crit success.

Travis: Yeah, can we all just get 15s—

Griffin: Followed by a crit fail.

Travis: — across the board? That'd be fine.

Clint: I'd say he dives for the bottle, misses it completely. [chuckles]

Justin: Yeah.

Travis: Well Dad, you got a crit one, I don't think you get to say what happens at all. I think that's—

Griffin: Yeah, he eats your little wooden body.

Clint: Oh, that's true.

Griffin: No, but— No, you jump up, like an Olympic gymnast, like, "Hup!" trying to grab the arm, and you just kinda like dangle there like— like laundry on a clothesline.

Clint: [laughs]

Griffin: And he just kinda like wave— like easily, easily waves you off of his arm. Aaand...

Clint: So I'm not hangin' on the arm. Okay.

Griffin: You are not hanging on the arm. Next in the order is the Black Earth Cultist. Okay. He... underneath your hand. I've just realized that

characters can take actions when they're grappled, they just can't move. He... begins chanting underneath your hand.

Travis: I was so afraid you were gonna say he licks my hand. Oh thank god.

Griffin: He li— And Travis, while he's doing it.

Travis: Nooo!

Griffin: The tongue comes out a little bit.

Travis: Gross.

Clint: [laughs]

Griffin: He... is going to... cast Hold Person on you.

Travis: On me.

Griffin: To— On you, to attempt to break off this grapple and free himself. You must succeed on a Wisdom saving throw.

Travis: Hmm.

Griffin: That Wisdom saving throw is... doo doo doo do do do do. 11. You need to hit an 11 here.

[sounds of dice rolling]

Travis: Awww, it almost—

Griffin: That is a—

Travis: It bounced off of 18.

Griffin: — nine.

Travis: It's a nine total, Griffin.

Justin: That's rough.

Clint: Mm.

Griffin: You feel this gross, old tongue sort of brush against your fingertips as this man chants a spell, and while you're thinking like, "This is weird," you realize that he is starting to just sort of move out of your grasp.

Travis: Uh-huh.

Griffin: And as you try to do something about that, you cannot, and you realize that you have been paralyzed by this spell.

Travis: Oh.

Griffin: You are incapacitated, can't move or speak, and any attack that— that hits the creature is a critical hit against you. He is going to... use his move action now to get away from you and hoof it towards Hyde. He—

Travis: So am I still just standing there like with my arms wrapped around, he just swoop! Down the middle? [chuckles]

Griffin: Yes.

Travis: Aw man.

Griffin: He— You are now holding no-one hostage.

Travis: I look so dumb.

Griffin: You do look pretty goofy.

Clint: In wrestling terms, that was a reverse.

Griffin: As— As he sprints at Hyde, he says—

Dr. Jekyll: Hyde, do it! What are you waiting for?!

Griffin: Next in the order... is Hyde. Who says—

Mr. Hyde: I really don't— [chuckles] I really, really don't wanna. Oh, how about this?

Griffin: He unstoppers the bottle and he chucks it at Dr. Jekyll. And it shatters, as it hits him right on the top of his head.

[glass shattering sound effect plays]

Griffin: Coating him in this dark red glowing blood. Dr. Jekyll begins to heave on the ground. Next in the order is Godwin.

Justin: Damn. [pause] Aw man. [laughs] Aw man.

Clint: [giggles]

Justin: Okay, so he's on the ground.

Griffin: Yeah. Hyde isn't, Hyde looks very pleased with himself.

Justin: I'm kind of embarrassed for you a little bit 'cause I feel like you don't understand the Jekyll and Hyde story, and I'm feelin' a little bit embarrassed for you.

Clint: [wheezes]

Travis: No, it's two buddies.

Justin: Griffin, you understand—

Travis: [singing] It's Jekyll & Hyde!

Griffin: There's two— Jekyll and Hyde—

Travis: [singing] They couldn't be more different! One is a doctor, the other's a jerk.

Justin: Okay.

Griffin: [chuckles] Yeah.

Justin: So you th—

Griffin: And Hyde was a Frankenstein in the book, right Juice? We take a few— We've taken some fun liberties here—

Justin: We're havin' some fun.

Griffin: — on *The Adventure Zone Versus Dracula*.

Justin: Okay.

Clint: [laughs]

Justin: I... [sighs] Why did he take the potion?

Griffin: Hmm?

Justin: Do I have time— I guess it would be an action to try to figure out like— Well... Did Phileaux have any— I know he wouldn't be able to communicate that to me, but like does Phileaux know what's about to happen?

Griffin: No. I mean Phileaux knew that something [chuckles] bad was about to happen, and that this was very magical blood, of the— of the buried variety. But that is—

Justin: How have— Throughout the course of this, have either one of them taken a like attack on us?

Griffin: Umm...

Travis: No.

Griffin: I mean you guys essentially jumped them.

Justin: Right.

Griffin: So they have— Most of their actions at this point have been very potion focused.

Travis: They attack— So not them but people in— dressed like them, members of this cult, attacked us.

Griffin: Yes.

Travis: On our way to Lumineaux at the beginning of this arc.

