

## The Adventure Zone Versus Dracula – Episode 14

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[opening theme music plays]

**Dracula:** Dear Diary...

A lot of people ask me, “Dracula, what’s the hardest part about being Dracula?” And they expect an obvious answer like, “It’s hard navigating the menu at the Olive Garden.” But I could not even comprehend the real answer, which is this.

It is such a pain in the ass to keep track of all the other Draculas.

[*Versus Dracula* theme music plays]

**Griffin:** A most unexpected twist has taken place, if I could pat my own back.

**Justin:** [snorts]

**Clint:** [chuckles]

**Griffin:** In that in the middle—

**Justin:** It’s wild, okay.

**Griffin:** — of reeling in—

**Clint:** “Dig me.”

**Griffin:** — this—

**Justin:** [chuckles] Yeah.

**Griffin:** — this big ass—

**Travis:** “Well guys, I done it again.”

**Clint:** [laughs]

**Griffin:** Well, from the twisted mind that brought you... You are in the middle of reeling in this great big fish.

**Travis:** A real big fish.

**Griffin:** A real big fish.

**Justin:** [sings]

**Griffin:** A real big monster fish, when all of a sudden, Lady Godwin, from a bag that one of you has left on shore— In fact it was, Mutt, it was one of your bags of supplies, moved of its own accord and from it sprung a Dracula head.

**Travis:** Mm.

**Griffin:** With bat wings.

**Travis:** Yeah.

**Griffin:** Growing out of the sides of it, flying at you and yelling “jumpscare.” You are supporting the weight of this fishing operation with both hands, Lady Godwin. This Dracula head is flying at you, what do you do?

**Justin:** Well, okay so you— I thought— Okay, to be fair, and I don’t wanna... I didn’t notice it. Like I roll— My last roll was that I did not—

**Griffin:** Oh, it jumped out to scream “jumpscare” at you, and flew in towards you.

**Justin:** Oh, okay.

**Griffin:** You have like a split second here to try and react.

**Justin:** I have one split second.

**Griffin:** Yeah.

**Justin:** I’m gonna try to headbutt it.

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

**Justin:** Unarmed strike?

**Griffin:** Yes, we will say it is an unarmed strike.

**Justin:** Oh.

**Clint:** It is a headed strike.

**Griffin:** That's a—

**Justin:** No, wait, hold on.

**Griffin:** True, that's a good point.

**Justin:** It... Was the Peeber glass or a can?

**Griffin:** Can, you shotgunned it, so there's no way that—

**Justin:** Yeah, that's right, I did clarify I shotgunned it. Okay, headbutt.

**Griffin:** Okay.

**Clint:** [snorts]

**Griffin:** Show me that roll.

[sound of die rolling]

**Justin:** 14.

**Griffin:** Uh... That is insufficient.

**Justin:** Blah.

**Griffin:** To hit Dracula. You try to headbutt this Dracula head and it manages to weave out of the way at the last second.

**Dracula:** Blah ha ha. Good ooone.

**Justin:** [giggles]

**Griffin:** He flies down and bites your forearm.

**Justin:** Agh! [wheezes]

**Griffin:** You take... three points of piercing damage and four points of necrotic damage from this bite. I also need you to roll a Constitution saving throw to see if you can continue holding the rope as you are attacked.

**Travis:** You got this.

[sound of die rolling]

**Travis:** Come on.

**Justin:** 15.

**Griffin:** 15, okay yeah. You manage to keep both hands on this rope, not giving away to the fish as you reel it in, but now Dracula's head is clamped onto your arm, and is not letting go, and it feels pretty bad. Make a Perception check for me, please.

**Travis:** To see how bad it hurts.

[sound of die rolling]

**Griffin:** See if you can perceive how it feels.

**Justin:** Three.

**Travis:** It hurts good.

**Griffin:** Three. It hurts pretty—

**Justin:** Okay.

**Griffin:** It doesn't feel good, yeah.

**Justin:** I'm gonna— So it bit me, I took the damage, I'm gonna bite it.

**Griffin:** Okay.

**Travis:** Mmm.

**Griffin:** Just gonna bite the Dracula right on its head.

**Justin:** So, I'm gonna bites the Dracula head. Fuck you.

**Clint:** [wheezes]

**Griffin:** Okay.

**Justin:** I can bite too.

**Griffin:** Make another unarmed attack roll.

[sound of die rolling]

**Griffin:** I will say— Okay.

**Justin:** 10.

**Griffin:** You just went ahead and did it. 10.

**Justin:** Well no, okay, go— You will say what? No, what were you gonna say—

**Griffin:** I'm gonna— I was going to say if you don't do a good job on this roll then I'm going to need you to roll another Con save to see if you can focus on—

**Justin:** Okay, then let me roll for real knowing that. I didn't roll it with intent.

**Griffin:** Ooookay.

**Justin:** Now I can roll it with intention. Okay, Griffin?

**Griffin:** Alright.

**Justin:** Now I can roll it with that intention. 19.

**Travis:** Dad, did you just turn on a spooky light?

**Clint:** Dad just turned on a scary blue light.

**Clint:** I'm inside a fish.

**Travis:** Ohhhhh.

**Justin:** Oh, okay.

**Griffin:** Oh, that's a very good thing.

**Justin:** I love that.

[sound of die rolling]

**Justin:** 19.

**Griffin:** I'm gonna say this is a hit, but I'm gonna make you roll a Con save anyway because I don't feel good about how that whole situation just went down between the two of us.

**Justin:** That seems very fair to me, Griffin. Very fair.

**Travis:** Yeah, hey, can I just say? That was very reasonable.

**Griffin:** Thank you so much, thank you.

**Justin:** Very reasonable, very reasonable. 18 plus five, 23 on that Con save.

**Griffin:** Yup, you keep on holdin' on. Okay.

**Justin:** Now I didn't roll damage.

**Griffin:** Yes. On your unarmed strike.

**Justin:** Bludgeoning?

[sound of die rolling]

**Justin:** Four.

**Griffin:** Mm, it's pi— we'll call it piercing.

**Justin:** Piercing? I mean I don't know.

**Griffin:** Okay, with a four, it— Where are you biting it? How do you bite it?

**Justin:** I'm frustrated. I wanna know— Okay, so here's somethin' that I need to know from you right now.

**Griffin:** Please.

**Justin:** I'm a little frustrated because I keep havin' to roll to see if I keep control of the fishing rod.

**Griffin:** Yeah.

**Justin:** And I'm purposely not using my hands.

**Griffin:** Sure sure sure.

**Justin:** So if I could— If I use my hands in my attack, I'll do much more damage.

**Griffin:** Sure.

**Justin:** But is it gonna be just the same roll again? Because I might as well be using weapons then.

**Griffin:** No, I mean if you let go of this rope with one of your hands, you are going to have to make new and exciting, much more difficult checks—

**Justin:** Saves you haven't thought of yet.

**Griffin:** — with disadvantage. Yes, right.

**Justin:** A Kansas City save.

**Travis:** Yeah.

**Griffin & Clint:** [laugh]

**Justin:** One of these new pony saves that's all the rage in San Francisco.

**Griffin:** It— So you're biting it just like right on the top of the head? Just right on its hair?

**Justin:** No, on its nose, obviously.

**Griffin:** On its nose.

**Justin:** Like Danny DeVito in *Batman Returns*.

**Travis:** Yeah, classic.

**Griffin:** Okay. You do that. You notice I think just with the biting of the nose, you notice that this is not like— The proportions of this Dracula head are actually quite small. It is not the size of a normal Dracula head, it seems like it's maybe even about half the size of a normal Dracula head.

