

## The Adventure Zone Versus Dracula – Episode 19

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[*Versus Dracula* intro theme music plays]

**Dracula:** Dear diary...

It's done. My power remains, but my Aria has not returned. Ah, well...  
Time for step two.

[theme music plays]

**Griffin:** The three of you are standing on the face of a gigantic skull. The skull of Ahn, the buried god. You have made your way here after being invited.

[eerie hum plays]

**Griffin:** By his disembodied voice from down a tunnel, and come through alone, the portcullis closing behind you. As you walk across the skull, very carefully, trying not to fall into the endless abyss below, you approached a source of light that was in this room. The sword Excalibur. Or, sorry, Scalibur. I keep forgetting that—

**Clint:** [wheezes]

**Griffin:** I need to go through— I need to do a find and replace in my campaign notebook—

**Clint:** [laughs]

**Griffin:** — for the word “Excalibur.” The sword Scalibur, a silver blade inlaid with rubies and Celtic knots that has been buried in this skull, just a few feet beyond the brow line. As you approach this sword, you hear that voice again, and it says...

**Unknown Voice:** Would it have killed you to wipe your feet before setting foot on my skull?

[piano music plays]

**Griffin:** And before you, on the other side of the blade, the three of you see the most beautiful man any of you have ever seen in your lives. His coiffed blonde hair cascades down over the pauldrons of his royal red vestments.

Around his neck is a gigantic golden pendant in the shape of a crescent moon. He's holding a mirror that he's looking into and just kind of preening, almost like he is just barely paying attention to any of you as he greets you.

**Muttner:** Uh... Hel— Hi.

**Unknown Man:** Yes, hello.

**Lady Godwin:** So sorry, we should've followed the etiquette. It's my first time, you know walking on a skull.

**Muttner:** Let alone walking on someone else's— Like walking on the skull of the person we're talkin' to? Like, you know. Huh.

**Unknown Man:** Yes.

**Brother Phileaux:** Yeah, you have to admit, it is rather socially awkward.

**Ahn:** Well, I seem to have forgotten my social graces, having been buried in the loam for centuries. Surely you know at this point, I am Ahn, the god of night. You— How much do you know? Because you are— you're strangers here.

**Lady Godwin:** Mm.

**Ahn:** Unwelcome guests, I might add, save for one of you. And I want you—

**Muttner:** Which one?

**Brother Phileaux:** Yeah, yes.

**Lady Godwin:** Yeah, don't keep us in suspense.

**Brother Phileaux:** Yeah.

**Griffin:** He—

**Lady Godwin:** What a terrifically leading thing to say. [giggles]

**Clint:** [chuckles]

**Griffin:** [chuckles] He looks at the three of you, and then he looks down at you, Phileaux, and he says—

**Ahn:** It is you, of course, Phileaux. I've gone to great lengths to bring you here, surely.

**Muttner:** What do you mean of course? Hey man.

**Brother Phileaux:** Yeah.

**Muttner:** There's plenty of people who would want me to stand on their skull, man. Like there's people linin' up.

**Lady Godwin:** Yes.

**Muttner:** In certain parts of this country for me to line on— to stand on their skull.

**Griffin:** He says—

**Ahn:** Oh, uh... [sighs] I apologize, sometimes I forget that my deceptions, my— the 4D game of chess I'm playing—

**Justin:** [snorts]

**Ahn:** — often goes over the heads of mortals.

**Griffin:** He looks away from his mirror, and then his shape changes instantly, and all of a sudden he is a child, wearing a sort of simple red tunic, and you recognize this child, Phileaux. It's the child that you saw back in Lumineaux, that you followed to the church there.

**Brother Phileaux:** Ohhhh yes. Yes.

**Griffin:** He transforms back, he said—

**Ahn:** I made contact with you, Phileaux, after your arrival in this realm. You breathed in my humors, aboard that carriage in the road, and my machinations began. I meant to guide you here through the power of suggestion.

**Brother Phileaux:** Mm-hmm.

**Ahn:** Dwelling within your own mind, and then you went and—

**Brother Phileaux:** Mm-hmm.

**Ahn:** — lost your body.

**Muttner:** Mmm, yeah.

**Brother Phileaux:** Mm-hmm.

**Ahn:** And I did lose my grip somewhat.

**Lady Godwin:** Getting crowded in your noggin, it seems, brother.

**Muttner:** He's—

**Brother Phileaux:** It is really, really jammed in there.

**Lady Godwin:** Like a regular *Herman's Head* you have going on.

**Travis:** Mutt raises his hand.

**Lady Godwin:** Have you seen that panto? [wheezes]

**Clint:** [wheezes]

**Griffin:** [chuckles]

**Justin:** [snorts]

**Ahn:** It's been some time since I've made it to the theatre, or any building.

**Muttner:** Oh. Oh.

**Ahn:** Ah yes, you, go yes.

**Muttner:** Just a point of order. He didn't lose his body. He knows exactly where it is, it's in a tiny bottle on his belt. He just isn't in that one right now.

**Clint:** Holds it up.

**Ahn:** Freaky.

**Muttner:** He traded in.

**Clint:** Holds it up and kind of shakes it.

**Brother Phileaux:** See, here it is, right here.

**Muttner:** Oh, careful!

**Brother Phileaux:** Isn't he adorable?

**Muttner:** Careful, man.

**Brother Phileaux:** Oh, I know. I know how to handle my body.

**Muttner:** I bet you do.

**Lady Godwin:** Grotty.

**Clint:** [chuckles]

**Lady Godwin:** Don't like it.

**Ahn:** So gross.

**Justin:** That's me, by the way. Justin, that's me reacting.

**Griffin:** That was just you Justin saying that.

**Lady Godwin:** I don't like this. Get me outta here.

**Griffin:** He says—

**Ahn:** [sighs] I have had to sort of improvise, as we go, but I suppose this is a more natural way of doing things. What good is an oath, after all, when not made entirely of your own volition. Let me back up.

**Muttner:** Yeah please.

**Brother Phileaux:** Okay.

**Muttner:** Yeah.

**Ahn:** I'm Ahn.

**Muttner:** I'm Crawford Muttner. Call me Mutt, everybody does.

**Ahn:** I shan't remember that.

**Muttner:** Just Mutt.

**Ahn:** And you— Okay. And you, the tall drink of water with the stitched neckline.

**Lady Godwin:** Whose eyes are up here. Yes, my name is Lady Godwin.

**Ahn:** Fantastic. I am... the god of night.

**Muttner:** Yeah.

**Ahn:** And the— and nocturn, I know that your world has forgotten me.

**Muttner:** No, we know about night.

**Ahn:** No.

**Lady Godwin:** Yeah, we have it regularly.

**Muttner:** Yeah. Once a day.

**Lady Godwin:** All the— Well, in Engrave, all the time.

**Muttner:** Yeah, there you go, man.

**Ahn:** [sighs] Great. But me, Ahn, the embodiment, the personification, the deity of night.

**Lady Godwin:** Oh yes.

**Muttner:** Aw yeah, okay.

**Ahn:** I know that this— See, I'm not taught in classrooms. It's gotten [chuckles] so political, hasn't it.

**Muttner:** Yeah.

**Ahn:** I know the world's forgotten me, but I aim to make it remember, and I am in need of aid to do so.

**Muttner:** Okay.

**Brother Phileaux:** Oh.

**Ahn:** Surely you are familiar with my former servant, Count Dracula.

**Brother Phileaux:** Oh.

**Muttner:** Aw yeah, man.

**Brother Phileaux:** We didn't know you two had parted ways, necessarily.

**Ahn:** [scoffs]

**Griffin:** He smiles and looks a bit pained for a second, and then he looks down at the sword sticking out of his giant skull, and he says—

**Ahn:** Who do you think planted this here?

**Muttner:** Ah, okay.

**Lady Godwin:** So—

**Brother Phileaux:** Merlin.

**Muttner:** It's a tree.

**Ahn:** No, not Merlin. What? No, it's not a—

**Muttner:** He planted.

**Ahn:** It's— Both— Sorry, both—

**Brother Phileaux:** Lady of the Lake.

**Ahn:** Everyone here just said like the dumbest shit ever, and I'm having trouble trying to figure out who to deride first.

