

The Adventure Zone Versus Dracula – Episode 16

Published April 25th, 2024

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[opening theme music plays]

Dracula: Dear Diary...

Well, I have my first run in with one of those Buried Blood knock-off Draculas, and let me just say, not super impressed. Sure, they're beefy enough. Got that whole *Gargoyles* aesthetic going for 'em, but that's about it.

To think, I was worried about these Sam's Club, "We got Dracula at home" ass jabronies. There's just—

Justin: [giggles]

Dracula: — no soul there, you know?

Clint: [chuckles]

Dracula: Just angry muscles. I wonder, is that all I would have amounted to if not for your intervention? Ah, I remain in your debt, my beloved Aria.

[*Versus Dracula* theme music plays]

Griffin: You all are standing—

Travis: What— Lore. Wait hold on, that's an introduction of lore.

Justin: You didn't hear it.

Griffin: Yeah, get— I'm comfortable with that, on episode 16.

Clint: [chuckles]

Griffin: Of *TAZ Versus Dracula*. You all are standing in... a cavernous chambers in this system of tunnels, from which the Cult of the Buried Blood operate.

You have seen a lot of unsettling stuff in here so far, the most unsettling is the bridge spine that Phileaux has just managed to cross, from one sort of stone outcropping to another. You were headed towards an exit from this chamber which leads deeper into this tunnel system.

The other two members of your party, Lady Godwin and Mutt, were halfway across this bridge, holding onto a rope tethered to a massive hip bone at the far end of this bridge.

Travis: Tethered.

Griffin: Tethered.

Travis: Quote unquote.

Griffin: Tied. Yeah, sure.

Travis: With a six.

Griffin: Pretty good tied. Thank you for reminding me of that, I forgot about that boner of a roll.

Travis: Yeah, don't you worry, bud.

Griffin: However, before you could reach the other end, you all were interrupted by the arrival of several hundred rats. Let's get into initiative. Let's put on our initiative hat.

Travis: I also just wanted to say for like the one person at home that's worried, Mutt left Aggie with the basketball woman. She—

Griffin: With the volleyball— With the sports—

Travis: Yeah.

Griffin: With the—

Clint & Griffin: [simultaneously] – sports druid?

Travis: Well, 'cause she couldn't— she couldn't do the whole water thing.

Griffin: That's a good point. Aggie definitely did not come with you on this leg of the trip.

Travis: That was a big ask.

Griffin: Yeah. Okay, what are those rolls, friends?

[sounds of dice rolling]

Travis: I got me a 13.

Clint: I got me a 10.

Griffin: Godwin?

Justin: What? Yes. I got me the problem of I realized that I didn't have my character sheet open, and I'm fervently trying to get the tab to load.

Clint: Mm.

Justin: So that's what I'm—

Griffin: A classic conundrum.

Justin: Classic conundrum. But how will he solve this puzzle? He'll wait.

[sound of die rolling]

Justin: And he'll roll a 13.

Griffin: Okay. Then first in the order is Mutt. Mutt, you are halfway across this bridge. This bridge is 120 feet long, and so you are still a good distance, 60 feet away from either the entrance side or the exit side.

This bridge is sprawling. Each vertebra is 10 feet in diameter, however past that is a steep drop off, over 100 feet down, you would guess, down into a sea of bones.

Travis: And that's bad.

Justin: That's bad, yeah.

Griffin: It's not great. It's not great.

Travis: Okay.

Justin: It's not great. I hate it, over here.

Travis: Okay.

Griffin: Bones are cool.

Travis: Yeah, you know.

Griffin: Bones are cool inside you, doing stuff for you, letting you play, you know, play sports and all that stuff.

Travis: Yeah.

Griffin: But outside of the body, they're not anything that awesome.

Travis: Interesting, okay. Okay. Great great great. Great great great. Um... Now this is an important question for the rest of this encounter, Griffin.

Griffin: Okay, cool.

Travis: The swarm of rats.

Griffin: Uh-huh.

Travis: Is it being treated as an individual mob, or a bunch of little monsters?

Griffin: It is several groups of mobs.

Travis: Okay, great.

Griffin: Several swarms of rats. Yes.

Travis: Okay great. I am going to cast Zephyr Strike on myself.

Griffin: Okay, cool.

Travis: And I am going to take an at—

Griffin: What does that do?

Travis: A couple things. First, it gives me advantage on an attack roll on my turn. It deals an extra 1d8 force damage on a hit, and whether I hit or miss, my walking speed increases by 30 feet that turn.

Griffin: Okay, cool.

Travis: So I can get to the other side of the bridge.

Griffin: But— so you would need to attack first in order to activate that.

Travis: Correct.

Griffin: Okay, cool.

Travis: So I cast it on myself.

Griffin: Okay.

Travis: And I'm going to attack one of the groups of rats. They're headin' our way, right?

Griffin: Yes, they are storming across the— towards the bridge, yeah. They haven't quite made it out of the tunnel they're coming out of yet, but when they do, it is going to be a... a flood of rats. Okay, so—

Travis: And they're exhibiting what one might call "aggressive behavior"?

Griffin: Make a Survival check for me.

Travis: 'Cause maybe they're just runnin' away.

Griffin: Survival or Animal Handling.

Travis: I'm better at Survival.

[sound of die rolling]

Travis: That's an 11.

Griffin: You are no longer in your chosen terrain, right? Though you have to be in sort of—

Travis: I don't think I— Hold on.

Griffin: I don't think underground bone... hell is part of forest.

Travis: No no no, just with Hunter's Intuition, when I make a Perception or Survival check, I can add a d4.

Griffin: If it is—

Travis: Roll to the ability check. No, that's just part of Hunter's Intuition.

Griffin: Okay, cool. Then okay.

Travis: So let me... do that.

[sound of die rolling]

Travis: That's another three, so 14.

Griffin: With a 14, these rats seem to be... kind of coordinated, in a way that sort of defies their— What you know to be their instinct. And so—

Justin: Each individual mischief of rats, or they— the groups are working together?

Griffin: I mean not working together but al—

[rat squeaking sounds effects play]

Griffin: It is almost as if they are marching in a line.

Justin: Okay.

Griffin: Or running, like scampering in a line.

Justin: 'Kay.

Griffin: In sort of a column coming at you. Okay, so they are going to have, I will tell you this, they are going to have resistance to this physical damage, due to their sort of constituent nature. But you— Their armor class is not great, so your odds of hitting are pretty good.

Travis: [sighs] Okay, I'm so torn. [sighs]

Griffin: I mean, you need to hit in order to do this Zephyr Strike thing.

Travis: Yeah, but I could miss intentionally, right?

Griffin: I guess so.

[water dripping sound effects play]

Justin: So he doesn't wanna kill rats?

Travis: Well, I don't know that—

Justin: Rats stink.