**Justin:** Mm.

**Griffin:** Except for one part of it, which is considerably—

**Travis:** The dick. [chuckles]

**Griffin:** Larger. The di—

**Justin:** But it's dick.

**Griffin:** The head's dick. No. One of this Dracula's ears is normal size, and therefore it is sort of larger than the rest of it in proportion.

**Travis:** Oh my god.

**Justin:** Oh fuck. Okay. Okay.



**Griffin:** It disengages from you and is now going to fly over, in the direction of the boat. I feel like before we do more Dracula skit, we should continue resolving the fish that you are trying to reel in to catch. How are things going inside the fish, Brother Phileaux?

**Clint:** Just hangin' on for dear life. Both hands on the wheel.

**Griffin:** Okay.

**Clint:** I would say this.

**Travis:** Please.

**Griffin:** Please.

**Clint:** I mean there's not much else he can do, and— Could I do some sort of Perception check or Investigation check to look around? You said it was horrible in there—

**Griffin:** Yeah yeah yeah.

**Clint:** — and I have the light of my hat.

**Griffin:** Sure.

**Travis:** And the light of your heart.

**Justin:** Mm-hmm.

**Clint:** And the light of my heart.

**Griffin:** And the light of the Lord, yeah.

**Justin:** And the light is—

**Griffin:** Yeah sure, go ahead and roll—

**Clint:** [sings] "Turn on your hot light!"

**Griffin:** [chuckles] Roll a Perception check for me.

**Clint:** I'd rather do Investigation.

**Justin:** [laughs]

**Griffin:** I'm sure you would.

**Travis:** Now hold on, he—

**Griffin:** If you can tell me specifically what you are looking for, then I—

**Clint:** I'm just looking around. I'm just perceiving the interior of the fish.

**Griffin:** Okay, you heard it when you said it just there though, right?

**Justin:** [snorts]

**Griffin:** That you're perceiving?

**Clint:** Shit.

**Griffin:** And not investigating? Yeah.

**Clint:** Fine.

**Griffin:** Perception check please.

[sound of die rolling]

**Clint:** Well hell, that's five.

**Griffin:** No. On a five you perceive nothing. I will say that towards the back of this thing's mouth, you see, all of a sudden, Van Helsing [clicks] appear out of nowhere. And he says—

**Van Helsing:** He's close. I— Can you feel him like I can feel him?

**Brother Phileaux:** Um, him. I assume you mean Dracula?

**Van Helsing:** Yes, Dracula is... nearby.

**Brother Phileaux:** Yes.

**Van Helsing:** Got out all of this funny fish business.

**Brother Phileaux:** Yeah, well—

**Van Helsing:** It's time.

**Brother Phileaux:** Well, what do you want me to do, man?

**Van Helsing:** What I asked you to do is kill Dracula.

**Brother Phileaux:** I know! I know that, but I'm a little occupied right now. I'm holding on to dear life onto this sickle. You're talking to the wrong person. Talk to Lady G about reeling me in a little faster.

**Van Helsing:** [sighs] I exist in your head, but [sighs] just hurry.

**Griffin:** And he vanishes.

**Brother Phileaux:** Sure, fine.

**Griffin:** He's vanished.

**Brother Phileaux:** Yes, okay.

**Clint:** Okay! You know what? Um... [laughs] Alright. I am going to turn my body.

**Griffin:** Oh good.

**Clint:** And in little circles, to wrap the rope around me, so we have a reel going inside the fish.

**Griffin:** Okay, okay. So a sort of fortification of this—

**Travis:** A counter-reel, if you will.

**Clint:** Yeah.

**Griffin:** I like that.

**Justin:** Okay.

**Griffin:** This is going to be a check, I think... I mean I think it's just going to be a Strength check, right? Like this would be a pretty significant feat of strength in order for you to pull this off, while holding onto the sickle, so—

**Travis:** Especially considering like when I think of a marionette.

**Griffin:** Yeah.

**Travis:** I think muscly, big bulging arms.

**Griffin:** [chuckles] Yeah, sure.

**Justin:** Right.

**Griffin:** So give me a Strength check please.

**Clint:** Strength check.

**Griffin:** Yup.

**Clint:** And that would beee...

[sound of die rolling]

**Clint:** Well, it's a 12.

**Griffin:** A 12, okay. You are able to—

**Travis:** Respectable, Dad.

**Justin:** Yeah.

**Griffin:** You—

**Travis:** All things considered, respectable.

**Justin:** For you, a puppet.

**Griffin:** [chuckles]

**Justin:** Good.

**Clint:** [chuckles]

**Griffin:** You are able to do this. You feel a tug on the rope that makes you think that it has— it's a bit more secure.

[tense music plays]

[reel and line squeaking sound effects play]

**Griffin:** Using you as a fulcrum here inside of it. You also hear a pretty sickening crunching, grinding noise as this rope—

[wood creaking sound effect plays]

**Griffin:** — is starting to damage your wooden body that you have kind of put in the way of it. You are going to take six points of bludgeoning damage as this rope is crushing you. But Lady Godwin, you can feel from the shore, a little bit of extra leverage here.

**Justin:** Okay. So maybe pulling isn't—

**Clint:** So is my turn done? Is that it?

**Griffin:** Yes, I would say so.

**Clint:** Okay.

**Griffin:** We'll jump to you, Mutt, as you are struggling to get this boat going. I think you probably would've heard the Dracula head yelling "Jumpscare" also, so now you see this Dracula head, rather— somewhat small Dracula head with one normal sized larger ear, and he is flying in your direction, fangs bared. What do you do?

**Travis:** Um... I wanna start the boat?

**Griffin:** You're going to ignore the Dracula head and start the boat.

**Travis:** Well I think the best way to move out of the way would be...

**Griffin:** Sure.

**Travis:** With a motor.

**Griffin:** Yeah, okay. Go ahead and... give me a... We'll say survival check on this one. I'll give you advantage, because this is your second revving of this.

[sound of die rolling]

**Travis:** That's a 21 on the first one.

**Griffin:** Yeah. Yeah.

[sound of die rolling]

**Travis:** And a 25 on the second.

**Griffin:** Yes, absolutely, you rev the engine and you manage to get this boat going as it moves. You see that this Dracul head is not especially coordinated, 'cause it misses you by a pretty big margin as you move the boat, and I assume start heading back to shore?