Griffin: Right.

Justin: Okay.

Travis: And they had a big cart full of dead animals, which granted, could mean they're—

Griffin: As a hunter.

Travis: They could be butchers, I mean I've killed animals as Crawford Muttner before too, but they seemed like they did it in a boooo kinda way.

Griffin: In a bad way, yeah.

Justin: I'm gonna punch him hard enough in the stomach to try to make him puke. [chuckles]

Griffin: Hyde?

Clint: [chuckles]

Griffin: Or Jekyll?

Justin: The one who— Who took a potion, Griffin?

Griffin: Hyde threw the potion at Jekyll.

Justin: Right, and Jekyll— It just smashed all over him.

Griffin: And Jekyll is—

Justin: Well that's not— puking's not gonna help.

Griffin: No.

Justin: I was imagining him swallowing it.

Travis: I mean you could still make him puke though.

Justin: I mean it would make him—

Travis: If that's how you get your jollies.

Griffin: I do also think you took that exact action more than once as Amber Gris.

Justin: That's true.

Griffin: So I don't want people to think that—

Justin: What's around? What's around?

Griffin: Road.

Justin: What's my environment?

Griffin: A road. To the— just off the road, to the north side. You guys were sort of at this fork as you saw this convoy pass. There is the sort of boundary of the Stranglemire. It's down a sort of rolling, gentle cliff. It's like 20 feet of tumbling hill, going down into the mire, where no living things appear to be standing.

There is a sign that is at the crossroads. One point is pointing and says "This way to the Ungentle Wood," and then the other sign is pointing the other way and it says "This way to..." I don't have it on the map whether—

Travis: "The Gentle Wood."

Griffin: "The Gent— The Extremely Gentle Wood."

Justin: I am going—

Griffin: "The Hundred Acre Wood."

Justin: I'm going to try to...

Griffin: *Winnie the Pooh's* public domain, so that's actually canonical.

Justin: That's fine.

Griffin: The Hundred Acre Wood is that way.

Clint: [chuckles]

Justin: I'm gonna try to get Jekyll... to the Stranglemire. I'm gonna try to take both of us down the hill.

Griffin: Wh—

Justin: In the hopes that I can get him into the water and wash him off before the potion works.

Griffin: Okay, that's cool. You sprint up. If you do this, you are going to take an attack of opportunity against Hyde. He is going to throw some hands.

Justin: Let him try.

Griffin: Okay, he's not bad at it.

Justin: Him being Mr. Hyde and all. [wheezes]

Griffin: [chuckles] Yeah. He—

Travis: Known pugilist.

Clint: [laughs]

Justin: Notorious stinker, Mr. Hyde.

Clint: [laughs]

Griffin: He pulls out a scimitar and swings it at you as you pass. No, that is a three plus five, an eight. That is... all he can do on a reaction. So. You get away from him and hoof it over to Dr. Jekyll. What do you do?

Justin: I'm gonna like try to tack— pick him up and haul him to the Stranglemire, to get us to the edge where we can like tumble down into it.

Griffin: Okay. I'm gonna say this is another... This is another sort of contested check that we're going to make, but he will have disadvantage on this, since he is on the ground and also not doing particularly well.

Let's just call this a straight up Athletics check, he is attempting to not fall off this— not fall down this hill as you are attempting to do it. Okay, he got a 13 total.

[sounds of dice rolling]

Justin: Are you fucking kidding me?

Griffin: That is a critical failure, a one.

Travis: That's three.

Griffin: That's a one and a critical failure.

Justin: What is happening?

Griffin: I— That's—

Justin: What is happening? It's never—

Griffin: That is really, really strange.

Justin: Fuck! [chuckles]

Griffin: He—

Clint: I wasted my 25 on identifying a formula, and then it didn't.

Justin: [laughs]

Griffin: He stands up—

Travis: No, now Dad, to be fair, you found out it would be bad if he drank the potion that the bad guy was trying to drink, and that it was very viscous.

Justin: [laughs]

Griffin: Right, and—

Travis: And what more could you possibly need to know?

Justin: And that it's blood, that's important.

Clint: [chuckles]

Griffin: I gave him some lore. Eat my chaps.

Clint: [laughs]

Griffin: I don't know what that means.

Justin: If you want big action, don't make Insight rolls, folks.

Travis: Yeah.

Griffin: [chuckles] That's the—

Justin: That's the takeaway, yeah.

Griffin: [laughs]

Justin: You want big action.

Clint: [laughs]

Griffin: Arcana never— No fun ever came out of an Arcana check.

Justin: [laughs]

Griffin: You... go to just sort of horse collar tackle this guy down off of the hill. He stands up very quickly as you approach, and you kind of swing off of his neck.

You are going to land prone on the side of the road, not tumbling down the hill, but precariously sort of at the top of it. He... is... transforming. He is much more imposing than the form that he once possessed.

His eyes turn blood red and full of fury as his brow furrows and then furrows some more, and his body begins to contort and grow in size, until he is roughly in step with Mr. Hyde at this point. Only his teeth are growing long and sharp, and from the back of his robes, two wings sprout.