Travis: — Mutt.

Justin: Yeah, I understand.

Travis: As like an outdoorsy guy, has issues with animals on sight.

Justin: Yeah.

Travis: I don't think he's like, "What? In a tunnel? Some rats?"

Justin: Yeah, I know.

Travis: "Die, die, die."

Justin: I know. It's tough.

Griffin: If you wanna delay your action, that is fine.

Justin: Just to see where they're at? [chuckles]

Griffin: Just to see what kind of rats you're dealing with.

Justin: Just to see what kind of rats they are. [chuckles]

Travis: I think—

Justin: We might have some of those convivial rats I've heard about.

Griffin: Yeah.

Travis: I think I'm gonna intentionally miss.

Griffin: Okay.

Travis: Just so I can—

Justin: Threatening str— Goadng strike.

Travis: Yeah, so I can get over there with Phileaux, and off of the big spine?

Griffin: Okay, cool. Then that is—

Travis: But then misfire on purpose.

Griffin: You can for sure do that. You fire and— Where are you firing? Just like—

Travis: I'm firing wide, to the left of like the opening.

Griffin: Of?

Travis: Of the tunnel.

Griffin: Okay, cool. Then—

Travis: So it just hits the wall.

Griffin: Yeah. Easy. There's no way you could miss missing.

Justin: [chuckles]

Griffin: So you do that. As you do so, [chuckles] this sort of like—

Travis: [sings] "I miss missing you."

Griffin: This errant shot, you feel the wind at your back, as your Zephyr Strike activates.

Travis: Okay, and then I hustle over with my good friend, Brother Phileaux.

Griffin: Okay, you run towards the end of the bridge, you make it to the stone outcropping there, and are you still holding the rope, or do you let go when you get off?

Travis: I think now that I'm over there, I'm definitely still holding the rope.

Griffin: Okay. Cool. And you are able to make it across. As you reach the other side, you sort of end up right next to Phileaux. You can see these rats look scary. Red-eyed.

Crawford: Ah, I should've shot 'em. Damnit!

Griffin: [chuckles] Moreso than—

Justin: [chuckles]

Griffin: [chuckles] Moreso than rats even usually are, and they all appear to be... like asleep in their face, the face that they're making, but their bodies are—

Travis: But fat in the base.

Griffin: Fat in the base, just like we— just the way we like—

Travis: Asleep in the face and fat in the base. [chuckles]

Griffin: A few— A bunch— A set of thick Templetons over here.

Justin & Clint: [chuckle]

Griffin: Lady Godwin, you are up next. You are still on this bridge, 60 feet from the entrance or exit side, holding onto this rope. What do you do?

Justin: Okay so— is it— Am I 60 feet from the exit or the entrance?

Griffin: You're in the middle of the bridge.

Justin: Okay.

Griffin: So you're 60 feet from—

Justin: 60 feet either way.

Griffin: Yeah.

Justin: Umm... What's blocking my path to the exit, vis-à-vis mischiefs of rats?

Griffin: All of them. I mean, the rats are coming towards you from the exit, so—

Travis: Like we were headed west, or whatever, and the rats are coming—

Justin: East.

Griffin: Out of the west tunnel, yeah.

Travis: — towards you, yeah.

Justin: I'm gonna use Jennifer Meyers to try to take a scoop of rats and dump `em off the bridge, just to like, "You don't wanna fuck around with us here."

Griffin: So what— Your [sighs] speed is—

Justin: Shoveling.

Griffin: Your speed is 40 feet, which is enough to get pretty far down in there.

Justin: Yeah.

Griffin: Towards the exit, but not all the way. You could spend your action to dash, but then you would not have an attack action.

Justin: I'm gonna run 30 feet up the bridge.

Griffin: Okay.

Justin: Use all my move action.

Griffin: You can do 40.

Justin: And— What?

Griffin: You can do 40, you're— Godwin is fast.

Justin: Okay. Will that get me across the bridge?

Griffin: No, but it'll get you closer.

Justin: Okay. Yeah, that's true. I guess that's a great point, Griff. Then I'll take all 40 of those feet, and... Hmm... I'm gonna throw my javelin next to the wall. I'm gonna chuck it into the wall, to try to sc—

Griffin: Next to the crossbow bolt?

Justin: Next to the rats.

Griffin: Okay.

Justin: Next to the rats. To try to like scare 'em off.

Griffin: Okay.

Travis: Mm, a shot across their bow.

Justin: Yeah, like, “Oh wow. This person, they got— I don’t know how many javelins they got.”

Travis: “They could’ve thrown that javelin at us, if they wanted to.”

Justin: Yeah, and what ho— what I think happens Griff is I throw it and the noise it makes from the javelin hitting the rock is specifically like poisonous, I guess you’d say, to rats.

Griffin: [wheezes]

Travis: Yeah.

Justin: It’s hitting at a frequency that they hate so much.

Griffin: Yeah man, for sure. [chuckles] And that sounds like what? What’s that pitch?

Justin: Athletics, I guess?

Griffin: No, I mean the note that the rats hate so much.

Justin: What— Oh.

Griffin: Like what’s that sound like?

Justin: Um... [chuckles] C sharp.

Griffin: Okay, great.

Justin: ‘Cause it reminds them of claws and cats. They hate C stuff. So.

Griffin: I mean, if you are doing the same thing that Mutt just did, which is sort of intentionally missing— You know what? Let’s do this as an Intimidation check. If that’s what you’re trying to do.

Justin: Okay, yeah.

Griffin: If you’re explicitly trying to scare away these rats, let’s do that.

Justin: I am. I'm trying not to exacerbate this.

Griffin: Okay, cool.

Justin: I just want 'em to leave us alone.

[sound of die rolling]

Justin: 19. 16 plus three.

Griffin: 19, okay. The vanguard of this swarm of rats splits as the sound of the javelin hitting rock reverberates throughout the chamber.

[reverberating metallic sound effect plays]

[rats squeaking sound effect plays]

Griffin: And it splits basically around where you and— Or rather where Mutt and Phileaux are standing at the end of the bridge, runs off on either side of them, and just goes flying off the edge, down into the bone pit. That gets rid of one of the mischiefs of rats.

Travis: How many mischiefs are there?

Griffin: More than you can sort of eyeball freely, I will say.

Travis: Okay, I have big eyeballs.

Griffin: Okay. Cool, anything else?

Justin: No.

Griffin: Okay. Next.

Justin: I'm outta— I'll go ahead and start raging.

Griffin: Okay, cool.

Justin: In the hopes that maybe it'll make me more intimidating.

Griffin: Sure. Cool, next in the order is—

Travis: Just out there skankin' in the— [chuckles]

Griffin: [chuckles]

Justin: "Argh! I hate rats! Argh!"

Griffin: Next in the order is Phileaux.