**Travis:** Correct.

**Griffin:** Is that what you were attempting to do?

**Travis:** Yeah yeah.

**Griffin:** Okay. Anything else you are going to do? This Dracula head is going to basically reel and start flying back towards you with the boat in motion.

**Travis:** With just like a regular crossbow bolt.

**Griffin:** Yeah.

**Travis:** Not one of my silvery ones.

**Griffin:** Yeah.

**Travis:** I'm gonna take aim at a wing, and see if I can puncture it.

**Griffin:** Take aim at a wing and puncture it. Okay. I think that's cool, I think you are also piloting a motorboat. So I think this is either an attack with disadvantage, or an attack— a normal attack and then you have to see what happened with the boat you are also piloting. I'll give you the choice.

**Travis:** I'm gonna take disadvantage.

**Griffin:** Okay. Good choice.

**Travis:** I have a +9 to hit.

**Griffin:** Sure. We'll see what happens.

[sound of die rolling]

**Travis:** The first roll's an 18.

**Griffin:** That hits.

[sound of die rolling]

**Travis:** And the second one's a 21, so.

**Griffin:** Yes, okay. That is a hit. Roll damage.

[sound of die rolling]

**Travis:** That is 10 plus four, 14. Full damage.

**Griffin:** Fucking shit, man!

**Justin:** Wow.

**Griffin:** Okay. Yeah, you shoot a bolt at this tiny Dracula head, and I think you impress even yourself as you thread the needle. You see the

bolt shoot in and out one of its leathery wings, which are even smaller than the head itself, and as that happens, the head is going to splash down into the water.

**Travis:** And as a bonus action, a free action, I flip him off.

**Griffin:** Okay. Yeah, absolutely.

**Justin:** Good. Good.

**Griffin:** Make a Luck check for me please, Mutt.

**Travis:** It that for the flipping him off?

**Griffin:** Higher is better.

**Travis:** Okay.

**Griffin:** You're wan— I'm looking for a 10 or higher here.

[sound of die rolling]

**Griffin:** Or else things are gonna get a little bit more complicated.

**Travis:** 15!

**Griffin:** Okay, cool. The fish you see pivots for a second, almost like it was distracted by this new thing falling into the water, but it is tugged away from the Dracula head, which is now slowly sort of bobbing on the surface of the water. Lady Godwin, you just reeling?

**Justin:** Yeah.

**Griffin:** You just reeling this bad boy in?

**Justin:** Pulling as hard as I friggin' can.

**Griffin:** Okay, give me an Athletics check, please.

**Justin:** Should probably be Animal Handling. I should do it again.  
[wheezes] Don't you think?



[sound of die rolling]

**Griffin:** I mean, is fishing Animal Handling?

**Justin:** 13. I got a 13.

**Griffin:** Okay.

**Justin:** I mean it's Strength, I'm not handling an animal, I'm pulling up rope as hard as I can.

**Travis:** Yeah.

**Justin:** It's a 13.

**Griffin:** Okay. You manage—

**Travis:** If you were fish whispering to convince this thing to come in, I think that would be Animal Hand— “Hey, shh, come on. Come on.”

**Griffin:** Here's what a 13 will get you. You manage to pull this fish up out of the water towards the shore. You are... not able to yank it completely up onto land, but you have essentially run it aground. Its body runs almost the entire length of this dock that is built outside the boathouse.

Seeing this, Gordon Clearwater and his basketball wife Elizabeth are going to retreat back into the furthest reaches of this boathouse, sort of trying to take shelter. With that, the fish is going to open its mouth and try and expel you... Brother Phileaux.

Let's do a contested check here, I want a— just a Strength check, I think, as it— Actually, it would probably be Con for this thing, because...  
[chuckles] It's trying to remove a pathogen from its body, I think.

**Clint:** Okay. So.

**Griffin:** I got a 16. Give me a Strength check just to see if you can hold onto the hook good enough. You're trying to beat a 16.

[sound of die rolling]

**Clint:** Hoo hoo! 18.

**Griffin:** Good lord, okay. It tries to expel you, it is writhing around, but you manage to hold onto it. And just as you sort of pull it aground, Mutt, your boat pulls into the end of the dock. Let's roll initiative.

**Travis:** Okay. If you insist.

**Justin:** So—

[sound of die rolling]

**Griffin:** I must insist.

**Travis:** Okay.

**Clint:** Seven. Seven for Brother Phileaux.

[sound of die rolling]

**Justin:** 16 for me.

[sound of die rolling]

**Travis:** 18 for me.

**Griffin:** Uh... Okay. First in the order is Crawford Muttner. You pull your boat into shore, the Dracula head is starting to slowly sink from the surface where it's bobbing, down into the water.

You reach the end of the dock and the— this giant fangtooth fish is sort of running along the side of it, what do you do?

**Travis:** I am going to first cast Ensnaring Strike as a bonus action.

**Griffin:** Good choice.

**Travis:** On— As a level two spell, and then I'm going to shoot a crossbow at the fish.

**Griffin:** Can you link Ensnaring Strike for me?

**Travis:** Yes... I think. Can I?

**Griffin:** So Ensnaring Strike— These are two different actions, right?

**Travis:** Yes.

**Griffin:** So...

**Travis:** You have to succeed on a saving throw, after I hit.

**Griffin:** Or be rest—

**Travis:** After I hit you, so I have to hit first.

**Griffin:** "Next time you hit a creature with a weapon attack." Ah, okay I see, I understand. Okay, so go ahead and make your attack roll first.

[sound of die rolling]

**Travis:** 10 plus nine, a 19?

**Griffin:** That is a hit. Roll damage and then we'll do Ensnaring Strike.

[sound of die rolling]

**Travis:** Three plus four, seven.

**Griffin:** Okay.

**Travis:** And so then you're gonna make a—

**Griffin:** Strength saving throw.

**Travis:** — Strength saving throw. You gotta beat a 15.

**Griffin:** Right. Okay. Let's see how that goes. Strength save, this is a very good Strength save. Yeah, he rolled a 10 plus five, a 15.

**Travis:** Ties.

**Griffin:** So yes, the target succeeds on the save and the vines shrivel away. Next in the order is—

**Travis:** I have— I can attack twice.

**Griffin:** Oh you have multiple attacks, don't you? Yes, I apologize, Mr Big— Bog Pants Level 5 Ranger Boy.

**Travis:** So yeah. I— So I'm gonna shoot him again.

**Griffin:** Okay.

[sound of die rolling]

**Travis:** Nine plus nine, 18.

**Griffin:** Yes. But the Ensnaring Strike does not trigger again.

**Travis:** Correct, yes, that was—

[sound of die rolling]

**Griffin:** It's just the next time you hit.

**Travis:** Eight plus four, 12 damage.

**Griffin:** Okay. So you've done 19 damage total to this thing so far. Wow, okay.

**Travis:** Sick.

**Griffin:** Awesome. Next in the order is the fish. The fish is going to rear back its giant spiked tail and smash it into the dock you are standing on. He... definitely hits with a 20, and... Yeah, all of a sudden, you see the tail whip with unbelievable speed through like six of the posts that were holding up the end of this dock.

