

The Adventure Zone Versus Dracula - Episode 27

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[intro theme music plays]

Dracula: Dead diary...

Today, after returning from a little midday feeding sesh, I found myself locked out of Lumino Tower. Victor explained that in the future, all you have to do is cut the power to the electromagnetic lock at these four junction points around the neighborhood. Here is a handy little map of those spots, just for my future reference.

Justin: [laughs]

Dracula: I said, "Isn't it a considerable security vulnerability?" And he was like, "Well, just don't tell anybody." God, I hope nobody ever finds this journal!

[group chuckle]

[The Adventure Zone Versus Dracula theme music plays]

Justin: Oh, god. [laughs]

Griffin: Three of you are standing in the Ghostlight Pub with Pierre Reynolds. And the city of Lumino is looking for you. You can hear footsteps down alleyways, you can see the unconscious bodies of three of the four barbershop quartet singers who came pounding on your door. Through that door and the windows on the western side of the Ghostlight Pub, things are alright. Both with the flames licking off of the wreckage of Dragula, and also the amber searchlight which is shooting downward in a golden column right outside the door of the pub. Let's roll for initiative.

Clint: Yeah!

Griffin: Travis, I did—I took your suggestion, I got a big dry-erase board for this one.

Travis: Yeah. Hell yeah, dude.

Griffin: To help keep track of things. And I get to do little doodles of like Ziggy and shit.

Justin: Yeah. You can write all your promise keeper notes up there.
[chuckles]

Griffin: Yeah, some of my favorite Bible verses.

Justin: Some of your chastity plans.

Griffin: Mm-hm.

[sound of dice thrown]

Clint: I'm a 10 initiative.

Travis: A chastity plan seems easy to write down, doesn't it?

Justin: [chuckles] 17.

Travis: Don't!

Justin: Don't.

Griffin: Okay...

[sound of dice thrown]

Clint: Do you still have your promise rings, guys?

Justin: What?

Clint: Do you still have your promise rings?

Travis: I never had a promise ring, dad.

Justin: Dad, I kept my promise at least twice.

Clint: [laughs]

Justin: Two kids, two promises kept.

Griffin: [chuckles] Okay!

Travis: I still wear my promise ring, but not where you think.

Clint: [chortles]

Griffin: Gross! All right—

Justin: It's not fair when I do jokes for so long that Travis has time to come up with a better one. [chuckles]

Clint: [laughs]

Justin: What a rip-off! [titters]

Griffin: To set up what you all are seeing, for our listeners at home. You have a pretty good lay of the land thanks to Dracula's incredible map.

Justin: [chuckles] Every time I see the car...

Griffin: The car? Okay, so I couldn't find like a wrecked Studebaker—

Travis: It's like a Ford Focus or something.

Justin: It's like a wrecked—there's like a flaming—

Travis: A Yaris

Justin: A flaming Hyundai in the middle of the street. [chuckles]

Clint: One tire is burning. One tire.

Justin: Oh, god. [titters]

Griffin: Okay, you can see here around this map of the neighborhood, there are four junction points powering the door to Lumino Tower. Holding it locked tight. This is a very big battle map, and we'll try and explain sort of how things are going and not just rely completely upon it. But first in the order is Lady Godwin!

Justin: Ah, man... I'm going to try to—what happened with the other three—

Griffin: You barge—

Justin: Vis-à-vis their living scenario.

Griffin: They're alive you smashed 'em backwards when you kicked the door into them. They went flying and collided with the wall behind them.

Justin: I'm going to try to non-lethally smack this guy's head into the wall.

Griffin: The last barbershop tenor here?

Justin: Yeah, the last barbershop dude.

Griffin: Okay. Go ahead and make an attack roll for me.

Justin: You got it, Griff.

Clint: Attack 'em good!

[sound of dice thrown]

Justin: I did, it's a 22.

Griffin: Hell yeah.

Clint: Yeah!

Griffin: A 22 absolutely hits. And you have specified non-lethal damage here?

Justin: Yeah.

Griffin: Okay. Go ahead and roll damage.

Justin: For Unarmed Strike it's just always four.

Griffin: Oh, I guess that's right. Okay.

Justin: Because it's like, it's just your fat hand. [chuckles]

Griffin: It's just your fat hand, it doesn't change—

Justin: It's just your fat hand!

Griffin: It does the same shit every time. For his—

Justin: I've been hit by someone's hand, it's like that. It's about a four. [chuckles]

Griffin: four is exactly how many hit points the barbershop tenor had. These, as you sort of gently—

Travis: How many awake points, right?

Griffin: Yeah, how many awake points they had. As you sort of smash your fat hand into this guy's head, he drops like a sack of bricks. And it sort of dawns on you that while the people here seem to be under remote control from Count Dracula, they do not possess any special—you just punched a singing man and knocked him clean out.

Justin: Well, I slapped him with my—[chuckles] slapped him with my fat hand.

Griffin: That'll do it every time. Okay, you have a little bit of movement left. You've got like 10 more feet, so like two more squares here. Is there a direction you would like to move? All of these threats have been knocked out.

Justin: Yeah, I'm heading west to the lightning bolt.

Griffin: Okay.

Justin: Down this alley. Is this an alleyway?

Griffin: This is an alleyway.

Justin: I feel like—Griffin, I feel like I'm there.

Griffin: Yeah.

Travis: Yeah.

Griffin: Pretty good—

Justin: This has—I wanted to say, Griff, lately, this has been the closest this has been to playing video games. And I just want to thank you for that, because this is the closest I've had to having fun.

Griffin: Yeah.

Justin: During The Adventure Zone. And I just wanna say thank you.

Clint: [titters]

Justin: It's easier to pretend I'm playing video games than ever before. And I want to thank you for that.

Griffin: Yeah, sure. It's my pleasure, man. That's 100 points.

Justin: No, it's my pleasure!

Griffin: That's 100 points, just then.

Travis: Whoa!

Justin: Yeah, man!

Griffin: I'll put that—let me write that on the—

Travis: It was like you ate a pretzel, Justin, or a cherry.

Clint: Or drank a Jolt Cola.

Justin: I'm giving you all warning now. Next time I run an arc, I'm going to be scoring each of you. And I will not reveal that until the end. And this will be your only warning, right now.

Griffin: Okay, I've added a little score for Justin down here in the corner. He's got 100 so far.

Justin: Okay, good. Now I'm having fun! [titters]

Griffin: Next in the order is... the four piece string band. You can see through the fires of the Hyundai Elantra—

Clint: [chuckles]

Griffin: You can see four stringed instrument players. You can tell that's what they are because they're holding their shit. A violinist, a cellist, a bassist and a banjoist. They begin—

Justin: I think it's pronounced dork.

Travis: I think it's actually banjoner.

Justin: Banjovi. [chuckles]

Travis: A Banjovi.

Clint: [laughs]

Griffin: The bassist and banjoist split off, making their way west. The violinist and cellist are going to sprint off towards the right. The central ally now blocked by this car, they feel like executing a temporal pincer—or I guess just a regular pincer maneuver. Next in the order is Phileaux.

Clint: Hm, well, I think Phileaux is going to beat feet and...

Griffin: Okay?

Clint: Follow Lady Godwin!

Griffin: Okay, with your move, you're able to get sort of right next to her in the alley. You still have your action. You could dash, if you want to move double speed. You could, you know, cast a spell. You could do whatever else you want.

Clint: You know what? I've never dashed. What's dash?

Griffin: We've never given a shit about move speed before. Okay—

Clint: Let me do a dash!

Griffin: You do a dash. As you—

Justin: Wait, we've got dashes in this game too? Now I'm getting excited.

Travis: Let me double jump.

Griffin: You haven't unlocked the double jump yet.

Travis: Damn it.

Clint: I probably got 200 points for that, didn't I?

Travis: Okay, Griffin, Mutt rolls into a ball and shits out a bomb.