Clint: Phileaux's gonna cast Flaming Sp— Now they're come— they're coming out of the tunnel, correct? Towards us.

Griffin: Yeah, they are.

Clint: Okay. Gonna cast Flaming Sphere right at the mouth of the tunnel.

Griffin: Okay, Flaming Sphere right at the mouth of the tunnel.

Clint: Yeah, a five-foot diameter sphere of fire.

Griffin: Fuck yeah. This is like a conjured thing, right? That will continue to—

Clint: Mm-hmm.

Griffin: If my *Baldur's Gate III* knowledge is—

Clint: Right.

Griffin: You are basically plopping down a five-foot sphere of fire at the end of this tunnel, and any rats that try to go by it have to make this Dex save.

Clint: Right.

Griffin: Okay, cool.

Justin: Mean. Kinda mean.

Clint: Yeah.

Griffin: Kinda effective though, I will say. Are you doing anything else, are you changing your position at all?

Clint: No. I think— No, I have... I can direct it where I want it, so I don't see any need to move.

Griffin: As a bonus action, yes.

Clint: I tell you what... How close is Lady Godwin to the end of the spine?

Griffin: Lady Godwin is about 20 feet away from you, still on the spine.

Clint: Is Godwin using the rope to help in anyway, or just—?

Griffin: I mean the— Godwin is holding onto the rope, I believe as all, you know, the other two members of your party were, is kind of as a backup in case something happens to the bridge.

Clint: Okay, I'm going to, as a bonus action, after I cast this sphere, I'm going to untie the rope from the hipbone and tie it back around my waist.

Griffin: Okay... I mean, I— That's a lot to do in a six-second-long bonus action. I think you would have time to do one of those things, but I also can understand if you would not want to [chuckles] untie this rope without any sort of backup plan for that.

Clint: No, I won't do it then.

Griffin: Okay.

Clint: I'm just gonna cast the sphere.

Griffin: Okay, cool. Next in the order are the rats.

Clint: Oh, wait a minute. Wait a minute.

Griffin: Which are go—

Clint: It does damage.

Griffin: Which are going to move through the Flaming Sphere, yes. They are all going to charge onward down the tunnel.

[rats squeaking sound effect plays]

Griffin: Five groups of these rats are going to have to make Dex saves.

Clint: Okay.

Griffin: Which I'm going to do now. What is the number they're trying to beat?

Clint: They have to beat 14.

Griffin: That's one fail. Two fails.

Justin: Next time it will not fail.

Griffin: Three fails.

Travis: [chuckles smugly]

Griffin: [chuckles] Four fails. Five fails, okay.

Clint: Boogie woogie!

Griffin: Yeah man, they all fuckin' fail.

Clint: [chuckles]

Griffin: So that's 2—

Travis: Dad's classic catchphrase.

Griffin: Dad's— Yeah, no fucking—

Justin: Boogie woogie.

Clint: Boogie woogie woogie.

Griffin: What was that, Clint?

Clint: That's new.

Justin: That's his new catchphrase.

Clint: That's new, I'm trying it out.

Travis: I'm talking about—

Griffin: "Boogie woogie."

Justin: Hey, we love it over here. [wheezes]

Griffin: Alright.

Clint: Okay.

Griffin: We'll bounce it off the focus group.

[sound of die rolling]

Griffin: So they all—

Clint: 2d6.

Griffin: Yes.

Clint: That would be six damage.

Griffin: Okay. Okay, all—

Clint: And I'm going to take a bonus action.

Griffin: It's not your turn.

Justin: [wheezes]

Clint: No no no, it's a bonus action.

Justin: [laughs]

Griffin: On your turn.

Travis: Right.

Griffin: As a bonus action, you can move it.

Travis: The only actions you can take not on your turn are reactions.

Griffin: Yes.

Clint: Gotcha, okay.

Griffin: Okay, they are singed and smoking, but they are still moving.

Travis: After they took damage, did they change in any way?

Griffin: No, they did not. I mean they got singed and smoky.

Travis: Okay, but they didn't like snap out of it or something.

Griffin: They look like a *Ratatouille* had a kitchen accident.

Travis: Okay. Like they peed in the kitchen?

Clint: Did it intimidate? Did it scare any of 'em?

Griffin: I mean, I gave you a pretty great description of it.

Clint: I know, I know.

Griffin: Looked like a *Ratatouille* did a kitchen accident.

Justin: I remember.

Griffin: And I don't know what else you want— Like I only have so much description in my body.

Travis: Yeah.

Griffin: Per episode.

Travis: Description juice.

Clint: Right.

Griffin: And I don't wanna use any more of it on these—

Travis: That's medical, yeah.

Griffin: — fuckin' dirty rats.

Clint: Absolutely. Right.

Travis: Yeah, Sydnee was tellin' me about it.

Griffin: Okay, so... This swarm, the giant swarm of rats, all of the rats, coming at you like a tide. Some of them split off and jump right off the edge. However, they are all going to crash into you. I need all three of you to make Dexterity saving throws, please.

Justin: Okay.

[sound of die rolling]

Travis: That's pretty good, a 25?

Griffin: Oh yeah.

[sound of die rolling]

Justin: Huh, a 16?

Griffin: Okay, and Phileaux, what was that for you?

[sound of die rolling]

Clint: Uhhhh, seven.

Griffin: Okay. Mutt and Godwin, you all manage to keep your footing. A lot of the rats that were sort of diving towards you, crashing into you, also spill off the edge and go tumbling down into the bones below. I'm going to get rid of two more groups.

Phileaux, however, you are much smaller, you are much, much lighter. You are easily picked up by the swarm of rats, who similarly go diving over the edge of the bone pit.

[rats squeaking sound effect plays]

Griffin: Make another Dexterity saving throw here to see if you are able to catch the side in some way stop yourself from going over. I'm going to need at least a 10 or above for any kind of success here.

[sound of die rolling]

Clint: Well how about a 12?

Justin: Wow.

Griffin: Yeah, 12 is not amazing, but it is enough that you are able to get a few of your puppet fingers wedged on the top of the cliff, before fully falling into the darkness like the many, many rats that have just smashed into you.

Um... Next in the order, a... crossbow bolt is going to come flying from the bridge. You all turn to see two guards are standing now in the middle of the bridge, and you see a third figure with them, and this man is— has been stripped down and looted. It is the guard that you incapacitated earlier, come back his sense.

Travis: Should've killed him.

Griffin: Three guards stand on the bridge.

Justin: [groans] Well so it's—

Travis: See this is Mutt's problem. Should've killed the rats, should've killed the guard. Ugh!

Griffin: The first crossbow bolt is going to come flying at you, Lady Godwin, the biggest target. 19 versus AC.

Justin: Oh yeah.

Travis: Just hits.

Griffin: It... stabs into your shoulder.