[splashing sound effect plays]

**Griffin:** And you fall into the water, Mutt. It is then going to... try and... Mm. It is going to rear to the side. You see one of the like giant spines on its back start to quiver, and it is going to shoot in your direction, Lady Godwin, actually.

**Justin:** Yeah.

**Griffin:** That is a... 14 versus AC.

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

**Griffin:** Okay.

**Justin:** That hits.

**Griffin:** That hits.

**Justin:** A tie hits?

**Griffin:** You— Yes.

**Justin:** Yes.

**Griffin:** You take 11 points of piercing damage as this giant spine—

**Justin:** Ooph.

**Griffin:** — buries itself in your shoulder. At this point the fishing is more or less done, the rope has gone slack as you have pulled this thing almost to shore. And so I'm not gonna make you roll a Con save or anything like that. It is your turn next though, Lady Godwin.

**Justin:** Where is Dracula head?

**Griffin:** Dracula head is bobbing in the water, now maybe like 10 feet from where Mutt just fell into the water. So maybe like all told, like 25 feet out from where you are.

**Justin:** And— Okay, so is Phileaux still within the fish?

**Griffin:** Phileaux is still within the fish. You can see him now as the fish sort of rears about and roars, inside of this fish.

**Justin:** [chuckles]

**Griffin:** Holding onto this giant sickle.

**Justin:** Alright. I know the fishing's done, but I'm gonna give that rope another super hard tug.

**Griffin:** Okay. Attempting to...

**Justin:** Hurt it really bad, but the extra— the forcible extraction of Phileaux from its mouth.

**Griffin:** Okay, that's very good. I like that a lot. I think— I mean, here's the problem is that this is going to involve both of your characters' bodies, so I'm running the sorta *D&D* physics in my head of like what kind of roll this would look like. I think it's gonna be a Strength check from you, Lady Godwin.

**Justin:** Okay.

**Griffin:** Here's what it's gonna be. A Strength check from you, Lady Godwin. You wanna get a 15 to 20. If you go too high, it is going to hurt your friend, Brother Phileaux a little bit.

**Justin:** [laughs] Okay.

**Travis:** Oh, I like this.

**Justin:** Alright, here we go.

[sound of die rolling]

**Justin:** That's a... [sighs] 10. The least funny roll. So what happens? I mean I tu—

**Griffin:** I mean, with a 10, I do not think that this is going to have much affect at all. Like I said, the rope wasn't like— the rope was fairly slack, so you—

**Justin:** Okay, so I pull it put maybe I just pull in the slack. Alright.

**Griffin:** Yeah. Do you have a bonus action or anything you wanna—

**Justin:** I will go head and enter a rage, just so I'm in a rage.

**Griffin:** Okay. I feel you. I like that.

**Justin:** And that is my turn.

**Griffin:** Next up in the order is you, Phileaux.

**Clint:** Phileaux is gonna cast Melf's Acid Arrow.

**Justin:** It's actually pronounced "MILF's." [chuckles]

**Travis:** Mm.

**Justin:** It's not.

**Griffin:** [chuckles]

**Justin:** [wheezes] It's not.

**Griffin:** Wh— I mean, you can't miss. That's what I'll say.

**Clint:** No, I know I can't miss. So I'm aiming it— I think he would be aiming it where he thinks the fish's brain might be.

**Griffin:** Holy shit, Mack. I mean up, probably.

**Clint:** Yeah, up.

**Griffin:** A little bit up and to the side.

**Clint:** Yeah.

**Griffin:** If you [chuckles] wanna make a Medicine check, just to see if your knowledge of sort of anatomy is— Or Survival check to see if your

understanding of anatomy is like good enough for you to try and guess where this fish's brain is from inside of its mouth, I will allow that.

**Clint:** So which check?

**Griffin:** I mean, you tell me, are you leaning on your anatomical understanding of— I mean, there's no reason why you would've studied fish forms, but human forms, or your sort of knowledge of wildlife.

**Clint:** Medicine and Survival are the same for me.

**Griffin:** Okay.

**Clint:** It's minus one.

**Griffin:** Yeah, just go ahead and give me a roll with either one there.

**Clint:** Okay.

**Griffin:** As you try to triangulate this thing's brain.

**Clint:** Survival.

[sound of die rolling]

**Clint:** Well, 13.

**Griffin:** Okay. Yeah, you feel pretty confident up is where brain lives.

**Clint:** Yeah.

**Griffin:** And so you can— It is, I will say this, a little bit riskier, but this may do some more damage if you get it where it really counts here.

**Clint:** So it's a shimmering green arrow.

**Griffin:** Yes.

**Clint:** Okay, here we go, that's—



**Griffin:** I'm not even gonna make you— You can try and crit, but you can't miss. You're inside the target.

**Justin:** Yeah, the inter—

**Griffin:** This is— You—

**Justin:** The inter— Considering the close quarters, acid is a massive choice.

**Travis:** It's a—

**Justin:** I'm—

**Travis:** Yeah, it's a bold—

**Justin:** It's thrilling.

**Travis:** It's a bold move, Cotton.

[sound of die rolling]

**Clint:** It's a 22.

**Justin:** Ey! [chuckles]

**Griffin:** Yeah, sure. Yeah, for sure. In fact, I'll give you advantage, 'cause you're inside the target.

**Clint:** Okay.

**Griffin:** Again, we're in untread ground here.

**Clint:** So, do it again?

**Griffin:** Yeah, just see if you crit. Why not?

**Clint:** Let's see.

[sound of die rolling]

**Griffin:** Nope.

**Clint:** Nah, that's less.

**Griffin:** Okay.

**Clint:** That's 18.

**Griffin:** Alright, you shoot a green bolt of acid upwards. How— What does this look like? How are you doing it? Because I'm not sure that you're going to be able to continue to hold onto this sickle while you execute this spell.

**Clint:** Well, since it's a magic spell.

**Griffin:** Yeah.

**Clint:** I think he'll use the sickle as the magic focus.

**Griffin:** Okay. So you have unhooked the sickle then from this thing's tongue. I'm not sure that that— the physics of that really work out anymore anyway, now that it's aground.

**Clint:** Oh, I don't think it's unhooked.

**Griffin:** Okay. Go ahead and roll 4d4 acid damage.

[sound of die rolling]

**Clint:** I did.

**Griffin:** Okay.

**Clint:** Seven.

**Griffin:** Okay. And then 2d4 acid damage at the end of its next turn. End of the target's next turn.

**Clint:** The end of its next turn, right?

**Griffin:** Okay, cool. Okay, it— Hey, Phileaux. It— This is the worst smell you've ever smelled in your whole life by a pretty big margin. Like things at the abbey rarely smelled like amazing.

There were— There was not a lot of need for fragrance there. But this is inside of a monster fish being burned with acid smell. It's next level gnarly. It's so, so, so rank in here.

