

The Adventure Zone Versus Dracula - Episode 28

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[intro theme music plays]

Jeremy: What's up, diary? It's me, Jeremy Pipes, coming at you live from my bed, at my house. Well, I got my bolts today! The rest of the guys in Five Alive were like, "No, Jeremy, it's clearly some kind of mind control implant. Everyone who gets 'em acts super sus." Those dudes are always trying to hold me back, so I threw up the deuce and hit the road.

Now I'm solo cruising on the vibes of this city, and my creative juices are blasting out of every hole. Also, every night, I'm haunted by visions of an apocalyptic blood feast, whatever that means. Anyways, I got Pharrell coming over later to help me whip up the new song of the summer. Like and subscribe. Pipes up! Pipes out.

Justin: [titters]

Clint: [chuckles]

[The Adventure Zone Versus Dracula theme music plays]

Griffin: Mutt, you are paralyzed on the ground. You can feel a toxin of some indiscernible variety coursing through your veins, that has laid you out. And you can see in the light of your enchanted lantern, the silhouette of the Invisible Man. He is holding a knife. He steps in front of you into this clearing with the last remaining conduit in it. The Invisible Man sort of kneels down in front of you, Mutt, and says:

Invisible Man: Can you talk?

Crawford: Yeah. Apparently, I can.

Invisible Man: Cool. Anything you want to say before we do this?

Crawford: I'd love to like know your name, because I've just been calling you the Invisible Man. And that seems awful formal for you know, what's about to happen.

Invisible Man: Hm... My name is... Teddy.

Crawford: Okay.

Teddy: And... you killed my best friend.

Crawford: Uh-huh. You killed my brother, though, so...

Teddy: Do you know how hard it is making friends when you're invisible? It's pretty fuckin' hard.

Crawford: Yeah. I imagine, man. Listen, my name is Crawford Muttner. Everybody calls me Mutt. Your friend, the Chupacabra, was badly injured, wasn't going to recover from it. And was kind of wreaking havoc on the like nearby animals and people and stuff, in his kind of panic. And so—

Teddy: Oh, you euthanized it?

Crawford: I mean, that's an awful fancy term, but I put him down. I was four years old. Like, me and my dad did it together. I was four.

Teddy: Hold on wait, you—

Griffin: Hold on. Wait, this is now Griffin. You were four years old when you killed the Chupacabra?

Travis: Yeah, man. That's establish. That's canonical.

Griffin: Okay. [titters]

Justin: It's canonical because you said it at another point.

Griffin: That is how it works on this show.

Justin: Yeah, that's true.

Teddy: Holy shit, four years old... So, you were a four year old doctor of Chupacabraology? And you could tell that he was being—

Crawford: Nah, my dad, man.

Teddy: Okay. So, you did it because your dad told you to?

Crawford: Yeah.

Teddy: That's all fine, then. That's all good. Here, here's the antidote—

Crawford: That feels sarcastic, Teddy.

Teddy: Yeah, it is. Listen, you killed my best friend when you were a toddler. And that sucks. My only friend. And then your brother tries to hunt me down. News alert, I'm not a monster. I'm a dude who is invisible. So, I don't understand what your beef is.

Crawford: Wait, hold on, man. You think I have beef with you?

Justin: Do I hear this?

Griffin: No, this is happening like a city block away from where you are.

Justin: So, maybe?

Griffin: [laughs] Give me a perception check Lady Godwin.

Justin: Canonically—

Griffin: A super, super—

Justin: I have amazing hearing, canonically. [titters]

Griffin: Yeah. Okay.

Justin: I didn't realize we could start saying canonically. [chuckles]

Travis: I think what you need to—what you are doing here, Justin, is you're not rolling to see how well you hear. You're rolling to see out loud we're being. Maybe we're shouting at each other.

Justin: Yeah, that seems like a fortune roll though.

Griffin: I need a big, big, high perception check here from you.

[sound of dice thrown]

Justin: Okay, it's a nine. So, we move on, whatever. But at least we checked.

Clint: [chuckles]

Travis: Yeah, man.

Griffin: You gotta check! You gotta know.

Justin: Gotta know!

Travis: It's being thorough.

Justin: Gotta know, that's why we check.

Teddy: I want you to say out loud that you are not some virtuous guardian of the natural world. You are a game hunter. You are in it for the prize and the glory. And if you can't admit that to yourself, I'm going to kill you.

Crawford: Okay, wait. Now, before this moves forward, what are you basing that judgment on?

Griffin: He is going to attack you, with advantage.

Travis: Well, I asked a question?

Griffin: Yeah. And in response to that question, he is going to stab you with a knife. That is going to be an 18 versus AC.

Travis: I mean, yeah.

Griffin: He puts it right in the other shoulder.

Travis: Ow.

Griffin: And you take four points of piercing damage.

Crawford: Ow. Teddy, ow.

Teddy: What are you doing—what are you doing here? What's this journey you've been on that I've been trying to follow you through the whole way to exact my diabolical revenge?

Crawford: Well, I made an oath to my brother, that you killed, just point of fact, and—

Teddy: You started it.

Crawford: Okay. I mean, that's fair. Like, I don't know what vitriol you're picking up in my voice right now, Teddy. But so, my brother made me swear to kill Dracula, take his teeth and turn it into earrings.

Teddy: You heard yourself say that out loud, right. You heard that?

Crawford: Yeah, but you also heard the part where I said my brother made me swear to do it. It wasn't like a passionate goal that I've had all my life that's like, "Ooh, I just gotta get these tooth earrings."

Teddy: So, your dad told you to kill Chupacabra, your brother told you to kill Dracula...

Crawford: Yeah. And who told you to kill me?

Teddy: Oh, that's all me, baby.

Crawford: Okay, so which one of us then is the killer would you say?

Teddy: I mean, you seem to be pretty oblivious about the situation you're in.

Griffin: He picks up the knife and rears back.

Crawford: And you seem to be pretty oblivious to the turn order. Because up next is Sir Kevin.

Griffin: [titters]

Crawford: Whom I am in control of.

Griffin: Oh, okay, good. Okay, yeah!

Travis: So, Sir Kevin is gonna come charging in and tackle that there invisible man.

