

The Adventure Zone Versus Dracula – Episode 11

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Griffin: Folks, we're gonna let you get right into... the high-flying, horror adventure that is *The Adventure Zone Versus Dracula*.

Justin: That's a lie.

Travis: That's right, this time we're goin' to the circus!

Justin: [chuckles]

Griffin: We're goin' right there. And— But first we do wanna tell ya, it's the MaxFunDrive right now. Runs for two weeks.

If you're new to the show, this is our annual pledge drive, through which you can support us and the work that we do in an incredibly direct way by going to maximumfun.org/join, and kicking over a few bucks a month our way.

And when you do that, it helps us make this show, make it better, hire people to make it better, but also you'll get some great pledge gifts along the way.

Justin: Dad, can you give us an example of some of the great pledge gifts people can expect this year?

Clint: Oh, there are some awesome pledge gifts... They are really spectacular.

Griffin: [cackles]

Travis: Oh man, are they good.

Justin: And Travis. Travis sent it to you, Dad. [wheezes]

Travis: I sent you the document.

Clint: I look— Well let me tell you guys.

Travis: Yeah.

Clint: You have the Max Fun high fiver, now this is if you can kick in five bucks a month. And you'll get immediate access to our— Well, the best thank you gift, over 600 hours of bonus content, or as we call it "BoCo." From all our shows.

Travis: And that's one episode. That's one episode that goes 600 hours.

Griffin: One 600-hour long episode.

Clint: 600 hours, it was our marathon, yeah.

Griffin: Mm-hmm.

Justin: Yeah.

Griffin: I think John Lennon wrote it and we just put it all together.

Justin: It's *Stop Podcasting Yourself*, surprising no-one.

Griffin: [laughs]

Justin: Those guys.

Clint: So I mean this has got extra episodes, exclusive music, podcasts. Podcasts about cheese, *Mr Bean*, and so much more. You get one feed that has it all, you can customize another feed to include on your faves.

Griffin: This is our 14th MaxFunDrive. I can't remember if we did either the cheese or *Mr. Bean* episodes. Statistically it seems... likely.

Travis: Certainly.

Justin: So likely.

Clint: Maybe it was referring to— Well, we've referred to so many things.

Griffin: It's entirely possible. This year for *TAZ*... Well let's start here. This year for *MBMBaM*, we made a one-shot RPG out of Plato's Rave, and then for *TAZ*—

Justin: Which is a bit we do on that sh— we did on that show, every time.

Griffin: Yeah, we do it every week. We Pla— A quick Plato's Rave check in. For *TAZ*, me, Justin, and Travis changed the game of DMing by DMing all together for Dad to run him through Plato's Rave, a bit he had no awareness of.

Clint: None whatsoever.

Griffin: And it was...

Justin: It is an amazing piece. [chuckles]

Griffin: A delight.

Justin: It's amazing that we were allowed.

Clint: For 10 bucks, you're a friend of the family, you get one of 40 enamel pins. These are beautiful.

Griffin: Jesus Christ.

Clint: They will go on your fez. They will go—

Travis: What a horrible mouth sound you just made.

Clint: They will go on your cummerbund. These are lovingly created—

Travis: On your Cumberbatch.

Griffin: Yeah.

Travis: Anywhere.

Clint: By Rhett Bondaroo, based on ideas from the different hosts. Plus you get your own letterpress Max Fun membership card, ideal for flashing, should anyone doubt your podcast bonafides.

Griffin: You also get all the bonus content from previous years.

Clint: Yeah, that too.

Justin: Amazing.

Griffin: Listen.

Justin: The important thing is you're supporting us and you make it possible for us to do these shows. You make it possible to pay people like our editor Rachel, the musicians, the artists we work with. Everybody relies on your generosity and your support of this thing that you like. So...

Griffin: Eagle-eyed listeners— Eagle-eared listeners of *The Adventure Zone* also have probably noticed that we don't run as many ads on this show anymore. Partially because the ad market for podcasts has collapsed in a big, big way over the last year.

Justin: Yeah, it's sort of drying—

Travis: Now that capitalism is done.

Griffin & Clint: [laugh]

Justin: Yeah.

Travis: We rely on you to—

Justin: Yes.

Travis: As patrons to support the arts.

Griffin: Yes, so more than ever, we rely on your support to make this show and make it what it is, and you can do that at maximumfun.org/join.

Don't wait, if you are at a screen where you are able to do that now and you're thinkin' about it, give us some help in making the show, 'cause it really— We could not do it without you. This is our 10th year of doing *The Adventure Zone* and it is what it is because of y'all.

Justin: And please don't wait. It makes it so scary.

Griffin: It makes it very scary.

Justin: Please do it right now.

Griffin: True.

Justin: For us, personally, please.

Travis: So, you can head to maximumfun.org/join, you can become a new member, you can upgrade your membership to the next highest membership level, or if you're not ready to move up to the next membership level, you can just kick in a couple extra bucks a month and boost your membership.

All of those different ways to support our shows and all the other shows on maximumfun.org by going to maximumfun.org/join.

Griffin: And if you don't wanna do a recurring thing, you can also pay for a year up front. And that obviously helps us in a major way too. So, thank you so much. Enjoy the episode.

[*The Adventure Zone Versus Dracula* music plays]

Dracula: Dear Diary. I walk a lonely road. The only road that I have ever known. I just made that up because I am sad. Today, I told The Wolf Man that I do not want to party with him anymore.

He and his pack have caused too much trouble in the streets of Lumineaux. How am I to find my muse when the artists I've painstakingly attracted keep getting devoured?

He told me I have changed. I told him he is not wrong, that I have outgrown him. A little mean, sure. But well... I am a monster.

[theme music plays]

Griffin: The Were-House has... gone bananas. The... shimmering light radiating from the waters beneath the now shattered glass dancefloor have now stopped giving off their light, and as a result, stopped

suppressing the animal behaviors and instincts of the assembled visitors here.

In response to this, a majority of the animals who were on the dancefloor shortly before its destruction have begun to make a beeline for the exit. The security guards, as well as a few other patrons here, you can tell, have no instinct to retreat from this situation at all. As a result, let's roll initiative.

Travis: Aw, man.

Justin: Man.

Clint: Man.

Griffin: Maaaan.

Travis: We came here to bite a horse.

Clint: [snorts]

Justin: Yes, to bite one person.

Travis: And ask some questions.

Griffin: Yeah.

Justin: Ask a couple questions, bite one horse.

Griffin: Yeah.

[sounds of dice rolling]

Travis: For what— I rolled a one.

Justin: You bite one.

Clint: And you bite one horse...

Justin: That's not very good.

Griffin: I got a 13 initiative.

Travis: Well, it makes sense, 'cause I'm still tied to a chair.

Griffin: Yeah. It's gonna make it a little harder.

[sound of die rolling]

Justin: My initiative is... 12 plus two, 14.

Griffin: Great. First in the order is The Wolf Man.

[dramatic piano music plays]

Travis: Mm.

Griffin: The Wolf Man... looks down, and out of the shattered window, sees you down below, thinks maybe about jumpin' out but second guesses.

Instead he shouts... at all of these sort of employees and patrons here. He points at you, Godwin, and you, Phileaux, and then down at you, and says...

The Wolf Man: If any of them escape... I'll have your heads.

Griffin: He takes off to come down the stairs towards you. Next in the order is Lady Godwin.

Justin: Alright, what's my pozish?

Griffin: Lady Godwin, you are perched on the west side of the shattered dancefloor. The waters below are somewhat muddy. Give me a Perception check, if you would, before we go any further.

[sound of die rolling]

Justin: 19.

Griffin: 19. Okay, with a 19, the waters are somewhat muddy because people were just down in there, splashing and stomping around. Now that

people have left those waters, you can see... a lot of actual activity beneath the water. Some sort of bubbling, like something is moving around in the waters.

Justin: With a 19 all I get is something is moving around in the waters.

Griffin: Something is moving.

Justin: Alright.

Griffin: And bubbling around in the waters.

Justin: Okay.

Griffin: You are on the west side of this shattered dancefloor. Most of the inhabitants have scattered off away to the east, heading for the exit down there.

There are three security guards who were investigating this confrontation with Fishstick that you and Brother Phileaux were embroiled in. And they are the most immediate danger. As for what other animals in here are going to make a move at you, you aren't quite sure of that yet.

Justin: I grab the security guard closest to me, the sort of bottom one there, on the west edge.

Griffin: Okay. Cool.

Justin: And I'm gonna chuck him into the water.

Griffin: Okay.

Justin: Do a little— I was gonna do an Investigation check, and then I thought "Oh, this is an investigation!"

Travis: Yeah.

Justin: "I'll do an experiment!" [chuckles]

Griffin: Yes. Okay. You are going to do a shove. So you're gonna make an attack action.

Travis: I—

Justin: Unarmed—

Travis: Sometimes when I'm really angry, I'll announce like, "If you guys don't calm down, I'm about to do a shove!"

Clint: [chuckles]

Griffin: "I'll do a shove on you."

Travis: "I'm gonna do a shove so hard, you guys, if you're not careful."

Griffin: Yes. Okay, so go ahead and make that attack roll.

Clint: That was very Tracy Morgan-ish of you, that was good.

[sound of die rolling]

Justin: I got a 13. 13.

Griffin: Yes, that hits. Okay. And on a shove, you get to... You are able to knock it away from you... how far? Five feet. So basically into, yeah, the adjacent waters. When that happens, you see— First of all, this is a werewolf, not loving being in the water. But as—

Justin: Is that a thing?

Griffin: Yeah, for sure. I mean it's a dog, right? Like dogs don't like baths, and that would—

Travis: Depends, I mean it varies. They love splashing in muddy puddles, my dude.

Justin: This guy doesn't like it.

Travis: Okay.

Justin: You can just say this guy doesn't like it.

Griffin: You're right Justin, this one guy doesn't seem to like it.

Travis: Let's not speak in generalities.