[bolt firing sound effect plays]

Griffin: For four points of piercing damage, which would be halved, since you are raging, so two points of piercing damage. The other bolt is going to... go towards... Mutt. Mutt, a... A 20! Not nat, a dirty 20 versus AC.

Travis: Just hits, yeah.

Griffin: Just hits. This one just scratches—

[bolt firing sound effect plays]

Griffin: — across your— just scratches across your side.

Travis: No, I mean it super hit. I mean, I got a 15 AC, so it definitely hits.

Griffin: Yes.

Travis: I was being sarcastic.

Griffin: Well it does hit for four points.

Travis: Okay.

Griffin: Of damage. The third guard does not have a weapon, so he is just going to dash.

Travis: No we took— Wait a minute. Justin.

Justin: Yes?

Griffin: Towards—

Travis: Toby's sword will do extra damage against that one.

Griffin: [wheezes] Oh no! Okay, well next in the order is Mutt. Mutt, the situation, still a lot of rats. Maybe a third of the rats have now mostly jumped to their deaths.

Justin: [chuckles]

Griffin: They have all sort of been burned, all the ones that have come through the tunnel, and beyond the flaming sphere, you can see yet a few rats still. The crowd is definitely thinning out though.

Travis: Are they squeakin' and stuff?

Griffin: No.

Travis: Makin' all kinds of—

Griffin: They are completely, completely silent.

Clint: Oh, that'd be so cool.

Griffin: No, it would be cool, but Is it maybe even cooler that they're completely silent.

Travis: Okay, I see. Well, I'm not gonna make the same mistake again now that the guards are trying to kill us, so I'm gonna take a shot at one of them there guards.

Griffin: Okay, closer to you is the guard you know as Toby. And the ones behind him are, you know, within ranged weapon distance. They just took a shot at you, but they are a bit further back.

Travis: I'm gonna take a shot at one of the ones that took a shot at us.

Griffin: Okay, cool.

Travis: And I'm gonna do Ensnaring Strike on him.

Griffin: Okay.

Travis: So let's shoot at him first. Action.

[sound of die rolling]

Travis: Crossbow. Does a 17 hit?

Griffin: A 17 hits, yes.

Travis: Excellent, that's great to hear. So he's gonna take...

[sound of die rolling]

Travis: Six points of damage.

Griffin: Okay. And what else— I assume the Ensnaring does damage.

[sound of die rolling]

Travis: As well as— Yes, he is ensnared. So, a writhing mass of thorny vines appears at the point of impact, and the target must succeed on a Strength saving throw or be restrained by the magical vines until the spell ends.

Griffin: Does a 12 save?

Travis: It does not!

Griffin: Okay. He's restrained.

Travis: He's gonna take an extra 1d6 pier— Oh, at the start of each turn, he takes an extra 1d6 piercing damage.

Griffin: Okay.

Travis: Let's see, over here. Okay, and then I'm gonna use my second attack... on the other guard.

Griffin: Okay.

Travis: No Ensnaring Strike on this one, just a regular... just a regular old attack. Does a 19 hit?

Griffin: Yes, it does.

Travis: And he's gonna take 11 points of damage.

Griffin: Oh, that one go— just right on— Boop! Top of the head. [makes collapsing sounds] Off the bridge, dead.

Justin: [giggles]

Griffin: [chuckles]

Justin: Dead. [laughs]

Travis: Oh nice!

Griffin: That is an instant KO on that gentleman.

Travis: That's a season wrap.

Clint: [chuckles]

Griffin: That is a season wrap on that one. Toby is... enraged. Not mechanically, but he is—

Travis: [laughs] Just emotionally.

Griffin: He is emotionally enraged. Next in the order is Lady Godwin. Still some rats on the precipice here with you, some in the tunnel beyond the Flaming Sphere.

You have one guard halfway down the bridge that just shot at you, and then a dead guard currently falling down to join the bones below and one day become bones. You also have Toby charging at you, he's about 10 feet away.

Justin: I look at Toby. [wheezes]

Lady Godwin: I'm... terribly sorry about this. But at the same time, extremely excited.

Griffin: [chuckles]

Justin: And then I pull out... my blade. The Toby Slayer.

Griffin: [wheezes] Okay.

Justin: I— And I think in the pr— Here's what I imagine, Griffin.

Griffin: Yeah.

Justin: In the presence of a Toby, everyone hears music.

[dramatic organ music plays]

Griffin: [chuckles]

Clint: [laughs]

Justin: Flame—

Griffin: [claps]

Justin: Flames emerge from the Toby Slayer, and shafts of light come in from the walls, okay. [wheezes]

Travis: [sings an operatic, angelic tune]

Justin: And you hear it chanting like [sings] "Toby! Toby! Toby Toby! Toby!"

Griffin: Yeah yeah yeah.

Justin: And then I swing [wheezes] the Toby Slayer down on Toby.

Clint: [laughs]

Griffin: Okay, make an attack roll plus one, versus Tobys.

Travis: No no—

Justin: Oh no, I— Well.

Travis: — I thought you said it had the Flaming Raging Poisoning Sword of Doom.

Griffin: Oh yeah, you're right, shit.

Justin: Yeah, but it don't— That only affects damage. It's not a bonus to my hit die, it's only damage on a hit.

Griffin: That's true, that's true. You still need to hit with the Toby Slayer. It doesn't— It's not automatic, you know what I mean? You still need to—

Travis: No, but if it bites, it bites deep.

[sound of die rolling]

Justin: 14. Does a 14 hit?

Griffin: A 14 just hits Toby.

Justin: He is snuffed from ex—

Clint: [laughs]

Justin: He is snuffed from existence. Flames leap into and out of his skull.

Griffin: [chuckles]

Justin: Poison erup— Poison boils around [chuckles] all over his skin.

Griffin: [laughs]

Justin: And then out of one of the boils, his lung gooshes out.

Griffin: [wheezes] [laughs] He just coll— He just loses his form.

Justin: Yeah.

Griffin: Underneath this might blade.

Justin: The damage is seven—

Travis: But somewhere, another Toby becomes more powerful.

Griffin: [giggles]

Justin: So the damage is seven plus 20.

Griffin: Yeah yeah.

Justin: And then 3d10 fire damage?

Travis: Uh-huh.

Justin: Does that seem fair?

Griffin: It's unnecessary, but please go— I mean please roll these dice.

Clint: [laughs]

Justin: I just don't know what we used to do.

Griffin: He just— The picture you have painted is true to life. He just falls apart and then explodes, and then is on fire for a little bit.

Justin: Okay.

Griffin: And then a breeze comes and blows his ashes away.

Justin: [wheezes]

Griffin: And then a bird eats the ashes and dies. And... you could swear, through the flames, for just a moment Godwin, you see an apparition. A figure.

[organ music fades out]

Griffin: It's an old man, with a cane. And he's wearing a little grandpa hat, and he looks at you, and he says...

