

## The Adventure Zone Versus Dracula - Episode 25

Published July four, 2024

[Listen here on mcelroy.family](https://mcelroy.family)

[intro theme music plays]

**Dracula:** Dead diary...

It occurs to me, as I approach my seventh century of walking this world, that maybe the human mind wasn't meant to persist as long as mine has. When a mortal man succumbs to obsession, that's one thing. When you're immortal, the smallest thorn in your toe can prove agonizing over time. In the future, folks may laugh at my plan... that's okay. They cannot comprehend the unbearable agony of having a fucking song stuck in your head for two thirds of a millennium!

**Justin:** [chuckles]

[The Adventure Zone Versus Dracula theme music plays]

**Griffin:** Did you guys roll for initiative in like the days since we last recorded?

**Travis:** Why would I do that?

**Justin:** Why would I ever do that, Griff?

**Travis:** What a wild thing to do. Like, even if you were playing at home and not like doing a—you wouldn't be like, "Yeah, I rolled in the car on the way over here. It was 12."

**Clint:** I do all the time. I do all the time.

**Griffin:** That's true.

[sound of dice thrown]

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

**Travis:** You roll in the car? I got an 11.

**Griffin:** Okay, Mutt. Let's see those beautiful dice hit the table.

**Clint:** Six for Phileaux.

**Griffin:** Not good so far. So far, pretty bad.

[sound of dice thrown]

**Justin:** I got a 20.

**Griffin:** Oh, damn! That's very good.

**Justin:** It's good. That's ideal, because I usually need very little time to contemplate my path. [chuckles]

**Griffin:** Yes.

**Travis:** It is kind of nice, isn't it? I remember when I was Magnus—

**Justin:** It's axe-based. It would be an axe-based—

**Travis:** And then it's like, yeah, I know what I'm doing.

**Griffin:** [laughs]

**Justin:** It would be—I have two buttons. There's the two buttons, it says— one says 'axe' and one says 'Toby.'

**Griffin:** Yeah.

**Justin:** So, it's really a flowchart. If there was a Toby in front of me—

**Griffin:** [guffaws]

**Justin:** Then he gets the Today.

**Griffin:** If Toby, then.

**Justin:** Then there's a third branch that is far... javelin. Those are actually—so that is the—but that one, I often forget. [chuckles]

**Travis:** I do like, Justin, that on your flowchart it's, is their name Toby? Yes. Attack with Toby Slayer. No. Then the next one is, could you convince them that their name is Toby?

**Justin:** There is—yeah, yeah.

**Travis:** And then that has a different branching.

**Griffin:** Yeah, exactly. So, to set this up again, you all are in Frankenstein's lab, inside of Dracula's Castle. A hat on a hat? Maybe. But don't you worry your pretty little head.

**Justin:** [titters]

**Travis:** It's just a room on a room.

**Griffin:** You are standing—

**Justin:** Put the cabinet in there.

**Griffin:** Exactly.

**Justin:** They're in the cabinet, in the lab.

**Griffin:** You are at the end of the lab, sort of standing on this big, metal, circular hatch. About 20 feet in diameter. And on the opposite end of it is Dr. Frankenstein, who is at this very primitive computer terminal, typing some stuff in. You approach. You shot him, Mutt, and he activated a security system that flashed a brilliant flash of light in the room. First in the order is actually Dr. Frankenstein.

**Travis:** Griff, can I ask you a question real quick?

**Griffin:** Absolutely.

**Travis:** 'Cause you used the word 'hatch.'

**Griffin:** Uh-huh?

**Travis:** Does it appear to be a thing that opens?

**Griffin:** Yeah, I think it absolutely does. There was also, I would say just from what you learned from the computer last episode, there is a garage lift activation option in the terminal.

**Travis:** Right. Right. Right.

**Griffin:** And you assume that is what you are currently standing on. So, Dr. Frankenstein does not appear to be fazed by this radiant light that is—

**Travis:** Good for him.

**Griffin:** Now constantly pouring into this room. He is going to press a button on his bangle. When he does so, some mirror images—

**Justin:** Fuck.

**Griffin:** Of him appear.

**Justin:** That was really—Griffin, can I say, the listeners won't appreciate that panache, but I certainly did.

**Griffin:** Yeah, I did time out the—

**Justin:** With the flick of a—with the click of a button, one just spread into five. It was incredible.

**Griffin:** Yeah. [chuckles] I'm also realizing you saw him do this. So, with his next action, he's going to just sort of run with all the other Frankensteins. And just do like a little mix 'em up. Just a little Cupid Shuffle.

**Clint:** [laughs]

**Justin:** Oh, see you're able to move those independently?

**Griffin:** Yeah.

**Justin:** Okay. Well then, can I ask in that case that you put one over that fucking Jack-o'-lantern! So I can record!

**Griffin:** [laughs]

**Justin:** Please, Griffin! Instead of be afraid for my fucking immortal soul!

**Travis:** Justin, I don't want to freak you out, but I see a second one right next to Lady Godwin.

**Justin:** What?!

**Griffin:** I've just scratched it out with red ink.

**Justin:** Thank you. Thank you. Okay, now I can—

**Griffin:** I will censor—

**Justin:** I do still know it's back there.

**Griffin:** All Jack-o'-lanterns. This is dramatic irony, which we love on this show. You know your character knows it's there, but Justin, I won't subject you to the horror.

**Justin:** Okay, thank you. [chuckles]

**Griffin:** Okay. So, he is going to... he is going to pull out what looks like a sort of wand, more of an antenna. It's metal with these rings on it. Points it at you, Brother Phileaux, who have elected to stand the closest. And he is going to shoot a beam of radiant light out at you. That is a... oh, not very good, 11 versus AC.

**Clint:** That does not hit.

**Griffin:** Okay. The beam goes a little bit wide. This beam seems to have come from five different directions, as there are five Frankensteins in this room. It is impossible to tell which of them is the real one. These beams just sort of like slash across the floor, and you bob and weave through them like that cool scene from Ocean's Twelve. Next in the order is Lady Godwin. Before you do anything, I need you to make a constitution saving throw. The security system in this room is still blasting out this bright white light.

[sound of dice thrown]

**Justin:** 13.

**Griffin:** That is not going to do it. You take six points of radiant damage.

**Justin:** All right.

**Griffin:** Until the security system is deactivated, you all are going to continue taking these big hits. Wow, you're pretty hurt, Godwin.

**Justin:** Yeah, I'm not feeling great.

**Griffin:** Okay.

**Justin:** I'm gonna attack the—okay... hm... I think I'm going to... if I try to attack the monitor, am I going to take an attack of opportunity?

**Griffin:** You will take potentially five. No—yes, you will take an attack of opportunity, if you try to get past Dr. Frankenstein and attack the monitor.