Justin: No.

Griffin: He tries to climb his way out, but pretty much as soon as he lands in the water, it triggers a reaction. You see the brilliant dance lights all positioned around the room that are flashing all around this scene begin to glint off golden scales that pop up shortly— just sort of barely above the surface of the water. This werewolf is swarmed by... hundreds of goldfish.

Travis: My boys!

Clint: [laughs]

Griffin: They nibble at him in a way that would probably not be effective normally, but there's just so many of them. He is going to take 13 points of damage.

Justin: Wow.

Travis: Of goldfish-based damage.

Griffin: Of goldfish-based damage.

Justin: Of goldfish damage. What a shove.

Griffin: Okay. Next in the order is... the bartender from earlier. He is going to hop and run over towards this scene, trying to position himself a little bit before the— between you all and the door.

He is going to... [pause] Oh wait. He is gonna throw a dagger at you, Lady Godwin. From a little sheath on his hip. That is a 22 versus AC.

Justin: You don't even need to ask.

Griffin: Okay. Right after you finish pushing this guy into the water, you're so— your attention is so focused on watching this goldfish swarm,

and before you know it, your body jerks reflexively back to the right as a dagger jabs into your giant, meaty shoulder. Next in the order—

Justin: Wait, how many points of damage is it?

Griffin: Oh, that is four points of piercing damage.

Justin: Thank you. Can I also retroactively go into— to... rage?

Griffin: Yes, I will allow that.

Justin: With my bonus action from last turn.

Griffin: Sure.

Justin: Okay. Thank you.

Griffin: So that would be two points of piercing damage then, I think. Next in the order, we've got—

Travis: I thought when you were raged, you took extra damage.

Griffin: No no no no no. No no no no no.

Travis: Oh, okay.

Griffin: No, you have resistance to basically physical damage when you are raging.

Travis: Oh, okay.

Griffin: Which is pretty cool. Next in the order is the wereraven—

Travis: What?

Griffin: — that is sitting at the bar. There is a big sort of humanoid shape, covered in black feathers with a long, shiny black beak. And very, very tiny little cute little eyes. He is going to turn, flap his wings, and fly towards the middle of the room. There he is going to launch a crossbow at you... Mutt.

Travis: What?

Griffin: He's gonna have advantage on this attack.

Crawford: What did I do to you?!

Griffin: I mean, he got an order from his boss to stop you all, so.

Crawford: Oh, okay.

Griffin: Another 22 versus AC.

Travis: I mean yeah.

Griffin: For another four points of piercing damage.

Travis: Okay.

Griffin: Next in the order is Brother Phileaux. Brother Phileaux, you are in the thick of it. You've got these two security guards pretty close to you, but you are also face to face with Fishstick and company.

Clint: Mm-hmm. And up to this point, I have done nothing aggressive, right? As far as I—

Griffin: That is—

Clint: I haven't—

Griffin: That is true.

Clint: I haven't attacked anybody, I haven't hurt anybody. Right?

Griffin: No, if you're looking for plausible deniability here, I will say that The Wolf Man did just order your capture or destruction. So.

Clint: But— Okay, I didn't know if he did that with me specifically.

Griffin: What are you thinking? What are you selling?

Clint: That I can have some kind of advantage with whatever I do, because they don't know I'm one of the... one of the targets of the attacking. That I haven't done anything to try to attack anybody, I just tried to come out and heal somebody.

Griffin: Um... I think that... I think that's— Mm. Yeah, I think that's fair. If you wanna get an advantage on whatever your action is that you're hoping to pull off here, that is fine. I don't think you have advantage against Fishstick or bodyguards, just because you— they sort of caught you in a—

Clint: Right.

Griffin: In a bit of a lie.

Clint: Right.

Griffin: But yeah, the others.

Clint: Well then I think—

Justin: I gotta say, Fishstick is a very Butter Cream name. I'm very excited about a character named Fishstick.

Griffin: Yeah.

Clint: [giggles]

Justin: It's very...

Griffin: Well, enjoy him while he lasts, 'cause Fishstick is... I will say all of you could see this, Fishstick and bodyguards, they are horses. They do not like being inside of a building first of all, that's fuckin' wild. But second of all, there's wolves everywhere. So they are not going to stick around, you get the sense.

Travis: Mm.

Clint: Well in that case... Okay. First thing Phileaux's gonna do is he's going to... try to knock that guard right in front of him. The bodyguard

right in front of him into the water, much like Lady Godwin did with the one at her end.

Griffin: Yes, that will be your action.

Clint: Yup.

Griffin: If you choose to do so, so make an attack roll with advantage. If this succeeds, you can push him five feet into the water as well.

Clint: Well then that's probably what I should do, unarmed strike. And I also have Tavern Brawler strike.

Griffin: What is that? And why—

Clint: That means my unarmed strike uses a d4 for damage.

Griffin: Okay.

Justin: Well, you're not dealing damage though, right.

Griffin: You're not dealing damage, you're just pushing.

Clint: Right. Okay. So this is— Okay, unarmed. [makes various noises in thought] Unarmed strike, okay.

[sound of die rolling]

Clint: 15.

Griffin: A 15 hits. If you wanna roll for crit, I'm not sure what it would do, but you do have the advantage.

Clint: Let's try it. [pause] Nope.

Griffin: Nope.

Clint: No, that's a nine.

Griffin: Okay.

Clint: But we'll stick with the 15.

Griffin: Yeah. 15, same thing happens. This guy goes falling into the water. And shortly, the swarm, the bubbling swarm that was surrounding one security guard moves over to this one. He is also going to take 3d8 damage. Which ends up being... 12. Okay.

Clint: Alright.

Griffin: Do you have anything else that you want to do on you're a— on your turn?

Clint: Yeah. As Tavern Brawler, I can also grapple. "When you hit a creature with an unarmed strike or an improvised weapon on your turn..." Well no, I can't do that, 'cause I threw him in.

Griffin: You can't grapple him—

Clint: I can't grapple him.

Griffin: Right, you just pushed him in, yeah.

Clint: So... No, I think that's it. I think... I think that's it.

Griffin: Okay, cool.

Clint: 'Cause I like where his position is.

Griffin: Sure. Next in the order is... DJ Thumbs.

Travis: [gasps]

Griffin: DJ Thumbs pulls his headphones down over his ears and just starts bobbing his head sort of rhythmically and he sort of gets into the music. He flips a switch and from the ceiling, some sparks shoot down.

He casts Pyrotechnics. "The target explodes with a dazzling display of colors. Each creature within 10 feet of the target must succeed on a Constitution saving throw, or else be blinded."

Soooo... Wereraven fails. The security guard that you just pushed into the water... fails. You don't have to save, Mutt.

Travis: Okay, sick.

Griffin: You're okay. He casts it sort of right in the middle of the water. And the... unhit security guard saves. So two of these creatures in the center of the room are blinded. They are going to have disadvantage on attacks and advantage on attacks against them—

Travis: He's done it again.

Griffin: — until the end of DJ Thumbs' next turn. Next in the order go the security guards. Um... This one is going to... hop out of the water. And take a bite action against you, Lady Godwin. That is... a 12 versus AC.

Justin: Uh, that does not hit.

Griffin: Okay.

Justin: So rare.

Griffin: Yeah.

Justin: I get to actually defend one.

Clint: [chuckles]

Griffin: He brings a chomp down on you, but your leathery, toughened skin wards off the assault. This one is going to hop out of the water and attack you, Brother Phileaux. Um... That is a... 20—

Justin: He hops out of the water, no jagged glass to contend with? I feel like it's just hopping out, I mean, sweatin' it—

Griffin: He is a wolf, so I mean he is really good at hopping.

Justin: Oh, okay.

Griffin: He hops over all the jagged glass.

Justin: Okay, is he a wolf or is he a werewolf? 'Cause you just had a crow shoot a bow. So which is it? Is it a werewolf, or is it a crow?

Griffin: It's a wo—

Justin: Is it a wolf or is it a werewolf?

Griffin: It's a werewolf, they're werewolves, thank you Justin.

Justin: Okay. [snorts]

Griffin: So... This attack— A 22 versus AC is almost certainly going to hit you.

Clint: Oh yeah, just barely caught me.

Justin: [chuckles] Just barely.

Clint: Just the tip.

Travis: Juuuust!

Griffin: Just the tip of that got me.

Travis: Juuuust!

Justin: Juuust got me.

Clint: [wheezes]

Travis: Juuuust got me.

Griffin: Is there a thing we've referenced more on this show.

Justin: More than that.

Travis: No.

Clint: Uh-huh.

Justin: [laughs]

Griffin: Okay.

Justin: Juuuust got me, O'Dell.

Griffin: You are going to take nine points of piercing damage.

Clint: Mm! That's painful. Okay.

Griffin: Make a Strength saving throw for me please.

[sound of die rolling]

Clint: How's a 19 sound?

Griffin: Successful. It sounds good.

Clint: Yeah!

Griffin: You stay at— on your puppet feet. The last security guard here, he is going to run and attack the bodyguard of Fishstick.

Clint: Wha?

Griffin: Here to the north. He's just hungry. This guy is—

Clint: [laughs]

Griffin: — is just sees like a huge, you know, four-legged— Yeah, that's a 22. Just a huge four-legged herbivore and is like, "Mmm, gonna get me a some of that." This bodyguard is instantly taken down.

Travis: Gross.

Griffin: That's the circle of life, baby.

Travis: I know. Doesn't mean it's not gross.

Griffin: [chuckles] Next up in the order is the... weretiger. In the office. He is not going to show the same hesitance as The Wolf Man. He leaps down and is immediately going to attack you, Mutt.

Travis: Mm, beans.

Griffin: Yeah, it's— it won't be good. He has the same thing where he can knock you prone, but that's not gonna be an issue for you, 'cause I don't know how much more prone you could possibly get right now. Okay, he is going to swipe a claw at you. That is a 13 versus AC.

