

## The Adventure Zone Versus Dracula — Episode 9

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[intro theme music plays]

**Dracula:** Dear diary...

When I was new to the immortality game, I got some great advice from the mummy. He told me, "Dracula," he said, "Everlasting life can be a real drag if you don't got a purpose." Then it turned into a million locusts. My purpose is Lumino. But before I settled on that, I did bounce around between a few other hobbies. One of which being... hedonism. It's not a chapter of my life I'm particularly proud of, but I must admit, mine and the Wolf Man's achievements in the field of Bacchanalia are the stuff of party legend.

[The Adventure Zone Versus Dracula theme music plays]

**Travis:** Can I just say, Griffin, and we can cut this out if I'm not supposed to hear the intro, but describing hedonism as a hobby, it makes me wildly happy. [chuckles]

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

**Clint:** [chuckles]

**Griffin:** I mean, it sounds like Travis loves Dracula. And the whole purpose of this whole campaign is to kill him, so...

**Travis:** I just didn't know, like maybe there were people during the pandemic who are like, "You know what I'm gonna pick up? I've always wanted to try? Hedonism."

**Griffin:** Sure. Couch whoever you want but, but dad and Justin, keep your heads on a swivel. Because I think you might have a co-conspirator.

**Justin:** A fanger?

**Clint:** [chuckles]

**Griffin:** A fanged lover. The three of you, after nearly a full day's ride following your encounter, have arrived at the Ungentle Wood. And following a shockingly large number of animal tracks, you all have made your way with less than an hour to spare on your curse clock, Lady Godwin, at a clearing in the woods, a shady copse. In which you find a two story building crafted from slate colored cinder blocks. And prismatic light is just blasting out of the windows and doors in syncopation with just the most hype electronica you have ever heard.

There is a neon sign hanging over the front door, which is itself flanked by a doggie door and a large barn door. The neon sign reads 'The Warehouse.' Spelled with an E for the joke of it.

**Travis:** Mm-hm, the we are house.

**Griffin:** There is a line of a dozen or so animals waiting to enter the bar being held at bay by a massive gorilla wearing a tight black T-shirt and jeans, holding a clipboard with a microphone headset on. And also, you notice as you approach this clearing, surrounding the perimeter of the bar, there is a large circle of green light that spans almost the whole clearing. The purpose for which isn't immediately clear just by looking at it.

You all arrive, you know, in the trees still, cloaked from the animals waiting to enter The Warehouse and the bouncer outside. Able to have a beat here to react and plan.

**Justin:** I would like—I'm putting a new system into The Adventure Zone, I just invented it. It's called foot jokes, right?

**Griffin:** Foot jokes? Okay, cool.

**Justin:** Foot jokes. So they're like footnotes. So I said, "One," after you said shady cops. And if you look at the one down—

**Griffin:** Okay, I get it.

**Justin:** You look down and it says, "Shady cops. You mean copse?"

**Griffin:** Yeah.

**Justin:** It would have been an intentional misunderstanding of what you had said and I didn't wanna break your flow.

**Griffin:** Yeah, yeah.

**Justin:** But like if you prefer—

**Travis:** Wait. This feels like an attack on me and my whole deal.

**Griffin:** In the future, Juice, I—

**Justin:** No, no, no. Nailed it.

**Griffin:** I think in the future, Juice, just say one after a joke that you want to make, but you don't want to interrupt the show. And then we can come back to it later.

**Justin:** This is that. I'm doing that now.

**Griffin:** Thank you.

**Justin:** Do you understand? I did that.

**Griffin:** I get it now. Yeah.

**Justin:** Okay, good. So you know the system. And that way, we don't have to interrupt each other, we can just be like, "One." And then the listener, they don't have to, you know what I mean? Like, if they don't want to.

**Griffin:** Right.

**Justin:** If they hear one or two or 17, however, 14 A, whatever we get to.

**Griffin:** Yeah, sure.

**Justin:** They can just skip the foot jokes if they want.

**Griffin:** Yeah, during some longer monologues, we may get up to 14 A.

**Justin:** Yeah, but I think it's important that we all get to do our funny jokes.

**Griffin:** Right.

**Justin:** But this allows you to do your own business as well. So it's a good system, in my opinion.

**Griffin:** Okay!

**Justin:** It is available for licensing, for a reasonable fee.

**Griffin:** Right.

**Travis:** I would like to institute a new system too called foot fix.

**Justin:** Okay? [chuckles]

**Travis:** And it's at the bottom of each episode, it's pictures of our feet!

**Griffin:** Yeah! But shoes only. Please.

**Travis:** Oh, unless you want to pay.

**Griffin:** So who wants to play Dungeons and Dragons fifth edition? The latest twisted creation from those wizards on that coast.

**Travis:** I would say I'm familiar with The Were. At least like as a tracker/hunter, maybe not socially. Do I recognize this green force field thing?

**Griffin:** Give me—I mean, so you're asking if you've seen this spell before, it would be a history check. If you are asking to sort of identify the spell based on your own arcane understandings, that would be an arcana check.

**Travis:** Well, I'm equally okay at both of those. So let's do history.

**Griffin:** Okay!

[sound of dice thrown]

**Travis:** eight plus one, that's a nine.

**Griffin:** It looks familiar to some magic that you even possess. Magic, of course, kind of framed in this world as like your keen tracking tricks, right?

**Travis:** Got it.

**Griffin:** The ways in which you interface with the animals and monsters that you hunt, right? So this is a spell that seems to affect animals, but anything past that, you have a hard time. There's something different about it that you have a hard time kind of clearly defining what it is.

**Travis:** Got it.

**Griffin:** You all are standing, I'm assuming, outside of the perimeter of this spell. You have not just sort of stumbled right in.

**Clint:** Brother Phileaux is going to... so we're like, we're hiding, we haven't gotten in line yet. Correct?

**Griffin:** Right. Correct.

**Clint:** Then as kind of a preparation, I'm going to have Brother Phileaux cast to do an infusion.

**Griffin:** Okay.

**Clint:** The infusion that Phileaux is going to do is he's anticipating some trouble in this place. So I believe he's going to do the infusion of Repeating Shot.

**Griffin:** Okay?

**Clint:** On Mutt's crossbow.

**Griffin:** Oh, cool. Okay?

**Travis:** Okay!

**Clint:** So basically, he turns the crossbow into a magic weapon. And it grants plus one bonus to attack and damage rolls made with it when it's used to make a ranged attack. And it ignores the loading property if it has it. So if the weapon lacks ammunition, it produces its own, automatically creating one piece of magic ammunition when that wielder makes a ranged attack with it.

**Griffin:** Okay.

**Justin:** So, okay, just to set the scene here, what's happened is we're outside of a nightclub. And we're looking into the night club and we're like, huh, this is interesting, look. And then Phileaux just starts loading bolts into Mutt's pockets. [chuckles]

**Griffin:** [laughs]

**Justin:** Like, "Here, you're gonna need these!"

**Travis:** "Do you want a silencer? I'll get you what you need!"

**Justin:** Yeah, exactly! We're just looking at the place and he's like, "You're gonna need a lot of bolts!"

**Travis:** "Whoa, man!"

**Clint:** No, no, Phileaux, is extremely familiar with the crummy disposition of people in general. He's seen all the bad stuff and he's anticipating the worst. So...

**Griffin:** Okay!

**Justin:** I'm not gonna rush in before you all are ready. But could I talk to this—like how far is it from us to the bouncer?

**Griffin:** I mean, like this is a pretty big clearing that you are well on the outside of. So it's like, I mean, you are maybe 50 feet away.

