

The Adventure Zone Versus Dracula – Episode 15

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[*Versus Dracula* intro music plays]

Dracula: Dear diary...

I was cleaning out the den to make space for Frankenstein's new laboratory when I found a box of some of my old wizard stuff. So cringe man.

Justin: [wheezes]

Dracula: I was fucking going for it, just stars and moons all over my shit, like an emaciated Ms. Frizzle.

Justin: [chuckles]

Dracula: I know it's futile, looking back that far in the past and judgment, but shit, I wish I'd known back then there were way easier, way stronger sources of power out there than the arcane traditions. I also wish I knew that I was not pulling off the half-moon spectacles. You fucking dork!

[*Versus Dracula* theme music plays]

Justin: [wheezes]

Travis: It's nice to know that even Dracula shopped at Hot Topic for a while.

Clint: [chuckles]

Justin: I can't wait to kill this fucking guy. [chuckles]

Travis: I'm liking him more and more, is the problem.

Justin: No, I can't—

Travis: I'm trying so hard.

Griffin: I'm gonna make—

Justin: I can't wait to kill him, man.

Griffin: I'm gonna make it hard for you guys to versus this guy.

Justin: Not gonna be hard for me, I'm stoked.

Griffin: Yeah sure.

Travis: Justin loves killin' nerds.

Griffin: Yeah.

Justin: Let's get 'em.

Griffin: Justin loves killing NPCs in this season of *The Adventure Zone*. I'm here for it. Okay, the three of you stand victorious on the shore of the Black Lagoon, the dead and half-melted body of the fanged tooth monstrosity slowly is bobbing toward land.

Mutt, you are holding the living talking head of Count Dracula, whose wings you have securely sort of bound down. How would you have done that?

Travis: So—

Griffin: Remind me, it has been quite a while since we recorded it.

Travis: I shot a bolt through his wing.

Griffin: Right.

Travis: That made him thing, and he was biting my leg and we pulled him off. And Justin cut his ear off. So I'm gonna say in the time, yeah. I'm gonna say that I have tied him to one of the boards off the broken dock.

Griffin: Oh, cool. The three of you—

Travis: So that's kinda laid out like a lepidopterist might.

Griffin: [chuckles] Cool.

Travis: To a butterfly.

Griffin: Terrifying.

Travis: Yeah.

[dramatic piano music plays]

Griffin: The three of you, while you are doing this, Mutt, you see the figure of Gordon Clearwater peek out of the boathouse, before just cannonballing into the water, basketball wife in hand. And—

Travis: That's gonna be tough. If you've ever tried to pull like an inflated ball under the water, that's difficult man.

Griffin: Yeah, he's a real—

Travis: His wife is gonna rocket up.

Griffin: He's really— Yeah.

[splash sound effect plays]

Griffin: Elizabeth launches upwards into the sky but gently he catches her. Then he grabs the corpse of the giant fish and just drags it to shore.

And he takes a breath to say something to you guys, and then he just looks out at the fish, and just starts tearing into it with sort of bestially, just— [imitates vicious chomping] And he forgets himself for a moment.

Travis: Can we forget him too?

Griffin: Yeah, sure.

Travis: That's—

Griffin: I mean if you just wanna leave Gordon Clearwater here on the beach.

Travis: No, that's just a terrifying sight to see.

Griffin: Yeah. I mean he's a scary monster, so I don't know—

Travis: Whoa, using the M word, okay.

Justin: Yikes.

Griffin: Okay.

Justin: Yikes.

Griffin: Okay.

Clint: I think that as an artificer, Phileaux's always lookin' for materials, so I think he wants to go pluck one of the long pointy fish teeth.

Travis: Wait, wait.

Clint: Out of the dead fish.

Crawford: Phileaux, hold on man, let me tell you somethin'. I don't know about gettin' between somethin' and its food, you know what I mean? Like I know of course—

Brother Phileaux: Well, I know, yeah.

Crawford: I would be very careful.

Griffin: Gordon looks up at you and just [imitates more intense chomping].

Brother Phileaux: W— I'll be very careful.

Crawford: Okay.

Justin: [wheezes]

Griffin: Make a— Make an Animal Handling check, I think. [chuckles]

Clint: Okay.

Griffin: And I don't know if this is against the dead fish of Gordon Clearwater, but at this moment he is really on his own little trip right now.

Clint: Okay. A 12.

Griffin: A 12? Yeah, I mean with a 12, you get close to this thing's teeth and Gordon just kind of like swats at your hand. And he just goes.

Gordon: No! No! [more intense chomping]

Griffin: Do you try again?

Clint: Yeah, I'll try again.

Griffin: [chuckles] Okay.

Clint: I want a tooth!

Griffin: Alright, make— Make an Animal Handling check.

Justin: [laughs]

Clint: I would...

Travis: Hmm?

Clint: Okay.

Griffin: No no no, if you've got a—

Clint: Let me just say.

Griffin: Yeah yeah, please.

Clint: Sleight of Hand.

Griffin: Sleight of Hand, okay sure.

Justin: Sleight of Hand.

Clint: He's using Sleight of Hand.

Travis: You're trying to do it real quick before he nips off your fingertips.

Clint: Yeah!

Griffin: Yeah, I like that.

Clint: Yeah.

Justin: Yeah, yeah.

Griffin: That also works, yeah.

Clint: Alright, Sleight of Hand.

[sound of die rolling]

Clint: And that's a dirty 20.

Griffin: Alright. Yeah.

Justin: Wow, high.

Griffin: With a dirty 20, you snap your hand in there real quick, break off one of the longer teeth at the root, and—

Travis: Ow!

Griffin: It does seem to be dripping some sort of like viscous like almost like yellow fluid from the tip, so.

Clint: Ho, I'm gonna be— put that drop in the— in one of my test tubes.

Griffin: Cool.

Clint: In one of my phials.

Griffin: Yeah, go ahead and put that in your inventory. We'll figure out a way to make that—

Clint: Okay.

Griffin: — mechanical later.

Justin: Break it off at the root?

Travis: Yeah man.

Justin: What's wrong with you? What a grizzly way of saying that.

Griffin: It's a fish, man, like.

Travis: Yeah, I know, but just the image.

Griffin: Do you eat fish?

Justin: Hey, Griff.

Griffin: Do you guys eat fish?

Justin: Griff? Fish don't have teeth. [chuckles]

Griffin: Did you guys go— Did you guys see *Osha*?

Justin: [chuckles]

Clint: [snorts]

Griffin: [chuckles] Okay, you get one of these. After he finishes, Gordon looks up.

Justin: What? No. Oh, Jefan's here?

Griffin: Jefan's here? I'm surprised. Gordon looks up and wipes his mouth and goes—

Gordon: Oh, sorry about that. Heh, sometimes I can't help myself. It was a bit of vengeance in there, I must say. Nasty as a critter as he looked,

he was quite delicious, I'll say. An umami flavor to the meat around the gills, and uh— Oh! You snagged yourself a tooth. Oh sorry, I know I snapped at yah there, it was a— I just can't help myself.

Brother Phileaux: I didn't think you would want it in your way. I mean I always hate it when the little bones and the little teeth and stuff, ugh.

Gordon: That's disgusting, man. That's gross.

Brother Phileaux: I know, I know. Absolutely.

Gordon: Anyway, I am so happy you all managed to help me out there. I'm deeply in your debt and gratitude, and I'll lead you through these here waters.

Crawford: Well—

Gordon: Just as soon as you like.

Crawford: Yeah, thank you so much Gordon. We're gonna need, I don't know, 15 to 20 with this fella here before we're ready to go.

[music transitions to harpsicord]

Travis: And Mutt kinda nudges Dracula's head on the ground tied to the board with his foot.

Gordon: Oh, I see. That's a— That's disgus— Is that Count Dracula?!

Crawford: Yeah, it seems so man, at least part of him. That's part of what we're trying to figure out.

Griffin: He gets right down in his face, he's like—

Gordon: Count Dracula? It's me, Gordon! Do you remember me? Gordon Clearwater?

Griffin: And Dracula just kinda grimaces like—

Dracula: Ooph. Uh. Ehhh. No— Uh, no buddy, sorry.

Crawford: He might be discombobulated from being just a head, man. I wouldn't take it personally.

Gordon: Oh, absolutely. Well you all, I guess interrogate the head, and I'll start figuring out a way for— to get you all through these waters without drowning.

Crawford: Yeah, that's great man. [chuckles] Yeah, that's uh— Yeah, appreciate it.

Griffin: Okay. He picks up Elizabeth and takes her towards the waters and confers with her.

Crawford: Okay man. Dracula, first question. You couldn't even fake it with him? You couldn't even be like, "Oh yeah, hey buddy, how's it going?"

Lady Godwin: It was rude.

Crawford: What a dick, man.

Dracula: Uh, I'm afraid that tact is stored in the liver. And I don't have one of those right now, so.

Crawford: Mm-hmm.

Lady Godwin: Okay. I would like to ask a question now. How do I destroy this ear for real? For good?

Travis: I—

Dracula: You— That's not— I don't understand why you would want to do that, it's a love—

Justin: And I chuck the head into the water.

Crawford: No! No.

Dracula: [gurgles]

Justin: Too late.

Travis: I pull it back out.

Clint: [chuckles]

Crawford: Hey Godwin.

Lady Godwin: I'm the bad cop.

Crawford: Oh, okay. Cool man.

Lady Godwin: I'm the wet cop.

Crawford: The wet cop, okay man.

Lady Godwin: I'll be wet cop, you be dry cop.

Crawford: Awesome, okay. So... Is it Dracula or—

Dracula: So just some casual waterboarding then is what we're doing, yes?!

Clint: [chuckles]

Crawford: In that we threw you in the water on a board, yes.

Clint: [laughs]

Dracula: Just making sure we're all on the same page as to what is happening.

Crawford: I don't remember though, man. In your list of weaknesses, is drowning one of `em?

Dracula: I mean it doesn't feel particularly good.

Crawford: Alright, well, you know what else doesn't feel too good? Gettin' bit on the ankle, you dick.

Dracula: Sorry. Uh, bird's gotta fly, you know what I mean?

Lady Godwin: So, it— Will another Dracula grow from you if we just allow you to be?

Crawford: Good question.