Travis: That misses.

Griffin: That's a miss, that is good, 'cause that would've felt pretty bad for you. Next in the order are the horses. The bodyguard is immediately going to abandon... ship here. Fishstick is not so lucky. Fishstick is flanked and does not want to... take an opportunity attack.

So he's gonna disengage, and he can only move his speed once instead of dashing away like the other bodyguard. He reaches the hallway, the entry to the hallway. Still pretty close to all of you, but definitely— I mean, pretty close to gettin' out of here, and... next up is Mutt. Last in the order.

Travis: I'm going to use my dagger to cut myself free.

Griffin: Okay. I will say this is a Sleight of Hand check.

Travis: Okay.

Griffin: I think, to accomplish this. Give me a Sleight of Hand check.

[sound of die rolling]

Travis: Ahhh, nope. Seven total.

Griffin: Okay, that is a seven, that is unsuccessful.

Travis: Okay. Sick.

Griffin: I will make you a deal here.

Travis: Ooo.

Griffin: In trying to do that, you notice that your dagger is not getting the job done, but also the floor is covered in shattered glass. You get the impression that you could maybe use some of that to help you with this. I will give you advantage on the check you just made, but you will take some damage.

Travis: Oh, that's fine. Yeah yeah yeah yeah yeah yeah.

Griffin: Okay.

Travis: Hopefully that pays off.

[sound of die rolling]

Travis: Oh yeah, okay that's a 15 plus four, 19.

Griffin: Yes. Okay. You are able to, in just wriggling around on— [singing] on this broken gla-a-ass. [normal] You are able to release yourself.

Travis: [singing] "Wrigglin' on, wrigglin' on—" [normal] Mm-hmm.

Griffin: However, you do take three points of slashing damage. But you are unrestrained. Do you have anything you can do with your bonus action? You also have your move now, but you would have to spend it standing up from prone.

Travis: Well, I'm gonna do that.

Griffin: Yeah.

Travis: Yeah, bonus action, um... [grunts] [mumbles] I'm going to... Hold on. [pause] Yeah, I'm gonna lay down Slayer's Prey.

Griffin: Woah, shit.

Travis: On the weretiger.

Griffin: Okay.

Travis: Designate one creature. The first time that I hit that target with a weapon attack, it's gonna take an extra 1d6... damage.

Griffin: Okay. Cool.

Travis: And I stand up.

Griffin: On his turn, The Wolf Man is going to dash. He is able to make it... around the backside of the building, and he is able to basically make it to the edge of the stage here. So he is back in. Next in the order is Lady Godwin.

Justin: The one bodyguard, how's he lookin'? The one that's closest to me.

Griffin: The one bodyguard that is closest to you. He did take some damage. Oh, he is bloodied.

Justin: Bloodied, okay. Which way is he facing?

Griffin: He's... facing you. He just tried to attack you, so he would be facing you.

Justin: I don't that much about positioning in melee fighting. I'm trying to figure out if I get anything for the fact that... that... Who's that behind them? That's Dad, right? That little cursor there.

Griffin: You've got— So you've got Fishstick making his way for the door.

Justin: Yeah.

Griffin: There's a cat that just disa— The cat ran away. The—

Justin: [chuckles]

Clint: Awww.

Griffin: The barten— In fact, pretty much... All of these creatures have had a chance to make their way well outside. Okay, so you've got Fishstick behind you, heading for the door. You've got the bartender behind the bodyguard. Both of whom attacked you on your last turn.

Justin: [sighs] I think the best thing I could do... is transform into a horse.

Griffin: Hmm.

Clint: Hmm. [chuckles] [partially neighs]

Justin: Can't let Fishstick get away. And I think I won't have to fight for disengagement if I transform into a horse, 'cause they'll be like, "What?!"

Griffin: Yeah.

Justin: And they won't try to fight me. [chuckles]

Griffin: Sure.

Justin: You know what I mean? So...

Griffin: Yeah absolutely. I mean, describe what that look like, to turn into a horse at will.

Justin: I think she raises her hands up in the air like this, and she makes her hands into cup shapes. And then they become hooves.

Clint: [chuckles]

Justin: And then he mouth— her head starts to stretch out.

Griffin: Yeah.

Justin: Like whatever.

Clint: [imitates transforming sound effects] Ooo.

Justin: And then her ass hair just starts growin' out a bit.

Clint: Oh, agh!

Griffin: Yeah yeah yeah.

Justin: Like crazy. Just a lot of hair is out of her ass, and that's like— it stays like that for a little bit, and everybody's like, "Hmm...."

Griffin: "Uh, is that part of it?"

Clint: [giggles]

Justin: "Is that part of the trick?"

Griffin: Yeah.

Justin: And then everybody's—

Travis: How long does this take? Is everyone just stopping what they're doing?

Justin: Yeah. [chuckles] They're like watching, and these guys are like, "I was gonna— about to take an attack of opportunity, but like."

Clint: No. [chuckles darkly]

Griffin: [laughs]

Justin: "The attack of opportunity has passed."

Clint: "Can't now."

Justin: "Because I've been watching for a while."

Griffin: Okay.

Justin: And then— [chuckles] And then—

Griffin: Jesus.

Travis: He's not done, he's not done!

Griffin: No, please tell.

Justin: [grunts] And then she starts throwing up— [wheezes]

Griffin: [chuckles]

Justin: The organs that she doesn't need.

Griffin: [cackles]

Justin: As a horse.

Griffin: [claps]

Justin: Throws up her pancreas and shit.

Griffin: That's what they do not tell you!

Travis: [laughs]

Griffin: Is that if you're a were-creature, when you transform into the animal, if the animal has fewer bones than a human.

Travis: You gotta throw 'em up.

Clint: [laughs]

Griffin: Those extra bones gotta go somewhere.

Justin: [from a distance] Gotta go.

Griffin: And they shoot out of your mouth, everywhere.

Justin: Yeah.

Griffin: Okay, here's what— You are going to transform. You are new to this experience of being—

Justin: Oh, I'm growing— I grow 10 teeth too.

Clint: [laughs]

Griffin: Okay.

Justin: [wheezes] I just looked it up.

Griffin: Cool.

Justin: That's what would be accurate.

Griffin: That must be the worst part.

Justin: I grow 10 more teeth than I had before.

Griffin: This is the first time you've ever tried to conjure this power at will. There is a unspeakably potent force behind this action.

Travis: Yeah.

Griffin: The horse force behind this action, that you know is there. The extent to which you are able to successfully channel that power I think is gonna come down to an Animal Handling check that you are going to do for me.

Justin: With advantage, obviously, 'cause I'm handling myself.

Griffin: No advantage, absolutely no advantage.

Justin: [wheezes]

Clint: [laughs]

Griffin: No matter what happens with this roll, it's gonna be good.

Justin: Okay.

[sound of die rolling]

Justin: A 17! [giggles]

Clint: Yeah!

Griffin: A 17, okay.

Travis: Thank you.

Griffin: Yeah. Awesome. Okay. A lower roll would've resulted in a lower horse. A lower horse-human hybrid object. I think with a 17, you make it to like the last few pages of the *Animorphs* flip book transformation.

Clint: [laughs]

Griffin: And you are now a big and powerful horse.

Justin: Was that an action, you feel like? That was an action.

Griffin: I will say no, mostly because I wanna see what will happen.

Justin: Perfect. I double— double foot horse kick the guard into the pool again. [wheezes]

Griffin: Okay. So, give me a... Strength check. Give me an— You're attacking with hooves now, so just make your greataxe attack, we'll use that number.

Justin: Fair.

[sound of die rolling]

Justin: 17 plus five, 22.

Griffin: Yeah, that is going to hit him, and he is going to fall into the water. And... 14 points of damage is going to do it. You see him get pulled under.

[water splashing sound effect plays]

Griffin: By golden scaled fish. You then see Steven pop out of the water, and he's like—

Steven: Hey, um... We supposed to be killin' these guys? 'Cause I don't really... know about all that. Like I told you I'd help you out, and you know, I'll do whatever, but... You don't want us to kill these guys though, do you?

Lady Godwin: No! Just keep them—

Justin: Well, I'm not talking. I'm a horse. You guys—

Crawford: No man, just keep `em, I don't know. Knock `em out? Can fish do that? Keep `em occupied.

Steven: You know if a non-fish gets knocked out underwater, that's pretty much RIP City, right?

Crawford: Don't let him drown though, man.

Justin: No, just set—

Crawford: Just drag `im up on the shore or somethin'.

Justin: Just set fish to stun.

Clint & Travis: [chuckle]

Steven: Okay. Okay, I'll tell you what man. We're just gonna swim into him real hard.

Crawford: Yeah.

Steven: Into the side of the tank.

Crawford: Love that.

Steven: And then keep— He'll just be— But we'll keep his head above the water.

Crawford: Yeah, man.

Steven: Okay. Otherwise, it's like—

Crawford: Hey, can I just say? Steven?

Steven: Yeah.

Crawford: I made a great call betting on you, bud. You're doin' fuckin' [chuckles] amazin' work.

Steven: Sure did. I bet all those chicken shit cats ran away, first sign of trouble. Not Steven and his crew though.

Clint: Mm-mm!

Crawford: Well, hopefully not, Mr. Mistoffelees, I do need to bite him later, but we'll figure that out.

Steven: Good luck with that.

Crawford: Keep up the good work, my bud!

Griffin: Alright. Next in the order is the—

Justin: Oh, sorry, no. No, sorry, don't move past me yet.

Griffin: Oh?

Justin: Because I— Well no, because I wanna take my move action.

Griffin: Okay.

Justin: To chase after Fishstick.

Griffin: Oh, he's pretty close to you.

Justin: Good, I just wanna move as close as I possibly can to him.

Griffin: Do you wanna get in front of him?

Justin: Uh, yes, I do.

Griffin: Okay.

Justin: And I would like to— Yes, I would like to get in front of him.

