

## The Adventure Zone Versus Dracula – Episode 12

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**Griffin:** Hey everybody, before we get into the quest, and boy howdy... what a tale we've woven for you this week.

**Clint:** [snorts]

**Griffin:** I don't—

**Travis:** Phwoar!

**Griffin:** I do not know what episode you're going to hear after we immediately speak, but I'm sure there'll be lots of hijinks.

**Clint:** I know it's good.

**Travis:** They're all great, yeah.

**Clint:** Oh, it's good.

**Griffin:** Yeah, it's all good stuff. We wanted to tell you that it's the last week of the MaxFunDrive. Last couple days actually of the MaxFunDrive, when you are hearing this, and we sure could use your help in making this show and other shows like it by going to [maximumfun.org/join](https://maximumfun.org/join).

When you do that, you get to pick the shows that you listen to, where you want your contributions to go to, you can pick the pledge level that works for you, and... And help us out in a major way.

We've been able to grow and do more stuff and hire people to help us make the shows and make them better, all because of the support that we get from the MaxFunDrive.

**Travis:** And there's a lot of different levels to choose from, there's rewards for those levels. We have put out a bunch of like bonus stuff because we've hit certain goals, and we'll tell you all about that, but right now just consider doing your support while you're thinking about it. Going to [maximumfun.org/join](https://maximumfun.org/join), knocking it out, getting it done.

**Griffin:** Bang it out, [chuckles] with the MaxFunDrive. Just— At just five bucks a month, you get access to over 600 hours of bonus content, so much good stuff in there. Dad, you wanna tell 'em what we did for *TAZ* this year?

**Clint:** [giggles] We did... A bonus episode... where I found out just how truly evil my sons are.

**Travis:** What?

**Clint:** Yeah. I—

**Griffin:** That's not nice, that's not fair or true.

**Clint:** Well, I didn't—

**Travis:** We built a fairly enjoyable Plato's Rave—

**Clint:** Yes.

**Travis:** — RPG one-shot for you.

**Clint:** Yes.

**Griffin:** Yes.

**Clint:** That's true. And I was happy and very cool with it, and then I heard the bonus content where you revealed your insidious plans.

**Griffin:** Oh yes.

**Clint:** And I wish I didn't.

**Travis:** Insidious, okay.

**Griffin:** Yes, if you listen to the *MBMBaM* bonus episode, you'll hear us build our Plato's Rave one-shot.

**Clint:** [giggles]

**Griffin:** In which we devise all the diabolical traps that our dad stumbled into, without fail. So exciting. So again that link, one last time, [maximumfun.org/join](http://maximumfun.org/join). Thank you, enjoy the episode.

[*Versus Dracula* intro theme music plays]

**Dracula:** Dear diary...

Not really feelin' like journalling today. And yet, as an immortal, I find my memory is in a state of constant peril. I know too well the pain of forgetting that which is most important to you.

If only I'd been a better steward of my memories, my grand design would not have been necessary. Oh well, if ifs and butts were candies and nuts, am I right? Is that long enough? I think so. Talk to you later.

[theme music plays]

**Justin:** It for some reason makes me feel bad that Drac— It makes me feel better about myself that Dracula also ticks off meaningless chores—

**Travis:** Yeah.

**Justin:** — that he gave himself.

**Griffin:** Yeah.

**Justin:** Just so he can feel like—

**Travis:** Man, self-care is weird sometimes.

**Justin:** — a good person.

**Travis:** I'd also like to imagine he just wrote "T-T-Y-L."

**Griffin:** Yeah.

**Clint:** [chuckles]

**Travis:** Yeah.

**Justin:** I never—

**Griffin:** He... There's a lot of emoticons in Dracula's diary that I don't know how to read out loud. So, I mostly omit them, but go ahead and imagine that he uses a lot of them.

**Justin:** It's also I've never really thought about immortality and memory together. The idea that no matter how— Like that you would see something truly heinous or something truly awful would happen to you, and your first thought would be like, "Well, this is gonna take a while to shake." [chuckles]

**Travis:** Yeah.

**Justin:** Like, "This one's gonna stick with me at least a hundred years."

**Griffin:** Yeah, Juice. And that's a— That's one of the many dark colors I have on my palette right now.

**Clint & Justin:** [laughs]

**Griffin:** And that I'm painting with in *The Adventure Zone Versus Dracula*.

**Travis:** Hey, but don't bring Dad down, Justin.

**Griffin:** Alright.

**Travis:** Because while we three are working.

**Griffin:** Yeah.

**Travis:** Party Dad is ready to go.

**Clint:** Okay.

**Justin:** Oh yeah.

**Griffin:** That's true, I hate to spoil the fuckin' poolside mood that Dad is trying to establish with his beverage choices today.

**Clint:** I didn't—

**Travis:** It's 9:40am, by the way, just in case—

**Justin:** It's 9:40am, Tuesday, the year of our Lord, 2024.

**Clint:** I've been drinking Celsius, I've been getting these Celsiuses 'cause it gives you energy and it tastes good.

**Travis:** Yeah, you're young, you're hip, I get it.

**Clint:** I do that in the mornings.

**Travis:** Dad—

**Clint:** So, I grab one out of the—

**Justin:** Dad, can I stop you there actually, before you go any further?

**Clint:** Yeah.

**Justin:** You're not a coffee drinker, and honestly the escalation to Celsius isn't okay.

**Griffin:** It's— It worries me, it concerns me a little bit.

**Justin:** It is— That is like you are going straight to the hard stuff from nothing, but—

**Travis:** We're gonna cut back to dad sippin' like a Monster energy drink.

**Justin:** [laughs]

**Travis:** And doing like a kickflip 720 or some shit.

**Griffin:** Taking his trucker pills.

**Justin:** "Sorry I— Sorry I'm late for the court date, I had to stop by the Flying J and get some fucking Bumblebees."

**Clint:** [laughs]

**Griffin:** [smacks his chair]

**Justin:** "Get some trucker speed." [laughs] "To get through."

**Clint:** Well, I actually, I grabbed a White Claw instead of a Celsius.

**Justin:** Yeah. [cackles]

**Griffin:** Yeah.

**Justin:** Dad's going to work—

**Clint:** At 9:40 in the morning.

**Griffin:** That is so wild. I decided very recently—

**Justin:** It's morning already, Dad has never been a drinker whatsoever, so this is weird— This is a weird choice.

**Travis:** And he's not— He's not continuing to drink it either. [chuckles]

**Griffin:** No.

**Travis:** He opened it up, he took a sip, he wasn't like, "Well, in for a penny, in for a pound," and slammed it.

**Griffin:** I have definite— I usually have a sparkling water with a dinner meal. I have substituted a White Claw in there when the La Croixs run dry, and it's— I don't feel bad about it.

**Justin:** White Claw like at dinnertime?

**Clint:** [wheezes]

**Justin:** Like that's not like— That's a perfectly normal thing to do? Like why would that be—?

**Griffin:** I guess I think of it as a poolside— Anyway.

**Justin:** [giggles]

**Griffin:** Let's play *Dungeons & Dragons*.

**Clint:** [laughs]

**Justin:** "Sometimes I'll have a pizza."

**Travis:** Yeah! "Sometimes I'll have a beer with dinner! I'm so rockstar!"

**Justin:** "I'm sort of a— Yeah, if I'm eating pizza, I'll drink a whole Coca-Cola!"

**Clint:** [chuckles]

**Griffin:** [laughs]

**Justin:** "Some squash hits right down."

**Travis:** "Eyyyy!"

**Griffin:** Oh man, okay. The Were-House has... calmed down.

[calm piano music plays]

**Griffin:** All around you, animalistic employees are sweeping up broken glass, carting away a... big dead horse body.

**Clint:** No no no no, not yet.

**Griffin:** Oh, okay. As they are carting away the big dead horse body, puppet Phileaux runs over and...

**Brother Phileaux:** Wait. Wait.

**Clint:** And casts Spare the Dying.

**Griffin:** [chuckles] Okay. Read me that spell description please.

**Clint:** "You touch a living creature that has zero hit points."

**Griffin:** Yeah.

**Clint:** "Creature becomes stable. The spell has no effect on undead or constructs."

**Griffin:** Okay. How— This horse was half-devoured by a werewolf. So when you bring him back—

**Justin:** Which half? [laughs]

**Travis:** Good question.

**Griffin:** The—

**Travis:** Was it 50% in one fell swoop? Or like chunks?

**Griffin:** If a horse wore pants, would it— No.

**Travis:** Equally.

**Griffin:** No, it is its bottom half, and so when you bring him back, he looks—

**Clint:** He's a mantaur.

**Griffin:** Yeah, he looks down and he looks up, and he just kinda gives a thumbs up, and he's like [neighs appreciatively], and they bring him away.

And as you do that, DJ Thumbs looks up at you with tears in his eyes, and he gives you a little hug. He's very, very happy. And then he hands you his business card, because he does weddings and bah mitzvahs and parties. And so if you need— If you ever do need a DJ for any of those events.

**Travis:** I told him I was gonna hire him for my wedding.

**Clint:** Oh, that's true.

**Griffin:** Okay, he gives you one too. That's true. He— This is a good networking opportunity for him. You see, as things kind of calm down, the



dust, the muck in the peace font waters below the dancefloor have settled, and the vibe here has sort of relaxed a bit.

And The... The Wolf Man takes you up to his office. The weretiger is there too, kind of like licking his wounds and trying to— He's got like a couple of wet wipes that he's trying to get sort of the acid off.

**Travis:** Using Tiger Balm.

**Griffin:** Using Tiger Balm, that's very good, Travis.

**Clint:** Ohhh.

**Griffin:** Thank you so much. The Wolf Man leads you over to his desk, and he leans down underneath it, and he pulls up a few rolls of parchment which he sort of very quickly looks through and he slaps one down on his desk and spreads it out.

**Travis:** Sorry Griffin, real quick, before we get into Wolf Man narration.

**Griffin:** Yeah sure.

**Travis:** Did we already accomplish all of the rebitings and unbitings and everything? Did I bite Mr. Mistoffelees gently on the shoulder? Has everybody been—?