**Justin:** Okay.

**Griffin:** This clearing goes all the way around the building. And as far as you can tell, all these people are congregated sort of around the front door. We haven't done like a, you know, proper... maybe not stealth, that may not be the direction that you guys go in this. But I would thoroughly encourage you to gather information before you charge headlong into the melee.

**Godwin:** Well, I'd like to suggest, if I may... I believe I could walk to the door unmolested. With my 'were nature,' as it is, perhaps the spell would not affect me?

**Crawford:** I'm thinking, just my guess, that whatever this ring is, might be something that allows them all to talk to each other? Since they'd all be of different like animal types and everything. So this allows one kind of animal to talk to another kind of animal and all that stuff. That's my bet. So I'm not super worried about what the spell does, so much as I'm worried about I walk up and I'm like, "Hey, I'm a human." And they're like, "Cool!" Gnaw, gnaw, gnaw, bite, bite, bite, chew, chew, chew.

**Godwin:** This is why I'd like to suggest me going in first, it's just to make an introduction. Perhaps you three could try one of your... assault from the rear, as it were.

**Crawford:** Like sneak in?

**Godwin:** I don't know?

**Clint:** Okay... well, you take the wooden boy with you.

**Godwin:** Well, I believe I could, couldn't I?

**Crawford:** And I'll... I don't know.

**Phileaux:** Thank you, yes.

**Godwin:** Yes, can you—

**Phileaux:** I am not as I seem, so I believe that fits, you know, in the legalese of a were being?

**Griffin:** [chuckles]

**Godwin:** Phileaux, do you wish to say with Mutt? Or would you like to try to come with me? I don't know if the spell will affect you, though.

**Phileaux:** Well, let's see. If I go and the spell does—and I do not—

**Godwin:** Maybe touch it? Should you maybe touch the spell?

**Phileaux:** Oh, yes, yes.

**Godwin:** I feel like if you—

**Phileaux:** Oh, oh, yes!

**Godwin:** If you touch the spell, Phileaux.

**Phileaux:** Yes, yes. I will do that.

**Godwin:** Touch the spell.

**Phileaux:** Just touch it?

**Justin:** Lady Godwin takes like three steps back. [chuckles]

**Griffin:** [laughs] Okay, yeah, the ring of this belt comes close enough to the clearing that you could... you would need to make a stealth check, but it'd be a fairly low one, to get close enough to like touch the spell without fully revealing yourself to everybody who is outside of this bar.



**Clint:** Okay! I'll try it.

**Griffin:** Give me a stealth roll. We'll say you need to get a—oh? Okay, you're already going.

[sound of dice thrown]

**Clint:** Oh! A three...

**Griffin:** No, well, that's clearly not...

**Clint:** [laughs]

**Griffin:** Okay...

**Justin:** Good gracious.

**Griffin:** You step on the driest, thickest branch that has ever sat on a forest floor. It shatters and sends a flock of birds flying. There are actually some birds that were in line to go into the bar. And they immediately like freaked out and flew off. And the people standing behind them in line are like, "Oh? Sweet. Okay." And they walk forward. The gorilla looks over towards you and says:

**Gorilla:** Eh! Who are you?

**Phileaux:** I'm just a little wooden boy!

**Gorilla:** Cool, man. You gotta get in line like everyone else.

**Phileaux:** Right, right! Sure, okay, yes. Of course. Thank you so much! You're doing a wonderful job.

**Justin:** Where seems to be the barrier? Did he make it to the barrier before he was discovered?

**Griffin:** You made it through the barrier, yeah. If you want to make an arcane check as you enter the barrier, I'll give you advantage, because you are now subject to the whims of this spell.

**Clint:** Okay.

[sound of dice thrown]

**Clint:** seven plus five, that's 12. Oh, and you gave me advantage!

**Griffin:** Yes.

**Clint:** 14.

**Griffin:** Okay. Yeah, with a 14, you just talked to a gorilla. So... that's something. That's something that this spell clearly has done for you. I would say there is another sort of feature of this incantation that is maybe a little bit more abstract and not quite as obvious. You feel very chill towards these animals specifically as you enter into this ring. You get the impression just looking at the makeup of the crowd waiting to go in, this spell is maybe what is keeping, say for example, the chickens and the foxes from doing stuff they usually do. Vis-à-vis one devouring the other.

**Justin:** Got it.

**Griffin:** This is a communication spell, but it is also a sort of like peacekeeping spell. And you also feel yourself under the effects of it. Any idea you could have about harming one of these animals is like hard for your brain to sort of formulate.

**Phileaux:** Oh, man. It's a Doolittle spell! Oh, I love it! Oh, hey, how you doing? Oh, guys, come on in! This is... ah, this is awesome.

**Justin:** Oh, he's mentioning to us. From our cover.

**Phileaux:** Come on!

**Justin:** Oh my god.

**Phileaux:** Oh, you're gonna love it! It's like a hot tub—

**Travis:** You're not on drugs?! You just feel like you don't want to hurt anybody.

**Justin:** It kind of sounded like coded drugs to me, bud.

**Griffin:** It's not coded drugs!

**Justin:**

**Griffin:** It's just vibes.

**Travis:** It's just vibes. It's good vibes.

**Justin:** Just vibes.

**Phileaux:** Come on, man!

**Justin:** Okay, yeah, I stand up.

**Godwin:** Oh, sorry! I didn't know the etiquette. Our wooden friend here wanted to get a lay of the land. Apologies. My name is Lady Godwin. What a pleasure it is to be here at this place of yours, The Warehouse. Charming!

**Gorilla:** It's not my place. I'm just about her. But yeah, you all have to wait in line.

**Godwin:** I sense you take a great sense of ownership in it though?

**Gorilla:** I mean, I've worked here for a while. And I think I'm quite close with the Wolf Man.

**Godwin:** It's your place as much as it is his?

**Gorilla:** I would like to think so...

**Godwin:** It's beautiful. How is the crowd this evening?

**Gorilla:** A little thin. But you know, it usually picks up a little bit closer to the to the full moon. We're in a waning cycle now. But you know, we can still get pretty wild.

**Godwin:** Okay?

**Gorilla:** I do have to—

**Godwin:** Is the...

**Gorilla:** Sorry?

**Godwin:** Is there a certain time—

**Gorilla:** No, hold on.

**Godwin:** Oh?

**Gorilla:** No, sorry. Yes. Okay. Sorry. Go ahead. I had to say something into my cool microphone.

**Godwin:** Oh... who are you talking to?

**Gorilla:** I can't say but he's a real party animal. It's the Wolf Man!

**Godwin:** I figured. Is there a certain moment where things will sort of start to get a little more lively? I'd like to plan my beverage consumption accordingly.

**Gorilla:** Sorry, that's wild, what you just asked me. Because this is a nightclub and when you come inside, it gets... the wildness happens inside! And so you're trying to figure out what drinks and when you're going to have them before you even enter the place. That is some next level party maneuvering.

**Clint:** [chuckles]

**Godwin:** Well, you don't live for as long as I have without learning how to safely and efficiently get down.

**Gorilla:** You know what? You fascinate me. You go ahead on it. We are all here for... I'm just guessing horse, right?

**Godwin:** Good eye, or nose. Is it a nose?

**Gorilla:** It's an equine—yes. A lot of people think a gorilla is not a sharp-nosed animal. But I'll have you know I could smell a horse person from a mile away. But go on in.

**Godwin:** I would like to bring my puppet in. Can I?

**Gorilla:** Sorry, your... sorry... so this...

**Godwin:** It is a hobby, yes. Ventriloquism. I made the puppet boy speak with you and I would love to entertain some of the guests as well. It's sort of an icebreaker.