Griffin: Okay, make an attack roll. Sir Kevin leaps over your body on the ground to try and collide with the Invisible Man. He makes an attack roll to attempt to do that.

[sound of dice thrown]

Travis: Very slowly, but that's a 27.

Griffin: Holy shit! Yeah, that hits. Are you trying to defeat him or move him? Or what is this—

Travis: I'm trying to knock him out of the way, so Kevin can get my paralyzed self out of there.

Griffin: Okay, so it's not gonna be a damage roll. I think that he is able to knock him back five feet.

Travis: Yeah.

Griffin: And push him backwards. And Sir Kevin says:

Kevin: My liege, are you injured?

Crawford: Yeah, man!

Kevin: Allow me to suck the poison out with my powerful gorilla lips!

Crawford: No, no, no, that's not necessary. No, get me to Phileaux, please.

Kevin: I don't know who that is—

Crawford: That's the puppet man. Get me to the puppet man?

Kevin: Yeah, man. Listen, I'm like 14 seconds old, so like... Oh, that thing, the puppet. Yes, okay, Yes.

Crawford: The flying puppet man, yeah.

Griffin: Okay, he—

Justin: You've really gotta lean forward with this show, huh? You've really gotta be dialed in or you are gonna be fuckin' lost.

Griffin: Yeah.

Travis: Sir Kevin, the gorilla knight, is gonna pick me up, carry me away om the Invisible Man who wants to—

Justin: Breakneck pace.

Travis: He wants to kill me because I—

Griffin: Killed the Chupacabra.

Travis: Am the brother of—I killed the Chupacabra when I was four years old. And my brother attacked him. And so now Sir Kevin, the gorilla knight, is gonna pick me up and take me over to the flying puppet man, who is a monk, who's trapped in the body of Pinocchio, along with Abraham Van

Helsing. And he is going to use some of his magical potions to heal my wounds. I don't understand what part of this is confusing to you, Justin?

Griffin: Yeah.

Justin: I don't know if there is a wiki, but if there is, the people running it are doing a great job.

Clint: [laughs]

Justin: That's all I wanted to say.

Griffin: Okay, so, next in the order is the organ grinder and Jeremy Pipes.

Travis: Does he pick me up? Am I on Kevin?

Griffin: Yes, I am moving you away. He is dragging you down this sort of western exit from this clearing. The conduit is still active. The conduit was not destroyed.

Travis: Yes, but Mutt's not, so...

Griffin: Mutt is on his—yes, Mutt is down. Okay, Jeremy Pipes and the organ grinder start going back and forth. Jeremy Pipes very lively steps out of the way of one of the organ grinders' attacks with his... his giant instrument. That sounds... anyway.

Travis: Gross.

Justin: You get it.

Clint: [titters]

Griffin: And hits the organ grinder in the back with a bolt of flame.

Crawford: Tyler!

Tyler: It's cool, I'm so big.

Crawford: Cool, man.

Griffin: Next in the order is the search light. I think the search light is going to move now. I think the search light is going to be redirected, sensing a fracas here right in front of the tower entrance. It is going to highlight Jeremy Pipes and the organ grinder. And so, Godwin, you are not going to have to make a dexterity saving throw for the first time in this battle.

Justin: Man, I'm good at those too. Oh well.

Griffin: Next in the order is—

Justin: Or is it constitution—I can never remember, does a constitution have—constitution saving throws have an advantage? The dangerous sense—

Griffin: Dexterity.

Travis: If only there was like—

Justin: Dex.

Travis: A thing that said it.

Griffin: It's on your character sheet, for sure.

Justin: I know it is, I was just making conversation.

Travis: Oh, okay, sorry. I didn't realize. Sorry, Justin.

Justin: Just making conversation for the podcast!

Travis: You know, what is constitution? When you think about, is that something you can exercise?

Justin: It's how strong—it's how tough you are.

Travis: Oh, okay. I was just making conversation.

Griffin: Okay, Lady Godwin, you—

Justin: [chuckles]

Griffin: Are standing in the center of town square, basically. The bridge clubbers have taken out Daphne Goldengood, and are maybe even taking it a little too far—

Travis: Oh, definitely. There's no maybe.

Griffin: Yes. You are in sort of contact with the ingénue, who just leveraged an ineffectual attack against you. In the distance, you see Jeremy Pipes and the organ grinder, Tyler, battling it out in the search light's glow.

Justin: Which has to be fairly diminished now, right?

Griffin: It is extremely diminished now. It does not seem to be bothering them as much.

Justin: So, okay, northwest is still up—

Griffin: No, northwest is down. Northeast is still up.

Justin: Okay, so what are we using to delineate up and down?

Griffin: The skulls that I just put on the northwest one.

Justin: Okay, so you know it wasn't there before though, right?

Griffin: I do. I do. Yeah.

Justin: Okay, thank you. Okay, good. All right. So, the northwest one is out and the center one is out. Everyone just treated me like I was some sort of buffoon.

Griffin: No.

Justin: But listen, the skull wasn't on the lightning bolt. Let's just put it that way.

Griffin: The skull wasn't on the lightning bolt, you got me there.

Justin: All right, I'm going to charge off to the northeast. I'm gonna shove the ingénue in, what is that next to that, is that a manhole or something?

Griffin: [chuckles] Yeah.

Justin: Just shove her in the manhole and I'm gonna go northeast.

Griffin: Okay, well make an attack—

Justin: I'm done with that mess.

Griffin: Make an attack roll against the ingénue then.

[sound of dice thrown]

Justin: A 17, that's gotta do it.

Griffin: Yeah, that does it. You are able to move the ingénue five feet to the side, into the open manhole that she was standing next to. She...

Clint: [titters]

Griffin: Fails her dex—

Justin: And then I look—I lean over the hole and I yell:

Godwin: Break a leg!

Travis: Nice.

Griffin: [guffaws]

Clint: And then the music comes, [spoofs Loony Tunes theme song].

Justin: No, it doesn't. No, it doesn't.

Griffin: It doesn't, this is a great—

Justin: No, it doesn't.

Travis: Dad—

Justin: It doesn't.

Travis: Dad, Justin's joke ends the bit.

