

## The Adventure Zone Versus Dracula - Episode 20

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[intro theme music plays]

**Dracula:** Dear Diary...

I've found a new haunt to call home. A busted-ass castle perched on the northern cape. It's a bit of a fixer-upper, what with its wood-paneled walls and the popcorn ceilings. But my realtor assures me that it's got good bones! Ha-ha-ha! Oh, sorry, my realtor is a skeleton. If you were there when he said that, you'd have been busting up. I suppose the only feature that matters is the unnavigable swamp lands surrounding the castle, which will afford me the solitude I require to focus on what really matters... my music!

Travis: Oh, Jesus...

[The Adventure Zone Versus Dracula theme music plays]

**Griffin:** Yeah, it's the one that goes like ba-ba-beh, ba-ba-beh. You all are fighting on a big skull, which is pretty fuckin' metal, if I say so myself. I'm just looking at this map on—

**Travis:** Yeah, man.

**Griffin:** Roll20 and I'm just like—

**Justin:** So cool.

**Griffin:** God, this is the most metal shit I've done. Griffin, you've done it again.

**Travis:** It's only metal though, if you know that we're regular size and the skull is huge.

**Griffin:** Such a big skull.

**Travis:** If you imagine we've been shrunk down, and it's a normal-sized skull, it's not that metal.

**Griffin:** When we last left our heroes, we were in a bit of a strange position. [chuckles] For you as living human beings, and me as the GM for this show. Dad, Brother Phileaux, is pretty badly wounded, I would say.

**Clint:** Oh, yeah. I haven't brought it up in a long time, but yeah.

**Griffin:** I'm looking at the number that means your HP, and the number is red, which can't be good. Lady Godwin, you have been put under the thrall of this vampiric Turbo Cardinal. But Mutt, your fortunes seem to be getting a little bit better.

**Travis:** Yeah, I'm King of England, baby!

**Griffin:** You are the King of England, officially. You have drawn Xcalibur from its bony prison. Every time that you do that, you seem to conjure a projection of Merlin, who congratulates you on your worthiness. But you also see Ahn begin to sort of awaken.

So you've done a little bit of like a stutter, start-stop, pulling the sword, putting it back in. Because you know, you don't want to set off the big bad. But that is the situation you all are in. We are going to pick back up into the order—

**Justin:** Remind me, Griffin, with a thrall, have I lost my will? Or I just—

**Griffin:** You have to do what he suggests to the best of your ability.

**Justin:** Okay.

**Clint:** And what can snap her out of it?

**Griffin:** Damage and then a pretty high wisdom saving throw. You have to— yes, whenever she takes damage, she gets out of it.

**Travis:** Griffin, if you want to send me over that Xcaliber stat block anytime, that would be... peachy.

**Griffin:** Yeah, sure. I will do that as soon as you actually like have it. As soon as you like have it. You know? It's like in—you can get it if you want it, but you have to get it. You know what I mean?

**Travis:** Yeah, yeah, no, no, no. See, what I'd love to do, can I tell you? Can I tell you what I'd love to do?

**Griffin:** I would love to hear this.

**Travis:** Really quick. Pull it, stab the Turbo Cardinal and put it back. So...

**Griffin:** Make a... make a perception or investigation check for me.

**Travis:** Okay.

**Clint:** I can't believe nobody's thought of that before. Pull the sword, use it—

[sound of dice thrown]

**Travis:** It's a nine. Wait... when you make a wisdom perception check or wisdom survival check, you can roll a D4 and add the number.

**Griffin:** Oh, okay.

**Travis:** But I don't think a 13 is gonna do it either, but we'll see.

**Griffin:** Eh, try. I will say, a 10 is better than a nine.

**Travis:** I suppose that's true.

[sound of dice thrown]

**Travis:** Okay, it's a 13. So plus four, 13.

**Griffin:** Okay... Every time you have drawn the sword, it seems like you do have a very short window where you have it in your hands. And like Ahn on does not begin to like awaken. The ground doesn't shake and this like black sort of inky smoke doesn't shoot upwards. There is a very narrow window here.

If you draw this sword and you take it away from where it is right now, like, you are going to run afoul of that window. So if you want to strike down the Turbo Cardinal with the sword, you get the impression that you're going to need to bring him closer to the sword. Because if you, you know have this thing drawn out of the ground for like a second and half, that's it. That is what you intuit.

**Travis:** Okay, great.

**Griffin:** I believe Mutt has gone on.

**Travis:** Yeah, I drew the sword.

**Griffin:** You drew the sword several times. Next in the order is the swarm of bats. Or a swarm of rats, rather. They have finished sort of chewing out the bone and casing of the sword. What is your command to these rats?

**Travis:** That's a great question, Griffin. I just want 'em to be happy.

**Griffin:** Okay?

**Travis:** You know what I mean? Maybe—

**Griffin:** I mean, if you want them to fuck off—

**Muttner:** All of you go to college. Go back to school. Finish your degrees.

**Griffin:** Okay. Yeah, I mean, all the rats look at each other and then look back at you like—

**Muttner:** Wait, but first, before you do that, before you go back to school. Do go bite that guy's feet, please.

**Griffin:** You see one of the rats had pulled out a little laptop and was like sending in some applications.

**Travis:** That one can finish. Oh, actually, I command them to bite Lady Godwin.

**Griffin:** Oh, that's good. Okay, yeah. So these are—

**Justin:** Ooh, smart.

**Griffin:** These are two creatures, so this will be two attacks, if you so deem it. The first—

**Muttner:** As your king—hey, man, as you king, as your rat king, I guess, I command you. Please go bite Lady Godwin, my friend, for me. Thank you so much.

**Griffin:** All right. First attack is going to be a dirty 20. That is going to hit. You take three points of piercing damage, Lady Godwin.

**Justin:** Eh... okay.

**Griffin:** And now—actually, if you're raging, that would be two points. Were are you raging before...

**Justin:** I'm trying to... man, I don't remember. I don't have it marked.

**Griffin:** Okay.

**Justin:** I'm trying to feel—I don't think I got an attack in before the thrall started.

**Clint:** Okay. Well, ask the court reporter to read it back to us.

**Justin:** Yeah, right?

**Griffin:** Yeah, right? [titters] We would need—that's a lot to remember. Okay, so three points of piercing damage. And now you get to roll that wisdom save. Roll real good.

**Justin:** Okay, I'll roll a good one this time.

[sound of dice thrown]

**Justin:** How does a 20 sound?

**Griffin:** Wow, shit!

**Clint:** Hm-hm!

**Griffin:** Lady Godwin.

**Justin:** I rolled an actual 20!

**Griffin:** That's a nat 20?

**Clint:** [snickers]

Justin: Yeah, natural 20.

**Griffin:** Holy shit. Yeah. I think—

**Travis:** You have control of faculties you never even knew you had.

**Griffin:** Yeah, right? [titters] You've taken the red pill, bro. You... I think a part of you was in the like, the horse plane. Like that's your sunken place. And so when the Turbo Cardinal kind of took over, there was part of you that could kind of see what was going on. And part of you that was... part of you that was frolicking.

And you snap out of it—with a nat 20, I'm gonna say this. You snap out of it, but you are sort of on your toes enough to realize that you maybe shouldn't give that information away. So there is no physical sort of... you don't visibly kind of like snap out of it.

**Justin:** Okay, perfect.

**Griffin:** So the Turbo Cardinal is definitely going to think that you are still in that thrall. I'm gonna say—man, okay... this all happens just bing, bang, boom, one, two, three. Do you want the other swarm of rats to bite— [chuckles] it just occurred to me you still have one more—

**Travis:** Well this is what I'm saying, if there's no sign that Lady Godwin snapped out of it, I don't think Mutt—

**Griffin:** That's a good point! Yeah, no, I think—yeah, so the other swarm of rats is gonna bite you too, Lady Godwin.

**Justin:** [titters] Okay.

**Griffin:** Unless you want to give up the ruse?

**Justin:** I mean, do I still have an armor class that you have to roll against?

**Griffin:** Yes, of course.

**Justin:** Okay, well, maybe you should try and see if you hit me first.

**Griffin:** I got at nat 20. [guffaws]

**Justin:** Okay, well... okay. [laughs] They're sticky today!

**Griffin:** [chants] Rat crit! Rat crit!

**Justin:** The dice are sticky! [chuckles] Sticking a bit...

**Clint:** [titters]

**Griffin:** The good news is, they're rats. So their double damage dice have added up to a six points of piercing damage. And you have managed to, I think, continue the deception. Next in the order is the Turbo Cardinal. He has taken a little bit of damage. He is going to say...