Clint: [laughs]

Griffin: Holy shit. [snickers]

Justin: That would be so cool. [titters]

Griffin: Okay, as you turn the corner, you see some figures. They are illuminated by this glowing brass orb with little windows of yellow light inside of it. That is in the middle of this sort of back alley clearing. You see a man wearing a sort of ruffled neck piece. You see a young woman with a black turtleneck on. You see a man holding a script that he seems to be jotting notes on. And you see a beat poet, who's actively doing beat poetry, in this clearing surrounding the brass orb. You still have some movement here. You could try to hide, you could do whatever else you want. But as you turn the corner, you make out these four figures.

Clint: Hm... I am going to... use a spell. I'm going to use Disguise Self.

Justin: Oh, this is the terrible costs of dashing!

Griffin: You did dash.

Justin: No one stops to think, "But dashing is your action."

Clint: Oh, that right!

Justin: Dashing is so fun but, it comes with a terrible price.

Griffin: A horrible, unbearable price!

Clint: If I had only—ah!

Justin: At the end of the dash, you must stand and stare at whatever confronts you. That's the horrid price of dash.

Clint: Ah... okay.

Griffin: You still have—you do have a bonus action, though. If you have a bonus action you'd like to take.

Clint: Well, yeah! Of course. I will... I'm going to cast Healing Word on myself. Which is one of my bonus actions.

Griffin: Oh, yes. Yes, you took some damage when you crashed your Toyota. [chuckles]

Clint: Yes, I did.

Justin: So, in these people's lives what happened is Pinnochio ran up real fast.

Griffin: Yeah. Yeah. Yeah.

Justin: Appeared in front of them, saw the four of them and then said, "Uh-oh." Then healed his wounds. [chuckles]

Griffin: Then healed himself. Okay, you are back up to full, right?

Clint: Yup, sure does.

Griffin: Amazing, okay. Also, last choice I want you to make here. Do you want to stay where you are? You're sort of in the front of the alleyway, in front of Lady Godwin. Or do you want to back behind Lady Godwin? You still have movement, you still have like 20 feet of movement.

Clint: I think I want to stay in front.

Griffin: Okay. Next in the order is... next in the order is the actors. The beat poet is going to run up and is going to try to beat your ass, Phileaux. You see she lifts up a big boot and tries to bring it down on you. And 18 hit AC?

Clint: Hm, yeah. Sure does.

Griffin: I didn't mean to make that sound like a question. It was sort of a weird way to say '18 hit AC.' And you take—

Clint: Ten-four, good buddy.

Griffin: Three points of bludgeoning damage. Okay, the actor is going to cast Vicious Mockery on you.

Travis: Yeah, they do that.

Griffin: Make a wisdom saving throw.

Clint: Wisdom saving?

Griffin: Yes.

[sound of dice thrown]

Clint: 12.

Griffin: Insufficient! You take... two points of psychic damage and have disadvantage on the next attack roll you make before the end of your next turn. The ingénue and dramaturge, they're just gonna pull out crossbows and try to shoot it you, Phileaux. As you are the only one exposed. 12 versus AC, does not hit, I think?

Clint: It does not. The tie goes to the runner?

Griffin: Oh, yes.

Clint: Yup.

Griffin: Okay, then a 12 does hit. You are then shot with a crossbow bolt—

Travis: But dad was the runner.

Griffin: No, the runner is the one that—

Travis: If I was getting shot at with crossbows, I'm running.

Griffin: That's a really good point, Travis. That is two points of piercing damage. And the ingénue shoots a nine, which is not going to do it. Okay, next in the order is Mutt.

Travis: Ditto, how tall are the buildings in town?

Griffin: Well, let's see, the Ghostlight Pub is I think probably a two-story building. You have—there is a staircase in here, if you wanted to get up to the second story. I mean, you're in the theater district, right? So it kind of varies wildly. Some buildings are enormous.

Travis: I'm talking about these buildings like across the way.

Griffin: Yeah, those are just I would say single story little buildings. So, 10 feet up, you now.

Travis: Okay, great. I'm gonna use the slumped-over barbershop guys as a boost and get up onto the roof.

Griffin: Okay, so out the Western door and jump up onto the roof of the building to the west of you?

Travis: Correct.

Griffin: Fantastic. Give me a... I think this would be acrobatics check, to get up here. I will make it lower than usual, since you jumped off some men.

[sound of dice thrown]

Travis: Okay, 16 plus four, a gentleman's 20.

Griffin: A 20, yeah, easy. You scamper up onto the roof, just as part of your movement. You have like a couple more squares you can go.

Travis: Okay, I'm going to cast Zephyr Strike.

Griffin: Oh, shit. Okay?

Travis: And take a shot at the one that stepped up to...

Griffin: The beat poet?

Travis: Yeah, that stepped up to Phileaux.

Griffin: Okay.

[sound of dice thrown]

Travis: I don't think that's gonna do it, Griffin.

Justin: Terrible!

Griffin: No, a two does not—whatever you add to that—

Travis: But I do get two attacks, so I'm gonna just go again with that there crossbow.

Griffin: Sure thing. As a normal strike?

[sound of dice thrown]

Griffin: Oh, shit.

Justin: There it is.

Travis: That's a nat 20.

Griffin: That's a crit. Okay, fantastic. Go ahead and roll double damage. Is this not—let's establish also, non-lethal? Or not—

Travis: Yeah, I'm trying to like pin him to the wall with a crossbow wounds. You know what I mean?

Griffin: Okay. Yeah. Yeah. Yeah. Yeah. Grizzly.

Travis: Eight, nine...

Griffin: Jesus Christ.

Travis: Plus four. So, it's 21 points.

Griffin: Yeah, dog. Yeah. Your bolt shoots them and it hits them in the shoulder. They fly upwards, spin through the air and crash into some barrels. And they are out of commission.

Travis: Okay, cool. Thanks to Zephyr Striker, I also get to move another 30 feet.

Griffin: Oh, wow? Fuck yeah.

Travis: So, I'm gonna position myself closer to the front of the roof, near the... the power breaker thing.

Griffin: Okay, perfect. Next in the order is Pierre. He is just going to run over to the eastern side of his building and start barricading the door.

Travis: Good idea.

Griffin: Okay. Next in the order is the searchlight. The searchlight, there's one, two, three, four, five—it's got all of you in it. Okay, I need all of you to make a dexterity saving throw, please. I do appreciate you staying all clumped together like this.

[sound of dice thrown]

Clint: 14!

Griffin: The searchlight thanks you.

Travis: 18 plus seven, 25.

Justin: I think I have advantage on these?

Griffin: You do. You have advantage on dangers you can see, which like for sure.

Justin: Yeah, so dexterity saving...

[sound of dice thrown]

Justin: You guys are being kind of hinky too.

[sound of dice thrown]

Justin: Oof.

Griffin: No... that's an 11 and a nat one. So, Godwin and Phileaux, you both feel your skin start to sizzle. Mutt, again, with this sort of superhuman reflexes when it comes to not getting burned by powerful solar radiation, you manage to just sort of pull your—

Travis: I'm wearing SPF 35.

Griffin: Yeah, exactly, right?

Travis: Listen, I was raised outdoors, man. I'm not going out without my sunscreen.

Griffin: No way. Phileaux and Godwin, you both take four points of radiant damage.

Clint: I have to point out...

Griffin: Yeah?

Clint: I don't have skin. So I would say maybe my—

Travis: You are made of wood.

Griffin: Your varnish peels—

Travis: You're made of wood, a very burnable material.

Clint: Yeah, my paint peels.

Griffin: Yeah, your paint peels a little bit, but it's health paint. Okay, next in the order, we are—

Clint: How many points of health paint do I lose?

Griffin: Four points of paint health. Next in the order is Godwin.

Justin: Fantastic. Do I... They're pretty well distracted. I'm going to get around Phileaux and join the fray there.

Griffin: Okay?

Justin: In the middle of the fray. Do I see a clear like electric thing?

Travis: Is there a big button?

Griffin: Yeah, so this brass orb in the center of the clearing here—this blue sort of shape here in the middle is definitely the kind of like a conduit.

Justin: I am going to... I'm going to chuck my javelin at that thing.

Griffin: Okay?

Justin: In the hopes that it'll explode and hit 'em all with electricity.

Griffin: Where are you standing when you do this?