**Gorilla:** Yeah... so again, I'm just guessing, because you seem like a pretty old lady. Have you been to like a bar or a nightclub before? Because most of the time you don't come to—

**Godwin:** You can see my beautiful body? Does that seem like an old lady's—look at these. Look.

**Gorilla:** Oh... don't—you can go in. The puppet—

**Godwin:** Look at them.

**Gorilla:** Is the puppet—

**Godwin:** Look at them.

**Griffin:** [laughs]

**Godwin:** May I bring the puppet or no?

**Phileaux:** Please let me come in!

**Gorilla:** So you're doing that? You're doing the voice?

**Phileaux:** Yes! I am!

**Godwin:** Watch this, I'm going to drink some water.

**Phileaux:** Hello! How are you? It's me! Lady Godwin!

**Gorilla:** Wait, you are both—hold up. You were both talking at the same time just down. So that's like, I don't even know how you do that.

**Phileaux:** Amazing, isn't it?

**Griffin:** Make a performance check, both of you.

**Justin:** [chuckles]

**Clint:** Could've seen that one coming, I guess.

**Justin:** Yeah... [chuckles] Writing a lot of checks over here, not my strong suit.

**Clint:** [laughs]

[sound of dice thrown]

**Justin:** Yeah, it's a 19 though on this one.

**Griffin:** That's pretty good. All right, that makes up for puppet Phileaux's nine. I would say I'll split the difference and say that succeeds.

**Gorilla:** Yeah. Okay. You all can come ahead in. Puppet, best behavior, okay? Just so you now—

**Phileaux:** Oh, he will. He will!

**Gorilla:** What am I even doing? Why am I saying best behavior to a puppet? It's a fucking puppet, bro!

**Godwin:** It's hilarious, right?

**Gorilla:** Anyway, my name is King Kong! Get in there, baby!

**Godwin:** Hell yes. Excellent.

**Travis:** Would you say that was all pretty distracting, Griffin? [chuckles]

**Griffin:** Yeah, I would say that was pretty distracting.

**Clint:** [laughs]

**Travis:** Okay, I'm sneaking around the back while that's going on.

**Griffin:** Okay. Give me a stealth roll. I'll give you advantage because you had a decent distraction.

[sound of dice thrown]

**Griffin:** Wow!

**Travis:** That's a 23 on the first one and a nine on the second. So I'm gonna go with the 23.

**Griffin:** Okay, we'll take the 23. You are able to, while this conversation is happening, just do a lap. You're able to prowl around the backside of the building. When you get back there, there's like a loading dock with a big, heavy shuttered door over it. There is a set of short stairs heading up to a landing with another sort of exit. It looks like a fire exit. In fact, it is alarmed, you can tell just from a distance. Give me a perception check. You are not spotted by anyone. There doesn't appear to be any security back on this side of the building.

[sound of dice thrown]

**Travis:** Ugh, an eight.

**Griffin:** An eight, okay. Yeah, that is what you see. There seem to be two more entrances into this building. What do you do?

**Travis:** Oh, wait, we're in the woods, right?

**Griffin:** Yeah, sure. Oh, you get an advantage on your perception check, right?

**Travis:** Yes. Correct.

**Griffin:** Yeah. Okay.

**Travis:** Hold on one second... Oh, no, I double my proficiency bonus.

**Griffin:** Oh, okay, so that's a 10?

**Travis:** Yeah.

**Griffin:** Okay. On a 10, I will say there's a cat door in the back door that you notice.

**Travis:** I'm gonna go in that cat door.

**Griffin:** Ooh, boy. Okay.

**Travis:** I'm gonna wiggle in that cat door. No, wait, what if I send Lady Aggie in to open the door for me from the other side?

**Justin:** Just Aggie? Sorry, again—

**Travis:** Sorry, yes.

**Griffin:** Just Aggie.

**Travis:** Send Aggie in to open the door from the other side.

**Griffin:** You can try, yeah. Okay.



**Travis:** Animal handling?

**Griffin:** Yeah, are you just sending her—are you hiding in the woods?

[sound of dice thrown]

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

**Travis:** So wherever I'm doing doesn't matter, Griffin.

**Griffin:** Yeah. Lady Aggie, or regular old Aggie, runs—not runs, sort of slowly trots forwards reluctantly. As soon as she clears the green barrier into the spell, she just turns around says:

**Aggie:** I don't want to do this!

**Crawford:** Aggie...

**Aggie:** I don't want to do this!

**Crawford:** Aggie, girl, you get over there and you open that door.

**Aggie:** It's loud in there! And there could be... there could be bears. There could be coyotes. I'm not gonna do this, Crawford.

**Crawford:** Aggie, we've talked about this before. You're gonna be fine! Okay, come on back. Come on back.

**Aggie:** All right...

**Griffin:** She trots on back and just sort of nestles down in the woods, looks up at you sort of resentfully.

**Travis:** I give her a treat anyway. She's a good girl.

**Griffin:** Yeah, she'll eat that.

**Travis:** Okay, is there any like second story stuff you'd say? Like if there's a short staircase leading up, anything I could climb to?

**Griffin:** No, it's not a like full one story. It's just like a sort of landing, just a few feet off the ground.

**Travis:** Okay, it's the... I'm gonna go up and try like the shuttered door and see, make sure it's like locked in stuff.

**Griffin:** Yeah, super locked.

**Travis:** Okay, I'm going to try to shimmy in the cat door.

**Griffin:** Okay, this is going to be... I think an acrobatics check. I think is the best sort of definition I can think of here. A good wriggle.

[sound of dice thrown]

**Travis:** That is an 18 total.

**Griffin:** Okay! Describe what this looks like. You are able to reach this door easily. There's no alarm, no security to spot you here. You make it to the back door and begin to try to get through this hole.

**Travis:** Well, first I'm going to peek through.

**Griffin:** Okay?

**Travis:** I'm just going to stick my arm and head through to see what's going on. Make sure it's clear on the other side.

**Griffin:** On the other side, you see a round table. You can kind of only see it from below with some chairs circling around it. There appears to be... this room that you're entering into appears to be a very sort of long almost like hallway, like a back room in this establishment. There appear to be some animals sitting at this round table, but you can't quite make out, you know, what they are, who they are, anything like that.

**Travis:** Then you know what? Rather than wriggle through, I'm gonna listen.

**Griffin:** Okay. You hear; "Meow, I fold."

"Meow, I raise. 10 gold fish." You get the sense that there are some kitty cats playing a game back here.

**Travis:** Okay... Well, I'm gonna... Okay, come back to me.

**Griffin:** Okay. You all arrive. You make your way into The Warehouse. The music is just wildly loud. As you enter, you can kind of get a glimpse of the bar through the back of the sort of bottle racks holding things up. There's a sort of entrance way as you make your way in, with security stations flanking on the left and right.

As you make your way into the bar, you see a number of things. You see a dance floor in the very center of the bar that is just filled with animals. It's like if a zoo got turned into a nightclub in the evenings and all the animals were just weirdly chill with each other. You see pigs like hoof and paw, side by side with coyotes. The bar has this like stair step like surface in front of it, accommodating sort of creatures of all sizes. From a weregiraffe down to a wererabbit, all drinking at the same bar.

The dance floor appears to be made of glass, thick glass, and standing over a pool of shimmering water. There also is an orangutan on stage and he's fiddling with a complex looking rack of electronics, wearing a shirt that says DJ Thumbs on it. As you guys make your way into the bar, the Wolf Man appears and he takes the stage in front of the dance floor. He points to DJ Thumbs, who cuts the music and he picks up the microphone, takes a deep breath and says:

**Wolf Man:** What's happening, party animals?! It's your boy! The Wolf Man! A few quick announcements before we return you to your freaky stuff. It's Fish Stick's birthday today! So buy him a drink if you see him around. Second, the owner of a silver Hyundai Elantra, you are double parked!