**Justin:** Okay, I'm gonna chuck my javelin at the monitor.

**Griffin:** Okay?

**Justin:** And try to find the—

**Travis:** Option three.

**Griffin:** I like that.

**Justin:** Yeah, the third—because distant.

**Travis:** Oh, yeah.

**Griffin:** Okay, this is—I will tell you off the bat, you can do this. This is a sort of heavy metal piece of machinery. This would be—this would—not impossible—

**Travis:** [spoofs heavy metal guitar sounds]

**Griffin:** But it would be difficult for you to—

**Justin:** Okay. Okay, Griff—

**Travis:** That was heavy metal.

**Justin:** I would like to lay down on the ground.

**Griffin:** Okay.

**Justin:** And cry like a baby, because some things are hard.

**Griffin:** Okay.

**Justin:** Can I do that instead?

**Griffin:** Yeah, if that's what you want to do. Is that a bonus action or—

**Justin:** No, I'm actually gonna use a bonus and—

**Travis:** Crying is always a free action.

**Justin:** Both attacks.

**Griffin:** Great.

**Justin:** Because sometimes things are hard.

**Griffin:** Okay, give me a... give me an attack roll on the computer monitor.

[sound of dice thrown]

**Justin:** 16.

**Griffin:** A 16. Okay, you throw your javelin at the computer monitor. With a 16, it hits sort of the corner of the glass of the like actual screen of this terminal. It sends a little crack down through the glass, but not enough to do any kind of like serious damage here.

**Justin:** Okay. That's good glass...

**Griffin:** Pretty good. Yeah. You have many other attacks and actions to take.

**Justin:** Yeah... man... I'm just hurting pretty bad, but you know...

**Griffin:** It is what it is.

**Justin:** It is what it is, isn't it? I mean, it's still a game after all. [titters]

**Griffin:** It's just fun.

**Justin:** It's just for fun.

**Griffin:** It's just for fun, none of it's real.

**Justin:** There's a switch. There's a switch on the ground, right? Can I see a lever or something? Some sort of...

**Griffin:** Yes, give me a... give me a perception or investigation check.

**Justin:** I'm obviously not the person to be doing this.

[sound of dice thrown]



**Griffin:** Yes.

**Justin:** Yeah, that's a four... [chuckles]

**Griffin:** Okay, there is a lever on the ground. You cannot—it doesn't seem to be illuminated. It doesn't appear to be powered.

**Justin:** Okay, but if I had gotten a better roll, would it have been?  
[chuckles]

**Griffin:** Yes, it definitely would have been.

**Justin:** Okay. [snickers]

**Griffin:** No, that's not how this works.

**Justin:** Hm... Okay, I'm going to—you know what? I'm just gonna—I gotta see what these Frankensteins are made of.

**Griffin:** Cool.

**Justin:** I'm going to attack the one on the far left with Jennifer Myers.

**Griffin:** Okay, you charge up to him. And make your attack roll against Dr. Frankenstein.

**Travis:** Wink.

**Griffin:** Or is it?

[sound of dice thrown]

**Justin:** 17, plus six.

**Griffin:** That is—

**Justin:** Plus seven, actually. 24.

**Griffin:** Okay, so that is a hit. This is a mirror image. I am going to roll to see if this attack rolls back on to the mirror image now. Okay, you swing your axe down through this image of Dr. Frankenstein. As your axe just cleanly passes through him, he shatters into a bunch of sort of glowing triangles, that spark and fizzle out and vanish. And that mirror image is destroyed.

**Justin:** Okay. With my last bonus—with my bonus action, I'm going to go into a rage.

**Griffin:** Okay, cool.

**Justin:** Probably should have done that first, but hey, I didn't need it, so whatever.

**Griffin:** That's okay. You know what I've noticed about Lady Godwin? It takes her like a minute to really get it—

**Justin:** She's very professional.

**Clint:** And slow to anger. Slow to anger.

**Justin:** Yeah, exactly! Exactly. It's just a job at first.

**Travis:** A slow to anger barbarian.

**Justin:** But god, when she's mad!

**Griffin:** She's trucking, baby. Look out. Next in the order is Crawford Muttner.

**Travis:** Okay. I'm going to cast locate object.

**Griffin:** Interesting?

**Travis:** On the crossbow bolt that I shot into his arm.

**Griffin:** That's very cool. That's very cool. Locate object does what now...

**Travis:** Locate object, "Describe or name an object that is familiar to you. You sense the direction to the object's location, as long as that object is within 1000 feet of you. If the object is in motion, you know the direction of its movement."

**Griffin:** Okay, cool.

**Travis:** "It can locate a specific object known to you, as long as you have seen it up close within 30 feet at least once."

**Griffin:** Okay, I love this. No roll associated with this whatsoever.

**Travis:** Correct.

**Griffin:** This is your action, right, this is one action to cast locate object. Cool. It is... you are looking four now remaining Dr. Frankensteins. It is the one furthest on the right, you sense your crossbow bolt just sort of in a human, meaty arm over there.

**Travis:** Okay. And then for my bonus action, I cast hunter's mark.

**Griffin:** Okay?

**Travis:** And I say:

**Crawford:** It's that one.

**Griffin:** [chuckles] Okay, excellent.

**Crawford:** That's the one right there. The farthest right.

**Griffin:** Hunter's mark. Okay, so... that gives you—

**Travis:** "You chose a creature you can see within range, and mystically mark it as your quarry. Until the spell ends, you deal an extra one D6 damage to the target." But more importantly, you have advantage on any wisdom or perception or survival check to find it.

**Griffin:** I love it. Man, this gambit is tough to pull off on a ranger, huh?

**Travis:** Yeah, yeah.

**Griffin:** It happens. Okay, cool. I also need you to make a constitution saving throw. I forgot to do that.

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

[sound of dice thrown]

**Travis:** 16.

**Griffin:** 16 saves. You feel yourself continue to push your steely resolve to the sticking place and the—you feel very uncomfortable, but you are not damaged by this bright, radiant light. Next in the order is—

**Travis:** And I'm going to—can I say something real quick?

**Griffin:** Yeah, sure.

**Crawford:** Hey, Victor, just to be clear—and you know, let's ignore the crossbow bolt thing, and we'll ignore the you blasting us with radiation thing. We did promise Sweater Dracula not to hurt you. So like, just shut this down now, man. We can figure it out. You got a Dracula here at home. We don't need to go out to buy a Dracula. You have a Dracula here at home. And we can all just walk away from this, huh?

**Griffin:** You hear in four voices say:

**Dr. Frankensteins:** Who is Sweater Dracula?

**Crawford:** Oh, he's the one in the sweater. That was like upstairs, chilling out.

**Godwin:** Vlad.

**Phileaux:** Vlad.

**Godwin:** Vlad.

**Crawford:** Vlad. Yeah.

**Victor:** Oh, that guy... Yes, I don't—

**Crawford:** Oh, wow?

**Victor:** It's complicated.

**Griffin:** You hear the four—you hear the four Dr. Frankensteins sort of murmur in consensus.

**Victor:** Yes. It's tough. It's hard. Love is a complicated thing. I... that's a... listen, I'm as big a Dracula fan as anybody, but these—it's a... just this weird sort of obsequious, lobotomized, weirdo Dracula is not my cup of tea. I like the real deal.