Travis: Aw damn.

Justin: Now why didn't— Now shouldn't I have gotten to take some sort of bonus action there? Before all this happened. You don't know, I could've had a one.

Griffin: You rolled a—

Clint: [snorts]

Griffin: One sweet bonus action. You rolled a critical failure, so this is—

Justin: So I guess I don't get a bonus, it has to feel really bad, critically.

Griffin: It does fail very bad. Do you have a bonus action that—

Justin: I mean I can get my frenzy, my bonus attack from my frenzy.

Griffin: I will say you did land prone.

Justin: Oh.

Griffin: So you would be doing that from the ground, since you used your move action to get on—

Justin: Well, I'll— we'll leave it.

Griffin: To get up on there.

Justin: We'll pocket that bonus action a little bit.

Griffin: [chuckles]

Justin: For as a reaction.

Griffin: Next—

Justin: Can I ready an action? To defend myself on the ground like a cockroach? [chuckles]

Griffin: No, the action that you took was the—

Clint: [chuckles]

Griffin: — the attempted tackling. Next in the order though is Mutt.

Travis: Okay. So what I can do is to make... a roll, a check to break it, right?

Griffin: Break what?

Travis: To break the Hold Person.

Griffin: Yes, that is correct. [makes noises in thought] No. He definitely, definitely, definitely lost concentration.

Travis: Sick.

Griffin: On this spell, as he transformed. I believe this is a concentration, yes. Yeah, so no, the Hold Person definitely would've broke as he had a bottle smashed on his head and then transformed into this new thing.

Travis: Aw, cool. Um! Okay. So that I'm picturing this scene correctly, right?

Griffin: Yeah.

Travis: Right now Hyde is a little up the road.

Griffin: Yep.

Travis: With Phileaux, who is now kinda on the ground, 'cause he missed grabbing the bottle.

Griffin: Uh... Yes.

Travis: And Jekyll has transformed into some kind of winged beast.

Griffin: Right, he's like right at the crossroad, right next to a downed—
Not downed, but prone Lady Godwin.

Travis: Okay.

Griffin: And then you are there, recovering from your paralysis.

Travis: Okay, cool. Cool. Cool cool cool. Great. Can I recognize what he's turning into?

Griffin: Uh... Absolutely you can, with a Survival check.

Travis: Okay. One moment. Features and traits...

Griffin: I would recommend, there's 19 other numbers on the dice.

Travis: Yeah.

Griffin: That are—

Justin: Just any of those other great numbers.

Griffin: Way cooler.

Travis: Okay, if it's something undead, I have advantage on Survival checks— or to recall information about them.

Griffin: Yes, you have advantage. Yeah. Pretty much everything here is undead.

[sounds of dice rolling]

Travis: That's a 22 total. Oh no, that was a Stealth check, ignore that.

[sounds of dice rolling]

Travis: And a nine. So a 22, was my highest.

Griffin: Okay. [pause] There have been rumors on the monster hunter message boards.

Travis: Mm-hmm.

Griffin: Sorry, wait.

Travis: Yeah.

Griffin: No. Not the message boards for the video— the CAPCOM video game franchise *Monster Hunter*.

Justin: Very important.

Griffin: I'm sure that there's lots of conversations happening on there all the time. For a—

Justin: Of varying levels of quality and appropriateness.

Griffin: Yeah sure.

Justin: I would say.

Griffin: You... as a cryptid hunter, have heard rumors about things in Engrave becoming more... dangerous. More... more unknown. These lands have been known to you and your clan for generations. Something is changing here, something is happening here that is unprecedented.

The body count is rising, and a lot of people lay that at the feet of the Cult of the Buried Blood. This appears to be a vampire. It has all the makings of just a straight up classic vampire.

Travis: Mm-hmm.

Griffin: But you have hunted vampires before, and they have not looked like this. I would say the only thing you've seen that looks vaguely like this is when you did battle Dracula yesterday. And as you all sort of

caught his ire, you saw him begin to transform into something like this. Not a vampire thrall perse.

Travis: Mm-hmm.

Griffin: But a capital V Vampire.

Travis: Aw sick, okay. Well. I'm gonna designate him with my Hunter's Prey.

Griffin: You're— the mark?

Travis: Yep.

Griffin: Hunter's Mark?

Travis: Yep.

Griffin: Okay.

Travis: And I'm gonna shoot him with my heavy crossbow.

Griffin: Okay. Are you using— Which bolts are you using?

Travis: The silver-tipped ones. The good ones.

Griffin: You only have three of those, right? So I'm asking you if—

Travis: I can reclaim `em once I kill him.

Griffin: What's that?

Travis: I can pull `em back out once I kill him.

Griffin: Oh fuck, I forgot about that.

Justin: Dang.

Travis: That's the beauty of crossbow bolts.

Justin: Cool.

Travis: They're very reusable.

Griffin: If you miss— If you miss, they are goin' far—

Justin: [laughs]

Griffin: They are goin' wide, dog.