**Crawford:** I gotta go!

**Justin:** [chuckles]

**Wolf Man:** So move it, buster! Third, and I can't believe I have to say this again, no more slam dancing out there, okay? The floor is made of glass, use your heads. Finally, a warning to the humans in our midst. I smelled you the moment you walked in. I will find you and I will devour you. All right, party on, dudes!

**Griffin:** And the music starts playing as the Wolf Man retreats back and behind the stage.

**Crawford:** I shouldn't have come. I should just... I think I should have stayed in Windmill.

**Griffin:** We will move back to Lady Godwin and Phileaux.

**Clint:** I have an idea. Can you describe the bartender? We're at the bar, right?

**Griffin:** You're at the backside of the bar. You have to sort of walk into the entranceway here. So you guys can just plop yourself, you know, sort of wherever you want.

**Clint:** Okay... but that... we're not—okay, so is there a bartender on the other side of the bar from us? Is that what this—

**Griffin:** Yeah, yeah, yeah.

**Clint:** Okay, I think that... we're not talking to anybody, right?

**Griffin:** Nope, you've both just walked into the bar and seem to have split the party a little bit.

**Clint:** Okay.

**Phileaux:** Milady, I have a suggestion. Why don't you find some spot to deposit your puppet... to which no one will pay any attention to. And then you've got potential backup if the need arises. Because as we've already

established, I'm very suspicious of this crowd. And it might be nice to have someone who can come in and help, should there be any kind of problem.

**Godwin:** Hm... yes, well, perhaps we shall.

**Phileaux:** Sit me in a little chair. I think that would be adorable.

**Godwin:** Bar keep!

**Griffin:** The barkeep looks up at you. He is also a werewolf, but a very small one. And he says:

**Barkeep:** Yeah, what can I do you for?

**Godwin:** First off, a favor, if I may?

**Barkeep:** Yup.

**Godwin:** I have been contracted to do a little show. The guards on the outside will fill you in. But I was wondering if you might store my puppet behind the bar? Just for a few moments. It's rather crowded.

**Barkeep:** Have you been to a bar before? Because that's not really—

**Godwin:** Yes. Often. I've performed at many bars. Many, if I might say, a trifle more upscale in this. And at all of them, I've been accommodated with puppet storage behind the bar.

**Griffin:** [chuckles]

**Godwin:** So, if I may. If you wouldn't mind storing my companion. I'd like to order some drinks.

**Griffin:** Make a deception check for me because you just told me a lie, Justin.

**Clint:** And I'm going to help. I'm going to help.

**Griffin:** By remaining perfectly still?

**Clint:** By saying:

**Phileaux:** [spoofing Lady Godwin's voice] You can trust her! I am indeed a puppet!

**Godwin:** Yeah, see?

**Travis:** That's my favorite thing that Jeff Dunham does, where he has a puppet that sounds exactly like him.

**Griffin:** He's got a Jeff Dunham puppet.

**Travis:** Yeah.

**Justin:** I rolled a natural 20.

**Griffin:** Holy shit!

**Clint:** Whoa!

**Travis:** They give you the keys to the nightclub. It's all yours!

**Clint:** [chuckles]

**Barkeep:** Oh... oh! Yeah, the puppet act! Oh my god, I'm so sorry! Of course. Here, I'll take your puppet. I'll put him behind the bar. And tell you what—

**Phileaux:** [giggles]

**Barkeep:** It's laughing and you're not even touching it? How is this—this is incredible.

**Griffin:** He reaches back and opens a door behind the bar and he plops you down inside of a small back room. There's like a small sort of sink, you get the idea that this is kind of a prep room for the bar. There's some bottles

and storage that you see. He shuts the door. You're now in there alone. He comes back and says:

**Barkeep:** Oh, okay, I'm so sorry, ma'am. Drinks on the house. What are having?

**Godwin:** I'll have a round of neigh-groni. And I'd like to with some... I need some persimmon slices and sugar, please. I like to take them the proper way.

**Barkeep:** Yeah, of course. I don't know what a persimmon it is. But we have—

**Godwin:** Look over there, I believe I spy them next to the lemons.

**Barkeep:** Yup, there they are! What was I thinking?

**Clint:** [laughs]

**Griffin:** He hooks you up. He gets you a good drink.

**Justin:** I'm gonna look around for the werehorses.

**Griffin:** Yeah, you... give me a perception check.

[sound of dice thrown]

**Justin:** I mean, it is a one, but like that's such a silly—I can see him on the map. Like...

**Griffin:** Yeah. You used step—

**Travis:** It's smoky in here.

**Griffin:** You step forward to try to catch a glimpse.

**Godwin:** Oh, one more thing, barkeep. Before you go, could you point me in the direction of some fellow werehorses?

**Barkeep:** Yeah, sure. Oh, watch out for that ceiling tile!

**Griffin:** A ceiling tile falls on your head and you take one point of bludgeoning damage. And he says:

**Barkeep:** Wow, you gotta keep your head on a swivel for these ceiling tiles. I tell ya, if you don't look out close enough, sometimes a ceiling tile will just fall right down on you.

**Travis:** It's all the slam dancing.

**Barkeep:** The horses are right over there, over in the—

**Justin:** [chuckles] Taking one point of bludgeoning damage.

**Clint:** [laughs]

**Barkeep:** Yeah, the horses, all of our cloven hooved friends like to hang out over in The Ungalow. So The Ungalow is that small little VIP section up there. It is invite only, so...

**Godwin:** Well, I think I'll be welcome. With these. And these.

**Clint:** [chuckles]

[theme music plays]

[ad reads]

[theme music plays]

**Griffin:** We're gonna go back to Crawford Muttner for a moment. Crawford?

**Travis:** I'm gonna crawl through the cat door now.

**Griffin:** Yeah, good.



**Travis:** So I do that. I'm in there.

**Griffin:** Okay, are you trying to do it quietly? I like the idea of a big man trying to stealthfully fit through a small hole.

**Travis:** No, I'm confidently doing it.

**Griffin:** Oh? Okay, cool. Give me an acrobatics check—oh, you already did that, didn't you?

**Travis:** Yeah, I was just listening first.

**Griffin:** We'll take the earlier acrobatics check. With an 18, you are able to fit through the cat door. It takes some doing. By the time you get through, you see a table with five cats sitting around it. They are all playing poker. One of them has their leg over their head, cleaning their butt with it. And then that cat looks up and it's Mr. Mistoffelees. And he's like:

**Mr. Mistoffelees:** You can't be in here! What are you doing?!

**Crawford:** Oh, sorry. I came to play?

**Griffin:** He puts his leg down embarrassed and says:

**Mr. Mistoffelees:** Pardon me, folks. Let me talk to my friend here.

**Griffin:** He comes over and he says:

**Mr. Mistoffelees:** You're not a were-person, are you?

**Crawford:** Well I mean, I'm a potential were-person when you think about it. You know, I could be a kinetic where person right now. I'm stored were—person energy.

**Mr. Mistoffelees:** They are going to kill you if they find out that you're just a regular old human. The circle of protection here doesn't extend to humans. So...

**Crawford:** Hm, then you're gonna have to do your best, I guess, to help me stay safe. Or else how will they think I found the place?

**Mr. Mistoffelees:** Sorry, and once again, you seem to have overestimated the strength of our bond a little bit. I am a businessman and you have bought products from me.