**Crawford:** Ah, you like 'em blood thirsty, right?

**Victor:** The real deal.

**Godwin:** Sorry. As long as we're all talking.

**Victor:** Yes?

**Godwin:** Could we not do this?

**Victor:** Hm... no, sorry. You all have invaded Dracula's castle and you are aware of the particulars of this plan.

**Godwin:** But I would like—what if we just didn't?

**Crawford:** That's a great point, man. Can we just not?

**Godwin:** What if we just didn't do this? Why are we doing this? From him For Dracula, for Vlad? Who is this for, Victor? Because everything I see around me is for them. Victor, why do *you* want us dead?

**Victor:** I want you dead... because... he cannot be jeopardized.

**Griffin:** Phileaux?

**Clint:** Hm... Okay, Phileaux is going to cast the spell, absorb elements.

**Griffin:** Okay?

**Clint:** On himself.

**Justin:** Free actions are really a double edged sword, aren't they? Because I was thinking mid-conversation like you've been talking forever. I definitely snuck up on you.

**Griffin:** Yeah, exactly, right? Absorb elements...

**Clint:** Yeah, the spell captures any incoming energy, lessening its effect on the recipient, and storing it for your next melee attack.

**Justin:** Nice!

**Griffin:** This kicks ass. So, this is—

**Justin:** That's a good pull, dad.

**Griffin:** That is a very, very good pull.

**Justin:** Hey, let's take that again where I don't sound so surprised.

**Griffin:** [chuckles]

**Travis:** Or patronizing.

**Justin:** Hey, good... good pull, Mac. Another one for the big man.

**Clint:** Well thanks, bud.

**Griffin:** Here's what we're gonna do. This is a—

**Travis:** We knew we could count on you.

**Justin:** [titters]

**Griffin:** This is a reaction—

**Travis:** Whenever I'm backed into a corner I'm like, thank god it's dad's turn.

**Justin:** You're my guy. [snickers]

**Clint:** [chuckles]

**Griffin:** This—

**Travis:** There's no one else I'd rather be in the shit with than Clint McElroy.

**Justin:** [chortles]

**Clint:** [laughs]

**Justin:** All right, you're laying it on a bit.

**Travis:** The fuckin' surgeon, that's what we call him.

[group laugh]

**Justin:** That's enough. That's enough.

**Travis:** Because he's fuckin' tactical with this.

**Justin:** You overshot. [chuckles]

**Travis:** All right. Yeah. Yeah. Yeah. Good note. Good note.

**Griffin:** He taught me everything I know!

**Clint:** [chuckles]

**Griffin:** This is a reaction, so what we're gonna say is make your constitution saving throw first. And then I think we can fudge it a little bit and say that absorb elements is a reaction to that, right?

**Clint:** Okay.

**Griffin:** Reactions typically don't place—I mean, they explicitly don't take place on your turn. But we can—

**Clint:** Right.

[sound of dice thrown]

**Clint:** 18 for the constitution.

**Griffin:** Hell yeah, okay. I think with that, yes, you channel this energy. What's that look like? What is that—obviously with artificer stuff, like a lot of it is tangible or mechanical or chemical in some way. What does absorb elements look like for you?

**Clint:** I think that since he uses items for his magic, I think he extends one of his fingerless gloves on his hand, and the energy is sucked into that.

**Griffin:** Kick ass.

**Travis:** Ah, shit yeah.

**Clint:** And he has kind of a—you said it was white? The energy was kind of a—

**Griffin:** Yeah, it's like a radiant—no, it's—I mean, it's amber. It is the—

**Clint:** It's the sun. And he has kind of—



**Travis:** Amber is the color of the energy.

**Clint:** A very slight Shekinah glory around him.

**Griffin:** I love that.

**Clint:** Of the amber light.

**Griffin:** Fantastic. So, you have resistance to this damage until the start of your next turn. And the first time you hit with a melee attack on your next turn, the target takes an extra one D6 damage of the triggering type, and the spell ends. We can hold this for your next turn, if you want to keep the damage resistance. Or you can, if you want to, you know, trigger this with a melee attack—

**Clint:** No, I'll hold it.

**Griffin:** You can do it now.

**Clint:** I'll hold it.

**Griffin:** Okay, cool. So, that's just a reaction. So, you still have your main action and a bonus action to take.

**Travis:** But that doesn't like reduce it in the room, right? It's not like, oh, there's less light now.

**Griffin:** It does not, no. It does for him. It makes it easier for him. But I don't think that—there is a fuckin' lot of radiant energy blasting into here. It would be a lot to absorb here.

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

**Justin:** Now we go—now they—yes!

**Travis:** Yeah, man.

**Griffin:** [titters] Now we go—

**Justin:** Yes, that's gonna do it.

**Griffin:** Now we go!

**Justin:** Now we go! [titters]

**Griffin:** Now we go, baby. All right, Tasha's Caustic Brew. Oh, a stream of acid? Fantastic. 30 feet long and five feet wide. That's so good. This is gonna be a dexterity saving throw.

**Clint:** Mm-hmm.

**Griffin:** Okay. So, five feet wide. I think you get a couple of these guys. But you know exactly which one is the right one, so that whole ruse is—I mean, he's still very into this. He thinks that this little bit is still working for him really well. Oh my god, no, five dexterity saving throw. That is a failure.

**Clint:** He fails, yes.

**Griffin:** Okay.

**Clint:** And takes...

[sound of dice thrown]

**Clint:** 10 points of damage.

**Griffin:** 10 points of acid damage.

**Travis:** And is there ongoing with the acid?

**Griffin:** It does. Until he can get this off. Okay, so—

**Travis:** He's gotta have some kind of like eyewash station or like, you know, this is an OSHA compliant facility.

**Griffin:** That's really good, Trav, I'm going to use that for sure.

**Travis:** Fuck!

**Griffin:** You see Dr. Frankenstein—

**Clint:** Whoa. Whoa. Whoa. Whoa. Whoa. I just noticed that if you cast this spell at second level or higher, and this is second level, the damage increases by two D4 for each slot level above first.

**Griffin:** He takes the acid damage at the start of his turns. It is his turn up next. So, if this is a second level spell, go ahead and roll four D4 acid damage.