[piano transition music plays]

[ad break]

[suspenseful piano music plays]

**Griffin:** Mutt, you're back up. You are in the water.

**Travis:** And— So Phileaux's still inside the fish, right?

**Griffin:** Yes. You just see from outside just a spray of green shoot out this— the back of this thing's gills like exhaust.

**Travis:** Okay. Great. I'm going to use Summon Beast.

**Griffin:** Cool.

**Travis:** So summon a small beast, a bestial spirit.

**Griffin:** 'Kay.

**Travis:** I can choose an environment; air, land, or water.

**Griffin:** Great.

**Travis:** It resembles an animal of my choice.

**Griffin:** Great.

**Travis:** That is native to that chosen environment.

**Griffin:** Okay.

**Travis:** So I'm going to summon a cone snail.

**Griffin:** [chuckles] Okay.

**Travis:** To appear directly above the fish, and land on top of it. A cone snail is one of the most poisonous species on earth.

**Griffin:** [scoffs] Holy shit, this thing looks rough!

**Travis:** And a sting from it includes symptoms such as intense pain, swelling, numbness, and vomiting.

**Griffin:** Holy shit, Trav.

**Travis:** Sever cases involve muscle paralysis and changes in vision and respiratory failure. So I'm gonna have that land on top of the fish. Okay, I'm gonna say two rolls are here.

**Travis:** Uh-huh.

**Griffin:** And they— I— This will work 'cause I fuckin' love it. It is how dramatically and severely it works.

**Travis:** Great.

**Griffin:** I think I want a check from you to see like the potency of this snail that you are able to conjure. I don't know if this would be like your spellcasting modifier or your Animal Handling. I sorta leave it to you.

**Travis:** I'm gonna go with the Animal Handling.

**Griffin:** Okay. Roll Animal Handling. The higher the number you get, the bigger the snail.

[sound of die rolling]

**Travis:** Uh, it's a 13.

**Justin:** [scoffs]

**Griffin:** Pretty decent sized snail, not the biggest snail.

**Travis:** Yeah, that could've been bigger.

**Griffin:** But pretty good-sized snail. It plops on down right on top of the fish. It is going to make a Constitution saving throw. And it got an 11, which I have decided is not high enough in order to deal with this.

So we're gonna roll some poison damage first. Why don't you give me— What was Melf's Acid Arrow, 4d4? Why don't you give me 4d6 poison damage, and we will say that that is what this fish takes pretty much right away.

[sound of die rolling]

**Travis:** Okay, that's 17 points of damage.

**Griffin:** Ooo. That is a good roll. He is lookin' bloodied. No, he is not lookin' bloodied yet. He is lookin' close to bloodied. He is—

**Justin:** You think you see blood and then you're like, "No, I was imagining it."

**Clint:** "No, it's— that's bile."

**Griffin:** [chuckles]

**Clint:** "Oh well."

**Justin:** "Sorry. My mistake."

**Griffin:** Okay, it's his turn up next. I am going to roll a Con save to see if he is able to stave off paralysis. Nnnnnnnnope! That is a six plus three, a nine. He is not able to stave off paralysis, so he is not going to be able to move his body.

I'm going to say he is going to try to spit you out again, with his action, Brother Phileaux. So give me a Strength save. You are looking to beat... a 16.

**Travis:** And we're sure Dad doesn't wanna be spit out at this point?

**Justin:** [chuckles]

**Griffin:** That's another point. If you wanna go, you can fail this on— of your own volition and be spat out.

**Justin:** How— I mean, how can he fail it of his own volition? [chuckles]

**Travis:** He can let go of the rope.

**Justin:** It's impossible.

**Griffin:** Let go of the rope.

**Justin:** If he had that— Griffin, if he had that power, we'd take him to Vegas.

**Griffin:** [chuckles]

**Clint:** Okay, Strength check.

[sound of die rolling]

**Clint:** That's an 11.

**Griffin:** No, you are finally forcibly removed [chuckles] from the premises of the fish, which frankly, you are probably kinda glad for. Even though you have a puppet nose, it still stinks man. It smells so bad in that fish, but now you are free from it, you pull up on shore, sliding at the feet, prone, of Lady Godwin. And next in the order if you, Lady Godwin.

**Justin:** Can I clock—

**Brother Phileaux:** What have I missed?

**Justin:** Can I clock the Dracula head?

**Griffin:** [chuckles] I mean you would have to go out onto the dock and make a ranged attack, or if you want to try and swim out there.

**Justin:** I meant clock clock, not clock physically. Like see, see see see.

**Griffin:** Oh, oh oh oh. Oh oh oh. Give me an investigation check. Or a perception check. I think in this circumstance either one works.

**Justin:** Um... Bad at both.

[sound of die rolling]

**Justin:** Six.

**Griffin:** Nope. Yeah, I will say this, alarmingly, no. You don't see the Dracula head. You are not sure if that is a failing of your senses or if it has tried to sneak off.

**Justin:** Okay, well I am going to... [pause] Hmm... How far am I from the fish at this point? Like where are we all positioned?

**Griffin:** You're right up on it.

**Justin:** Right up on it?

**Griffin:** You're right up on it. Melee range.

**Justin:** Melee range. I am going to... [pause] grab the spine out of my arm and bury it in the fish.

**Griffin:** Cool. That's cool. I like that. Give me an attack roll. Do you have any kind of stabbing weapon?

**Justin:** Maybe a javelin, I could use?

**Griffin:** Yeah. Yeah, we'll use that as a...

[sound of die rolling]

**Griffin:** As the stat.

**Justin:** Boy, the Fates are not with me today. That is a 10. That's four plus six.

**Griffin:** No, you are not able to—

**Justin:** The least funny roll, again.

**Griffin:** — pierce this thing's scaly hide with its own quill.

**Justin:** Well, I'll try again.

**Griffin:** [chuckles] Okay. This is your second attack, this is...

**Justin:** Yes.

**Griffin:** Right.

**Travis:** This isn't just like a Mulligan you're pulling. "You know what?"

**Justin:** Yeah, I'm gonna try again.

[sound of die rolling]

**Griffin:** "You know what? No, Griffin."

**Justin:** Now that time it was a five.

**Travis:** An 11.

**Griffin:** Plus six, so an eleven.

**Travis:** That's way funnier.

**Justin:** Yeah, no.

**Griffin:** No, that one doesn't go in. At this point, Gordon from inside is like peering out of the window watching you, like—

**Gordon:** Good lord, that sca— that's brutal. She's crazy.

**Griffin:** You have another attack you can do with your rage bonus attack.

**Justin:** You mean my frenzy attack?

**Griffin:** If you wanna keep— Yes.



**Justin:** Yeah, I'm gonna fucking go ahead and try it, man. I have to.

**Griffin:** Okay, let's see.

**Justin:** And I'll use the spine again, so— [wheezes] "Argh! Argh!"

**Griffin:** [laughs]

**Justin:** "Come on! I—"

**Griffin:** You're— When you're in rage mode, I can't imagine that you're sort of like able to walk through this logically.