**Turbo Cardinal:** I feel a bit peckish! You, Juicebox, come to me.

**Griffin:** He is going to fly over one of the eyeballs, one of the open eye cavities next to where you are. And he is going to try and bite your neck. Now, when you are under a vampire's thrall, the thrall basically does this willingly. However, because you are not actually in his thrall, I am going to... roll disadvantage on this attack. You do not want to be bitten by a vampire.

**Justin:** Okay, got it. That's rule one, I think. Rule one of the biz.

**Griffin:** 16 versus AC?

**Justin:** Yes, that hits.

**Griffin:** Ooh. A... 12 versus AC?

**Justin:** Does not hit.

**Griffin:** All right. Then he grabs you from behind, rears his head back and goes in to bite you. But you are able to move out of the way. And you are up next. As he... you tell me, what does a failed bite look like? Does he bite your armor? Can he get not get through it?

**Justin:** That's what I'm wondering. I like that a little bit better, if he like tries—I mean, it's just my armor, right? Tried to bite my armor and maybe I was just not... in the right spot.

**Griffin:** Maybe he bit in but it didn't hit like an artery. And so—

**Justin:** Yeah!

**Griffin:** And it hit your—below the stitches, so you didn't really feel it that much. And he goes:

**Turbo Cardinal:** Wow, that was weird. That usually works every time!

**Griffin:** You're up, Godwin.



**Justin:** Okay...

**Godwin:** Here, try again, I'll lean to the left.

**Griffin:** What do you—you want him to bite you again?

**Justin:** Yeah.

**Godwin:** Try again. A little to the left. Then you'll have a clean angle. Please, give me the honor.

**Griffin:** I mean, he has a multi-attack. So, we can do one of these during his turn, I suppose. All right, he's going to try and bite you again?

**Justin:** Okay, so when he does that, is when I bury the javelin in him.

**Griffin:** Oh, shit, okay. This is definitely going to be a surprise attack, so I'm going to grant you advantage on it.

[sound of dice thrown]

**Justin:** 21?

**Griffin:** Yes.

**Clint:** Woo-hoo!

**Justin:** Or a...

[sound of dice thrown]

**Justin:** 10. I'll stick with the 21.

**Griffin:** Okay!

**Travis:** That's a good call.

**Clint:** Mm-hmm, very good.

**Griffin:** Go ahead and roll damage.

**Justin:** Five.

**Griffin:** Cool.

**Justin:** Is it cool? Because sometimes Dungeons & Dragons isn't cool with these numbers.

**Griffin:** Yeah, yeah.

**Justin:** Like a five? [in a silly voice] 'Okay...' You know what I mean? [titters] Stupid.

**Travis:** You just gotta think about like what would a five equivalent be, like Justin—

**Justin:** It's like I'm trying to bury a wooden stake in his heart and instead I get like his—the other side.

**Travis:** You get like his pancreas.

**Griffin:** Now, if you're trying to stake his heart, I mean, that's... you know, a horse of a different color.

**Justin:** I mean, that was the whole—yeah, sorry, I should have been more clear. He's in close quarters and that's why I use the javelin.

**Griffin:** Okay.

**Justin:** Because I was gonna stake him. I'm trying to stake this fuckin' guy.

**Griffin:** Well, I think—okay, we'll roll the five damage on that. Give me a... I'm trying to decide what would be like—

**Justin:** What about dexterity? Like dexterity isn't a high thing for me, but like I feel like aiming for something that specific—

**Griffin:** Yeah. Okay, give me a straight-up dex check, and we'll see how it goes.

[sound of dice thrown]

**Justin:** [chuckles] Seven!

**Griffin:** Yeah, no, I think you get him sort of through the solar plexus. Doesn't quite hit the heart. He looks down and says...

**Turbo Cardinal:** Wait a minute... you're not under my thrall at all, are you?

**Godwin:** Oh...

**Justin:** [titters]

**Clint:** [laughs]

**Godwin:** You figured me out!

**Griffin:** You do have another action here.

**Justin:** Oh, yeah. Oh, yeah. The ruse is gone, so Jennifer Myers is gonna do her grim] work.

**Griffin:** Okay, cool. You are—

**Travis:** Could you throw him towards me?

**Griffin:** You are bloodied, so you will get plus two on his attack roll. And plus two on any damage you may have. You hoped to be bloodied?

**Justin:** No, but I hoped to finally put this blood rage axe to good use.

[sound of dice thrown]

**Griffin:** No, that is a... does that plus six include the plus two? I don't know if D&D—

**Justin:** You know, I don't know, actually.

**Griffin:** I don't think it does.

**Justin:** All my things are HIT/DC, so—

**Griffin:** Okay.

**Justin:** It's gonna be 13 still.

**Griffin:** No, 13 does not hit.

**Justin:** Okay. I... well, shit, I can't go into a rage because I just made two attacks. Okay, well, I—

**Griffin:** No, I mean your attack action is—

**Justin:** Is two attacks, right, okay.

**Griffin:** Is one action. You still have—

**Justin:** So I'll use my bonus to start rage.

**Griffin:** Okay, cool. You begin rage. Next in the order is Phileaux. Phileaux, everybody's pretty—

**Justin:** I should have begun raging before that. I understand, listener. But it wouldn't have helped me anyway.

**Griffin:** Well, it would have given up the ruse. Like you wouldn't have gotten that surprise—

**Justin:** There we go, I love that. That's what I meant.

[group chuckle]

**Travis:** Yeah.

**Justin:** It's what Griffin said.

**Travis:** That's the ticket.

**Justin:** Yeah! Yeah, see? [titters]

**Griffin:** Everyone's pretty well clustered together here, just to sort of paint a picture. Around the right eye socket of this skull, the Turbo Cardinal is basically floating above it, having just been stabbed by Godwin after trying to pierce her neck. Xcaliber is like 10 feet away, not quite close enough to him to you know, get him in spitting distance, or rather I guess slashing distance, of the blade. You are up, Phileaux, standing on the bridge of the nose. What do you do?

**Clint:** How close to the Turbo Cardinal?

**Griffin:** The Turbo Cardinal is five feet away.

**Clint:** Okay. With the javelin sticking out of him?

**Griffin:** Hm... yeah, I guess so. Yeah, if you withdraw it, and you want to be without that javelin—

**Justin:** I specifically didn't say I withdraw it.

**Griffin:** [titters] Okay, cool, cool. Then yes, there is a javelin sticking out of him.

**Clint:** Okay. Brother Phileaux is going to take his quarterstaff.

**Griffin:** Okay?

**Clint:** And whack the end of the javelin.

**Griffin:** This ol' chestnut.

**Justin:** Ah!

**Clint:** Try to drive it like a nail through the Turbo Cardinal.

**Griffin:** I'm going to say—

**Justin:** Your best friend, the Turbo Cardinal.

**Clint:** Not anymore! I'm trying to free him.

**Griffin:** It seems like he—

**Travis:** So just to go through and say this sentence out loud, the puppet man swings his big stick at the sharp stick sticking out of the Turbo Cardinal vampire man. Got it, okay. I love this game, this game rules.

**Griffin:** This game kicks ass. Go ahead and roll. Let's just call this an attack roll against the vampire. We could get like weird and say you're attacking the javelin, but I feel like this sort of falls in the attack category.

**Clint:** Okay. And I'm whacking it with the cross attach to the end of the quarterstaff, too. Just for the fan artists.

**Griffin:** Did you do that? Did you make a quarterstaff with a cross?

**Clint:** Yeah, about seven episodes ago.

**Griffin:** Oh, okay, cool. Cool. Roll an attack roll, please.

[sound of dice thrown]

**Clint:** How about 19?

**Griffin:** 19... definitely hits. So I think we're just going to roll damage for the javelin again. So what was that, Juice?