**Clint:** It's not his turn up next.

**Griffin:** Oh, right. [titters]

**Clint:** It's not his turn up next.

**Griffin:** Okay. Whose turn is it up next?

**Clint:** Crow Nut.

**Griffin:** Yes. Okay.

**Clint:** I'm going to—

**Travis:** Justin, close your eyes!

**Justin:** Yeah. [chuckles]

**Clint:** I'm going to instruct Crow Nut to fly over and perch on top of the Jack-o'-lantern. [chuckles] That Justin can't see.

**Travis:** So—

**Griffin:** Okay?

**Clint:** Over next to the switch on the floor.

**Griffin:** Oh, okay, he stacks up—now there's two Jack-o'-lanterns on top of each other. I need a wisdom saving throw from Lady Godwin.

**Justin:** Pff. Why? From fear?

**Travis:** No, from Justin.

**Griffin:** I need it wisdom saving throw from Justin.

**Justin:** Okay.

**Griffin:** There's two—Justin, this is too fucking Jack-o'-lanterns stacked up on top of each other.

[sound of dice thrown]

**Justin:** I rolled a four. I rolled a four, okay?

**Griffin:** Justin is—

**Justin:** Fuck!

**Griffin:** Has gone mad—

**Travis:** Justin McElroy pisses his pants.

**Griffin:** With fear.

**Justin:** I'm pissing my—okay, I'm—I will make you guys a deal. I will try to piss my pants.

**Griffin:** Excellent. Great. That's what we like to see.

**Travis:** That means a lot to me, Justin. Thank you very much.

**Griffin:** Okay, next in the order is Dr. Frankenstein. Go ahead and roll four D4 acid damage.

**Justin:** Eh, eh.

**Travis:** I think you're trying too hard, Justin.

**Justin:** [titters]

**Clint:** You said with advantage?

**Griffin:** No, four D4 acid damage.

**Clint:** Oh, eight. eight more.

**Griffin:** Okay. So, he takes eight points of damage. You see him frantically sort of trying to get this acid off of himself. His little cyber buddies are trying to help him out and he's like:

**Victor:** Stop it! You're made of light!

**Griffin:** And I don't think he's going to use his action to do this. I think he is going to... he waves his hands and barks some orders in German to his holographic sort of associates. You see one walk over to the computer monitor, and the radiant light in here turns off. The security system is disabled. You see another one run up to the terminal. And you hear a loud gooshing sound coming from behind you, as another one of the blood tanks opens and a Dracula clone splashes out of it.

This one looks a bit more hale and hearty than the sort of withered husk that you so easily dispatched, Lady Godwin. The actual tangible Dr. Frankenstein is going to... let me think, who hit him the worst? I mean, he's gonna hit you, Brother Phileaux, again. You just shot him with acid, and he didn't care for that really at all. He holds out his same sort of wand implement. That's a 15 versus AC.

**Clint:** A 15 hits.

**Griffin:** Okay, he shoots you for... 13 points of radiant damage. But you're going to cut that in half, because you have resistance to radiant damage. He

seems surprised when you take just seven points of radiant damage. He's like:

**Victor:** Wow, I really put... I put a lot of stink behind that one. A lot of mustard. Oh well, there's always next time.

**Griffin:** Next in the order is Lady Godwin.

**Justin:** The one that—is one of the two near there? The real deal?

**Griffin:** Yeah. So, the real Dr. Frankenstein is the one on the right here, closest to the to the lever. These ones have all been sort of like dispatched over to the terminal and were doing stuff in this room.

**Justin:** They're doing stuff—

**Griffin:** They were typing in commands. They freed a Dracula clone, they turned off the radiant—

**Justin:** Are they still focused on that?

**Griffin:** Yeah, absolutely.

**Justin:** Absolutely. Great. Now, I'm gonna take a swing at the computer with Jennifer Myers. That is the main branch of my path. And that is the one I'll follow.

**Griffin:** Fantastic. Go ahead and make an attack roll.

[sound of dice thrown]

**Justin:** Oh, that's a 19 plus six, 25.

**Griffin:** Fuck yeah, that absolutely hits. Roll damage, adding your fury.

[sound of dice thrown]

**Griffin:** That's fucking—oh, no, okay, you just—

**Justin:** No, no, I didn't roll damage, sorry. I rolled an attack again. Oh, I was so excited, though.

**Griffin:** Yeah, to get 21 points of damage with this one—

**Justin:** Oh, man, it's a one, plus three, four. Plus two, because it's a blood rage.

**Griffin:** Yes. Yes, so plus two more, right? For your fury.

**Justin:** And plus two for rage.

**Griffin:** So, eight points. Eight points of damage total.

**Justin:** Nice.

**Griffin:** Okay. With an eight, you swing Jennifer Myers down. It's sort of bright red blood trail crystallized behind it as you swing, and bury it into the sort of steel part of the computer terminal. As you do, bright orange sparks shoot out of it. And when that happens, the three Frankensteins vanish. And you see the real Dr. Frankenstein say:

**Victor:** No, don't—that's very expensive!

**Justin:** All right, I yank Jennifer Myers out of the computer and I turn my attention towards Victor.

**Griffin:** Okay?

**Godwin:** You know, Victor, I asked you to stop this. I said it would end badly for you. And you should know by now, the customer is always right!

**Justin:** And I'll attack with Jennifer Myers. Non-lethal.

**Griffin:** Okay, as you swing your axe down, he says:

**Victor:** The customer? I don't...

**Godwin:** Because I... no, wait, hold on.

**Travis:** No, because she—

**Griffin:** Oh, right, right. Okay, I got you. I got you.

**Justin:** You didn't get my great joke? Man...

**Griffin:** I didn't, no.

**Justin:** Okay...

**Travis:** I got it, Justin. I thought it was great.

**Justin:** Thanks, Travis. I'm glad someone got it.

**Victor:** Oh, I get—because you're a Frankenstein—I get it now. Did you know Frankenstein is actually the name of the doctor?

**Godwin:** You?

**Victor:** Yes.

**Godwin:** You?

**Victor:** A lot of people see my creations wandering around—

**Crawford:** But you just said—hey, sorry to butt in. You just said because she is a Frankenstein?

**Victor:** Yes. But did you also know that it is—

**Crawford:** Like you said it and then corrected yourself?

**Victor:** But it's the name of the doctor.

**Crawford:** So, she's a doctor?



**Victor:** No, me, I'm the Dr. Frankenstein. The monsters have other names, like yours is... Godbird. God... what was it?

**Griffin:** All of this is just while the axe is slowly swinging down onto him. Good roll—

**Clint:** [laughs]

**Justin:** Okay, can I finish my attack now please? Thank you.

**Griffin:** Yes, yes, yes.

**Justin:** Okay.

[sound of dice thrown]

**Justin:** [chortles]

**Griffin:** That's a critical failure.

**Justin:** No, okay, but like it's the same roll. It's just I didn't say the right word—

**Griffin:** The fucking revelation—

**Justin:** But it's just, it's the same—

**Griffin:** The revelation that it's actually the doctor who is named Frankenstein, and not the monster, causes you to swing wide with Jennifer Myers.