Justin: Far enough away that you're not gonna talk about it again.

[group laugh]

Travis: Gottem.

Griffin: Okay, go ahead and make an attack roll against the conduit.

[sound of dice thrown]

Griffin: Ooh...

Justin: Man, narts!

Griffin: No, with a nine, your javelin is flying towards the orb. It looks like it's about to smash into one of the small, circular windows in it. But it is slowly rotating, you miss time it and it bounces off the brass instead.

[sound of dice thrown]

Griffin: And while I was describing what happened, you did roll again.

Justin: [titters] It's a 12.

Griffin: No, with a 12 also. Damn it—

Justin: Boy, that must have looked quite comical to all parties.

Griffin: Yes.

Justin: I'm glad everyone enjoyed that. [chuckles]

Griffin: I believe you are raging. So, I do—I think you get a bonus attack if you... want to do a—

Godwin: Wait, hold on!

Griffin: [chuckles]

Crawford: Yeah, one more!

Godwin: Wait! Don't move...

[sound of dice thrown]

Godwin: 22!

Griffin: Yeah, okay, with a 22, you finally dialed it in. You chuck the javelin and bullseye, it smashes straight into one of those small, circular windows on the conduit.

Justin: That's what she says too after the third one hits:

Godwin: Bullseye!

Crawford: First try!

Godwin: First try.

Griffin: Okay, it explodes. Amber energy crackles out of it and tears across some of the buildings in this back alleyway. The dramaturge is hit by the lightning and goes down. The actor and ingénue are able to save. You have disabled one of the junction points here.

Justin: When the junction point is disabled, do I notice any change in the two remaining townspeople in this encounter?

Griffin: Give me a... give me a perception check. Or an insight check.

[sound of dice thrown]

Justin: Perception is fine, 18.

Griffin: You don't notice any change in the actor and the ingénue which you can see. You can also kind of make out the bassist and banjoist down this alleyway. They are definitely heading in your direction too. You do notice the search light seems to be a little dimmer now, the one that is still actively shining on the three of you. Next in the order is... the four piece strings. Okay, the bassist and banjoist are going to waste no time. They're going to rush down. Bassist smashes his bass down, 13 points of—13 versus AC.

Clint: Against whom?

Griffin: Lady Godwin, the only one who is—Mutt is up on the roof, so not in striking distance.

Justin: 14 is my AC.

Griffin: Okay, somehow this bassist misses hitting you with his bass. His giant bass.

Justin: Gotta hit 'em with the bass.

Griffin: The banjoist, that is a 21 versus AC, which is going to do it. He brings it down fuckin' ka-bong style, right on that dome. You take seven points of bludgeoning damage.

Clint: And you hear... [spoofs banjo sounds] Blblbl-bung-bung-bung-bung-bung-bung.

Justin: How?

Clint: [spoofs banjo sounds] Den-den-deng-deng-deng-deng.

Griffin: Unless you are doing that with your action, Phileaux, it is your turn.

Clint: No! No.

Griffin: Things have gotten very congested here in the alleyway.

Clint: Yes...

Griffin: You have taken out one of the four junction points around the neighborhood.

Clint: Okay... Brother Phileaux is going to drink one of his flying elixirs.

Griffin: Fantastic.

Clint: And...

Griffin: You just put it in your mouth slot and it just gooshes down into the street.

Clint: He whips out one of the vials from his belt, pops the cork, catches the cork—

Travis: Swallows his own tiny body.

Clint: Drinks the flight potion and flies... north... west.

Griffin: Okay.

Clint: Over the buildings.

Griffin: Yeah, so you have 30 points, right, of movement? 30 feet of movement?

Clint: Mm-hm.

Griffin: You can just get to the rooftop of the first building here in the northwest quarter.

Travis: [spoof sings "Believe It or Not" by Joey Scarbury] Believe it or not, he's walking on air. Never thought he would feel so free.

Clint: And then I'm going to dash.

Griffin: All right, Trav. Thank you. We're not going to clear that.

Travis: I just couldn't finish it.

Griffin: Yeah, yeah.

Travis: [sings] 'Who could it be? Believe it or not, it's Phileaux.' Okay.

Griffin: Okay.

Clint: I'm gonna dash to the corner of the building, of the rooftop, and stay there.

Griffin: Right there?

Clint: Yup!

Griffin: Okay. You, now being in this sort of like complete other block of the city, are able to make out a few more figures who are out and on the hunt for you. The first, you see a giant of a man, holding a small grinder box. And he's got a little monkey sitting on his shoulder. Standing guard at the second—at the at the center sort of junction point in the city.

You also see, and this is huge, standing right in front of the door to Lumino Tower—I think even though you grew up in a monastery, and are sort of unexposed to city livin', even you are aware of the fantasy popstar known as Jeremy Pipes. And Jeremy Pipes is here. And he is—

Justin: Whoa!

Griffin: Under Dracula's control and standing in front of Lumino Tower. He looks amazing, except he doesn't seem to have his usual charismatic glow, because he is being sort of mind controlled. He is standing sentry here at Lumino Tower. Okay, that is all of your actions. Next in the order is... the actors. Let's see, so the actor and ingénue are... let me think... I think the actor is going to try and climb up some barrels to where you are on the roof, Mutt.

Travis: Okay.

Griffin: And the ingénue is going—

Travis: It feels like that would give me an opportunity attack, right?

Griffin: Yes, absolutely. Take an opportunity attack against the actor. He definitely exposes himself to you.

Travis: Oh, well that's gross.

Griffin: Not like... but not like—not wiener-wise.

[sound of dice thrown]

Clint: [titters]

Travis: That's a 17 plus nine, 26.

Griffin: Yes, that is a hit. Are you hitting him with Xcalibur or—

Travis: I wanna pin him to one of those barrels, is what I'm going for. It's a nine plus four, 13.

Griffin: I think this would be a melee attack, right? Because he's up right next to you?

Travis: Okay...

Griffin: We can still take the roll, I'm just saying the damage that you do is going to be—

Travis: Okay, yeah. So, then what I'm going to—I'm trying to like knock loose the like gutter or shingles or whatever he's climbing.

Griffin: Yes, amazing. Great.

Travis: Yeah?

Griffin: Cool. Roll damage

[sound of dice thrown]

Griffin: Man, your dice are fucked up.

Travis: Yeah, man. three plus one, four.

Griffin: Okay, with a four, you smash the gutter. You get his hand with just the hilt of Xcalibur. And he falls back down and crashes into the barrels, and he is out.

Crawford: Sorry! Sorry, man! You okay?

Griffin: The ingénue looks up at you and says...

Ingénue: Hey... stupid hair.

Griffin: And casts—

Crawford: I'm wearing a hat?

Griffin: Make a wisdom saving throw. [titters] Yeah, it doesn't make any sense. But that's what makes it so fucking mean and bad.

[sound of dice thrown]

Travis: Why do I keep clicking those dice?

Griffin: I don't know, man. Hey, Trav, Mutt, there's an incident where you do think...

Crawford: Maybe that's why I wear the hat.

Griffin: "Is that why I wear this fuckin' hat all the time? Do I have—"

Justin: [laughs]

Griffin: "Do I have stupid hair?" You take four points of psychic damage and you will have disadvantage on your next attack roll, until the end of your next turn. Next in the order is Mutt.

Crawford: I don't have to stand here and take this, man.

Travis: I'm gonna jump over to—

Justin: Comb your hair.

Travis: I'm gonna comb my hair. I'm gonna jump over to the roof, to the north.

Griffin: Okay, yeah, that's—

Travis: Try and make my way to like the square there, the town square.

Griffin: Make an acrobatics check. It's an easy one, it's five feet.

[sound of dice thrown]

Travis: Good. Okay, 16 plus four.

Griffin: Yeah. "Wee!"

Travis: Gentleman's 20.

Griffin: You don't even jump—you don't just jump the gap. You jump like extra. That's how cool and good it is. You make it onto the roof of the building to the north here. And you said you're gonna make your way towards town square?

Travis: Yeah. How close can I get to the big man with the monkey?

Griffin: I mean, are you going to jump down off the roof and go in for a melee attack? Or are you—

Travis: Yes.