**Justin:** The roll or—

**Griffin:** The javelin damage, what is it?

**Justin:** Oh...

[sound of dice thrown]

**Justin:** One D6 plus three.

**Griffin:** Okay. So roll one D6 for me.

**Justin:** You asking me?

**Griffin:** I guess I was asking dad.

**Justin:** Okay.

**Clint:** Oh!

**Travis:** I can do it if you guys want.

**Justin:** It's your attack, dad. [titters]

**Clint:** Right, okay, well—

**Justin:** It doesn't matter who rolls the dice, right? Statistically.

**Travis:** We could all do it?

**Griffin:** It matters to me.

**Clint:** So you want the damage, correct?

**Griffin:** Yeah, traditionally after an attack, that's the number I—immediately becomes my main concern.

[sound of dice thrown]

**Clint:** Okay. That would be five.

**Griffin:** Okay! He is... he's still looking not too bad.

**Clint:** And as my bonus action!

**Griffin:** Yeah?

**Clint:** I use Tavern Brawler Strike and do the same thing again.

**Griffin:** Okay.

**Clint:** Smack the end of the javelin again.

**Griffin:** Okay! Then you have to roll another attack roll for me against the vampire.

**Justin:** Dad, this time don't hit it straight in. Hit it from the top down, so it does like a really stupid angle inside his body.

**Clint:** Okay.

**Travis:** Or hit it so it goes like a doorstop and it's like pr-bl-bl-bl-bl-bl. You know, so it like bounces up and down.

**Clint:** Okay—

**Justin:** Oh my god, dad, jump off of it and kick him in the face!

**Clint:** Oh, yeah!

**Travis:** Yeah, hell yeah. Yeah. Yeah. Yeah. Yeah.

**Griffin:** Kick him in the fuckin' face, yeah.

**Travis:** Pick him up and spin him around like a plate on a stick.



**Griffin:** And just tear his fuckin' head off. And throw it into the river.

**Travis:** Whoa.

**Justin:** [chuckles] Fuck tear his head off, man.

**Travis:** Whoa.

**Griffin:** Tear his fuckin' head of fand throw it in the river!

**Travis:** Ruin his credit!

[sound of dice thrown]

**Justin:** [laughs]

**Clint:** Well, it's a 23 to hit.

**Griffin:** Yeah, man. Fuck yeah. Roll that—

**Travis:** Yeah, dude.

**Griffin:** Beautiful one D6.

**Clint:** So that had to have gone deeper, right?!

**Griffin:** So deep—

**Travis:** All three of his kids feel that one.

**Griffin:** One D6 for sure though.

**Travis:** He has three sons.

[sound of dice thrown]

**Clint:** Five!

**Griffin:** Okay, five, yeah.

**Travis:** Five, the classic javelin damage number.

**Justin:** Dang, I gotta delete more videos of Dwight off my hard drive real quick. [chuckles]

**Clint:** [laughs]

**Justin:** Sorry, guys, the recording keeps going! The podcast don't stop just because I got so many videos of Dwight on my desktop.

**Griffin:** Do you wanna explain why this is an issue right now to the crowd? Because it sounds like you're trying to get rid of evidence in a hurry.

**Justin:** Sorry, yeah. [chuckles] A continuance of before. I—[laughs] we couldn't start recording because my hard drive has so many videos of my friend, Dwight, on it. And so the—I had to delete a bunch of videos of my friend, Dwight, that I had on my desktop, so we could record the podcast. But I guess I didn't get 'em out of the recycling bin, because it said my grim work was still done. There's still too many trace residue—

**Griffin:** [chuckles]

**Justin:** Trace Dwight residues on my desktop. But now I can record. Okay, great.

**Clint:** Hey, I watch NCIS. You better get that stuff off there really quick. Before my—do I have time to turn to Mutt and say something?

**Griffin:** Sure.

**Clint:** Before my turn is over?

**Griffin:** Yeah.

**Phileaux:** Mutt, while you were still king, will you name me Pope?

**Justin:** [titters]

**Phileaux:** Please?

**Muttner:** I don't know, man, I'm gonna have to check here.

**Phileaux:** After an interregnum, it is allowed for a king to name someone the Pope. So, just for me, just for—

**Turbo Cardinal:** Actually, in this world, we use the term Turbo Cardinal. Just to avoid any like weird vibes.

**Phileaux:** You mean Turbo pope?

**Muttner:** No.

**Turbo Cardinal:** No.

**Justin:** No.

**Turbo Cardinal:** No.

**Phileaux:** Oh.

**Justin:** No.

**Phileaux:** Then name me the new Turbo Cardinal!

**Muttner:** I don't know, man. I'd have to check your credentials. I'd have to go an extensive interview process.

**Phileaux:** Oh, Mutt! It's—

**Muttner:** No, listen! I love you!

**Phileaux:** It's me!

**Muttner:** Phileaux, I love you.

**Phileaux:** It's me!

**Muttner:** You know that, but—

**Godwin:** Just do it!

**Muttner:** I don't...

**Phileaux:** Oh, come on, Mutt! Please!

**Muttner:** Okay, I'm gonna say interim Turbo Cardinal. And we'll see—

**Phileaux:** So this is an interim interregnum?

**Muttner:** Yeah.

**Phileaux:** Okay. Okay. All right.

**Justin:** Did that work?

**Griffin:** I mean, I guess that works. You are now the Turbo Cardinal, Phileaux.

**Travis:** As recognized by England. It should be clear.

**Griffin:** As recognized by England, yes.

**Godwin:** Hey, everyone, as long as we're passing out decrees, maybe your first act as the Turbo Cardinal, if you—as the—so—

**Travis:** Interim.

**Justin:** Oh.

**Clint:** Interim, yes.

**Justin:** Of course.

**Clint:** After the interregnum.

**Justin:** I am so sorry.

**Godwin:** Perhaps since we have a new Turbo Cardinal, you can make the old one a knight?

**Phileaux:** Ooh... well, I would think I would have the power to change his title if I'm now the interim?

**Muttner:** No, I'd be happy to—I'll knight—yeah. Man, if you wanna get knight, old Turbo Cardinal. Sorry, I didn't catch your name?

**Turbo Cardinal:** Turbo Cardinal.

**Muttner:** Oh, that's your name? Okay, if you want to be Sir Turbo Cardinal, you can come over here, I'll knight you.

**Godwin:** As long as you're giving a new title, might I suggest something that trips off the tongue a bit easier than Sir Turbo Cardinal? Just a short sort of—

**Muttner:** Sirbo Cardinal?

**Godwin:** Oh, that's close, hm...

**Muttner:** Hm...

**Godwin:** We're all brainstorming. Oh, I got it. Let's shorten Turbo to just Tobi. It's a fun—sort of a fun—

**Phileaux:** Oh, that's good, yeah.

**Godwin:** A fun take.

**Muttner:** Yeah, do you wanna be like Sir Tobi Cardinal?

**Griffin:** I think all of you make an insight check for me.

**Clint:** [chuckles]

**Travis:** He's loving it. I don't even have to roll to know that, Griffin.

[sound of dice thrown]

**Clint:** I got a nine.

**Travis:** Oh my god, I got a nine too!

**Justin:** I got an...

**Travis:** Oh my god.

**Justin:** I got an eight.

**Travis:** And we add 'em together and we got 26.

**Griffin:** He is in enraged. He is going to lose his faculties. He is no longer speaking. Something has snapped inside of this vampire man and he is now just projecting out a kind of raw fury that is pretty scary. Mutt, it is your turn. By naming yourself Turbo Cardinal, it doesn't appear like he has been weakened or anything, but there is something sort of seething inside of him now that I'm going to sort of take into account. Mutt?

**Travis:** Okay, I am going to look at him and say... let's see...

**Muttner:** Listen, man, if you don't like the way that I run things as the new king, you can come over and do something about it. But as I see it, right now, I'm the one in charge. You know what I mean?