**Justin:** I came up with a great—I came up with a great, great line.

**Griffin:** Great catch phrase.

**Justin:** That we didn't even get.

**Griffin:** Yeah.

**Justin:** [chuckles] And now you're gonna make—ah, man. I am really steamed.

**Travis:** He's trying to tell a story, Justin.

**Justin:** I'm a steamed ham over here, Griff. I don't mind telling you.  
[snickers]

**Griffin:** Okay, that is two attacks for you, I believe, right? One on the terminal, one on Frankenstein.

**Justin:** Yeah, that's it.

[theme music plays]

[ad reads]

[theme music plays]

**Griffin:** Okay, next in the order is the Dracula clone. He sees you trying to attack Dr. Frankenstein. And in a trail of black mist, he flies towards you and is going to jump on you and try and bite you.

**Justin:** Better not.

**Griffin:** Well, he's gonna try to. We're gonna see how it goes.

**Justin:** Who is?

**Griffin:** The Dracula clone that was freed from the—

**Justin:** Oh, okay, right. A new one.

**Griffin:** That is... not going to do it. A nine versus AC. He has multi attack, he is going to just try and tear into you with his claws. That is 16 versus AC.

**Justin:** That will hit.

**Griffin:** Okay. He buries one of his claws into your shoulder. You take six points of slashing damage.

**Justin:** [mouths tune] Doo-doo-doo-doo. [chuckles]

**Griffin:** You see this Dracula clone is like out of his senses. Seeing Dr. Frankenstein being attacked I think sort of just kind of coming out of the tank that he was inside of for so long has sort of driven him to an almost like bestial state of just blood lust. Next in the order is Crawford Muttner.

**Travis:** So, the switch on the ground...

**Griffin:** Yes?

**Travis:** What have we determined is the current state of that switch?

**Griffin:** It is still dormant. It does not appear to be lit up. You see that there are some lights on the floor surrounding it. It seems to be deactivated. It's not a—oh, there's also a sign on it that says 'instant kill Dr. Frankenstein switch.'

**Travis:** Ah, no.

**Griffin:** Yeah, it's like a brass plaque and it says 'this switch instantly kills Frankenstein when you pull it.'

**Travis:** That could be a trap. Because if I had a switch in my lab that instantly killed me, I wouldn't put that on there.

**Griffin:** No, I would want to keep that kind of discreet.

**Travis:** But if I had that switch in my lab that gave me free like candy?

**Griffin:** Uh-huh?

**Travis:** And I knew enemies were coming—

**Griffin:** Then you put that on there still, yeah.

**Travis:** Yeah. Ugh... okay. Now that the Frankensteins are gone from the terminal, is the terminal deactivated by the slash? Or is it like...

**Griffin:** It is still—the screen is flickering. It appears to be damaged, but the like inputs of this terminal are still un-axed.

**Travis:** Okay, I'm gonna see if I can sort anything out on it—to do on it.

**Griffin:** Okay. So, you've sort of got a lay of the land from Van Helsing in the last episode. He sort of spied with your incredible stealth rolls what this monitor can do. There's four options sort of on this main screen it's on now. One shows this sort of like blueprint UI display of Lumino Tower. One opens blood tanks. One activates or deactivates the security protocol. And one activates the garage lift. I think all of that is sort of visible to you and it is not difficult for you to kind of like figure out how to move between these options.

**Travis:** Okay, I'm going to activate the garage lift.

**Griffin:** Okay, you press the button and two words appear on the screen. It says 'confirm identity.' And there is a small, white, glowing pad that kind of flips over on the terminal to reveal itself. That is what happens when you press that button.

**Travis:** Okay.

**Griffin:** That does not have to be your action I think, since you didn't actually kind of activate anything—

**Travis:** Achieve anything, yeah. I'm gonna pull Dr. Frankenshteen over and try to force this hand on to it. So, I'm going to try to like outmaneuver him.

**Griffin:** Yeah. So, I think this would be a—do you get two attacks or one attack?

**Travis:** I get one attack.

**Griffin:** Okay. I think this would be a grapple check. I think if you're trying to like get him maneuvered over there, this would be a grapple check. I don't know that you could do this like grapple him, pull him over there and slap his hand down on the thing in one action. But you could certainly receive assistance from someone.

**Travis:** Could I throw him?

**Griffin:** Not to a degree where you could land his hand just fucking perfectly on this—

**Travis:** Okay, yeah. I'm gonna grapple check him over there.

**Griffin:** It's just a question of how much can you do in six seconds, right?

**Travis:** Yeah. Yeah. Yeah. I gotcha. Gotcha. Gotcha. Gotcha. Gotcha.

**Griffin:** So, make an attack roll, unarmed attack roll against this guy.

**Travis:** I mean, because the other option would be I cut his hand off with Xcaliber, but...

**Griffin:** Grapple—I'm actually gonna google grapple checks because I fuck this up every time. I promise you, I could do this shit for 100 years—

**Justin:** I wish you'd be a bit more with yourself sometimes, Griff.

**Griffin:** You could do this show for 100 years and not know how grapple works. Okay, it's actually an athletics check, contested by my athletics or acrobatics check. So, give me an athletics check, please.

[sound of dice thrown]

**Travis:** Well, it's not great, it's a 10 total.

**Griffin:** Okay, he is going to make a dexterity check. That is good, that's a 15 total. You try to—this guy is fucking wiry, man. You try to get your arms around him and he like, I don't know, like pops his elbow under your elbow

and like lifts it up. And like maybe he's wrestling you for a little bit? But it's not successful, this grabbing move.

**Victor:** Nice try. All state wrestling team, 1815.

**Justin:** All fiefdom. [titters]

**Crawford:** Ah, yeah, man?

**Victor:** All fiefdom champs.

[**group** chuckle]

**Griffin:** Okay, next in the order is Phileaux.

**Clint:** [mouths thinking sounds] Pshw-pshw-pshw-pshw-pshw. Okay...

**Griffin:** To set the scene, you've got sort of like your two associates locked in immediate melee combat with Dr. Frankenstein and this furious Dracula clone. On the other end of this metal platform you're standing on, the computer terminal is still on the other side of the platform, reading out 'confirm identity' on it.

**Clint:** I'm going to attack the Dracula clone.

**Griffin:** Okay?

**Clint:** With my quarterstaff.

**Griffin:** Okay, cool. Make an attack roll for me, please.

[sound of dice thrown]

**Clint:** A 15.

**Griffin:** A 15 hits. This is a... this is a nude man. Mostly. He's got like, I don't know, he's got underwear.

**Travis:** Tasteful.

**Griffin:** Tasteful underwear. Science underwear. Okay, roll damage.

[sound of dice thrown]

**Clint:** That is a five. But we add to it, don't we?

**Griffin:** Oh, yes!

**Clint:** From the absorb.

**Griffin:** For absorb elements. So, you are going to roll—I'm guessing you use this as a second level spell or a first level spell?