**Lady Godwin:** I was silent, so may I speak?

**Ahn:** Yes. Yes, I think it's your turn.

**Lady Godwin:** Is your long-term goal to get someone to remove the sword?

**Ahn:** It is my... only goal.

**Lady Godwin:** Could I?

**Muttner:** No, wait!

**Lady Godwin:** I mean, could—

**Clint:** [wheezes]

**Lady Godwin:** Could I? I'm asking, it's just a question.

**Muttner:** Okay.

**Lady Godwin:** Never hurts to ask.



**Griffin:** He looks back in the mirror, he says—

**Ahn:** [sighs] I suppose you can try, but you don't seem the type to—

**Lady Godwin:** Alrighty.

**Justin:** [chuckles]

**Muttner:** No!

**Justin:** And Lady Godwin tries to pull it out.

**Muttner:** Whoa!

**Griffin:** Make a Strength—

**Justin:** Gotta try.

**Griffin:** Yeah.

**Justin:** It's like Excalibur.

**Griffin:** Sure, make a Strength check.

**Justin:** If I'm not supposed to pull it out, I will with 100% certainty, within the narrative, not pull it out.

**Muttner:** Man, that's a lot of faith you're puttin' in Griffin.

**Justin:** Mm-hmm.

**Clint:** Okay.

**Justin:** It's a Mac-Griffin, I— [chuckles] I know what I'm doin'.

**Clint:** [laughs]

**Justin:** Okay, what do you want me to roll?

**Griffin:** I mean, Strength.

**Justin:** Fate. [wheezes] Am I destined to take it out, is more important about it.

**Griffin:** Strength with disadvantage, please.

**Justin:** Okay, well it is a...

**Travis:** Well, that answers your question, doesn't it.

[sound of die rolling]

**Justin:** 16. And a...

[sound of die rolling]

**Justin:** 13.

**Griffin:** You... wrap your hand around the hilt of Excalibur. It is smaller than you expected. The hilt of this blade is a sort of wispy thing. And yet, as you attempt to pull it out of the skull, it is like trying to rip a mountain out of the ground. It is completely, completely stuck in there.

**Muttner:** Well sh—

**Griffin:** He says—

**Ahn:** Ah, yes I expected as much. Not anyone can pull the sword from the— Well, the—

**Lady Godwin:** Alright Mutt, you're up.

**Muttner:** From the bone.

**Ahn:** Yes, the sword from the bone.

**Muttner:** Yeah.

**Lady Godwin:** Mutt. Mutt, it's your try.

**Muttner:** Yeah I was gonna say, man. Shit, if we're— If you did it, now I kinda want to.

**Ahn:** I mean...

**Lady Godwin:** Try it, it's fun.

**Muttner:** Okay.

**Ahn:** Go— Be my guest.

**Muttner:** I'm gonna try to sneak— I wanna try to sneak up on it.

**Ahn:** Yes, that's been the issue—

**Muttner:** Try to get it by surprise.

**Ahn:** — in the past.

**Travis:** So he crouches down, Mutt crouches down to sneak up on it and spring on the sword, un... unexpectedly.

**Griffin:** Okay.

**Clint:** I'll help. I'll help.

**Griffin:** Okay.

**Brother Phileaux:** I'll distract it.

**Travis:** Okay.

**Clint:** And starts dancing.

**Brother Phileaux:** [sings] "I got no strings to hold me up."

**Travis:** Yeah, okay. So what do I roll?

**Griffin:** A Strength check with disadvantage.

**Travis:** Oh no, I'm sneaking up on it Griffin, so.

**Griffin:** Okay, roll a Stealth check.

**Travis:** Mm-hmm. Let me see here.

[sound of die rolling]

**Travis:** Okay, here we go, that's a seven.

**Griffin:** Yeah, that's not gonna cut it.

**Justin:** [laughs] At all.

**Travis:** Get it? Get it?

**Griffin:** Not even a little bit, yeah.

**Travis:** Okay.

**Brother Phileaux:** Oooooo...

**Ahn:** Okay, we're all having a lot of fun here, but—

**Muttner:** Well, Phileaux didn't try!

**Brother Phileaux:** Wait! Wait! Wait wait. I'm remembering the prophecy. The prophecy that says only one who is pure of soul and says their prayers each night.

**Justin:** [snorts]

**Brother Phileaux:** Can draw the sword Scalibur, and use its holy might!

**Muttner:** That might be somethin' they just told kids at the monastery to get 'em to say their prayers, man—

**Justin:** [wheezes]

**Muttner:** — 'cause I ain't never heard that before.

**Justin:** [chuckles]

**Brother Phileaux:** No, it was—

**Lady Godwin:** I haven't either. It seems very specific.

**Brother Phileaux:** It's very ingrained. Very—

**Muttner:** Okay.

**Brother Phileaux:** It's like a mantra to me.

**Muttner:** That doesn't make it true.

**Lady Godwin:** Well, listen. Most things said for a long time are true.

**Muttner:** Mm.

**Lady Godwin:** Please. I insist that Phileaux get his chance.

**Muttner:** Yeah, puppet man.

**Lady Godwin:** Quickly though.

**Muttner:** Yeah, go for it.

**Lady Godwin:** Quickly.

**Griffin:** As you approach the sword, he looks away from his mirror, and looks down at you quite intently.

**Travis:** Oh wait, now hold on.

**Griffin:** He says—

**Ahn:** Yes. This is... This is what I was hoping for.

**Lady Godwin:** No, no. Okay, Phileaux.

**Ahn:** No, my apologies to the— your compatriots, but the sword can only be drawn by a hero pure of heart. This was Dracula's most clever part of his deception, as he buried this in my fucking forehead. Excalibur, the

blade that binds the darkness, can only be drawn by someone very, very special. And sure—

**Muttner:** Now wait, hold on man.

**Ahn:** And there aren't many of those here in Engrave.

**Muttner:** Hold on man, wait. Hold on, Phileaux wait just a second. When he pulls this sword out, are you gonna be like free and shit to go out and wreak havoc and do all kinds of bad stuff.

**Lady Godwin:** Oh, I think his imprisonment is what's causing the eternal night in Engrave. I think if we free Ahn.

**Muttner:** Mm-hmm.

**Lady Godwin:** Then we may have a better shot at defeating Dracula, but also of returning Engrave to something approaching normalcy.

**Griffin:** As you approach the sword, you see Van Helsing appear.

[harpsichord music plays]

**Griffin:** And he's looking at it, and he says—

**Van Helsing:** This is the legendary blade, Excalibur. Or sorry, Scalibur.

**Brother Phileaux:** Scalibur. Scalibur.

**Van Helsing:** This blade, it binds evil magic. With this, you could strike down Count Dracula definitively. This could be the answer we are looking for. You must take up this sword, Phileaux.

**Griffin:** You see Ahn looking at you, sweating, and he says...

**Ahn:** If you remove that blade, Phileaux, I shall grant you any boon your heart desires. And—

**Muttner:** Ask for two boons, man. Negotiate for two boons.

**Brother Phileaux:** For two boons?

**Muttner:** Yeah, don't just take two boons. That's first offer, man.

**Brother Phileaux:** Um... I—

**Ahn:** How about this for two boons?

**Muttner:** Oh?

**Brother Phileaux:** Okay.

**Ahn:** In addition to what I reward you, you will carry with you Excalibur. Or sorry... You will carry with you Scalibur, a weapon that will make dispatching Dracula, for whom you carry so much hatred, and for good reason, what a dick, a trifle matter.

**Muttner:** Okay, that's a good counter.

**Brother Phileaux:** That's one boon. That's one boon.

**Lady Godwin:** But to hear— I do want to return to Mutt's question [chuckles] of sort of your immediate plans.

**Muttner:** Yeah, good question, man.

**Lady Godwin:** Upon being freed.

[eerie hum returns]

**Brother Phileaux:** Yes, are you going to try to harm us?

**Lady Godwin:** Do you want to go try to kill Dracula? That would be high on my priority list, were I you.

**Ahn:** I am—

**Muttner:** And don't lie.

**Ahn:** Oh no, I would never.

**Muttner:** Okay.

**Brother Phileaux:** Why would the [chuckles] god of darkness lie?

**Ahn:** I— You worry about my plans if I am freed as if I am some great evil avatar. I am not the god of evil, I am the god of night.

**Brother Phileaux:** Okay.

**Ahn:** And night can be peaceful and so chill and beautiful.

**Muttner:** Yeah, so can death.

**Lady Godwin:** Wait, are you though? Peaceful and chill?

**Ahn:** Completely.

**Justin:** [wheezes] Alright, Insight check.

**Griffin:** Yeah, everybody—

**Muttner:** Yeah, can all of us make an Insight check? [chuckles]

**Griffin:** Let's make Insight checks, yeah. All— Around the horn.

[sound of die rolling]

**Justin:** 'Kay, 19 for me.

[sound of die rolling]

**Travis:** 18 for me.

[sound of die rolling]

**Clint:** 17 for me.

**Griffin:** Beautiful.

**Griffin:** There you go.



**Griffin:** Pretty roommates, all in a row. He's lying through his fuckin' teeth, guys.

**Travis:** Yeah, okay.

**Griffin:** He is... He is... excited beyond description for the opportunity to be freed from this— be free of his imprisonment, and the extent to which he is attempting to deceiving you suggests that his plans [chuckles] are maybe not as harmless as he is making them out to be.