**Crawford:** This is my bad. I thought you were threatening me?

**Mr. Mistoffelees:** No, no, no! No, no.

**Crawford:** Oh, I'm so sorry.

**Mr. Mistoffelees:** We are chilled. Do you want me to bite you and turn you into a werecat? And then you can bite me right back when we're done?

**Crawford:** No, no. Eh...

**Mr. Mistoffelees:** Okay...

**Crawford:** Well, you know what? Actually, give me a second to think about it. Because I mean, I turned that down real quick. You'd let me bite you back?

**Mr. Mistoffelees:** Yeah.

**Crawford:** You promise?

**Mr. Mistoffelees:** No problem.

**Crawford:** Okay, yeah, man. Go for it!

**Mr. Mistoffelees:** All right.

**Justin:** [chuckles]

**Travis:** It's the only thing that makes sense!

**Clint:** The circle is complete!

**Justin:** It's the only thing that makes sense!

**Travis:** It's the only thing that makes sense! Why wouldn't I do that?

**Mr. Mistoffelees:** Where do you want it, hombre?

**Crawford:** Just get me on like the upper arm.

**Mr. Mistoffelees:** Sure thing. Roll 'em up!

**Crawford:** Okay.

**Griffin:** Okay, Mr. Mistoffelees, from—

**Crawford:** Now watch the tattoo. Not on the tattoo.

**Griffin:** Mr. Mistoffelees from Cats gingerly bites your upper arm around the tattoo. Give me a constitution saving throw.

**Travis:** A constitution saving throw...

[sound of dice thrown]

**Travis:** That's a dirty 20.

**Griffin:** Okay, yeah. With a dirty 20, just some little whiskers pop out of your face.

**Travis:** Hell yeah, man!

**Griffin:** And that is the extent of your transformation. He says:

**Mr. Mistoffelees:** That's cute.

**Crawford:** Thanks, bud.

**Mr. Mistoffelees:** That is working for you, bud.

**Crawford:** Thank you! And I will say, I already had the mustache that I do have now. So it just got bushier. Right? Just kind of extended the horseshoe here, it just got a little bit bigger. All right, so are we playing or what?

**Griffin:** One of the cats is a big old cat. Wearing a bowtie and smoking a big cigar, says:

**Cat:** Did you just turn that guy into a werecat so that you wouldn't be discovered and killed here in The Warehouse?

**Crawford:** Oh, sorry. Are we here to talk about what just happened or are we here to play?

**Cat:** No, I'm celebrating you, brother. Because it's like now you're one of us.

**Crawford:** Yeah, no, I'm one of you now. And I love poker!

**Cat:** All right, let's shuffle up and deal.

**Crawford:** [sings] Shuffle up and deal!

**Clint:** [chuckles]

**Griffin:** Okay. You are now just playing poker with some kitty cats. You don't have any money, do you?

**Travis:** I have stuff. I got jerky and...

**Griffin:** [laughs]

**Travis:** They were playing for goldfish a second ago, Griffin!

**Cat:** Do you got goldfish?

**Crawford:** I know where to get 'em.

**Griffin:** You thought maybe there is a chance that we're talking about the cheese crackers. No, there is just like, they each have a little fish tank with

different numbers of goldfish floating around inside of them. And horrifyingly, from each bowl you hear like, "Oh no!"

**Clint:** [laughs]

**Griffin:** [spoofs silly drowning sounds]

**Cat:** We can't eat 'em here. But we take the goldfish home and we eat 'em there.

**Crawford:** Well, that's even more impetus! I'm gonna win all these goldfish and set 'em free somewhere!

**Griffin:** Okay, we will bounce back. Let's go to Phileaux. Phileaux, you are socked away inside of this storage room here. You appear to be alone in here.

**Clint:** I'm gonna do an investigation check and check out the room.

**Griffin:** Okay, give me an investigation roll.

[sound of dice thrown]

**Clint:** How about a dirty 20?

**Griffin:** Wow.

**Justin:** Can I say, I hate when we say dirty 20. I know it is standard. I do it too sometimes.

**Travis:** A nasty 20.

**Justin:** I think it's so gross. [chuckles] It's so gross.

**Clint:** Yeah, I got a gross 20.

**Justin:** No!

**Clint:** A natural 20?

**Travis:** No, artificial 20.

**Clint:** A moral 20!

**Griffin:** [chuckles]

**Travis:** A faux 20.

**Griffin:** With a 20—

**Travis:** Faux 20, nothing?

**Justin:** Travis, nothing rhymes with 20. We've established this—

**Travis:** But it's a faux.

**Justin:** A bajillion times.

**Travis:** F-A-U-X. Faux 20! Right? But—

**Griffin:** It's both a double entendre and also not an entendre at all.

**Travis:** Yeah, a non-tendre.

**Griffin:** A non-tendre, yes. You walk into this room and—or rather, you are placed in this room. You stand up and turn around and try to get your bearings. There are some bottles in here. There are a lot of things that you would expect at a bar, some cocktail swords back here, plastic. Some umbrellas. There's some glassware. And as you continue to kind of like turn around, you also notice the sort of harrowed-looking older gentleman that is sitting at the table that you just walked by. He looks up at you and he says:

**Older Gentleman:** You have some blood on your shoulder. Right there.

**Phileaux:** Oh... I'm having a little—my neck is a little stiff. Can you point it out to me?

**Griffin:** He points at it. There's just some leftovers from your encounter with Hyde. Sure enough, he says:

**Older Gentleman:** A vampire slayer, I see.

**Phileaux:** Oh... well, yes. Actually, I have a bit of a reputation as doing that. My name is Phileaux. And you are?

**Griffin:** He smiles and stands up. As he does, give me a perception check, please.

[sound of dice thrown]

**Clint:** That is a 10.

**Griffin:** This dude is strapped. This dude is equipped with a fair number of weapons, of the vampire hunting variety. He says:

**Older Gentleman:** I regret to inform you that you and your friends are in a great deal of danger.

**Phileaux:** From whom?

**Older Gentleman:** Take your pick, my friend. I did not know whether or not I could trust you when we first met, but after seeing how handily you destroyed that vampire, I am willing to put an uncharacteristic amount of trust into you, Phileaux. I can help you. But I will need something from you in order to do so.

**Phileaux:** One moment, you said your name was Abraham?

**Abraham:** Yes.

**Phileaux:** You? No... you... you're not... Abraham Van Helsing, are you?

**Griffin:** He smiles widely and says:

**Abraham:** Ah, I see my reputation precedes me.

**Phileaux:** [gleeful chuckle] Oh! I am a huge fan! Oh, I am gushing. I am absolutely gushing here. Oh... oh... oh my heavens. I've read all of your exploits. I... okay, calm down, Phileaux. Deep breath, Phileaux... It is an honor, Mr. Van Helsing. I am truly honored.

**Abraham:** Doctor.

**Phileaux:** Doctor! Oh, god! Stupid! Stupid! Stupid!

**Abraham:** No, please. It is okay.

**Phileaux:** What can I... you said I need you to do something for you? Anything! Name it. I will absolutely do it.

**Abraham:** I need you to return to me the thing that you have taken from me. You rescued me and so I am in your debt to a certain degree, but I will need control of the puppet again.

**Phileaux:** Excuse me? I need to give you... this is your puppet?!

**Abraham:** I was here first, yes.

**Phileaux:** Oh... yikes. Ordinarily, I would be glad to, but that would be me basically giving myself to you... I'm a bit at short shrift of other forms... Why? Why do you need this puppet?