Dracula: Oh, a gentleman never tells his reproductive secrets.

Justin: I start walking towards the water with—

Dracula: Yes! Yep! You got it in one, that's how it works. Yes. Yes.

Lady Godwin: So wait a minute. If I... let this ear be, another Dracula?

Dracula: Um, ostensibly, if one part is used to reform the body a few times over, it starts to get a little bit dicey.

Lady Godwin: How many of you nasty men can there be running around at one time?

Dracula: Uh, it's just us two. Just me and uh— and the other one you met.

Justin: I'm walking towards the water again.

Dracula: Okay, it's a bunch. It's like a lot.

Justin: [giggles]

Dracula: There's like a lot.

Lady Godwin: How many Dracu— I need to know how many Draculas there are.

Dracula: Buddy, you saw me— I mean, you didn't see me reform, I did so in your bag, which by the way, you have some Funions in there for which you should be tried for war crimes.

Justin: [chuckles]

Lady Godwin: Not the torture then.

Justin: [wheezes]

Dracula: No. Anyway. The Funions man, sorry. I'm just really—

Lady Godwin: Okay. So what I'm trying to get to the bottom of here, Dracula, is you have invented a possibility space where there could be infinite Draculas roaming around the globe. And I'm trying to see exactly what we're facing off against here.

Dracula: Oh.

Crawford: Yeah, what are you thinkin' man, like eight?

Lady Godwin: There could be 8000 Draculas!

Brother Phileaux: That's the—

Dracula: I'll tell you what.

Lady Godwin: That is the upper limit that I can imagine.

Dracula: You—

Lady Godwin: There— I can't imagine more Draculas than that, but I do think 8000 at least.

Crawford: That's a lot, man,

Dracula: How about this?

Crawford: Uh-huh.

Dracula: You all make a guess and I will tell you who's the closest.

Crawford: Okay, is—

Lady Godwin: Are you sure— Are— You are certain of the number? This is a question that I need to know for certain.

Griffin: Make an Insight check.

Justin: Perfect for me. Oh wait, I got some decent Insight.

[sound of die rolling]

Justin: 16.

Griffin: You do get the impression he is fucking with you, but not in a... Like particularly clever way. You get the impression that he maybe does not know the answer to that question.

Justin: [sighs]

Dracula: It's like a lot, okay?

Crawford: Okay.

Dracula: If I were to guess. I'm not in charge of sort of Dracula management, we've had to outsource that a bit. But yeah, there's a— there's quite a few.

Lady Godwin: But are there— How much of a gap is there between Draculas? I mean is there like a— is there like a funky Czech Dracula?

Dracula: I mean, have you met—

Lady Godwin: Is there like a down home Polish Dracula that's actually quite nice?

Dracula: No, none of us are nice, I could guarantee that.

Crawford: Is there an original Dracula who gets kinda—

Lady Godwin: Classic. Classic Dracula.

Crawford: — kinda snooty about the fact that he's the original?

Dracula: Uhh... Listen, I feel like I've been pretty cool so far, don't you think?

Lady Godwin: For a Dracula, yes.

Dracula: And so maybe, I don't know, yes. Actually, you know what? I'm the good Dracula.

Crawford: Oh man!

Dracula: And you should be embarrassed for dunking me as many times as you have, 'cause—

Crawford: You did bite us.

Dracula: Yes, I could be the Backwards Dracula who has to kill my father. Isn't that appealing?

Lady Godwin: No.

Crawford: No.

Lady Godwin: You're just small.

Crawford: Yeah.

Lady Godwin: You're just a tiny—

Dracula: I'll get bigger.

Lady Godwin: You want me to call you a Snack-ula.

Dracula: No.

Crawford: Oop.

Clint: [snorts]

Dracula: I'm not—! I do like it.

Clint: [laughs]

Crawford: Yeah.

Dracula: Hold on, I do like it.

Crawford: I was gonna go with Dracul.

Justin: [chuckles]

Crawford: As long as you're like cool about it, but I like Snackula better.

Dracula: Yes, it's very good. But anyway, yes, I'm the good Dracula. Set me free, give me like a couple days to blow up in my body, and then I will join you. And you will give me weapons, and we will kill my evil father and rid his plague from this land.

Crawford: Nah, man.

Lady Godwin: Now, wait. Do you want this ear... back?

Dracula: I mean, I'll just grow another one, man.

Lady Godwin: Isn't there some competition for resources at a certain point?

Dracula: No, I saw—

Crawford: Can we destroy this ear?

Dracula: It's all photosynthesis, baby!

Lady Godwin: [whispers] I knew it.

Dracula: Can you what now?

Crawford: Is there— Hmm. Is there a way to destroy the ear so it doesn't grow a new one?

Dracula: Can I destroy your ear?

Crawford: Yeah man.

Dracula: Then yes.

Crawford: I mean you can, for like, yeah.

Lady Godwin: What I'm arguing is this is no longer your ear. This is the first ear of a new Dracula.

Dracula: That's true. Life begins at when you cut my ear off.

Travis: [chuckles]

Justin: [claps]

Lady Godwin: Does this ear have your memories?

Justin: [giggles]

Dracula: It will someday when my beautiful brain grows out of it like so many rose bushes.

Lady Godwin: So what you're telling me—

Crawford: But it's not your brain!

Dracula: Ohhh, now we're getting into some pretty heady philosophical concepts.

Lady Godwin: I— Okay, one moment.

Justin: And I pick the head up and I bury it down in the sand. Just like enough so it's not— Okay, so we can talk in private.

Lady Godwin: Okay. Here's what I'd like to suggest, and I think this would rather work brilliantly. Let's get rid of this. Bleurgh.

Justin: And I kind of kick some sand at the head.

Lady Godwin: Gross. We'll dispose of it. And then we'll bring the ear along. And then as it forms into a new Dracula, we'll shape it—

Crawford: Oh... Nurture.

Lady Godwin: — with our sort of morals and values.

Brother Phileaux: Oh.

Crawford: Yeah, this is nurture versus nature, man.

Lady Godwin: A Dracula of our own that we can raise to be decent and proper.

Brother Phileaux: That is a wonderful idea.

Lady Godwin: I'm so shocked that you feel that way, but it's intensely satisfying.

Brother Phileaux: Oh.

Crawford: Can I just say, I don't hate it.

Brother Phileaux: Well you see, my goal is to find out what infected my boss, the Turbo Cardinal. And if we had a cooperative Snackula, I think that—

Crawford: Well this one—

Brother Phileaux: — he would probably be more forthcoming with the information.

Crawford: This one's pretty— been pretty coop— Hold on.

Travis: I pull it up out of the sand.

Dracula: Bah! [sobs loudly]

Crawford: Hey man. Did— How did we— So this is—

Dracula: How dare you do this to me, Backwards Dracula, the good Dracula.

Crawford: Snackula, this guy, his boss—

Clint: That would make you Baccula.

Justin: [wheezes]

Griffin: [snorts]

Crawford: Yeah. This guy's boss, the Turbo Cardinal, got turned into a Dracula without gettin' bit. How did that happen?

Dracula: You think I'm going to help you? You just put me in the water, put me in the—

Crawford: Okay, in the sand.

Justin: That's it.

Dracula: No! Okay! Okay! Okay! Okay!

Justin: [giggles]

Dracula: Okay okay okay. Okay. You said your boss got— did not get bit but became a Dracula? Not possible.

Brother Phileaux: Yeah, the Turbo Cardinal. But he doesn't have a bite mark. He was turned into a vampire.

Dracula: Did he eat some— Had he recent— Has he recently eaten some beets?

Justin: [giggles]

Brother Phileaux: No, no, that's not— It wasn't beets.

Dracula: A lot of people confuse what happens with that with Draculitis.

Brother Phileaux: Beets? No, he was putting off this like demonic energy that was a little odd.

Dracula: Not possible.

Travis: And he tried to bite you.

Brother Phileaux: So— Yeah, he did try to bite me, yes. When I was in my non—

Dracula: Oh yeah, hold on one second, you're a fucking puppet, dude.

Crawford: Yeah, that's—

Brother Phileaux: Yes, yes, I know. But before, when I was not made of whatever hickory or whatever it is I'm made of, he tried to bite my corporeal form.

Crawford: Yes.

Brother Phileaux: But he has no bite marks. There are no bite marks.

Griffin: He squints at you, and you see him... in a reverie, like he is remembering something. As that happens, you see Van Helsing walk right up to you on the sand, over your shoulder, looking at Dracula, and he says—

Abraham Van Helsing: Ah. What are you doing? You— Destroy him.

Brother Phileaux: Well, we're getting there. Have you not seen—? We've drowned him, we've buried him in sand, we're getting there, just— I'm— I have to attain my goal before I can attain your goal. I've explained this to you, Abe.

Abraham Van Helsing: He is— He's going to find a way to escape. He is incredibly slippery. You— Destroy this head before you lose your opportunity.

Brother Phileaux: I won't— I will mention that to— I'm part of a co-op here. I can't just act— Just shush! Just shush!

Griffin: Okay.

Brother Phileaux: Go back into my subconscious.

Griffin: Make a Wisdom saving—

Crawford: Phileaux, you okay over there?

Griffin: Make a—

Brother Phileaux: Yes, yes, yes. I'm consulting.

Griffin: Make a Wisdom saving throw for me.

Justin: This is fun, I like that. I like this interaction. You shouldn't say when things are going good on podcast, I'm sorry.

Griffin: [chuckles]

Travis: Yeah, that isn't—

Justin: I know better.

Clint: Mmm.

Travis: Crowds don't call.

Justin: Stupid.

[sound of die rolling]

Clint: That's a three.

Griffin: You say that to him, Mutt. You say, "Are you doing okay over there?" and then you see puppet Phileaux leap forwards and grab some driftwood up off of the shore.

And Phileaux, you see this happen from inside of this puppet. You feel yourself sink slightly, as if standing in quicksand.

Brother Phileaux: Oh boo. Oh boo.

Griffin: And then your body is no longer your own. And you see... Van Helsing frown at you when you shush him, and then he vanishes before this happens.

Lady Godwin and Mutt, you all see this also. You see puppet Phileaux charging forwards to attack Dracula's head with a— piece of driftwood. What do you do?

Justin: I don't think I would do anything. 'Cause I just suggested this plan.