**Clint:** Second.

**Griffin:** Okay. So yes, this is also going to do two D6 additional radiant damage.

**Clint:** Well, here we don't go. Okay... All right, two D6...

[sound of dice thrown]

**Clint:** Well, that's one.

[sound of dice thrown]

**Clint:** That's two. So, it's three more. So, it's eight altogether.

**Griffin:** Okay. You swing the quarterstaff—

**Travis:** Is the Dracula weak against radiant?

**Griffin:** Yes. So, you swing your quarter staff down and conk him right on the head. And he just kind of rubs it annoyed and looks at you. And then when he pulls his hand away, there's like a small glowing bump on his head, that sort of swells up and bursts in a ray of white amber light. And he takes

additional radiant damage, he takes double damage from the radiant part of that. Not enough to knock him out, but he is looking... he's looking wounded.

**Clint:** Okay.

**Griffin:** Anything else you want to do, any bonus action, anything like that?

**Clint:** Yeah, I have the bonus action of the pull arm master.

**Griffin:** Okay, no, you can make a bonus attack to—you can make a bonus action to make a melee attack with the opposite end of the weapon.

**Clint:** Yeah.

**Griffin:** So yeah, go for it.

**Clint:** Okay.

[sound of dice thrown]

**Clint:** 23 to hit.

**Griffin:** Holy shit. Yeah, that's a good hit. Good, clean hit.

**Clint:** And I don't see where it tells the damage?

**Griffin:** I mean, it's just your—it's your quarterstaff again.

**Clint:** Okay. Roll the damage. So...

[sound of dice thrown]

**Clint:** That will be five.

**Griffin:** And then your two D6.

**Clint:** And then the two—[titters] wow, okay. This is so complicated. Okay...



[sound of dice thrown]

**Clint:** That will be another six. Two D6s.

**Griffin:** You only rolled one D6. Roll one more D6.

**Clint:** Ah. Right.

[sound of dice thrown]

**Clint:** six!

**Griffin:** Jesus, okay. So, that's actually—all right.

**Clint:** nine more.

**Griffin:** Yeah. So—

**Clint:** nine more plus the—yeah.

**Griffin:** So, to map this out. You hit him again. And this time, when you bonk him, he looks kind of worried. You see this welt rise up on his ribs.

**Godwin:** Yeah. That's right. When he bonks you, you stay bonked!

**Clint:** [laughs]

**Crawford:** Yeah, man. Get bonked, Dracula!

**Griffin:** This welt is quite a bit more concerning. It grows much, much faster and swells up much, much larger. He takes 18 points of radiant damage from this one.

**Justin:** Shit, man.

**Griffin:** And when that happens, this welt swells up. And when it explodes, it just sort of destroys this Dracula clone. He goes scattered to the wind. And he's dead now. And in—

**Justin:** Whoa.

**Griffin:** Hell forever. Next in the—

**Clint:** Wow.

**Griffin:** Order is...

**Clint:** Crow Nut.

**Griffin:** Crow Nut.

**Clint:** Yup.

**Griffin:** Okay.

**Clint:** Crow Nut... I yell out:

**Phileaux:** Maneuver 26-B!

**Griffin:** [spoofs Crow Nut talking]

**Clint:** And Crow Nut flies over to Victor.

**Griffin:** Okay?

**Clint:** And casts shocking grasp.

**Griffin:** In what way—in what universe—how can—

**Clint:** May I read to you?

**Griffin:** Please.

**Clint:** Yes.

**Travis:** [titters] It says here, "I, Clint McElroy, am allowed to—"

**Justin:** Hold him back, Trav. Hold him back. Dad's about to run wild on Griffin. Hold him back.

**Travis:** Yeah, Hulkamania. Get him.

**Justin:** Please, daddy! Please!

**Travis:** Don't hurt him!

**Justin:** Please, daddy, no!

**Clint:** Okay. He has a reaction—

**Justin:** He's my brother, daddy. He won't talk again.

**Clint:** He has a reaction called channel magic. "When the homunculus delivers a spell you cast, that has a range of touch." I'm just reading off the thing here.

**Travis:** That's just what it says on the thing, Griffin.

**Justin:** It's what it says on the thing, man.

**Travis:** It says it right there on the thing.

**Justin:** Not dad's fault.

**Travis:** Griffin, yeah, he's not doing this to spite you—

**Griffin:** Amazing, okay. Let's do it. So, you're attacking Victor with shocking grasp?

**Clint:** Crow Nut flies—it has to be a touch spell. Crow Nut flies over to his head, wraps his wings around his head, and casts shocking grasp on him.

**Travis:** Yeah, man.

**Griffin:** Okay, shocking—

**Travis:** [chants] MVP, MVP.

**Griffin:** [titters] Shocking grasp, it is. Shocking grasp... he is not wearing heavy metal armor. So, the advantage does not apply here. But you are going to make your melee spell attack roll against him now. I guess as Crow Nut.

[sound of dice thrown]

**Clint:** Crow Nut's good. That's a 22!

**Griffin:** [chuckles] Okay, Crow Nut's good.

**Clint:** Crow Nut's good!

**Travis:** [chants] MVP, MVP.

**Griffin:** Okay, yes, that is a hit. Roll damage.

**Clint:** And the damage is—

[sound of dice thrown]

**Clint:** Ah, not great, but it's three.

**Griffin:** three points of shocking damage. That is an acceptable amount for a little guy to be able to dish out.

**Clint:** Little Crow Nut!

**Griffin:** Okay, he takes three points of lightning damage. Can't take reactions 'til the start of his next turn. Cool. You hear him shout from behind the wings:

**Victor:** What is this thing?! This is the scariest thing I've even seen!

**Griffin:** Next in the order is... him. So... golly, what are we going to do here, Frank?

**Clint:** Well, for one thing, he's gonna take acid splash damage.

**Griffin:** You're fuckin' right, man. Oh, boy.

**Travis:** Hey, dad? You're doing really good in this one.

**Griffin:** Yeah, you're smoking this fucking guy. So, roll four D4 for acid—

[sound of dice thrown]

**Griffin:** Oh my gosh.

**Clint:** All right, there's two of 'em. That's nine.

**Travis:** Now, father?

**Clint:** Yes?

**Travis:** It was D4.

**Griffin:** It was D4, so you've rolled acid splash.

**Travis:** How could two of them equal nine?

**Justin:** [chortles]

**Clint:** Wait a minute, acid splash says two D6?

**Griffin:** Right, that's a different spell fundamentally than caustic—

**Justin:** Sorry, guys, he got you here—

**Clint:** Okay, I'm sorry. All right, so two D4?

**Griffin:** Yeah—a four D4.

**Clint:** Everyone roll.

**Griffin:** To everyone... roll.

[sound of dice thrown]

**Clint:** seven.

**Griffin:** Okay. There are large holes now appearing all throughout—his lab coat has been reduced to tatters. And you see some of the acid is like on his hair. It's like burned. You can see some visible kind of scalp, as his hair is just kind of eroding under this acid. He is still not going to use his turn to wipe it off. With his turn, hm... Okay, he presses a button on his bangle. And when that happens, the radiant light security system reactivates. Now that there are no longer any Draculas in the room who might have a disadvantageous sort of reaction to that. Everybody makes a constitution saving throw for me.