**Abraham:** Well, I do need a corporeal form of some sort to hunt and kill Dracula. And so, you are sort of the only thing in my way of doing that right now. Because he is, if you cannot tell, alarmingly close. If you can't tell that, maybe it's best you leave the vampire hunting to the professionals.

**Phileaux:** Well, I'm sure you didn't mean an insult. Or maybe you did... I don't understand, this form before me, is this not a corporeal form? This form you are currently in, of this somewhat disheveled older gentleman? Is that not a corporeal form?



**Griffin:** As you say that, the door back to the bar opens and the little werewolf walks in and walks right through Van Helsing. And he looks at you standing up and he's like:

**Werewolf:** God, damn, she's so good!

**Griffin:** And he turns and walks back out—

**Phileaux:** [spoofs Lady Godwin's voice] Oh, thank you! Thank you very much.

**Griffin:** Turns and walks back out. Van Helsing gestures and says:

**Abraham:** Does that answer your question?

**Phileaux:** Yes, it does. So, let me just ask you this; if I give you back to this form, what happens to my spirit, soul, life essence? Where does it go?

**Abraham:** There is a dark place that you will retreat to. And perhaps fight your way back. I had to sort of... wrestle for every moment of my continued existence in that place. And it was... a nightmare. It is not pleasant. But unfortunately I must insist you return to me the puppet body.

**Phileaux:** Could I perhaps offer up an alternative?

**Abraham:** I am listening.

**Clint:** And Phileaux reaches into his vial on his belt, his vial belt of... concoctions and potions and everything else. And holds up the bottle that has the shrunken form of brother Phileaux.

**Abraham:** I don't want that. That's weird. That's so small and dead.

Phileaux: Wait, let me explain. If I give up this corporeal form, this wooden puppet, I will have no way to continue my mission with my associates. And while I am a big fan of yours, I don't know if I am currently disposed to letting down my fellow cohorts. So I'm offering you this, this adorable little fellow to inhabit, if you would so like.

**Abraham:** That is a little shrunken dead body. I don't want that. I don't think I can reside in that. And now I... this is hasty, and I hate to disrespect a fan of my work, but I am no longer asking.

**Griffin:** I need you to make a wisdom saving throw, Phileaux.

**Clint:** Maybe there's something else that I can—[chuckles] Okay, no.

**Griffin:** [laughs]

**Clint:** Wisdom, not a strong suit. All right! Yeah, a wisdom saving throw. And we begin.

[sound of dice thrown]

**Clint:** Ooh, 18!

**Griffin:** Okay, 19 minus one. Here's what I will say - Lady Godwin, from outside, you get your drink and your sugar and your snacks. You hear a sound of wrestling coming from that storage room. And you hear it for a short moment and then it stops. Inside the room, you see Abraham Van Helsing stand up. He reaches down to try and grab you. But something seems to pull him away at the last second and he swirls up and vanishes in the blink of an eye. And you are still in control of your faculties. Lady Godwin?

**Justin:** Yeah?

**Griffin:** What do you do?

**Justin:** I saw that?

**Griffin:** No.

**Justin:** Did I see that?

**Griffin:** You heard that, you didn't see it.

**Justin:** Okay. Yeah, I'm gonna head over to the horses. The werehorses.

**Godwin:** Hello! Who's ready to party?

**Griffin:** As you approach The Ungalow, the two bodyguard horses, big, powerful, beautiful Clydesdales, walk up close towards you and says:

**Clydesdale Bouncer:** Hey! Slow down. This is a VIP area only. Obviously you got some horse stuff going on. Not presently in terms of the transformation. But we respect you as an honored sister of the hoof and the hay. But no entrance into The Ungalow without invitation. Invitation only, so...

**Justin:** Can I see into the Ungalow?

**Griffin:** Yes, it's shmall. It's very shmall.

**Justin:** It's shamll?

**Griffin:** It's so shmall. I mean, you see a booth with basically two tables in there. And sitting in the booth is a very bored looking goat and the familiar face of the massive stallion who you received this curse from in the first place. His leg is bandaged around where you got it with the axe so long ago. And he doesn't seem to be paying any mind to you as he chats up this goat.

**Justin:** Okay.

**Godwin:** Listen. I'm new to the scene of being a horse. So I'm trying to make some friends. Make some connections. Build my style profile a bit, if you will.

**Clydesdale Bouncer:** I hear you.

**Godwin:** And I am... I'm mainly wanting to meet new horses. You two would be just as lovely. I would love to make your acquaintance. I have these drinks. Could I offer you one?

**Clydesdale Bouncer:** There's two of us.

**Godwin:** One for each, yes, of course. I brought enough for everybody in the inner club. Four. Specifically four is what I ordered. And there are two people in there. And two out here. I have exactly enough drinks. I had everyone in mind. I had the exact number of drinks I needed.

**Griffin:** [chuckles] Okay. He says:

**Clydesdale Bouncer:** I am pretty parched.

**Griffin:** Give me a persuasion check. By the way, it's The Ungalow—

**Travis:** You can bring a horse to liquid...

**Justin:** You can drain a little—bring a—[chuckles] Bring a drink to a horse.

**Travis:** You can bring a trade of horses.

[sound of dice thrown]

**Justin:** 15.

**Griffin:** With a 15, the two horse bodyguards take their drinks and knock 'em back real fast, because they're horses. And the one on the left says:

**Left-hand Side Clydesdale Bouncer:** Man, that was really good.

**Griffin:** And the one on the right says:

**Right-hand Side Clydesdale Bouncer:** Yeah, it sure was. We do not want to lose our jobs though. And if we let you interrupt Fish Stick when he's trying to... you know, swoop some tail, then you know, we're gonna be in shit city.

**Godwin:** I think perhaps, and I don't want to be too forward, but I might have some primo tail—

**Justin:** [chuckles]

Griffin: [chuckles]

**Travis:** Say it.

**Clint:** Say it. Say it!

**Godwin:** I've got some mane and tail he might be interested in.

**Griffin:** [laughs]

**Clint:** [laughs]

**Godwin:** Primo, grade A. Listen... now look at these.

**Griffin:** I'm done with this whole line of—

**Godwin:** May I? Then may I?

**Griffin:** They gesture back to Fish Stick. Fish Stick looks at you. I'm gonna make a luck check here to see if Fish Stick recognizes you... Ooh, okay. No, Fish Stick doesn't recognize you.

**Travis:** He looks at you and said, "Neigh."

**Griffin:** And he looks at you and he looks curious. You can tell that goat that he is talking to is sort of annoyed and she is going to get up and trot off to the dance floor. And the two bodyguards nod at each other and they let you step forward. You still have two tables between you and Fish Stick. He's sort of sitting at the back of this booth and he says:

**Fish Stick:** What can I do you for?!

**Godwin:** Well, my name is Lady Godwin. I'm in a new werehorse looking to meet fellow werehorses. And I hope it's not too forward, I brought a couple of neigh-gronis over for us.

**Fish Stick:** Oh, my favorite! All my favorite drinks have puns in them!  
[neighs]

**Godwin:** Excellent. I would love to try mine first, hm? And then you? Shall we do it in order? Or... I don't know if there's a custom here or not.