**Lady Godwin:** I need this to work. It's—

[sound of die rolling]

**Justin:** Okay, I just rolled—

**Travis:** Oh my god.

**Justin:** — in sequence, four. Five. Six. [laughs]

**Griffin:** Yeah.

**Justin:** That is a 12.

**Griffin:** However, a 12 hits this things AC.

**Justin:** Yes!

**Clint:** [laughs]

**Griffin:** You are finally successful, yes.

**Justin:** Thank you, Gary Gygax.

**Travis:** [in a deep voice] "You're welcome, Justin."

**Justin:** [chuckles]

**Clint:** [laughs]

**Griffin:** "I gotchu."

**Justin:** And two damage, take that, motherfucker. [wheezes]

**Griffin:** [chuckles] That's five total with your modifier.

**Justin:** Five total, yeah.

**Griffin:** Okay. Now this thing is bloodied.

**Justin:** That's what it took.

**Griffin:** It is super-duper duper pissed off. Phileaux, you are on the ground, nearby where Lady Godwin has just done this really cool looking but not all that effective assault with this thing's own body parts.

**Justin:** By the third try, it did not look cool anymore.

**Griffin:** No, definitely not.

**Justin:** It looked like the action of a desperate person.

**Travis:** It depends on the angle you were standing at. Maybe from the back it looked cool.

**Justin:** Yeah.

**Griffin:** You are right up on—

**Brother Phileaux:** That was good perseverance. Good perseverance!

**Lady Godwin:** Thank you, thank you. Don't patronize me.

**Brother Phileaux:** Okay, I won't.

**Griffin:** You are right up on this thing. You are going to have to spend your move to stand up from prone, but otherwise you are free to act.

**Clint:** No, I'm— I can't stand up. I have a fish tail, remember.

**Griffin:** [cackles] Thanks, Mack! And you're all tied up in rope, you goober! You've bound yourself for me.

**Clint:** Fortunately.

**Justin:** Here he goes.

**Clint:** All I have to do is sit up.

**Griffin:** Okay.

**Clint:** Because I'm going to cast my standard go-to, right down the op—the fish's open mouth, my Ray of Sickness.

**Griffin:** Okay, cool.

**Justin:** [sings] "Ooo-ah-ah-ah-ah."

**Clint:** So a vial around his— I— Brother Phileaux sits up, the vial around his neck glows, and that sickening beam... I'm gonna say he's trying to give him Trout Flu.

**Griffin:** Trout Flu, cool, yeah.

**Clint:** And...

**Griffin:** Are you casting this at a higher level than level one for extra damage? For every level you go above level one, it gets 1d8 extra.

**Clint:** This is second level, yes. This is second level.

**Griffin:** Okay, cool.

**Travis:** Woah.

**Griffin:** So, make a ranged spell attack against the target.

[sound of die rolling]

**Clint:** That would be a 25.

**Griffin:** Fucking hell, Mack. Okay yeah, absolutely. You blast the shit out of this thing. Right down the— right over the—

**Clint:** Right in the gullet.

**Griffin:** — the hill, twixt the gums, down to Grandmother's house.  
[chuckles]

**Clint:** [chuckles] Right—

**Justin:** [laughs]

**Clint:** Right down Broadway. [laughs]

**Griffin:** Okay, roll 3d8 poison damage.

**Clint:** 3d8.

**Griffin:** And I'm gonna roll a Con save.

**Clint:** Wait, did the fish take a move?

**Travis:** No, I paralyzed it.

**Griffin:** Yeah. It spat you out, that was its move.

**Clint:** Okay, so— Okay, but should it have not taken... more acid damage at the end of its turn?

**Griffin:** Fair point, yes 2d4. I will roll that now. [pause] That is a two and a four, so six extra damage. Thank you for catching that, Mack. And then... did you roll your 3d8?

**Clint:** And here comes the Ray of Sickness.

[sounds of dice rolling]

**Clint:** 3d8s. Ugh. Two, one, and four, so that's seven.

**Griffin:** Okay. Cool. This thing is lookin' real, real rough. It now— Con save to see if it avoids poison, which I'll be straight with you guys, I don't know what that... does.

**Travis:** Spit it out.

**Griffin:** That is an 11 plus three, a 14? Which I believe beats your spell save modifier, so it is not poisoned. We will never find out, we will never know. Next up in the order is Mutt.

**Travis:** Am I still in the water?

**Griffin:** You are. Why don't you make a Perception check for me?

**Travis:** I'd love to.

[sound of die rolling]

**Travis:** That is a 12.

**Griffin:** A 12. Nnnno.

**Travis:** But I— Wait, hold on. I have... Hunter's Intuition. I can add— roll a d4 and add the number to Perception or In— or Survival.

**Griffin:** Can you just use that whenever?

**Travis:** Yeah? When I make a Wisdom (Perception) check or Wisdom (Survival) check, you can roll a d4 and add the number rolled to the ability check.

**Griffin:** Ohhh, okay, cool.

[sound of die rolling]

**Travis:** So, a 14.

**Griffin:** Oh, that's like a racial trait.

**Travis:** Yeah.

**Griffin:** Oh okay, cool. So 14. No.

**Travis:** Okay.

**Griffin:** Not with a 14 neither.

**Travis:** Fuck off. I'm gonna— How far from shore am I? Like can I stand up?

**Griffin:** You are the dock's length—

**Travis:** Okay.

**Griffin:** — distance from shore, so you're like 20 feet from shore. I think it is just too deep, I think, for you to stand off. You are having to tread water a little bit here.

**Travis:** Okay. I am going to cast Zephyr's Strike.

"You move like the wind. Until the spell ends, your movement doesn't provoke opportunity attacks. Once before the spell ends, you can give yourself advantage on one weapon attack.

That attack deals an extra 1d8 force damage on a hit, but whether you hit or miss, your walking speed increases by 30 feet until the end of your turn."

**Griffin:** Okay, are you going to basically use this to get out of the water to shore without getting hit by this fish?

**Travis:** That's what I'm trying to do.

**Griffin:** Okay, what's that look like? I think that's cool. What's it— How does that— Y— Mutt's like skillset so far has like only been described in like kind of practical terms.

**Travis:** Oh, sure sure sure.

**Griffin:** Like this is a— And not so much magical, even though you did just conjure a cone snail out of the ether.

**Travis:** Yeah. Yeah yeah yeah, I got mettle—

**Griffin:** So what does it look like when you do this?

**Travis:** So, with this Zephyr Strike, whether it hits or not, basically I'm taking aim, and as the bolt leaves, it creates kind of a wind tunnel effect behind it.