Griffin: Staying at crossbow distance?

Travis: No, I'm trying to get close to him. I'm gonna get in melee distance.

Griffin: I mean, you can't do that with this movement, because you will have jumped across a pit and then jumped down from a roof, and that's already sort of over your move speed. I would say you can get to where you are right now with the move action that you have. That is six squares away.

Travis: I see. And if I dash, like that's the thing, right?

Griffin: That's the thing.

Travis: Okay, let me look... Okay, I'm gonna cast Zephyr Strike again.

Griffin: Okay. On... who are you attacking?

Travis: The big man with the monkey.

Griffin: Okay.

Travis: And shoot... my bow.

Griffin: Okay.

Travis: My crossbow.

[sound of dice thrown]

Travis: I mean, I—that's a miss. But I still get the extra 30 feet anyways.

Griffin: Okay, great.

Travis: So I can run in closer.

Griffin: And then use your additional attack? Is that what you're doing?

Travis: Yes.

Griffin: Okay?

Travis: And then use my additional action with Xcaliber. Yeah, trying to hit the big man with like the flat of the sword, or the hilt or whatever. And knock him out.

Griffin: Okay. Go right ahead.

[sound of dice thrown]

Travis: 14 plus four, 18.

Griffin: 18 hits. Roll damage.

Travis: Seven plus one. So, eight. In radiant slapping hilt bonking damage.

Griffin: [titters] Radiant slapping.

Travis: Radiant bonking damage.

Griffin: Okay, you sort of pull it back, right? Not to—so as not to kill this big man.

Travis: Yes.

Griffin: And smash him with radiant damage, with the hilt of your blade. As you smash the blade into this guy, you see you leave like a little burn mark where the sword touched. And he kind of looks down at it almost amused. He says...

Man with a Monkey: Oh-oh-oh. Hm-hm-hm!

Griffin: I don't know why he sounds like a horse. He swings backwards and is going to smash you with his grinder box.

Travis: Oh, man...

Griffin: Yes, that is a 25 versus AC.

Travis: That does—yeah. Uh-huh. 25?

Griffin: Yes.

Travis: 25...

Justin: Wow!

Griffin: You are going to take 12 points of bludgeoning damage. And make a dexterity saving throw.

Travis: Okay, hold on, I'm still taking the damage. I'm still reeling from the damage, Griffin.

Griffin: [snickers]

Travis: A dexterity saving throw...

Griffin: Yeah.

[sound of dice thrown]

Travis: 17 plus seven. 24.

Griffin: Okay. When he smashes you, you slide backwards on your heels five feet. But you manage to keep your footing, you do not go down. That is his turn. Next is Jeremy Pipes. Jeremy Pipes holds up a microphone and screams:

Jeremy Pipes: This one's fire!

Griffin: And he casts Fire Bolt on you.

Travis: On me?

Griffin: 16 versus AC.

Travis: But I'm your biggest fan, Jeremy. I'm actually not.

Justin: Doesn't seem like it.

Travis: Yeah... Yeah, that hits.

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

Travis: Oh, boy...

Griffin: As you are smashed with a fire bolt. Next in the order... you can hear in the distance, the cellist and violinist trying to smash down the door that Pierre Reynolds is blockading on the other side of the Ghostlight Pub. Next in the order is the search light. I think the search is going to stay on

you, Lady Godwin. It sees a lot of activity happening down here. The other two have kind of scattered. And go ahead and roll a dexterity saving throw for me, with advantage, Lady Godwin.

[sound of dice thrown]

Justin: 12 and a... four.

Travis: Take the 12.

Justin: Yeah, the 12 is my pick.

Griffin: The 12 does not succeed. Despite this light growing somewhat dimmer, that is insufficient. You are going to take five points of radiant damage. And it is your turn. Still up here against you, you have the banjoist, bassist and ingénue. You have shattered the orb down in this quarter though, and you still have *100* points.

Justin: I'm making a break to the north.

Griffin: Okay, both—

Justin: I know I'll be a couple of attacks of opportunity.

Griffin: Yes.

Justin: That's fine.

Griffin: The bassist and banjoist are going to definitely take swings at you, as you sort of sidle up against the wall and try to push past them. The bassist is going to hit with the 19 versus AC, and bonks you with his big base for... three points of bludgeoning damage. The banjoist is also—

Justin: Definitely out of tune now though, so...

Griffin: [chuckles] Yeah, so who's—who really loses? The banjoist is also going to take a swing... And crit fails, so that is not going to do it.

Justin: That's just like a banjoist trying to fight somebody. [titters]

Griffin: Okay, you have—

Travis: That's what happens when you bring a banjo to an axe fight.

Griffin: Absolutely. You have like five more spaces here you can move.

Justin: Yeah, I'm just heading north.

Griffin: Straight north? Okay. And you are able to sort of get up here with Mutt.

Justin: Great.

Griffin: You still have an action you can take.

Justin: Yes. Who's the fellow with the monkey? What's my read on him when I see him?

Griffin: He's huge and considerably stronger. You can tell.

Justin: Could I take him?

Griffin: Hm... I mean, he is bigger than you are. You did just see him lay out Mutt with a single blow from his mighty grinder box.

Crawford: I got him right where I want him!

Griffin: And he seems to be far sturdier than the other sort of citizens here who you have handily knocked out. You do also—holy shit, Lady Godwin, oh my god. Across the way, behind the conduit, right in front of Lumino Tower, is that Jeremy fucking pipes?

Godwin: Oh, my! JP, it's me!

Crawford: I've got a plan for the big guy, if you wanna take care of Pipes.

Jeremy Pipes: Hey, what's up, old lady? I don't usually like ladies as old as you are, but what's going on, girl?

Godwin: I would sooner shatter a stained-glass window.

Clint: [titters]

Justin: [chuckles]

Godwin: You go about your business. Okay, good news for you.

Justin: And I point to the grinder. And I—

Godwin: You look like a big enough boy that you'll recover from this nicely.

Justin: And I'll throw a javelin at his leg.

Griffin: I have to assume you picked up the javelin?

Justin: I scooped up the javelin, that was implied!

Griffin: [chuckles] While the bassist and banjoist were trying to smash you, you just like leaned over—

Clint: Actually, you don't have to pick up the javelin because it automatically returns to your hand.

Justin: It returns to me. Yeah, that's right.

Griffin: Ah, cool. Magic javelin. Okay, make an attack roll against the organ grinder, please.

[sound of dice thrown]

Justin: 20.

Griffin: 20 hits.

Clint: I worked very hard on those infusions, you know.

Griffin: We've never discussed what your infusions really look like in physical space, Phileaux. I always just assumed it was a kind of grease.

Clint: Mm-hm.

Griffin: Just a kind of grease you put on it?

Justin: [titters]

Clint: It is. Yeah, it is.

Griffin: Okay. Roll damage?

[sound of dice thrown]

Griffin: six, okay. You catch him square in the thigh, with the javelin. He looks down at it like that really funny scene and Ace Ventura, and then he looks back up at you.

Justin: When he looks down at it is when I throw the javelin again. Right at the top of his head.

Griffin: Oh, shit? Okay. [chuckles]

Clint: Non-lethally.

Justin: But Griffin—

Clint: Non-lethally!

Justin: But yeah, I'm throwing the blunt end.

Clint: [laughs]

Griffin: Yeah. You're throwing it horizontally at him.

Justin: [chortles] Yeah, right. I'm bunting.

[group chuckle]

Griffin: Roll and attack roll, please.

Justin: Got greedy... got greedy.

[sound of dice thrown]

Griffin: You did get greedy.

Justin: It's 11.

Griffin: 11. This one just kind of... you miss, just fully. The javelin goes sailing over him and lands in the street.

Clint: And then it returns to your hand.

Griffin: That is true.

Justin: Yeah, very cool.

Clint: Stabbing him on the way back.

Travis: Yeah, it returns through his chest.

Clint: [chuckles]

Griffin: You still have one more attack roll, if you want to take your rage bonus.

Justin: Yeah—

Crawford: Attack the tower! I got to plan for him.