**Travis:** And I'm trying to goad him into attacking me.

**Griffin:** Okay, taking some liberties, right? Because that would be technically something he would do on his action.

**Travis:** Well, then I'm gonna ready my action, if I can get him to attack me, you know what I mean?

**Griffin:** Okay, so you're going to—I see. Make a persuasion check. I will give you advantage on this, because he is enraged, right?

**Travis:** Thank you, because I rolled a four.

**Griffin:** Not great.

[sound of dice thrown]

**Travis:** And a 13.

**Griffin:** Okay. Next in the order is the rats. One of them pulls out their laptop again and looks at you like, "Now?"

**Travis:** One second. And I whispered to 'em—

**Griffin:** God damn!

**Travis:** Sorry, one more thing. And I whisper to him, and I have him spell out 'you suck.' And kind of dance around and wave around at the Turbo Cardinal.

**Griffin:** Okay, give me an animal handling check for me.

**Travis:** Uh-huh.

**Justin:** [chortles]

[sound of dice thrown]

**Travis:** [titters] It's a 13.

**Griffin:** Okay, so they don't get it quite right. Actually, they spell out 'you funk.'

**Justin:** You cuck.

[group chuckle]

**Justin:** And it's actually better. Amazing, the misspelling actually makes it funnier and somehow more rad? Unbelievable.

**Griffin:** Yeah, it actually says 'yawn cuck,' which is like they're referring to an old—

**Justin:** Yay verily, I say unto thee. [chuckles]

**Clint:** [laughs]

**Griffin:** On yonder cuck! So... okay, fine. He is—

**Travis:** And Mutt kind of dances behind him in a very mocking way.

**Griffin:** Okay, so just to sort of set the scene. Kind of like this set up here on the screen, is the—or I guess the rats are behind you, spelling out 'you—' Hold on, wait, let me draw.

**Travis:** Uh-huh, perfect. Yawn... cuck. Exactly, yup. [titters]

**Griffin:** [chuckles] This is one of the wilder, I would say, sort of images I've ever had on my computer screen. A giant skull with rats on it, and a crude writing of 'yawn cuck' across its forehead.

**Clint:** [laughs]

**Griffin:** I would say that like if my neighbors are watching me through my windows into my office, they're gonna think I'm into some pretty sinister shit, just based on what is on my screen. And you know what, guys? After a moment of self-reflection here I'm realizing, maybe I am. Maybe this show is...

**Travis:** A reflection of your inner—



**Griffin:** A reflection of the darkness inside. And maybe I needed—

**Travis:** Your dark passenger, yeah.

**Griffin:** Maybe I needed this season to help me realize that. So thank you, TAZ Versus Dracula.

**Justin:** I'm gonna get a screenshot super quick, because we'll need it.

**Griffin:** Yeah.

**Justin:** [chuckles] Stupid.

**Griffin:** It's really, really dumb.

**Justin:** This should not be so fuckin' funny to me, I'm a 43 year old man!

**Travis:** Yeah, but it's really good.

**Justin:** It's just a skull—[titters]

**Travis:** I think a bold picture of puppet Phileaux standing defiantly underneath it is also making me really happy.

[group chuckle]

**Justin:** It looks like your little brother messed up your metal album.

[group laugh]

[theme music plays]

[ad reads]

[theme music plays]

**Griffin:** Let's resolve this now. The Turbo Cardinal is going to launch himself at you. In doing so, he's going to take a lot of damage actually here before

he even gets to you. First of all, he started his turn adjacent to the flame skull, which is still there. He is going to roll a very poor dex save. So go ahead and roll damage for your flaming orb there, Brother Phileaux.

[sound of dice thrown]

**Clint:** three.

**Griffin:** Okay. He is a bit singed. In flying to Mutt, he is going to go past both of you. So you are both going to get opportunity attacks here. So, whichever one of you wants to go first. I guess you would pass by Godwin first, we'll give Godwin first blow.

**Justin:** All right. I got Jennifer Myers handy, so I will take a swing.

[sound of dice thrown]

**Justin:** With a big, chunky two.

**Griffin:** No, that is not going to hit. Phileaux, you can take an attack of opportunity here if you would like.

**Clint:** Yes, I'm going to cast Ray of Sickness.

**Griffin:** Well, no.

**Travis:** It has to be a weapon attack.

**Justin:** Yeah, it's like a—

**Clint:** Oh!

**Justin:** Imagine him like passing by you. You get one like pop.

**Griffin:** Yeah.

**Justin:** [titters] One little biff.

**Clint:** One pop!

**Justin:** One biff.

**Clint:** One pop. Okay... I'm going to... whack him with the quarterstaff!

**Griffin:** Okay.

**Travis:** Hit him in the nards.

**Clint:** I hit him right in his little... shriveled nards.

**Travis:** Now, I didn't say anything about—

**Justin:** [chuckles]

[sound of dice thrown]

**Clint:** That is a nat 20!

**Griffin:** Holy shit!

**Travis:** Oh, no, actually, that does hit him in his shriveled little nards. With a nat 20, dad, you get a direct score.

**Griffin:** Oh my god!

**Travis:** A direct hit to his shriveled, little nards. [chuckles]

**Clint:** 24!

**Griffin:** With a nat 20, no matter what, this guy has shriveled, little nards now.

**Justin:** [chortles]

**Clint:** If he didn't before, he does now! [chuckles]

**Griffin:** You know what it is? You know what it—okay, yeah. He laughs as he sails by Lady Godwin. He like turns into a bat for like a half second to dodge your axe swing, and then lands and kind of laughs. And turns to look at you, almost amused, Phileaux. You swing your staff at him. And when it makes contact with him, it bursts into holy white flame. And he looks down and then looks back up at you. And you see him running the math in his head. He realizes you have been consecrated as being the interim Turbo Cardinal. And therefore, you are dealing extra radiant damage to him with this attack. So—

**Travis:** And it shrivels his nards.

**Griffin:** And it shrivels his nards. And you hear [spoofs shriveling sound].

**Justin:** [titters]

**Griffin:** So go ahead and roll double damage on this.

**Clint:** Okay...

[sound of dice thrown]

**Clint:** So that would be a nine.

**Griffin:** Okay?

**Clint:** Times two.

**Griffin:** Yes.

**Clint:** It would be 18.

**Griffin:** Radiant weakness, yeah. That takes a big chunk out of him. He is having—

**Travis:** Mostly in parts.

**Griffin:** [titters] He's having trouble shacking that off. He is bloodied for the first time. Which is cool.

**Clint:** But would I not have a bonus action then?

**Griffin:** No!

**Travis:** No, this is just an opportunity attack.

**Griffin:** Yeah, this is not your turn. This is just a reaction.

**Clint:** Oh, right. Okay.

**Griffin:** So next in the order—oh, no, he is still going to do his thing. He is going to try to just launch himself on top of you and tear you apart—

**Travis:** Okay!

**Griffin:** Mutt.

**Travis:** As he is bearing down on me, I pull Xcaliber and kneel to try to catch him on the down... on the downswing, you know what I mean?

**Griffin:** I see, okay, this is very cool. I am going to need a... I'm going to need to check here first. Right? You are going to need to roll a strength check to get Xcaliber out. You've already pulled it out a couple times, you have been—no, you know what? No, that's no more. You're the fucking King of England. Of course it comes out.

**Travis:** Yeah, I'm the King of England.

**Griffin:** Okay, then this is going to be a pretty... pretty huge, I would say, attack roll against the Turbo Cardinal. So don't fuck it up.

**Travis:** Okay, what's Xcaliber stat block?

**Griffin:** It is, let's roll the same... Do you have a melee weapon?

**Travis:** I mean, I have plus nine with a crossbow, plus seven with a dagger.

**Griffin:** We'll take the plus nine. So just roll like you're trying to hit with the crossbow.

[sound of dice thrown]

**Travis:** A 14?

**Griffin:** A 14 does not hit. So, you try—

**Travis:** But I do get two attacks.

**Griffin:** Oh, that's right. You're a fifth level ranger.

[sound of dice thrown]

**Griffin:** Okay, try again.

**Travis:** So that's a 23.

**Clint:** Yeah!

**Justin:** That's what I'm talking about.

**Griffin:** You swipe at him and he does his little bat transform trick again. And as he reappears and rears his neck back to tear into you, now you get him. You're basically trying to pin this sword back in the ground, right? Is that what you're attempting to do, or are you just attacking him?