Clint: Gotcha.

Justin: I finished my bit. Now you do your jokes.

Griffin: Yes. She fails her dexterity saving throw. You watch her plummet into the darkness, and then you hear a slight splash and a loud crack. And she is—

Justin: [titters] Wait, in that order?

Griffin: Yeah. Well, pretty much simultaneously.

Justin: A very quiet slash and then a weirdly loud crack.

Griffin: Okay, she is out and you are free to move. So, you're just charging towards the northeast there?

Justin: Yes. Well, I want to head towards Jeremy Pipes, just to make sure that he's okay.

Griffin: You are easily able to get up to Jeremy Pipes.

Godwin: How's it going, Jeremy?

Jeremy: I'm gonna kill you!

Godwin: What? Wait, I—

Travis: No, the organ grinder is the good guy.

Jeremy: Did you forget which one of us had been sort of un hypnotized?

Godwin: Oh, sorry, *Jeremy*, I've been a little busy.

Jeremy: This is so embarrassing for you. But I know that old brains sometimes have trouble keeping sort of binary information in check. Don't worry about it.

Godwin: Or, *Jeremy*, was I just distracting you... for this!

Justin: And then the organ grinder does some sick shit.

Griffin: [titters] It's not the organ grinder's turn, it's yours.

Justin: Yeah, but I'm giving him my turn.

Travis: He's conferring his turn upon him, Griffin!

Justin: I'm giving my turn to him. [chuckles]

Travis: Come on, man! Read a book.

Justin: That's a popular—

Griffin: If you want to push the organ—with another—you have another attack roll—

Justin: No, I'm gonna kick *Jeremy Pipes* while he's distracted.

Griffin: Okay.

Justin: Into the organ—

Travis: Double distracted, because he thought the organ grinder was about to do something.

Griffin: Yeah, this is some real—

Justin: [chortles] Into the organ grinder, who will bear hug him.

Griffin: Okay—

Justin: I'm not asking for much.

Griffin: That's cool. Make another attack roll against Jeremy Pipes, please.

Justin: You can't blame me for thinking Jeremy Pipes is a good guy. You know what I mean?

Griffin: Yeah.

Justin: He seems really nice.

[sound of dice thrown]

Justin: Fuck. 12. So nice I can't even dropkick him.

Griffin: You try to drop kick him, but he does like a cool backwards dance slide out of the way.

Justin: I knew it was a failure, I don't know why I said drop kick. That's the worst kick to miss.

Griffin: Yeah. You sail past him and you collide with the organ grinder instead.

Justin: Fuck!

Griffin: And you fall prone to the ground.

Godwin: Oh, you want to taste too? Let's go!

Tyler: I'm good.

Godwin: Right, right.

Tyler: Did you forget which one of us got hypnotized?

Godwin: Listen...

Tyler: It happens.

Godwin: Come on...

Griffin: Is that it for your turn?

Justin: No, I got one more.

Griffin: Okay?

Godwin: Give me a boost, I'm kicking him again!

Griffin: [titters] Okay, the organ grinder picks you up from the ground, so you don't have to spend any more movement.

Tyler: No problem.

Justin: No, wait, I clicked the axe, that wasn't right.

Griffin: Hm...

Justin: I'm kicking you.

[sound of dice thrown]

Justin: Eh, that's fine. It's an 11.

Griffin: Yeah, I think it's best if—

Justin: It is a way—it's the same modifier, it doesn't matter.

Griffin: You just step forward. You do another jump kick towards Jeremy Pipes and he just steps, he does the same dance move the other way. Does a spin, points up in the air. And you hear cheering coming from somewhere, as you land prone on the ground on the other side of Jeremy Pipes. And he's like:

Jeremy: Hey, you don't—hey, stop. This is so uncomfortable, right? Like you're trying so hard, but you're like not doing a good job, dude. And that's like so cringe, man.

Godwin: I... you're really breaking my heart, Jeremy. I'm going to be honest.

Jeremy: You're not the first one.

Godwin: Quite rude.

Griffin: Next in the order is the four string—

Justin: I did take out the ingénue. I mean like... yeah.

Griffin: No, it wasn't a completely useless turn. Like, you took out the ingénue. Okay, bassist and banjoist don't have enough move to catch up with you. They move into the fray here. In fact, they're gonna dash on their turn to get in contact with you. But that is their action. Theater troupe is all out of commission. I'm gonna roll a die here just to see how this battle with Pierre and the mimes is doing... You hear, again, the—a very—what you think is a very one-sided battle happening in the distance. With bestial roars just sort of echoing down the alleys every now and then.

It is not a one-sided battle, it's just that Peter Reynolds in his werebear form is battling mimes, and so they're like being pretty quiet about it. Next in the order is Brother Phileaux. Brother Phileaux, you have just taken out the northwestern conduit. There is one more remaining. The only sort of... the only sort of combatant that you did not take out with your last action is the

painter, who just stabbed you in the eye with a paintbrush. Other than that, there is no one else in this clearing. What do you do?

Clint: So, what's Mutt's situation? Paralyzed?

Griffin: So, you can see—I would say because Mutt sort of spent his gorilla's action like getting him out of there, I will say that you can see behind you, with your remaining non-paintbrushed eye, the image of a massive, spiritual gorilla dragging the prone form of Mutt out of an alleyway.

Clint: Can I get to him?

Griffin: You would not—

Clint: I am flying, which means I move twice as fast.

Griffin: Now, it doesn't. You can dash, you could do it with like a dash. You could get... I mean, you could get within like spell casting range maybe, but I don't know if that is sufficient. Or if you're going to throw a potion or something? Like, I think you could have some options, but you would not—there's a pretty wide gap between the two of you, so you wouldn't be able to just get right up to him.

Clint: Okay, is he going to be able to make a save throw to try to break out of that?

Griffin: Yes.

Clint: Okay.

Griffin: Yes.

Clint: I'm going to... [chuckles] Okay. I am going to cast... Expeditious Retreat.

Griffin: Okay?

Clint: This allows Brother Phileaux to move at an incredible pace when he casts a spell. And then as a bonus action on each of your turns, until the spell ends, you can the dash action.