Justin: Yeah... yeah, you got a—oh, you got a plan? Oh.

Godwin: Okay, *boss*.

Crawford: No, I'm just saying.

Godwin: I'm sorry to mess up your schemes, Mo.

Crawford: I'm gonna get him to help us.

Godwin: Yes, I can see you had this completely under control!

Clint: [laughs]

Godwin: I'm sorry to have—

Crawford: Well, I didn't plan on getting bashed with the thing?

Godwin: I've upset your delicate balance, puppet master!

Crawford: There was a couple of elements I maybe didn't plan for.

Justin: I throw the javelin at the sphere. [titters]

Griffin: Okay, make an attack roll.

[sound of dice thrown]

Justin: And it's a natural 20.

Griffin: Holy shit! Yes. It gets wedged right into one of those little gaps in the windows. And again, you send arcing bolts of amber electricity zooming around this clearing. I need Mutt and you to make a dexterity saving throw. This conduit is much larger and seems to be pumping out a lot more of this electricity.

[sound of dice thrown]

Travis: You said dex?

Justin: I rolled a one.

Griffin: Okay, that's—

Justin: But I'm going to try it again!

Travis: I got a 17 total.

Justin: Luckily, my Danger Sense gives me a 15.

Griffin: Okay, you two just—

Justin: Narrowly avoiding it.

Griffin: You two just split, right. You take like one little step away from each other, as a volt of electricity—a bolt just zips between you and explodes the wall behind you. The organ grinder does not save, and Jeremy Pipes does save. He's so fuckin' smooth.

Godwin: Mutt? Mutt? Did you see that?

Crawford: Which one?

Godwin: After my javelin pierced it and it returned to me, I feel like some of its power is imbued into me now. And the javelin! We've both grown more powerful through the magic we've absorbed.

Griffin: Make a constitution saving throw, Lady Godwin.

Justin: [chuckles] Okay. Stupid. Stupid big mouth.

[sound of dice thrown]

Justin: 19.

Griffin: Yeah.

Justin: Plus five. [chuckles]

Griffin: As you grab it, some of the power did come back. And as you touch the javelin, it shoots up through your body. But luckily, you are grounded, and so you are not fried with the electricity stored in the javelin as it instantly discharges.

Godwin: Never mind.

Justin: [titters]

Clint: [laughs]

Godwin: It was a passing thing.

Griffin: Okay, after taking that hit from the bolt, the organ grinder appears to be doing not so great. From the eastern alley, you see four new figures hop into the fray. It is hard to detect their presence at first, because they are being so, so, so quiet, as four mimes appear.

Clint: Oh, not mimes!

Griffin: And begin making their way towards you. Next to the border is Phileaux.

Clint: How big is the gap?

Griffin: Five feet.

Clint: Okay.

Griffin: If you're jumping to the building to the north, it's five feet.

Clint: I'm jumping to the building to the north.

Griffin: Okay.

Travis: Is flight only the one turn?

Griffin: No, actually, I don't know, dad?

Clint: Oh?

Griffin: How long does it last? I think it might be like a minute... For one hour, yeah. You're good, man.

Clint: Okay. Well, then I can go zooming over?

Griffin: Yeah, sure.

Clint: Okay, so I'm gonna zoom over.

Griffin: Okay, as you—

Clint: To that corner.

Griffin: The northwest corner?

Clint: Mm-hm.

Griffin: Okay, as you reach the edge of this rooftop, you see some figures standing here in this clearing. They are holding all manner of physical sort of traditional art supplies. You see one is holding a vase in one hand and a little knife in the other. You see one who is just like covered in paint and doing like weird movements with her body. You see a man holding a large, large camera. And another man standing against the alleyway, painting a picture. You see a quartet of visual artists in the corner. You still have your move, the rest of your move, and an action. You can move two more spaces here.

Clint: I'm gonna stay where I am and I'm going to cast a spell. I'm going to shoot Melf's Acid Arrow.

Griffin: Okay?

Clint: At the device.

Griffin: Okay, cool. Here, these four visual artists look up and see a flying puppet appear in the distance. You see a thought sort of cross their minds of like, "What the fuck are we doing?" As an acid arrow zooms past them and attempts to hit the conduit. Go ahead and make an attack roll, please. Spell attack roll.

[sound of dice thrown]

Clint: Shit...

Griffin: No...

Clint: nine...

Griffin: Wait a nine, you see that it misses. It hits a barrel behind the sculptor here. Out of which begins to lose a sort of stinky dark, liquid. It's not oil or anything cool or useful. It's just, there's a barrel of stinky juice back here and you upset it. That is your action. As that happens, all of the visual artists look up at you with identical malice.

Travis: They hate puppetry that much?

Griffin: Not the performance artist, she's ba-ba-pa-pa loving it.

Travis: Okay, great.

Clint: Then can I do a bonus action?

Griffin: Yes, you may.

Clint: Okay, now I'm going to cast Healing Word.

Griffin: Okay.

Clint: On myself. Healing Word...

Griffin: Yeah, you took quite a bit of damage when you got jumped in Crime Alley back there.

Clint: That would be four. I heal up four.

Griffin: Okay. Next in the order is the theater troupe, the only remaining member of which is the ingénue, who's going to come up this way. She reaches the end of this alleyway, looks at you, Godwin, and she says:

Ingénue: How come your head's so much older than the rest of you?

Griffin: Make a wisdom saving throw.

Justin: Oh, to come up with a snappy retort?

Clint: [laughs]

Griffin: She is casting Vicious Mockery at you.

Justin: So, yeah.

[sound of dice thrown]

Justin: 18.

Griffin: 18 saves.

Godwin: Because I'm rich!

Travis: [laughs]

Griffin: [guffaws] Okay, she looks startled by your quick retort. Next in the order is... Mutt.

Crawford: Hey, big man. What's your name?

Griffin: Hm... give me an insight check, please.

Travis: Okay. To figure out his name? Is it like Rumpelstiltskin?

[sound of dice thrown]

Travis: 16.

Griffin: With a 16, I think the organ grinder just looks down at you and says:

Organ Grinder: Dracula.

Crawford: Oh, I see. Okay, man. Cool. I was kind of hoping it would be kind of that way—I didn't—anyways.

Justin: The ingénue is not like that?

Griffin: I mean, the ingénue might be saying the stuff that she's saying as Dracula. You didn't ask the ingénue her name.

Travis: I reach out—

Justin: Okay. [titters]

Travis: And I grabbed the grinder's wrist.

Griffin: Okay?

Travis: And I cast Protection from Good and Evil.

Griffin: Interesting, okay.

Justin: Oh!

Griffin: Hm...

Travis: Let's see, "The target can't be charmed, frightened or possessed by them. If the target is already charmed, frightened or possessed, the target has advantage on saving throws." So I mean, I'm trying to break the possession.

Griffin: Okay, then we'll do this like this. I think this will force a saving throw for the organ grinder, with advantage. You go ahead and roll it, this is

just a flat D20. He is trying to break the thrall of Count Dracula, so he needs a 15 or better to beat it.

[sound of dice thrown]

Griffin: What'd you get?

Travis: I got a 16. A seven and a 16.

Griffin: With a 16, okay, you see the bolts on the side of this organ grinder's neck, they begin to glow somewhat brightly. And then the light that you can now tell is like gently suffusing all of the bolts in all the necks of all the people you've seen here so far, just goes out. And he shakes his head and he looks up at you and he says:

Organ Grinder: My name is... Tyler.

Crawford: Cool, man. Hey, Tyler, my name is Crawford Muttner. You can call Mutt, everybody does. You've been possessed by Dracula, man. And everybody here in town is possessed by Dracula. And we need to get into Lumino Tower to stop him. So, could you help us out with that, man?

Tyler: You want me to kill Jeremy Pipes?

Crawford: Whoa. Hey, that's a big jump, man.

Griffin: He cracks his huge knuckles.

Tyler: Well, okay.

Crawford: If you could just—hey, how about some—do not kill, man. What do you say?

Tyler: Sure thing. Squish. That's the sound my eye makes when I wink it at people.

Crawford: Oh, okay.