Griffin: Cool.

Justin: And... with my frenzy attack, I wanna try to punch him in the mouth.

Griffin: You're a horse. And what?

Clint: [wheezes]

Justin: With my frenzy attack, I'm gonna try to kick him in the mouth.

Griffin: Okay.

Travis: That's what he said the first time, Griffin.

Griffin: Cool.

Justin: Yeah.

Griffin: Uh... Not bite him? I guess if you do that—

Justin: If I bite him, it doesn't do shit. But if I could punch him in the mouth, maybe that'll count as a bite, I don't know.

Travis: No, you need to bite him. 'Cause he already bit you.

Justin: No. He bite— He has to bite me back.

Travis: No.

Griffin: No.

Justin: I have to bite him, you're right. Okay, I'm gonna try to bite his ass. That's better. As a bonus bite.

Travis: Now Justin, is that metaphorical ass of his literal ass?

Justin: I mean, I'm closest to his ass, so yeah his literal horse ass.

Griffin: Okay. Frenzy attack is a barbarian thing, you get a bonus attack basically.

Justin: Yes.

Griffin: When you hit on an attack. This bite that you are going to do, we'll just call that an unarmed attack. It is not going to do damage. I will

tell you that in order to hit on this attack, 'cause this is a— potentially a big one, you are going to need to roll a... [clicks tongue in thought] A 12.

Justin: To bite an ass.

Griffin: To bite an ass. A 12 to bite an ass. You say that, Justin. You failed at this exact action about 12 times so far.

Justin: Yeah. Yeah, Griffin. And I'm getting a little bit frustrated about it.

Clint: [laughs]

Griffin: [giggles]

Travis: But Griffin, to be fair, he has 10 more teeth.

Griffin: That is a really, really good point, Travis.

Clint: And he should have advantage.

Justin: I should have advantage on that, 'cause the biting surface is bigger. The biting surface is bigger, so I should—

Travis: Like, ask anyone.

Griffin: As there—

Travis: Let's take a poll of the audience. Would you rather get bit by a human being or a horse?

Justin: Absolutely.

Clint: [sighs]

Justin: Good point, Trav.

Griffin: That's a bad— That's— I don't wanna decide that. Okay, you can have +1 on your roll for your extra teeth. Not +10.

Justin: The answer, by the way Travis, is it depends on the human, and it really depends on the horse.

Griffin: [chuckles] It wicked, wicked depends on the horse.

Travis: [chuckles]

Griffin: Alright, give me that roll. 12 or higher.

[pause]

[sound of die rolling]

Justin: It's exactly a 12.

Griffin: Holy shit.

Clint: [wheezes] [cackles]

Justin: It's a seven plus five, exactly 12.

Griffin: You—

Justin: The skin of my— By the skin of my teeth!

Griffin: You— Yes.

Justin: Quite literally! [wheezes]

Griffin: Of your 42 teeth. I think I've done the math there correctly.
You—

Justin: It varies, actually, on the number of teeth the horse has, 'cause horses are nasty.

Griffin: You, with unthinkable speed, dash forward. And catch yourself a great big mouthful of...

Clint: [wheezes] Horse ass.

Griffin: Horse rump.

Clint: [laughs]

Griffin: When that happens, Lady Godwin.

[piano music abruptly becomes calmer]

Griffin: You are transported. Your sense leave you and you appear... in another world, another realm. It is a place that you are simultaneously unfamiliar with and intimately familiar with, because there's a part of you that has always lived here, in the Plane of Oats. You are... staring at that silver stallion.

[light wind rustling sound effect plays]

Griffin: He's standing at the of a tree-lined path, just about to frolic over the horizon.

[calm outdoors ambient soundscape plays]

Griffin: And before he does so, he turns back to you, and he nods. He picks up an apple from the side of the path and he brings it close to you. And he says...

Silver Stallion: Do you wanna live deliciously?

Travis: [cackles]

Clint: [snorts] [giggles]

Travis: Oh god.

Griffin: There is a look in his eyes of... sorrow. Of... Of anxiety, as he, trembling, awaits your answer.

Lady Godwin: This pains me a great deal. To leave this place, to leave— Well of course, to leave you. But I have to figure out... who I am first.

Once I know me, this version of Lady Godwin, perhaps then I'll be ready to accept this... incredible gift. But for now, I'm afraid I must return to my world, to my life, to her body, whosever body it was, now mine I guess. I have to go back.

Griffin: He nods and trots slowly backwards, before rearing up one more time, silhouetted by the sunlight at the end of this path, as he tromps off and vanishes. And then all of your bones shoot back into their original positions.

Travis: [snorts]

Clint: Oh god.

Griffin: And your organs go back in.

Clint: Eugh!

Griffin: Your ten teeth fall out of your head.

Justin: [wheezes]

Griffin: As you become Lady Godwin once more. The Plane of Oats has been cut off from you. Seeing this, Fishstick looks down and... looks sad, sort of tilts his snout down at you. And then realizes there's still like so many fuckin' wolves in here, and he takes off around the corner.

Lady Godwin: I can't help but feel I've made the greatest mistake of my life.

Clint & Griffin: [cackle]

[calm piano music plays through transition]

Travis: Hey there, it's another Max Fun break. I wanna point out something in the MaxFunDrive that we often forget to highlight.

Justin: What's that?

Travis: Which is that over the course of the year... Like I know for example I lost my wallet at one point.

Griffin: Yeah.

Travis: And I had to get a new card. And that then means that the Max Fun payment that I have as a member myself stopped going through.

Clint: Ooo.

Travis: I had to go in and update my card number.

Justin: Mmm.

Travis: And all that stuff.

Griffin: After Jesse sent his goons to your house.

Travis: Yeah, Jesse—

Griffin: Now, Jesse won't do that to you, listener at home.

Travis: Yeah.

Griffin: But he knows where Travis lives, so the goons knew where to go in that instance.

Travis: They took away all my cravats.

Clint: [sighs]

Travis: They tore up my pocket squares.

Clint: God.

Travis: It was horrible.

Griffin: Right.

Justin: [groans]

Griffin: That's true.

Travis: All of them. Maybe you—

Justin: They washed your denim. [chuckles]

Travis: Oh my god. Maybe you think like, “Oh, I’m already a member, I support the shows,” but if you haven’t checked in a while, maybe head over and make sure that your information is still all correct in there.

Or maybe you’ve thought about it every year, maybe you’ve been a listener since the beginning, you heard us talking about it and you’re like, “Oh, I’m gonna do that,” and then it slips right out of your head. You forget to do it, and you’re like, “Aw, next year.” Guess what? It’s next year! That’s now.

Griffin: Ha ha!

Travis: MaximumFun.org/join to take care of it.

Justin: What does it mean to you, Dad, that you are able to be functionally unemployed due to the generosity of *Adventure Zone* listeners?

Clint: Thanks to the generosity of MaximumFun listeners, I am able to not... have to get up at 3:30 in the morning.

Travis: Nice.

Clint: Meanin’ I don’t have to go to bed at 8:30 at night.

Justin: [wheezes] Dad hasn’t been able to watch *Blue Blood* since it came out, but finally.

Griffin: [claps]

Clint: I have missed *Blue Bloods*. Now, I can catch up on all the Selleck goodness.

Griffin: Right.

Justin: There’s like half of *NCIS: LV*— [chuckles]

Clint: Oh, *New Orleans*. *New Orleans*, Justin.

Justin: Oh, *New Orleans*?

Clint: Yeah.

Griffin: Thank you.

Justin: [in a New Orleans accent] “Crime is a little smoother down south.”

Clint: [chuckles]

Griffin: [wheezes] [cackles]

Travis: [in a New Orleans accent] “We have some blood with some chicory mixed in.”

Griffin: Alright.

Clint: We have some great gifts for you. I mean, if you’re \$5 a month, a Max Fun hi-fiver, you get the 600 hours of bonus content. If you’re a friend of the family for 10 bucks a month, you add to that the 40— a choice of one of the 40 enamel pins. Also your gift card— your membership card, all the bonus content. For 20 bucks a month, it’s the diamond friendship circle.

Justin: Woah.

Griffin: Special.

Clint: Where you can get games on the go, or one of these beautiful bucket hats. The games on the go is this really cool kind of bandana that doubles as a chess board.

Griffin: Amazing.

Clint: Could also double as a checkerboard, just for—

Travis: Whoaaa.

Griffin: Holy shit.

Clint: For some, you know.

Justin: Perfect.

Clint: Get all the other great stuff.

Justin: Or a bad Twister mat.

Griffin: Or you could—

Justin: [chuckles]

Griffin: Or you can get the bucket hat, which I think we can all agree, is the sexiest kind of hat there is.

Travis: True.

Justin: Yeah.

Clint: That's the one I'm gonna wear.

Travis: And the most carriable. Like if you catch a bunch of fish and you don't have anywhere to cat— put 'em, right in the hat then, baby.

Griffin: Right into the bucket hat.

Justin: The size— Now before we talk it up too much, the size on that hat is 7 1/8ths.

Clint: Oh.

Travis: Oh.

Justin: So be— Hey, so just listen. You know if you're of a certain size where that's not tenable for you.

Griffin: Yeah.

Travis: Of a certain head girth. [chuckles]

Justin: A head girth.

Clint: For any—

Justin: We're all gon—

Clint: [wheezes]

Justin: Let's put it this way, we're all lookin' forward to the games to go pack, how about that?

Griffin: Yeah.

Clint: For the McElroy family, that hat would be a fascinators.

Justin: [cackles]

Travis: Yeah, it would be.

Clint: Up there on the top. It's a little—

Travis: It's a— Sittin' it right there with our steampunk goggles. Now listen, I also wanna say, on top of the rewards that you're gonna get for all these things. And I goes up; 35, 50, there's other levels. But we have set some of our own goals.

Justin: Oh yeah.

Travis: At 3,000 new and upgrading members, Fungalore is gonna hear your wishes live.