Griffin: Okay.

Justin: So I wouldn't— I would not act. I'm fine with it.

Griffin: Cool. Mutt?

Travis: [sighs] Yeah, I'm trying to decide... what Mutt would do versus what Travis wants to do.

Griffin: Yeah.

Justin: Right, yeah.

Travis: I think Mutt would try to stay his hand just for a second, 'cause they're not done asking questions. So I'm gonna try to like catch his wrist, I guess?

Griffin: Okay, I need you to make a Dexterity saving throw, and I'm going to contest it as Phileaux.

Travis: Okay.

[sound of die rolling]

Travis: Ooo, a 26.

Griffin: Oh yeah. Yeah.

Travis: 19 plus seven.

Griffin: Yeah, no matter what [chuckles] I add to that roll, it is— you have succeeded. Yeah, you are able to grab this driftwood out of Phileaux's hands.

Crawford: Whoa, man.

Griffin: As this happens. And Phileaux, as you see—

Brother Phileaux: [growls]

Griffin: You see yourself rear back and turn on Mutt for a second, and then you feel yourself float back up to the surface, and you regain control of yourself. And Dracula's like—

Dracula: What was that?

Crawford: Yeah, what was that?

Brother Phileaux: [groans] Oh. Um, I'm sorry. Okay. I recently encountered Abraham Van Helsing, the great— probably one of your heroes, I would assume.

Crawford: Me?

Brother Phileaux: The great monster— Yes.

Crawford: Eh.

Brother Phileaux: The great monster hunter, Abraham Van Helsing?

Crawford: He's meh.

Lady Godwin: He's quite good.

Crawford: He's kind of a glory hog.

Lady Godwin: Oh.

Brother Phileaux: Well I think he's probably the father figure of— He's the Tesla of monster hunters. He—

Crawford: He's more the Edison of monster hunters frankly, but—

Griffin: Okay, he is back.

Brother Phileaux: Well.

Griffin: And you can see him again, and he looks fucking pissed off that this whole— at everything that is going on right now.

Brother Phileaux: He's very tetchy.

Crawford: Uh-huh.

Brother Phileaux: He's a little tetchy and he wants the— he wants to kill all Draculas.

Travis: Oh boy.

Brother Phileaux: And I've been trying to use his knowledge as kind of a tool for us, in our hunting things. And I told him I would destroy Dracula, but at first needed to discover what was the ailment of the Turbo Cardinal, which you tried to help me with, which I appreciate.

Crawford: Is—

Brother Phileaux: But every so often... Every so often he kind of rises to the surface and takes over this little wooden boy.

Crawford: Oh. Okay, man.

Brother Phileaux: Sorry, and I hope you didn't get a splinter when you grabbed my wrist.

Crawford: No, it's okay. Can I help you out?

Brother Phileaux: Uh, of course.

Lady Godwin: Oh, an ex—

Brother Phileaux: How would you like to help me?

Lady Godwin: An exorcism?

Travis: Well I touch his shoulder and I cast Protection From Evil and Good?

Griffin: Oh, interesting.

Travis: Which, among other things, protects them against aberrations, celestials, elementals, fey, fiends, and undead. And stops them from being possessed by such a creature for the next 10 minutes.

Brother Phileaux: Ho.

Griffin: Okay cool. Yeah, so this is not like permanent fix thing.

Travis: Yeah.

Griffin: But you see Van Helsing just furious. And he sees that Mutt is about to do something, and he looks you dead in the eyes, Phileaux, and he says—

Abraham Van Helsing: We will have to revisit the terms of our arrangement.

Griffin: And then as soon as Mutt touches your shoulder, he vanishes.

Travis: Hmm.

Brother Phileaux: What a relief. Oh, thank you. Thank you, Mutt.

Crawford: Is that better?

Brother Phileaux: Yes. You are—

Crawford: Okay, it lasts for 10 minutes man, I can only do it so much, so.

Justin: [laughs]

Brother Phileaux: Okay, well save it, 'cause we may need it again some time, but.

Crawford: Cool man.

Brother Phileaux: Do get— And you know, to be honest, he's kind of a Teutonic pain in the ass.

Crawford: Yeah man.

Brother Phileaux: So, you know, I like using his knowledge.

Lady Godwin: Mmm.

Brother Phileaux: But wow, he's—

Crawford: The problem with that dude is he is very much about like, "Kill all monsters, kill all monsters."

Brother Phileaux: Yes, yes.

Crawford: And I think that that's his— that's not my style, mine is like...

Brother Phileaux: No, no.

Crawford: Hunt for need, not for greed, you know what I mean?

Brother Phileaux: Mm-hmm. Oh, I agree.

Lady Godwin: So, is it to be fire, or how are we disposing?

Crawford: Oh.

Griffin: Make a— While all this is going down actually, Lady Godwin. While the— While this exorcism takes place, I want you to roll a Perception check for me.

Justin: [snorts]

[sound of die rolling]

Justin: 12.

Griffin: Uh...

Justin: Out of the corner of your eye.

Travis: Mm-hmm.

Justin: You barely see...

Travis: Just in time.

Justin: Dracula's ass running away. [chuckles] Trying to roll away.

Griffin: I mean yeah— You know, you got it pretty much in one. You look down at the stake where Dracula was tied up, and you see he has rolled with the stake down into the water.

And now the stake is floating on the surface but you do not see the Dracula head. It appears to have just gone into the water. Not impossible that you could get him again, but he is definitely taking flight here.

Justin: Um... Okay. Real quick, first thing, I bite the ear as hard as I can.

Griffin: [wheezes] Okay? To what end?

Justin: My contested—

Travis: To un-vampire it?

Justin: I've got a super quick test that I'm running to see if there's some kind of link, hive mind, like those twin [chuckles] brothers in *GI Joe*.

Travis: Uh-huh.

Griffin: Yeah.

Travis: Yeah.

Justin: So I thought maybe if one of 'em experienced pain—

Griffin: [claps]

Justin: — they would all experience it. So I'm testing that super quick.

Travis: Of course.

Griffin: Yeah.

Justin: Before I try something.

Travis: Very scientific.

Griffin: Make—

Justin: Something dumber.

Griffin: Make a— I mean, make a Perception check.

[sound of die rolling]

Justin: 18. [chuckles]

Griffin: 18. I mean you don't have a shriek of pain from under the water. The ear does wiggle slightly.

Justin: Okay.

Griffin: Which is super, super unpleasant.

Justin: So gross, okay. Um... I... [pause] I'm gonna have to hook it.

Griffin: The head?

Justin: I've still got the rope with the—

Griffin: With the sickle on it?

Justin: Yeah.

Griffin: Yeah sure, I love this. You're gonna—

Clint: [wheezes]

Griffin: You're gonna cast out and try to snag the Dracula head.

Justin: I'm gonna try to snag Dracula, yeah.

Griffin: Okay. This is a check, obviously.

Justin: [chuckles]

Griffin: [chuckles]

Justin: I think it just works. It makes narrative sense.

Griffin: I mean so like Survival would be like fishing, right? But this is—

Justin: Yeah.

Griffin: I think this could also be like a ranged attack roll on the head.

Clint: [chuckles] These last three episodes have been *Bill Dance Outdoors versus Joe*.

Griffin: Yeah, I love it. So why don't you— Let's do an attack roll, so why don't you roll your ranged attack for your— if you still have your javelin on your character sheet, those numbers will...

Justin: Yeah.

[sound of die rolling]

Justin: 17.

Griffin: Yeah, for sure. Okay, you throw the sickle into the water, and you feel a tug on the rope. When you pull it back, it has like— It has poked through him in a way that looks extremely painful.

Justin: I didn't say I pulled it back.

Griffin: Oh, okay. You— Then you just—

Justin: I'm just steppin' on the rope. [chuckles]

Griffin: Oh, okay.

Justin: So we can finish our fucking conversation.

Travis: Yeah, we weren't done talking.

Clint: [laughs]

Griffin: He bobs to the surface. You hear him just go—

Dracula: [with a hook in his mouth] Ah! Okay! You got me! I was making an break for it, you got me.

Lady Godwin: So. Where were we?

Crawford: Oh yeah, so are we gonna kill Snackula and grow Snackula from the ear? Is that where we're at?

Griffin: [claps softly]

Lady Godwin: Right. This is the plan I think is to kill Snackula.

Crawford: Mm-hmm.

Brother Phileaux: Yes.

Lady Godwin: And then kill Snackula Junior.

Crawford: Wait.

Brother Phileaux: Mm-hmm.

Lady Godwin: Yes. So in this version... we fucking kill both the Draculas. And then we find more and we do it again.

Crawford: Yes.

Lady Godwin: I've recently remembered how much I hate this little motherfucker.

Crawford: Okay.

Lady Godwin: I've had to hook him again. I don't like fishing and I've had to do it twice in one day.

Crawford: Okay.

Lady Godwin: So I'm going to destroy these two, and then I'm going to kill all the Draculas!

Crawford: Okay.

Brother Phileaux: Oh, what happened to the growing a new Dracula that we could mold with our love and our compassion and—

Lady Godwin: This one has been alive for roughly a day and is already a mega dick!

Brother Phileaux: Oh.

Crawford: Okay. I mean, that's a good point too.

Lady Godwin: This— There's no hope for him! There's no hope. [chuckles] It's all nature. I'm convinced.

Crawford: You should be a professional orator or somethin', up there doin' like, you know, Lincoln Douglas debates. 'Cause man at first you had me convinced with the "We'll kill this one—"

Justin: [giggles]

Crawford: "— and raise this one," and now you convinced me with the like, "No fuck it, we'll kill both of 'em."

Lady Godwin: My second husband always insisted that I was perpetually mercurial.

Crawford: Yeah. Yeah man, okay let's do it.

Brother Phileaux: Uh, one small amendment.

Crawford: Uh-huh.

Brother Phileaux: Could— Would you consider allowing me to take the ear? I have an ability to create homunculi.

Lady Godwin: Oh, gross.

Crawford: No, man.

Lady Godwin: No.

Brother Phileaux: Out of a— Out of—

Lady Godwin: This is too gross.

Brother Phileaux: I could create a homunculi out of the ear.

Crawford: Hey, what— Man.

Lady Godwin: What, this is perverse!