Clint: [chuckles]

Crawford: No, wait. No, that's still not good, Tyler.

Griffin: The organ grinder is—his turn. He is going to—well, actually, you still have quite a bit of movement, if you want to go somewhere else. But you have succeeded in winning the organ grinder over to your side.

Crawford: Okay. Don't kill him, okay? Bye!

[theme music plays]

[ad reads]

[theme music plays]

Travis: What am I gonna do...

Griffin: To this point, let's just—to catch up everybody in the audience. You have taken out quite a few artists here in the city. You've taken out two of the four sort of junction points that you need to destroy in order to access Lumino Tower. Brother Phileaux is in the northwest with the visual artist. There is still one sphere to the northeast that no one has approached.

Travis: Okay, I'm gonna leave the mimes and the Jeremy situation for—this is my band, The Jeremy situation!

Clint: [chuckles]

Travis: For Lady Godwin to deal with. And I'm going to head northeast, toward the remaining orb thing.

Griffin: Okay, you are able to get just around the corner of this building here. And... next in the order—you all hear a loud crash. And you hear the voice of two people shout out as you hear this crash. Mutt, from where you are standing—let's actually put you right here. From where you're standing, you can see down the alley to the eastern exit from the Ghostlight Pub.

You see over there, the cellist and the violinist have just been knocked down, as the eastern door has been smashed outwards. From it, you see a figure come racing out into the street to confront the mimes around the corner. It is not Pierre Reynolds, at least not as you have known him. Because the entity that has come out of that building is enormous and quite furry, and quite ferocious. You see werebear Pierre Reynolds.

Travis: Werebear Pierre!

Clint: [titters]

Griffin: Looks up at you...

Werebear Pierre: Rahr!

Crawford: Hell, yeah dude!

Werebear Pierre: Hell yeah!

Crawford: Fuckin' love it, man. That rules!

Werebear Pierre: You got any salmon?

Crawford: What?

Werebear Pierre: You got any salmon?

Godwin: I think he wants salmon.

Crawford: Man, if you—yeah, take out them mimes, I'll buy you all the salmon you want, dude.

Werebear Pierre: Fuck yeah! Bonjour!

Griffin: Okay, next in the order is Jeremy Pipes. And actually, the organ grinder is up first. The organ grinder and Jeremy Pipes are going to engage in combat.

Travis: [chuckles]

Griffin: The organ grinder—

Travis: Finally!

Griffin: Jeremy Pipes looks up at organ grinder and is like...

Jeremy Pipes: Hey, girl. You gotta not hit me. Your hands are so big.

Griffin: But he does begin smacking on Jeremy Pipes.

Travis: These two... they've been beefing for a while now.

Griffin: He gets knocked down by the organ grinder's huge box. The monkey jumps on top of Jeremy Pipes and begins scratching at him.

Travis: Now the face!

Griffin: Jeremy Pipes, in retaliation, fires a fire bolt back at the organ grinder, who is knocked backwards and his tunic set ablaze. The monkey continues scratching Jeremy Pipes in protest. They're both still up. Next in the order is... Lady Godwin! The wandering eye of the search light peers downward at you. It is, once again, it's getting dimmer as these conduits go down. But it is still—you still feel a crackling, searing on your skin as it turns to you. Make a dexterity saving throw, please.

[sound of dice thrown]

Justin: I got a six plus two is eight. And then the second one is a three plus two is five. So, an eight.

Griffin: An eight is not sufficient. You feel this this burning become quite unpleasant and you take six points of radiant damage. As you are being sort of pushed downward by the force of this radiant amber light from above, you hear a voice from around the corner of the alley in front of you. And this voice says:

Voice: Well, well, well... it seems like you've upset the big man in the sky, haven't you, Lady Godwin?

Griffin: And as your eyes adjust to the amberlite, you see a figure has come around the corner with three toadies behind her. It is your social rival, Daphne Goodngold. She looks down at you and says...

Daphne: My goodness, it seems like maybe you should go into the shop for some repairs, or perhaps an exchange might be an order? You look absolutely ghastly, dear.

Godwin: First of all, my eyes are up here. Secondly, you need to take a moment. This isn't you, it's not what you want.

Griffin: The bridge clubbers behind her laugh and say...

Bridge Clubbers: See, this was always your problem in the bridge club, Lady Godwin. You never knew when to fold when your hand was weak. I feel compelled to stop you, whatever you're doing. Causing a terrible ruckus, honestly dear. You are a bull in a China shop, and we do love our China.

Godwin: Actually, I think, if you remember, that was always *your* problem in bridge. You wanted to rebid the double when you really should have jump raised the Q-bid.

Griffin: [titters]

Justin: [titters] And then I attack Jennifer Meyers.

Griffin: Okay, they are actually up next, followed by you. So—

Justin: Yeah, but they talked for so long.

Griffin: They sure did, yeah.

Travis: Yeah, that was their turn.

Justin: It's kind of irrelevant.

Griffin: Okay—

Justin: That was not free action territory.

Griffin: Daphne Goodngold rushes you with the three bridge clubbers in tow. The three bridge clubbers run to surround you, and all pull out tiny little knives. And they are going to take three attacks at you. First one is a 13 versus AC. 19 versus AC? Hits.

Justin: Yes.

Griffin: You take two points of piercing damage, as one of them—

Godwin: Oof!

Griffin: Gets you right in the buttock. The third one rolls a... a crit fail. That is not going to hit. And then Daphne Goodngold pulls out a fine-looking rapier, and stabs it downward at you... for 17 versus AC, which hits. She jabs this rapier down into your shoulder, it pierces clean through to the other side. You take six more points of piercing damage.

Justin: All right.

Griffin: You ,are however, up next.

Godwin: Which one of you bitches stabbed my ass?

Griffin: [snickers] The bridge clubber to your side looks very nervous.

Bridge Clubber: That was me...

Justin: I chuck them into the power source.

Griffin: Okay. Give me an attack roll.

[sound of dice thrown]

Griffin: Ooh!

Justin: Chilling.

Griffin: Critical fail. She kind of like just brushes your hands.

Daphne: Honestly, dear... ah! I've never been so offended, my sensibilities.

Justin: Okay, I'll take my second attack.

Griffin: Okay. [chuckles]

Justin: Now, this is Jennifer Myers at her. I tried to chuck the other one and I'm embarrassed, but we both had our fun. So now I'm gonna attack Daphne with Jennifer Myers.

Griffin: Okay, make an attack roll.

Justin: I'm mad at her. The most mad at her.

[sound of dice thrown]

Griffin: Sure.

Justin: That's a 16 versus AC.

Griffin: That absolutely hits.

Justin: That's excellent news.

[sound of dice thrown]

Justin: I just can't get it going today, that's a five.

Griffin: You slash Jennifer Meyers and you catch her sort of across the torso. Leaving a gash just under her right clavicle. And she looks up at you, her pearls fall to the street. She looks up at you and says:

Daphne: My goodness, Lady Godwin, I know you've lost your body, but have you lost your good graces too?

[sound of dice thrown]

Justin: That's a 20.

Griffin: Are you attacking again?

Justin: Yeah.

Griffin: Yeah, absolutely. That hits.

[sound of dice thrown]

Justin: Okay, now that one's 10 damage.

Griffin: Boy, yeah. With a 10 damage, you swing this battle axe back upwards at her as it crashes into the ground, and knock her back five feet. She goes sort of—

Godwin: Oops. Shouldn't have dummied the no trump on a discard finesse!

Daphne: I genuinely have always suspected you do not understand the rules of bridge!

Godwin: Aye... you're the declarer's partner, I guess that makes you the dummy.

Griffin: The bridge clubbers all turn to look at Daphne Goodngold, and let out a chuckle. She says:

Daphne: How dare you!

Griffin: She is looking quite bad. She is bloodied. Next in the order is... the theater troupe. The ingénue is going to sneak up, and she stays just outside of the spotlight. No, she doesn't. What am I talking about? She jumps right into the middle of the spotlight. And looks at you, Lady Godwin, and says:

Ingénue: How come all your friends are so old?

Griffin: And she hits you with Vicious Mockery again. Make a wisdom saving throw, please.