**Travis:** I am trying to stab him and then put it back. So...

**Griffin:** In one... I'm asking, I guess, are those two different movements? Or are you trying to stab the sword through him back into the hole? Do you know what I mean?

**Travis:** If I could do that without extra challenge, I'd do that, Griffin. But I don't think the positioning of that would make sense. I'm more imagining

this as like he's coming, and I'm trying to catch him coming down on me. So I'm stabbing up into him and then—

**Griffin:** I got you.

**Travis:** Pull out—

**Griffin:** I got you.

**Travis:** And put it back, in the skull.

**Griffin:** Okay. Then... cool.

**Travis:** And I want to make sure Merlin sees how cool this move is too, so—

**Griffin:** Yes, as you draw the sword, you see the figure of Merlin—

**Merlin:** Wait, wait! My liege, would you like to see some pornography?

**Justin:** [titters]

**Clint:** [chuckles]

**Muttner:** Later, man! But watch this.

**Griffin:** And you run the sword through the Turbo Cardinal. What does that look like? I guess you've already described it, he's jumping down on you.

**Travis:** And I think, if I may, Griffin, if I may paint a little bit of a picture, I think it slides in. I think that it's hot knife through butter kind of territory.

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

**Travis:** With a glow. Especially as whenever his dark, thick, viscous blood soaks into the runes, I think it glows even brighter, as it purifies what it touches.

**Griffin:** That's sick, yeah. He, almost—

**Clint:** And a chorus of angels on high!

**Griffin:** [titters]

**Clint:** Whoo-hoo-hoo-hoo-hoo-hoo!

**Griffin:** Nothing quite like that, but—

**Travis:** And it kicks in Welcome to the Jungle, by Guns and Roses.

**Griffin:** [snickers] Yeah, Xcalibur has a little speaker in the hilt.

**Travis:** Yeah.

**Griffin:** And it starts playing Welcome to the Jungle as soon as you stab—

**Travis:** I think it's just whatever—you know, if it had been King Arthur, I think it would have been like angels and like that kind of thing. But I think because it's Mutt, it's just some like Guns and Roses.

**Griffin:** Cool.

**Clint:** That makes a lot more narrative sense.

**Travis:** Yeah.

**Griffin:** Then that song that we definitely can't get the rights to starts playing. And immediately, you feel his body go just limp, as Xcaliber goes through him. Give me a perception check for me.

**Travis:** Okay.

**Justin:** I hope this is a grift he's running on you. [titters]

**Clint:** [chuckles]

[sound of dice thrown]



**Travis:** That's a 12...

**Griffin:** Okay?

**Travis:** Plus four.

**Griffin:** Oh, yeah.

**Travis:** So, a 13 total.

**Griffin:** As the sword ran through him, this dude immediately just—his vampiric powers were just destroyed. He went from being a vampire to just a sort of tired older gentleman.

**Travis:** Sick.

**Griffin:** And because he is not a vampire anymore, the wounds that he has sustained here just instantly dropped him.

**Travis:** Well, now I feel kind of bad. Just kind of, though.

**Griffin:** And we are going to go out of initiative now. However, there is still the matter of you are holding the sword—

**Travis:** Yeah, I'm gonna try to extract it from the dead old man. To return it to the big god skull.

**Griffin:** I need a roll to see how fast you do this.

**Travis:** Yeah, no, that's fair.

**Griffin:** I need a roll to see how quickly you can accomplish this. I think it's going to be either a sleight of hand—yeah, I think it's gonna be a sleight of hand, just to like measure your kind of like dexterity in doing this.

**Travis:** Okay.

**Griffin:** And what your—

**Travis:** It's a 14 total.

**Griffin:** Okay... All right, 14 total. You withdraw the sword from the Turbo Cardinal. Phileaux, he lands basically at your feet. There is no final parting wisdom, no words or anything for you. He is dead, and perhaps died, in some sense, a long time ago. You ram Xcaliber back into the hole in the skull. A spray of that black, smoky blood immediately is halted. But you see that cloud is somewhat substantial now, just from the like few leaks that you have gotten out of here. You see... you see Ahn reappear, in his sort of noble—

**Travis:** He's Ahnry.

**Griffin:** [chuckles] Ahnry, my French son! You see Ahn reappear, right between—actually, for a second, he reappears and looks down where it says 'yawn cuck' in rats on the ground.

**Muttner:** Not you, man. Sorry, not you.

**Griffin:** He is going to look at the dead Turbo Cardinal, and then look at you and say:

**Ahn:** Well, you seem to have found a loophole. But unfortunately for all of you, I have regained some of my power in the few seconds where you have retrieved this holy blade from my skull. So... I do appreciate all the help. I guess I'm going to have to get another rube up here to draw the sword, but should be easier to do so now that I can do this.

**Griffin:** And he is—

**Muttner:** Man, I'm gonna be honest though—can I be honest with you, Ahnry, killing the Turbo Cardinal was so easy with Xcalibur. I'm really tempted to just take it and [let you all the way out??] so I can kill Dracula. Hm...

**Ahn:** It's a kickass idea! The offer's still—you know what?

**Griffin:** He puts down his hands which were glowing with like this shimmering, black just—

**Muttner:** Were you gonna kil us?

**Ahn:** Well, I mean, you didn't do what I asked you to do. And you wrote 'yawn cuck' on my forehead. And I can't help but feel like that is about me, because it's my forehead you've written 'yawn cuck' on.

**Muttner:** Do you want me to get 'em to spell something else?

**Ahn:** I mean, just not 'yawn cuck,' I guess.

**Muttner:** Okay, rats, can you change it to like 'you rule?'

**Griffin:** Give me an animal handling check.

**Travis:** I'm gonna keep these rats with me forever.

[sound of dice thrown]

**Travis:** Or at least 24 hours, until this—nope. Well, it's a 15. Better than before.

**Griffin:** Okay, with a 15—

**Travis:** It says 'Ja Rule.'

**Griffin:** It says 'Ja Rule.' [titters]

**Clint:** [laughs]

**Griffin:** And he's like:

**Ahn:** Hell yes. I guess. Cool. Anyway, take that sword out of there, I'll grant you my boon, and everything's gonna be like totally great!

**Muttner:** Okay, man, so you'll give my buddy here back his body?

**Ahn:** Yeah, sure. I can do that.

**Travis:** Ah! I—hm... Can I make an insight—

**Justin:** I roll insight—

**Travis:** Yeah.

**Griffin:** Yeah, sure, go ahead.

**Justin:** [chuckles]

[sound of dice thrown]

**Justin:** Oh! I rolled a 17 plus three.

**Travis:** Thank god, because I got a six.

**Griffin:** Godwin, you just sort of remember that this guy is the god of nocturnal animals. Like, his ability to rip the like consciousness out of one thing and put it in another thing, seems like that's not the realm of gods. That is the realm of like weird science. And so like, he is fuckin' lying, again, for—you've clocked in for many times now.

**Phileaux:** Mutt?

**Muttner:** Yeah?

**Phileaux:** Listen, don't make me returning to my body such a high priority. I have kind of grown fond of this form and—

**Muttner:** Okay.

**Phileaux:** I don't want you to waste one of your magic wishes on that, conveniently, since I don't think he means it.

**Muttner:** Okay, that's fair, man. Yeah. Yeah. Yeah. Okay, here's the deal, bud.

**Ahn:** Oh, you're making me the deal now? This is fun!

**Muttner:** Well, I don't think you can do the body switch thing. That's cool, man. That's cool. But you do—you are like, you know, nocturnal creatures of the night and stuff. And I love that. Can you give me some like, animal powers and like nighttime sneaking powers? And make me like a really cool like animal kind of wizard deal? Do you know what I mean? I'm already partially there, frankly. I can talk to animals and I can like share senses with them and stuff. So, I don't know, if you could just like bump that to 11?