**Clint:** [chuckles]

**Muttner:** So here's what I'm thinkin', man.

**Ahn:** I am but—

**Muttner:** Sorry, may I talk to my friends here for a second, just a second?

**Ahn:** Sure, of course, I mean we're all gods here.

**Muttner:** Okay. Yeah, sick. [whispers] Okay, here's what I—

**Ahn:** Oh no wait, it's just— I'm just the only one.

**Muttner:** Alright man, yeah no, I got it. Okay, here's what we do. We just need to trick Dracula into comin' down here. Leave the sword where it is, and then kind of throw Dracula against the sword.

**Justin:** [cackles]

**Muttner:** So it cuts him in half.

**Brother Phileaux:** Mmm.

**Lady Godwin:** That's good!

**Muttner:** Yeah man.

**Brother Phileaux:** It's not bad.

**Lady Godwin:** That's the sort of non-linear thinking that gets stuff done.

**Muttner:** Yeah.

**Brother Phileaux:** Mm, it is.

**Muttner:** Outside of the box, yeah.

**Brother Phileaux:** Really thinking outside the coffin on that one, yes.

**Muttner:** Thank you.

**Lady Godwin:** To put him inside the box, for good.

**Muttner:** Yeah.

**Lady Godwin:** I—

**Brother Phileaux:** Um...

**Lady Godwin:** I don't know the practicality of that. Um... Wait a minute, do we have any Draculas with us?

**Brother Phileaux:** Mmm.

**Muttner:** It's hard to remember. [chuckles] There's so many of them out and about there. I think we got rid of the one. Yeah, we turned him into ash, and then we played volleyball.

**Griffin:** You hear a noise coming from your satchel, Phileaux. You hear—

[glass clinking sounds]

**Brother Phileaux:** Oh yes! Oh yes! Oh oh oh oh. We have the ear.

**Muttner:** Oh right, yeah yeah yeah yeah.

**Brother Phileaux:** Oh! Here, alright, wait, hold on. Let me— Where did I put that? It's...

[flask opening sounds]

**Brother Phileaux:** Ah here it is, yes. Oh—

**Griffin:** As you retrieve the bottle, you realize it's not just an ear anymore. Whether it is due to the presence of Ahn, or perhaps the fact that you were just swimming around in his blood, this ear has reformed into a small Dracula. [chuckles]

**Brother Phileaux:** Ohhhh.

**Griffin:** A real Snackula. His— He's kinda pressed up in a grotesque way against the walls of the jar, and he says—

**Snackula:** [in a higher voice] Don't do it, man. You— For real, do not— Don't set him free. It would be very bad.

**Muttner:** Ah, this is Italian Dracula.

**Lady Godwin:** So...

**Clint:** [wheezes]

**Lady Godwin:** I know you were having a little bit of fun earlier, Mutt, but... I don't see why that won't work. See, Dracula is repeatedly cloning himself, correct? We've learned this.

So there's no reason to think that any weapon could kill a physical manifestation of Dracula and have any permanence. Unless there is some sort of magic in the weapon. And in that case, it shan't matter what Dracula is affected by it.

**Muttner:** There you go, man.

**Snackula:** But wait.

**Lady Godwin:** So—

**Snackula:** But wait!

**Lady Godwin:** — just grab that little Dracula—

**Snackula:** No, hold on!

**Lady Godwin:** — and slam him! Slam it him. Slam him in.

**Snackula:** But I'm the backwards Dracula. The good one!

**Muttner:** Baccula?

**Justin:** [wheezes]

**Brother Phileaux:** Scott.

**Lady Godwin:** Scott Baccula? [giggles]

**Snackula:** You remember you were going to raise me as one of your own.

**Lady Godwin:** We tried.

**Muttner:** Yeah, we forgot about that, man.

**Brother Phileaux:** Okay, tha—

**Lady Godwin:** We forgot you existed. This is a far nobler end.

**Brother Phileaux:** Yeah, we've been very passive in our child-rearing. [chuckles]

**Muttner:** Wait, hold on. Hold on. I have two questions for you, Ahn.

**Ahn:** Oh, is it my— You're back to talking to a little god then.

**Muttner:** Yeah, you were off in the back, yeah.

**Ahn:** Oh great. Great great, yes, fine fine.

**Muttner:** One, what was the cause of the fallin' out betwixt you and Dracul?

**Ahn:** It's... I mean, it's personal.

**Muttner:** Oh okay, I—

**Ahn:** Have you gone through a bad—

**Muttner:** I thought it was—

**Justin:** Let's sat— Let's sit Dracula on the skull.

**Ahn:** Oh... Well look who it is.

**Griffin:** His—

**Justin:** This is good, guys. I earned us a smoke break. You got like two or three minutes where Griffin has to talk to himself.

**Clint:** [chuckles]

**Griffin:** Snackula says—

**Snackula:** Uh, I changed my mind. Can you put me back in your satchel, please? This is pretty awko taco, please.

**Lady Godwin:** No, I have to hear this. Dish. Spill it. [chuckles]

**Muttner:** Dracul, what was the cause of the fallin' out between you and Ahn here?

**Snackula:** I mean, it wasn't my call. I'm but a baby.

**Muttner:** Okay man.

**Snackula:** I'm but a baby in your arms.

**Lady Godwin:** Okay, but certainly you possess some of your memories.

**Griffin:** Ahn says—

**Ahn:** I can tell you.

**Lady Godwin:** Oh, please.

**Muttner:** Okay, you weren't going to, man!

**Lady Godwin:** Remember just a few seconds ago you were very opposed.

**Ahn:** I changed my mind.

**Muttner:** You're mer—

**Lady Godwin:** [chuckles] Okay.

**Ahn:** I'm a—

**Muttner:** You're mercurial as fuck!

**Ahn:** The gods.

**Brother Phileaux:** Then notice my hand is hovering over the sword.

**Ahn:** Oh, and I like that very much.

**Justin:** [cackles]

[violin music plays]

**Clint:** [chuckles]

**Ahn:** Dracula is an opportunistic wretch. He came to me seeking immortality and power for his own ends, and I granted it to him. And we had a pretty good thing going for a while. But...

**Muttner:** Romantic?

**Ahn:** He did— What's that?

**Muttner:** Romantic?

**Ahn:** No.

**Muttner:** Okay.

**Ahn:** No, that's— That would be way below my sort of station, you understand. I've—

**Muttner:** Oh, I didn't realize you—

**Ahn:** I've— I mean, I've—

**Muttner:** Leagues aren't real, man, you know that, right?

**Ahn:** Bro. But when you're talking about deity— Like I've banged Neptune. Do you know what I mean?

**Justin:** [snorts]

**Muttner:** The planet?!

**Clint:** [chuckles]

**Ahn:** Yes.

**Justin:** [giggles]

**Muttner:** Fuck man.

**Lady Godwin:** Gross.

**Ahn:** Anyway, if—

**Muttner:** Hey, don't yuck his yum.

**Ahn:** If I were to wager—

**Lady Godwin:** Well no, that's fair. You should feel free to hump a planet.

**Muttner:** As long as it was consensual planet humping, good for you, man.

**Justin:** [chuckles]

**Ahn:** It was enjoyed by all parties. Yes, it was enthusiastic consent granted by the planet and myself. If Dracula... had any reason to betray

me, it was likely because he found another source of power that he preferred. One that did not perhaps carry with it the... terms [sighs] and conditions of our own arrangement.

**Muttner:** Mm.

**Ahn:** All of this is neither here nor there. I must ask you now, Phileaux, sort of moment of truth time.

**Muttner:** Well now hold on, you didn't answer my second question. I had two questions, second question.

**Ahn:** My gosh.

**Muttner:** Do you know the Invisible Man?

**Ahn:** The wha— The who now?

**Muttner:** The Invisible Man?

**Ahn:** Is this a riddle?

**Muttner:** No, he's a man, he's invisible, he killed— beat my brother's ass so bad he died. I just wanted to see if he knew 'im.

**Ahn:** Is this like your quest or something that you're on?

**Justin:** [chuckles]

**Muttner:** Actually no, can I tell you what's wild?

**Ahn:** Yes.

**Muttner:** Even though he's the one that killed my brother, I don't seem to actively be lookin' for him at all. I do ask people about it.

**Ahn:** That's weird.

**Muttner:** Yeah, mostly my quest is I wanna kill Dracula, take his teeth, and turn 'em into jewelry, which somehow is related to a bar my brother and I were gonna open. And—



**Ahn:** Oh.

**Muttner:** — even though Invisible Man is the one what beat his ass so bad he died from it—

**Ahn:** Yes.

**Muttner:** — I'm not actively lookin' for him at all.

**Ahn:** Cool, tell me more, tell me more.

**Muttner:** Well, I was hopin' you could tell me more.

**Ahn:** Just kidding, I don't—

**Muttner:** Do you know the Invisible Man?

**Ahn:** No, I don't know the Invisible Man! I know Count Dracula, whose power I breathed into this world, and that power can be yours, Phileaux, to do with as you wish. All you must do is... take this sword.

Oh, bonus, I think it makes you King of England, so you'll have that going for you. So the bones— the boons— the bone boons are threefold! This is the bes— This is the offer of a lifetime.