[sound of dice thrown]

**Clint:** 26 again.

**Griffin:** Jeez-o Pete.

**Justin:** Great job, dad.

**Travis:** 11.

**Justin:** 11. Well, 13.

**Griffin:** Okay, Mutt and Godwin, you both fail. And you are going to take... seven points of radiant damage each.

**Travis:** Hm.

**Godwin:** Oh!

**Griffin:** Oh, shit. All right, Lady Godwin, when you feel that bright-hot light blast you, maybe it has something to do with your you know, undead nature, but you are... you feel the legs just like collapse from beneath you.

**Justin:** No, it wasn't that, Griff. It was just because the damage that you did was more than the HP—

**Griffin:** The number, right, right, right. But sometimes when the numbers do stuff, I'll say—I'll do like a little story. Like I'll do like a little story or anecdote.

**Justin:** I have always wondered how the little stories you do line up so well with the numbers. Like, I didn't—

**Griffin:** Right.

**Justin:** Okay.

**Travis:** How did you know, Griffin—beforehand, how did you know what the dice were going to do when you were writing the story?

**Justin:** Yeah.

**Griffin:** I'm so glad—

**Justin:** That's actually—thank you, Travis.

**Griffin:** That you asked that. I wrote a letter to the dice company and I told them what I needed, and what kind of story I wanted to tell. And they sent me special dice to do it.

**Travis:** That's amazing.

**Griffin:** Dice have a little bug inside of—they have a little bug inside of each dice. And you can make 'em move to land on whatever number you want 'em to land on. The little bug, he doesn't last a long time.

**Travis:** Yeah. But he lasts a good time, you know what I mean?

**Griffin:** It's a great time while you do have him and he does his thing, but they haven't figured out—I asked 'em, I was like, "How do you feed the bug? What's he breathe?" And they were like, "Oh, shit." So, they looked kind of like they hadn't thought about the little bug.

**Travis:** No one had ever thought about that before.

**Griffin:** Yeah, but that's my special bug dice, and they can get whatever—

**Travis:** Okay.

**Griffin:** You want 'em to get, yeah. Okay, he is going to try and make a run for it. You're gonna get an attack of opportunity here, Mutt.

**Travis:** Okay.

[sound of dice thrown]

**Travis:** 17 total.

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

[sound of dice thrown]

**Travis:** That's seven, plus a D6 because he is my quarry.

**Griffin:** Oh, shit. Yeah. It's actually eight plus D6.

**Travis:** Oh, yeah, eight... plus a six. So, 14 points total.

**Griffin:** Jesus Christ!

**Travis:** So...

**Griffin:** Okay... that is a 14. He turns to sprint away from you. Describe Xcaliber striking him down.

**Travis:** Okay. I would like to use this attack to cast a very special spell called disarm.



**Griffin:** Okay.

**Travis:** Where I cut his arm off, with my sword.

**Griffin:** Okay. So, a sort of... sort of a chopping-based spell.

**Travis:** It's a chopping-based spell.

**Griffin:** What's the components?

**Travis:** It's a sword and a shoulder.

**Griffin:** [chuckles]

**Clint:** [laughs]

**Travis:** And the courage to do what's needed.

**Griffin:** Okay, cool.

**Travis:** So, I get him right there at the joint. Just like, you know, butchering a pig.

**Griffin:** Right.

**Travis:** And I take off the arm that has the bangle on it.

**Griffin:** Okay. He turns to run and you swing Xcalibur up in a beautiful arc through the air. And Brother Phileaux, I think through the radiant light, you aren't exactly sure what has just happened, but you feel something wet thud right at your feet. And you look down to see Dr. Frankenstein's arm. He spins, sending an anime blood splatter shooting up into the air. [titters] And he falls down.

**Travis:** As the light goes out from his eyes—

**Griffin:** Oh, wow?

**Travis:** Mutt says:

**Crawford:** Hail to the king, Frankie.

**Griffin:** He looks up at you—

**Crawford:** 'Cause I'm the king. Of England.

**Griffin:** [laughs] He is in shock.

**Travis:** [chuckles]

**Crawford:** Oh, sorry, man. I'm the king of England because I drew Xcalibur. Merlin, tell him.

**Griffin:** [titters] Okay, you see Merlin appear and say:

**Merlin:** Congratulations—oh, god, it sucks in here!

**Griffin:** And he vanishes.

**Crawford:** Yeah, man.

**Griffin:** Dr. Frankenstein is laying on the floor, just looking up at the ceiling, murmuring to himself in shock. And you hear him say:

**Victor:** He... needs... me...

**Griffin:** And—

**Crawford:** You should have thought of that.

**Griffin:** He doesn't hear that.

**Crawford:** Don't start no shit, won't be no shit, you know I mean, man? Oh, you're dead.

**Griffin:** He is dead.

**Crawford:** Do you think—hey, Godwin? Do you think he heard the thing I said? Oh, shit.

**Griffin:** Lady Godwin I actually need a death saving throw from.

**Crawford:** Oh, shit, Godwin's down too!

**Justin:** What do I click on here to actually do the—like I'm looking at the death save interface.

**Griffin:** I think there's probably—you can just roll a straight D10. I'm looking for a 10 or higher.

**Justin:** Okay.

**Griffin:** D20, sorry. Yes, that would be a very difficult roll.

[sound of dice thrown]

**Griffin:** 16. Okay, that is one success. We are going to step out of initiative, but some stuff is happening sort of right now that I want to impress upon you the urgency of. One, Lady Godwin is down and dying. Two—

**Justin:** Well, momentum-wise, she's coming back to life. [titters]

**Griffin:** I guess that's a good point.

**Justin:** If we're gonna use a gerund, let's use try to—is rallying me.

**Griffin:** Trying to not be dead.

**Justin:** [laughs]

**Griffin:** You see the radiant light is also still pulsing into this room. We're sort of like in that moment immediately after combat. But that will continue to be an issue as long as you all stay in here. The other issue, Brother Phileaux and Mutt, give me a perception check, please.

[sound of dice thrown]

**Clint:** two!

**Travis:** 21 total.

**Clint:** Thank god.

**Griffin:** You see the red kind of lights on this bangle that he was kind of like interacting with have begun to flash in a rhythm that suggests nothing great.