Travis: I don't plan on missing, but—

Clint: [giggles]

Griffin: Okay. So you mark it as your quarry, you deal an extra 1d6 damage to the target whenever you hit it with a weapon attack, and you have advantage on any check you make to find it. Okay, cool. So go ahead and roll your attack roll for me please.

[sounds of dice rolling]

Travis: Oh my fuck.

Clint: Jiminy Christmas.

Griffin: [chuckles] That's a one! Travis, I'm so sorry.

Justin: It couldn't be.

Griffin: Travis, I'm so sorry.

Justin: This can't be. This can't end like this.

Griffin: One third. One third of your silver-tipped crossbow bolts. This one, Travis, you don't want this bolt. This bolt must've been fucked up.

Travis: Yeah.

[crossbow firing sound effect plays]

Griffin: The fletching of it, 'cause it just—

[whipping through air sound effect plays]

Griffin: Phew! Goes right over his shoulder and it hits the road sign, and pink!

[metallic ricochet sound effect plays]

Griffin: Plinks off the— Didn't even stick in, pretty shitty crossbow bolt, so you don't even care as you watch it go flying through the air and land like squarch.

[splashing sound effect plays]

Griffin: Into the Stranglemire.

Travis: Yeah!

Griffin: That is really unfortunate, I am so sorry for that to happen to you guys.

Travis: [sighs heavily] You know, there are days and there are days.
[chuckles] You know what I mean, guys?

Griffin: Yes.

Travis: Hey.

Justin: Yeah.

Griffin: Do you have anything else?

Travis: Yeah.

Griffin: Do you have a bonus—

Travis: I turn to them and I go, "Sorry we jumped you guys, let's call this one."

Clint: [chuckles]

Travis: “You know what? We’ve all made some mistakes in our life, am I right?”

Justin: They’re prob— Honestly? At this point, they’re probably just dying to see what happens next.

Griffin: Yeah.

Justin: See what fuck—

Clint: [chuckles]

Justin: What else the— those stooges comes up with [chuckles] to entertain them.

Griffin: Next in the order is Phileaux.

Clint: Phileaux’s tired of dickin’ around.

Griffin: Alright.

Clint: So—

Travis: I didn’t realize you were doing that between our turns.

Clint: Yeah.

Griffin: [giggles]

Clint: [wheezes]

Justin: Grow up. [chuckles]

Clint: Phileaux... is gonna cast the spell Catapult.

Griffin: Yeah.

Clint: He is going to Catapult the bloody cross.

Griffin: Whoa, holy shit.

Justin: The glowing bloody cross?

Travis: Yeah.

Clint: Yeah.

Justin: Just checking.

Travis: The old rugged, bloody cross.

Clint: It's still a cross. It's still a cross.

Griffin: Okay.

Clint: He's gonna— He's gonna Catapult it at... the vampire Hyde.

Travis: Jekyll.

Clint: Vampire Jekyll, or whatever the vampire is. Vampire Jekyll.

Griffin: Alright, so he is going to make a Dexterity saving throw. On a failed save, it strikes the target and stops moving. When the object strikes something, the object and what it strikes each take 3d8 bludgeoning damage.

If this hits, it will do— Well, we'll see. Alright, he is going to roll his Dex save. That is no, that is a four plus three, a seven. You hit. Let's roll 3d8 bludgeoning damage. I can do that for you, if you'd like.

[sounds of dice rolling]

Clint: I did it.

Griffin: Oh, you did roll 3d8? Oh yeah.

Clint: Six, eight, and two.

Griffin: 16. Describe what this looks like, as you do this, 'cause this is metal as fuck.

Clint: He tosses the— the bloody cross just a little bit, like into the air, gestures with both hands, you know kind of a Doctor Strange, you know.

Griffin: Cool.

Clint: Thing. And the— the cross, for just a second, hangs in mid-air, and then goes flyin' right at vampire Jekyll.

Griffin: Radical.

Clint: And... And impacts him. Now I would also maintain.

Griffin: Please.

Clint: Not that I'm trying to be greedy.

Griffin: No, go for it.

Clint: That it is— it is a crucifix.

Travis: And silver.

Griffin: Oh— Yeah.

Clint: Attacking a vampire.

Griffin: Oh, I remember all that. Yeah. It... It doesn't just hit him, as the spell would suggest. The tip of the long end of the crucifix jabs into the center of his chest, just missing his heart, you would estimate. And as it does, he shrieks a hellish siren. In the— In the woods surrounding all of you.

[birdcall sound effects play]

Griffin: You just start hearing birds losing their minds, and just taking off in flight up to the skies, as this howl just tears through the trees, as this glowing silver cross jabs into his chest.

[bodily impact sound effect plays]

Griffin: He is going to take 32 points of damage. Half of which, for this thing's sort of radiant nature. And you can see the skin around the cross crackling a bit. So... That was... That was pretty cool.

Next in the order is Dr. Jekyll. He is... going to... I mean. The only one who it makes sense for him to attack is Phileaux. He... takes off like a bullet, and you are having a hard time sort of visually tracking him as he suddenly appears behind you.

He is going to try to first sink his claws into you. That is a 23 versus AC.