Old Man: Thank you. You have freed me.

Griffin: As the ghost of Toby's grandpa—

Justin: Fuck! I knew you were gonna do this!

Clint: [wheezes]

Justin: Fuck you, man.

Griffin: Flies up to Heaven.

Justin: I had big plans! [laughs]

Clint: [laughs]

Justin: I was gonna wait til we got to the final boss of the whole stupid show and be like, "I'm gonna call you Toby from now on," and just fuckin' end— It would've been so cool.

Griffin: Oh, the sword still kills Tobys. It's just this— the quest for this particular sword was to kill—

Justin: Okay, okay.

Griffin: — this guy's shithead grandson, Toby.

Clint: [laughs]

Justin: [wheezes] Okay. [laughs]

Griffin: So like, you've gone—

Justin: Do you think Toby knew? We didn't cover if Toby had a moment of recognition when he saw it singing through the air, slicing his fate as it cuts the air.

Griffin: No, I mean he di— he's not gonna give you anything like that, 'cause he sucks so bad.

Justin: [chuckles] Right, he's stupid.

Travis: Yeah.

Griffin: He's just a fuckin'.

Travis: Yeah yeah yeah.

Justin: He's stupid. [chuckles]

Griffin: He's just a jackass who didn't pay attention to anything, and—

Justin: I—

Griffin: — and everyone's pretty glad he's gone. You don't see Toby's ghost, you did—

Justin: [giggles]

Griffin: Whatever ghost, whatever resided inside of this, the physical object of Toby's body, that made him who he was has also been destroyed by this blade.

Justin: I—

Griffin: So complete has been his destruction.

Justin: I think I speak for the listeners here, and I know I'm speaking for myself, I'm so glad we made *TAZ* kill again.

Clint: [laughs]

Griffin: Yeah yeah yeah, for sure.

Justin: Like, this used to be a show that people died on, and a lot.

Griffin: Yeah. Yeah.

Justin: And for a while, I think we lost that a little bit.

Griffin: [chuckles] Yeah.

Justin: But I'm just so happy that *TAZ* is killing people again.

Griffin: [giggles]

Travis: Agreed.

Clint: Back in our groove.

Travis: Yeah yeah yeah.

Justin: Just back to a comfortable murder, yeah.

Griffin: Yeah.

Justin: I love that.

Griffin: Sometimes just for havin'—

Justin: For their name!

Griffin: — a bad job with the wrong name.

Justin: [wheezes] The best sword.

Griffin: Comin' in the wrong direction.

Justin: The cool sword, bad name.

Griffin: Cool sword, name on it, dead. Have to be.

Justin: [wheezes] You don't know.

[somber organ music plays]

[ad break]

[piano music plays]

Griffin: Phileaux, you are up next. You are hanging off the edge of the cliff with your little wooden fingers. Rats continue to pour over you. What do you do?

Clint: God, that is so gross.

Justin: Gross, really gross.

Griffin: Yeah, it's a nasty— It is a really nasty scene down here.

Clint: Okay. I'm going to drink my flying elixir.

Griffin: Okay.

Clint: Pops open the vial, drinks the flying elixir.

Justin: Why wouldn't you?

Clint: Yeah, why not?

Justin: [chuckles] No time like the present, they say.

Clint: And gently fly up, emerging triumphant, through the stream of rats.

Griffin: Badass.

Clint: Just like bursting out.

Griffin: Yeah, you— As you— To reach this potion, you have to let go of the wall.

Clint: I know.

Griffin: Right? I think that the exciting version of this is...

Clint: Oh I got it— I got exciting—

Griffin: Well no no no, hold on.

Clint: Okay.

Griffin: I think it's— I want a slight of hand check. Because you are trying to do something very badass that I want to happen very, very much, but I feel like it will be a lot sicker if it is— if it is mechanical.

Clint: Okay.

Griffin: So I think a Sleight of Hand check to retrieve this potion and consume it while falling.

Clint: Right.

Griffin: I think is pretty sick.

Clint: Well in addi— Then can I push away from the—

Griffin: Yes, absolutely.

Clint: So like coils his—

Griffin: I will give you advantage on the Sleight of Hand check. You buy yourself some time by sort of like throwing yourself away from the not quite sheer edge of this wall.

Clint: Swan-like.

Griffin: Yeah.

Clint: Just springing back, okay. Here we go, here's the first one.

[sound of die rolling]

Clint: Oh, I'm gonna need that advantage, that's a six.

Travis: Ooo!

Griffin: Yeah, we're gonna need better than that.

Clint: Yeah. Well, here we go.

[sound of die rolling]

Clint: Five is not better.

Griffin: Ooo!

Justin: That's worse.

Griffin: Okay.

Travis: Well.

Griffin: Then— Okay.

Travis: Bye Dad.

Griffin: You are... You fall. Fully. You are— You try to reach into your pouch to retrieve this— to retrieve the potion that will save your life and your wooden form here.

But it is hard to wrestle with a clasp of an alchemist's toolkit while it is rattling around in the breeze of freefall. You manage to retrieve this potion, and dump it into your puppet potion hole. I haven't considered— [chuckles]

Clint & Justin: [giggle]

Griffin: Your— I have to imagine at this point you've just bored a little hole into your— the front of your face. 'Cause they—

Clint: Well, they have a mouth.

Griffin: Yeah, I guess that's true. Okay, you chug down this potion. You do it pretty far into your freefall. I think the result of this is your momentum is going to slow as you crash down into the bones. This effect will continue to work, you'll be able to fly.

Clint: Right.

Griffin: But first you are going to hit these bones. But you will have resistance from this 2d10 damage, because of the... because of the slowed momentum.

Clint: So, a Constitution check?

Griffin: No Constitution check required, my friend.

Clint: Sure? [wheezes]

Griffin: [from a distance] Yes, this is...

Clint: Okay.

Griffin: A total of 13 damage halved, so you take seven points of bludgeoning damage.

Clint: Okay.

Griffin: As you crash down into the bones. Drinking a potion... Yes, okay so drinking a potion is an action.

Clint: That's fine.

Griffin: You— But however, you— All that you have used at this point is your action. I'm not going to count falling down a pit as your movement, because it was somewhat against your will.

Clint: So, fair enough to say that with the flying elixir, I take the damage but I fly up?

Griffin: Well I mean you are now standing on the bone pile below and you feel weightless. So you feel like you can now fly, you know, back up. You have to tell me where you wanna fly, what you wanna do, it's not sort of an automatic—

Clint: I just wanna fly straight up.

Griffin: Okay.

Travis: [sings] "IIIIII just wanna fly."

Justin: [sings] "Straight up, straight up, straight up."

Griffin: [cackles] Okay. You... What's it look like? How do you— What does flight look like for you? Is it clean Peter Pan flight or is it more fizzy lifting drink?