**Griffin:** We can do that one after this.

**Travis:** Okay.

**Griffin:** If you'd like Mr. Mistoffelees sticking around.

**Travis:** I would like it to be do— I mean—

**Griffin:** You know.

**Travis:** I want it to be— I wanna give it its time.

**Griffin:** Yeah, sure. I want him— It's gonna be an intimate...

**Travis:** I don't—

**Griffin:** Sexy moment, and I think we gotta really give it the space it needs, which—

**Travis:** I don't think it has to be sexy and intimate, Griffin.

**Griffin:** On this show?!

**Travis:** Okay.

**Griffin:** We give sexy moments time to breathe.

**Travis:** Yeah.

**Clint:** [giggles]

**Griffin:** The parchment he has spread out is a map of Engrave. And on it you can see sort of the features that you are familiar with, that you have explored. You see the Stranglemire, the Ungentle Wood, you see Lumineaux of course at the heart of it.

He points to the northern cape of this peninsula, where Dracula's keep is built, and as you are well aware at this point, you see that it is surrounded on all of its sort of, you know, land sides by the unpassable Stranglemire. He says...

**The Wolf Man:** I'm not tellin' you anything you don't already know, but this... is what you're lookin' for. You wanna k— You wanna stop Dracula... You do it at his keep. Now as you can see, there's a lot of unpleasant stuff surrounding it, vis a vis a swamp that if you get in it, you die.

**Crawford:** Mm-hmm. Yeah.

**The Wolf Man:** What a lot of people don't know is that before Engrave got as... nasty as it is now, there used to be an iron mine operation.

**Griffin:** And he slaps down a bit of like onion skin parchment on top of the northern cape, and when he does so you can see a network of tunnels that sort of pass all through the Stranglemire, all around, one of which you can see it sort of ends just beyond the borders of the Stranglemire to the north, nearby the keep. He says—

**The Wolf Man:** If you're lookin' for a way north that doesn't go through the Stranglemire, you go underneath it. If you do that, you'll be able to get to Dracula's castle. Not— Again, I'm not gonna sugar-coat it, it's not the safest route. Okay.

**Crawford:** Safer than the swamp though, that like swallows you up and strangles you.

**The Wolf Man:** The swamp that if you step in it, you die?

**Crawford:** Yeah.

**The Wolf Man:** Yes, it's safer than the swamp that when you step in it, you die.

**Crawford:** Okay.

**The Wolf Man:** But not much safer. You see the Cult of the Buried Blood, they operate out of those tunnels. And they've sealed off all the entrances, I don't know how they're gettin' in and out of those things, but it's how they move around all of Engrave sort of unchecked.

**Crawford:** So it's possible to step in the tunnels and not immediately die?

**The Wolf Man:** Yes.

**Crawford:** Okay.

**The Wolf Man:** Sorry, I thought we were— I thought I had established that. Yeah, no you won't immediately die in the tunnels.

**Crawford:** Yeah no, I'm just establi— I'm establishin' a sort of like a slidin' scale.

**The Wolf Man:** Yeah. Now—

**Crawford:** You know, to see where we're at.

**The Wolf Man:** You won't immediately die.

**Crawford:** Okay.

**The Wolf Man:** You will die eventually—

**Crawford:** We all will.

**The Wolf Man:** — when the Cult of the Buried Blood finds out that you're down in their zone. Now, all the entrances are sealed off, but there is one entrance that I bet those cult weirdos don't know about.

There's a quarry attached to the mine, and many, many, many years ago, it flooded. And if you find that quarry and find the entrance, you can get into that network of tunnels, and you don't have to worry about how those cultists are gettin' in and out.

It's flooded, like I mentioned, and that is— the bad part is that you'll have to go underwater to do that. I don't know if any of you are swimmers. You seem extremely buoyant, my wooden friend.

**Brother Phileaux:** [chuckles smugly]

**The Wolf Man:** But you will need to dive into the water of the Black Lagoon.

**Crawford:** Okay, Black Lagoon, sounds lovely. Now Chester. Let me ask you—

**The Wolf Man:** Please, call me Wolf Man. I don't like you very much.

**Crawford:** No, I understand that. Listen bud. For— Okay, can I just say? I tried to handle it pretty peacefully. And like—

**Griffin:** The tiger laughs while wiping acid off of his fur.

**Crawford:** I wa— I came up and was like, "Yeah, tell me where and then we'll leave." And you all popped off. You're the ones what tied me up. Right? So like.

**The Wolf Man:** Yeah.

**Crawford:** I came in and I said, "Hey, just give me information and we'll go," and you made it...

**The Wolf Man:** We all made a lot of mistakes in the last 30 minutes, I think we can all agree.

**Crawford:** But Dracula's your friend, right man?

**The Wolf Man:** Yeah. He's my best friend. Ha ha! Love that guy. He— The zany shit we've gotten into would fuckin' curl your toes, if you knew about even the half of it.

**Crawford:** So he—

**The Wolf Man:** One time I hit an old lady with my car, well Dracula's car, and she exploded! And it was fucking crazy! And that was just like a Thursday night!

**Lady Godwin:** Amazing.

**The Wolf Man:** [chuckles] Yeah.

**Lady Godwin:** That must've been so traumatic for you.

**The Wolf Man:** Nah, man. I mean I don't think it was a wereperson and so my conscience is fairly clear. And plus like, I don't know, Dracula doesn't like love the nasty stuff. I do, I'm a nasty fuckin' freak.

**Clint:** [laughs]

**The Wolf Man:** And so this huge old lady firework that she turned into—

**Lady Godwin:** Ooo.

**The Wolf Man:** — was fucking wild bud.

**Lady Godwin:** I wish I'd been there to see that.

**The Wolf Man:** Oh, you probably— You don't seem the type to have enjoyed a sight like that, my goodness.

**Lady Godwin:** No. Well, you'd be surprised. I've seen my fair share of nastiness.

**The Wolf Man:** Oh. [chuckles] Oh sure, yeah.

**Lady Godwin:** In this line of work.

**The Wolf Man:** Mm-hmm. The pudding they serve at the home.  
[chuckles] Yaow! Zinger!

**Clint:** [snorts]

**Lady Godwin:** [chuckles] Oh, you are a card.

**The Wolf Man:** I sure am.

**Crawford:** So like, how do you feel about your best friend hangin' out with Frankenstein? You cool— Is that a good group dynamic, the three of you?

**Griffin:** Give me an Insight check.

[sound of die rolling]

**Griffin:** All of you can roll that, if you— You're all looking.

**Travis:** 17 plus for, 21.

**Griffin:** Fuck, yeah.

[sound of die rolling]

**Justin:** 12.

[sound of die rolling]

**Griffin:** Mm-kay.

**Clint:** Mm, eight.

**Griffin:** Mutt, you clock him. You— He is— He has this sort of LMFAO persona that he is putting on, that is unflapping. When you mention how he feels about him hanging out with Frankenstein, it falters for just a second, and you catch it. He looks bummed out. But he recovers, and he says—

**The Wolf Man:** Franky is uh... Yeah, I mean he's got some big ideas, and you know, Dracula's... Uh, you know, Dracula's like— He's co— He's a complicated dude.

**Crawford:** Mm-hmm.

**The Wolf Man:** And um... [sighs] Look, I'm not telling you guys this because I think you can kill Dracula. But you do seem the determined sort, and so maybe... you might be able to stop him. I... He's the best. He's the best there ever was. Party fucking legend.

But he has changed a bit, in recent years, and... I'm not wild about it, and I do think Franky has somethin' to do with that. So, If y'all— If y'all can get in there and foil whatever nefarious plan he's got cooked up.

He'll be on some new shit and then in a century or so, I'm not worried about it. But I wouldn't tell you all this stuff if I thought you could actually kill kill Count Dracula.

**Crawford:** Sure.

**Lady Godwin:** What does he— What is he into that's so nefarious?

**The Wolf Man:** Man, I don't know. I don't know.

**Crawford:** Crypto scams?

**The Wolf Man:** Crypto-currency, NFTs, all that shit.

**Lady Godwin:** Are you quite sure you have nothing else useful to offer us?

**Griffin:** Um... [vocalizes in thought]

**Crawford:** Do you know anything about these?

**Travis:** And I hold up the bolts that we got when Dracula got dusted.

**Griffin:** Um... Make a... Lady Godwin, make a Persuasion check with advantage, for this— for the visual sort of reference.

[sound of die rolling]

**Justin:** A 20 and a...

[sound of die rolling]

**Justin:** 19.

**Travis:** Wow.

**Griffin:** He says...

**The Wolf Man:** Yeah, no surprise here, considering you're sporting a pair of 'em yourself. Those are Franky's design. Yeah, I mean Dracula seems very intent on... this technology and what it's capable of.

I said, "So you can, you know, make a groove tube in the air that people can jam out to whenever they want?," and he was like [imitating Dracula] "Oh, Wolf Man, you don't get it, you're so stupiiiiid." [normal] That kinda stuff.

**Lady Godwin:** Oh, why would he say such a thing?

**The Wolf Man:** [sighs] You'd have to ask him. [pause] I want my best friend back.

**Crawford:** Yeah.

**The Wolf Man:** I didn't say that, just kiddin'. Y'all should get out of here, it's late.

**Lady Godwin:** Thank you for having us, I very much appreciate it.

**The Wolf Man:** No problem. Don't ever, ever come back, please, thank you. Thank you so much.



**Lady Godwin:** I—

**Brother Phileaux:** Well, I did heal the mantaur though.

**Lady Godwin:** That was very tasteful, I meant to say.

**Griffin:** The werewolf that chomped his bottom half pops his head in the door and goes—

**Chomping Werewolf:** Yeah, it was tasteful! Bazoonga!

**Justin:** [wheezes]

**Clint:** [laughs]

**Griffin:** And then he runs away. Wolf Man says—

**The Wolf Man:** Do— It's late, do you guys have a place to stay tonight?

**Lady Godwin:** Oh.

**Brother Phileaux:** Hmm...

**Lady Godwin:** You know, I hadn't thought about it.

**The Wolf Man:** Well that sucks. Good luck out there.

**Clint:** [laughs]

**Griffin:** Okay. As you all make your way—

**Travis:** Sorry, Justin. You look like you wanna do something.

**Griffin:** Yeah.

**Travis:** Okay.

**Justin:** Is he coming with— Is The Wolf Man coming with us?

**Griffin:** No, fuck no. No fucking way.

**Justin:** Oh okay, well then we'll stay in his office for one second.

**Griffin:** Oh okay, cool.

**Lady Godwin:** There is one more matter, before we... conclude our work here. You... Ah, ah, ah... have been such a gracious host to us. But I do need one thing from you.