Griffin: Okay, that'll certainly be good for you to have on for this battle. So, Expeditious Retreat is a bonus action to cast. "When you cast the spell, and then as a bonus action on each of your turns until the spell ends, you can take the dash action." Okay, great. So, yes. With this you are able to dash, with the spell. If you are... this will allow you to get to Mutt, no problem.

Clint: Okay.

Griffin: You are going to take an opportunity attack from the painter.

Clint: Okay.

Griffin: As you are right up next to him.

Clint: Okay.

Griffin: That is a nine versus AC, not going to do it. Okay.

Clint: Does not hit.

Griffin: Yeah, so, you are able to—what does Expeditious Retreat look like? Before I scoot you over there, what's that look like for your—the way that you do magic?

Clint: His little... straps of his lederhosen start to glow.

Griffin: [titters] Okay?

Clint: And since he's flying, he is flapping his arms twice as fast.

Griffin: Okay?

Clint: Which allows him to get to Mutt.

Griffin: Okay. You zoom over to this alleyway where this big, spiritual gorilla is dragging Mutt away from the clearing. He says:

Kevin: Small puppet man, you must help my liege! He is gravely injured! He has requested your help. Please, do your funny joke show or whatever it is you have prepared, little puppet man.

Phileaux: I will certainly try. If I am allowed to cast another spell?

Griffin: I mean, you still have your action. Expeditious Retreat is a bonus action to cast, so you are good.

Clint: I have nothing that will break him out of this.

Travis: [chortles]

Griffin: [guffaws]

Travis: Cool, man!

Justin: Perfect. Perfect.

Clint: But—

Travis: Well, glad you came over here to tell me that face to face.

Clint: But—

Justin: "Psst! Psst!"

Clint: But—

Justin: "I can't help."

Clint: I cast—

Justin: "Psst!"

Clint: Resistance.

Griffin: Okay?

Clint: On Mutt. "Once before the spell ends, the target can do a D4 and add the number rolled to one saving throw of its choice."

Griffin: Amazing. Great. I love it.

Clint: "They can roll the die before or after making the saving throw."

Griffin: Kickass. Very, very good. What's this look like? Is this a... some sort of unguent, or is this magic-magic?

Clint: It's—

Travis: Is it applied topically?

Griffin: Orally?

Clint: No, I think his little nose glows. And he frinky-frinks your nose with his nose.

Griffin: You... excuse me, sir?

Travis: Excuse moi?

Phileaux: Frinky-frink!

Clint: We just rub noses back and forth, and the magic is in the noses.

Griffin: [chuckles]

Crawford: Okay, man.

Justin: The magic's in—the magic is in the noses.

Crawford: All right, man.

Kevin: My liege, are you okay with—this is so—I'm a spiritual gorilla who was born 20 seconds ago. This is so weird.

Phileaux: You asked me to help. You asked me to do something. This—

Crawford: Enthusiastic consent, my dude. Thank you so much, I feel—

Kevin: Okay, just gotta check—

Crawford: Better, I guess. I feel like I have a better chance of breaking this and then—thanks, man.

Griffin: Okay, next in the order, the visual artist. The painter is going to make is way up—

Clint: No.

Phileaux: I'm going to summon Crow Nut! I'm a little worried about him and he could be of help. Ka-kah! Ka-kah! Ka-kah! Ka-kah!

Griffin: Deeply, far, far off in the distance to the north, you hear the sound echo. And you feel a sort of spiritual closeness as Crow Nut, your terrible pumpkin homunculus, begins to return to your side. I will say this will be a bit of a trip for him. So, not on this turn, but you have begun to summon back Crow Nut.

Phileaux: To me, Crow Nut! To me!

Crow Nut: I just said I'm on my way?

Phileaux: I know! I'm sorry, I didn't catch that!

Griffin: Next in the order is the painter, who is going to... I think just sort of sprint to this clearing here and... I think start making his way towards the center of town, where the rest of the kind of mind-controlled population of Lumino is beginning to migrate to. Next in the order is Mutt.

Travis: Okay.

Griffin: Before we do anything, you can make a constitution saving throw and add a D4, in order to try and break the toxin's grip on your body.

[sound of dice thrown]

Travis: Okay, well right now it's a 14. And I'm going to roll a D4...

[sound of dice thrown]

Travis: And add a one. So, it's a 15.

Griffin: That is just what you needed. You are able to wiggle your fingers and wiggle your big toe. And then you are able to sort of slowly and I would say painfully regain your senses, able to move. And with this, Sir Kevin is going to stand you back up on your feet.

Kevin: Sir, you are looking hale and hardy. Do you have a succession plan in place, just in case you were to meet your demise in this honorable battle?

Crawford: Yeah, I don't plan to do that. But if I do, take this sword.

Travis: And I draw Xcalibur and stick it real hard in the ground.

Crawford: And then the next person to pull it out is king.

Kevin: Oh, but I can—okay. No, for sure. Like, I—no, it's stupid. It's dumb... But like I was thought like maybe you are going to...

Crawford: That's not how it works, I think?

Kevin: No, I know. I know. And like, I'm so embarrassed—

Crawford: You can stick it in the ground and pull it right back out?

Kevin: You think, my liege?

Crawford: We'll see.

Kevin: I'll wiggle it when I put it, so the hole's extra—

Crawford: Good call, my man. Okay, I need to do a thing real quick.

Kevin: Sure.

Justin: With an 18, can I hear 'em?

Griffin: Yeah, now you can hear this conversation.

Godwin: Dibs!

Griffin: [titters]

Crawford: We'll see!

Travis: I turn to the Invisible Man.

Griffin: Okay?

Travis: Then I say:

Crawford: I'm gonna be honest with you, Teddy, I was kind of fibbing before. Because the fact is, I do have beef with you and I really, really want to kill you. Because you killed my brother and he was like the last brother I had going. So...

Justin: I hope one day Travis gets to refer to me that way.

Travis: Yeah, the last brother I had going?

[group chuckle]

Travis: And I'm gonna attack Teddy with Xcalibur.

Griffin: Okay, you rush right back into the fray. Go ahead and make an attack roll.

Travis: Actually, first... First, I'm gonna use Ensnaring Strike.