Crawford: I don't know about all this man. We're already dealing with some pretty fucked up shit.

Justin: [chuckles] [snorts]

Brother Phileaux: Oh, I know. I know.

Lady Godwin: No, go ahead, let him finish.

Brother Phileaux: Well, that was just it, I was—

Justin: [cackles]

Brother Phileaux: I was— I want to create a homunculi.

Crawford: You wanna make a flesh doll out of Dracula?

Lady Godwin: Yes, I—

Brother Phileaux: Yes.

Lady Godwin: The risks— The risks are so vast.

Brother Phileaux: Yes, I know.

Lady Godwin: As to be nearly infinite.

Crawford: The speed—

Lady Godwin: And yet the reward is imperceivable to me.

Crawford: Yeah, and the speed at which when I said the phrase “You wanna make a flesh doll out of Dracula,” and you said, “Yes” with no hesitation or embarrassment.

Lady Godwin: No hesitation at all.

Crawford: Or... chagrin.

Brother Phileaux: Well, I mean I—

Crawford: You were like, “Yes!”

Brother Phileaux: Well I have been cloistered, I’m not really sure what a flesh doll is.

Crawford: I mean, I don’t know where the— Where’s the confu— The words. Seems pretty clear in the words. A doll of flesh, a homunculus.

Brother Phileaux: Well—

Lady Godwin: I have a good compromise.

Crawford: Uh-huh.

Brother Phileaux: Alright.

Lady Godwin: We destroy Snackula.

Crawford: Uh-huh.

Lady Godwin: This we all love.

Crawford: Yeah.

Lady Godwin: Correct?

Crawford: Yeah, we’re on board.

Brother Phileaux: Yes, yes.

Dracula: Noooo!

Justin: [chuckles]

Brother Phileaux: All in favor. Aye. Okay, the motion passes.

Lady Godwin: Nextly, we place the ear into one of your many vials, Phileaux.

Crawford: Oh, bottled Dracula.

Brother Phileaux: Ohhhh...

Lady Godwin: A bottled Dracula, yes.

Brother Phileaux: Ohhhh, yes.

Lady Godwin: And I'm not sure what will happen for him, but I have to imagine it would be unpleasant.

Crawford: And funny.

Brother Phileaux: Yes.

Lady Godwin: And hysterical, yes.

Crawford: Yeah. Like when you grow vegetable—

Lady Godwin: I think this recourse—

Crawford: — in a shaped bottle and it— and you— yeah.

Brother Phileaux: I love it.

Lady Godwin: So we can— Yes?

Brother Phileaux: I love it, I love it, I love it! [claps]

Griffin: Okay. So you are— You— Now you— do you pull in Snackula?
What do you do with this?

Justin: Yeah yeah yeah yeah.

Griffin: Okay, you reel in Snackula and grab him and unhook him, and he says—

Dracula: You're about to make a terrible mistake. I'm the good
Draculaaaa.

Travis: Okay.

Lady Godwin: Bad news from God, Snackula.

Travis: Wait, can I—

Clint: [wheezes]

Justin: I swing Jennifer Meyers.

Griffin: Wait, was there—

Travis: No, I was gonna pull out his teeth.

Griffin: Oh yeah.

Travis: But go ahead and smash it.

Griffin: Yeah, I'm not even gonna make you roll, I mean you easily
cleave this thing.

Lady Godwin: Great!

Griffin: In two, and—

Justin: And I watch.

Griffin: I mean... Okay. Yeah. For how long?

Justin: Uh, well I call over Phileaux after I made the initial cut.

Brother Phileaux: Good.

Justin: Because I'd rather he do this, but I want Phileaux to watch and see if this head is reacting on— is continuing to function on a biological level. Or so— whatever sort of suprabiological, yes.

Griffin: I mean, that's— If you're looking at that, it's Medi— that would be a Medicine check, for sure.

Justin: Yeah, so I'm ask— I guess I'm not trying to force this on you, Dad, but this is something Lady Godwin is curious about and she would rather you check it out.

Travis: You're kind of the scientist.

Clint: Could it be an Arcana check?

Griffin: Yes, this is also a magical effect, I will allow that.

Clint: Okay.

[sound of die rolling]

Clint: That would be, well, a nine.

Griffin: It's— It is hard to... It is hard to say. It is dead. Like it is dead... You know, biologically it appears. Any kind of other magic that is happening to this thing appears to be, you know, it's like watching paint dry. It's like watching a plant grow, it's— it is—

Travis: I'm gonna burn it.

Griffin: Okay.

Lady Godwin: Yes! Yes. I agree.

Crawford: Yeah. I'm gonna—

Brother Phileaux: Oh let— Oh oh oh, let me save you the trouble.

Crawford: Well, it's not a trouble.

Brother Phileaux: I can.

Crawford: I built a fire, man. Let me save you a spell slot.

Brother Phileaux: I can create a bonfire.

Justin: [chuckles]

Brother Phileaux: Well okay, alright. I was going to create a bonfire.

Lady Godwin: How about you create a bonfire, then you set it alight? Then everyone gets to participate.

Crawford: Oh man, I could do that too, man. Like It's not art.

Lady Godwin: Then we can all say we killed Dracula!

Crawford: One of `em.

Brother Phileaux: Well that's—

Crawford: Not killin' Dracula—

Gordon: Can I kill Dracula a little bit?

Crawford: Yeah, man.

Lady Godwin: Cool.

Crawford: You wanna help pick up the wood?

Brother Phileaux: Oh could—

Gordon: I'll get—

Brother Phileaux: Could you maybe floss first? Oh god.

Gordon: Of course. [chuckles]

Griffin: He flosses.

Travis: Oh, he does the dance.

Griffin: Yeah, it's cool. He gathers some bundles of wood.

Gordon: I'm killin' Dracula today.

Crawford: Yeah man.

Gordon: I might—

Crawford: That's what he gets for not remembering who you are, huh.

Gordon: Yes.

Lady Godwin: Now Gordon, look me in the eyes, dear.

Gordon: Yes.

Lady Godwin: I need to be quite sure of something. Throughout this process, you have to guarantee me you won't attempt to eat any of Dracula.

Gordon: Oh—

Brother Phileaux: Oh god, yes.

Lady Godwin: And I'm terribly sorry if that's offensive to you.

Gordon: Oh, I mean. [chuckles] Are you tempted to eat Dracula? 'Cause of the two of us, only one of us has taken a bite of him today.

Lady Godwin: I mean that's an extremely fair point.

Gordon: Yes, thank you very much, I'm very perceptive.

Lady Godwin: And well made, may I say.

Gordon: Thank you.

Griffin: He goes about get— You do not break his stride. He's killing Dracula today, he's fuckin' stoked. He gathers some firewood for you all.

[firewood collecting sound effects play]

Griffin: And you all, through many means, both magical and normal.

Travis: Mundane.

Griffin: Mundane, you build a good bonfire. Any last words? Before you... chuck 'im in?

Crawford: Dust to dust, you son a of a bitch.

Travis: Nope.

Griffin: Alright. Ah yeah.

Crawford: Dust to dust, you peace of shit.

Justin: Wait, did— Travis! Travis, did you get the teeth?

Griffin: Nope.

Travis: No.

Griffin: He definitely didn't it goes in. [imitates fire roaring]

Travis: Aw man, awww!

Justin: Aww, son of a bitch!

Griffin: The quest continues. Yeah, when you throw Dracula's head—

Crawford: That doesn't feel real, man, you know? That's not the Dracula.

Griffin: His head goes up like kindling. It is so quick, there— It seems like there was almost a sort of accelerant nature to the stuff you just threw into the fire. To the extent that as it burns, it leaves no trace whatsoever.

Justin: Okay.

Griffin: Very, very quickly. You've— You all feel very confident at this point, you have destroyed at least one Dracula here today. But you do hang onto the ear?

Justin: In a bottle.

Griffin: In a vial. Okay, cool. Add that to your inventory too. Ma— I love that Dad— Phileaux's inventory looks a lot like Dad's inventory when he plays like *Skyrim*.

Travis: Yeah, right.

Griffin: And he just picks up everything.

Travis: He has a—

Justin: Is there a bottled— Bottled Dracula. 13 spoons.

Griffin: [chuckles] Bottled Dracula, he's got a quill— of a tooth—

Travis: Lot of mortar and pestles in there.

Griffin: He's got his own shrunken dead body!

Travis: Yeah.

Griffin: He's got a lot of stuff. I can't wait for some— for that stuff to— for you to make just one big potion.

[piano music plays]

Griffin: Okay, Gordon smiles and picks up Elizabeth and holds her proudly towards the bonfire and says—

Gordon: Did you see that, Elizabeth? I told you. I told you I'd take him down one day. Anyway, me and Elizabeth have figured out a method through which I might be able to commute you through the water and you all would, ah... be able to not drown along the way.

Crawford: That's awesome, man.

Gordon: I mean, I would so much worry about the puppet doing that, but yeah Elizabeth, why don't you tell 'em what it is you've got up your sleeve, dear.

Crawford: Oh boy.

Griffin: And the basketball just sits there for a second.

[pause]

Griffin: And he's like—

Gordon: Oh, Elizabeth. Elizabeth, you do— it's— You have to do it, dear.

Griffin: And then you see the basketball rattle on the ground a couple times. And then in a burst of light it transforms into a woman, dressed in robes of... furs and leaves and ornate twinkling threads. And she says.

Elizabeth: Ah, I'm so sorry everyone, I—

Crawford: The fuck?

Elizabeth: I— Sometimes I lose myself. It is nice to meet you in person, I am Elizabeth.

Lady Godwin: Is this your natural state, dear?

Elizabeth: Uhh...

Crawford: Are you basketball first or lady first?

Elizabeth: It's hard— It is hard to remember. I'm—

Crawford: Oh, like Lady Hawke.

Elizabeth: I spend so much time in the plane of sports that I...

Justin: [snorts]

Travis: Goddamn you.

Justin: [giggles]

Elizabeth: I forget which one is the real me, it's like a waking dream.

Justin: The plane of—

Lady Godwin: Sorry, did you say the plane of sports?

Elizabeth: Yes, It is where I commune. It's—

Travis: "It's in the mall, right next to Spencer's Gifts."