**Fish Stick:** Have you been to a nightclub or a bar before?

**Godwin:** As I've made clear, I'm new in town. I wish you wouldn't treat a newcomer so rudely. I am doing my best.

**Fish Stick:** Alrighty then! I guess I can't stop you from drinking one of the two drinks you brought up here!

**Justin:** Okay, I take out the...

**Godwin:** Excuse me one second.

**Justin:** I slice off a bit of persimmon, get the sugar. And I'm like:

**Godwin:** Do you—

**Justin:** I reach towards—

**Godwin:** Do you mind?

**Fish Stick:** I don't know what you're doing?!

**Godwin:** This is how we've always—

**Justin:** I squeeze a little persimmon on his shoulder.

**Fish Stick:** Okay, hold the phone here!

**Godwin:** Now come on, cute... cute stuff. This is how I've always done it.

**Griffin:** [laughs]

**Fish Stick:** You just got fruit juice on me!

**Godwin:** Yes. Now watch this.

**Justin:** Then I sprinkle some sugar on him.

**Griffin:** Okay?

**Godwin:** Now this is the best part here. Okay... whew!

**Justin:** And I take a bite of the persimmon and I shoot my negroni. And then I go to lick the sugar off of him.

**Griffin:** All right. I'm going to need a check here from you. Because he is not going to just... this is a wild thing to do to a person you've exchange 20 words with.

**Justin:** We're partying.

**Griffin:** You are partying, I will grant you that. I'm going to need—god... man, it's got to be a charisma check of some sort, for you to pretend like this is how we do it. And I think it's got to be a persuasion check. I'm gonna give you your target here. This is going to need to be—okay.

[sound of dice thrown]

**Griffin:** That is I think insufficient.

**Justin:** A 14 is insufficient?

**Griffin:** A 14 is insufficient to bite someone's shoulder.

**Justin:** I didn't say bite—Griffin!

**Griffin:** Oh, are you not—

**Justin:** Griffin!

**Griffin:** My apologies.

**Justin:** I said lick.

**Griffin:** Okay, if that's what you're doing.

**Justin:** It's all I'm doing, going in for a lick!

**Griffin:** You promise?

**Justin:** Promise, Griffin.

**Travis:** [chortles] Justin...

**Justin:** Look at my face.

**Clint:** [chuckles]

**Justin:** I said lick.

**Griffin:** Okay.

**Justin:** I'm a sexy lady horse.

**Griffin:** Okay, cool. Yeah, sure.

**Justin:** Advantage on—okay, now wait. Now hold on. Now wait! Okay, we know that this guy was trying to swoop not three seconds ago.

**Griffin:** Right.

**Justin:** And I fucked up his vibe.

**Griffin:** Yeah.

**Justin:** And I come over here looking like me.

**Griffin:** Yeah?



**Justin:** And I'm not—and I don't get advantage on trying to get him to do a body shot with me? Please.

**Travis:** Come on.

**Justin:** Please, Griffin.

**Travis:** Come on, Griffin.

**Justin:** You're embarrassing yourself.

**Griffin:** Okay, advantage on this roll. With a 14—

**Travis:** We're all beautiful people here. We know it real.

**Griffin:** With a 14, before I set the target, I'll say advantage, fine. You get to roll again. It's got to be a 15 or higher if you want this—

**Justin:** Well I didn't know I was shooting for 15 before, so I will do two rolls with advantage. One's advantage. I didn't know I needed a 15, because I would've rolled higher.

**Griffin:** Let's just see how this first roll goes.

**Justin:** [chuckles]

**Clint:** [chuckles]

[sound of dice thrown]

**Justin:** Okay, so that's a six.

**Travis:** Is that higher?

**Justin:** Here's the second one. So that is lower. All right, here comes the one that really matters.

[sound of dice thrown]

**Justin:** That's a three.

[group chuckle]

**Travis:** What I picture by the way is three different attempts of Lady Godwin try to lick this fool. So it's just *blblblblblbl*. [chuckles]

**Griffin:** *Bblblbl!*

[group laugh]

**Griffin:** And the first one, Fish Stick goes—

**Godwin:** Oh, you got away from me with that one. Bleh! No, no, not quite.

**Clint:** [laughs]

**Justin:** [laughs]

**Griffin:** At this point, Fish Stick's:

**Fish Stick:** No, thanks!

**Griffin:** And the bodyguards are going to move to try and grab you. We'll hop back to Crawford Muttner.

**Travis:** How many fish have I won?

**Griffin:** Well, you tell me, partner. Have you played poker before? With cats?

**Travis:** Yeah, man. I grew up in a large family of like Appalachian Mountain hunters. We've played cards before.

**Griffin:** Okay. You know, then I will say this is a luck check. Now poker is not entirely a luck—based game, so you do have some history with it. I want you to roll a D20. I want you to get an eight or higher.

**Travis:** Okay.

[sound of dice thrown]

**Travis:** That's a 12.

**Griffin:** Yeah. All right. You're doing pretty good. You're scoring some goldfish. You've knocked a couple of the kitty cats out of the game. They're all watching you go up against Mr. Mistoffelees and the big cat. And you've got a good game here going. Is there some method to your madness here, or are you just trying to fit in?

**Travis:** So, I've got a sizable like 'kitty' of goldfish. Right?

**Griffin:** Yeah.

**Travis:** Okay.

**Griffin:** Yeah, sure.

**Clint:** Okay, well, now here's... here's what I'd love, right? I will now—can we barter, Mistoffelees. You'd like that, right?

**Mr. Mistoffelees:** Yeah!

**Griffin:** I gotta get out of horse mode.

**Travis:** Yeah.

**Mr. Mistoffelees** I live for that shit.

**Crawford:** Oh, hell yeah, man. All right. Here's what I'm thinking. How about I will trade you my goldfish for two favors?

**Mr. Mistoffelees:** I'm listening.

**Crawford:** One, I need an introduction to like—

**Travis:** Can I see Lady Godwin?

**Griffin:** No. You're sort of in the back rooms of this bar. If you want to give me a perception check to see if you could kind of like get an idea of your place right now?

[sound of dice thrown]

**Travis:** 14 plus six, an artificial 20.

**Griffin:** 20, yeah. I mean, you are in the, essentially, kind of employee's—only area, you can tell, that has been set aside for this feline poker game.

**Travis:** Great.

**Griffin:** There is a long hallway with a set of steps and there's like a glass door at the end of that hallway. Through it you can see like the bar, you can see that will lead you right back into sort of the nightclub proper. Then there's a set of steps that go up to a closed, very sort of ornate looking wooden door. With no windows or anything, you can't quite tell what's going on. But that is the other sort of exit here.

**Travis:** Okay, great.

**Crawford:** Yeah, so my friend, Lady Godwin, you remember her? The Frankenstein with the old lady head and the rocking bod? Yeah?

**Mr. Mistoffelees:** Yeah.

**Crawford:** Okay. She needs to bite the were horse what bit her. Like soon, like in like 20 minutes. And so that's one. Anyway, you can help with that. And two, I'd love an introduction to the Wolf Man.

**Griffin:** Give me a persuasion check.

**Travis:** Kitty cat.

[sound of dice thrown]

**Travis:** Oh, thank god. A 19 plus nothing. A 19.

**Griffin:** Okay. 19. He says:

**Mr. Mistoffelees:** I don't know what I can do to help your friend bite someone else. If you want to meet the Wolf Man, they're set up fairly well to do so. That's his office right up there.

**Crawford:** Oh, that's his—that's right there? Okay, here's one last favor. In case, just on the off chance, that having a walking, talking puppet boy and Lady Godwin biting somebody and me talking to the Wolf Man goes bad, anything you can do to like, I don't know, creative distraction when we leave or something? And you can have all these goldfish.