Clint: I—

Travis: Or is it like— Are you flapping your arms?

Griffin: Yeah, are you a bird?

Clint: No, I think he would— It's Peter Pan stuff. Peter Pan. 10 feet straight up, almost like... a Keanu Reeves *Matrix* in the dojo move, you know.

Griffin: Badass. Cool.

Travis: Yeah, love that.

Clint: Arms akimbo.

Griffin: Yeah.

Clint: One leg bent, straight up.

Travis: Yeah man.

Griffin: Okay. You do so. Make a Perception check for me.

[sound of die rolling]

Clint: Not gettin' the rolls today. That's an eight.

Griffin: Okay. Your flight speed with this potion is just your move speed, right? It's just you can fly with it?

Clint: Yes.

Travis: Mm-hmm.

Clint: And 10 feet.

Griffin: And 10 feet, okay, so 40 feet. You fly 40 feet straight up. About halfway back up to where you— from where you fell.

You notice only sort of at the last second, as you are approaching the end of your move here, that it's a little bit harder than you expected it to be. It feels like it is getting harder and harder as you go up.

You worry for a moment that maybe there's something wrong with the potion, but as you look down, you realize that your ankle is being held by a skeletal hand, connected to a skeletal arm and a skel—

Travis: Mm-hmm. Keep going.

Griffin: Just a skeleton. And then he—

Travis: And then what's the arm bone connected to?

Griffin: The...

Clint: [giggles]

Griffin: Clab— Clavi— Clavu— The—

Clint: The clavibone.

Griffin: The clavulus.

Justin: [snorts]

Griffin: A skeleton wearing a crown is holding onto your ankle as you fly up, and this skeleton is similarly being held up by what looks like almost like a cheerleader's pyramid of skeletons. The bone pile, or something in it, is trying to keep you from escaping here.

Clint: Woah.

Griffin: Next in the order—

Clint: I...

Griffin: Oh, do you have a bonus action?

Clint: Still have a bonus action.

Griffin: Oh, you can move the sphere, yeah.

Justin: Here he goes.

Clint: I move my sphere into another mischief of rats.

Griffin: Okay. Are you... And this is a trick question. Moving it down the tunnel, toward the rats deeper in the tunnel? Or are you moving it out onto the cliffside outcropping where a couple mischief of rats are standing, but also your friends. [pause] Two directions you can move this.

Clint: I guess farther up the tunnel.

Griffin: Okay.

Travis: But you hesitated a long time there before deciding—

Griffin: [laughs]

Travis: — if you wanted to set me and Justin on fire, huh.

Justin: [chuckles]

Clint: I was trying to visualize, 'cause he said they were in like a rough line.

Griffin: Yes.

Clint: Of misch— misfishes.

Griffin: Okay. You are going to be able to ram this sphere into a creature. One of these mischiefs of rats counts as a creature. I will have to make the saving throw against the sphere's damage, and the sphere stops moving this turn. So you can do this, but it's only gonna nail one of these rats swarms.

Clint: Right.

Griffin: There— You get the impression that there are not that many remaining. So, Dex save.

[sound of die rolling]

Clint: 14.

Griffin: Dex save 14, we got a crit fail, so nope. And they take 2d6 fire damage, you wanna roll that for me.

[sound of die rolling]

Clint: Five and a two, that's seven.

Travis: There it is.

Griffin: Seven, okay. Godwin and Mutt, you see the ball roll deeper into the tunnel and you see the rats that are continuing to swarm out, they look actually quite a bit worse off than the rats that were burned originally. This got a little bit more mustard on it.

They are, however, up next. So Mutt, I think, looking at you, the— two of the swarms of rats are going to try the same maneuver, try to knock you off into the bone pile below. I need you to make a Dexterity saving throw for me.

Travis: Okay. [pause] Let me... do that.

[sound of die rolling]

Travis: Okay, my Dex saving throw, 22.

Griffin: Yeah wow, okay.

Travis: I mean, I have a plus seven to Dex saving throws, I mean.

Griffin: 22 is fucking great. You just hot step through these rats like you're playin' fuckin' *DDR* around them, and they go diving off the edge of the platform. You see a flaming swarm of rats, one more— Actually, let me roll that Dex save. The last swarm of rats come pouring out of the tunnel.

[rats squeaking sound effect plays]

Griffin: That is a four, no. So 2d6 fire damage please Clint, on these rats here. Eight, wow. Okay. Yeah. The flow of rats has stopped as the last group of rats comes swarming out. They, like all the other rats that have come through this flaming ball, look pretty bad off. Two of these swarms of rats are going to just attack you, Lady Godwin.

Justin: Aw man.

Griffin: That is a 15 versus AC.

Justin: Oh yeah, that hits.

Griffin: Okay, you are going to take seven points of piercing damage, halved down to four. And the second group of rats... No, that is a four versus AC is not going to hit. Their teeth can't penetrate the thick... flesh of the body you are riding on, Krank style. And that is it for the rats. I think the only guard left is entangled. He's going to try to escape that.

Travis: Ensnared, yeah.

Griffin: Yeah, ensnare that. He's gonna—

Travis: Well first he takes 1d6 damage.

Griffin: Oh does he? Okay, roll 1d—

Travis: Yeah.

Griffin: [chuckles] Roll 1d6.

[sound of die rolling]

Travis: A three?

Griffin: [chuckles] Okay. He— You see him fight against the vines, and then you see the vines quickly and violently hug him,

Travis: Aww.

Griffin: In towards the spinal bridge, and you see him crumple unnaturally and die.

Travis: Okay.

Griffin: `Kay, so that's it for him. Mutt, you are up.

Travis: Okay, so currently, have all the rats— There's like only one which—

Griffin: There's only two swarms of rats left, and the two swarms are both engaging Lady Godwin in combat.

Travis: Okay, so I can see this... pep squad of skeletons grabbing Phileaux's ankle, right?

Griffin: Yes, exactly.

Travis: And there's a crown on one of `em?

Griffin: One at the top. The one that is actually holding onto him.

Travis: Is it a nice crown?

Griffin: Nnnn— It was at some point.

Travis: Okay. Then I don't want it. I'm gonna take aim for... the elbow joint on the el— on the arm holding.

Griffin: [exhales heavily] Okay.

Travis: What— I was gonna go for wrist, but then I feel like that's a bigger risk of hitting Phileaux.

Griffin: So... Okay. Yeah, I'm struggling, I— `Cause if this is just an attack roll, that is a very speci— You can't just shoot someone's arm off because he—

Travis: Well I mean, it would have to be like a Dexterity check or Athletics check or something like that, right?

Griffin: Yeah, it's gotta be an all or nothing situation.

Travis: Yeah.

Griffin: And not an attack roll where like even if you hit, you get some damage.