Elizabeth: It is the source of my coven's power. I'm— I am a sports druid, and—

Justin: [wheezes]

Elizabeth: I have prepared a ritual to help you all.

Griffin: And she casts Water Breathing on you.

Justin: I—

Travis: Can we take a nap first?

Justin: Wait, okay no. Hold on.

[music cuts out]

Justin: I've just paused the clip. Ladies and gentlemen, that was clip from Griffin McElroy's pioneering work on *The Adventure Zone TAZ Versus Dracula*. I'm James Lipton Junior, Griffin.

Griffin: [chuckles]

Justin: Tell me, do you recall when you first decided to have sports druids? Can you take us back to that moment?

Travis: How far—

Justin: Is Griffin still with us?

Griffin: Yeah, it was 70 seconds ago, and—

Travis: [laughs]

Griffin: I remember it like it was yesterday.

Justin: [squeals]

Griffin: I wanted the basketball to cast a spell and—

Justin: [wheezes]

Griffin: — saw on the page that Water Breathing is a druid spell sometimes, and so it all just kinda spun out from there, James Jr.

Justin: Now Griffin, despite you telling me that, some number of our listeners will insist it's a reference to *Homestuck*. How—

Griffin: [cackles]

Justin: How are you gonna deal with that? [wheezes] Have you done that emotional work?

Griffin: James, I'll be honest, I stopped vetting— That thing ran for fucking ever, man. Everything is, I guess.

Justin: [wheezes]

[chaotic piano transition music plays]

[ad break]

[calm piano music plays]

Travis: I do need a re— I'm almost out of spell slots, and—

Griffin: Oh, I thought you meant Travis, you need to recover.

Travis: No no no.

Griffin: Feeling— Oh, okay. Well then—

Justin: I mean, probably we all do.

Griffin: Elizabeth says— Elizabeth is like—

Elizabeth: Oh, um... It only lasts 10 minutes, this is embarrassing.

Crawford: No, I just need to rest man, 'cause like I used my spell on—

Elizabeth: No yeah, for sure, but I just used that spell slot to cast Water Brea— Let— Yeah.

Crawford: But if you rest, you'll get it back.

Elizabeth: I mean I would have to rest the night, I suppose.

Justin: [laughs]

Lady Godwin: Perfect!

Elizabeth: Okay. Cool.

Lady Godwin: We'll make an evening of it!

Crawford: Yeah man.

Griffin: Alright, you—

Crawford: Fish fry!

Griffin: I mean you—

Elizabeth: We— You do have the bonfire go—

Griffin: Oh, there's no edible fish.

Crawford: Oh.

Griffin: There's nothing left on the b— He picked that fuckin' thing clean.

Travis: Okay.

Griffin: You guys, I mean you have the bonfire going.

Crawford: I don't know why I'm surprised.

Lady Godwin: I most certainly am not going fishing for a third time today.

Griffin: Okay. You all have a bonfire here, so yeah, I think a campout would be pretty easy here.

Travis: Sick.

Griffin: The— Yeah, alright. Sure, go ahead and take—

Lady Godwin: I de—

Justin: I tap Elizabeth on the shoulder.

Elizabeth: Yes.

Lady Godwin: I... I don't know if it's an imposition, but it is rather early in the evening and we have no... entertainment.

Travis: Ha!

Elizabeth: Say no more.

Clint: Oh.

Griffin: She—

Lady Godwin: Would it be possible? I—

Elizabeth: Say no— Please.

Griffin: She curls up into a little ball shape, and then like *Turbo Teen*, just [imitates mechanized transforming noises] becomes a volleyball.

Crawford: Aw yeah, man.

Lady Godwin: Oh, that's absolutely— And you're sure this causes you no pain at all?

Griffin: [chuckles]

Crawford: Well, she's a volleyball now, man.

Brother Phileaux: Volleyball now.

Justin: [giggles]

Lady Godwin: Make her change back!

Brother Phileaux: Yeah. We're speaking to you, miss.

Justin: [through laughter] Make her change back so she can answer my question.

Brother Phileaux: Elizabeth?

Justin: [wheezes]

Brother Phileaux: Hello?

Lady Godwin: I need to— Dear, I said—

Clint: [taps his mic]

Brother Phileaux: Elizabeth?

Lady Godwin: I wanted to make sure Elizabeth that there's no— And it won't cause you any destroy. Am If I were to bump, set, and spike you.

Gordon: Oh yah.

Crawford: Is it rude?

Gordon: You can go for it. It's fun for her too.

Crawford: I'd rather hear it from her.

Lady Godwin: I'd rather hear from her, thank you.

Brother Phileaux: Yeah.

Gordon: The transforming—

Justin: [wheezes]

Gordon: The transforming, she doesn't like to talk about this, it hurts a lot, doesn't it? To become a volleyball.

Lady Godwin: Well how do I know that? I'm trusting your word.

Griffin: Okay you fucking— At that, the ball transforms back.

Justin: [wheezes]

Elizabeth: [grunts in pain] Ugh! What?

Crawford: Does it hurt to turn into a volleyball?

Justin: [wheezes]

Elizabeth: Yes, it hurts a great deal!

Lady Godwin: But it doesn't—

Crawford: Well then you don't have to, man, unless you want to.

Lady Godwin: It doesn't hurt when we bump, set, and spike you dear. We could've played *Charades*.

Elizabeth: Of course it doesn't hurt me when I'm in my ball form. I'm a ball, I don't have nerves.

Lady Godwin: We could do anything.

Brother Phileaux: Oh.

Lady Godwin: We'll play *Minister's Cat*.

Crawford: Yeah.

Lady Godwin: I mean—

Crawford: And *Charades*.

Lady Godwin: We don't have to.

Crawford: And sing songs.

Lady Godwin: If it's—

Brother Phileaux: Why are you so testy then if it doesn't hurt?

Elizabeth: I just— I— Just it hurts a lot, okay. But I— You— Gordon's already setting up the net and you all seemed so nice.

Brother Phileaux: That's a—

Elizabeth: Let me just— [makes transforming noises again]

Lady Godwin: Okay. Let's play!

Griffin: It's uncomfortable, it's weird. [wheezes] It's weird.

Justin: [wheezes] Can we—

Brother Phileaux: Well, now it is.

Griffin: [chuckles] Yeah.

Justin: Okay wait, what would the teams be?

Clint: Mm-hmm, mm-hmm.

Crawford: I mean I'll take Gordon.

Gordon: Alright, I'm so happy.

Justin: Okay, you and Gordon versus me and Phileaux.

Griffin: Okay.

Justin: Is that what we're doin'?

Travis: And then we would do what? Acrobatics?

Griffin: Everybody—

Justin: It'd be Athletics.

Griffin: No, so we'll do... Phileaux and Godwin make a contested added Athletics check versus Crawford Muttner and Gordon Clearwater.

Clint: Oh.

Travis: Athletics?

Griffin: Athletics.

[sound of die rolling]

Griffin: Holy shit, Gordon got a 19.

Travis: I got an 18.

Griffin: Jesus Christ, so a 37!

Justin: 37. Alright Dad, what you got?

[sound of die rolling]

Clint: 15.

Griffin: Oh god.

Justin: What do I have to roll?

Travis: 22.

Griffin: A 22.

[sound of die rolling]

Travis: Or a crit.

Justin: How about—

Griffin: Holy shit!

Travis: Holy shit!

Clint: 26!

Justin: That's a natural 20.

Travis: This is a game for the ages, folks.

Griffin: Guys, no kidding!

Clint: [laughs]

Griffin: It starts— Here— Starts out uncomfortable. It starts out uncomfortable—

Justin: [wheezes]

Griffin: — because of the sort of stutter step nature of the beginning of the game and the great and terrible pains it did wreak upon Elizabeth the sports druid.

Clint: [chuckles]

Griffin: But about five points into the game, that vibe is gone, and now it is Olympic level— [chuckles]

Clint: Oh man.

Griffin: Olympic level sports volleyball.

Travis: The montaging of it is amazing.

Clint: [imitates dramatic sports music]

Griffin: Yeah.

Clint: Oh yeah, I'm thinkin' *Top Gun*.

Travis: Oh yeah, baby.

Griffin: Yes.

Justin: Oh for sure.

Griffin: All of it.

Justin: Yeah.

Griffin: All of it. So that's a— That's a 37 versus a 41.

Travis: Yeah.

Griffin: Some of the biggest, gnarliest numbers I feel like we've seen on *The Adventure Zone*. This match, you're supposed to win by two. You guys accidentally play until sunup. The game goes on for fucking forever and you have to have another day here.

Clint: [laughs]

Griffin: To have a second long rest!

Clint: [coughs]

Griffin: But you all talk about this fuckin' volleyball game for ages.

Justin: [claps]

Griffin: People start coming by and watching. You get—

Clint: You know, with a game like that, we should level up.

Griffin: You attract a—

Clint: We should get a level up.

Griffin: Ummm...

Justin: You can't just spring that on us, Dad.

Clint: No, but I—

Griffin: No, I don't think so.

Clint: Just a suggestion.

Griffin: Did you all level up before or after the werewolf fight?

Justin: It was after. For sure.

Travis: Yeah.

Justin: 'Cause if we hadn't levelled up after that, I would've kaput.

Griffin: Yes okay, cool. Okay, no you don't level up, but you do get a good chunk of experience. And... contracts.

Travis: And I'll say a lot of bonding.

Griffin: A lot of great bonding. Okay, it is the— [chuckles] It is the dawn of the following day following—

Travis: 36 hours later.

Griffin: 36 hours later. [chuckles] You all go ahead and heal up, get your spell slots back, take your long rests. And... Elizabeth say— transforms. [imitates transforming noises]

Elizabeth: Okay, are you really ready to go now?

Crawford: Did you see that game?

Elizabeth: I... did not, no. How'd it go?

Crawford: Oh, it was a great game.

Lady Godwin: You didn't experience it?

Crawford: It was wild, dude.

Elizabeth: It— I—

Lady Godwin: What were you doing?

Elizabeth: I was being a ball.

Lady Godwin: No, but like...

Justin: If Elizabeth has no memory of the game, what is happening to Elizabeth's consciousness when she plays sports?

Travis: Oh, good question.

Clint: Ohhhh.

Justin: That's what I'm asking.

Elizabeth: I try to go into a sort of weighting room.