Griffin: Okay?

Travis: Which is a bonus action.

Griffin: Cool.

Travis: I'm going to now take a swing at him with Xcalibur.

Griffin: Okay. With Ensnaring Strike weaving around the blade as you swing.

Travis: Why do I keep hitting...

[sound of dice thrown]

Griffin: Here we go.

Travis: That is a 16 plus four, a 20!

Griffin: That hits the Invisible Man.

Travis: And that's four plus one damage... Yeah, four plus one damage. So, five. And then with Ensnaring Strike... a writhing mass of thorny vines appears. You know, he's got to succeed on the saving throw or be restrained until the spell ends. So, go ahead and roll that. He's got to beat a 15.

Griffin: Okay. He got a 15.

Travis: Yeah, so he beats it. That's fine. And I'm gonna take a second swing on him with my second attack.

Griffin: Okay.

[sound of dice thrown]

Travis: No, I don't think that's gonna do it. Seven plus four, 11?

Griffin: No, he parries your second attack out of the way with his envenomed knife.

Travis: And now it's Kevin's turn.

Griffin: Yes, it is. The Invisible Man took a prepared action earlier when he sort of got the jump on you here.

Travis: That's fair. That's fair.

Crawford: Hey, Kevin?

Kevin: Yes, my liege?

Crawford: Can you come like hold this man in your gorilla grip?

Kevin: I can certainly try, my liege. It is difficult to see him—

Crawford: You got that gorilla grip?

Kevin: He looks like some sort of ghost and I'm—

Crawford: He's an invisible man named Teddy. He killed my brother. I killed his friend, the chupacabra, when I was four years old. Because my dad told me to.

Kevin: You killed the chupacabra because your dad told you to?

Crawford: Well, he was deeply injured and it... [sighs] Everybody keeps saying that like it's a weird thing! He was really injured and my dad was teaching me to kill monsters without any emotion. And so... and yeah, I cried a bunch while I was doing it, because I was four. But it was a very—it was a—was it fucked up? Wait, hold on, man. Hold on.

Kevin: My liege...

Crawford: Did that fuck me up real bad?

Kevin: My liege, you're hearing it, right?

Crawford: Yeah, now that I said it out loud.

Kevin: If I was gravely injured—

Crawford: Huh...

Kevin: If I was gravely injured, my liege, would you destroy me?

Crawford: Well, if you'd asked me five minutes ago, I would have said yes without thinking about it. But now, huh... Okay, I'm gonna kill the Invisible Man and then I got a lot to unpack.

Clint: [laughs]

Griffin: Okay. That is... okay, so he is going to make an attack roll against the Invisible Man to try to hold him.

Travis: Yeah.

Griffin: Why don't you roll that?

[sound of dice thrown]

Travis: 17, plus whatever my big gorilla strength is.

Griffin: It's going to be a strength contest, right? I mean grapple.

Travis: Okay, hold on. Bestial spirit... I gotta see what the strength is... Strength is plus four. So, it's 21 total.

Griffin: Okay, let's see. Oh, that's a crit fail.

Travis: Oh, now he's fished him! His insides fell out.

Teddy: Let me go! He's so close! He almost is like getting it. I feel like we're on the cusp of some major revelations.

Crawford: Well—

Teddy: And it's hard to breathe when you're squeezing my ribs like this!

Griffin: Next in the order is the Invisible Man. He says:

Teddy: Fine.

Griffin: He drops his knife.

Teddy: Fuck.

Crawford: Hey, thanks, man. That's gonna make it way easier kill you. Oh, no, wait. Was that like a surrender move thing?

Griffin: He shakes his head and says:

Teddy: Just do it.

Crawford: Well—

Teddy: This fuckin' sucks.

Crawford: Teddy...

Teddy: What, man? I—

Crawford: That's no fun.

Teddy: Yeah, oh, I'm sorry, did I make murdering me not fun?

Crawford: You were trying to murder me first?!

Teddy: For revenge! I had a great reason to do it.

Crawford: You killed my brother, Teddy!

Teddy: It's... did what I... did what I do... was it fucked up?

Crawford: Yeah, man!

Teddy: I gotta think about this.

Griffin: Sir Kevin says:

Kevin: I feel like, my liege, if I may, I don't want to speak out of turn. But maybe the two of you have a lot you could talk about and learn from each other? It seems like violence has poisoned the heart of both of you. And not—

Crawford: Well, it poisoned my shoulder.

Kevin: That was poison?

Teddy: Yeah, that was poison. Pretty good stuff—

Crawford: Yeah, poison. Violence poisoned both of my shoulders with poison.

Kevin: But, sir, perhaps you have issues stemming from your childhood? From the life you were born into—

Crawford: Ah, that seems like a lot of work, Kevin.

Kevin: I'm saying—yes, for sure. And maybe this isn't the right time for it, but maybe don't kill the Invisible Man? And you guys can like hash this out later.

Crawford: You know what? I'll say this. That sounds like a lot of heavy emotional labor. Teddy, if I let Kevin go, you leave me alone, I'll leave you alone. You killed my brother. I killed chupacabra. We call it even. How's that sound? Then we don't have to unpack any of our shit.

Griffin: Give me a—[titters] give me a persuasion check.

Travis: I assume with advantage, because my gorilla's squishing him.

Griffin: No. Not with advantage. But it won't be a very hard persuasion check.

[sound of dice thrown]

Griffin: He is also—

Travis: That's an 18. 18. Flat 18.

Griffin: A flat 18. He sighs and he drops his other knife.

Travis: What?

Griffin: It was hidden.

Crawford: Ah!

Teddy: Yeah...

Crawford: Teddy...

Teddy: This was part of yet another one of my diabolical traps. Okay, so you're saying we walk away even Steven, and we don't have to unpack all this emotional trauma that has been inflicted upon us by each other and our families?

Crawford: Correct?

Teddy: Yeah, man. Sounds pretty fuckin' good to me!

Crawford: Awesome, dude. I didn't want to make any changes to my life at all. That sounds great.

Teddy: Yeah, no, I thought about like growing as a person for the first time. And I was like—

Crawford: Ah, gross.

Teddy: No, thanks.

Crawford: That's so much work. Are you kidding me?