**The Wolf Man:** What's that?

**Lady Godwin:** Your, uh, last breath.

**Justin:** And then I take out Jennifer Meyers and I swing for the neck.

**Griffin:** I mean, turnabout is fair play, man. Go ahead and roll your attack.

**Clint:** [giggles]

[sound of die rolling]

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

**Griffin:** Oh my god!

**Clint:** Holy shit.

**Justin:** Plus six.

**Travis:** What?!

**Clint:** [laughs]

**Justin:** It's a 26.

**Travis:** If there ever was a time.

**Griffin:** [muffled] Oh, Wolf Man, no.

[sound of die rolling]

**Justin:** That's a eight and a one, that's 12 is the damage on that.

**Clint:** Is that a crit?

**Griffin:** Did you roll double? Double damage?

**Justin:** Okay.

[sound of die rolling]

**Justin:** So we got a 10 and a...

[sound of die rolling]

**Justin:** Five. Fifteen.

**Travis:** Plus the damage modifier.

**Justin:** Oh.

**Griffin:** Yeah yeah.

**Justin:** Okay.

**Griffin:** You...

**Travis:** What is that plus?

**Justin:** Well it's doing it auto-magically.

**Griffin:** Yeah.

**Justin:** So in the— in the roll.

**Travis:** Okay.

**Justin:** It's adding the modifier.

**Griffin:** You... catch him completely by surprise. You see his eyes open wide as the axe comes swinging down, and you bury it just above his

clavicle. He is knocked off of the chair and goes flying against the wall, where you can see he has a bunch of— the liquor license is framed up there, some pictures of him and Dracula hangin' out.

He smashes into it and they all come tumbling down around him. As that happens, the weretiger stands up from the couch and roars out loud. If you don't do something here, he's— it's gonna pop off again.

**Justin:** What do you— [chuckles] What do you mean? Something— So— What's gonna pop off? What are you talking about? [chuckles]

**Griffin:** The weretiger... You have not beheaded—

**Justin:** Right.

**Griffin:** The Wolf Man,

**Justin:** Right.

**Griffin:** You have hurt him very, very badly.

**Justin:** Yes. That is great news for me. I'm going to enter rage as a bonus action.

**Griffin:** Okay.

**Justin:** And then I'm going to take— You very kindly Griffin levelled us up to level five right before we began.

**Travis:** Mm-hmm.

**Justin:** Which for a barbarian means a second attack. So I'm gonna grab Jennifer Meyers out of his throat and swing one more time. I'm just so pissed off.

**Griffin:** Yeah, sure sure.

[sound of die rolling]

**Justin:** 24.

**Griffin:** Yeah, that 24 definitely hits.

**Clint:** [laughs]

**Justin:** That damage is...

[sound of die rolling]

**Justin:** 12 plus three, 15. Another 15.

**Griffin:** Jesus Christ. Yeah, I mean, yeah! I mean, yeah. H— Tell me what happens, 'cause that's enough.

**Justin:** I pull the axe back out and I swing one more time, and lop the head off, and it goes tumbling across the floor. And I look at Muttner and I say—

**Lady Godwin:** Help yourself to the teeth.

**Crawford:** Yeah.

**Lady Godwin:** And then walk out of the room.

**Crawford:** Yeah no, I'm gonna do that.

**Griffin:** Nope. Okay, hold on! You don't walk out of the room, sadly.

**Justin:** Run— Sorry, run out of the room.

**Griffin:** Okay.

**Justin:** Because of the tiger.

**Griffin:** You have the tiger between you and the door, so we're gonna roll initiative here because now we're in a— now we're fighting here.

**Justin:** Okay, but I did say that thing, and then I look at the tiger and I'm like—

**Griffin:** [chuckles]

**Lady Godwin:** I have no quarrel with you.

**Justin:** [wheezes]

**Griffin:** [cackles] [slaps his chair]

**Lady Godwin:** My account was with The Wolf Man!

**Justin:** [giggles]

**Griffin:** Okaaaay. Let's— Give me one minute please to—

**Travis:** 'Cause the weretiger's still pretty fucked up, right?

**Clint:** Yeah.

**Griffin:** Uh, the weretiger's still pretty fucked up.

**Clint:** He's still fucked up.

**Griffin:** Yeah, for sure.

**Justin:** Can we have a—

**Clint:** He was at the edge of death.

**Justin:** Can we have a chance to see if the weretiger— Can— Before we roll initiative, can we at least make sure that with the employ— his employer being dead, that he does wanna go ahead and pursue this career. Because that seems—

**Travis:** Especially as fucked up as he is.

**Justin:** [wheezes] It seems like maybe this is an opportunity for a career change right now.

**Griffin:** Roll initiative, and if you guys succeed in doing that, then absolutely.

**Justin:** Okay, that's fair.

**Griffin:** That can go that way.

**Justin:** That's fair.

**Griffin:** But [chuckles] you have just— You have just done one of the more sort of heinous acts that I think we've seen on *Adventure Zone*. Not unwarranted, he hit you with a car so hard you exploded.

**Justin:** Thank you.

**Griffin:** But this—

**Justin:** And then goofed about it.

**Griffin:** And goofed—

**Justin:** And the Mummy.

**Griffin:** Ragged on you pretty hard.

**Justin:** Yeah.

**Griffin:** For sure. I forgot— Juice, I'll be honest, I forgot who I was messing with when I was being The Wolf Man just there.

**Justin:** [chuckles] Oh okay, well.

**Griffin:** I forgot who Lady Godwin was for a second, and you have just reminded me starkly.

**Justin:** I guess you— I guess he found out.

**Griffin:** For sure.

**Justin:** I guess he found out.

**Travis:** Yeah, he did.

**Justin:** After the aforementioned fucking around.

**Griffin:** Yeah, absolutely. Okaaay. So, go ahead and give me those initiative rolls please.

[sound of die rolling]

**Justin:** I got a 20.

[sound of die rolling]

**Travis:** I got a nine.

[sound of die rolling]

**Clint:** I got a 14.

**Travis:** And even spread.

**Griffin:** Okay, 20, nine, and 14. Okay. He got an 11. So first up, who got the 20? Juice?

**Justin:** I did.

**Clint:** Yes.

**Griffin:** Yeah. Juice, you're first up to act. If you wanna try and disarm this situation, you certainly can try to.

**Justin:** I... pull my axe out of the— I feel like I swung so hard with the second one that Jennifer Meyers landed in the ground.

**Griffin:** Okay.

**Justin:** And I take a second, I take a beat. With my action, take a beat, pull it out, and just turn towards the weretiger.

**Lady Godwin:** You don't have to die here. But you will. If you continue pressing on.

**Justin:** And that's my Intimidation roll, so I'm gonna roll Intimidation.



**Griffin:** Yeah, don't you— You have advantage on that as a barbarian? You have some sort of extra flavor for...

**Justin:** Um...

[pause]

**Justin:** "You gain advantage on Strength checks and saving throws." And I have some resistances, but I don't think I do.

**Griffin:** Okay. Roll your Intimidation check, please.

[sound of die rolling]

**Justin:** [laughs]

**Griffin:** [cackles]

**Justin:** That is a critical failure.

**Griffin:** Yeah man, I mean, yeah man. That's a one that you've rolled. He... He doesn't let you finish your sentence. He is now—

**Justin:** Yeah, he is passionate.

**Griffin:** He is next up to act.

**Travis:** Phileaux.

**Clint:** No, he's not.

**Travis:** Phileaux's up next.

**Griffin:** Oh, okay. Then yes, Phileaux you are up next.

**Clint:** Phileaux is gonna try sort of the same thing. He's gonna step in front of the weretiger, he's going to take a hold of the crystal around his neck, which he used to blast the tiger with that Ray of Sickness.

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

**Clint:** That really fucked him up.

**Griffin:** Yeah, for sure.

**Clint:** And say...

**Justin:** I lost my rage, by the way.

**Clint:** Awww.

**Griffin:** Yeah, I guess you didn't attack, sure.

**Brother Phileaux:** Hello. Just to remind you, I really... really messed you up earlier. I am the one that has basically sent you teetering over the precipice of death. So, I— as my wonderful friend here just stated to you, you have the choice of standing down, and I would assume inheriting this club. I see no-one else in the inner circle here.

**Griffin:** Mm.

**Brother Phileaux:** And you would take over the club and be alive, as opposed to me blasting you again, and you urping up all over yourself.

**Lady Godwin:** Think about it, you could be the head honcho.

**Brother Phileaux:** Mm! Ho ho ho.

**Justin:** And I look— I've picked up Wolf Man's head.

**Griffin:** Yeah yeah yeah.

**Justin:** As I say that, like some head humor.

**Griffin:** Sure sure sure.

**Travis:** Classic.

**Griffin:** This sounds ult— There was some Persuasion mixed up in there. I think ultimately this is Intimidation. I will give you advantage on this for the crystal, he is not happy to see that. So... go ahead and give me

Intimidation with advantage. I think 15 or higher is what we're looking for here.

**Clint:** Okay.

**Griffin:** Tie, but this is a hectic situation.

[sound of die rolling]

**Clint:** [groans in defeat]

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

**Travis:** You have advantage.

**Clint:** Almost a 20.

**Travis:** Yeah.

**Griffin:** You get advantage.

**Travis:** Did you say a dirty 20?

[sound of die rolling]

**Griffin:** No it's a nine, and a two.

**Clint:** Jeez...

**Griffin:** Nooooo.

**Justin:** No, you're a puppet, Dad. [wheezes]

**Travis:** Yeah.

**Clint:** Well, that's true.

**Justin:** I mean— [chuckles]

**Griffin:** Okay. He is going to act now.

**Justin:** Even the most intimidating puppet—

**Clint:** Wait.

**Justin:** — which is of course Slappy [chuckles] from *Goosebumps*.

**Griffin:** [wheezes] [cackles]

**Travis:** Classic.

**Justin:** Is only so... scary, you know.

**Clint:** So, was that my only action?

**Travis:** Yes.

**Griffin:** I mean, talking is a free action, but I think if you try to make a check like that, it counts as an action, right? I think so.

**Clint:** Mm... Trav?

**Justin:** While you think— While you look into that, I'm just going to say how impressed I am that I pull—

**Griffin:** Yes, intimidating an opponent is a standard action.

**Justin:** I pulled the name of the dummy from *Goosebumps*. I have chills right now. [wheezes]

**Griffin:** I know Juice, that was huge for all of us.

**Justin:** [exhales heavily]

**Travis:** Yeah.

**Griffin:** The weretiger, he's going to leap forwards. He is going to multi-attack. First he is going to try to just swing a big claw at you, Phileaux. That is a 15 versus AC.