Lady Godwin: Oh, a sports-themed waiting room?

Elizabeth: No.

Brother Phileaux: Is there an angry German doctor in there with you?
[chuckles]

Elizabeth: I'm not sure what you're referencing.

Brother Phileaux: Then never mind.

Lady Godwin: None of us are.

Brother Phileaux: Never mind.

Elizabeth: Okay. So, again, Water Breathing time? Everyone good to go?

Lady Godwin: I think I'm all ready to go.

Elizabeth: Did you go po— Did you all go bathroom?

Crawford: Yeah.

Griffin: Okay.

Lady Godwin: No, I'll need another 10 minute—

Justin: [chuckles]

Brother Phileaux: Oh, I need to roll up another elixir! I need to roll up another elixir.

Griffin: Oh yes, I guess you do need to do that— She starts, she's like—

Elizabeth: And Water...

Brother Phileaux: No wait!

Elizabeth: Brea—!

Brother Phileaux: Wait wait wait, no.

Elizabeth: No?

Brother Phileaux: Wait, hold on. Hold on, I have to roll up an elixir.

Griffin: Okay. Do these accrue, or do they last... a day?

Clint: Yeah!

Griffin: Okay, so you have— It's like you—

Clint: I can— No, they last forever.

Griffin: Okay, cool.

Clint: Yeah, they're good. And that wa— Let's see, to everyone. I'm rolling and that was...

[sound of die rolling]

Clint: Oh, that's a six. Ooo, that means I get to choose...

Griffin: Oh, that's fun.

Clint: Okay. This is good, this is a transformation elixir.

Justin: Ooo.

Clint: It works the same way as Alter Self does.

Justin: Do you pick what you're doing, or is it a dice roll?

Travis: Depends on the—

Clint: No, I rolled a six, I rolled a six. And that's what it is on the chart. So I had that.

Griffin: Make a Perception check for me, Phileaux. As you mix up this potion.

[sound of die rolling]

Clint: Five!

Griffin: Cool. Alright guys.

Clint: [wheezes] [laughs]

Elizabeth: Water Breathing time now, please? I actually have stuff to do today.

Lady Godwin: Yeah, let's do it.

Crawford: Yeah, man.

Brother Phileaux: Of course.

Lady Godwin: Please!

Elizabeth: Alright. I will cast the spell upon you. At that point my beloved, Gordon, will lead you through the waters. Know that you are entering the lair of the Cult of the Buried Blood.

It will be... quite perilous in there. You should expect danger around every turn from the moment you arrive. I worry that you will be killed in there, 'cause there's a lot of them, and like three of you.

Crawford: Could you go with us as like a talkin' sword or something?

Lady Godwin: Oh, excellent question. Yes.

Crawford: Like a fencing— Like a rapier's a sword.

Elizabeth: This is an interesting— Yes, that— I suppose if it is a sword-based combat sport. No, I don't wanna do that, because I'll die.

Crawford: Yeah.

Elizabeth: And so will Gordon. But if you all wanna do that, go right ahead. That is your journey. So Water Breathing!

Griffin: [imitates a magical spell sound effect]

Justin: [chuckles]

Griffin: You all can breathe water now for 10 minutes.

Crawford: Okay, let's go, swim!

Justin: What do you do with it when the DM is like, "Let me open a door to the place that I told you to go, and then the last thing I wanna mention is you shouldn't go."

Travis: Yeah man, like al—

Justin: That's like the one last—

Travis: Alright.

Justin: Like, “One last note, my mouthpiece in this game is telling you do not go do this thing I’ve told you to do.”

Griffin: I mean, if you guys want to just— I’m not kidding here, this is not a bluff. If you want this whole thing to turn on its ear and become a volleyball-themed [chuckles] gothic horror campaign, I am...

I can make that work. I can make that happen. This is a crossroads you’re standing at right now, do you— If you guys wanna just stay here forever and play volleyball.

Travis: I haven’t gotten the teeth yet.

Griffin: That’s fair.

Travis: That’s the only thing I need to do.

Justin: Okay.

Clint: And I haven’t solved my mystery yet either.

Justin: I am tempted.

Griffin: Okay.

Justin: But I think we—

Travis: But we might retire to professional—

Justin: We should go. Maybe we should come— we could come back.

Griffin: Yeah, absolutely.

Justin: But like not right now.

Griffin: Cool.

[splash sound effect plays]

Griffin: You all jump into the water and you can breathe this water. It is yucky, it's pretty yucky water, and so there is like a— there's almost a smell to it, but like a mouth smell. [wheezes]

Justin: Sorry?

Griffin: [squeals]

Justin: Sorry?

Griffin: I forgot about taste for like a second, forgot about the sense of taste.

Justin: Okay.

Griffin: It tastes bad as you breathe it.

Justin: [chuckles]

Griffin: You all dive down, into...

Justin: Yeah.

Griffin: The flooded quarry.

Justin: Okay.

[music cuts out]

Griffin: And we gotta move past what I did and said.

Justin: [wheezes] Yeah, yeah yeah yeah yeah. I understand.

[piano music plays]

Griffin: You swim and Gordon is leading you on the way. He has his own sort of like glowing fungal light on a stick that he is holding to sort of lead you all, and you swim into the entrance of this quarry. He is sort of leading you down to follow railcart tracks on the ground, and following those for a while.

As you go, you just see just constant flotsam and jetsam from this ruined mining operation. Lots of wood panels floating around, the occasional sort of like metal wheel floating around. A lot of skeletons down here.

Justin: Mm.

Griffin: You get the sense—

Justin: Human?

Griffin: Uh, yes. Human skeletons.

Justin: Okay.

Griffin: You suspect that this flood happened maybe quickly and unexpectedly, based on the sort of grizzly scene you find as you dive forward. You follow these tracks for a very long time, not quite 10 minutes.

Travis: Thank god.

Griffin: And [chuckles] eventually he stops and then looks upward.

Travis: Hey Griffin, can I just say that that would be a wild move as a GM if you were like, “Yeah, I’m gonna—”

Griffin: To fucking drown you in the—

Travis: “I’m gonna give you Water Breathing for 10 minutes.”

Justin: [laughs]

Travis: “Unfortunately it takes 18 minutes to swim there.”

Justin: [laughs] “I’ve got— Why didn’t you guys change?”

Griffin: He points upward at a big hole in the ceiling, and looking up it you can see that it is a sort of tunnel leading upwards, maybe like 15, 20 feet. Up through that hole you can see a surface to the water, and you can see what looks like flickering firelight through that hole. He points up at the hole and then looks at you all, and wave his hand... goodbye.

Justin: Bye.

Griffin: Gives you a big thumbs up.

Justin: Thanks.

Griffin: And... he starts swimming backwards, towards the leaving.

Travis: I wave back bye.

Justin: Yeah.

Griffin: That's very kind.

Justin: And then let's go— head in. Let's not push our luck.

Brother Phileaux: [bubbling] Goodbye!

Griffin: Okay, cool.

Justin: We swim to the surface.

Travis: With Water Breathing, does that include water speaking, in your opinion?

Griffin: No, I think water seeing is okay, but I don't know that water speaking is part of the bundle.

Clint: Okay.

Griffin: All of you make a— Who's sort of like taking the charge, who's like going up first?

Travis: It should be me.

Griffin: You think.

Justin: I'm tougher.

Travis: I'm the sneakiest.

Griffin: Okay, yeah.

Justin: Sure.

Griffin: Mutt then, make a Perception check as you take point and swim up towards the surface.

[sound of die rolling]

Travis: 12 plus seven, 19.

Griffin: Okay. You see, as you get close to the surface of the water, you see there is a torch in a sort of makeshift sconce on the wall, right near where this sort of pool exits out.

You see that this is part of a much larger chamber that you can't quite see much more of, but you also see a very bored looking, just by the way that he is sort of dressed and the fact that he is baring arms, a guard standing with his back turned to the water, looking out into the chamber.

Travis: Hmm.

Justin: Hmm.

Travis: I am going to attempt to stealthily pull him into the water.

Griffin: Okay.

Travis: Like, you know, cover his mouth, pull him down under the water.

Griffin: Yeah sure, *Rambo* style.

Travis: Sure.

Griffin: So this is going to be an attack roll, you're going to have advantage, because... I don't think there's any reality in which he can see you with his back to the water and you sort of getting the drop on him like this. Make an attack roll with advantage and let's see how that goes.

Travis: Using which rolls?

Griffin: I mean, are you just grabbing his ankles and yanking him in?

Travis: Uh... I mean.

Griffin: Or are you like leaping out like trying to, you know, shank him or something?

Travis: I guess grabbing his an— I mean whatever is gonna be noticed the least. I just don't want it to make a lot of noise.

Griffin: Okay.

Travis: But I guess if I'm doing it quickly enough.

Griffin: Yeah sure. Yeah, I think this is just an unarmed sort of grapple check if you're just trying to like pull him in.

[sound of die rolling]

Travis: 18 plus three, a 21.

Griffin: Easy, yeah. Tell me—

Travis: Eight plus three, 11.

Griffin: Tell me how this—

Travis: So 21.

Griffin: Yeah, tell me what it looks like. How do you get up and get out?

Travis: So, I think I come up and... get as high as I can. I think I grab him by like the back of his shirt or something.

Griffin: `Kay.

Travis: And then let the force of me going down— back down also pull him back down.

Griffin: Sure.

Travis: So I'm going under the water with him.

Griffin: Yeah, you leap out of the water, and as you do you get like a quick glimpse into this chamber, and you don't see anything— any other like people in here when you do this. But you do leap up and grab this guy. You hear him say—

Guard: Oh shit!

Griffin: And you splash him back down into the water, and you have him grappled. Lady Godwin and Phileaux, you all see this. Phileaux, I imagine that you have sort of created a ballast system [chuckles] in order to maintain your underwaterness down here, buoyant as you are. But you all manage to— You all see Mutt grab a guard and splash him down into the water.

Justin: Um... I'm gonna— Are we still in the water?

Griffin: Yeah.

Justin: [clicks tongue in thought] Okay, well I'll just assist Mutt in subduing the guard.

Griffin: Okay. Then—

Travis: Fatally or non-fatally?

Griffin: Yeah, just try— What's that— What does that mean?