Clint: Mm-hmm.

Travis: You'll find out what that means when we hit 3,000. At 6,000, there's a bonus *Starfield Monster Factory* comin' out, that's just for Max Fun listeners. Max Fun members.

Griffin: You'll get to meet— You'll get— You'll be one of few to meet Skuzz Lightyear.

Justin: That's right.

Griffin: A short-lived experiment from Justin.

Justin: And if you don't reach that goal, it will be deleted.

Griffin: You'll kill Skuzz Lightyear.

Justin: [wheezes]

Travis: It will be deleted from existence.

Clint: [wheezes]

Travis: At 9,000, we'll have to write and illustrate a wikiHow article on a topic chosen by our staff, that we'll post on our website, and submit to wikiHow. We'll see how that part goes.

Justin: [snorts]

Travis: At 12,000, we will play a six thumbs one heart percent version of *Celeste* on our livestream. And at 15,000, we will record and release a commentary track for *Avatar* the movie, with the blue people, to be released in the bonus content feed for Max Fun members. Griffin and I have never watched it, Justin has watched it.

Justin: I'm so excited. Please get me to 15Gs, please guys, please. Please.

Travis: And if we hit 20,000, we'll freeze our dad in a block of ice.

Griffin: [giggles]

Travis: You can come by a big trailer and—

Clint: Been there, done that!

Travis: In the car dealership parking lot.

Clint: Been there!

Griffin: Yeah, Dad.

Clint: [laughs]

Travis: Look through a hole in the ice to see our Dad in there, reading comics and pissing in a bag. [laughs] So!

Justin: Great.

Travis: Check it out, maximumfun.org/join. Help us freeze our dad in a block of ice.

Justin: Not that, that's not there.

Griffin: That's not there.

Travis: Oh, okay.

Griffin: That's not there.

Justin: That's— Yeah.

Griffin: We can't freeze our dad at his age.

Clint: Meh, I'm closing to it.

Travis: If you're gonna freeze your dad!

Griffin: Actually.

Travis: This seems like the best age to do it.

Griffin: That's fair.

Justin: Yeah, when he's still got a few years ahead of him.

Griffin: It really— I am so proud of this show and what we all have been able to make together, and the way we've been able to hire people to help us out.

Literally, I mean if it weren't for the MaxFunDrive, I do not think we would still be doing *The Adventure Zone* in any form, because that is how much it facilitates the creation of this show and so much stuff that we do.

And so if you like this show and you can kick in just five bucks a month, that is huge, that helps us out so much. Maximumfun.org/join. Thank you all so much and enjoy the rest of the episode.

[quick piano music plays]

Griffin: So, Lady Godwin, the bartender is— looks confused and is like—

Bartender: So, you're— You're all— You are still Lady Godwin, right? You're like— You were a person and then you were a horse, but you are Lady Godwi— I'm sorry, I didn't—

Lady Godwin: I'm frankly not sure what I am.

Bartender: Oh, okay. Cool, I just had to make sure.

Griffin: He's going to slash a dagger at you, 13 versus AC.

Justin: No.

Griffin: No, okay. He slashes a dagger at you and comes up just short, and then he looks at you kinda sheepishly, like—

Bartender: I don't know, man. Uh...

Lady Godwin: It was rude, but I get it.

Griffin: Next in the order is... the... wereraven. The wereraven is going to flap around sort of aimlessly over the surface of the water, as he has been blinded. And next in the order is Brother Phileaux.

Brother Phileaux, just to sort of walk you back through it, there are two security guards remaining in here, and one of them is blinded. The one that just attacked you, the one that is right in front of you. The one next to you that just ate a horse is doin' alright.

Travis: And also, just to— There's a big, scary weretiger.

Griffin: Huge tiger.

Clint: Yeah.

Travis: And there's just me.

Griffin: Yeah.

Travis: Just Mutt.

Griffin: Just alone.

Clint: Is the weretiger Wolf Man?

Griffin: Yeah.

Clint: Okay.

Griffin: No no no.

Clint: Oh.

Griffin: The weretiger is a weretiger. The Wolf Man's a werewolf.

Clint & Travis: [simultaneously] Where's The Wolf Man?

Clint: Yeah, where is he?

Travis: The Wolf Man's around the side. He's coming.

Griffin: He's— He just ran around the building, [chuckles] to get back on the— on the dancefloor.

Clint: Okay. Brother Phileaux casts Snare.

Griffin: On?

Clint: On the weretiger.

Griffin: Okay. What's that mean?

Clint: With Snare—

Travis: He plays a little drum.

Clint: With Snare... Wait a minute.

Travis: [imitates a snare drumbeat]

Clint: [sighs in thought] It's nearly invisible, requiring a successful Intelligence check against your spell save DC to be discerned. It triggers— It'll trigger under the weretiger.

It must succeed on a Dexterity saving throw or be magically hoisted into the air, leaving it hanging upside down, three feet about the ground or the floor.

Griffin: Now... one technicality here is that I don't think this is something you cast on a creature. It is a thing that you make, and then when they move into the area protected by the spell, it activates.

Clint: Okay.

Griffin: So...

Clint: Could I not cast it under the weretiger?

Griffin: Okay.

Travis: He's got you there.

Clint: How far is he from the weretiger?

Griffin: Uh... Phileaux?

Clint: Yeah.

Griffin: I mean, you can see the map. It's— You know, he's 20 feet away.

Travis: If it creates like a trap thing, you could set it up to catch The Wolf Man.

Griffin: That is another good point, The Wolf Man is actively running... this direction.

Clint: Brother Phileaux moves into position. Can he see The Wolf Man?

Griffin: Yes, you can now see The Wolf Man. He is about to sort of run this sort of narrow path. He is running straight towards the stage, straight towards basically where Mutt is— has been downed.

Clint: And if I were— If he were to want to place a Snare where The Wolf Man will intercept it, how far will he have to move to get in position to do that?

Griffin: The range for this is... let me think.

Clint: 15 feet.

Griffin: You could do it. You would take an attack of opportunity, in order to get in position.

Clint: Okay, I don't mind doing that.

Griffin: From this security guard. But he is blinded, so he will have disadvantage on doing that attack of opportunity. Let's roll that. Bite. Ooo, yikes. 19 and a 24.

Clint: Mmm...

Griffin: Yeah. [chuckles]

Griffin: Let's see if that hits.

Griffin: The 19 is gonna hit.

Clint: Sure does, yeah.

Griffin: Okay, you are going to take—

Clint: Well, I gotta—

Griffin: Seven points—

Clint: Did you say disadvant— 19 or 24, alright. Okay.

Griffin: [chuckles] Yeah. 19 was his low roll. That's a seven points of piercing damage. Okay. You are able to get to where you can place the Snare.

Clint: Yeah. Wait, I put— I pull a piece of rope out. This— I'm trying to follow the rules.

Griffin: Right.

Clint: So he pulls a piece of rope out, throws it in a general direction where he feels like The Wolf Man is gonna intercept. And tosses this Snare there on the ground. And it's invisible, so.

Griffin: Uh, cool...

Travis: So deal with that.

Clint: Yeah, deal with that. How do you like me now?

Travis: Huff that.

Clint: And then...

Griffin: You say like right there? You see where I put this circle?

Clint: Yeah, that seems to be the best spot.

Griffin: Okay.

Clint: And then... I can still move a little, can't I?

Griffin: Uh...

Clint: As a bon— My...

Griffin: I mean, no. You used pretty much your whole move to get all the way up to here.

Clint: Oh.

Griffin: Yeah. Okay, next in the order is DJ Thumbs. Um... How are you doin' health-wise, Mutt?

Travis: Uh, I'm not bad.

Griffin: `Kay.

Travis: I've been hit a couple times, but it's all been like little things, so I'm down to like 28 of like 42 or something. 29 of 40.

Griffin: [chuckles] He's going to... Really quickly, he unplugs a cord and then slams another one in, and then you see him typing on a little laptop and he hits enter. And you just hear repeated over this EDM music, just repeated refrains of, "They'rrre great! They'rrre great! They'rrre great!"

Travis: Oh.

Griffin: You see Tony the weretiger start to look around, all around, just getting so confused as DJ Thumbs casts Dissonant Whispers on him.

Travis: DJ Thumbs is my boy. I love him.

Griffin: The tiger is going to make a Wisdom saving throw. And...

Clint: By the way, "Dissonant Whispers," my favorite *Wham!* song.

Griffin: Yeah, me too.

Justin: [chuckles]

Clint: It's so good.

Griffin: Okay, he is going to take some damage here, 3d6. 10 points of damage. And then... he is going to have to move as far away from DJ Thumbs as he possibly can. [chuckles]

Now I will say, as a result of this, I don't know if this is what you wanted or not, Brother Phileaux, but he is going to be the one who hits your Snare.

Clint: [laughs]

Travis: And take—

Griffin: As he runs away.

Travis: And take an opportunity attack from me.

Griffin: And take an opportunity attack, so make your opportunity attack against him, Mutt.

[sound of die rolling]

Griffin: That's terrible.

Travis: 19?

Griffin: Yeah, absolutely that hits. What are you attacking with?

Travis: My—

Griffin: Not your crossbow.

Travis: Aw man.

Griffin: I mean you're adjacent to him, you can't.

Travis: Okay, then it would've been... a 17.

Griffin: I mean we— Yeah, I just care more about the damage.

Travis: Yeah, okay. Oh yeah, full that'll be four plus four, plus another d6 because of my Slayer's Prey.

[sound of die rolling]

Griffin: Oh damn, dude. [chuckles]

Travis: So, eight plus five, so 13 points of damage.

Griffin: Wow. Okay, huge. And then he is going to hit the Snare, and now he— [chuckles] You see this rope suddenly stretch and appear and

elongate, and seem to connect to something in the ceiling, and it is going to try to rip him up into the air.