Clint: Uh, let me check, yeah. It hits.

Griffin: Okay.

Travis: Now that Dad's body is wooden, does he have any kinda natural armor?

Griffin: Well we did roll a new sheet for Phileaux. He has the characteristics of a warforged.

Travis: Ohhh.

Griffin: If I'm not mistaken, right Dad? Or did we not—

Clint: Right.

Griffin: — update your character sheet?

Travis: I mean a 23 is gonna hit no matter what.

Clint: No we did.

Travis: Don't get me wrong.

Griffin: That is a very, very good point.

Travis: This was curiosity. [chuckles] Not like, "Oh, isn't he made of Adamantium now?"

Clint: [chuckles]

Griffin: He does not... maul you or scratch you with his claws, he just lifts you up off the ground. Which, frankly now that I'm thinking about it, probably wouldn't take much effort really at all to do. You're just a little puppet guy.

Clint: Yeah. Yeah.

Griffin: He grabs the side of your head, your wooden puppet head, bends it over, and [chuckles] tries to sink his teeth into your neck.

[pause]

Clint: Yeah, good luck with that.

Griffin: He rolls a 20. You don't feel it, but it looks really weird, as this giant vampiric beast [makes a biting noise] chomps down onto your— your neck. And it doesn't hit quite the same way as a human's neck would. It basically just is like fully enclosing you, like a tiger's jaws.

Clint: Right.

Griffin: You, [chuckles] however... take... You take five points of piercing damage. But that is all you take.

Clint: Okay.

Griffin: And he pulls his teeth back and is like—

Dr. Jekyll: What?! What?!

Griffin: And he... he is just looking at you very confused, that is his action. He still has you grappled, but the bite doesn't seem to have taken purchase, in your, you know, dowel rod of a neck.

Justin: [snorts]

Clint: And you said how many points?

Griffin: Five points of piercing damage. Mr. Hyde is up next. He sees what just transpired and is shocked to see Dr. Jekyll look as he does now. He says...

Mr. Hyde: Oh damn.

Griffin: And Jekyll looks up at him with his teeth bared, and Mr. Hyde says...

Mr. Hyde: Well, I better uh hit the old... the old trail, so— Uh, bye, sorry.

Griffin: He turns heel and takes off running. You are grappled, Phileaux, so there is no opportunity attack. He is going to dash, and he is able to get 60 feet away, so he is... he is— he is headin' out, and he is gettin' there fast.

[piano music swells]

[ad break]

[calmer piano music plays]

Griffin: Next in the order is Lady Godwin. You are prone at the side of the road, but you do not have— you do not have this guy hanging over you, threatening to bite you now, so that's, you know, not bad.

Justin: Um... I'm gonna try to... How— What's the distance on— on him?

Griffin: He is maybe... I mean, this whole encounter has been in a pretty tight space. I would say he's maybe 10 feet away from you. But— Or Hyde's not 10 feet away, Jekyll and Phileaux are 10 feet away from you, but you are prone, so you will have to spend your move action to stand up.

Justin: Okay, I'm going to... Jump up.

Griffin: `Kay.

Justin: And in a cool way.

Travis: Mm, mm-hmm.

Griffin: Yeah, sure.

Justin: Thank you. I'm gonna jump up and... just try to get an attack in. I mean, into Dr. Jekyll.

Griffin: Do you have any throwing— any throwing weapons? Any items that you have acquired that you would— that you would like to use? Because you are not going to be able to get in melee range.

Travis: How high—

Justin: Not gonna be able to get in melee range.

Travis: How—

Justin: I'll tell you what. Oh, oh, oh! I will chuck the consecrated oil.

Griffin: Oh, okay.

Justin: At him. I know that's supposed to be applied to my weapon, but I don't have time to apply it.

Griffin: No yeah, I will allow its use like this, for sure.

Travis: How high up is Jekyll?

Griffin: He's not flying.

Justin: Just got wings, he's just showing off.

Griffin: He just has cool wings.

Travis: Okay, great great great.

Justin: Peacocking.

Griffin: Yeah. He's trying to find a mate, it's hard out here. There we go, okay. Consecrated oil, coats a weapon in oil that grants it divine radiant damage.

Okay, this can basically be the same sort of thing as bottled— bottled sunlight, maybe a little bit weaker than that, but that is the sort of splash-based thing that you could use for this effect.

Go ahead and roll a... a ranged melee attack, just sort of with an improvised weapon. If you have a ranged melee weapon, you can sort of use the stats for that as a short— shortcut.

[sounds of dice rolling]

Griffin: Let's see here. Okay, so better than a one.

Justin: It's a three, Griffin.

Griffin: That's a three.

Justin: I rolled a three.

Griffin: A three plus a five.

Justin: Plus five.

Griffin: The good news is the bottle doesn't break, as you attempt to throw it, but you kinda get a Charlie horse and your arm twists weird.

Justin: [laughs]

Griffin: And it just kinda tumbles across the ground and lands like five feet in front of him. He looks down at it, looks up at you.