**Brother Phileaux:** I'm listening.

**Ahn:** That's it, that's all the offer is is you get the cool sword to kill Dracula, all of my powers and immortality, and King of England. I can— I—

**Brother Phileaux:** All of the powers and immortality.

**Ahn:** Yes. You get— I— How much sweeter can this pot conceivably get?!

**Muttner:** Hey, keep opening cases man, he know you've got the million.

**Brother Phileaux:** So... If I have all of your powers, I could heal the Turbo Cardinal. Correct?

**Griffin:** He thinks about it for a second. He says—

**Ahn:** Ah yes, the Turbo Cardinal. I thought perhaps he could fill the very role that I am attempting to get you to fill at this moment, but perhaps his heart wasn't as pure as... as I thought. Um...

**Brother Phileaux:** Oh, now you're just blowin' smoke up my robes.

**Ahn:** Yes, of course, I don't see why that wouldn't be in the realm of possibilities.

**Brother Phileaux:** Very well. And all it takes is to draw Scalibur from your skull. Correct?

**Ahn:** Yip. That's all... it... takes.

**Brother Phileaux:** I'm ready to act now.

**Muttner:** Hmm.

**Clint:** And Phileaux—

**Muttner:** Should we vote?

**Justin & Clint:** [chuckle]

**Brother Phileaux:** Another conference please, hold on.

**Ahn:** My god!

**Muttner:** Yeah.

**Brother Phileaux:** [mutters] When he said— I'm gonna draw it.

**Muttner:** [mutters] Why?

**Brother Phileaux:** [mutters] Because I think that is the best way to off Dracula.

**Muttner:** Okay, but this feels a little bit like robbin' Peter to pay Paul, you know what I mean, man? 'Cause we're gonna kill Dracula—

**Brother Phileaux:** But—

**Muttner:** — and let a dark god of night free.

**Brother Phileaux:** [mutters] Then I stick the sword back in.

**Muttner:** Well.

**Brother Phileaux:** [mutters] Just stick him again, stab him again.

**Muttner:** Now, counterpoint man. If it was that easy to bound the god of darkness and night, somebody probably would've done it before Dracula, right? I don't think he's just gonna leave his skull layin' here, ready for us to stick a toothpick back in it.

**Brother Phileaux:** Godwin, what do you think?

**Lady Godwin:** Oh Phileaux, it's a tricky one, isn't it. Hmm. I suppose that if you're able to pull it, it means that you're pure of heart.

**Brother Phileaux:** Mm-hmm.

**Lady Godwin:** And if that holds true, and it would seem to me that you are best positioned to make the right choice.

**Muttner:** Well fuck man, that's a great point.

**Brother Phileaux:** Well.

**Muttner:** 'Cause if you pull it and you're pure of heart, then you did the right thing. Right?

**Brother Phileaux:** Yeah.

**Muttner:** 'Cause if you weren't—

**Brother Phileaux:** It's like those witch tests.

**Lady Godwin:** Right.

**Brother Phileaux:** If you drown the witch, you know.

**Muttner:** You're a bad guy. Yeah.

**Brother Phileaux:** You're— Yeah. That should have logic—

**Muttner:** Well 'cause if you're pure— Anybody who would drown a witch is a bad person, that's not good per— Good people don't drown people.

**Lady Godwin:** I knew lots of very kind witches.

**Muttner:** Yeah, man. That's what I'm sayin'.

**Brother Phileaux:** I'm gonna draw it.

**Muttner:** Okay.

**Brother Phileaux:** I'm gonna draw it.

**Lady Godwin:** Okay. Go.

**Brother Phileaux:** [sighs] Alright, Ahn! I am ready!

**Ahn:** Hell yes.

**Brother Phileaux:** To assume all of your powers—

**Ahn:** [chuckles expectantly]

**Brother Phileaux:** — an immortality.

**Ahn:** Oh yeah, I'm gonna juice you up. Oh, you just watch.

**Justin:** [giggles]

**Muttner:** Should you get that in writin' or somethin'?

**Brother Phileaux:** Mm. Mm.

**Lady Godwin:** Are gods bound by any sort of promises to—

**Ahn:** Absolutely we are.

**Lady Godwin:** — sort of Greco-Roman thing. Okay.

**Ahn:** I— A god of darkness is faithful 100%.

**Muttner:** I mean—

**Justin:** Oh, he's— Can I roll a quick Insight, Griff?

**Griffin:** Yeah yeah, sure.

**Justin:** Let me just squeeze a quick Insight in before we act.

[sound of die rolling]

**Justin:** 15?

**Griffin:** He is not telling the truth. [laughs]

**Justin:** [wheezes]

**Clint:** Mmm.

**Justin:** It does get to be a bit binary at a certain point, isn't it. Like—

**Griffin:** Yeah, sure.

**Justin:** If you're even a little bit of a stinker. [wheezes]

**Griffin:** Yeah yeah yeah.

**Justin:** Like you do have to admit that.

**Clint:** I will ask this, that instead of whatever, a Wisdom check, it would be a Religion check. We're into some very religious—

**Griffin:** To pull the sword from the bone?

**Clint:** Yeah.

**Griffin:** No, it's a Strength check.

**Clint:** Yeah. It's a holy sword.

**Griffin:** But you will make it straight up.

**Clint:** Really?

**Griffin:** Yip.

**Travis:** Do it. Do it.

**Justin:** Do it, Dad.

**Travis:** This is Travis talking, Mutt's gone.

**Clint:** Do I have advantage?

**Griffin:** You—

**Travis:** Just pull it!

**Clint:** Do I have advantage?

**Travis:** Just pull it.

**Griffin:** You do not.

**Justin:** No.

**Griffin:** You do not have disadvantage.

**Clint:** Oh, what the hell.

**Griffin:** You do not have disadvantage, like the other two.

**Justin:** Go ahead, Dad, the biggest roll of your career.

**Travis:** This is it. Become the King of England.

**Clint:** Alright. Here we go.

**Travis:** It's alllll to become the King of England.

[sound of die rolling]

**Clint:** Oh. Three!

**Justin:** You—

**Griffin:** [cackles]

**Justin:** That was wrong on both counts.

**Clint:** Right next to 20.

**Travis:** You.

**Griffin:** A two plus one, a three. Phileaux—

**Travis:** Not a critical fail.

**Griffin:** Phileaux, you step forward. You wrap your tiny puppet hands around the hilt, and tug upwards.

[rattling sword sound effects play]

**Griffin:** With the full power of destiny at your back. You...

**Justin:** [wheezes]

**Griffin:** Tug.

**Travis:** Dad, have you pulled a real sword in real life?

**Brother Phileaux:** Yes.

**Griffin:** Tug.

**Travis:** You don't have to foley, my man.

**Justin:** I love it.

**Clint:** I know, but I love this sword.

**Travis:** We can't see it.

**Clint:** I know.

**Griffin:** The foley is unnecessary, because you tug upwards.

**Travis:** It sounds like a curtain rod expanding.

**Griffin:** It does sound like a curtain rod. You tug upwards. You hear a choir of angels from on high singing, as you pull upwards. And it doesn't move even a little bit.

And then you're like, "Maybe it's— Maybe I didn't— Maybe I'm supposed to grab it by this part," and you grab the sort of like cross hilt, the guard, and you pull up on that, and that also doesn't go.

And you think about maybe pulling on like the blade, or like wiggling it a little bit to get it loose first, and none of that works either. And Ahn is looking at you very confused, and he says...

**Ahn:** You are pure of heart, aren't you?

**Brother Phileaux:** Well, my— Ye— Oh, wait. I'm not sure I have a heart. I am wood. Maybe if you turned me in— back into myself, I would be pure of heart.

**Ahn:** [shouts] Me damnit!

**Griffin:** He says.

**Clint & Travis:** [laugh]

**Ahn:** Why didn't— Oh god! Okay, if I could do that, then I wouldn't be bound by this awful holy sword. I would have the powers I need— God, fuck!

**Griffin:** He—



**Muttner:** Oh wait, I have an idea. Everybody, stay here. Can you lift the portcullis real quick?

**Ahn:** Why? What are you doing?

**Muttner:** I gotta go get something, I'll be right back.

**Ahn:** What are you— No. What's your— What? No. You're not— What?

**Muttner:** Well, King Arthur is back there, and if I go get his bony hand, we could pull it out—

**Ahn:** Yeah, does he have a heart?

**Muttner:** Fuck!

**Ahn:** Fucking numbskull. And this is me to— Man, shit! This sucks!

**Justin:** [wheezes]

**Ahn:** I waited so long!

**Justin:** [laughs]

**Ahn:** Why did you put that fucking hat on?!

**Justin:** [cackles]

**Ahn:** [sighs angrily]

**Justin:** [giggles]

**Brother Phileaux:** I feel responsible for your disappointment.

**Ahn:** [yells] You are responsible, solely, for my disappointment!

**Justin:** [laughs]

**Ahn:** And it's great!

**Brother Phileaux:** I—

**Justin:** [laughs]

**Brother Phileaux:** I did not think of the no heart thing, I must admit.

**Justin:** [laughs]

**Muttner:** Well this doesn't have to be literal, does it? Could we just like get a Sharpie and draw a heart on `im or somethin'?