Justin: Well he didn't really describe— We didn't really discuss that beforehand.

Travis: Yeah, so that— I'm leaving it up to you, babe.

Justin: Let's... You know what I'm gonna do? I'm gonna punch him in his head.

Griffin: Okay.

Travis: Mm.

Griffin: Trying like a con—

Justin: With advantage.

Griffin: Yeah. No, it will be with advantage. Like a concussive strike?

Justin: Yes exactly, I'm trying to knock him out.

Griffin: Okay, make an attack— Make an unarmed attack roll.

Justin: Not rassling, I'm just gonna— Okay.

[sound of die rolling]

Justin: That's a 18.

Griffin: Yeah, that's—

[sound of die rolling]

Justin: Or a natural 20.

Griffin: Oh fuck me.

Justin: Plus six.

Griffin: Yeah.

Justin: So punches are good today.

Travis: Punches are good.

Griffin: Punches are really fucking good today.

Justin: Punches are good today.

Griffin: The punches are high. Okay, roll damage on the unarmed attack roll.

Justin: Okay. That's...

Griffin: Double dice.

[sound of die rolling]

Justin: Four.

[sound of die rolling]

Justin: And a four.

Griffin: You rolled two— Okay, yeah. Clonk! You give him a swift one two just haymaker with shocking agility, considering you are underwater, and you see him kinda go limp as all of you just sort of float up to the surface.

Travis: Yeah, I pull him— I don't want him to drown. I don't know this guy.

Griffin: Okay, that's nice of you— Do you—

Travis: But I am gonna search his body for like keys and money and stuff.

Griffin: Cool. Are you subduing him in any way?

Travis: Yeah, I'm gonna tie him up and gag him. Yeah man.

Griffin: Okay, cool. The usual.

Justin: [chuckles]

Travis: Yeah.

Griffin: Okay. Okay, cool.

Travis: Yeah.

Griffin: You—

Travis: Infiltration standard.

Griffin: Yes. Checking his belongings, he has... There's no keys that he appears to have.

Crawford: Fuck.

Griffin: He is wearing a sword, it is just a longsword that is fairly well kept, but otherwise it's—

Travis: I throw that in the water so that it sinks away.

Griffin: Okay.

Justin: [chuckles]

Crawford: I mean, sorry did you— Did either of you want that?

Griffin: [chuckles]

Justin: Too late, it doesn't matter now.

Griffin: You see as it flies through the air towards the water, it says— there's an inscription on the hilt that says, "To Tobias."

Justin: [wheezes]

Griffin: "With fondest regards—"

Justin: It's what I was about to tell you about and didn't get to tell you about.

Griffin: "With fondest regards, your dead—"

Clint: "Happy retirement."

Griffin: "Your—"

Justin: I'm gonna try to grab the sword. Like I don't— You put a sword in there, I'm gonna try to get it.

Griffin: Make a Dexterity check [chuckles] as you try to grab it from the air, as Mutt throws it into the water.

[sound of die rolling]

Justin: 17.

Griffin: Yeah alright, you catch it in the air.

Justin: Okay. Nice.

Griffin: [chuckles] So now you have Tobias's grandpa's sword.

Lady Godwin: I'll call it—

Griffin: Okay cool, add a longsword to your inventory. He—

Justin: Oh, I will.

Griffin: — otherwise isn't wearing a whole lot of other sort of exceptional stuff, except for he has on a tabard over his leather armor that he is wearing.

And it is of the same sort of like blood red design as the robes of the like cultists of the Buried Blood that you have seen during your journey thus far. Very similar to the tabard that you saw Hyde wearing when you encountered Jekyll and Hyde.

You— Give me an Arcana check I think just Phileaux probably. Or Phileaux and Mutt, Mutt you have some touch of the arcane in there.

[sound of die rolling]

Clint: Jeez... I got a 10.

Justin: Aw man.

[sound of die rolling]

Travis: A 16 plus one, 17.

Griffin: Yeah Mutt, I think for you it's maybe just... your eagle eyes pick up on the fact that around the collar of this tabard, there is some like fine

like filigree, like golden thread woven through it that appears to be enchanted.

I think you piece together, just based on your encounters with these guys so far, this is the— this is— This creates the sort of like red fogging effect—

Travis: Oh okay.

Griffin: — that the—

Travis: Yeah, I put it on.

Griffin: — cultists— Okay, cool.

Clint: Oh.

Griffin: Yeah. Toss that bad boy on.

Justin: Sorry real quick. Griffin, I just wanted to check. As I'm putting away Toby the Sword, does it feel kinda like... What kinda vibe is it giving me? Is it kinda grey? Is it kinda greenish? Is it like blue? Maybe purple?

Griffin: It's purple.

Justin: Maybe like a or— It's a purple? So it's like an epic. So it's like epic?

Griffin: Oh, you mean like col— Oh, you're talking about quality? Like.

Justin: Yeeeah, like what kind of quality is it like?

Griffin: I thought you were saying the physical color of it. No, I—

Justin: It doesn't seem like you would pass down a common longsword? You know what I mean? Like if I found a common longsword, I wouldn't be like, "My grandkid's gotta have this." Like I would be passing down—

Travis: Now, be careful Justin, because when grandparents pass down weapons to their children, Griffin likes to destroy them the first time you use them.

Griffin: That's true.

Justin: [chuckles] Okay, good to know.

Griffin: I will say it does have an enchantment on it that it is— it does +1 damage—

Justin: Okay.

Griffin: — to anyone named—

Justin: So it's longsword +1.

Griffin: — Toby or Tobias.

Justin: [chuckles] [sighs]

Griffin: If you fight someone named Toby, this longsword does +1 damage to them.

Justin: Okay.

Travis: What if they just have toe beans?

Griffin: No. No. No, if their name's Toby or Tobias, then this does [chuckles] +1 damage to them.

Justin: Okay got it, thank you. That's a—

Travis: That seems really weird to give to someone named Tobias.

Griffin: Well, who else would you want to have it?

Justin: [wheezes] But the cost!

Travis: Yeah, but it feels a little bit like sending someone a bullet with their name engraved on it or something, you know?

Griffin: [wheezes]

Justin: [laughs]

Griffin: [laughs] That's right, grandpa sent—

Justin: It's for Toby! It's for Tobias!

Griffin: Grandpa sent this to Toby. When Grandpa wrote "From your beloved grandpa" on the hilt of the sword, he was being kind of a smartass about it.

Justin: [giggles]

Griffin: This was a threat.

Travis: Yeah.

Justin: [wheezes] [squeaks]

Travis: "I have a million of these."

Clint: [chuckles]

Justin: "For you." [laughs]

Griffin: When it said, "For Toby" it meant "to stab him."

Travis: Yeah.

Griffin: [laughs] It was a reminder! It wasn't a fam—

Justin: [wheezes]

Griffin: You realize this is not to pass on to his grandson Toby.

Justin: Okay.

Griffin: He made this sword to kill Toby—

Travis: Once and for all.

Griffin: — and had to write on it to remind himself that this is a the Toby Slayer.

Travis: Yeah.

Clint: [laughs]

Griffin: Cool. Yeah, customize that item in your inventory. Okay. Cool. You pick this guy [chuckles] over, leave him tied up, he is very sleepy. You all are—

Justin: I'll just say, if it's +1, that's not going to be very narratively satisfying if it comes back up. Maybe you could do me better than +1, you know what I mean? Just in case I could find another Toby. It's gotta be like pretty good against Tobys. [wheezes]

Griffin: It does... plus— It does plus— What would—

Justin: 10. I mean—

Griffin: It's the Flaming Raging Poisoning Sword.

Justin: I mean +10.

Griffin: When used again a Toby or a Tobias, it gets—

Justin: [wheezes] Against Tobys.

Griffin: — it has the Flaming Raging Poisoning Sword of Doom stat block.

Travis: Woooah.

Justin: Okay, got it.

Griffin: So we'll look that up later. So. You all are— Now that you've sort of broken the surface of the water, are able to sort of gather your surroundings. You stand in the under Stranglemire and it sucks down here, pretty bad.

There was a sort of logic to the iron mines that you were swimming through with Gordon earlier, like a plan, a structure that was used by miners to excavate the iron from the walls here.

These tunnels that you're in now don't appear to be a part of that same sort of network. They appear to have just been sort of blasted and excavated out like extremely chaotically. The chamber that you are in now has a very, very low ceiling.

It appears to be something of like a nexus, with like roughly hewn tunnels that split off in several different directions. And that is maybe why they had a guard stationed here. You all are out of the water and freshly loot gathered. What are you doing?

Justin: And he is— And this effect is the sort of like red bloom effect you were describing, is that just on Crawford, or?

Griffin: What red bloom effect?

Travis: The red smoke.

Justin: Yeah, thank you.

Griffin: Oh yeah, it is just an effect that you can sort of activate and deactivate with like a touch on his, yes.

Clint: Did we find anything else that's, you know, vial worthy?

Griffin: Umm...

Justin: [snorts] Anything Dad can put in a bottle?

Griffin: Ma—

Clint: Anything I can put in a bottle?

Travis: You take out the guy's appendix.

Griffin: [chuckles] Make a... I mean. [clicks tongue in thought] If you tell me that you're lookin' for—

Clint: Investigation?

Griffin: Well, Investigation's if you're looking for something specific.

Clint: Alright.

Griffin: I think just a Perception check to look around the area.

Clint: [sighs] We've already established that that is not my oeuvre. Okay.

Griffin: If you can ever narrow it down then I'm fully willing to concede a— Okay.

[sound of die rolling]

Clint: 12.

Griffin: You're— Yeah, with a 12, you look around for something sort of eye-catching, and what light sources are you guys sort of working with down here? There was the torch in the wall that you are free to take. I don't know if you have your own sort of illumination.

Justin: I mean he have a— Don't you just have a torch?

Griffin: Yes.

Justin: Yeah, I mean I have a torch in my hand.

Griffin: I mean if you guys can see—

Clint: Well my glowing hat. I still have my glowing hat, I think.

Travis: I have darkvision.

Griffin: Okay cool. So you're wearing a glowing hat, Phileaux? Still?

Clint: Yeah, the— Well, why not? Yeah.

Griffin: Okay cool.

Clint: It's the same hat.