He has to succeed on a Dexterity saving throw. Let's see how that goes for him. [pause] That is a seven, which does not beat your spellcasting modifier. He is [imitates a fast movement sound effect] whipped up into the air. Now just sort of flailing around, swinging precariously.

You see Wolf Man kind of stop, like right in front of the weretiger, almost get hit by him as he swings around in the air like a wrecking ball. And The Wolf Man looks a little bit nervous about this.

Next in the order is going to be... Let me think, that was DJ Thumbs. Okay, security guards. I think that these guys are just gonna swarm on you, Lady Godwin. That one is going to try to bite you. 14 versus AC.

Justin: Uh, it— What's on a tie? It's a tie.

Griffin: A tie hits.

Justin: A tie hits, okay.

Griffin: A tie versus AC hits, so you are going to take six points of piercing damage and make a DC Strength saving throw for me.

Travis: You got it, come on.

Griffin: Yes please.

Travis: I believe in you.

[sound of die rolling]

Clint: [whispers] This is it.

Justin: 22.

Griffin: Yes.

Travis: Yeah.

Clint: Yeah!

Griffin: You are fine. Let's see how the other one does. The other one tries to bite you for a 16, hits. And you are going to take five points of piercing damage. Make another DC 13 saving throw. Also this second wolf should've had advantage, because of their Pack Tactics.

Travis: Pack-tics.

Justin: Strength save...

[sound of die rolling]

Justin: This one is a 10 plus five, 15.

Griffin: That also saves. You are not knocked prone.

Clint: Yeah!

Griffin: As two wolves jump up and both— each grab either arm, biting it intensely. Okay. Now the weretiger goes and he is ensnared. He can make a Dexterity saving throw with disadvantage at the end of each of its turns. Or another creature can try to... save him.

But I guess he can't do anything during his action. He just has to try and save. Wild, okay. He is going to try that then, Dexterity saving throw with disadvantage. Eight, does not save.

Clint: Mm-mm.

Griffin: The other one was a 20, so he is still suspended in the air. The bodyguards are either dead or gone, as is Fishstick, so we move on to Crawford Muttner. Mutt, your prospects have improved [chuckles] dramatically.

Travis: Yeah, I feel great.

Griffin: From a round ago, yeah.

Travis: Is him being snared, does that give me advantage on attack?

Griffin: Yes. The creature is restrained. Yes, you have advantage.

Travis: Okay, sick. I am going to...

Griffin: Technically he could attack with disadvantage, but I genuinely cannot imagine a physical scenario— Unless he had assistants and someone pushed him from behind into you to try and bite you.

Travis: Well, he's also far enough away from me.

Griffin: Yeah, right.

Travis: I mean, even if he wanted to, he couldn't reach me.

Griffin: Yeah.

Travis: Okay great, I'm gonna shoot my crossbow into his back, is what I'm aiming for.

Griffin: Okay, go ahead and make that attack roll. You have plus one because of the enchantment.

[sound of die rolling]

Travis: So that would be a 15 on the first one. Oh okay, so a 15.

Griffin: A 15... [sings a little in thought] A 15 hits.

Travis: Sick. Sick. And so then the damage is...

[sound of die rolling]

Travis: Five plus four, nine. Plus one, 10.

Griffin: Okay.

Travis: Plus six...

Griffin: Well, a d6.

Travis: Yeah right, plus one, so 11 points of damage for that.

Griffin: Okay.

Travis: Um...

Griffin: Alright, that weretiger is not looking too good. Not the least of his worries, [chuckles] being that he is suspended by the ceiling by his feet. Okay, you have anything else?

Travis: I'm going to do Hunter's Mark... On... The... Wolf Man.

Griffin: Okay.

Travis: So I think they're bo— Hmm. Wait, now hold on. Okay, Slayer's Prey doesn't say it's concentration. And it doesn't say it's my mark.

Griffin: Okay.

Travis: Focus an ire— Okay. Okay, yeah. So Hunter's Mark on The Wolf Man.

Griffin: Okay, I'll mark him as such.

Clint: And what does that do exactly?

Travis: So that— Another 1d6 extra damage when I hit him, and also advantage on Perception or Survival checks to find him.

Griffin: And you can track him, yeah.

Travis: Yeah, I can fully track him.

Clint: When you hit him?

Travis: When I—

Griffin: Or when any of us?

Travis: When I hit him.

Griffin: Just when he hits him.

Clint: Okay.

Griffin: Okay. Next in the order is The Wolf Man, who is finally close enough. He is going to run down. Is he going to free the tiger? Yeah, he's gonna try to. I think The Wolf Man. You know, he's The Wolf Man.

Travis: Yeah.

Griffin: But he—

Justin: Yeah.

Griffin: He clocks in a little bit lower in the weight class than this weretiger. You get the sense that he was hanging out in his office because maybe this weretiger is The Wolf Man's personal bodyguard.

So he is going to make an Intelligence check. Not his strongest suit, to... try and break this effect. Your— What is your spell save DC? Do you know that, Dad?

Clint: Save is Dexterity 13, is that right? No, that's not spell.

Griffin: No.

Clint: Oh.

Griffin: Your spell save DC is 13. Um... So he is going to try and [chuckles] save his... his bodyguard here. He gets a... Oh, a 12!

Clint: [laughs]

Griffin: On that check. Just barely fails to break him out of this position. He is going to then just sort of frustratedly push him aside, and charge up on you... Mutt.

Clint: Dang. Damn it.

Griffin: But he has used his action.

Travis: Oh, but he used his action, so he can't attack me.

Griffin: No, he cannot. Next in the order is Lady Godwin. Lady Godwin, you have three enemies around you, two security guards and one bartender. Now that DJ Thumbs' turn has come and gone, the blinded creatures are now longer under that condition.

Justin: And how do they look?

Griffin: One of the security guards is... nearly bloodied. The other two are— have not been touched.

Justin: I wanna go after the nearly bloodied one.

Griffin: Okay.

Justin: With Jennifer Meyers. I'm trying to like non-lethally attack.

Griffin: Okay.

Justin: I'm trying to knock 'em out with the [chuckles] flat part of the axe.

Griffin: Okay, well make an attack roll.

Justin: Yeah.

Griffin: If it drops them to zero hit points, we—

[sound of die rolling]

Griffin: — we have established that it is a non-lethal.

Justin: 10.

Griffin: What's that?

Justin: 10?

Griffin: [chuckles] No. Not a 10.

Justin: It is.

Griffin: No, I know.

Clint: [laughs]

Griffin: But it doesn't— You do have frenzy though right?

Justin: Okay, I'm gonna take my frenzy— Yeah, I'm gonna take my frenzy attack.

Griffin: Okay.

[sound of die rolling]

Justin: It's another... Nine plus five, 14!

Griffin: 14 does hit.

Justin: Alriiiight.

Griffin: Roll damage.

[sound of die rolling]

Justin: Six plus three, nine. Nine damage.

Griffin: Nine does not quite take him down, but he is very close.

Justin: Alright.

Griffin: Okay, next in the order is the bartender. The bartender is going to try to grapple you.

Justin: Okay...

Griffin: So that is a special melee attack it is going to make against you. Basically to try and set you up for some pretty bad hits from these two wolf security guards here. So, that is going to be... Yes, 22 versus your AC is going to hit. Grapple means... We are going to make a contested Acrobatics check. Yeah.

Justin: Alright, a contested Acrobatics.

Griffin: Yes.

[sound of die rolling]

Justin: Oh my god.

Griffin: Okay, well.

Justin: Four plus two, six.

Griffin: Uh...

Justin: Six.

Griffin: Okay, I got a... four minus one, on both of the rolls there. So I only got a three.

Justin: [laughs]

Griffin: So you do—

Justin: That is a really bad grapple!

Griffin: He basically tries to run around your ankles with a rope and tie you up like sort of an AT-AT.

Justin: Yeah.

Griffin: But you are—

Justin: And I feel like I kinda trip on it.

Griffin & Clint: [chuckle]

Justin: Just barely beating him it, like get six.

Griffin: But it does not take you down. Next in the order is the wereraven. The wereraven is going to swoop down on you, Brother

Phileaux, and with his talons he's gonna try and grapple you. So let's do a Acrobatics check contested. That is a 21.

Clint: I thought I make the check.

Travis: No, now you make the check.

Griffin: You also make the check.

Travis: Now you do an Acrobatics.

Griffin: You're trying to beat a 21.

Travis: It's contested.

Justin: Could he grab you, it's you versus Griff.

Clint: Wow, okay.

[sound of die rolling]

Clint: 16.

Griffin: Pretty, pretty good, but not quite enough. He slides his enormous talons over your tiny puppet shoulders, and lifts you off the ground pretty effortlessly, and drags you over the surface of the water. And... next in the order is you, Brother Phileaux! As luck would have it.

Clint: Can I still function?

Griffin: You can.

Clint: I mean can I cast spells even though I'm floating above the water?

Griffin: Yes, so you can— When you are grappled you have the grappled condition... which... No, it's just that your speed is zero, so you can't move. But you can act as normal. "The condition ends if the grappler is incapacitated, or if an effect removes the grappled creature from the reach of the grappler or grappling effect."

Clint: Okay.

Griffin: You can also spend your action trying to escape the grapple, but that takes up your whole action. But otherwise yeah, you can act unencumbered, you just can't move.

Clint: Alright. Brother Phileaux is gonna cat Ray of Sickness on the weretiger.

Griffin: Okay, cool. A sort of—

Clint: Hangin' there, his little wooden legs danglin' in mid-air.

Griffin: Yeah.

Clint: It's adorable.

Griffin: Little aerial assault puppet.

Clint: Yeah.

Griffin: So Ray of Sickness is I believe an attack roll.

Clint: Yeah. And...

[sound of die rolling]

Clint: That's a [chuckles] 25.

Griffin: Holy shit.

Clint: Nat 20 plus five!

Griffin: That's a nat 20.

Justin: Wow!

Clint: [giggles]

Justin: That's a good ray, Dad.