**Brother Phileaux:** Oh! Oh oh! A pure wood, yes!

**Justin:** Consider— [chuckles]

**Brother Phileaux:** Yes yes!

**Justin:** Considering what we've done to this cat's heart in the past day, I don't think they're down with metaphors, I would say.

**Muttner:** Yeah man, let's just— Here.

**Brother Phileaux:** I did give you an embolism. Maybe that—

**Ahn:** You did what?

**Muttner:** [chuckles] No, don't worry about it, man.

**Brother Phileaux:** Nothing. Nothing!

**Ahn:** No, what did you say?

**Brother Phileaux:** I did—

**Ahn:** `Cause I felt something weird earlier that I didn't like.

**Muttner:** Like a heart fart?

**Brother Phileaux:** Yeah.

**Ahn:** I—

**Justin:** [giggles]

**Brother Phileaux:** He heart farted.

**Ahn:** I feel like I've lost a lot of blood.

**Justin:** A fart attack.

**Ahn:** And I've had a fart attack.

**Brother Phileaux:** You have.

**Ahn:** That was you?!

**Brother Phileaux:** Yes. That was— Yes.

**Muttner:** Well, it was us, to be fair, 'cause the fart attack was him.

**Brother Phileaux:** True.

**Muttner:** I stabbed your heart, he I think chopped a vein?

**Brother Phileaux:** Whacked it, whacked a vein.

**Justin:** No, Lady Godwin chopped a vein.

**Brother Phileaux:** No, she did.

**Ahn:** [from a distance] Oh god.

**Brother Phileaux:** Yes.

**Ahn:** So—

**Muttner:** And listen, my B, man.

**Brother Phileaux:** So, um...

**Ahn:** Yeah.

**Brother Phileaux:** Maybe by doing that, I— I'm just— Oh this is—

**Ahn:** I'll— [stammers] You know, shame on me. I... I should have found— I should have given up on this whole endeavor when I saw you switch into this.

**Muttner:** Yeah, naw man.

**Ahn:** It's— No it— You don't have to console me, I really don't— I don't need it. I suppose I'll find another use for the three of you then.

**Lady Godwin:** No, no get back here. No, get away from that thing, it's filthy. Sorry, my hand is trying to— Get off the sword.

**Ahn:** Okay, hold on.

**Lady Godwin:** Back in the bag.

**Ahn:** I do actually wanna watch this play out.

**Justin:** He— So he just sort of scuttled back into the bag.

**Griffin:** Oh, is that—

**Justin:** He's a Mage Hand, he follows my command, so.

**Ahn:** Yeah, alright then. That's fine. Well.

**Justin:** It's worth a shot though.

**Ahn:** Thanks for the laughs, I suppose.

**Muttner:** Do you want the three of us to try to pull it? Maybe between us we got— equal one pure heart?

**Brother Phileaux:** Ohhhh.

**Ahn:** [sighs] I—

**Brother Phileaux:** That's not bad.

**Ahn:** I'll be hon—

**Brother Phileaux:** That's not bad.

**Ahn:** It kind of hurts, actually, every time you try and fail, so. I've actually got a lead, there's like a little girl who has been doing a lot of volunteer work.

**Muttner:** Oh, that's good, man.

**Ahn:** Yes, and so it will take some time, I think, to work my plans. So in the meantime...

**Muttner:** Yeah?

**Ahn:** I will... bid you adieu, I suppose.

**Brother Phileaux:** Oh wait wait wait! I did make a sincere effort. Don't you think you could—

**Ahn:** Oh yes, and I for sure—

**Brother Phileaux:** — give me a boon?

**Ahn:** Oh.

**Brother Phileaux:** You could give me a little bit of a boon.

**Ahn:** Oh.

**Brother Phileaux:** Like all your powers. Could I have all your powers?

**Ahn:** Hmm...

**Lady Godwin:** Half?

**Brother Phileaux:** Half your pow— Half— That's good.

**Ahn:** What is it—

**Brother Phileaux:** Half of your powers.

**Ahn:** Why did you come here, Brother Phileaux? What was your quest in the first place?

**Brother Phileaux:** Well, my quest in the first place was to find a cure for the Turbo Cardinal.

**Ahn:** Ah.

**Brother Phileaux:** And then to— I kind of—

[sound of die rolling]

**Brother Phileaux:** — leapt onto the bandwagon of killing Dracula.

**Ahn:** Yes.

**Brother Phileaux:** With my boon companions here.

**Ahn:** Well then that's all well and good.

**Brother Phileaux:** And I really want that sword. Agh! I want that sword.

**Ahn:** No, it's a great sword. King of England, boons, it's awesome, but.

**Brother Phileaux:** Ohhhh, I want it—

**Ahn:** How— Why don't I—

**Brother Phileaux:** Got the foley and everything.

**Ahn:** — do this.

[sound of die rolling]

**Brother Phileaux:** Agh.

**Griffin:** Are you— Did you just try again, Mutt?

**Muttner:** What?! Nah man, what?!

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

**Muttner:** Sorry, I— You weren't lookin'.

**Ahn:** Ah, fuck!

**Muttner:** Don't—

**Ahn:** Okay, that's it! That's it!

**Muttner:** Sorry, hey!

**Ahn:** You—

**Muttner:** Sorry man. Hey listen, can I tell you somethin', man?

**Ahn:** What?

**Muttner:** It wasn't— I wasn't even really thinkin' about it that time.

**Ahn:** No, I know.

**Muttner:** You know—

**Ahn:** I see it's—

**Muttner:** — my hand was just kinda restin' on it.

**Ahn:** Yes.

**Muttner:** And I just kinda tugged a little bit. I'm so sorry about that, man. I definitely— I apologize to no end, and this—

**Ahn:** Ah— Oh my god, are you doing it again?

**Muttner:** What?

**Ahn:** Are you doing it a— Agh!

**Muttner:** No! No, I'm so sorry man!

[sword rattling sound effect plays]

**Muttner:** That is a four.

**Ahn:** That is—

**Justin:** [chuckles]

**Ahn:** Okay. That's it.

**Justin:** [laughs]

**Ahn:** You're so—

**Muttner:** Man, I'm so sorry. Oh my god. Egg on my face.

[vigorous sword rattling sound effect plays]

**Ahn:** If you are so concerned about the Turbo Cardinal, why not allow me to show you that he is in... excellent shape.

**Griffin:** And then... a... portion of the ceiling just explodes and collapses down into the chamber. And from it, a dark shape comes whizzing into the room, landing right in front of where Ahn is, and as he lands, Ahn vanishes. And standing before you, Phileaux is...

[organ music plays]

**Griffin:** A... nearly unrecognizable fanged behemoth, who... you can only sort of recognize from the shredded remnants of his own holy vestments. Standing before you is the Turbo Cardinal.

**Brother Phileaux:** Hmm. Not cured though. Hmm.

[organ music plays]

[ad break]

[harpsichord music plays]

**Lady Godwin:** Sorry Phileaux, who's this?



**Muttner:** Yeah, introduce us, man.

**Brother Phileaux:** This is the... the Turbo Cardinal, my superior.

**Muttner:** Yeah.

**Brother Phileaux:** At the Tankred Abbot, although looking much the worse for wear, has kind of bulked up. Have you been lifting, bro? Um... And oh, looks very vampiric. I don't remember him being quite like that. This does not look like a cured Turbo Cardinal, friend Ahn!

**Muttner:** Hey, that's— it's— Can I just say, my dude? It seems like you kinda missed a lot of tone and kinda what maybe Ahn was kinda insinuating there.

**Brother Phileaux:** Oh.

**Muttner:** Which was like that he wasn't gonna help you, and instead like the use for us is that we're gonna die.

**Brother Phileaux:** Oh.

**Muttner:** Yeah.

**Brother Phileaux:** Oh, I see.

**Muttner:** It wasn't like a real chill thing, like he was being kind of a dick about it.

**Brother Phileaux:** Uh-huh, uh-huh.

**Muttner:** Yeah, man.

**Griffin:** The Turbo Cardinal speaks.

**Travis:** Oh.

**Griffin:** As he does... just gore and viscera drips down his chin. He is covered in a lot of blood, and he says...

**Turbo Cardinal:** Hello, my child. I fear you're in a dangerous spot right now.

**Brother Phileaux:** Mm-hmm, it feels it. Yes.

**Turbo Cardinal:** You're far from the abbey.

**Brother Phileaux:** Uh-huh. I... When last we spoke, do you remember my promise that I made to you?

**Turbo Cardinal:** Mm, no, enlighten me.

**Brother Phileaux:** I promised you I would free you.

**Turbo Cardinal:** And so you've gone on this perilous quest, yes? To free me.

**Brother Phileaux:** Yes.

**Turbo Cardinal:** Well, perhaps it would behoove you in the future to exercise a bit more caution. After all... you are the last of your order.