Justin: You got it.

[sound of dice thrown]

Justin: Wow... can't catch a break.

Griffin: That is a five. That is insufficient. You are going to take two points of psychic damage, and you will have disadvantage on your next attack roll.

Justin: Whoof...

Griffin: Actually, I think we forgot about that in that last round, but I'll definitely remember this time. Next in the order is... The mimes are going to engage Pierre Reynolds in combat down here in the corner. The four mimes have turned back away from the fight happening here at the central district. Next in the order is Phileaux. Phileaux, you are still looking down at the Northwest quarter of this block. You see in front of you the power conduit that you went wide with an acid arrow on. And all of the visual artists here are looking up at you. It is your action now.

Clint: Okay. Ditto, you remember the old days when we played the game and just had fun? You remember? And just did *wild* stuff and didn't necessarily—

Griffin: Just make your opening offer, please. So I can counter it with something resembling logic.

Clint: I don't want you to counter it!

Griffin: Oh, fantastic. Cool energy.

Travis: Oh, no. Wait, dad. You want him to let you do you want?

Clint: Yeah!

Griffin: Let's see. Let's see what's on the table, Mac.

Clint: All right, here's what we're gonna do.

Griffin: Here's what you're gonna suggest we're going to do. I realized this is an uncomfortable reversal of the usual power dynamics between father and son.

Clint: I know. And you love it. Okay, here's the deal. Phileaux is going to launch himself off the corner of the building. He can still fly, it has not been an hour.

Griffin: Agreed.

Clint: And he's going to—

Griffin: Everything you've said so far? Totally on the level and I'm loving it.

Clint: He's going to take a more hands-on approach to this orb.

Griffin: Okay?

Clint: Okay. So, he's going to fly over, over the heads of the creatures guarding it. Land on the orb.

Griffin: Okay?

Clint: And using his artificer skills and his tinkerer's tools—

Griffin: Interesting. Interesting.

Clint: Okay?

Griffin: I don't hate this.

Clint: He's going to try to disconnect. No, no, he's going to try to overload the orb.

Griffin: Oh, okay, cool. I love that. What's that look like? What kind of tool are you using? Do you have some sort of like card jumpstarting—I mean, you're a little guy, so I don't know how you carry—

Clint: This is what is so weird about tool definitions in D&D 5E. There's not a lot of definition as to what they are.

Griffin: Sure, no, I'm asking you from a narrative—

Clint: It's a—

Griffin: Like, what's it—

Clint: It's gimcrackery. It's going to be a—

Griffin: I don't know what that is.

Clint: I don't know what it is either, I just like the word gimcrackery.

Justin: Okay...

Clint: No, it's like...

Justin: Probably racist—

Clint: It's like a Phillips-head. A Phillips-head.

Justin: [titters]

Clint: Are you checking out gimcrackery?

Justin: Just a quick, problematic—

Griffin: It sounds so bad, man.

[sound of dice thrown]

Clint: Yeah.

Griffin: There's a lot that could—a lot of potential danger zones. A Phillip... I love a Phillips head screwdriver, prying it into this—

Travis: Cheap, showy, useless trifles, ornaments and trinkets.

Griffin: Amazing.

Justin: Okay, yeah. That's great. Good pull, dad.

Griffin: So, you jam this Phillips-head screwdriver—or sorry, flathead? Phillips-head?

Clint: I think flathead would probably work better.

Griffin: Better for prying, yeah. So, you wedge that in underneath the sort of—

Justin: But it's important to use the tools for what they're meant to be. It's not a—

Clint: As I taught you.

Justin: You know what I mean? It's not—

Clint: As I taught you.

Justin: As you taught me, dad. It's not a pry bar, it's a screw driver, you know?

Griffin: Okay, so I think this is going to be—

Justin: A paint key.

Griffin: And I think this is going to be either sleight of hand or arcana, right? If you are doing something very dexterous with your hands, I think it is sleight of hand. But if you are like analyzing weaknesses in this object based on your sort of artificer knowledge and trying to exploit that, I think it would be arcana.

Clint: Let's go with arcana. I'll do arcana.

Griffin: Okay.

Clint: Okay. Arcana!

[sound of dice thrown]

Clint: Checking arcana. 19.

Griffin: 19, yeah. I think with a 19, you easily just pop one of the windows off of this thing. The destruction is somewhat controlled. I would say that because of where you are on this orb, on top of it, as the electricity shoots out of all these different sort of windows as they burst open, you're still going to need to dodge, but I will give you advantage on the dexterity saving throw to get out of the way of this bolt of electricity.

Clint: How about if I cast a spell? Can I do that?

Justin: Shit! You know magic?

Travis: Whoa, get out of town!

Griffin: If it's a spell that can be cast sort of instantly. Because this is—

Clint: Absorb elements.

Griffin: Hm... I do—

Clint: That's the way it worked before, I cast it—

Griffin: No, I know. But before it was a thing you set up in advance, right? And this is very much like—

Clint: Yeah, true. True. True. True. Okay.

Griffin: Yes.

Clint: You're being very accommodating and I appreciate it.

Griffin: Thank you. I think so too.

Justin: [laughs]

Griffin: Make a dexterity saving throw.

Clint: Dexterity saving throw, okay. Here comes my dexterity saving throw!

[sound of dice thrown]

Clint: That will be a nine!

Griffin: You have advantage.

Clint: And a...

[sound of dice thrown]

Clint: An 11! Put 'em together, it's a dirty 20. [titters]

Griffin: Yes, you do not save. You feel like you are riding this bucking bronco, as electricity is shooting out of it on all sides.

Clint: Okay.

Griffin: And it's going okay at first, and then you start to lose control of the yaw of this battery. And you slide off of it directly into a bolt. You take nine points of radiant damage, as you are blasted backwards off the sphere. The only surviving member, the only one who made his save is the painter, who—

Travis: He finds you so beautiful, he asks you to pose.

Griffin: He takes a step to run away. Just sort of his fear, his human fear, sort of overriding the controls. But he is stopped. He bonks into the wall, as his sort of body starts acting against its volition. And he is going to rush at you. He has a... he's got a paintbrush and he's going to try and stab you with the sharp end of it.

Clint: Wow...

Griffin: That is a crit. [chuckles] He crits with his paintbrush stab.

Phileaux: Ah!

Griffin: He jabs it right into your little doll eye, for... eight points of piercing damage.

Clint: Mm-mm-mm...

Griffin: He looks surprised. He looks down and says:

Painter: Oh, wow.

Griffin: At the like effectiveness of this attack.

Phileaux: Oh!

Griffin: And he looks—he stands up a little bit straighter. He feels confident—

Phileaux: Well played, sir.

Griffin: He feels confident about himself, for the first time. Next in the order... next in the order is Mutt. Mutt, you have broken away from sort of the fracas here, as you approach the northeast quarter of the map.

Travis: How are Phileaux and Lady Godwin looking?

Justin: Strong.

Travis: Like hit point wise.

Griffin: I mean, Phileaux has—

Justin: About half as strong as she normally is. [chuckles]

Griffin: [titters] Phileaux has a paintbrush sticking out of his eye. Otherwise, he's looking okay. But you can't really see him from where you are. You have like a building and all of Lumino Tower between you and Phileaux.

Travis: Great. Great. Great.

Justin: I'm seeing a lot of X's over there, Phileaux, and nobody else but Pinocchio. Doing a good job over there, pal.

Travis: Okay, there's still a lot going on in the center of town.

Griffin: True.

Travis: That I'm leaving behind. And I—

Justin: And there's a mass murder that happened in the northwest and nobody's concerned.

[group chuckle]

Travis: Yeah.

Justin: This maniac puppet is just killing people.

Travis: I'm going to summon a beast.

Griffin: Okay?

Travis: A new knight of the realm that I'm going to send over to help Lady Godwin out in the center of town.

Griffin: Cool.

Travis: And I'm going to summon... an eastern gorilla.

Griffin: [titters] Okay, man?

Travis: Listen, I read through it. I choose the form.