**Griffin:** He looks at you and considers it. Make a persuasion check for me. This is a low check, because this guy wants to do this. Like this guy wants to grant you a boon.

[sound of dice thrown]

**Travis:** I cannot roll for shit today. A two, Griffin.

**Ahn:** Any of these powers will be possible—

**Travis:** Another two! Back to back 2s, just to see what happened.

**Griffin:** Yeah, your dice is broken.

**Ahn:** I will grant you this power, of course, and any boon. All you have to do is set me free.

**Muttner:** Well power first, man—

**Ahn:** This isn't Costco, you don't get free samples.

**Muttner:** No, clearly is not Costco, man! Do you think I thought this was Costco?

**Ahn:** I thought maybe you thought this was Costco.

**Muttner:** I don't think it's Costco, man.

**Ahn:** All right, anyway. Draw the sword, you get the power, no problemo.

**Muttner:** Hm... all right. Sounds good, man!

**Travis:** I draw the sword.

**Muttner:** We've been dancing around this too long.

**Griffin:** All right. All right. You draw the sword. And immediately Merlin appears.

**Merlin:** Congratulations!

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

**Merlin:** Holy shit! Who's that?

**Griffin:** He looks over and sees Ahn.

**Muttner:** He's a dark god.

**Merlin:** What are you doing, dude?

**Muttner:** No, I know, man. But it seemed the way the narrative was going, and I wanted the sword... And what am I gonna do, leave Xcaliber here his skull? Come on, man.

**Griffin:** Darkness begins to swirl in the abyss and get sucked up into Ahn's form. He laughs.

**Ahn:** [laughs] Thank you.

**Muttner:** What is it, man, you think of a joke?

**Ahn:** Yes, I've thought of a very funny joke.

**Muttner:** Okay, tell me.

**Ahn:** Hm... Hold on, I didn't actually think of a joke.

**Muttner:** Oh, man.

**Justin:** [laughs]

**Clint:** [chuckles]

**Ahn:** I was gonna say like, you...

**Justin:** Griffin, as the DM, you don't actually have to say a funny joke. You can just say, he tells a funny joke.

**Griffin:** Okay.

**Travis:** Do you wanna hear a—

**Justin:** I know—

**Griffin:** Yeah, he tells a funny—he tells a fuckin' hysterical joke.

**Muttner:** Okay, now do you want to hear one from me?

**Ahn:** Yes.

**Muttner:** Did you hear about the 12-inch-tall king?

**Ahn:** No.

**Muttner:** He was a terrible king, but a great ruler.

**Ahn:** That's pretty good stuff, man! All right.

**Godwin:** I have a knock-knock joke.

**Ahn:** All right, as long as we're doing this. Yes, go ahead? I would like to celebrate and recognize my grand ascension at some point, though.

**Phileaux:** Well, let us express our—

**Godwin:** It's a backwards one, though. Here's how it sounds. You say, "Knock-knock," I say, "Who's there?" And then you say, "Toby." Okay, here we go.

**Clint:** [laughs]

**Justin:** [snickers]

**Godwin:** It's so funny!

**Muttner:** Yeah, go—

**Godwin:** Oh my god!

**Ahn:** Knock-knock?

**Phileaux:** Come on, do it!

**Ahn:** Knock-knock.

**Godwin:** Who's there?

**Ahn:** Toby.

**Justin:** All right, then I swing Jennifer Myers at him.

**Griffin:** Oh shit, okay?

**Travis:** Not the Toby sword, though.

**Justin:** No, no, I'm just kidding. The Toby Slayer, yeah. [chuckles]



**Griffin:** All right. This, I will allow to work this one time. [titters] And never again.

**Clint:** [laughs]

**Justin:** Yeah, but this is a really—this is an elegant one though, Griffin. That happened really organically.

**Travis:** Yeah.

**Griffin:** Yeah. Okay, so go ahead and roll Toby. That's a pretty—that doesn't affect attack roll, right? It just affects damage?

**Justin:** Sadly, no. Here we go. Okay. Fuck. All versions of this are funny. Here we go.

**Griffin:** [titters]

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

**Griffin:** To strike a god who is in the middle of sort of reassembling his power with this blade—I don't think his head is kind of on the kind of swivel that it usually is. You strike true with the Toby Slayer.

**Justin:** Good.

**Griffin:** So, what does that look like? What are you trying to do?

**Justin:** Well, I mean, I don't think it's—I feel like it's pretty neat. When he says 'Toby,' I feel like the sword starts glowing with like fire emanating from it. Because against Toby's, it is—flaming, raging, poisoning against Toby's.

**Griffin:** Cool.

**Justin:** So I'll go ahead and roll the damage on that. So...

[sound of dice thrown]

**Justin:** Four. Plus 20.

**Griffin:** [chuckles] Okay?

**Justin:** And then flaming, you know, is on fire now.

**Travis:** Would you say—

**Justin:** And then poisoned.

**Travis:** He's pretty distracted by this, Griffin?

**Griffin:** I mean, let's get the damage numbers first.

**Travis:** Okay.

**Griffin:** One bit at a time.

**Justin:** Okay...

**Griffin:** So, what is the total damage?

**Justin:** 24. And then flaming, raging and poisoning against Toby's. I'm not sure what raging means in this context.

**Griffin:** You bury this, and you see the sort of red streams of pure Toby-slaying power spread themselves out from the wound. You have never attacked a god before. But it is surprisingly easy. And maybe it's just because you have interrupted something, but for a moment, he looks at you with malice in his eyes. And he is going to start channeling a spell.

**Justin:** Well, I am gonna go ahead and just do my second attack, if that's okay.

**Travis:** Oh, okay.

**Justin:** Me being me and all.

**Griffin:** Yeah, sure.

**Justin:** I'm gonna grab the—is it stuck in him?

**Griffin:** Yeah, I mean, if you—

**Justin:** Yeah, I'm gonna grab the hilt and just shove down as hard as I can.

**Griffin:** Okay, cool.

**Justin:** Try to rip him in half with this blade.

**Griffin:** Okay, give me a D20 roll.

[sound of dice thrown]

**Justin:** 13 plus six, 19.

**Griffin:** That does not hit.

**Travis:** Seems pretty distracting, though, so I swung Xcaliber at him and got a 26 to hit.

**Griffin:** Yeah, 26 hits. So, we're gonna do the same thing we did for the last time you tried to attack him, which is going to be just your crossbow damage roll.

**Travis:** Yeah.

**Griffin:** And then we are going to add radiant damage on the back of that.

[sound of dice thrown]

**Travis:** Okay, 11 points of damage?

**Griffin:** Okay. We're going to add 30 to that, with celestial damage.

**Travis:** So 41.

**Griffin:** For a total of 41 points. Now, his head kind of looks at you. He says:

**Ahn:** You've got to be kidding me. Really? This is the way you want this to go?

**Muttner:** Yeah, you know, I wasn't gonna, but then like she did the thing with her glowing sword. And then I was like, oh, I've got a glowing sword too, I can do this. And I'm gonna be honest, I didn't think so much about it. Anyways, I get two attacks. So... here we go!

**Travis:** A 24 to hit?

**Griffin:** Yeah, that hits.

**Travis:** And that's going to be...

[sound of dice thrown]

**Travis:** 39 total.

**Griffin:** [titters] Okay. Wait, a 39?

**Travis:** Well, I rolled nine points of damage, plus 30.

**Griffin:** Oh, no, I am rolling the—

**Travis:** Oh, I see.

**Griffin:** The radiant damage. This time, it is... a 19.

**Travis:** Okay, so 28.

**Griffin:** Okay. With that, he looks down and says:

**Ahn:** Wow... Who are you guys? I am, I must admit, somewhat impressed. Pinocchio, you want to get a blade in here too?

**Justin:** [snickers]

**Phileaux:** Well, actually, I have a... I have a limerick? Everybody else got to tell a joke.

**Ahn:** All right. Let's—is it dirt—is it filthy?

**Phileaux:** No! I'm a man of the cloth, of course not.

**Griffin:** He is continuing to channel a spell, as you all are doing this.

**Clint:** I know he is.

**Phileaux:** Okay, ahem! I find myself at a bit of a loss when facing this oh godly boss. I don't know what to do. So, I'm looking at you, Ahn, and jabbing the hole with the cross.