**Griffin:** Okay.

**Travis:** That pushes me back in the direction I want— I choose to go.

**Griffin:** Okay, cool.

**Travis:** So basically the firing of the arrow creates the... the wind.

**Griffin:** Like backdraft that launches you.

**Travis:** Yeah, that helps me move.

**Griffin:** Okay, I like that, cool. Make your attack roll with advantage, right?

**Travis:** [sighs] [whispers] Yeah, baby. Alright.

[sound of die rolling]

**Travis:** No, that's— I'm glad I have advantage, 'cause that's a 12.

[sound of die rolling]

**Griffin:** 12 hits.

**Travis:** But I bet a 23 hits better.

**Griffin:** It hits way— I mean they both hit the same amount. It's—

**Travis:** But one hits better— it sticks straight in.

**Griffin:** Sure, it hits better and looks cooler. Okay, so.

**Travis:** So that's eight. The damage is eight plus four plus another d8.

[sound of die rolling]

**Travis:** For Zephyr Strike.

**Griffin:** For the force damage.

**Travis:** So another two, so 14 points of damage total.

**Griffin:** Alright.

**Travis:** And it's gonna increase my movement speed from 30 to 60, which will hopefully help me get to shore without taking opportunity attacks from the fish.

**Griffin:** Yeah. You can easily get to shore with the— with this and not provoke opportunity attacks. Are you basically just rolling up next to where Phileaux and Godwin are?

**Travis:** Correct.

**Griffin:** Okay. You... leap out of the water. As you do, you realize that Dracula's head.

**Travis:** Mm-hmm.

**Griffin:** Has clamped onto your ankle.

**Travis:** Oh man.

**Griffin:** And you are going to take two points of piercing damage, and five points of necrotic damage. And you hear him go—

**Dracula:** [muffled laughter] [muffled complaint]

**Crawford:** What?

**Dracula:** [muffled] It's so good, yummy yummy.



**Crawford:** Okay, I'm not gonna lie man, I thought you were seaweed. And now I realized in retrospect that's wild, 'cause we're in a lagoon that's manmade, so there wouldn't be—

**Griffin:** Right.

**Crawford:** I don't— For once.

**Griffin:** Okay.

**Crawford:** I thought the weird thing touchin' my leg was seaweed, instead of the other way around man. Man, am I embarrassed.

**Griffin:** The fish is going to make a Con save to see if it can unparalyze itself.

**Travis:** And the cone snail actually goes after me.

**Griffin:** Oh, it continues to have actions.

**Travis:** Uh-huh, correct.

**Griffin:** This summoned creature. Okay.

**Crawford:** Attack again, please.

**Travis:** So he's gonna sting it—

**Griffin:** Are you— Can you speak to this creature?

**Travis:** Yes, it takes verbal commands.

**Cone Snail:** [in a grungy voice] Uh, I already sort of shot my load, man.

**Justin:** [laughs]

**Griffin:** [pants]

**Cone Snail:** I don't wanna— My sacs are all empty, dude.

**Travis:** I don't think it talks back.

**Justin:** [wheezes]

**Travis:** I don't think it's a conversation, I think—

**Cone Snail:** I'm not trying to argue with you, I want—

**Crawford:** No no no, I'm just saying that I didn't— I knew you obey— Like you take my verbal command, I didn't realize... Maybe slide down over one of its eyeballs.

**Cone Snail:** Uh... Yeah alright, I'll give it a shot.

**Griffin:** Do you roll this thing's attack roll? Or shall it?

**Travis:** No, no it does.

**Griffin:** [chuckles] Okay, you know what? You give it that command, it start to very, very slowly, 'cause it is a snail.

**Travis:** Yeah, listen, I get it.

**Griffin:** Climb towards this thing's eyeball.

**Clint:** [chuckles]

**Griffin:** I'm going to... Why don't you just make a Luck check? I think that'll be a more fun way. I want you to roll 11 or higher on this d20 luck check.

[sound of die rolling]

**Travis:** 17.

**Griffin:** Yeah, alright. Fuck, alright. Yeah fine. [chuckles] It makes it down to this thing's eye. As soon as it touches this fish's eye, it starts howling and shrieking in pain. Give me—

**Travis:** Also probably in ickiness.

**Griffin:** And there's an ickiness to it. Give me 4d4 of poison damage.

[sound of die rolling]

**Travis:** Pretty good. Seven.

**Griffin:** Seven, okay. It is looking really, really bad. It takes its move and it rolled an 18 on the Con save, so it is going to flick this cone snail off of it now.

**Travis:** Gary!

**Griffin:** And he is going to... shoot a spine towards you, Mutt. And rolled a 16. Versus AC.

**Travis:** Versus AC.

**Griffin:** Yes.

**Travis:** Yeah, that hits.

**Griffin:** `Kay. That is going to hit you for 12 points of piercing damage.

**Travis:** Mm.

**Griffin:** And then with its other attack, it is going to launch a spine at you, Brother Phileaux. And that is a...

**Travis:** How much did you say, 12?

**Griffin:** 17. Yes. That is a 17 versus AC, which hits.

**Clint:** Mm-hmm.

**Griffin:** And this spine gets you for eight points of piercing damage. With that, it is now going to turn tail and try and escape out into the water. I will say that it is fairly difficult terrain for it because it is, sort of, you know, lodged in the muck and the mire here of the shallows.

But it manages to basically loose itself from that mud. It is now about as far away from you as the end of the dock, but it is towards the surface of the water. Next in the order is... Lady Godwin.

**Justin:** How's everybody lookin'? Damage-wise.

**Griffin:** That fish looks shitty and bad.

**Justin:** Yup. Yeah.

**Griffin:** Everybody else is— I don't think any of you are bloodied.

**Travis:** No.

**Griffin:** But I think you all are actually kind of close.

**Clint:** Eh.

**Justin:** The Dracula head?

**Griffin:** The Dracula—

**Travis:** He's on my leg. I gottem. Don't worry about that.

**Griffin:** [chuckles] The Dracula head is biting—

**Travis:** He's on my ankle, currently.

**Griffin:** Yeah.

**Justin:** Um... Okay, I yell—

**Lady Godwin:** Sic `im!

**Justin:** And I open my bag so my hand can come out, and grab onto the ear, the giant ear. Of the—

**Griffin:** Of Dracula?

**Justin:** Of Dracula. Yup.

**Griffin:** Okay. We— Yes, okay, cool. Your hand pops out of the bag and runs over and twists this Dracula's ear.

**Travis:** Mm, he's been a naughty boy.

**Griffin:** He's been a very naughty boy. Make a...

**Justin:** You tell me. [wheezes]

**Griffin:** An unhanded attack roll.

**Justin:** An unhinged.

**Griffin:** Unarmed attack roll. Unhinged attack roll. Just your own unarmed stats against the Dracula head.

**Justin:** Okay.

[sound of die rolling]

**Justin:** 20.

**Griffin:** Yeah, alright. It's— I don't think it does damage, right? But it does [winces], like pull him off of this thing's ear and hold it to the ground like a naughty boy, and it will release Muttner's leg in doing so. And sort of— have it sort of pinned to the ground. You see it try to take flight, but your hand has it sort of on lock down.