Griffin: Cool, you all then are able to see pretty clearly. The light off your glowing hat, you see glints off of a— some flecks of red stone that are embedded in the wall of this sort of nexus chamber. That is what I will give you with a 12 Perception check.

Clint: Oh, I bet— I'm puttin' it in a vial. Putting— I bottle it up.

Griffin: I mean it's—

Clint: I bottle it up!

Griffin: This is a stone in a wall. So we're gonna— I'll need to hear how you're—

Justin: [snorts]

Griffin: How you are doing that, what the process is.

Justin: Big bottle.

Travis: Big bottle man.

Clint: Come on.

Griffin: Big bottle, lot of scraping.

Travis: Puts a big bottle up to the wall, says, "Hop in."

Clint: I'm gonna take the— one of the— one of my darts, and I'm going to kind of scrape it into the bottle.

Griffin: Okay.

Clint: Some flecks of the red— For analysis later.

Griffin: Sure. Make a... This is I think detail work, give me a Sleight of Hand check.

[sound of die rolling]

Clint: 19.

Griffin: Cool, yeah you are able to sort of deftly, you know, eyeball this wall and find where the flecks are clustered closest together, and you scrape a sample of it into a vial.

When it happens, I'm not gonna make you guys roll a Perception check for this. As you are scraping, there's like a tremor that reverberates throughout the chamber.

[earth shaking sound effects play]

Griffin: Like a very, very, very mild sort of earthquake. It comes and passes through the chamber and it seems to just echo down these different tunnels from here in this nexus, just a [imitates deep rumbling sounds]. And then a few seconds pass, and then [imitates deep rumbling sounds].

[shaking sound effect plays again]

Griffin: Another one comes. And then things quiet down.

Clint: [whispers] Fuck.

Justin: I think we should head towards that noise, personally.

Griffin: Yeah. I think you could... Yeah, I think that would be easy enough to do, to follow the source of this noise. It is close, it seems to have come from the tunnel where these red flecks are kind of congregated around. So you are able to sort of triangulate the origin of the noise, it seems to correspond to where these red— this red stone is.

Justin: Well Lady Godwin's gonna start heading that direction.

Griffin: Okay.

Justin: So you...

Travis: Okay yeah, I follow— I gue— Mm. Okay. Yeah, I follow.

Justin: I mean we don't have any other leads, right? And there are how many tunnels?

Griffin: There's like four tunnels in here.

Justin: Yeah, I mean like.

Travis: Yeah, let's do it.

Justin: Of the options, right?

Griffin: Yeah.

Justin: Like let's— We don't know what we're wandering into otherwise. At least if we know there's noise, that might cover an approach, there's something happening that might be distracting. That's my hope.

Griffin: Cool. You all... being walking down the tunnel. It is long and winding, and just similarly kind of crudely carved out, as the chamber you were just standing in.

As you walk down it, the light from your torch and from your magic hat continue to just sort of flicker off of the red stones in the wall, that as you progress, it grows sort of more frequent, appearances of this red stone, than just like flecks in the wall.

You see like seams begin to form. So just seams of these— of this red stone naturally sort of appearing inside of the rock, and you see 'em more commonly as you pass through this tunnel. As you do, another pair of tremors just shoots down through the tunnel that you're passing through, and very similarly to last time.

And you all make your way out of the end of this tunnel, and you reach a stone outcropping that is overlooking a stupefying sight. You are standing in another chamber that appears to— This one seems to have been naturally formed, just from just natural erosion.

The ceiling of this chamber is easily a hundred feet above you. Its floor which you can sort of see down past the edge of this outcropping, giving you pretty terrible vertigo, is like an indeterminable distance down. You

do see, looking down, your light shines off of just hundreds of thousands of bones.

Which would be the most upsetting thing in this room if not for the enormous spine that you see before you. It emerges from the edge of the outcropping that you're standing on and it stretches all the way across this chasm, a good 120 feet, to an outcropping and an outcropping on the other side.

This is a giant spinal bridge. Whatever this spine is the spine of, you are not sure. Each vertebra is nearly like 10 feet in diameter. It is enormous. What do you do?

Crawford: Can I just say man, I hate this. You know what I mean?

Lady Godwin: Yes, it's a— quite unpleasant.

Crawford: Yeah man, like ugh.

Justin: Can we get around it?

Griffin: [sings] You can't go around it. [chuckles]

Justin: [chuckles]

Travis: Let's go under it.

Griffin: You're just gonna have to go through it!

Travis: Yeah.

Griffin: Squish. Squish.

Justin: So it's a spine like sticking out of the water?

Griffin: It is a— You are on a basically cliff.

Justin: Okay.

Griffin: A stone outcropping.

Justin: Okay.

Griffin: And this spine is—

Travis: So it's a spine from one cliff to the other.

Griffin: It's like growing out of one side of this chasm to the other, like a bridge.

Brother Phileaux: May I suggest... that if we wish to cross this, I in my somewhat lighter form could possibly lead the way. Perhaps with a rope attached to me?

Crawford: Sure.

Brother Phileaux: Just in case the worst happens.

Lady Godwin: As far as I know, you still have a rope attached to you.

Griffin: [cackles]

Brother Phileaux: Oh.

Crawford: Oh yeah man, we did forget. Oh yeah—

Brother Phileaux: Oh, oh god.

Griffin: You had to have tak— There's no way you played that bitchin' a game of volleyball with a big rope tied around. There's no way.

Travis: Maybe that's how it was so good, 'cause Lady Godwin was like swingin' him around like a mace.

Justin: I was— Yeah. I was like using him as a mace.

Travis: As a Morningstar.

Griffin: That's sick, okay cool.

Travis: Gettin' the hard shots.

Griffin: Cool, I like this. So what is the plan here? What's the order? Are you— How many of you are going out onto the bridge? It sounds like you're gonna let Phileaux go in first with a rope tied around him. Who is holding the other end of the rope? Paint me a picture.

Justin: I'll—

Travis: I would say the two of us mainly, but.

Justin: Yeah, we'll brace and just see how the journey goes across the entire thing. [chuckles] To the end of it. I think.

Griffin: Are you staying on one side of the bridge as he attempts to cross? Or are you going out after him? What are you doing?

Justin: I think I mean, I think it makes— Let's find out if there's gonna be a danger, right?

Travis: Yeah, right?

Griffin: Yeah.

Justin: And then let him cross it.

Griffin: Okay.

Travis: Yeah, we'll let our canary go first.

Justin: Yeah.

Griffin: Sure. Okay. You step out onto the spinal bridge, Phileaux. As your foot— As your wooden foot touches bone, it makes a sort of hollow clacking sound, and you are having a little bit of trouble actually keeping your footing. You're having some trouble... you know, with the smoothness of your feet, staying upright on this slightly rounded bony surface.

Travis: Mm-hmm.

Griffin: Give me a... I think this is just a Dexterity check, to see how crossing this slippery bridge goes for you.

[sound of die rolling]

Clint: Okay. Well that's an 18.

Griffin: Okay! I think it takes some doin', and it doesn't look especially graceful, but you are able to cross this bridge and it seems pretty sturdy, pretty rock solid.

Clint: What's on the other side? Is there anything I can tie the rope to to anchor? To help with the safety of my friends?

Griffin: Um... [vocalizes in thought] I would say the nearest vertebra to where you are has a— You know what it is? It's almost like a hip bone jutting out of the ground.

Clint: `Kay.

Griffin: That has, you know, a cavity in that you could maybe tie this rope around.

Clint: Okay. And that's what he does. He takes the rope from around his waist. Oh god, it feels good too.

Griffin: Give me—

Clint: Feels so good.

Griffin: Yeah.

Clint: Not having that there.

Griffin: That is— I will want I think a Survival roll for the knot tying here. I mean you're a little puppet man.

[sound of die rolling]

Clint: Alright, yeah. Ohhh, almost a 20. It's a seven.

Griffin: Yeah, you tied it really good. You actually did a kickass job. You actually look at it and you think "Damn Phileaux, you've done done it again. Another great knot." And do you signal to the others?

Clint: Yes.

Griffin: Cool.

Clint: In addition to that, I'm going to cast a spell. I'm going to cast... I'm going to cast... Light. Which is a cantrip. Which... I'll just say...

Justin: Makes darkness go away.

Travis: Yeah.

Griffin: Makes things less dark.

Clint: I'll say I cast it on the hip bone.

Griffin: `Kay.

Clint: So it shows you guys where you're headed.

Travis: Oh, okay.

Clint: In the dark.

Griffin: Okay cool.

Clint: And it illuminates the— maybe the last part of the thing.

Griffin: Cool. And are you guys crossing now?

Travis: Sure!

Justin: Yeah, it seems alright.

Griffin: Holding onto the rope? Both of you?

Travis: Yeah.

Justin: Sure, yeah!

Griffin: Just for safety's sake.

Justin: Of course.

Griffin: Okay, cool. You step out onto the bridge. Both of you give me Dexterity check, please.

Travis: Okay.

Justin: I kinda thought that... [mumbles]

Travis: Dexterity check or Dexterity save?

Griffin: Uh Dexterity check.

[sound of die rolling]

Clint: I would save with advantage since I shone the light.

Justin: Yeah.

Travis: Nat 20.

[sound of die rolling]

Griffin: Alright.

Clint: Ooo.

Justin: That's a 15.

Griffin: Yeah, both of those are totally sufficient. You all cross this bridge, I would say Mutt, you're having a very easy time of it. Godwin, you're slip slidin' around a little bit, but you are able to sort of gain your footing and get some traction and start making your way across the bridge. Halfway across.

Clint: Uh-huh.

Griffin: Another pair or tremors hit. And as they go off, you... hear the same sort of quiet, as the reverberation dies down, which takes a while in this chamber. And then you hear... [squeaks]

Justin: [sucks in]

Griffin: Looking down the tunnel at the edge of the bridge you've just crossed to, Phileaux, you peer over and the light of your hat shines a far way down the tunnel, and it look like the light is receding, like maybe you're worried like, "Oh no, is that spell waring off? What's going on?"

[outro transition music fades in]

Griffin: And you realize that that is not the case. What is the case is that—

[squeaking sound effects play]

Griffin: — thousands upon thousands of rats are storming down the tunnel, like a tidal wave, threatening to wash you all away.

[*Versus Dracula* theme music plays]

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