Teddy: So I can just scoot?

Crawford: Yeah, man. But, hey, don't let me see again. Wink. You know what I mean?

Teddy: That's good. Hey—

Crawford: And hey! If you're lonely and you ever want to hang out and grab a beer, let me know.

Teddy: Yeah, I'm sorry about your brother. You seem like a cool dude. Like honestly—

Crawford: Yeah, I'm sorry about the chupacabra, man. I was four years old, it was real fucked up.

Travis: And Mutt just starts bawling, crying.

Griffin: Yeah, even—

Clint: [laughs]

Griffin: He's like:

Teddy: Don't fuck—don't fuckin'—

Justin: [chuckles]

Teddy: No, don't fuckin'—

Crawford: No! I don't wanna unpack it! I don't! Oh! I can suck it back in. I can suck it back in.

Teddy: I've been so lonely! Like and it's so weird—

Crawford: I know, man! No, no, no, we don't gotta do this! Don't gotta do this! Don't gotta do this! We can talk about it—

Teddy: It's like weird—[sobbing]

Crawford: We don't wanna talk about it! We're just gonna hang out and have a beer and watch sports!

Griffin: Okay, he fuckin' takes off running out of the clearing, leaving you—

Justin: I can't get a good perception check to save my life.

Clint: [laughs]

Travis: Yeah, you didn't hear any of that.

Justin: I've been rolling single digits trying to weigh in for two minutes now. [chuckles]

Clint: 17! I rolled a 17!

Griffin: Yeah, you heard all that, Brother Phileaux—

Justin: I just want to encourage him to dig deep, but no. [titters]

Clint: [chuckles]

Travis: No. Not meant to be. This—hey, I don't know if you guys know this. This is a fucking game. This isn't a place for emotional development in any way. This is a silly game with dice and maps and shit.

Griffin: That was really close. I got genuinely scared. Because as a DM, I was—I would have to like kind of shepherd that conversation, but I don't know how to fucking do that.

Travis: No.

Griffin: So, way to go, Travis—

Travis: We're not gonna have emotions in it.

Griffin: Travis, you get a point of—

Travis: We're fighting Dracula—

Griffin: Travis!

Travis: Yeah?

Griffin: You get the campaign's first point of inspiration, for the decision—

Travis: Hell yeah, dude!

Clint: Oh!

Justin: [titters] Heck yeah, man.

Griffin: Okay—

Travis: I clicked a button and a sun lit up on the screen, that's amazing!

[theme music plays]

[ad reads]

[theme music plays]

Griffin: Okay, the organ grinder and Jeremy Pipes are continuing their fracas in the middle of town. And I rolled the unfunniest 10, and so this

battle is locked in as intense stalemate, as the organ grinder and Jeremy Pipes continue their melee. Okay, the searchlight is going to move. Can it get both Brother Phileaux and Mutt? No, just barely not.

Travis: Not Kevin's butt!

Griffin: It does see a gorilla, so it's like definitely gonna shine on Mutt and the gorilla. Make a dexterity saving throw, Mutt. A very, I will say, beatable one.

[sound of dice thrown]

Griffin: You can tell from where you are that—eh, maybe not. That's a two.

Travis: Two plus seven, a nine.

Griffin: No, that is just shy of what you needed. You take two points of radiant damage.

Travis: Ow-ow.

Griffin: Not nearly as bad as—

Travis: No, it's just kind of real warm. I take my jacket off and I feel better.

Griffin: How many hit points does Sir Kevin have?

Travis: Sir Kevin? He has one gorilla's worth.

Griffin: I mean, is this a one hit wonder sort of situation?

Travis: No, no, no, he has—for land, he has 30 hit points.

Griffin: Oh, okay. Then he is also singed for two, but he is fine.

Kevin: Ow! What was that?

Crawford: It's the—

Kevin: My liege!

Crawford: Yeah, no, I know. You've never been hurt before, Kevin.

Kevin: No! But my skin, it feels not happy. What does that mean?

Justin: [chuckles]

Crawford: It's just the sun's too bright. Come here, baby. Come here. Come here.

Kevin: Gorilla stuff is coming out. Gorilla stuff is coming out! Do you see?

Justin: [chortles]

Crawford: [sings] Hush little gorilla, don't say a word.

Phileaux: I have aloe vera? If you would like.

Crawford: Don't touch my monkey!

Kevin: You have banana—does puppet, you have banana yum-yum? Yeah? Do you have?

Travis: I give him—I give him banana yum-yum.

Kevin: Ah, amazing.

Griffin: Okay, next in the order is Lady Godwin. You are, once again, fitting your position on this team, surrounded on three sides by enemies. Jeremy Pipes, the banjoist and the bassist from the four piece. You are standing right in front of the door of Lumino Tower, which remains locked. And it is your turn.

Justin: So, who are these cats? I see Jeremy Pipes. Remind me who are these other two gentlemen?

Griffin: The banjoist and bassist of the four piece string—

Justin: Yes, the rest of the band. Are they part of Jeremy's band, or are they just like—

Griffin: They're a different—Jeremy isn't part of a classical quintet.

Clint: Session musicians

Griffin: Yes, exactly.

Justin: Did the organ grinder do anything?

Griffin: Him and Jeremy Pipes are pretty well matched here.

Justin: Okay, good.

Griffin: They are battling. I will say that he—you are flanking Jeremy Pipes now. And so, you would have advantage on any Jeremy-Pipes-based attacks. The same is true of Jeremy Pipes, because he—you are also being flanked in this moment.

Justin: Okay, I'm going to... throw the banjoist at the generator.

Griffin: So, this generator in the middle of town is destroyed. The generator that hasn't been destroyed is about 60 feet away. No, even more.

Justin: Yeah, I mean, does it seem like a good place to land right now for your body? Or like a bad—

Griffin: No, no, no, don't get me wrong, Juice, it sounds like a bad place to land for your body. The problem is that it is a full 80 feet away and you—

Justin: I'm looking at the broken one, man.

Griffin: Oh, you want to throw him at the broken one?

Justin: Yeah, 'cause it would hurt!

Griffin: Oh, okay, cool.