**Clint:** And he jams the silver cross into the hole where the sword used to stick.

**Griffin:** Hm...

**Clint:** Remind me what happened, since my whole form is blood-raging?

**Travis:** You look really cool.

**Clint:** Remember?

**Griffin:** I mean, you do look cool.

**Clint:** You said there was some effect?

**Travis:** Yeah, you get a plus two damage—

**Griffin:** On like unarmed attacks.

**Travis:** Yeah.

**Griffin:** I think if you want this to work the way you are hoping it will work, you are going to need to petition your god to a degree that I have never required of you. You are trying to replace like maybe the most sacred relic in the world, which is Xcalibur, with this cross that you have. And like you're the Turbo Cardinal now, so that's—

**Travis:** Interim.

**Clint:** Yeah.

**Griffin:** You're the interim Turbo Cardinal now, so that's not outside the realm of possibilities. But like, this is a huge thing you are asking for, and so I'm going to require huge sorts of numbers here. Give me a...

**Clint:** Come on, it's got to be a religion check.

**Griffin:** It has to be a religion check. There's no way around it. Give me a religion check. Let me—

**Clint:** But I am—

**Griffin:** Let me—

**Clint:** Okay?

**Griffin:** Let me tell you the number that you are trying to hit. To replace Xcalibur with your own thing is going to be a DC 20, at least. Which is high, but it is a hard thing.

**Clint:** Okay. I would request that since I am consecrated now, that I would have advantage?

**Griffin:** I don't think so. I don't think so. The fact that—if you pull this off, it's because you're consecrated. If you didn't have this like divine, you know, assignment, like what you're doing right now would be silly. You'd just be putting a cross in a bone, in the middle of nowhere.

**Clint:** All right, good point.

**Griffin:** Let's see.

**Clint:** Here we go. Here goes the check.

[sound of dice thrown]

**Clint:** 21!

**Travis:** Fuck yes.

**Griffin:** You are fucking...

**Clint:** 21!

**Griffin:** Kidding me!

**Clint:** 15 plus six, 21!

**Justin:** Still an audio product.

**Griffin:** [chuckles] It's a good product.

**Justin:** It's just still an audio product—

**Griffin:** All right—

**Justin:** Is the thing. We're making an audio product.

**Travis:** Listen, the puppet man just bound a god. Let him yell.

**Justin:** I'm just saying it's an audio product, you know?

**Travis:** That's fair, yeah. Yeah. Yeah.

**Griffin:** You... Jesus Christ, you guys.

**Clint:** Yes, he helped.

**Griffin:** [snickers] You jam this cross into the hole that was once filled by Xcalibur. When you do that—

**Clint:** The limerick helped, you gotta admit.

**Griffin:** The limerick definitely helped. I would say the divine power granted by the lord do worship due to your being the Turbo Cardinal, helped a little bit more.

**Clint:** Interim.

**Griffin:** Yes, interim Turbo Cardinal. You jab this cross down into the skull. This cross that you've had with you since you first found it in the sort of abandoned abbey in the city Lumino. You jam it down. And it stamps down into the bone like a small dagger. And when you look up at Ahn, you see him look kind of confused. He says...

**Ahn:** Phileaux, what... what order do you follow?

**Phileaux:** The abbey of Saint Tancred.

**Ahn:** Oh, Saint Tancred you said?

**Phileaux:** Yes.

**Ahn:** Well, that... that explains it.

**Griffin:** A beam of light shoots down from the ceiling.

**Justin:** [chortles]

**Griffin:** You see it—as you look upwards, you can see the stars above. This beam of light is like an orbital laser shot from space. It has bore a perfect 10 foot wide tunnel down through the ceiling, and stabbed right into where the cross is. Immediately, ribbons of light begin to spread out from this cross, from this wound. And you see Ahn start to vanish. And as he does, he says...



**Ahn:** Well, at least I won't be thirsty anymore, I suppose. And then the skull begins to shatter beneath your feet. You see through that hole, you see a head look down at the three of you on this skull that is crumbling. You hear Hyde's voice say...

**Hyde:** What the fuck was that? Was that you guys?

**Muttner:** Yeah, man. If you could like drop a rope or something, that'd be great.

**Hyde:** I mean, you did just try to get me imprisoned.

**Muttner:** That was all a plan.

**Godwin:** Accidentally—Oh, no. Yes—

**Muttner:** That was all a plan! To distract them—

**Godwin:** A plan!

**Muttner:** Until you get out.

**Godwin:** It was an accident—not an accident, a plan!

**Muttner:** Mm-hm. Accidentally planned.

**Hyde:** Are you going to tell me what that fuckin' laser was, though?

**Muttner:** Yeah. Rope first, please. Skull crumbling. Time running out.

**Griffin:** All right, he drops a rope—

**Muttner:** I'm the king..

**Hyde:** Oh, shit.

**Griffin:** He gets down on one knee.

**Muttner:** No, rope!

**Hyde:** Oh, right.

**Griffin:** He drops a rope down to the three of you. You feel a presence, Phileaux, as this skull begins to disintegrate. You feel the presence of Saint Tancred in this place. There is no form, you assume that if you did see the form of this thing, you would immediately go insane. But it is here and it is sort of quietly surrounding you.

**Phileaux:** Oh, that feels good. Oh, that's nice. That is—oh... ooh! Yeah, right there.

**Griffin:** The warm—

**Phileaux:** Right there!

**Griffin:** [snickers] You know what? Shame on me! Shame on me for setting a scene that could turn into a sort of pseudo-erotic divine encounter. You feel this presence sort of fill you with mirth for a moment, until the beam retreats from the sky. When it does, you feel the presence of no gods. Ahn has been destroyed. The rope drops down to the skull. You all are heaved upwards by Hyde. Give me a... give me an, I would say either an athletics check to hold on to the rope, or a survival check to try and sort of like tie yourself up into it.

[sound of dice thrown]

**Griffin:** From all three of you.

**Travis:** 25.

**Griffin:** Yes, you are able to hold on.

[sound of dice thrown]

**Justin:** 13.

**Griffin:** Okay...

**Clint:** Eight.

**Griffin:** Okay, he manages to pull you up and out. I would say—okay, hold on... Okay, Mutt, you manage to climb up the rope like it's fuckin' gym class, like no problem. Hyde proves to be a very trustworthy anchor. You look down and see that your two friends are having some trouble. I'm gonna need both of you, Phileaux and Godwin, to make dexterity saving throws for me.

[sound of dice thrown]

**Justin:** 17.

**Griffin:** Okay.

**Clint:** I have an alternative. I have an alternative action.

**Griffin:** Okay? I'm gonna need a dexterity—you are in danger. There's something that you—rocks and boulders are falling from the ceiling on you. So I need you to make a—

**Clint:** Okay.

[sound of dice thrown]

**Clint:** 10. it okay.

**Griffin:** Okay, no. A stalactite falls from the ceiling and jabs—smashes downwards through the bone. Another false down and conks you on your puppet head. You are going to take six points of bludgeoning damage. Are you down?

**Clint:** Okay... nope, not yet.

**Griffin:** Okay. What now, what was your other action here?

**Clint:** I'm gonna drink my potion of flight.

**Griffin:** Didn't you already do that? You used that to get across the Spinal Bridge? You did, you used it on the Spinal Bridge, to get out of that predicament.

**Clint:** Oh...

**Justin:** [chortles] Delicious.

**Clint:** Then I'm going to drink one of my two healing elixirs.

**Justin:** No, I think he needs to try drinking the flight elixir, and see what he drinks.

**Griffin:** [snickers]

**Justin:** That's what I think!

**Clint:** Oops! Wrong bottle. I grabbed the wrong bottle.

**Griffin:** Okay, go ahead and drink one of your healing potions.

**Clint:** Okay.

**Griffin:** Godwin?

**Clint:** Two D4 of your intelligence modifier. I don't know what that means...

**Justin:** Explains a lot. What do you want from me, Griffin?

**Griffin:** I mean, whatever you want to do in this situation. The ground is crumbling beneath your feet. You see Phileaux stops and chugs a potion, but does not begin to fly or grow fins, or any weird shit like that. You can see up top, you see Hyde and you see Mutt.