Griffin: I think spells— I think you have to have a special feat for spells to crit, right? Travis, you've played more *D&D* than me, is that right?

Travis: Spells that require an attack roll can critically hit. However, spells that rely on a saving throw cannot crit. Yeah.

Griffin: Okay, then you are gonna roll double damage on this.

Justin: Dang, nice Dad.

Griffin: So.

Clint: Okay.

Griffin: 4d8 poison damage.

Clint: Okay.

[sound of die rolling]

Griffin: And it's also gonna make a CON save. Holy fuckin' crap man!

Clint: That's a three, a five, an eight, and a six. That would be 22?

Griffin: Okay yes. This sabretooth tiger looks siiiiick!

Justin: [laughs]

Clint: That didn't polish him off?

Griffin: It did not polish him off. He is also going to need to make a CON save here to [chuckles] see if he is poisoned. And he is not, he does save from that. Yeah, he looks really very quite rough. He is suspended in the air in— by his feet, and his spinning around and just looks—

Travis: Throwing up.

Griffin: Just yartzing, yeah.

Clint & Justin: [chuckle]

Griffin: It is a horrifying— It is a really, really, really weird sight. It's like *Life of Pi's* like super weird direct to video sequel taking place in his mind.

Justin: [chuckles]

Travis: He did kind of tie me up for a second, so he deserves whatever he gets! [chuckles]

Griffin: That is true, yes. Fair, maybe. Okay, next in the order is... DJ Thumbs. DJ Thumbs is going to now slow things down a little bit.

Travis: Ooo!

Griffin: He is going to cast Mass Healing Word on the three of you. He's also going to cast it on the dead horse, 'cause like I don't even think he understands.

Justin: Wow.

Griffin: Like what's goin' on, like what happened.

Travis: What death is?

Griffin: And like what he's cap— What he's like able to do with the power of music.

Travis: Oh man.

Griffin: So he's gonna give it to all of y'all. This is going to be— You all heal for six points of damage. It's—

Travis: Hey Griffin, I need you to make some kind of check to see if his music brings the horse back to life.

Griffin: Travis, you wanna make a—

Travis: Don't just say no.

Griffin: Make a Luck check.

Travis: He's a lucky DJ.

Griffin: If you make a Luck check. Travis, you make a Luck check. If you get a crit, the horse will be alive and it will be forever in your debt.

[sound of die rolling]

Clint: [gasps]

Travis: [gasps] Oh my god! You couldn't see it, but it was literally on the— It's a 2, but it was so close to a nat 20.

Griffin: Shame, no.

Travis: Oh my god.

Griffin: DJ Thumbs looks over at the dead horse and waits for it to get up, but then it doesn't.

Travis: It's sleeping, buddy.

Justin: [chuckles]

Griffin: And then he looks at you guys and he's like—

DJ Thumbs: [squeaks]

Griffin: He points at the horse.

Lady Godwin: Partied too hard!

DJ Thumbs: [squeaks]

Travis: Sleeping!

Griffin: [chuckles] He pump the music back up.

Clint: [chuckles]

Griffin: Alright man, security guards. How are you doin' over there, Lady Godwin?

Justin: I'm fine.

Griffin: Okay cool, 'cause these security guards—

Justin: People have been trying to hit me, but nobody's been able to do it.

Griffin: Okay.

Justin: I've got my animal instincts are still embedded in my RNA somewhere.

Griffin: Yeah, you could take the horse out of the Frankenstein. I think that's actually the end of the thought.

Clint: [laughs]

Travis: Yeah, you can do it.

Justin: You can and did. [chuckles]

Travis: It was the whole point of this mission, yeah.

Griffin: Yeah. That is a 16 versus AC and a 21 versus AC.

Justin: Yeah, one of those hits.

Griffin: Two hits.

Justin: And then the other one hits also.

Griffin: [chuckles] Okay, so you are going to take... 12 points of piercing damage total from these two wolves. Werewolves, sorry. You're also going to need to make two DC 13 Strength saving throws.

Justin: Okay.

[sound of die rolling]

Justin: 22.

Griffin: That saves.

Justin: And...

[sound of die rolling]

Justin: Eight.

Griffin: Eight, finally. Finally. The weakened security guard, the one you have almost polished off, manages to swipe you off your feet. You are now prone, being attacked by two wolves, and a knife-wielding bartender.

Justin: Great. Great.

Griffin: Things don't get much worse than that. Sabretooth tiger, man. He's— He is going to— Well first he's going to take some poison dam— [chuckles] some poison damage, I think.

Travis: No, he saved.

Griffin: Yes, he did, you're right. Then he is going to... I mean, he's just gonna have to try and escape again, so another Dexterity saving throw with disadvantage. This is a brutal... condition.

Clint: [chuckles]

Griffin: That you can only save— You have disadvantage on the check.

Clint: Welcome to *D&D*, my friends.

Travis: Yeah, get him Dad.

Griffin: Yeah, to be welcomed there by death. Fuck, that's a 20 and a five, so he still is trapped up in there. Next in the order is Mutt.

Travis: So The Wolf Man's bearing down on me.

Griffin: Yeah.

Travis: I'm going to prepare an action. I'm going to ready an action. I wanna be ready that when he like lunges for me, I wanna try to like

throw him. Like with his energy, right? I wanna be able to dodge when he attacks to see if I can get him to go into the water.

Griffin: Okay, then yes, you can set up a— your reaction. You have read this situation pretty well here, right? You can ready an attack action, essentially, after his attack action, right?

It is not going to nullify his, but it does mean that like after he attacks you, then you can do your... you can do your throw. Otherwise it's like sort of a counterattack, which does have its own sort of mechanics, like monks can do shit like that.

Travis: Wa— If I wait— If I ready it until he has attacked me first, would I get some kind of advantage to go with his momentum?

Griffin: You know what? We can say this. We can say this. You can do this. Let's just do this, right? Wolf Man's next, okay?

Travis: Okay.

Griffin: So we can just— We can just rectify this right now. If you want to step to edge of the stage here and have your trigger be when he gets in melee range you step out of the way, that is fine. I think he is still going to make an attack roll on you, but if he misses, he is going to go flying.

Okay. Then... Here we go. He is going to use... He is going to— As he lunges at you, he is going to try to bite you. He is going to roll a... Ooph! 10 and 11, neither of those I think hit your AC.

Travis: Nope!

Griffin: Okay. You see The Wolf Man go sailing over you as you duck down.

[metallic crashing sound effects play]

Griffin: He crashes into the mic stand, sending it crashing to the ground.

[microphone feedback sound effect plays]

Griffin: Sending a supersonic boom through all the speakers in this room. He hits the ground after flying off the stage and rolls and splashes into the water, and he takes... 13 points of goldfish damage. You see him stand up out of the water and just yell—

The Wolf Man: Fuck!

Griffin: He is... getting increasingly enraged. Lady Godwin.

Justin: Yes.

Griffin: You are up.

Justin: 'Kay.

Travis: Also down.

Griffin: And al— Well, yes, you are on the ground.

Justin: I was gonna say, so I need to move— I'm gonna use my move action to get up.

Griffin: Cool.

Justin: That's how it works, right? With prone?

Griffin: Yeah.

Justin: Okay. I— And I didn't need to go anywhere, I got lots of great guys. [chuckles]

Griffin: [chuckles] Sure.

Justin: I got lots of great buds. Um... I gotta attack my dude again.

Griffin: Alright, let's see it.

Justin: My dude that's almost— I gotta do it again.

Griffin: Make a greataxe attack.

Justin: Just keep whackin' on him with the flat side of the axe. It's gotta be [chuckles] tough to watch honestly, at this point. Keep slappin' him with the side of the axe. That's an 11?

Griffin: Nope. [chuckles] 11 does not hit.

Justin: I mean this time I just missed the side of his head.

Griffin: Yeah.

Justin: All— Okay.

Griffin: You have lost a decent amount of blood at this point, and so—

Justin: But then like as the arc is done, you see her ready her muscles and she's swingin' back.

Griffin: This—

Justin: To try again.

Griffin: This time for sure. Lady Godwin has had a streak of bad luck.

[sound of die rolling]

Justin: Yeah, it's an exact 11 again.

Griffin: [wheezes]

Justin: It's the exact same result.

Griffin: [laughs]

Clint: Oh!

Justin: It's the exact same result.

Travis: So tired.

Griffin: Oh man.

Justin: It's so tiring.

Travis: You've been through a lot.

Griffin: Holy shit.

Justin: I've been through a lot of species today, obviously.

Griffin: No kidding, the last two episodes have been fucking brutal, dice-wise, for Lady Godwin.

Justin: Yeah. I can't get anything goin'. [chuckles]

Griffin: Okay, next in the order is the... bartender. The bartender is going to... Now having run out of daggers, he is going to swing a bottle at your head. He rolls a... Six, not gonna do it.

The bartender swings wide and misses, sending the bottle rolling all across the floor. Next in the order is the wereraven. Uh, the wereraven is going to drop you in the water, Phileaux.

Clint: Okay.

Griffin: You splash down and immediately, you are surrounded by golden scaled... demons. Make a Luck check for me, 'cause I don't think they would know 100% that you are... that you are part of the good guy team. But seeing the puppet land in the water— If you get a 10 or above, I think they'll figure it out.

Clint: Okay. So that's a d20, right?

Griffin: Yes.

Clint: Okay. So that would not be a three...

Griffin: You are assaulted on all sides.

Justin: [chuckles]

Griffin: By the goldfish. You are going to take... Woah. Okay, 11 points of goldfish damage. And you are also now face to face with The Wolf Man,

who stands up to his full height, and just glowers over your little puppet body. You are not in danger of drowning, which is great news.

Clint: Yeah, 'cause I'm floatin'.

Griffin: And you are somewhat buoyant, yeah absolutely! But you are now sandwiched between the wereraven and The Wolf Man it is a not great place to be. Next up.