Justin: Yeah, and there's probably—you don't know how this kind of thing works, Griffin, but there's definitely still electricity in it somewhere.

Griffin: [laughs] Okay.

Justin: You know what I'm saying?

Griffin: Make a melee attack roll against the banjoist, as you attempt to toss him back into the shattered conduit.

Justin: I hate not being able to use my axe. This sucks.

[sound of dice thrown]

Justin: 13. His armor helps him from me chucking him—

Griffin: No, a 13 hits. He does not have armor, he is a banjo player.

[group laugh]

Justin: Fair enough.

Griffin: Again, what these mind-controlled citizens of the city have in quantity, they desperately lack in quality.

Justin: Right.

Travis: He's usually guarded by like throngs of fans and banjo enthusiast. You know, that's usually the armor that he has with him. The natural love that people have.

Griffin: Yeah, this banjoist is a big deal here. And Jimmy Pipes actually looks at the banjoist and is like:

Jeremy: Is that Piccadilly Slim?

Griffin: And the banjoist nods:

Banjoist: Mm-hm.

Griffin: And gets launched backwards.

Banjoist: No, wait, I'm Dracula.

Justin: So, wait.

Clint: [titters]

Justin: I just need understand. So basically, Jeremy Pipes asked him a question. He answers it, and then is thrown—

Travis: [laughs] Well, as you kick him, his body moves first. And his head stays in place, stretching out for just a second.

Justin: Like a Looney Tunes kind of thing.

Travis: Exactly like a Looney Tunes kind of thing!

Griffin: I've updated his token to Piccadilly Slim and you launch him backwards. Okay, so he's going to—

Travis: I loved his song, Praise You.

Griffin: Let's do... this is going to be... we'll say a D6 of bludgeoning damage, as he is thrown back into this machine. He takes three points, not quite enough to take him out, but it does—

Justin: Yeah, but then I yell—

Godwin: Take care of my lightwork, ladies!

Griffin: Okay, the bridge clubbers all turn next to the remnants of Daphne Goldengood. And on their next turn, they will follow your orders, as their—

[sound of dice thrown]

Justin: That's a 21, by the way, on the persuasion check.

Griffin: Oh, no—you do—no persuasion needed. Juice, you are... give me—

Justin: I guess I already persuaded their balls off—

Griffin: Yeah, give me an insight—

Travis: Yeah, you have awakened something in them.

Griffin: Give me an insight check.

Justin: Like, maybe the insight is—

[sound of dice thrown]

Justin: No, not with a three. I don't know.

Griffin: Okay, no, with a—you've got a six total in insight. You are being regarded with a level of prestige that even for you is levels unknown, from these bridge clubbers, who you have broken from their thrall and taken out their former alpha. There is some primal pack politics stuff happening that is bewildering I think to you. But they nod:

Bridge Clubbers: No problem.

Justin: Okay, I'm going to... Would I have advantage on Pipes right now?

Griffin: You do, yes.

Justin: Is he like engaged?

Griffin: He is—you have him flanked, yes.

Justin: Fucking great, man. I'm going to attack him non-lethally with Jennifer Myers.

Griffin: Amazing.

Travis: The flat side.

Justin: The flat side.

Griffin: Great.

Justin: Jenny, I call that. [titters]

[sound of dice thrown]

Justin: 21.

Griffin: 21 hits. And roll damage?

[sound of dice thrown]

Griffin: It's an eight.

Justin: Eight.

Griffin: Plus you do extra damage when you're raging, right?

Justin: Yes... plus two.

Griffin: So, 10 damage to Jeremy Pipes.

Justin: 10 damage to Jeremy Pipes.

Griffin: He was not ready for that. You smash him over the head with the flat side of the blade and—

Justin: Well, I have advantage, right?

Griffin: Oh, right! Yeah, I guess you could try and crit.

Justin: Just... ah, man, you know.

Griffin: Yeah, go for it.

Justin: You never know... broken clock is right twice a day.

Travis: Blind squirrel, what have you.

Justin: What have you.

[sound of dice thrown]

Justin: A 17. It's not as far off as it could have been. 23, that hits better.

Griffin: That hits better, yeah.

Justin: I like that.

Griffin: But the damage is the same, you bonk him for 10 points.

Justin: I yell out to him:

Godwin: Jeremy, do you know what the worst part about being an international singing sensation is?

Jeremy: Huh?

Godwin: The axe attacks!

Griffin: [guffaws] I believe you have one more bonus attack you can make with your rage, if you—

Justin: Yeah, yeah, yeah, that's the next part.

Griffin: Okay, great.

Justin: That's what—the follow up to that is another axe attack.

[sound of dice thrown]

Justin: And that's an 18 plus six, 24.

Griffin: These rolls are getting consistently higher. You still have advantage, if you want to go for that. Just two more points on that die and we'll get that sweet crit.

[sound of dice thrown]

Justin: No, not this time.

Griffin: No. Okay, 24 hits.

[sound of dice thrown]

Justin: That's 11 plus three. That's 14.

Griffin: Plus two.

Justin: Plus two, 16. Fuck you, Jeremy Pipes.

Griffin: With that, he stands up and he's he looks confused for a second. And he's like:

Jeremy: Do you smell pennies?

Griffin: And then—

[group laugh]

Griffin: Smash him over the head again. And you see a trickle of blood begin to stream down his forehead, onto his perfectly sculpted nose.

Travis: Non-lethally.

Griffin: Non-lethally. And his eyes start to roll back in his head. It's non-lethal, but you fucked him up, man.

Justin: [titters]

Griffin: Like, he's not gonna die, but he—[chuckles] he dabs the blood and—

Travis: He's forgotten some math.

Griffin: He touches his forehead, he looks at the blood on his hand. And he looks at you, Godwin, as his eyes start to roll back in his head. And he says:

Jeremy: This is... gonna ruin... the tour...

Clint: [laughs]

Griffin: And he goes down. Okay, next in the order... the barbershop quartet is down, the theatre troupe is down. Roll to see how—oh, yeah, Pierre goes beast mode, literally, in the corner. And you hear one more primal scream and then two more voices cry out in pain. Breaking their sacred mime—

Travis: Whoa, they break their mime code?