**Clint:** Hits.

**Justin:** Interesting priority of threats that the weretiger has settled on.  
[chuckles]

**Griffin:** That is...

**Justin:** Did that—

**Clint:** I'm the one that screwed him up.

**Travis:** Yeah, the Ray of Sickness.

**Justin:** That's true. True.

**Clint:** Yeah.

**Griffin:** Take eight points.

**Clint:** Mm-hmm.

**Griffin:** Of slashing damage and make a Strength saving throw for me.

**Clint:** What have I gotta hit?

[sound of die rolling]

**Griffin:** A 13 or higher. You got it.

**Clint:** 16.

**Griffin:** Okay, he tries to launch you away, but he is unsuccessful. Now he is going to take a swing at you, Lady Godwin.

**Justin:** Fair.

**Griffin:** That is a... 18 versus AC.

**Justin:** Yes, that'll hit.

**Griffin:** And he hits you for six points of slashing damage. You are up, Mutt.

**Travis:** I cast one of my brand-new spells.

**Griffin:** `Kay.

**Travis:** Ensnaring Strike.

**Griffin:** Yup.

**Travis:** And I am going to fire my heavy crossbow at him.

**Griffin:** Okay.

**Travis:** And that is...

[sound of die rolling]

**Travis:** What is that? A 17 to hit?

**Griffin:** That hits, yip.

**Travis:** So first is does 1d10 plus four, so eight points of damage.

**Griffin:** Okay.

**Travis:** And now he needs to make a, let's see... [pause] They need to make a Strength saving throw.

**Griffin:** Okay.

**Travis:** And beat a 15.

**Griffin:** They do not, that's 11.

**Travis:** Okay great, so he is restrained by magical vines, and... the target takes 1d6 piercing damage at the start of its turn.

**Griffin:** Okay.

**Travis:** And it is restrained by the vines.

**Griffin:** Cool.

**Travis:** And Mutt says—

**Crawford:** Now, you had two chances. With them, right? And I didn't— I thought we was done, and then she— But sorry man. I hope it's no bad blood, Tony. I hope we're cool, you seem fine.

**Griffin:** He is on the brink of... unconsciousness here. He is snared, you see vines that have sprouted magically from the gr— from the floor [chuckles] of this second story office. And they are holding him to the ground. He seems well and truly defeated. All of you make a Perception check for me, please.

**Travis:** I'm pretty good at that.

[sound of die rolling]

**Travis:** Yeah, 22.

[sound of die rolling]

**Justin:** 15.

[sound of die rolling]

**Clint:** 15.

**Griffin:** All of you clock, out of this big broken window that Mutt leapt through earlier, the employees that are cleaning up outside have stopped and are all looking in the window.

**Justin:** Uh-oh.

**Griffin:** Including the security guards that are here.

**Crawford:** So Tony, are we cool? If I let you down... will you tell them stand down, everything's cool? Or do I need to kill yah?

**Griffin:** Uh...

**Travis:** It's not— I'm not makin' a check, I'm just askin'.

**Griffin:** No, I mean I think in this situation, I will allow the check if you want to make a— Is this Intimidation again?

**Travis:** No. I'm just asking. I'm not mad at—

**Griffin:** Okay, if you're just asking then the answer is no, but if you want to put dice behind it, then...

**Justin:** [laughs]

**Crawford:** Okay.

**Griffin:** We can see if it works.

**Travis:** I guess it doesn't matter. Persuasion and Intimidation I have a zero in, but.

**Griffin:** Okay,

**Travis:** So, Intimidation.

[sound of die rolling]

**Travis:** No, that's a five.

**Griffin:** Un-fucking-believable. He roars at the top of his lungs, and security—

**Travis:** Okay, I use my second attack.

**Griffin:** Ho ho-kay.

**Travis:** That's a 10 plus nine, 19?

**Griffin:** Yeah that hit— Plus nine?! Jesus Christ!

**Travis:** Yeah, I'm a ranger.

**Griffin:** I guess so. Alright.



**Travis:** Four plus four, eight more points of damage.

**Griffin:** Yeah, he's— he goes down.

**Crawford:** Alright, we should go now.

**Travis:** I pull out my vampliers though and I do take The Wolf Man's teeth.

**Griffin:** Yeah, sure.

**Travis:** And you know what? The tiger's too. While I'm at it, you know what I mean? Just—

**Justin:** Okay, real quick. Is— Do I see anything of value? [wheezes]

**Griffin:** [wheezes]

**Travis:** Yeah.

**Griffin:** [laughs]

**Justin:** I just killed The Wolf Man, he's gotta have somethin' in his pockets, somethin'.

**Travis:** Does The Wolf Man got pockets?

**Justin:** Does Wolf Mans got pockets?

**Griffin:** Um, okay.

**Travis:** He's pr— He seems like he has some illegal cigars or something.

**Justin:** Something.

**Griffin:** So...

**Clint:** Any weapons? Anything?

**Travis:** Pictures of loved ones?

**Justin:** Yeah.

**Griffin:** Yeah, I mean he's got lots of pictures of him and his former pal, Dracula. I mean I guess every pal of his is now his former pal. [wheezes]

**Travis:** [laughs]

**Griffin:** His former pal. [laughs] Because you killed him dead.

**Justin:** It's okay Griffin, you made a big— They're immortal, he'll pop back up. Right?

**Griffin:** Not in— Man, not this— Man, I would say—!

**Justin:** It's not all of 'em?

**Griffin:** Not this one!

**Justin:** It's just Dracula? Okay.

**Clint:** Well, I got a question.

**Justin:** [chuckles]

**Clint:** Did The Wolf Man change forms when he was beheaded? Did he revert?

**Justin:** Oh yeah, good question.

**Clint:** I mean, he was Wolf Man. Did he not change back into a person?

**Griffin:** The op— I'll be honest, Dad, the optics of that re so rough, I'm gonna say no.

**Justin:** [wheezes]

**Griffin:** He is...

**Justin:** [laughs]

**Griffin:** Yeah. Okay, so give me—

**Clint:** I'm gonna do an Investigation check.

**Griffin:** Okay, guys. I will say, if you wanna do this you can do this. It— Bad checks here are going to mean slowness, meaning you are going to— the squad is going to roll up.

I wanna establish the stakes, 'cause we're having a lot of fun here, but you guys are in a place of business, and you just killed two people in it. Not that they didn't entirely have it comin', but you are not going to be immune to the consequences of that in the middle of this werewolf nightclub.

**Justin:** I want everybody to do their— I'm trying to tell anybody how to do their business. I feel very strongly that we should be leaving.  
[wheezes]

**Travis:** Yeah, I—

**Justin:** We should go.

**Travis:** Yeah, I'm taking the teeth—

**Justin:** Personally.

**Travis:** — and going. We got the information we needed, Wolf Man weretiger down. I'm gonna nibble on Mr. Mistoffelees on my way out.

**Griffin:** Give me—

**Justin:** Yeah.

**Travis:** Little love tap.

**Justin:** Sorry, I should've let you—

**Travis:** That's cool.

**Griffin:** Give me—

**Justin:** You'll have to grab— We can't go out by the— We're gonna have to go out the back door that there is.

**Travis:** Yeah.

**Griffin:** There is a back door.

**Justin:** Yeah.

**Griffin:** That is where... Mutt came in. Okay, you pop the— you pop The Wolf Man's teeth out. And... you all make a break for the back door. Give me, hmm... Give me, I will say, you all— I don't have the map pulled up, but the stairs go down basically right to where the cats were playing poker.

You see Mr. Mistoffelees down there, he is scooping up some of the goldfish into his bowl. It looks like when things popped off earlier, the first time things popped off, the cats here kinda scattered. And he is sort of collecting everyone's winnings.

You... Make— I want all of you to either make an Acrobatics check, as you sort of make a beeline for the door, or an Athletics check. Either sort of sprinting or jumping over the table or railing or whatever, I will give you your choice of these two things because there is a crowd of enemies sort of coming around the long way around the middle of this building.

**Justin:** Okay. My Acrobatics check, here it comes.

[sound of die rolling]

**Justin:** That's a five plus two, seven.

[sound of die rolling]

**Justin:** Should be fine.

**Travis:** I got a 16.

[sound of die rolling]

**Griffin:** Okay.

**Clint:** I got a 10.

**Griffin:** Mutt, you are first down the stairs. [chuckles] And Mr. Mistoffelees says—

**Mr. Mistoffelees:** What is going on?! Sounds like quite a fracas up there.

**Crawford:** Sorry bud, I wish we had more time for this.

**Travis:** And I dip him and nibble his shoulder.

**Griffin:** [wheezes] Okay. Yeah, he will allow that. With a 16 Acrobatics check you get down there in enough time to move this along. He says—

**Mr. Mistoffelees:** Oh wow! Okay! Goodness! Alright.

**Griffin:** As you do that. [chuckles] Mutt.

**Travis:** Yeah?

**Justin:** [snorts]

**Griffin:** Your senses are... [chuckles] spirited away. And you are no longer standing in the back of this nightclub called The Were-House.

**Justin:** I just watched Griffin's face go from, "Do I have to do this, for consistency's sake?" And then, "Yeah, I guess I do have to do this for consistency's sake. Okay."

**Griffin:** You are surrounded... on all sides... by dripping... red. For a moment, you think... this is Hell.

[quiet ambient roar sound plays]

**Griffin:** Or this is some bloody remains of a battlefield, what am I doing here? And then you realize that the red that is dripping is marinara sauce. And you see standing in front of you a big, round, orange cat. And... you piece it together. You're standing in the Plane of Lasagna. This big... rascally orange cat in front of you smiles and says...

**Orange Cat:** Do you wanna live deliciously?

**Travis:** [chuckles]

**Crawford:** Aw, man. Aw, bud. I wish I could say yes man, but I'm more of a dog person.

**Orange Cat:** Whatever.

**Griffin:** He lays down and just starts eating lasagna out of the ground.  
[imitates eating noises]

**Travis:** Okay.

**Griffin:** You are spirited back to the back room, and you feel the werekitty curse has lifted.

**Mr. Mistoffelees:** Did you see Ga— Did you see him?

**Crawford:** Yeah. Yeah, I did, man. He was eatin' the planet?

**Mr. Mistoffelees:** You should go.

**Crawford:** Yeah. Yeah yeah yeah. We're gonna scoot.

**Griffin:** Okay. With your all's rolls, you are able to make it out of the back room. I'm gonna say, who had the slowest roll there? [vocalizes in thought]

**Justin:** It was me, I had a seven.

**Griffin:** Seven, make a Dexterity saving throw for me. They are gonna take some pot shots.

[sound of die rolling]

**Griffin:** At you, specifically, as you—

**Justin:** 17 plus two, 19.

**Griffin:** Okay, yip. As you all throw open that back door and sprint out, you dodge a salvo of crossbow bolts that come in your direction, and you make your way out into the woods. I think you all are going to have to sort of dead sprint away from this situation, to try and get out of it.