Travis: Right right right.

Griffin: Like it's either this works or you miss. This is a fuckin' hard shot though.

Travis: Yeah yeah yeah yeah.

Griffin: This is a very hard shot. You are 60 feet above this situation, and so like I'm not even sure what kind of a beat you would be able to get on this joint. So if you want to make just a straight Dexterity check on this, I would need a 20, DC 20 for the shot.

Travis: Ooo! Tempting... Okay, no— [grumbles with indecision] There's another wilder thing I'm gonna do.

Clint: [chuckles]

Travis: 'Cause I don't think I can make that. I'm gonna untie the rope.

Griffin: Okay.

Travis: From where it was tied.

Griffin: Okay.

Travis: And tie it around myself.

Clint: Okay.

Travis: And jump off to swing down and try to grab my friend. So it's— Just so we know, is— I'm doing it so it's like over that joint, right? So it's not just Godwin to me, it's Godwin to join to me. So I'm trying to—

Griffin: So Godwin is— So Godwin's just holding the rope.

Travis: Yeah. Hold on tight!

Griffin: Why would you not just jump off—

Travis: Woooo!

Griffin: — with it still tied to the hipbone?

Travis: Okay yeah, then I'll do that, Griffin. Okay, I was just trying to picture it.

Griffin: Well it's just Godwin's not— [chuckles] The physics of it— Godwin would have to spend her turn holding this rope if—

Travis: I'm not—! I don't have a PhD in Physics, Griffin.

Griffin: Okay.

Clint: [laughs]

Justin: Yeah, Griffin.

Travis: Not like you, Griffin, we hear about it all the— MIT this, MIT that. We fuckin' get it.

Justin: Doctor Griff.

Travis: We get it, Griffin!

Griffin: If you wanna just hold some rope—

Travis: I just wanna play some *Dungeons & Dragons* with my family.

Griffin: Right.

Travis: And have a good fucking time!

Justin: Every time I mention Bill Nye, Griffin says, "Oh, that bitch."

Travis: Yeah.

Clint: [laughs]

Justin: It's so weird.

Travis: It's so weird.

Griffin: I get really, really messy about Bill.

Justin: [wheezes] His science— The science drama— Science communicator drama is messy.

Travis: Yeah. That's why they wear lab coats. Okay. Let's do it.

Griffin: [shouts] I fucked Mr Wizard!

Travis: [wheezes]

Justin: Thank you, for saying.

Griffin: Thank you!

Travis: Thank youuuu!

Griffin: Thank youuuu! I fucked Mr. Wizarrrrrd.

Justin: Thank you.

Griffin: Okay, so you just jump off—

Travis: No, I tie it on.

Griffin: To yourself?

Travis: Yeah, I'm tying it onto myself, I'm jumping down, swan diving, I'm—

Griffin: Give me a Survival check.

Travis: Okay. To see how good I tie it?

Griffin: Uh-huh.

[sound of die rolling]

Travis: That's a nat 20, baby.

Justin: Wow.

Travis: 27.

Griffin: You tie it—

Justin: Knot redemption.

Griffin: You tie it—

Clint: You tie the shit out of that.

Griffin: You tie the shit— What kinda knot is it?

Justin: Hey Trav, you did a bad job. Not!

Travis: Ahhhh.

Clint, Griffin & Justin: [laugh]

Travis: I do... Can I say? It's— Here's the thing. It's a cubed knot. Like people have done square knots before.

Clint: Ohhh.

Griffin: No-one's done a 3D— Okay.

Travis: No-one's done—

Griffin: Cool.

Travis: — a three-dimensional cube knot.

Clint: Nice.

Griffin: You're—

Travis: And it's only been prophesized! [chuckles] Up to this point.

Clint: [laughs]

Travis: There have been legends.

Griffin: Yeah.

Travis: That once Merlin was able to do it, but then he immediately died from the strain.

Griffin: Yeah. The knot is so good, Mutt, that the other shitty knot that Phileaux made.

Travis: Yeah.

Griffin: You like shoot that knot a dirty look and it gets its shit together.

Travis: Yeah, there we go.

Justin: Wow.

Griffin: It— That knot becomes better being in the presence of your incredible tesseract of a knot that you've made.

Clint: [chuckles]

Travis: Yeah, I love that.

Griffin: Okay, and you just go swan diving off the end. Are you jumping towards Phileaux?

Travis: Yeah, my intention is to create like an arc, you know, so that I'm swinging through to grab him.

Griffin: Oh, you're swinging like on the other end of the bridge to like do that sort of fulcrum swing and—

Travis: Yeah, yeah.

Griffin: This knot is so good that you tie just enough slack off that you like work the math of this maneuver.

Travis: Yeah.

Griffin: Out perfectly, cool.

Travis: I— Well Mutt has been doin' like rope swings into rivers.

Griffin: Sure.

Travis: Since he was a kid.

Griffin: Yes.

Travis: He's got experience at this.

Griffin: Great. Cool. You... swan dive gracefully over the last, you know, few dozen remaining rats, over the edge, and fall just beautifully towards the bone pile. You reach the edge of the rope's length, and you begin to swing—

Travis: [chuckles] Cutting me in half.

Justin: [chuckles]

Griffin: It snaps and your body is instantly bisected. But it looks—

Travis: Oh, now I'm bisectual.

Justin: [chuckles] Good one.

Clint: [laughs]

Griffin: [snorts] That's not what that means!

Clint: Bisectional.

Travis: There it is.

Justin: [laughs]

Griffin: "Bisectional" is better. And you swing towards Phileaux, who is being grappled by these— by this pyramid of skeletons. I'm gonna, I mean— Let's just complete the sort of like arc here, no pun intended. What are you trying to do as you reach them, travelling quite fast, I will say, to this—

Travis: Yeah no, basically I'm hoping that I am coming at him like a spider monkey, right?

Griffin: Okay.

Travis: And I'm just vroom! Wrapping and going.

Griffin: You're just trying to grab him.

Travis: Yeah, with the force to like break the grasp.

Griffin: Okay. So I want a— This is going to be an attack roll on Phileaux to grapple him.

Travis: Okay.

Griffin: This is to grab him. Then I will— Then if this succeeds, we will make a Strength contest to see if you can pull out of this skeleton's grasp. You will have advantage on that check, just with the sheer momentum of your pendulous force right now.

[sound of die rolling]

Travis: That is a 23 to hit.

Griffin: Yeah, okay. You grab him easily and firmly. You feel like a weird weightlessness to him.

Travis: "Come with me."

Griffin: [chuckles] As he is flying. You actually feel a bit of buoyance that is like adjusting the arc of your swing here, and...

Travis: I planned for that.

Griffin: We are going to make a just straight up strength roll to see if you can pull out of the skeleton's grasp. You have advantage. Ooo. Okay. I got an 18.