Dr. Jekyll: [laughs sinisterly]

Griffin: Laughs a guttural laugh. Next in the order is Crawford Muttner.

Travis: Is he still laughing?

Dr. Jekyll: [laughs sinisterly again]

Travis: Okay, I scoop up the bottle as I'm running towards him, and smash it on his face.

Griffin: You... I will allow you to give you— give your proficiency bonus on this one, so.

Travis: Sick.

Griffin: This is a— Are you— Are you throwing it at his face? I don't know if this is a Dex check or a Strength attack. I would say if you're throwing it at his face, I will give you Dex.

Travis: Then yeah, I'm a ranged guy.

Griffin: [chuckles] Yeah, right.

Travis: I'm scooping it up and—

Griffin: Cool.

Travis: — chuckin' it at his face.

Griffin: So this'll be just your Dex modifier plus your proficiency bonus.

Travis: Okay.

Griffin: So I guess just your standard kind of plus bonus.

[sounds of dice rolling]

Travis: My Dex modifier plus my proficiency bonus. So plus eight, that's a 19 total.

Griffin: Alright.

Clint: Ugh, thank you.

Griffin: Yes. As the liquid sunlight splashes across his face, you hear him try to let out another one of these guttural shrieks, but some of the stuff that makes that sounds is now sort of sizzling underneath this radiant liquid in a way that is unpleasant to see and to hear. Roll... 2d6 for me. And— No, we'll say— What was the... Roll 3d6 for me.

Travis: And I also have my Hunter's Mark on him, so it's an additional d6.

Griffin: Oh wow, okay.

[sounds of dice rolling]

Travis: 11 total.

Griffin: 11 total, okay. As parts of his upper body—

[crackling sound effect plays]

Griffin: — begin to crackle as the radiant sunlight splashes across it, you see him take a step back. He drops you, Phileaux, and he is... looking a little bit panicked. You see a little bit of that sort of frail appearance that you noticed before, if only in body language alone. And you see him unfurl his wings.

[unfurling sound effect plays]

Griffin: It is not his turn. He takes 22 points of damage from that. He is bloodied, officially, and then some. [chuckles] Next on the order is Brother Phileaux.

Clint: Brother Phileaux's gonna take his quarterstaff and smack it into the... glowing silver cross still embedded in his chest, and try to do even more damage.

Griffin: Okay. So this is going to be just a straight up attack roll, against this thing's— I'm gonna say just against its AC, against the vampire's AC. If you hit, it will give you the effect of the Catapult cross situation, from the first place. But you do need to hit.

Clint: 'Kay.

Griffin: Let's see.

[sounds of dice rolling]

Griffin: Oh, I hope this is good.

Clint: Fudge, it's a seven.

Griffin: No. Four plus three is seven.

Justin: [breathily confused] How?

Griffin: He flexes a pec—

Clint: And then!

Griffin: Oh.

Justin: Okay...

Clint: I still have a bonus action.

Griffin: Okay.

Clint: Polearm Master.

Griffin: Bullshit.

Clint: When you take an attack with a quarterstaff—

Griffin: [cackles]

Clint: You can use a bonus action to make a melee attack with the opposite end of the weapon, that uses the same ability modifier as the primary attack and has a damage die of 64.

Griffin: You have one more shot at this.

Clint: Yip.

Griffin: He looks like he is about to take flight. You have one more shot at this. His armor class is a 15.

[sounds of dice rolling]

Travis: Get `im.

Clint: 16!

Griffin: 13 plus three, 16. Yes.

Clint: [cackles]

Griffin: That is a hit. You strike the tip of the cross that is still sticking out of his chest.

Justin: [giggles]

Griffin: And it disappears, as the entire surface of the cross is now embedded in his body. You are going to roll another 3d8 radiant damage.

Clint: Okay.

Griffin: Roll good.

Clint: I'm trying to find it. Where— I've lost my 3d8. Had it.

Griffin: There's a little—

Clint: Oh, wait a minute, wait a minute, I know where to do— I know what to do.

Griffin: Okay.

Clint: Okay.

[sounds of dice rolling]

Clint: Eight, five, five. That's 18.

Griffin: Jesus Christ.

Travis: That's pretty good.

Griffin: 36 points of radiant damage. You... hit the cross right on the very tip of it.

[quarterstaff striking sound effect plays]

Griffin: And it vanishes into his chest, and you see light begin to spread through his now visible veins, which are showing through his increasingly translucent skin. He looks at you confused, as if to be smited by a puppet like this is strange to him.

He looks down at the now hole in his chest and very desperately tries to dig and grab the cross out of there, but it is no use, it is gone inside of him. He looks up at you, panic-stricken.

And... you hear him try to say something, very panicked and frenzied, but the parts that make sound are just no longer functioning within him, and suddenly his neck cranes backward. Light shoots out of the front of his face.

[shining arcane sound effect plays]

Griffin: And he instantly explodes into a cloud of ash.

[exploding fireworks sound effect plays]

Griffin: And your cross—

Crawford: Ah, I still didn't get teeth!

Clint: Your cross clangs to the ground, and by "your cross," I mean the one you did take from that dead body one time.