**Mr. Mistoffelees:** I think I can manage that.

**Crawford:** Sick, bro.

**Griffin:** He scoops the goldfish over. The big, fat cat says:

**Fat Cat:** Hey, that's not fair! You gotta win those in the game.

**Crawford:** He won 'em in my heart.

**Fat Cat:** That's not how poker works, you can't just—

**Crawford:** Well, they're my fish!

**Griffin:** One of the fish pops out the water and is like:

**Fish:** Hey, man... that's fucked up.

**Crawford:** Okay?

**Clint:** [chuckles]

**Fish:** It's kind of fucked up if you think about it.

**Crawford:** I'm trying not to, man.

**Fish:** Just because I'm smaller and I got scales, that means that I don't matter?

**Crawford:** Well, what do you want to do? Can you help?

**Fish:** Oh, that's interesting. Do you hear that, guys?

**Griffin:** It looks at the other goldfish, they shake their heads.

**Clint:** [laughs]

**Crawford:** Okay, you can't help me, right?

**Fish:** You didn't ask.

**Crawford:** Wait, are you werewolf or are you just fish-fish?

**Fish:** Hm? That's rude.

**Crawford:** How?!

**Fish:** What you just asked is rude. If we have to explain it to you, that's fucked up.

**Crawford:** Oh, man.

**Fish:** We could totally help you out, dude.

**Griffin:** The other fish nod their heads. Yeah, for sure.

**Crawford:** Oh? Okay, cool, man. How? You describe it to me, how a bowl full of goldfish is going to help me.

**Griffin:** One of the goldfish swims up and whispers something in the fish that's talking to you's ear and swims back down. And the fish talking to you is like:

**Fish:** We've got something pretty good, man. Got something pretty good.

[group chuckle]

**Fish:** But you're gonna have to choose whether you want to do our kick ass fish plan. Or if you want to team up with the Rumble Tummy, or whatever his fuckin' name is.

**Clint:** I wish his name was Rumble Tummy. Can I be Rumble Tummy when I turn into a cat?

**Griffin:** [chuckles] Mr. Mistoffelees says:

**Mr. Mistoffelees:** Technically, you already have a jellicle cat name inside of you. It's just sort of like something that comes out.

**Crawford:** It's Rumble Tummy. Either that or Joby Blobbykins.

**Mr. Mistoffelees:** Nope, Rumble Tummy sounds—

**Crawford:** Sorry, Jobert. Jobert Blobbykins. The third.

**Griffin:** The fish says:

**Fish:** You're stalling, bro. Time to make a choice.

**Crawford:** Between kickass fish plan, I do not know. Or Mr. Mistoffelees, someone who helped me and turned me into werecat so I didn't get a...

**Justin:** Fish plan sounded pretty good though.

**Crawford:** Yeah, they're pretty confident about the fish plan! Okay, fish? Fish?

**Justin:** One of these puts Griffin on the spot, Trav. I think the choice is easy. [chuckles]

**Crawford:** Assuming your plan is as kick ass as you say, I'm on board.

**Fish:** All right.

**Griffin:** Mr. Mistoffelees looks disappointed and he's like:

**Mr. Mistoffelees:** Eh, c'est la vie.

**Griffin:** And the fish is like:

**Fish:** Hell yeah, man. You're not gonna regret this. You gotta get us into a bathroom real quick.

**Crawford:** No! No, wait! No, no, no, no, no!

**Clint:** [laughs]

**Crawford:** No, no, no, no, no, fish. I see how this goes. Next step is I put you in the toilet and flush it? Is that it? Send you back to the ocean?

**Fish:** If you want us to help you, bro, we can't do it inside a tank. You gotta put us in a home court advantage, which is lots of water. Do you want to help breaking this place—do you want to help burning this place to the fucking ground or what, bud?

**Crawford:** I'm putting a lot of faith in you fishes.

**Fish:** You will not regret it, brother.

**Crawford:** You say that! Ah! Okay, okay—

**Fish:** Do you want to—hey, listen. Hey, straight up?

**Crawford:** Yeah?

**Fish:** Do you want me to bite you? So you can be a werewolf?

**Crawford:** I'm already a were kitty. I don't think they stack.

**Fish:** You can be both.



**Crawford:** What, really?!

**Clint:** A were catfish! You can be a catfish!

**Fish:** Absolutely, man.

**Crawford:** No, because then I'd have to bite you back and you're so little I'm afraid I'll hurt you.

**Fish:** Yeah, that's good point.

**Crawford:** Okay, you know what? Here's I'm gonna say; I'm gonna put you in the toilet.

**Fish:** Okay?

**Crawford:** And I'm trusting you. But even if you don't help me, I think it's better that I help you goldfishes.

**Griffin:** Okay. There is a door to a bathroom right next to where this game is taking place. The employee bathroom. You walk in there and open up the toilet. And the main fish looks up at you and is like:

**Fish:** See you on the other side, brother.

**Crawford:** I trust you.

**Travis:** I give them a little fish—I hold my fist down to do a little dab.

**Griffin:** Okay.

**Travis:** Did he dab me back?

**Griffin:** Yeah, he dabs you back. And plops down into the—

**Crawford:** Never got your name?

**Griffin:** He smiles and he says:

**Fish:** I'm your fucking dad. No, I'm just kidding?

**Crawford:** What?

**Griffin:** [chuckles]

**Clint:** [laughs]

**Griffin:** The arrow, the bolt in your quiver says, "No, I'm his dad!"

**Travis:** Uh—huh?

**Clint:** [chuckles]

**Justin:** [chuckles]

**Griffin:** He says:

**Fish:** Name's Steven. See you around.

**Crawford:** Be safe, Steven.

**Travis:** And flush him.

**Griffin:** He flushes down.

**Clint:** Oh!

**Travis:** And then I wait.

**Crawford:** Okay... nothing's happening yet.

**Griffin:** [chuckles] Yeah, then we see Crawford Muttner just standing in the bathroom, looking at the toilet bowl. A minute passes.

**Justin:** [chuckles] A single tear.

**Griffin:** Two minutes pass.

**Travis:** I'm still waiting. Maybe they're just getting ready for it! Okay. And I go knock on the Wolf Man's office door.

**Griffin:** Okay.

**Justin:** Quick, come back to me for a second.

**Griffin:** Sure?

**Justin:** Lady Godwin, when we come back to Lady Godwin, she's on the ground in The Ungalow.

**Godwin:** I require rescue breathing! Please, CPR, administer immediately! Please!

**Griffin:** One of the bodyguards looks alarmed and crouches down.

**Bodyguard:** Don't—

**Godwin:** Not you!

**Justin:** [chuckles]

**Clint:** [laughs]

**Griffin:** What? The other bodyguard comes down.

**Bodyguard:** Don't worry, I got you.

**Godwin:** Not you!

**Justin:** [chuckles]

**Clint:** [laughs]

**Godwin:** You're too far away!

**Griffin:** The goat from before trots back up.

**Goat:** Do you need CPR? I'm a registered nurse!

**Justin:** I've just saying, Griffin. I'm just saying. I mean, we all know the episode's over now. I'm just saying, I went through the work of going to the bar.

**Griffin:** Yeah, no, you—

**Justin:** I did a roll to get the puppet behind the bar. I laid all this groundwork. And just because you figured out what I was doing, you made it hard. And I don't think that's fair.

**Griffin:** Okay.

**Clint:** [cackles]

**Travis:** Make a deception check to see if you need mouth to mouth from the—

**Justin:** Make a relationship check to see if this can ever be fixed. That's the big—

**Travis:** You and Griffin?

**Justin:** Yes.

**Travis:** Oh, man. This is the undoing, that time—

**Justin:** I went and got the drinks and I bought exactly enough.

**Griffin:** Yeah.

**Travis:** And then Griffin wouldn't let Justin lick a horse.

[The Adventure Zone Versus Dracula theme music plays]

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