**Travis:** Yeah, that's fine.

**Griffin:** However, you are in the middle of the Ungentle Wood at night, being pursued by many werewolves, and werereatures or different stripes. I guess Mutt, you're probably leading the charge on this. What are you doing to kind of—

**Clint:** I—

**Griffin:** Yeah yeah yeah.

**Clint:** I have something I would like to do before we... completely split.

**Griffin:** Uh, okay.

**Clint:** Can I do that?

**Griffin:** Depends on—

**Clint:** I have a spell to cast.

**Griffin:** Depends on what it— Okay.

**Clint:** I have a spell to cast.

**Griffin:** `Kay.

**Clint:** I cast Magic Mouth on the door that we just went through.

**Griffin:** Okay.

**Clint:** And implant a message within that door, and the trigger will be if somebody approaches the door.

**Griffin:** I mean instantly, as soon as Lady Godwin goes through it, she is pursued by not a bear, but several werewolves and a gorilla.

**Clint:** Right.

**Griffin:** And uh, yeah.

**Clint:** Alright, and the door will say, because it's Magic Mouth, it announces— It makes an announcement, it makes a statement.

**Griffin:** Okay, what's it say?

**Clint:** It says... [imitating The Wolf Man] "Hey everybody, it's alright! Let 'em go! We're cool! We're cool!"

**Justin:** Yeah.

**Griffin:** [muffled] Okaaaay.

**Justin:** Gotta do it.

**Griffin:** [chuckles]

**Justin:** Gotta try. Gotta try.

**Griffin:** [muffled] Yeah man, for sure. [normal] This— So this is coming from the door of The Wolf Man's office.

**Clint:** Yeah.

**Griffin:** Okay. Okay, great. I think this is gonna be a Deception check. I think that it is very, very clever, and so I will grant you advantage on it.

**Clint:** Why is it a Deception check when it's a spell I cast?

**Griffin:** Oh, because The Wolf Man's been beheaded, and so what you're—

**Travis:** So the spell works.

**Justin:** [laughs]

**Griffin:** The spell works, but you are—



**Clint:** Ah, I see.

**Griffin:** — coming up with a lie.

**Clint:** Okay.

**Griffin:** That anyone who was looking in the window, you know, a minute ago knows is definitely not fuckin' true. They just saw Mutt pick up The Wolf Man's head and pull his teeth out, so. Go ahead and give me a Deception check with advantage.

[sound of die rolling]

**Clint:** Well, that's not gonna do it, that's a seven.

**Travis:** Mm-hmm.

[sound of die rolling]

**Clint:** And that's an 11.

**Griffin:** Okay. I— Listen. You all are able to get away, right? I think what this gambit does is give you a little bit more breathing room, right? With an 11, I will say that most of the crew here doubles back, and goes to check the office.

But you all are definitely still being pursued at sort of sprinting speed, through the woods at night. It's just gonna be a little bit easier than it was otherwise. So first of all, Mutt, what are you doing to sort of—

**Clint:** I have three words left in my message.

**Griffin:** Okay, go ahead.

**Clint:** "Ouch! My head!"

**Justin:** Wow.

**Griffin:** [chuckles] Okay, cool. Mutt.

**Travis:** As soon as we hit the... edge of the forest.

**Griffin:** [quietly] Mm-hmm.

**Travis:** Um...

**Griffin:** You're not— Sorry, sorry. No. Like you are— This is a big forest, you are being chased through it.

**Travis:** No no no, I mean like 'cause it was a clearing.

**Griffin:** Going into the forest, right, got it.

**Travis:** When we enter the forest.

**Griffin:** Yeah yeah yeah.

**Travis:** I am going to... cast Summon Beast, which is a new spell, thank you.

**Griffin:** Cool.

**Travis:** I'm gonna make a little spiritual Sloppy.

**Griffin:** [chuckles] Okay.

**Travis:** He's never been very religious.

**Griffin:** Yeah yeah yeah.

**Travis:** But I would say Sloppy's pretty spiritual.

**Griffin:** Yeah.

**Travis:** And I'm gonna have him... run off in the opposite direction, while we stop and hide.

**Griffin:** Okay. Cool. I like that. I think that— First of all, where's Lady Aggie? This is a slow dog.

**Justin:** Just Aggie.

**Griffin:** You left Agg— You're right, sorry. You left Aggie at the other side of the clearing. You are— You may have some trou— No, we can say that you ran towards Lady Aggie.

**Travis:** No, I— This is the same exit. We went out the back exit.

**Griffin:** Yes yes yes yes yes yes, you're right.

**Travis:** This is where she would be.

**Griffin:** You're 100% right. Okay. So... this is— This is going to help you all. I need a group Stealth check here if this is what you are doing, trying to hide and wait for the... you know, wercreatures to pass by. And we will take the highest roll on this. That is the advantage I will grant you for this action.

[sound of die rolling]

**Travis:** Okay, I got a 14.

**Griffin:** Okay.

[sound of die rolling]

**Clint:** Mm. Six for me.

**Justin:** On a Stealth check?

**Travis & Griffin:** [simultaneously] Yeah.

**Justin:** [clicks tongue in thought]

[sound of die rolling]

**Griffin:** I will roll a Perception check.

**Justin:** That's a seven plus two, nine.

**Griffin:** Okay... I'm contesting this with... What did you get Trav? A 14?

**Travis:** I got a 14.

**Griffin:** Okay. You watch as several now torch-wielding werepeople go sprinting around. There are a couple of close brushes where they walk very close to the ditch that you all have taken up hiding in. But after laying there for about 15 minutes or so, things quiet down, and the figures retreat back to The Were-House.

**Travis:** I give a little tongue click to let Aggie know that everything's safe. [clicks his tongue]

**Griffin:** `Kay.

**Travis:** So she comes, sauntering up.

**Crawford:** I got bit by a cat, girl. I was like a werecat for a second.

**Aggie:** [growls]

**Crawford:** No, not anymore.

**Aggie:** [barks quietly]

**Crawford:** Here, smell.

**Aggie:** [sniffs loudly]

**Crawford:** See?

**Aggie:** [growls affirmatively]

**Crawford:** Well, anything good happen out here, or?

**Aggie:** [growls]

**Griffin:** Um, the dog can't talk, what are you doing?

**Travis:** Yeah, I don't know, why— You started doin' it.

**Griffin:** No, you started doing it!

**Travis:** No you were responding to me!

**Clint:** [laughs]

**Griffin:** Okay.

**Justin:** What a wonderful world you've created. [wheezes]

**Clint:** [chuckles]

[dramatic piano transition music plays]

**Travis:** Alright everybody, we're interrupting again. I promise—

**Griffin:** Sorry!

**Justin:** [imitates announcement beeps]

**Travis:** We'll let you get back to the hijinks and adventure and, I don't know, emotional moments? Whatever?

**Griffin:** Definitely.

**Travis:** None of that matters right now because I'm talking.

**Griffin:** [giggles]

**Travis:** And I'm talking about the Maximum Fun MaxFunDrive. It's the time of year, once a year, where we come to you for two weeks and say, "Hey, do you like the shows that we make? Do you wanna support us financially? Great, thank you.

Go to [maximumfun.org/join](http://maximumfun.org/join). You pick a level that works for you, you commit to that level for once a month support, bing bang boom, we get to keep making the stuff that we like to make and that you like to hear."

**Griffin:** Yeah.

**Travis:** And we've been doing this now for, let's see. *My Brother, My Brother & Me* has been doing it for 14 years, *TAZ* has been doing it for 10?

**Griffin:** This is our tenth, yes.

**Travis:** Yeah, and so we've only been able to do it that long and grow the way that we have, and put it out more consistently and with higher quality because of the support that listeners have shown us over the years. And so, you know, this is that time of year and there's only a few days left.

So maybe you are already a Max Fun member, thank you so much if that's the case. But maybe this is the year that you've decided you want to up that donation and move to the next level. You can do that now.

Or maybe you're already a member, but you're not quite ready to move up to the next level, but you do wanna kick in an extra few bucks a month. You can do that too by boosting.

**Griffin:** Hell yeah.

**Travis:** All these things and more. You can also commit and just do a full year up front and pay for it all at once, instead of having to do the monthly.

**Griffin:** That's great.

**Travis:** That works as well. All of those things count to our total, all of those things support our show. It's also a great time to tell people about the show, share it on whatever social media you still use.

**Griffin:** Yes.

**Travis:** And—

**Griffin:** It's— I know that list is getting slim, and guys, Jesse said we have to get a million.

**Travis:** Yeah.

**Clint:** Yeah. [sighs]

**Griffin:** New members.

**Clint:** Pffffft.

**Travis:** He said a million or we lose the community rec center.

**Justin:** Oh.

**Griffin:** [giggles] Yeah.

**Clint:** Yeah, so.

**Griffin:** And that's where I play ping pong with Dad.

**Clint:** So yeah.

**Travis:** That's where I play ping pong and I'm learning to breakdance.

**Griffin:** Yeah.

**Clint:** So kids, we're gonna put on a show.

**Travis:** [gasps]

**Griffin:** [chuckles] Yeah.

**Clint:** So, you know.

**Griffin:** It's this show that you're listening to.

**Travis:** Yeah, we're doing it.

**Griffin:** We're doing it now. Dad, do you wanna tell the folks at home what they can expect if they become a member at just five bucks a month.

**Clint:** Five bucks a month is the Max Fun hi-fiver. You get immediate access to what is probably our most popular thank you gift. Like over 600 hours of bonus content from all our shows.

And I mean we're talking about extra episodes, exclusive music, special videos. You get one feed that has it all, and you can customize another feed to include only your favorites.

Now for 10 bucks a month it's friends of the family, so you get the letter press Max Fun membership card, all the bonus content.