**Griffin:** And...

**Travis:** What?

**Griffin:** He throws on the ground a... an object that clatters and slides to a halt at your feet, and it takes you a second to figure out what it is, it just looks like a mess of knots. But then you realize with horror that it is dozens of bloodied rosaries, worn by the members of your church.

**Brother Phileaux:** Well, this is going to make it a lot easier to free you.

**Clint:** And Brother Phileaux casts Flaming Sphere at the Turbo Cardinal.

**Griffin:** Oh shit, okay. Let's roll for initiative. I'll give you that action, and let's get into it.

[sound of die rolling]

**Travis:** [sighs]

[sound of die rolling]

**Travis:** Nine.

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

[sound of die rolling]

**Clint:** 13.

**Griffin:** Alright. Uh... We are [chuckles] going to give you the surprise round first, Phileaux.

**Clint:** `Kay.

**Griffin:** So cast Flaming Sphere. What's that— What's that mean?

**Clint:** Flaming Sphere. A five-foot diameter sphere of fire appears in an unoccupied space of your choice within range, and lasts for the duration. Any creature that ends its turn within five feet of the sphere must make a Dexterity saving throw. The creature takes 2d6 fire damage on a failed save, or half as much damage on a successful one.

**Griffin:** Okay. That is going to succeed, that's a 20. But he is going to take half 2d6 damage. Are you just ploppin' it down sort of adjacent to him?

**Clint:** Right next— Yes.

**Griffin:** Yeah, okay.

**Clint:** Matter of fact, right in front of him, so that he will have to go around it to get to us.

**Griffin:** Very smart.

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

[sound of die rolling]

**Clint:** Nine. Damage.

**Griffin:** So half that.

**Clint:** Well it's 2d6s.

**Griffin:** Right, halved because he made the save.

**Clint:** Right, okay. So four and half points of damage.

**Justin:** [chuckles] Oh, nice.

**Griffin:** Okay. He shrieks and kind of holds his hands up to try and protect himself from the flame. We are going to get into initiative now, and he is first in the order. He is going to— Well, he starts his turn, right, in the fire? So he's going to take damage again. Right?

**Clint:** Mm-hmm.

**Griffin:** Okay, well give me that. That's going to be another save, 21. So go ahead and roll that 2d6 again.

[sound of die rolling]

**Clint:** [vocalizes in thought] That would be... a four, so two.

**Griffin:** Okay. Awesome. He is going to shake off these flames, and half jump, half fly directly into you, Phileaux. His hands extend into these long, terrible claws. He is going to swipe one of them at you, that is a... Oh, a 13 versus AC?

**Clint:** That does hit.

**Griffin:** Oh, okay.

**Travis:** What's your AC?

**Clint:** 12.

**Griffin:** Yeah, you take eight point of slashing damage.

**Brother Phileaux:** Oh.

**Griffin:** From these claws, and then he is going to... look down into one of the eyeholes, and he hisses something in some abyssal language, and he is going to summon... swarm of rats. Okay.

Two swarms of rats climb out of each of the eye sockets. Or sorry, one swarm of rats climbs out of the eye sockets, for a total of two rat swarms. So I'm going to tag those into the initiative, and that is it for his turn. Next in the order is Lady Godwin.

**Justin:** I am going to... [clicks tongue in thought] Is— So he looks vampiric in nature, right? The Turbo Cardinal.

**Griffin:** He is a biiiig fuckin' vampire.

**Justin:** Does he—

**Griffin:** He looks like similar—

**Justin:** Not just vampiric.

**Griffin:** — not dissimilar to how Jekyll transformed.

**Justin:** Okay.

**Griffin:** He looks like that, but way— just throbbing a lot more.

**Justin:** Okay. Here's what I'm gonna try. I'm gonna take my axe in my hands and then try to hit him with it, for— just as hard as you please.

**Griffin:** Okay.

**Clint:** [giggles]

**Griffin:** I'm gonna push you back just a little bit. Cool, you have advantage on this attack, you guys are well flanking him at this point.

[sound of die rolling]

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

**Griffin:** Yes, that absolutely hits.

[sound of die rolling]

**Justin:** Or a two, doesn't matter. [chuckles]

**Griffin:** I would take the higher one of those.

**Justin:** I'll go, uhhhh let's go with the higher one.

**Griffin:** Okay.

**Justin:** And then damage, we got nine points of damage.

**Griffin:** And are you are not bloodied.

**Justin:** I am not bloodied.

**Griffin:** Okay, nine points of damage. What's this look like?

**Justin:** Just she rears back with the axe and swings in at his— the middle of him.

**Griffin:** Yeah.

**Justin:** To just try to hit him with— [wheezes] to—

**Griffin:** Yes, he is—

**Justin:** For wounding purposes.

**Griffin:** He is preoccupied with Phileaux, he does not even seem to be paying much attention to you, and so when you catch him right in the abdomen with your now blood crystallized Jennifer Meyers, he gives out a yelp of pain, and now you definitely have his attention.

**Justin:** Great. I'm going to entre a rage.

**Griffin:** Okay.

**Justin:** Mark that. And then... another attack.

**Griffin:** Alright.

**Justin:** With the axe.

**Griffin:** Hit it.

**Travis:** I love that.

**Justin:** Madder than ever.

[sound of die rolling]

**Justin:** 14.

**Griffin:** You have advantage, you are flanking.

**Justin:** Ah, 24.

**Griffin:** Yeah, that'll hit.

**Justin:** Yeah, thought so.

**Travis:** Thought it might do it.

**Justin:** Yeah yeah yeah yeah yeah.

[sound of die rolling]

**Justin:** Wow, great roll.

**Griffin:** Jesus Christ.

**Justin:** Great job, J-man. 12 plus three, 15.

**Travis:** [laughs]

**Griffin:** That is huge, okay.

**Justin:** Sheesh.

**Travis:** "Good job, self!"

**Griffin:** He turns and—

**Lady Godwin:** This guy's— Phileaux, what's this cat's deal? He's folding like his name is Toby.

**Griffin:** [chuckles]

**Brother Phileaux:** Uh, he— Well, I mean, he was never in really good shape. I mean, to never worked out, we never saw him at the gym. Yes, and—

**Justin:** I like to think that she, with that kind of roll, I think she swings it once, it catches in his chest and she's not happy with the effort. So she swings back and strikes in the exact same position.

**Griffin:** Yeah yeah.

**Justin:** And does 15 points of damage.

**Griffin:** Like you're lo— Like you're doing some logging. For sure.

**Justin:** Yeah, exactly. Just felling this dude. [laughs]

**Griffin:** Okay. Cool. Next in the order is Phileaux.

**Clint:** Acid Arrow. Shoots and acid arrow.

**Griffin:** You are right up—

**Clint:** Casts—

**Griffin:** You are right up on him, so this I believe would be made with disadvantage, since it is a ranged attack. And you are not at range.

**Clint:** Oh, oh well then screw that. Shocking Grasp.

**Griffin:** Oh yes.



**Clint:** Shocking Grasp.

**Griffin:** Now we're talking, okay. What's it look like— What's Puppet Phileaux— What tool does this look like? `Cause this seems like an opportunity for a neat, you know...

**Clint:** His ke—

**Griffin:** Artificer gadget or something.

**Clint:** Yeah, his cute little gloves. His cute little, you know, puppet gloves.

**Griffin:** Okay. [mutters] Shocking Grasp.

**Clint:** Lightning springs from his hands to deliver a shock to the creature. You make a melee spell attack against the target. You have advantage on the attack roll.

**Griffin:** If he's wearing armor made of metal... He is not.

**Clint:** Okay, on a hit the target takes 1d8 lightning damage and it can't take reactions until the start of its next turn.

**Griffin:** Ah, very smart. Okay.

**Clint:** So... [sighs]

[sound of die rolling]

**Clint:** That would be 19.

**Griffin:** Yes, that is a hit.

**Clint:** 2d8s.

**Griffin:** Are you casting it as a higher-level spell?

**Clint:** Oh yes.

[sound of die rolling]

**Clint:** Five.

**Griffin:** Great. You reach out with these electrified gloves, and just give him the old defibrillator. And—

**Brother Phileaux:** Clear!

**Griffin:** [chuckles] Yeah. It knocks him backwards a bit, and he nearly loses his footing, but then he stands up, looking just angrier than ever. Next in the order is Mutt.

**Travis:** I am going to cast Animal Friendship at second level to target both swarms of rats. And I looked it up and as they are swarms, they're one creature each.

**Griffin:** That is true.

**Travis:** So I'm going to cast Animal Friendship on both swarms.

**Griffin:** Ohhh, yeah. So when you use this spell as se— a spell slot of second level or higher, you can affect one additional beast. But first, okay.