Justin: Well, I guess we've really showed them how we do business.

Griffin: [chuckles]

Justin: Around these parts. [chuckles]

Griffin: [giggles]

Clint: [laughs]

Justin: I guess you learned a thing or two about messing with the big guys. [chuckles]

Griffin: I'm pretty sure that Brother Phileaux did nearly all of the damage in that entire thing.

Travis: I smashed a— I smashed.

Justin: [laughs]

Travis: I don't wanna—

Griffin: Well, that is true. You threw a bottle.

Justin: Dad is just doing his *Lies of P* cosplay.

Griffin: Yeah.

Justin: Just this brutal Pinocchio.

Griffin: We— I— Next in the initiative order is Mr. Hyde, who dashes off again, he is now—

Travis: Can I speak as a free action?

Griffin: Uhhh...

Travis: Or is he gone before I notice? I mean we're pretty busy.

Griffin: Yeah, no, I don't think that is going to be possible. He is like 120 feet away from you now, it's—

Travis: Yes, let him tell the tale.

Griffin: Yeah.

Travis: Of the guys who walked past us that one time.

Griffin: [chuckles]

Travis: And we got it—

Griffin: Yeah, they didn't get a lot of info about you.

Clint: [chuckles]

Griffin: They were pretty rude in how few questions they asked.

Justin: [laughs]

Clint: Yeah, and you did give them an out!

Griffin: That is true.

Clint: Mutt did give them an out, he could've just walked away.

Griffin: Did you give him an out?

Travis: No.

Justin: [wheezes]

Travis: I said that as Travis.

Clint: Oh.

Justin: There's no way his retelling of the story does not start with, "I swear to god, it was the fuckin' damndest thing."

Clint & Travis: [laugh]

Travis: "There we were, just walking along on our way to that birthday party for my grandad."

Clint: [laughs]

Griffin: [chuckles] "With a cart full of dead farm animals." Hey, Brother Phileaux.

Clint: Yes.

Griffin: Give me another Arcana check please.

Clint: Okay.

[sounds of dice rolling]

Clint: Oh yeah, now it's a 24.

Justin: [laughs]

Griffin: Hey, that's a good one. As he was vanishing, as he was sort of indistinct, you caught a sort of primal look in his eyes, that sparked your memory. You also know that this was a vampire without bite marks.

Travis: Mmm.

Griffin: And you piece together that that is what set you off on this mission in the first place, as you investigated the strange illness that has befallen your Turbo Cardinal.

Clint: Mm. Could Phileaux look around for any traces of the potion, like.

Griffin: Oh! Um...

Clint: Pieces of the bottle that might have the potion in it, that he could—

Travis: Do you want me to look for it? 'Cause like looking for stuff—

Griffin: I'm gonna say this is not a looking check, this is a Luck check.

Travis: Mm.

Griffin: Because it seems, you know, I don't— It seems unlikely that there would be anything that you would be able to use that has not been, you know, contaminated by, you know, the dirt road that it landed on.

Clint: Okay.

Griffin: If you wanna roll a Luck check, if you can roll a 15 or better, I will say then yes, absolutely, you find it.

Clint: Luck check.

Griffin: Just a d20. Just a straight d20.

Clint: Just a straight d20, okay. [exhales heavily]

[sounds of dice rolling]

Clint: Uhhh, 13.

Griffin: No, on a 13... On a 13, I'll give you this thread. On a 13, you find a shard of the bottle that has a little bit of this blood on it. It's a little bit, it's not quite as luminous, it... it seems like a little bit of dirt got on it as well.

Clint: Okay.

Griffin: But you do have at least that much to go on.

Clint: I think he takes it— he pours it into one of his vials on his bandolier. Corks it.

Justin: His Phileaux vials.

Griffin: Okay.

Clint: His Phileaux vi— My Phileaux— My Phials.

Griffin: Yeah, his Phileaux— His Phials.

Clint: He puts `em in his Phials.

Griffin: Sure, got it.

Travis: His Phileaux-actory.

Clint: [chuckles]

Griffin: You— That's good too, damn.

Clint: Ooo, that's real good.

Clint: What do y'all do next?

Travis: And like so when he exploded, like his robe, everything like—

Justin: It's all gone.

Travis: There's no trace to pick through.

Justin: Like it's all gone.

Griffin: There's no trace, the only thing that remains is the— is the cross.

Clint: I pick it up.

Travis: Okay.

Justin: And I grab my bottle.

Griffin: Grab your bottle.

Travis: I smashed it.

Griffin: It did get smashed.

Justin: Aw man. [chuckles] Aw beans.

Travis: It helped kill him.

Justin: Yeah, but— Alright.

Griffin: I will say this, if we do want a little bit of fun here, I will say that the cross— the silver crossbow bolt is sticking out of the Stranglemire. It is about into the muck. But you do see it there.

Travis: I think I could get it.

Clint: Hmm.

Crawford: Hold my— Hey, Godwin.

Lady Godwin: Yes?

Crawford: Lady Godwin.

Lady Godwin: Yes.