**Justin:** Good.

**Griffin:** Onto the ground.

**Justin:** Alright, now I'm going to use Jennifer Meyers to cut the ear off.

**Griffin:** Oh, interesting. Okay.

**Justin:** 'Kay.

[sound of die rolling]

**Griffin:** Uh...

**Justin:** That's a nine plus six, 15.

**Griffin:** 15 hits. Oh no, actually, it doesn't.

**Justin:** It doesn't. Okay, well let me try again then.

[sound of die rolling]

**Justin:** 16 plus six, 22.

**Griffin:** Yeah, I mean that hits for sure.

**Justin:** Okay.

**Griffin:** For sure. For sure for sure. Give me a damage roll on that.

**Justin:** It's gonna be...

[sound of die rolling]

**Justin:** Nine.

**Griffin:** Plus you're raging, right? So it does bonus rage damage, I believe?

**Justin:** You— Plus two melee damage with Strength weapons, so yeah, it would be 11.

**Griffin:** Okay. You manage to swing your ax down right next to where your hand was doing its work, and as you do so, the ear pops off. And when that happens, the small Dracula head looks up at you and goes.

**Dracula:** [wails out in pain] Ow! Ow! [sobs] That really hurt! Why did you do that! Owie! Ow! [sobs] Why did you cut my ear off?

**Clint:** [giggles]

**Lady Godwin:** I will be honest, I thought you would disintegrate.

**Clint:** [laughs]

**Lady Godwin:** I didn't think that—

**Dracula:** Why did you think—

**Lady Godwin:** — I would have to chat poppycock about it, I thought the job was done.

**Dracula:** [sobs in pain]

**Lady Godwin:** Okay.

**Dracula:** [pitifully] Noooo. It hurts really bad!

**Lady Godwin:** You are pushing the limits of a free action, I will say, with this amount of whining.

**Griffin:** Okay. Is that it for your turn?

**Justin:** I believe so, yes.

**Griffin:** Okay, next in the order is Brother Phileaux. Brother Phileaux, you see the fish retreating into the distance. As it does so, you see Gordon pointing at the fish, like—

**Gordon:** [with a southern accent] Aw, come on now.

**Griffin:** Wait, that's not what he sounds like. Holy shit.

**Gordon:** He's makin' his getaway. You gotta stop him!

**Griffin:** You also have Dracula cry— like crying like a baby on the ground. Or rather his head.

**Clint:** Right.

**Griffin:** What do you do?

**Travis:** Kill the fish.

**Clint:** How close to the fish is Phileaux?

**Griffin:** I mean, the end of the dock I think we said was like 20 feet out. 20 to 25 feet out. So you're like within like spellcasting distance. You

would not be able to I think get to him by swimming in the water, I don't think your speed is quite sufficient for that.

**Clint:** Okay. I can only think of— I mean, I think the only action I can do is cast an attack on him and try to stop him.

**Travis:** Yes.

**Griffin:** Okay.

**Justin:** I agree.

**Travis:** Yeah.

**Clint:** And try to dust him.

**Griffin:** What do you got? Alright wait, and by "dust him," you mean the fish or Dracula?

**Clint:** The fish.

**Griffin:** Okay, cool.

**Clint:** I mean everybody else is kinda preoccupied with Dracula.

**Griffin:** Right.

**Clint:** I'm gonna cast... Tasha's Caustic Brew.

**Griffin:** Okay.

**Clint:** No, you know what? I'm not. I'm gonna cast Acid Arrow again.

**Justin:** Yes.

**Griffin:** Okay, cool.

**Clint:** Another Melf. I'm gonna cast another Melf.

**Griffin:** Okay. I will make you roll for this one, because you're not in it, you're not in the fish anymore.



**Clint:** Right.

**Griffin:** So... Make a— What level are you casting this at?

**Clint:** Uh—

**Griffin:** You can cast it— It starts at 2<sup>nd</sup> level, so every level above second— I don't even know if you have 3<sup>rd</sup> level spell slots yet, I think you might have one.

**Clint:** Not yet.

[sound of die rolling]

**Clint:** Just 2<sup>nd</sup>. It's 24.

**Griffin:** To hit? Yes, holy shit. Okay, cool. Yeah, that definitely hits. And you roll 4d4 acid damage.

[sound of die rolling]

**Clint:** And that would be 12.

**Griffin:** You see... this bolt of acid— You describe it, what's it look like?

**Clint:** It's this shimmering green arrow. And again, I think I used the sickle before, so you know, he raises the sickle, which he's really getting quite fond of.

**Travis:** Yeah, yeah I know.

**Clint:** He's gonna ask...

**Travis:** Yeah, it's nice. I will need it back.

**Clint:** Mutt.

**Griffin:** [laughs]

**Clint:** Aww Mutt, come on.

**Travis:** It's mine.

**Clint:** Okay, alright. And this arrow just shoots out, and I— Here's what I'm thinking. I'm thinking he's aiming it at the same spot on the exterior.

**Griffin:** Okay, sure.

**Clint:** That he aimed it at the interior.

**Griffin:** Okay. Then you send this giant green bolt flying from the edge of the sickle, as you channel this energy. It flies in an arc up into the air and you see it basically hit the water right as the fish descends.

[water thrashing sound effect plays]

**Griffin:** And for a second, the surface of the lagoon grows still again, reflecting the moonlight overhead. And then very slowly, you see the massive form of this fish float to the surface, with just a massive, smoking green crater right in the middle of its forehead. And then it rolls.

[water movement sound effect plays]

**Griffin:** And bobs upside down.

[water movement sound effect repeats]

**Griffin:** On its belly. The international sign of a fish has died.

**Clint:** And Brother Phileaux looks up from the ground and says—

**Brother Phileaux:** Sushi anyone?

**Dracula:** [sobs dramatically]

**Justin:** [chuckles] Okay I—

**Travis:** I—

**Justin:** I punt Dracula's head into the sea. [chuckles]

**Crawford:** No, wait! No, don't don't don't don't, no.

**Clint:** [laughs]

**Crawford:** Wait. Hold on, one second.

**Dracula:** I need medicine!

**Travis:** I tie the wings back.

**Dracula:** [sobs] Oh, it's— Are you trying to staunch the blood flow?

**Justin:** [laughs]

**Crawford:** No, nah, man.

**Clint:** [chuckles]

**Crawford:** I will say, my overwhelming feeling right now is mostly curiosity.

**Dracula:** [sobs] You know what they say about curiosity. It killed the cat.

**Justin:** [wheezes]

**Dracula:** I need medicine!

**Crawford:** You don't need medicine! You're fuckin' Dracula, man.

**Dracula:** My ear hurts!

[theme music fades in]

**Lady Godwin:** I'm giving you 10 seconds before I start punting vampires.

**Crawford:** Nah nah nah. Alright, listen. We got a ton of questions here. So do you regrow? Is that what's up?

**Dracula:** [sobs pitifully] Wish you would regrow some sympathy.

**Justin:** [snorts]

**Clint:** [wheezes]

**Crawford:** Oh my god, man.

**Dracula:** [sobs]

**Justin:** [claps]

[*Versus Dracula* theme music plays]

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