**Travis:** You're gonna make a Wisdom saving throw.

**Griffin:** Their Intelligence is not four or higher.

**Travis:** Yeah.

**Griffin:** Wisdom saving throw, yes.

**Travis:** Yeah.

**Griffin:** Or they will be charmed, okay. The first swarm of rats, we'll call this the one on the left there, rolls a... five! So that's not gonna do it. And then the east swarm of rats rolls a... 11. Does that save?

**Travis:** Nope.

**Griffin:** Okay, yeah you—

**Travis:** Spell save is 15.

**Griffin:** You have now charmed both of these swarms of rats!

**Travis:** Excellent.

**Muttner:** Alright boys, we got some excavating to do. Start chewin'!

**Travis:** And I command them to chew in a small circle around Excalibur.

**Griffin:** Scalibur.

**Travis:** 'Cause rats can chew— Scalibur, thank you. Rats can chew through bone. So if we can't pull the sword out.

**Griffin:** Interesting.

**Travis:** We'll take part of the bone with us.

**Griffin:** Okay. Very cool, okay. Well they are next in the order, so they are both going to set out to do that. Why don't we make this interesting and have you roll for the rats. You know what, I'll do it.

It would just be an attack roll, I can do this against the skull. Okay. Yeah, the first one got a seven, so they are not especially successful in doing it. [chuckles] The second one crit. So they are going to do some serious nibbling.

[rat squeak sound effects play]

**Griffin:** And how this will be reflected is it is going to lower the Strength check DC to remove Scalibur, should you choose to go that route. I have that number here, I'm gonna keep that private.

**Travis:** Okay.

**Griffin:** You have made it easier—

**Travis:** Now I also have a number I've written down, Griffin. Perhaps we should—

**Griffin:** [chuckles] Oh okay, cool cool cool.

**Clint:** [laughs]

**Griffin:** And do they get to save against this charm? How does Animal Friendship—?

**Travis:** Uh, no. If we harm them. If me or one of my companions harms the target, the spell ends.

**Griffin:** God, this lasts 24 hours.

**Travis:** Yeah.

**Griffin:** These are your fucking road dogs.

**Travis:** Yeah man.

**Griffin:** Or rats, I suppose. Okay. Well, they're not gonna attack you, clearly. Um... Is that what char— Does charmed mean you get—

**Travis:** Well, Animal Friendship.

**Griffin:** Right right right. Do you get to command them? [pause]

**Travis:** They're friendly to me.

**Griffin:** No, not really. I like—

**Travis:** No no no! They're charmed by me for the spell's duration.

**Griffin:** Right, so charmed is a status effect that means they can't attack you or target you with harmful abilities or magic effects, and they have advantage— you have advantage on any ability check to interact socially with the creature. So I think the way that we'll do this is if it gets around to another round of them, you're gonna need to roll Animal Handling—

**Travis:** Okay.

**Griffin:** — to get them to actually do this stuff. 'Cause charm isn't mind control, necessarily.

**Travis:** Yeah.

**Griffin:** That's like a whole 'nother kettle of fish.

**Travis:** Got it.

**Griffin:** But I like this a lot, and so I will— I shall allow it. But next in the order is the Turbo Cardinal. What can he do— Let's do something fun with him. Okay. First thing he is going to do... iiiiis use a legendary action. Oh no, those don't— he doesn't do those on his turn. Okay.

He is going to... realize he is literally surrounded right now, and he is going to shape change. He turns into a cloud of mist, and... he is going to disappear and reappear several feet away, about 20 feet away from you. As he reappears, he is going to look at you, Lady Godwin, and say—

**Turbo Cardinal:** You're pretty strong. How'd you like to work for me?

**Griffin:** And he is going to charm you. I need you to make—

**Clint:** May I point something out? Should he have not taken damage again from the Flaming Sphere at the start of that turn?

**Griffin:** No, because he wasn't adjacent to it. He moved forward to attack you. You do get to move— You could move the Flaming Sphere as a bonus action, but you did not do that.

**Clint:** That's fine, okay.

**Griffin:** You need to make a DC 17 saving throw.

**Justin:** [whispers] Come on.

**Travis:** Just for the record, I meant to cast Protection From Good and Evil on Justin— on everybo— on Justin, but instead I did Animal Friendship to get the rats to chew the bone, and you know, sliding doors, you know what I mean?

**Griffin:** Yeah, sure sure sure.

**Justin:** Yeah, so this is a Wisdom save?

**Griffin:** Yes, DC 17 is what we're looking for here.

[sound of die rolling]

**Justin:** Oh man, 15.

**Clint:** Aww.

**Travis:** That's not it.

**Griffin:** Pretty good. Turbo Cardinal's lookin' pretty good now, actually. It's— You thought he was like creepy and big and strong and scary at first, but now you see him and he actually seems like a trusted friend who needs to be heeded and protected.

**Justin:** Oh, okay, cool. Yeah.

**Griffin:** So, you're gonna need to take his requests or actions in the most favorable way you can.

**Justin:** Okay.

**Griffin:** And... [vocalizes in thought] He says... He looks down actually at the rats that are—

**Travis:** My rats?!

**Griffin:** — chewing through Scalibur, and he looks pretty nervous, and he says—

**Turbo Cardinal:** Exterminate those vermin, wouldn't you? Would you kindly? [chuckles]

**Justin:** [chuckles]

**Griffin:** And... that is going to be his turn. It's your turn now, Godwin.

**Justin:** Um... Yeah, I gotta— Yeah, I'm gonna have to— Gonna have to attack the rats.

**Travis:** My rats! My road dogs!

**Justin:** Sorry.

**Travis:** When does she save?

**Justin:** Okay, you know what I'm gonna do? I'm gonna attack one rat.

**Griffin:** It's a— It is a swarm, it is a sort of one— a single entity, so—

**Justin:** I guess to take his or— I mean, I don't take or— We just covered this though, right?

**Griffin:** You—

**Justin:** I don't need to take his orders.

**Griffin:** You take his requests or actions in the most favorable way you can.

**Justin:** Okay. Um... [pause] Yeah, okay. So I guess I'm just gonna kinda like kick `em.

**Griffin:** Okay.

**Justin:** Kick at the rats to try to disperse the swarm.

**Griffin:** Sure, make an unarmed attack roll, please.

[sound of die rolling]

**Justin:** That one is a critical failure on that.

**Griffin:** No kidding.

**Justin:** You could tell me heart was not in it.

**Travis:** Yeah, thank you.

**Justin:** [wheezes]

**Griffin:** [chuckles] That's fucking wild.

**Clint:** [giggles]

**Griffin:** Okay. Yeah, I mean on a crit fail, there's nothing really you add to that to change it. So he looks at you and he says—

**Turbo Cardinal:** Really? That's the best—

**Lady Godwin:** Sorry.

**Turbo Cardinal:** That's the best you can do?

**Lady Godwin:** I apologize. Next time, give me another shot.

**Turbo Cardinal:** Again!

**Lady Godwin:** Alright.

[sound of die rolling]

**Justin:** Holy shit. It's another one.

**Travis:** [gasps]

**Clint:** Wow! It is!

**Justin:** [wheezes]

**Clint:** What are the fucking odds you would roll two critical failures in a row?

**Justin:** [shrieks in amusement]

**Travis:** Griffin, the odds are one in 20, 'cause it doesn't change from roll to roll, 'cause it doesn't—

**Griffin:** Alright, fuckin' Neil DeGrasse Tyson.

**Justin:** That doesn't— That's not actually the right odds, Trav.



**Clint:** No, no.

**Justin:** 'Cause the odds are not one in 20, that's—

**Clint:** One in 400.

**Justin:** Yeah.

**Griffin:** It's—

**Travis:** No, 'cause they don't— It doesn't exponent—

**Justin:** It's two—

**Griffin:** We're not doing this.

**Justin:** The two happening in sequence.

**Clint:** [laughs]

**Griffin:** It's not—

**Travis:** But the sequence— It being back-to-back does not change the order of it all.

**Justin:** No, but you're incorrect.

**Clint:** Ah, he was an accountant in a former arc.

**Griffin:** Alright.

**Justin:** I know, I— Listen, this is duller than dishwater. Let's move on.

**Griffin:** He looks over at you, Mutt, and he says—

**Turbo Cardinal:** I should've chomped you, I guess.

**Muttner:** Alright.

**Turbo Cardinal:** In retrospect, that's—

**Lady Godwin:** Oh, that's—

**Muttner:** I mean, buy me dinner first, know what I mean?

**Griffin:** It is your turn, Phileaux.

**Clint:** [chuckles] Phileaux, now that he's freed, no longer in the grasp, right? Of the Turbo Cardinal.

**Griffin:** Yeah, I mean you weren't in his grasp, he just attacked you, but yes.

**Travis:** You were too close.

**Clint:** He's going to cast Melf's Acid Arrow.

**Griffin:** Okay.

**Travis:** That's an arrow I'd like to fling.

**Griffin:** Yeah.

**Clint:** At— [wheezes] At the stone around Scalibur.

**Griffin:** Oh, interesting, okay. Cool, make an attack roll, please.

[sound of die rolling]

**Clint:** That would be nine?

**Griffin:** Mmm...

**Clint:** Come on, against a bunch of stone?

**Travis:** It's bone.

**Griffin:** I mean, it is bone. I— This will work to limited effect, I will say. You see— Melf's Acid Arrow has a bit of a spray though, doesn't it?