Travis: Unless you're into that.

Griffin: Unless you are into that stuff. Next, you are up, Brother Phileaux.

Clint: Okay. Brother Phileaux is going to move slightly... to his left. Alright?

Griffin: Okay. You can do that as long as you don't leave this area immediately next to the wereraven of The Wolf Man.

Clint: No.

Griffin: Okay.

Clint: I'm not leaving the area. And then is going to cast... with his last spell slot, Tasha's Caustic Brew. "A stream of acid emanates from you in a line 30 feet long and 5 feet wide, in a direction you choose.

Each creature in the line must succeed on a Dexterity saving throw or be covered in acid for the spell's duration, or until the creature uses its action to scrape or wash the acid off itself or another creature. A creature covered in the acid takes 2d4 acid damage at the start of each of its turns." And because of where he moved.

Griffin: Yes.

Clint: He is going to hit The Wolf Man and—

Griffin: The tiger.

Clint: The weretiger.

Griffin: Awesome, okay.

Justin: I was just gonna say that—

Travis: And the wereraven.

Justin: — Dad should get paid to read spell descriptions, but I guess he already does, huh.

Travis: Yeah.

Griffin: Yeah.

Clint & Griffin: [laugh]

Griffin: Okay, so what's my— Is this an attack or save?

Travis: DEX.

Clint: 13 Dexterity.

Travis: Yeah, so Dexterity save.

Griffin: I have to—

Clint: Would that be—?

Griffin: Okay. I'm going to say... The Wolf Man is... in a body of water. He is exposed, you're gonna be able to hit him, it's not gonna be too hard for him to wash that off. In exchange, he— This is difficult terrain, he is not going to be able to get out of this— like the way of this attack particularly swiftly. So he is going to have disadvantage on his DEX save here.

[chuckles] And... Uh... That is an 11 on the check, which fails. The tiger's just gonna fail. Like there's no way. There's no way this tiger gets out of the way of this attack. He's suspended by ropes from the ceiling, he has zero movement, there's no way.

Clint: Okay.

Griffin: So go ahead and roll damage.

Clint: 2d4.

[sound of die rolling]

Clint: That would be a four and a two, that would be six, right?

Griffin: Yes. And then what's the— is there an ongoing thing?

Clint: Well, they take acid damage at the start of each of their turns.

Griffin: Okay cool. Alright.

Clint: And that didn't kill the weretiger?!

Griffin: Death's door, on the weretiger.

Justin: Wow.

Griffin: The Wolf Man is— he still looks alright, he is seething. Okay, we move on to DJ Thumbs. DJ Thumbs... looks at the three of you, gives you each a thumbs up, and is like—

DJ Thumbs: [squeaks]

Griffin: He—

Clint: [snorts]

Griffin: He casts Motivational Speech.

Travis: I love DJ Thumbs so much.

Griffin: You all gain five temporary hit points. If you are hit by an attack, you have advantage on the next attack roll that you make. And... then the security guards are gonna go.

Same old story as last time, they are just gonna keep trying to eat you, Lady Godwin. And they're feeling pretty good about how they've been doing at that so far. 13 versus AC. And 10 versus AC, wow. I talked a lot of shit and I...

Clint: [laughs]

Griffin: Will own up to that. They both try to bite you but their jaws are just gettin' really, really tired from all the biting that they've been doing. Sabretooth tiger. He is... The sabretooth tiger roars out in pain, in discomfort. And it... is so loud, it like rattles the windows.

[building and glassware rattling sound effects play]

Griffin: And glasses on the tables in here. And... The Wolf Man... turns away from his fury, turns away from you Brother Phileaux, to look at... this wounded being that is suspended from the ceiling and sick and burned. And he...

Clint: But still alive.

Griffin: But still alive. He... sighs and you see him almost shrink down a little bit. And he says—

The Wolf Man: Enough. Enough. I'll tell you where Dracula is. And then you're gonna leave here, and you are never, ever going to walk these woods again.

Crawford: Deal!

Lady Godwin: Is that me too, or...?

Crawford: Oh, that's a good question, man.

Lady Godwin: Someone—

Crawford: Yeah, I didn't mean to speak for everybody. Is that?

Lady Godwin: I—

Brother Phileaux: Well yes, that would be nice.

Lady Godwin: I thought about revisiting on the way—

Griffin: He splashes down— He splashes his face down in the water, washes the acid off, moves over to the weretiger, starts cleaning him up.

Justin: Does he have a couple goldfish on his face?

Clint: [chuckles]

Griffin: He's got a couple goldfish he flicks off of him.

Justin: [chuckles]

Griffin: The wereraven picks up out of the water and flies you out, and kinda shakes your hand, and he's like—

Wereraven: [in a posh British accent] Jolly good show.

Griffin: The one security guard who was unconscious in the water comes out, and he's also okay. The horse is dead as fuck though. [chuckles]

Travis: Yeah, well.

Griffin: And DJ Thumbs walks over and just starts nudging him like—

DJ Thumbs: [in a high, squeaky voice] Come on, man.

Crawford: No, no, no. Let it— No. No, George.

Clint: Hold on.

Griffin: The Wolf Man says—

The Wolf Man: Yes, that means all of you. Although... we should all probably go take a look at the security footage of this battle that just took place, and rebite all of the different creatures that bit each other.

Crawford: Yeah, we'll go back through. Yeah, man.

The Wolf Man: Otherwise—

Crawford: I mean, we're gonna go back through. I'm gonna bite Mestophiles, uh there was a couple— Oh god. Yeah, 'cause— [sighs] Lady Godwin, you got bit, right?

Griffin: The wereraven's like—

Wereraven: I don't think I bit anyone, did I?

Crawford: Well we—

Brother Phileaux: I don'—

Wereraven: I scratched you.

Brother Phileaux: Yes.

Wereraven: But that's not technically a bite.

Brother Phileaux: Okay, good. Good.

Crawford: We'll double-check.

Lady Godwin: Figure— We'll figure it out. Oh, one more thing.

[theme music fades in]

Justin: And Lady Godwin flips a coin onto the bartender.

Lady Godwin: That should settle my tab.

Bartender: Uh, it's actually—

Crawford: Oh, nice.

Lady Godwin: For the drinks that I got.

Bartender: Yeah, it's—

Lady Godwin: Earlier.

Bartender: Yeah, it's actually— It's 16.50.

Lady Godwin: Oh my.

Bartender: I have here— I have your credit—

Lady Godwin: A whole table—

Bartender: Do you want me to run your credit card or do you wanna keep your tab open?

Lady Godwin: This is embarrassing. What—

Crawford: I've got a five.

Lady Godwin: Tell you what, you can keep the puppet.

Griffin: [wheezes]

Lady Godwin: As collateral.

Brother Phileaux: Uh... Uh, no?

Lady Godwin: Amazing! A talking puppet?!

Griffin: [cackles]

Lady Godwin: It's one—

Brother Phileaux: You should know!

Lady Godwin: It's worth eight drinks!

Justin: [chuckles]

[outro theme music plays]

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Justin: Folks, that's the show, but if we could just— If you could stick around for one more minute. Once a year, we come to you and say hey, if you like the stuff we make and you wanna make it possible for it to exist, please support us at maximumfun.org/join.

For just five bucks a month, you can really make a difference. Everybody chipping in a little bit, if it's at all possible for yah. I know for some folks it's not, and I completely get it, but if it's possible for you to do that, it makes our entire life possible.

Like the lives that people who works for us and help us make all our stuff, our editor Rachel and designer Mikay and social media manager Davis. Like it's everybody who's been a huge part of our team, and you make that possible. You are the ones making it happen, and we are so grateful to that.

And once a year we ask you to do that for us, and this is that time. So if you could please head on over to the website right now and join up, it would just mean the world to us.

Travis: And if you're not already, might I suggest following us on Instagram, @mcelroyfamily, we'll have updates of stuff there as far as the stretch goals go. As far as— We're doin' a bunch of livestreams over the next ten days, you're not gonna wanna miss those. All that information will be in the Instagram stories.

And also, if you're already a member, if you've supported us in any way, if it's sharing it with people, if it's fanart, talking about it on social media, any of that stuff.

This is also a time of year where we get to say thank you. And like explicitly say how much all of that support has meant to us over the years. And allowed us to do things outside of the podcast, like the graphic novels, and that live streams that we do, and live shows.

All of this stuff is because of your support, your continued support. So if you are a member and you want to maybe upgrade your membership this year, if you wanna become a new member, if you wanna boost your membership, if you wanna pay for a full year up front, all that stuff is available maximumfun.org/join.

Justin: And what— Real quick, before we let you go. Dad, maybe it would help the listener to contextualize this. What's your back-up plan if the bottom falls out of this thing?

Griffin: [giggles]

Travis: Great question.

Clint: Um, I am going to sell pencils in downtown Ironton.

Travis: Uh-huh.

Clint: During—

Travis: At a shop?!

Clint: No, no no.

Travis: Okay.

Clint: I've got this box.

Justin: Like a cigarette tray.

Clint: Yeah, that goes around my neck.

Justin: Yeah yeah, a cigarette girl, yeah.

Clint: And I have this—

Justin: Sell pencils.

Clint: I have a very doleful, pitiful look.

Travis: Yeah.

Griffin: [laughs]

Clint: That I have—

Travis: I've seen it, yeah.

Justin: Yeah.

Clint: I have cultivated. Yeah.

Justin: He was born with it. [wheezes]

Griffin: Yeah.

Clint: And so, yeah that's primo facie plan number one. Yeah.

Griffin: Right.

Travis: Yeah.

Justin: Okay, so Dad has no back-up plan.

Clint: None whatsoever.

Justin: It's all up to you all. Maximumfun.org/join. Please.

Griffin: Only you can fight the cryptic Ironton Pencil Man.

Clint: [snorts]

Griffin: It's— We can't loose him upon the world, maximumfun.org/join, thank you all so much and we'll see you next week.