**Travis:** Okay.

**Crawford:** Hey, Godwin, can you—or sorry. Hey, Phileaux, can you do something with Godwin?

**Phileaux:** Mm-hm.

**Travis:** And I pick up the arm and I slap that hand down on the pad on the computer.

**Griffin:** Okay. Awesome. You slap the hand down on the pad on the computer. And as that happens, the lever illuminates, that is immediately next to the platform.

**Travis:** And I use the hand to reach over and hit the lever.

**Griffin:** Okay, awesome.

**Travis:** To get off the platform.

**Griffin:** As you do that, this platform that now all of you are on begins sinking down into the ground, leaving this bright, hot light above you. As you sort of vanish over the precipice, you see the security protocol disengage. The light deactivates as the garage lift begins its journey downward. And you begin slowly descending down into the ground. Phileaux, what are you what are you doing?

**Clint:** How many hit points does Lady Godwin have?

**Griffin:** Zero.

**Travis:** Zero.

**Justin:** Zero, because she's dead. [titters]

**Clint:** I cast spare the dying.

**Griffin:** A classic.

**Travis:** That's a good one to use.

**Justin:** Now we're talking.

**Clint:** On Lady Godwin.

**Griffin:** What's that do?

**Clint:** "You touch a living creature that as zero hit points, the creature becomes stable. The spell has no effect on undead or constructs."

**Griffin:** There is an issue with this, and I hate to be a sort of semantics—but... but Godwin... is Godwin... Let me ask you this, this is a question for Justin. And this is not a trick or a trap, this is a genuine character question that I'm like wondering about. Do you think Lady Godwin is undead?

**Justin:** No.

**Griffin:** Okay.

**Justin:** No. She had a transplant. That's it, it's just a different body.

**Griffin:** A post-mortality... transplant. I'm fine with that answer—

**Justin:** I mean—

**Griffin:** I am fine with that answer.

**Justin:** My version is science, and your version is magic. So, what I'm going to say is, yes, she is alive.

**Griffin:** [laughs]

**Justin:** Because we—

**Griffin:** Okay.

**Justin:** Okay.

**Griffin:** I like that.

**Justin:** I know we do have magic in this world, but Victor Frankenstein used science.

**Griffin:** This is maybe a conversation we should have had 24 episodes ago.

**Travis:** Yeah.

**Justin:** Does this just mean I just mark these three successes?

**Griffin:** Spare the dying does what, dad?

**Clint:** Oh, no, it just stabilizes.

**Griffin:** Okay. You are still—

**Clint:** The creature.

**Griffin:** You are still unconscious. And you are still at zero hit points. But you have stabilized, you no longer need to make death saving throws.

**Clint:** Then I'm going to cast healing word.

**Griffin:** That's great.

[sound of dice thrown]

**Justin:** seven.

**Clint:** So, I gave you seven. Now, are we going to have a chance to rest before our next conflict? How slow is this thing going down?

**Justin:** I've probably got a potion, let me look at my back.

**Clint:** I've got one. I will give you one of my healing potions.

**Griffin:** That's awfully decent of you.

**Justin:** That's real kind.

**Travis:** I'm doing great, man.

**Griffin:** Yeah.

**Justin:** Real kind.

**Griffin:** Damn, Mutt, you... you were pretty... rock solid in there.

**Clint:** So, you gain a number of hit points equal to two D4 of my intelligence modifier.

[sound of dice thrown]

**Clint:** That would be four, plus my intelligence modifier, which is six. So, that gives you 10—

**Justin:** Wait, your intelligence can't be six.

**Travis:** That's your saving throw, Clint.

**Clint:** I'm sorry, three, okay.

**Justin:** So, what? seven?

**Clint:** So it's... seven and seven, it's 14.

**Justin:** All right! Thanks, dad.

**Griffin:** Geez-o Pete, that's a good potion.

**Clint:** Dad didn't do it. Phileaux did.

**Justin:** You're right, dad. I forgot you were pretending.

**Clint:** And. And. And—

**Travis:** He gives you a hug.

**Clint:** Since Crow Nut is still wrapped around Victor's head—

**Justin:** Things have been going so well. Let's not bring Crow Nut into this.

**Clint:** Crow Nut, who has still got his wings wrapped around Victor's head—

**Griffin:** Yes.

**Clint:** Casts spare the dying on him.

**Griffin:** Oh?

**Clint:** It's a touch spell. To stabilize him.

**Griffin:** Okay?

**Clint:** He's still out of action. But we did promise Vlad we wouldn't kill Victor.

**Griffin:** Let's do this, to set up a little air of mystery. You channel that command to your weird flying homunculus.



**Clint:** And what does he say? What does my homunculus—how does he respond?

**Griffin:** He says:

**Crow Nut:** No problem, daddy.

**Justin:** [snickers]

**Clint:** Ah, yes, maneuver 27!

**Griffin:** He is out of sight, though. You all are on this lift that is descending into the ground. Dr. Frankenstein was not on the lift when he perished. You have disappeared over the like horizon of this room, just as the sort of security protocol disabled. You're sinking down into the ground. You're maybe 30 feet down this like enormous industrial lift. You issue this command to Crow Nut. You all hear the sound of... it sounds like a wave, like an ocean wave splashing against the shore. And you hear several loud thumping noises. The bangle—are you still holding on to the arm?

**Travis:** Yup!

**Griffin:** Okay. The bangle, the red lights are now flashing brightly and extremely quickly. And you see blood, lots and lots of blood begins sort of seeping over the edge of the hole that you've descended down. You all, I think, would intuit that the blood tanks up in the room above you have been activated. Crow Nut flies back down to you, after you have issued this spell command to him. You don't see or hear Dr. Frankenstein above, but you have no reason to believe that, you know, this spell was not—did not go off without a hitch.

As the blood begins to sort of like trickle down over the edge of the hole above, you all come to a stop as the lift reaches the bottom. You all are in a massive sort of semicircular tunnel that stretches down a good 60, 70 feet. You are at one end of it. On the other end is a thin metal grate that through which you can see moonlight shining. That this is a grate directly to the outside of the castle. Near where you are, the near end of the tunnel, right

where the lift has come down, you... see something very familiar, Lady Godwin. Y

ou see the implement of your destruction. A vehicle shining in chrome. A drop top, slick-looking Studebaker sits before you. Two things stand out to you as odd about this vehicle. One, the tires are way, way bigger than they were when you were run over by this automobile. It's giving it almost a sort of monster truck like appearance. The other odd thing you notice is that there must have been a mix up at the DMV, or something. Because there's a typo on the vanity license plate. Which reads 'Dracula.'

**Clint:** [chuckles]

**Justin:** [laughs] You ass.

[The Adventure Zone Versus Dracula theme music plays]

Maximum Fun.

A work-owned network...

Of artists-owned shows...

Supported directly by you.