**Griffin:** Beautiful— Be-autiful membership card.

**Clint:** And one of 40 enamel pins. There pins are so amazing, and you— Lovingly created by Maret Bondaroo and it— You will—

**Travis:** Each one is themed to a different Max Fun show that you can pick from.

**Clint:** Exactly, yeah.

**Griffin:** Yes.

**Clint:** So, you know the— That's just kind of the starting point of this.

**Griffin:** Super sharp too, these pins. We've gotten certain guarantees that the pin sharp part of these, like the needle part of the pin.

**Clint:** Oh.

**Griffin:** Sharp as hell.

**Clint:** Ninjas could use 'em.

**Travis:** Yeah.

**Griffin:** Yes.

**Travis:** Yeah, you could pop out so many balloons with this, oh my god.

**Clint:** Mm-hmm.

**Griffin:** No problem. At \$20 a month, there's— Now the path diverges. Now there is a split in the wood.



**Clint:** Now you gotta make a choice, yeah.

**Griffin:** Now you have to choose.

**Clint:** You can either get a really cool Max Fun bucket hat, which is— [chuckles] which is extremely cool, to keep you cool. Or also we've got a really cool games on the go, and it's like this rollout game board. I just got mine yesterday, with all these playing pieces. You can play chess on it, play checkers on it, it's—

**Griffin:** It's also a bandana. A bandana, this one.

**Clint:** It's also a bandana!

**Griffin:** If you wanted to rock that.

**Clint:** When could you ever get a game board you could wear on your head? Or around your neck?

**Travis:** Without looking weird.

**Clint:** Yeah.

**Griffin:** Yeah exactly, you'd look like a clown.

**Travis:** Yeah.

**Griffin:** No matter what level you are able to support us... we appreciate you, because we are able to do this show, you know, weekly now because have hired an editor, Rachel, who also does incredible work with the sound of this show.

I feel like the show has improved dramatically since we were able to hire Rachel, and that is only something that we have been able to do because of the support we've gotten in the MaxFunDrive in the past, and hopefully this year too.

The ad market for podcasts and a lot of [chuckles] different media sort of avenues has really crumbled over the last couple of months and—

**Travis:** A bit of a dustbowl.

**Griffin:** A bit of a dustbowl.

**Clint:** Mm-hmm.

**Travis:** One might say. Maybe it was over farmed. We didn't rotate our crops.

**Griffin:** [wheezes] Listen, listen.

**Clint:** Yeah.

**Griffin:** We're not here to talk about the sustainability of the podcast advertising market. That's their problem.

**Clint:** Yeah.

**Griffin:** And by "their" I mean I guess the business people.

**Clint:** Everybody else's.

**Travis:** And the people who don't have supporters like Max Fun does.

**Griffin:** Exactly.

**Clint:** And agronomists.

**Griffin:** Yes.

**Clint:** You know, that's their problem.

**Griffin:** Agronomists, get out there and start— You've been slacking for too long. We are only able to do this show, and do it the way we do it, at the level we want to, with the consistency we're able to do it, because of y'all.

And so I ask if you like this show, and the work that we do has any kind of meaning whatsoever in your life, you can support it and help us make it so directly by going to [maximumfun.org/join](https://maximumfun.org/join).

Thank you all very, very much, and here's the rest of the episode. We'll be back right at the end, to talk to you one more time.

[twinkling piano music plays]

**Griffin:** It is late, you all have had a big day. You can't remember the last time you all felt this tired. It's easily 3am by the time that the situation [chuckles] here calms down. But you are able to catch your breath a little bit.

**Travis:** And I'm good at foraging.

**Griffin:** Yeah, so I guess like what do you all do? What is— What's your priority here? If you don't get some rest, you all are going to start accruing exhaustion, which is not something that you really want in *D&D*.

**Travis:** I make a Muttner surprise, which is—

**Griffin:** Are you all setting up camp? Are you... Like what are you— Like where are you—

**Justin:** Are we far enough away where it feels safe, I guess would be the question.

**Griffin:** I mean, if you all want to make a Survival check to try and like determine that.

**Travis:** Yeah, I'll do that.

**Griffin:** Then— Or a Perception check I would also allow.

**Travis:** Boop, boop, boop. Here we go.

[sound of die rolling]

**Travis:** Uh... 13. Wait, hold on, I have...

**Griffin:** Advantage, yes.

**Travis:** Yes.

[sound of die rolling]

**Travis:** Oh okay, well the 13 is still higher than my nat one.

**Griffin:** Uh... The other two wanna make a Perception or Survival check? Just trying to find like—

**Clint:** We can try.

**Griffin:** — a safe place to set up camp for the night.

[sound of die rolling]

**Justin:** Oh man, I got a four.

[sound of die rolling]

**Clint:** How about a zero?

**Justin:** Yeah.

**Clint:** I got a zero.

**Griffin:** I've never seen that before, Mac. [chuckles quietly]

**Clint:** Yip. Minus one on Wisdom.

**Griffin:** Okay.

**Clint:** And I rolled a one.

**Griffin:** With a—

**Justin:** Yeah, we have abso— I had a four, Dad and I have absolutely no idea.

**Griffin:** No idea, okay.

**Clint:** Phileaux bursts into flames.

**Griffin:** Yeah.

**Justin:** Right. [laughs] He like—

**Travis & Griffin:** [chuckle]

**Griffin:** Phileaux—

**Justin:** He looks—

**Clint:** Wow!

**Griffin:** Phileaux walks over to a big mound and says, “This looks good!” and it’s like a fire ant hill.

**Travis:** Mm-hmm.

**Brother Phileaux:** Here. Here’s your campfire.

**Griffin:** With a 13, you find a spot that looks pretty good. You don’t— It is not the like... How safe does Mutt usually like to be whenever he is like doing this?

**Travis:** I mean, safe.

**Griffin:** Right.

**Travis:** Like covered on three sides with a roof, ideally, you know what I mean?

**Griffin:** Right.

**Travis:** At least.

**Griffin:** I think that you know you are in the middle of the Ungentle Wood and that if werereatures come looking for you, it’s not out of the realm of possibilities that someone could find you.

But you find like a... You find like a cliff face here that you can kinda post up in, and at least have some like something at your back, just to have like for surround—

**Travis:** And I like dig down.

**Griffin:** Sure.

**Travis:** To build the fire below the level.

**Griffin:** Yeah.

**Travis:** So it's harder to see further off.

**Griffin:** Okay. I mean, all of this is taking you all more time, but you are able to set up a camp here that you feel pretty good about. Um... What do you all do? You have a beat here. If you... you know, wanna tell me how you are sort of spending your downtime here. I imagine a long rest will be part of it.

**Travis:** Well one, I forage to make Muttner Surprise.

**Griffin:** Okay.

**Travis:** Which is just whatever you could find, you put it in a stew.

**Griffin:** Roll a Survival check for me for that.

[sound of die rolling]

**Travis:** 12 plus 7, 19 plus...

[sound of die rolling]

**Travis:** Two, so 21 total.

**Griffin:** Jesus, okay. I mean with a 21 total, you find a Wholefoods that is open. In the middle of the woods.

**Clint:** [chuckles]

**Travis:** That's what I'm going for.

**Griffin:** And you— It's like a... It's like *Top Chef* in there.

**Travis:** Amazing.

**Griffin:** You just go crazy. You come back with lobster and foie gras, and... lingonberries.

**Crawford:** Surprise!

**Griffin:** [laughs] It is a surprise. Okay, yeah I mean that's a good nummy meal, that's gonna help you all out with the recovery here.

**Travis:** I also string the new teeth onto the string of teeth that I keep in my bag.

**Griffin:** How many teeth do you have on there?

**Travis:** It's for— A gentleman never asks—

**Griffin:** Sounds like two—

**Travis:** — and a lady never tells.

**Griffin:** Yeah, okay, fine. Alright. Lady Godwin, how are you doing? 'Cause you have just—

**Justin:** Yeah, I'm just sit— I'm sitting and looking at the fire.

**Lady Godwin:** You know it's funny. The other ladies, they tried to warn me. That seeking out vengeance when I obtained it would not be the satisfying experience that I had been hoping for, that it wouldn't bring me the closure that I sou— seek.

**Brother Phileaux:** And?

**Crawford:** Yeah?

**Brother Phileaux:** And?

**Lady Godwin:** They were wrong.

**Crawford:** Oh, cool!

**Clint:** [laughs]

**Lady Godwin:** I feel... half-better.

**Crawford:** Oh, okay.

**Lady Godwin:** There were two, it was Dracula and The Wolf Man, and I set out to smite them, to bring them down, to end their life.

**Crawford:** Uh-huh.

**Lady Godwin:** And now I feel like half of that is done and I feel half-better than I did before. I'm extremely excited to kill Dracula.

**Crawford:** Yeah. Oh, I could've told you that, man. Muttners have been murdered a lot, and— But we've also then murdered back a lot. It's cool man, yeah.

**Lady Godwin:** Oh, revenge does get a bad rap, doesn't it!

**Griffin:** [wheezes]

**Crawford:** It's— What's nice is I like closin' that chapter, you know what I mean? 'Cause it's like, "Welp, that's done," and then a big check mark, you know what I mean?

**Lady Godwin:** You know, I hear— The— When one goes seeking out revengance, dig two graves. That's what they say.

**Crawford:** Uh-huh.

**Brother Phileaux:** Oh, uh...

**Lady Godwin:** But I like digging graves!

**Crawford:** Yeah. Exactly, man.

**Lady Godwin:** It's— I—

**Griffin:** [cackles]



**Brother Phileaux:** But...

**Lady Godwin:** I dug two graves. So one is for Dracula.

**Crawford:** Uh-huh.

**Lady Godwin:** And the other is for The Wolf Man. I—

**Crawford:** And maybe a smaller one for The Wolf Man's head, you know what I mean? Over here.

**Lady Godwin:** Oh, isn't that funny.

**Crawford:** Yeah.

**Lady Godwin:** I hadn't even thought of that.

**Crawford:** You don't wanna put 'em together, what if they like [makes wet slurping noises] back together, you know what I mean?

**Lady Godwin:** That is so well-observed.

**Crawford:** Yeah, you gotta— Sometimes monsters'll do that, where you'll like cut 'em apart and then they're like [makes wet splat noises] back together, you gotta be careful with that shit.

But I find it— People talk about feeling better like, "Oh, it's gonna give you good feelings," which maybe it does or maybe you're not worried about it anymore. But I just like it being done, you know?