**Clint:** It turns into a spray of acid, make a ranged spell attack against the target. On a hit, the target takes 4d4 acid damage immediately.

**Griffin:** Okay.

**Clint:** 2d4 acid damage at the end of its next turn.

**Griffin:** So on a miss, the arrow splashes the target for half as much of the initial damage. So go ahead and roll damage against the skull.

[sound of die rolling]

**Clint:** That would be 4d4, that's 10. So five.

**Griffin:** Okay.

**Clint:** That has to help with that Strength number, right?

**Griffin:** Yeah, for sure. Some of the— Some of the bone continues to erode away. You can see more of this like intricate Celtic knot pattern on the sword now, as it melts away.

**Clint:** Did any of it get on the Turbo Cardinal.

**Griffin:** No, the Turbo Cardinal— You can see the map, right?

**Clint:** Yeah.

**Griffin:** He's like not close to this right now.

**Clint:** Yeah, I know. I didn't know how big the splash was.

**Griffin:** Sure. Anything else you wanna do on your turn?

**Travis:** When does Godwin get to save against it?

**Griffin:** So, Godwin can save when someone does damage to her.

**Travis:** Okay.

**Justin:** Come on, cowards. [wheezes] Do it.

**Clint:** I'm gonna make... an Insight check.

**Griffin:** Okay.

**Travis:** That'll teach 'im.

**Griffin:** To what end?

**Clint:** I wanna see what the hell Ahn's doing during all this.

**Griffin:** Ahn's gone. Ahn's gone. I mean you're standing on his skull—

**Travis:** Ahn's off.

**Griffin:** — but this like avatar of Ahn has vanished.

**Clint:** Oh, alright, well then I'll save it.

**Griffin:** Cool.

**Travis:** Do you have any bonus attacks or anything that you could get Godwin with?

**Clint:** Uh, let's see... I have...

**Griffin:** You can move—

**Clint:** I have polearm...

**Griffin:** That's not—

**Clint:** Polearm master bonus attack, but that's after a melee.

**Griffin:** Yeah.

**Clint:** Um...

**Griffin:** You do have your flaming skull out there, that you can move with a bonus attack.

**Clint:** I can cast Healing Word as a bonus action.

**Travis:** But you can move the flaming orb thing to hit Godwin.

**Clint:** Mmm. Oh, okay. Alright.

**Travis:** Or she's gonna hit us.

**Clint:** I don't think I can— Can I move it as a bonus action?

**Griffin:** You can, that's the only way you can move it.

**Clint:** Then that's what I do.

**Griffin:** Okay.

**Clint:** I move the flaming orb near Godwin.

**Griffin:** Okay, I ass—

**Clint:** Just hope it doesn't hurt.

**Griffin:** I assume you—

**Travis:** No, you want it to hurt her.

**Clint:** [tentatively] Well...

**Griffin:** Around the swarm of rats? You move it so that it does not—

**Travis:** Oooop!

**Griffin:** — get them.

**Clint:** Oh yeah.

**Griffin:** Okay. You move it next to Lady Godwin. Godwin, make a Dexterity saving throw, please.

**Justin:** You got it.

[sound of die rolling]

**Justin:** I cannot— This is actually now beyond. [chuckles] I've rolled an—

**Griffin:** What did you get?

**Justin:** I rolled another one.

**Clint:** Yeah.

**Justin:** Yeah.

**Clint:** Oh my gosh.

**Justin:** Another one.

**Griffin:** Okay, not great.

**Justin:** Well not great for...

**Griffin:** Your health, but perhaps—

**Justin:** Right, but like.

**Travis:** For your health.

**Griffin:** Take 2d6—

**Justin:** There hasn't been a single one of these charmed rolls.

**Griffin:** Yeah yeah yeah. Mac, roll a 2d6 fire damage.

[sound of die rolling]

**Griffin:** Against Lady Godwin.

**Clint:** Yeah, it's 2d6. That is nine.

**Griffin:** Okay. Godwin, you take nine points of fire damage.

**Lady Godwin:** Ah, fuck!

**Griffin:** Now you get to make a—

**Brother Phileaux:** Oh, I'm sorry.

**Griffin:** Now you get to make a Wisdom saving throw, Godwin.

[sound of die rolling]

**Justin:** Eight.

**Griffin:** No.

**Lady Godwin:** It's okay.

**Travis:** [chuckles]

**Griffin:** [laughs] Next in the order is you, Mutt.

**Travis:** Time to give that sword the old college.

**Griffin:** Alright.

**Travis:** Gonna give Scalibur a tug job.

**Griffin:** Gross. Alright, make a Strength check—

**Travis:** What's gross about that? I'm tugging on it to get a job done, what's gross?

**Griffin:** Make a Strength check. I have reduced the check.

[sound of die rolling]

**Travis:** It's a 19.

[pause]

[sword rattling sound effects play]

**Griffin:** With a 19... You grab Scalibur by the hilt. You hear the same chorus of angels, and... look down. It is not as noble, perhaps, as when King Arthur first drew it from—

**Travis:** I want a chunk of bone to come away with it.

**Griffin:** From the stone. It is covered in acid slime and... rat drool, and it's pretty gross looking. But in one swift pull upwards, you draw the sword from the bone, instantly.

**Clint:** [draws a sword in real life and drops the sheath]

**Justin:** [snorts]

**Griffin:** Mac just cut his own fucking head off in real life.

**Travis & Justin:** [chuckle]

**Griffin:** Instantly, a vision appears in front of you. It is a wizened old man, wearing a tall blue hat and blue robes, stars all over, and half-moon spectacles on his eyes, and he says...

**Wizardly Man:** Congratulations! You have become the new King of England!

**Justin:** [chuckles]

**Muttner:** Fuck yeah, man!

**Wizardly Man:** What is your name, my liege?

**Muttner:** Crawford Muttner, everybody calls me Mutt. [chanting] I'm King Mutt. I'm King Mutt.

**Griffin:** He kneels and says—

**Wizardly Man:** King Mutt.

**Muttner:** Yeah man.

**Wizardly Man:** It is an honor.



**Muttner:** Shit yeah, dude.

**Griffin:** You also immediately feel the ground beneath your feet begin to rumble.

[rumbling earth sound effects play]

**Griffin:** And a spray of black smoke begins to slowly broil upwards from the hole where you drew Scalibur. What do you do?

**Muttner:** Oh right. Um.

**Travis:** I poke Lady Godwin with the sword.

**Griffin:** Holy shit, okay.

**Justin:** What?

**Travis:** Ju— I put the sword back. [chuckles]

**Griffin:** [cackles]

**Travis:** Wait, I put the sword back.

**Griffin:** [claps]

**Travis:** I put the sword back real quick.

**Griffin:** You immediately put the sword back in the hole!

**Travis:** Uh-huh, I had a go. I just wanted to see what happens.

**Griffin:** You see Ahn for a second reappear.

**Justin:** [chuckles]

**Ahn:** I! Have! Awaken—! Oh fuck—

**Justin:** [chuckles]

**Clint:** Oh. [wheezes]

**Justin:** [claps]

**Travis:** Okay, then I pull the sword back out again real quick.

**Clint:** [laughs]

**Griffin:** [imitates a dramatic magical sound effect]

**Ahn:** I! Have—!

**Travis:** Put it back. I pull it half out.

**Ahn:** Behold my beauty!

**Travis:** I wiggle it around.

**Ahn:** Ah— Ow! Ow ow!

**Clint:** [laughs]

**Justin:** [chuckles]

**Muttner:** Alright man.

**Griffin:** Each time you pull it, Merlin reappears.

**Merlin:** Congratulations!

**Muttner:** Yeah, no no no, we got it, man. We got it, we got it.

**Clint:** [cackles]

**Merlin:** [shouts] You're the new King of England!

**Clint:** [laughs]

**Muttner:** Yeah man, no, yeah. I got it, got it, cool.

**Merlin:** What is your name, my liege?

[*Versus Dracula* theme music fades in]

**Muttner:** Ah, it's King Mutt. I'm King Mutt. Shut up, man, I'm thinkin'.

**Ahn:** I'm freed!

**Clint:** [wheezes]

**Ahn:** Behold my wrath!

**Muttner:** Hold on!

**Travis:** I put it back.

**Muttner:** Shut up! I need to think!

**Clint:** [laughs]

[outro theme music plays]

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