Crawford: Will you hold my feet?

Lady Godwin: Hmm. I suppose, yes.

Crawford: And then you'll pull me back out, right?

Lady Godwin: Oh, of course, yes. Shouldn't be much of a problem. A slight fellow.

Brother Phileaux: Would this quarterstaff help?

Crawford: Mm... Yeah.

Brother Phileaux: It's pretty long. It's pretty long.

Crawford: Yeah, okay.

Travis: [sighs] I take it from the name, Griffin, that if I go into the mire... it's gonna be bad.

Griffin: Give me a History check, please.

Travis: Okay.

[sounds of dice rolling]

Travis: 18 plus one, a 19.

Justin: Yeah.

Griffin: Yeah, for sure. I mean, you know about the—

Clint: [laughs]

Griffin: You know about the Stranglemire, you know not to go in the Stranglemire. Momma always said, "Don't go in the Stranglemire. You'll get strangled if you go in there, as the name would suggest."

This is a sprawl— It is the largest sort of like biome in this whole peninsula of Engrave. It surrounds Dracula's castle on all of the sort of land surrounding Dracula's castle, it's impossible to reach this castle because of it. It serves as a very handy moat [chuckles] for him.

So yes, you don't know, I think, specifically what the Stranglemire does, you just know "don't go in the Stranglemire."

Travis: Okay, I let the crossbow bolt—

Griffin: But you also do know it's a really nice crossbow bolt.

Travis: Oooo... 'Kay, do I have any chewing gum?

Griffin: No.

Travis: Argh...

Griffin: Wait, roll a Luck check.

Justin: [laughs]

Travis: Ah...

[sounds of dice rolling]

Travis: A 19!

Griffin: Yeah, you— Yeah, you got some gum.

Justin: Nice.

Travis: Okay, I chew it up and I stick it on the quarterstaff.

Griffin: 'kay. Quarterstaff ain't 10 feet long.

Travis: I'm leanin' out, while Godwin holds my hand.

Griffin: Okay.

Travis: And I'm stretching out to try to stick the chewing gum to pull the thing out.

Griffin: Okay. Give me a... Sleight of Hand check with advantage, as you have some help from Lady Godwin.

Travis: 'Kay.

[sounds of dice rolling]

Travis: That i— Oh, nope. That was a five plus four, a nine.

[sounds of dice rolling]

Travis: And a nat 20!

Clint: Ey! [cheers]

Justin: Wooo!

Griffin: Ohh, damn.

Travis: Feast and famine today!

Clint: [chuckles]

Griffin: You— This is weird, man. You stick the gum stick—

Justin: [scoffs]

Griffin: — onto the—

Justin: [giggles]

Griffin: — the tip of the silver crossbow bolt, and manage to pull it back. As you are dangling over the Stranglemire, like as soon as you cross the threshold of it.

[slithering sound effects play]

Griffin: It doesn't— Hands don't shoot out of the mud and try and grab you. You just feel like your life force is being drained down into the muck.

You can see sort of traces of your essence being drained off, but you are so quick at getting this fucking arrow back that it does not have any impact on you. Before you are pulled back, you recover your crossbow bolt.

Travis: Weeee!

Clint: Phew.

Griffin: [sighs heavily] That is the kind of drama we deliver here on *The Adventure Zone*.

Clint: [laughs]

Griffin: Week in, week out. Lot of people would— Lot of actual play shows, they wouldn't even make a character, a moment, out of one wayward arrow.

Justin: Yeah.

Clint: No!

Griffin: They wouldn't waste your time with that.

Justin: No, and a lot— You know what? I'll tell yah, a lot of `em... they get a little showboaty, and they wanna end an episode with like something exciting or like a cliffhanger or something.

Griffin: Yeah.

Clint: Mm-mm.

Travis: But I got my crossbow— I got my crossbow bolt back!

Justin: We—

Travis: I don't know what you're talking about.

Justin: We don't—

Travis: I'm very excited.

Justin: There's no tension there, you know what I mean?

Griffin: Yeah.

Justin: It's not— There's—

Travis: Will the crossbow bolt forgive me for shooting it into the mire?

Justin: We have the confidence— We have the confidence that you're gonna come back. You know, that's the trust we're placing in you, because we trust you that much. No way—

Travis: Griffin, do you wanna make up a bullshit cliffhanger for Justin?

Griffin: Yeah sure, how's this?

Justin: No, I want it— Oh, okay. This I kind of going against the spirit of trust that we've all estab—

Clint: [cackles]

Justin: Worked so hard to establish, but okay.

Griffin: You take your bolt back.

Travis: Uh-huh.

Griffin: And... Remove some of the excess gum on it, reset the fletching.

[theme music fades in]

Griffin: As you know how to do so well.

Travis: Yeah, I do. Yeah.

Griffin: Polish up the silver of it. Get that yucky mud off. As you do... A voice from the arrow says—

Arrow Voice: Thank you, son.

Justin: [snorts]

Travis: [gasps]

Clint: [laughs]

Travis: What? I knew it!

[outro music plays]

[ukulele chord]

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