**Lady Godwin:** Mm.

**Crawford:** Just a finished task that's one last thing on the list.

**Lady Godwin:** I'm excited to think about other things, honestly.

**Crawford:** Yeah!

**Lady Godwin:** My hobbies, I have other interests. I have, frankly, I haven't attended to my finances for some years. I should revisit that, to look into my business affairs, my social contact, all of it.

It's been absolutely consuming. Perhaps the greatest tragedy, the greatest wrong done to me by Wolf Man, God rest his soul, and Dracula is all the time I've had to waste coming to kill them.

**Crawford:** Yeah.

**Brother Phileaux:** Mm-hmm, yes.

**Lady Godwin:** It's quite exhausting.

**Crawford:** Laborious.

**Brother Phileaux:** Absolutely.

**Lady Godwin:** Laborious is the word.

**Brother Phileaux:** Yes. You are a hero. You are definitely. Although biblically speaking.

**Lady Godwin:** Mm.

**Crawford:** Oh, here he goes.

**Brother Phileaux:** "Vengeance is mine, sayeth the Lord," but you do you.

**Lady Godwin:** He wor—

**Brother Phileaux:** You do you.

**Lady Godwin:** He works.

**Brother Phileaux:** Lady G.

**Lady Godwin:** In mysterious ways.

**Brother Phileaux:** Yes.

**Crawford:** Yeah, maybe Lady G was the tool that the Lord used to smite.

**Lady Godwin:** Mm.

**Brother Phileaux:** Absolutely.

**Crawford:** Vengeance is mine—

**Lady Godwin:** What do you—

**Crawford:** — and I'm letting you borrow it for the day.

**Brother Phileaux:** I'm a big believer in determinism, yes.

**Lady Godwin:** Lord.

**Brother Phileaux:** Yes, I agree. Yes.

**Lady Godwin:** "Lord Jesus, why didn't you kill The Wolf Man, and why did you make the fair Lady Godwin do it?"

"Well, I sent Lady Godwin to do the vengeance for me."

**Crawford:** There you go.

**Lady Godwin:** "Cause I'm extremely busy."

**Crawford:** Because I would say that if the Lord didn't want like didn't want Lady Godwin to kill The Wolf Man, he could've done some pre-vengeance and killed The Wolf Man before he exploded her body.

**Brother Phileaux:** Hold on.

**Lady Godwin:** Could God have made a Wolf Man so dead that I— even I couldn't kill him.

**Crawford:** There you go.

**Lady Godwin:** Perhaps.

**Brother Phileaux:** Hold on.

**Lady Godwin:** Perhaps!

**Brother Phileaux:** Hold on one second, let me check. [mutters] Lord, is this cool?

**Lady Godwin:** Mm.

**Brother Phileaux:** Okay! God's cool with it—

**Lady Godwin:** Blasphemy!

**Griffin:** Make aaaa Religion—

**Lady Godwin:** Blasphemy!

**Griffin:** Make a Religion check for me, please.

**Clint:** Oh. Religion check.

**Griffin:** Brother Phileaux.

**Clint:** I...

[sound of die rolling]

**Clint:** How does a— Well that's a nine.

**Griffin:** Okay, with a nine, you just hear [shouts] "No!."

**Justin:** [wheezes]

**Brother Phileaux:** Mm, it was a little— I had a little trouble understanding, but it— I— it doesn't sound like it's bad.

**Lady Godwin:** We have to just keep our hearts open.

**Crawford:** Yes.

**Brother Phileaux:** Yes.

**Lady Godwin:** Keep looking for the truth, wherever— However this God of yours, whatever he or she or they might feel, I suppose we should have to—

**Crawford:** Or it!

**Lady Godwin:** Or it.

**Brother Phileaux:** It, yes.

**Lady Godwin:** Ohhhh.

**Crawford:** Mm, maybe God was the friends we made along the way.

**Lady Godwin:** Oh, isn't that funny.

**Brother Phileaux:** I think it—

**Lady Godwin:** Did you come up with that?

**Crawford:** Yes, I did.

**Brother Phileaux:** If you think about it for a minute, your name is Godwin.

**Crawford:** Yeah.

**Brother Phileaux:** God wins! God wins!

**Crawford:** Aw yeah, man!

**Lady Godwin:** What a great day. Congratulations Judeo-Christian God.

**Crawford:** God's not dead but The Wolf Man is.

**Clint, Griffin & Justin:** [cackle]

**Griffin:** So you all get saved.

**Clint:** [laughs]

**Justin:** We rededicate our lives—

**Travis:** Yeah.

**Justin:** — to the Lord, Jesus Christ.

**Griffin:** Okay.

**Crawford:** Now have some lobster and foie gras stew.

**Travis:** [chuckles]

**Griffin:** [chuckles] You— Yeah.

**Justin:** Listen I—

**Griffin:** Not a bad way for this night to end.

[music stops]

**Justin:** A message to the people that are maybe offended by this sort of Christian humor. If you didn't want us to make so many jokes about Jesus, you shouldn't have let us learn so much about it when we were little kids.

**Travis:** [chuckles] Yeah, that's true.

**Justin:** 'Cause that's basically all we learned about.

**Travis:** You gave us all the clues, Mr Policeman.

**Justin:** [laughs] You told us that— You told us all of it. People were just handing that stuff out at Sunday School, you don't think about the repercussions. [laughs]

**Travis:** [laughs] Of givin' it to some goobers.

**Griffin:** Yeah.

**Justin:** Givin' us goobers.

[piano music fades back in]

[faint crackling fire sound effects play]

**Griffin:** So you all I assume settle in for a long rest here.

**Clint:** Yes.

**Travis:** I am going to, one more time, before I go to sleep, do... Where is it here? Beast Sense.

**Griffin:** Yes, tragically you did swap out your Alarm spell.

**Travis:** Yeah.

**Griffin:** Which of all the times that that would've come in handy, I would say this is probably one of them. That just turned green.

**Travis:** And on Aggie, so she can keep guard and we can rest. But that only lasts an hour, but.

**Griffin:** Okay. Well, I'm not sure that that's gonna do a ton, but...

**Travis:** If somebody sneaks up on us before it runs out.

**Justin:** Better than a kick in the throat.

**Travis:** Well yeah.

**Griffin:** Sure sure. Okay. You all go in for a long rest. You are—

**Clint:** Before we go in for the long rest.

**Griffin:** Yeah yeah yeah.

**Clint:** I am going to... do two actions.

**Griffin:** Okay.

**Clint:** Because I still have an infusion I can create before I have a long rest, 'cause I'm allowed to do two at a time.

**Griffin:** Oh.

**Clint:** I'm going to cast Enhanced Defense on Lady Godwin's clothing.

**Griffin:** Okay.

**Clint:** Which means the— Lady Godwin gets a +1 bonus to armor class while wearing that clothing.

**Griffin:** Okay, cool.

**Clint:** And the bonus increases to +2 when I reach 10<sup>th</sup> level, but I'm not there yet.

**Travis:** Well, how long are we gonna sleep?

**Griffin:** You sleep for six years.

**Clint:** [chuckles] And then I am also going to create an Experimental Elixir.

**Griffin:** Okay.

**Clint:** That's the one where—

**Griffin:** You're just sorta checkin' off all of your slots before you—

**Clint:** Yeah.

**Griffin:** Okay.

**Clint:** And then when we get up in the morning, I'm gonna do 'em both again.

**Griffin:** Wow, okay, cool.

**Clint:** 'Cause after a long rest, I get 'em. So Experimental, this is the one where I roll a d6, and whatever that number is, we add that elixir to our... inventory.

**Griffin:** Okay. I do just wanna establish you can't make another infusion in the morning, you have all three spoken for at this point. So you would need to remove some of them in order to create more.



**Travis:** I just realized too that I don't need magic to do shit, I have like stuff. So I'm going to use some rope and like—

**Griffin:** Okay.

**Travis:** — my hunting trap.

**Griffin:** Sure, yeah yeah yeah yeah.

**Travis:** And some different equipment and shit, to like make some alarms and some catches and—

**Griffin:** Okay, why don't you work on that with a survival check, you can add your proficiency bonus to that. And we'll see— What did you get on your d6, Dad?

[sound of die rolling]

**Clint:** Okay. A five. And that is... Flight.

**Griffin:** [chuckles] Okay.

**Clint:** The drinker gains a flying speed of 10 feet for 10 minutes.

**Travis:** Ooo-la-la.

**Griffin:** Great. I love that. Okay, so mark that in your inventory.

**Clint:** I am.

**Griffin:** With a 19 on that Survival check, you are able to—

**Travis:** Plus two, 21.

**Griffin:** Plus two, a 21. You are able to set up a perimeter around your sort of like cliff face campsite here that you feel pretty secure if something tries to come through here, you will know about it. Okay. If that is all of the business, you all settle in for a long rest.

That is different for you now, Brother Phileaux. In your puppet form, you are inactive and motionless when you rest, and you appear inert but you are not unconscious when you rest. This is the Sentry's Rest feature that you have. And you can see and hear as normal.

So as you are sort of motionless and just kind of like idly watching this scene around you, keeping an eye out, a figure appears next to you by the campfire. And you see Abraham Van Helsing.

[harpsichord music plays]

**Griffin:** Sitting next to you. And he says...

**Abraham Van Helsing:** I must admit, you handled yourself... very well back there. The Wolf Man has been a quarry of my own for some time, and you all— [chuckles] You all handled him with ease, it seems. I mean, it seems like the big lady did most of the work. But...

**Brother Phileaux:** Um, well, I mean yes. Well, I— Lady Godwin did quite a bit, but I also contributed with my acid and my, you know, giving them a really bad, you know, flu. So you know, six of one, half a dozen of the other. And that helped!

**Abraham Van Helsing:** Your—

**Brother Phileaux:** That helped, you know, polish off the weretiger too.

**Abraham Van Helsing:** Your understanding of the physical sciences are impressive, Phileaux. I may have misjudged you. I apologize for my part in making that encounter more difficult than perhaps it needed to be.

**Brother Phileaux:** I know, I know. Brother Van Helsing, I have absolutely no ill-feelings. I understand your concerns. You would like to have this form back and I would love for that to happen. I am giving you my vow that if it is at all possible for me to vacate this little wooden body, I will give it back to you gladly.

**Abraham Van Helsing:** I am— [sighs] I appreciate this. I... am not quite sure how this works, this... This process, it exceeds even my considerable scientific expertise. But I suppose our interests are aligned, and... if you

would like, perhaps I could be more of assistance to you than a hinderance in the future.