**Justin:** Oh, okay. Well, the first thing I'm gonna do is I'm gonna chuck Phileaux up there.

**Griffin:** Oh, okay. Make a... yeah, a ranged attack at the sky, I suppose. No, this is a—we'll call this athletics. You're trying to yeet something a long, far distance. This is a shotput more than it is anything else.

**Justin:** Perfect. I got a nine. It's really light. [titters] But I guess he's a little greasy. As near as I can tell!

**Clint:** [chuckles]

**Justin:** Because he's just a little puppet boy and I'm a big, strong lady! Must have an oily day!

**Griffin:** He is having an oily day. Puppet fluid is leaking out of him.

**Travis:** He sticks to your hand. You try to throw him and he just—ugh! [chuckles]

**Justin:** Ah!

**Griffin:** You... [chuckles]

**Justin:** [chortles]

**Travis:** You know, Griffin, sometimes things just work. You don't have to make people roll for it.

**Justin:** Yeah, it's important to remember, Griffin, that for every like weird 20 when it really counts, to bury the love of Jesus into a god's skull.

[group laugh]

**Justin:** Sometimes you can't throw a puppet—

**Travis:** Sometimes there's a nine that stops the plot from moving forward. [titters]

**Justin:** [laughs]

**Griffin:** You chuck Phileaux. Phileaux, you do not clear the hole. You do crash into the wall. I'm gonna give you a chance here to kind of like catch yourself on the wall and not go tumbling downward into the abyss.

**Clint:** Well, first, as I'm zooming up—

**Griffin:** Yeah, sure.

**Phileaux:** Why, I guess it was a flying elixir!

**Griffin:** [titters]

**Justin:** [chuckles]

**Clint:** Okay.

**Griffin:** Make a dexterity saving throw. You are flying at this wall, you realize you're not—you do not have enough height on this throw. But you can—

**Travis:** Can I help?

**Griffin:** Yeah, for sure. I think you can give the help action to whatever he wants to do. How are you helping? Just trying to like—bracing the rope?

**Travis:** I'm trying to grab him.

**Griffin:** Okay, yeah. Then let's call this a dexterity saving throw, to try to grab yourself sort of on the wall. With advantage, Phileaux, as Mutt is attempting to help you.

**Travis:** Oh, right I don't—I just help, right.

[sound of dice thrown]

**Clint:** All right. Well, that's a three. That won't work.

**Griffin:** Nope.

[sound of dice thrown]

**Clint:** And that's a 17.

**Griffin:** On a 17, we get a full-blown... two big-biceps arms fuckin' grabbing—well, I guess you're—[chuckles] We see that still shot of two big-biceps arms grabbing each other, but then like immediately cuts back to you are still a puppet. But Mutt manages to grab you by your wrist and pull you up just in time.

**Phileaux:** Oh, bless you, my son. Your liege. My liege.

**Muttner:** Thank you. Thank you very much.

**Griffin:** Godwin, you're the only one left in the hole now. I need another dexterity saving throw from you.

**Justin:** Okay.

**Griffin:** There is not much skull to stand on here.

**Justin:** But remember, at least I saved the puppet boy.

[sound of dice thrown]

**Justin:** Oh, good. That's a four, plus two. 17? No, four plus two is six, actually, sorry.

**Travis:** Let me check. Yeah, I just pulled out my calculator.

**Justin:** My mistake.

**Griffin:** [titters] Okay. Yeah, that does not save.

**Travis:** A six doesn't work? No way.

**Griffin:** A six ain't gonna work. Okay, a boulder falls from the ceiling. No, you know what it is? Like a portion of the skull cracks and starts to pull you down. You are somewhat like crushed between two plates of the skull, as it collapses into itself.

**Travis:** Oh my god, Griffin, I'm freaking out. Can the rats climb up the rope and be safe?

**Justin:** [chuckles]

**Griffin:** You take 14 points of bludgeoning damage, Lady Godwin.

**Travis:** Okay, but what about my rats, Griffin?

**Griffin:** Your rats are still there spelling out 'Ja Rule,' waiting for orders.

**Muttner:** Climb up the rope, boys! Hurry!

**Griffin:** Okay... well, okay. So the rats are going to make—[titters] Now the rats are gonna make some checks.

**Travis:** No, it just works, Griffin!

**Justin:** What rope?

**Travis:** Don't punish the rats?

**Justin:** Okay. So I still have a rope? They have a rope?

**Griffin:** I mean, there is a rope that Hyde dropped down and pulled up. Mutt, you threw up Phileaux.

**Justin:** Right.

**Griffin:** There is a rope here.

**Justin:** Okay, good.



**Griffin:** The swarms of rats effortlessly, effortlessly climb up the rope.

**Travis:** Thank god.

**Griffin:** Like Lemmings, they all get out. And so really, the only thing left down there is the body of the Turbo Cardinal and Lady Godwin.

**Justin:** Okay, my turn. I think it's from Mutt's perspective, Mutt's looking over the edge of the chasm and then sees my hand pop out over the top edge.

**Griffin:** Wait...

**Justin:** Heroically.

**Griffin:** [laughs]

**Justin:** Yeah, heroically.

**Griffin:** How'd you get up there, though?

**Godwin:** Help!

**Griffin:** How did you get up—

**Justin:** Wait, take the hand. Take the hand.

**Travis:** Yeah.

**Godwin:** Help. Help!

**Travis:** Okay, I take the hand.

**Justin:** Okay, it's tied to a rope. [snickers]

**Travis:** A second rope?

**Griffin:** Oh, you fuckin'—[laughs] it is your Mage Hand hand. Okay, that's fantastic. All right, yeah, you manage to get a rope up. You were sort of pinned in by this like crumbling skull, but—

**Justin:** Yeah, that's why I thought I needed a little extra—

**Griffin:** But yeah, with this, you would be able to tug yourself out of here. I'm gonna say this is a help action, athletics check, for you to escape this skull as it crumbles downwards.

**Justin:** So I make an athletics check?

**Griffin:** Yes.

[sound of dice thrown]

**Justin:** Okay, thank god. 15 plus six, 21.

**Griffin:** Yeah, all right. With that, you manage to go hand over hand towards hand, which is a new way of climbing, as—

**Justin:** We love it.

**Griffin:** And then you see another hand pop out of the ground. And this one really is Lady Godwin's. You pull yourself up through the tunnel. And you all are, for the moment, safe. You take a moment to catch your breath. And as you do, you feel a soft rain begin to fall. Washing off some of the dirt and general sort of battle mess. I guess there would be a considerable amount of blood. Actually, you know what? You guys are all covered head to toe in fuckin' blood.

**Travis:** That's true.

**Griffin:** And on blood. Everything that's happened so far, you becoming the new Turbo Cardinal, you becoming the king, like all that happened while you guys were straight up—

**Travis:** Soaked in blood, yeah.

**Griffin:** Soaked in blood. It begins to rinse off, as a soft rain—

**Travis:** Shawshanking it hard.

**Griffin:** Begins to fall. And—

**Travis:** I'm doing the full like, arms spread wide—

**Griffin:** Looking up at the sky, yeah. You are rinsing off in this gentle rain, and then this silence is interrupted by a distant peel of lightning. And when that lightning crosses the sky, it illuminates your destination in dramatic silhouette. Perched on a cliffside, a 100 feet above the churning Specific Ocean below, is a castle unlike any you've ever seen.

It is not grand or cathedral-esque or Gothic or modern. It is somehow all those things at once. Each chamber, each buttress, each parapet appears to have been ripped from some other castle across world and history, and just slapped together into a single form. A clock tower glows above cobblestone ruins, beside a courtyard of marble statues, adjacent to a steamy iron bunker, overshadowed by a sprawling library covered in runes.

All of these things, all of these spaces exist here in this one space. One hideous and captivating building. You have arrived at Dracula's Castle. And it would appear that somebody is home.

[The Adventure Zone Versus Dracula theme music plays]

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