Travis: Oh boy, I have plus zero. Is this a saving throw or a check? Okay.

Griffin: Just a Strength check.

Travis: Oh boy. Okay.

[sound of die rolling]

Travis: A six.

Griffin: Gonna need better than that.

Travis: Okay. Yeah.

[sound of die rolling]

Travis: And an 18.

Griffin: Alright. You know, I— Yeah. Alright. So what happens is... you swing. With a tie here, what happens is that you feel yourself grab Phileaux and start swinging upward a little bit faster than you swung downwards, thanks to the flying puppet that you are now holding onto.

However, as you look down, you realize that the crowned skeleton is still hanging onto you, in— rather onto puppet Phileaux, and two of the arms of the skeleton that were holding him up have come off with him, holding him up by the feet.

Travis: Okay, progress.

Griffin: So progress, yes. You are now swinging back upwards. We will call your turn there and move onto Lady Godwin. Godwin, you are still being challenged by two more swarms of rats as this frankly outrageous undead Cirque de Soleil act is happening.

Clint: [chuckles]

Griffin: You know, a good 60 feet below you.

Justin: Can I assist? Do they need to be retrieved, does it look like? Could— Is this something I could assist with with a sharp tug?

Griffin: Yeah, I mean you could for sure grab the rope as they're swinging up and if you try to, you know, hand over hand like pull it in pretty fast, you—

Justin: Yeah, I'm gonna try to reel them in.

Griffin: Okay.

Justin: Because I don't know. I was gonna make a run for it, I'll be honest. [wheezes] But I'll go ahead.

Travis: I think that's Justin talking, frankly.

Justin: Yeah. Well, it's just I hate the dang rats so much, so like—

Travis: I know you do, bud!

Justin: [chuckles] We've had to fiddly fart around with these guys! Alright, I'm gonna try to bring them in. Try to retrieve them.

Griffin: Okay, this is gonna be—

Travis: Lady Godwin's getting pretty good at reeling things in.

Justin: Yeah.

Griffin: Yeah.

Justin: A lot of fishing.

Griffin: This is gonna be a— [chuckles] This is going to be a... Strength check. It is— I mean, you are going to have to move this rope pretty fast to like pull them in [chuckles] at an appropriate angle to their swing. It's—

[sound of die rolling]

Justin: 22.

Griffin: Yeah, alright man. For sure.

Travis: [laughs]

Griffin: You... You manage to... grab the rope as rats continue to bite at your ankles. You... pull, hand over hand, reeling in yard after yard of rope, until finally from over the surface of the cliff's edge, you see this... wild scene approaching you.

You see Phileaux holding onto the rope, flying, holding on to— being held onto, rather, by Mutt, and you see a crowned skeleton, and a couple other skeleton arms holding onto him, holding onto puppet Phileaux.

You see them all as you yank them up with a 22, you pull them down just as the rats peel off of you, and bring them crashing down onto the heads of the remaining swarm of rats, killing them.

Justin: Uh and—

Travis: The rats.

Clint: [panicked] Killing who?!

Travis: Wait. The rats, right Griffin?

Clint: The rats?!

Travis: Killing the rats?

Griffin: Killing...

Justin: Okay. [chuckles]

Griffin: Everyone, unfortunately. [chuckles] It was a tragic attack.

Justin: I look at the skeleton with the crown, and... I say...

Lady Godwin: Welcome to bridge.

Justin: And I punch it in the face with my bonus action.

Griffin: Okay. Make an attack roll.

[sound of die rolling]

Justin: Oh wait, I rolled my greataxe, right. I shouldn't do that.

Griffin: No.

Justin: I should do my unarmed strike.

Griffin: It just so happens it was a crit fail. It's funny how that happens.

Travis: That's why.

Justin: Yeah.

Travis: 'Cause *D&D Beyond* was like, "That's not what you're supposed to roll."

Justin: "That's not what you're supposed to roll."

[sound of die rolling]

Justin: 13. Does that hit?

Griffin: [chuckles] Yeah, a 13 hits. You punch this prone skeleton.

Justin: For four damage.

Griffin: Okay. You punch it and the head rolls off of the skeletal body. The crown stays on, you see that it is like fused with the bone.

Travis: Oh no.

Griffin: And it rolls—

Travis: I wanted a free crown.

Griffin: It rolls towards the edge, it stops just shy of the edge, it rocks precariously towards it before tilting backwards and coming to a halt, laying on its side, looking back at you with a frozen look. I mean of course it's frozen, it's a skeleton. Of surprise on its face. And then you hear a voice from inside of this hollow skull, and it says—

Talking Skull: How dare you, peasant! Peasant, you have struck me! What a terrible accident you have made!

Lady Godwin: What is your— What's your problem, fellow?

Talking Skull: Peasant!

Lady Godwin: Peasant, how dare you.

Talking Skull: The peasant who has struck me!

Crawford: Oh.

Lady Godwin: Oh, the rudeness.

Talking Skull: What is the year—

Travis: She's actually a lady. She's a lady. Lady Godwin.

Lady Godwin: My name is Lady Godwin.

Talking Skull: Lady. I apologize, I did not know I was in the presence of fellow royalty. What is year, madam?

Lady Godwin: The year...

Talking Skull: What is the year?

Lady Godwin: Well, as you know, it's 1842.

Talking Skull: Agh!

Clint: [wheezes]

Talking Skull: I've been—

Lady Godwin: As we all know.

Clint: [wheezes]

Talking Skull: I've been—

Lady Godwin: It's that time I said.

Griffin: [chuckles]

Talking Skull: I've been bones for so long! And what Britannia?

Lady Godwin: Oh, it's fallen. No, it's just a Dracula country now, it's all very sad.

Talking Skull: [sighs] Curses!

Lady Godwin: No more Britannia, there's only Lumineaux.

Talking Skull: You must... [sighs heavily]

Griffin: You see the skull looks just despondent. It rolls to be face down in the dirt.

Crawford: Hey... Hey man.

Talking Skull: [from a distance] I've failed.

Crawford: Hey bud. Do you wanna come with us?

Talking Skull: I can't leave my boys.

Lady Godwin: Who are you— Sorry, who are your boys?

Talking Skull: Ha, my boys. Ha ha. My boys. You mean my... my... my crew. My squad.

Lady Godwin: Oh, okay.

Crawford: Fam.

Lady Godwin: Alright.

Talking Skull: My fam.

Lady Godwin: Oh.

Talking Skull: They are the mightiest knights in all the realm! In all the known realms of this world. They are the Knight of the Round Table, for you see I am King Arthur Pendragon!

[outro theme music fades in]

Lady Godwin: Oh my.

Crawford: Wait, are you—

King Arthur: Sovereign! And ruler of Britannia!

Lady Godwin: I sucker punched King Arthur.

[*Versus Dracula* theme music plays]

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