I... may not be able to help you with blade or fist, but my mind is still sharp. I can lend you my expertise where it is applicable. But if I do this for you, I... I want you to... Someone in your profession is well-acquainted with oaths, I assume?

**Brother Phileaux:** Uh, well I as— Yes.

**Abraham Van Helsing:** I—

**Brother Phileaux:** I am very well, yes.

**Abraham Van Helsing:** If you vow to me not to waiver from your goal to slay Dracula, for once and for all, then I will... I will aid you however I can.

**Brother Phileaux:** Hmm. Uh, well, to be honest with you. That's not entirely my goal. My goal is... somewhat different from the others. I am here to aid them, and I am all in favor of doing whatever I can, but my purpose in coming to Lumineaux is to find a cure for the Turbo Cardinal.

And if... if I have to sway off that to kill Dracula, I... I don't know if I can make that commitment. I would be happy to kill him! If before that I can find the cure for the vampirism of the Turbo Cardinal. I just want to be upfront. You know, I have found with disembodied spirits, it's best to be honest.

**Griffin:** You can tell that you are not telling him what he wanted to hear, but as you sort of talk about like having a kind of like medical purpose here, you do sway him a bit.

Why don't you make a Persuasion check with advantage here for me. He was really looking for an oath from you, but in lieu of that, I think the reasoning that you have given him is— I think he would find it quite strong.

[sound of die rolling]

**Clint:** Okay. Well that's a nat 20.

**Griffin:** Okay.

**Travis:** Well hell yeah.

**Justin:** Wow.

**Griffin:** He says...

**Abraham Van Helsing:** [chuckles] Perhaps I let my own search for vengeance... cloud my judgment. You know, they say if you go out looking for—

**Justin:** [snorts]

**Abraham Van Helsing:** — revenge, you should dig two graves.

**Brother Phileaux:** I've never heard that before.

**Abraham Van Helsing:** Yes. I—

**Brother Phileaux:** Is that a new thing? Is that something—

**Abraham Van Helsing:** I just came up with it.

**Brother Phileaux:** Did you really? Van Helsing-tology.

**Abraham Van Helsing:** Right off the top.

**Brother Phileaux:** That is remarkable.

**Abraham Van Helsing:** Okay. [sighs] In times of need, I shall vow to you that I will help you however I can.

**Griffin:** And he looks down at the fire and in a flicker of firelight he vanishes. You are going to inherit the Lucky trait, Brother Phileaux. When rolling a one on and attack or a check or a saving throw, you reroll the dice and take the new result. And that will be moments in which Abraham Van Helsing, famed vampire hunter and physician, will come to your aid.

[harpsicord music fades out]

**Clint:** Wonderful. I love it!

**Griffin:** Make a Perception check for me.

[sound of die rolling]

**Clint:** That's an 18.

**Griffin:** Wow. You hear it.

[dramatic piano music fades in]

**Griffin:** You hear the sounds of branches snapping and dry leaves crunching before you see the... sort of tripwire alarm system that Mutt set up begins to rattle and shake, and I will also say that this awakens you Mutt, and Lady Godwin you can give me a Perce— [chuckles] Perception check if you'd like to see if it also wakes you up.

[sound of die rolling]

**Justin:** Got a two, good night! [wheezes]

**Griffin:** Yeah, you are fuckin' sleepy, dude.

**Travis:** You've had a big day!

**Griffin:** You had a big, big day.

**Travis:** You had a big day, champ.

**Griffin:** The tripwire alarm goes off, but you don't see what has set it off.

**Travis:** Oh no.

**Crawford:** Invisible Man?!

**Griffin:** Are you up? Are you awake? Are you—

**Travis:** Oh, fuck yeah, I'm up and awake.

**Griffin:** Okay.

**Travis:** I'm one beat away from firing wildly into the darkness.

**Griffin:** I mean, you... don't hear anything, except for the rattling of your tripwire system here, and more sort of crunching of leaves. But you certainly don't see anything sort of entangled in your trap.

**Travis:** Okay, I'm looking for footprints, disturbed branches, anything I can see, just scanning where the sound's coming from and trying to pinpoint this bastard.

**Griffin:** Sure, give me a... Give me a Perception check.

[sound of die rolling]

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

**Griffin:** Holy shit man!

**Justin:** Whoa.

**Travis:** 27.

**Griffin:** You see... I mean, a human-shaped outline in the tripwires. You see so clearly where the Invisible Man is. Some of the cans that you were using had some, you know, fluid left over inside of them. They splatter and you can see him.

**Travis:** I tackle him.

**Griffin:** You tackle him?

**Travis:** [growling aggressively] Yes!

**Griffin:** Okay. Make an attack roll for me.

[sound of die rolling]

**Travis:** It's a two.

**Griffin:** [slaps his chair from a distance]

**Travis:** Certainly, I must have advantage.

**Griffin:** No.

**Travis:** Okay.

**Griffin:** You dive forward, and at the last second, they disentangle from the tripwires and all you do— You grab forward and you can feel yourself grabbing onto a wrist. But you are just a hair too slow and they pull away as you get wrapped up in your own tripwire trap. You see... footsteps crunching—

**Travis:** When I touch that wrist, when I touch that wrist.

**Griffin:** Yeah?

**Travis:** I cast Hunter's Sense.

**Griffin:** Oh. Is that an action or a bonus action?

**Travis:** That is a bonus action.

**Griffin:** Okay. Alright. I will allow it. You mark him. But you are unable to keep with him, he goes sprinting off into the woods as you are entangled.

**Travis:** It tells me... Uh... If it has any damage immunities, resistances, or vulnerabilities, and what those are. And... as long as it is not hidden from divination magic.

**Griffin:** I mean, I think being invisible might do that, but I will check that out later. So we'll— We can resolve that next time. The Invisible Man gets away. But as you sort of untangle yourself from the trap, you look down in your hand and you realize you have ripped something off of their arm, as you grabbed them.

[theme music fades in]

**Griffin:** You see a small bracelet. Simply made. With string and... some beads on it. It is a friendship bracelet. And the beads have letters. And

you are able to read them. By the flickering firelight, you read the friendship bracelet. It says... "Chupacabra."

[outro theme music plays]

[ukulele chord]

Maximum Fun.  
A worker-owned network...  
Of artist-owned shows...  
Supported directly by you.

**Travis:** Wait wait wait! Come back! Come back! Don't leave! No please, don't leave! Because, yes, you've heard us talking about the support that you can give us, all the different ways that you can support the MaxFunDrive, but I also wanna tell you about some more stuff that you get. Because here at the McElroy Family Industries, where science and art connect.

**Griffin:** Yes.

**Travis:** We have done a couple of bonus goals for when the MaxFunDrive hits certain levels. At 3,000, when we hit that, we did our Fungalore hears your wishes live, which you can watch over at the McElroy Family YouTube channel. It, and I can't stress enough, it's not live now. Because it was live then.

**Griffin:** We already did it.

**Travis:** Right? That's how—

**Griffin:** I did— I do wanna say, when I was watching that stream, I was making myself a little salad. I'm getting choked up. And I couldn't open my bottle of ranch dressing.

**Clint:** Ooo.

**Griffin:** And so I asked Fungalore in the chat to help me open my bottle of ranch dressing. 10 seconds later, it was open.

**Travis:** That was true.



**Griffin:** So it's real, folks.

**Clint:** Yeah. This is real.

**Travis:** Well he doesn't grant— Okay. He doesn't grant the wishes, he just hears them.

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

**Travis:** 6,000 new and upgrading members, when we hit that we put out a bonus *Starfield— Monster Factory Starfield* that had Skuzz Lightyear in it.

**Griffin:** Gotta find out about Skuzz Lightyear.

**Travis:** We hit 9000 this weekend and we put up the wikiHow article that we wrote and illustrated.

**Griffin:** [giggles]

**Travis:** About how to—

**Travis:** Travis illustrated it, I do not want any credit for that please.

**Clint:** [laughs]

**Travis:** Yeah, no, no. I don't want— I wouldn't share it if you paid me. But that article about how to avoid talking to people you know in public. You can check that out now on the McElroy Family website.

And we are getting very close to 12,000, and at 12,000 new and upgrading members, we're gonna play the first level of *Celeste* with me, Justin, and Griffin each controlling one aspect of the game.

So usually move, jump, action. We each take one of those. As soon as— Like when we air that, we're hoping to be able to do that stream on Thursday, if we hit it.

**Griffin:** We'll see.

**Travis:** We hope— Yeah, well make sure you check—

**Griffin:** That's up to y'all. That's up to y'all now.

**Travis:** Check on the @mcelroyfamily Instagram to find out. And if we hit 15,000 new and upgrading members, then me and Griffin will watch *Avatar* for the first time, with Justin. And we'll record our real-time reactions and questions.

**Clint:** And we're talkin' the blue Na'avi version.

**Travis:** Yeah.

**Clint:** Right?

**Griffin:** That blue Na'avi version, correct.

**Clint:** Not airbender.

**Travis:** No no no.

**Griffin:** No, right.

**Travis:** And you'll be able to listen to that as a commentary track, with me and Griffin asking Justin what in the world is going on.

**Griffin:** Yeah.

**Travis:** One last thing, on Friday at 1pm Eastern time, we'll be hosting a pizza party live stream on our YouTube channel to celebrate the Drive and just kinda hang out.

All of those things you can find out about all of them at the mcelroy.family, or follow @mcelroyfamily on Instagram. It's all just a bunch of ways for us to say thank you for all the support, not just this year but every year since we started doing the MaxFunDrive.

**Clint:** And we really do appreciate you all, very, very much. You've made it possible for us to hang together and me not have to get up at 3:30 in the morning to do my job.

**Griffin:** I was gonna say 'cause— because of y'all, because of the MaxFunDrive, there's a direct [chuckles] correlation between the support we've gotten in the MaxFunDrive and the fact that our dad doesn't have to wake up at 3:30 to drive up Radio Mountain, country music TCR anymore.

**Clint:** [laughs]

**Griffin:** So thank you all so much for that. [Maximumfun.org/join](https://Maximumfun.org/join) is the link, and just a couple days left, so if you've been thinking about it, if you thought about it at all while we've been doing these breaks over the past couple of weeks, now's your chance. Thank you all so much.

**Travis:** Do your dance.

**Griffin:** Do your dance.

**Travis:** At the Space Jam.

**Griffin:** Yes.