Griffin: That's one of the option—well, I guess there is no—okay. Oh, great. There is a—I just wanted to make sure there's a—

Justin: Are you trying to tell me gorilla ain't invented in Dracula times?

Griffin: No, I mean, clearly, they—

Travis: There is.

Griffin: Clearly, they are—

Travis: There was a bodyguard at the Warehouse.

Griffin: Yes, you're right. So, there is precedent.

Travis: It says right here, "The creature resembles an animal of your choice."

Griffin: Yeah.

Justin: Hey, were there any of the like dinosaur transformers there? Because I was—

Travis: Oh, good question. Griffin?

Griffin: No, none of the dino transformers in this one.

Justin: Okay.

Griffin: Okay, you create a gorilla. And you can now see it on the map, because Roll20 gives me too much power. I am like a god.

Clint: [laughs]

Crawford: Kevin, I need you to go over—Sir Kevin, excuse me. I need you to go over and you help out Lady Godwin, okay?

Kevin: Of course, my liege. My life for your honor.

Crawford: Indeed.

Kevin: Perhaps I could be granted a fiefdom for this loyal service to the crown?

Crawford: We'll see, man.

Kevin: Okay.

Crawford: Let's see how you do.

Kevin: A little non-committal, my liege.

Crawford: Well, no losing, I'm open to the idea, man. But...

Kevin: You have give me banana yum-yum?

Crawford: Oh, yeah, no, definitely give banana yum-yum. Here you go, man.

Griffin: He eats the banana.

Travis: I give him two bananas.

Griffin: He eats them the normal way, in two big bits.

Justin: In Dracula times.

Travis: A normal crunch. And then I'm gonna continue towards the north east corner, while he goes down... yeah.

Griffin: Down—what are you trying to get him to engage with? Jeremy Pipes and the organ grinder or—

Travis: I'm sending him down to help out Lady Godwin because she's surrounded.

Griffin: Okay. And does he move on your turn, after your turn?

Travis: He moves after my turn.

Griffin: Okay. So, I'll leave him here and you can command him later. Okay, where do you run up to?

Travis: I'm...

Griffin: You we're right.

Travis: I'm trying to get a look at what's going on in that northeast corner, around the thing. Preferably without being noticed.

Griffin: Without being noticed, okay, give me a stealth check. To try to creep. Yeah.

Travis: I agree.

[sound of dice thrown]

Travis: 15 plus four, 19.

Griffin: Yeah, with a 19, you are able to—behind the silhouette of this giant gorilla, you will be able to get away. So, you can move... you're just trying to get up in that northwest quarter? Or northeast quarter?

Travis: Yeah, I'm just trying to scope out what kind of bad guys we're looking at up there.

Griffin: Okay, with six spaces you are able to get right in there, right? You reach this clearing and there is no one in there.

Travis: Ah, sick.

Griffin: Is that the end of your turn?

Travis: Hm... yeah, that's my action, my movement... yeah.

Griffin: Next in the order—

Travis: Is Kevin.

Griffin: Is Kevin. What do you have Kevin do?

Travis: Sir Kevin is gonna come—sir Kevin's gonna come running in and he's gonna... throw a big barrel, that I assume is nearby.

Griffin: [titters] Okay?

Travis: At the toadies and bridge lady.

Griffin: Okay. So, like there-ish, into the middle of the group?

Travis: Yeah.

Griffin: Sure, man. He picks up a barrel and is going to make a ranged attack throw. I'm going to say this is going to hit one, right? Or he can try to hit one. It's a thrown object, it doesn't explode or anything. So, do you want him to aim at Daphne Goldengood or one of the bridge clubbers?

Travis: Aim at Daphne Goldengood.

Griffin: No problem. You see Kevin, Sir Kevin, pick up a barrel and launches it. And it sails through the air, over the shattered conduit.

[sound of dice thrown]

Travis: So, we got a nine plus seven, 16.

Griffin: A 16 hits. Lady Godwin, you see Daphne Goldengood, who is sort of already on her last legs, stand up. And say:

Daphne: Your membership to the Lumino Yacht Club is hereby revoked.

Griffin: And then a big, big barrel comes flying through the air and smashes in on her, sending her crashing to the cobblestone street below. And she is unconscious. The other bridge clubbers at this—look at her and then look back at you, and they seem a bit shaken.

Godwin: Listen to me. This is not the time to revoke your opening lead. You may have a losing trip count right now, but trust me, if you hold on to your LHO, your RHO, keep them all where you want them. Soon, you'll be the declarer, no longer the dummy!

Griffin: Make a persuasion check with me. I will contest it, as Dracula.

[sound of dice thrown]

Godwin: I've rolled a 13.

Griffin: Dracula rolled a five plus six, for an 11.

Justin: Yes!

Griffin: The ladies—

Justin: The bullshit was just good enough.

Clint: [chuckles]

Griffin: The bridge clubbers look at you, Lady Godwin. They look at the broken frame of their former sort of social alpha. And then recognizing a

leader when they see one, they look at each other. And then they reach up and they just rip the bolts out of their neck.

Justin: Yeah!

Travis: And they die. [snickers]

Griffin: And then immediately all three of them are like...

Bridge Clubbers: Ow! Fuck! Ow! [sobbing] Fuck! Fuck!

Godwin: Now, listen. The three of you have to act fast. You must go down and finish off—

Bridge Clubber one: Because of the blood loss?

Godwin: No, no. We'll get you patched up. I have a magical puppet. But listen, you have to go finish off Daphne before it's too late.

Travis: What?

Godwin: She won't be unconscious for long.

Griffin: [chuckles]

Godwin: She told—listen. Are you listening? She told me in confidence that she was all doing it for herself. And Dracula was even involved. She said, "I'm just wild for this." She's been turned evil and you have to finish her.

Bridge Clubber 2: It looks like she went all in on the wrong trick hand.

Godwin: Yes, she did overcall a bit on the response. And now I'm calling up your contract. I bid you, finish off Daphne! Just smash her head into the ground or hit her with a big rock. Whatever it takes.

Griffin: They need no more convincing from their social sigma. They fuckin' peel off and just go over to Daphne Goodgold who looks up, sort of bleary. And then they all just get to stomping. And she's like:

Daphne: Why?! Oh! Godwin, tell them to stop!

Godwin: If you need a new body, I know a great guy!

Griffin: [guffaws]

Clint: [chuckles]

Godwin: She'll never afford it. What's your name by the way, gorilla?

Kevin: Sir Kevin!

Godwin: Hail, Sir Kevin. I believe this is the beginning of a beautiful friendship. Would you like to go rip her arms off?

Kevin: For banana yum-yum, Sir Kevin make smash old lady.

Clint: [laughs]

Godwin: Yes. Yes. I think that you—I think that my bridge partners have it well in hand.

Kevin: Oh. I understand. Will you—

Godwin: And they're going to go down for this.

Kevin: Will you—

Godwin: No question.

Kevin: Will you marry—

Godwin: This is murder, what they're doing.

Kevin: Will you marry Sir Kevin?

Godwin: Interesting.

Travis: [laughs]

Kevin: Weird question, Sir Kevin just joking. Sir Kevin go find banana yum-yum!

Griffin: He runs away, fucking embarrassed. Mutt, does a 16 beat your AC?

Travis: It certainly does, Griffin.

Griffin: You are standing in this clearing looking at the last surviving conduit in this power grid. And just as you are about to take action from it, you feel a knife plunge into your back.

Travis: Ah, man.

Griffin: You take seven points of piercing damage. I need you to make a constitution saving throw.

[sound of dice thrown]

Travis: Oh, Griffin. It's a two plus two, a five.

Griffin: You fall to the ground. And you realize that you are paralyzed. You try to move to come to your feet, to take any kind of defensive position. But something is coursing through your veins that is making that quite impossible. A foot kicks you roughly over so that you are lying on your back, bleeding on the streets of Lumino. You still have your lantern on your belt. And as you roll, it shines upwards. And where there is at first nothing, there is suddenly a shadow of light. A projection that this lantern is making visible. It is of a young man with a mop top of curly hair, holding the blade. The Invisible Man has come for his revenge.

[The Adventure Zone Versus Dracula theme music plays]

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