Griffin: Breaking their sacred mime oath.

Justin: [chortles]

Travis: No way. I bet the scream of a mime—okay, here's my question. Is the scream of a mime very quiet? Or is it all the noise pent up over time?

Justin: It echoes. It echoes.

Griffin: It's a loud—the windows in this block of the city shatter instantly.

Clint: Ah! So, a Black Bolt s kind of thing, yeah.

Justin: "My heart made that noise the day the six fingered man killed my father."

Clint: [laughs]

Griffin: Okay, with that, Pierre Reynolds is going to peel off from this confrontation, and begin making his way towards the center of town. Next in the order... that and... Okay, Phileaux, you are up next.

Clint: Nice and simple. I'm going to take out that last pylon.

Griffin: With how and—

Clint: I'm going to do it the same way I did—I'm gonna fly to the orb.

Griffin: Okay?

Clint: I'm gonna jam my little Phillips head into it. Or no, flathead. Flathead.

Crawford: Well, you can just look for a switch or something?

Clint: No time.

Travis: Okay.

Clint: No time.

Griffin: [guffaws]

Crawford: Yeah, yeah. Okay, man, go—

Justin: No time for switches.

Griffin: Lord Kevin says:

Kevin: Should we take a step back, puppet man?

Phileaux: Yes. Yes! Yes! Yes.

Crawford: That would be prudent, yeah.

Kevin: But I find myself unable to do so.

Griffin: It's not his turn. So, go ahead and... let's see, this would be another arcane check, right? As you attempt to dismantle this last remaining conduit.

[sound of dice thrown]

Clint: 22!

Griffin: Yes. Okay, with a 22, y'all are all gonna make dexterity saving throws with advantage. You are able to control the destruction of this conduit a little bit—

Travis: Are you sad that you don't get to make one?

Griffin: Me?

Travis: No, Justin. He said, "Aw."

Griffin: Oh, yeah.

Justin: Aw. No, I just have—I already have advantage on stuff like this, so—

Travis: You don't have to take it—yeah, oh, I see.

Justin: I get double advantage.

Travis: Oh, yeah.

[sound of dice thrown]

Travis: I got a 21 total.

Griffin: Okay.

Travis: 14 plus seven.

Griffin: Sir Kevin crit on his—

Travis: Hell yeah!

Clint: I got a 20.

Griffin: Okay. You all—

Justin: If I ever go on Twitch, Sir Kevin Crit is gonna be my username.

Travis: That's really good.

Griffin: Yeah, yeah. That's pretty good. Yeah. Okay, you all are able to easily sidestep—

Justin: Or Doctor Disrespect. [chortles]

Griffin: Justin, no—

Travis: [chortles]

Griffin: No.

Travis: I think it's free?

Justin: It's available.

Travis: Yeah.

Justin: So, I'll just sign in there. [chuckles]

Clint: [laughs]

Griffin: Okay—

Justin: Dad doesn't know about the Doctor Disrespect drama, so he just thinks Doctor Disrespect—

Griffin: It's a cool name, yeah.

Justin: Is a sick ass name. And it is. Honestly, that's why I'm taking it.

Griffin: A bolt of amber electricity rips out of the orb and streaks up the walls of the building between the three of you. Sending bricks scattering all over the clearing. You are able to easily dodge them. As this last pylon goes down, and I'm going to put a skull on it, because I know some of us really need the skulls. The search light extinguishes. And you all see the light at the top of Lumino Tower begin to flicker. It is flickering in a sort of rhythm, sort of slow at first, but you see it sort of hasten as moments begin to pass.

Lady Godwin, where you are, the front heavy metal door of the tower, there were streaks of sort of amber light going through the metal plating of the door, that extinguish completely. The door is still closed, but this constant sort of machine hum that you heard coming from the door has been silenced, as you knock out the last of the pylons. Phileaux, that was your turn. We are now at Mutt. Mutt, that is the picture of what is going on right now. It is your turn.

Travis: Okay, cool. I'm going to check my spell slots.

Griffin: Okay?

Travis: But then, if they're okay, I'm gonna attempt to do Zephyr Strike.

Griffin: On?

Travis: Well, first on myself and then—so, I'm going to run forward to where I can see things. So—

Griffin: With your speed, you are able to get here.

Travis: Okay.

Griffin: Sort of up with—

Travis: Okay, so I can see the—

Griffin: Brother Phileaux on the side of Lumino Tower.

Travis: Whoever the musician is that's attacking.

Griffin: Yes, you can see the bassist, the remaining musician that is attacking Godwin.

Travis: Okay. I am going to target him.

Griffin: Okay?

Travis: Yeah, I got one more spell, great. And hit him with Zephyr Strike. Or use Zephyr Strike and shoot him.

Griffin: Okay, make a ranged attack roll, please.

[sound of dice thrown]

Travis: It is a 12.

Griffin: That hits.

Travis: Sick. And then...

[sound of dice thrown]

Travis: 10 points of damage total.

Griffin: Where are you aiming at on him?

Travis: His foot.

Griffin: Okay, you shoot his—

Travis: No, his knee. I'm gonna do a terminator, go for his knee.

Griffin: Okay, you send a bolt flying into his knee, which spins him around and he yells:

Bassist: Ah! That was bad enough to kill me! JK.

Travis: Oh, I actually have advantage on it. So, I could just see if I could kill him.

Griffin: Yeah, I mean you could try to crit, I guess. Why do you have advantage on the hit?

Travis: Because I used Zephyr Strike?

Griffin: Oh, that's what it—

Travis: It's part of it. It also gives me a D8—

Griffin: Sure, let's see.

Travis: Extra damage. Now, okay, I almost crit. I could also do one D8 extra damage, but it sounds like I don't need to.

Griffin: No, you don't. You hit him in the knee so good that he goes to sleep right where he's standing. You take him out. He passes out from the shock of what has just happened.

Travis: Okay, and then I get another 30 feet of movement from Zephyr Strike.

Griffin: Okay, you can get basically wherever you want here in this center area.

Travis: I'm gonna get up to Lady Godwin.

Griffin: Okay. In front of the door or—

Travis: Yeah.

Griffin: Okay.

Travis: Can I open the door?

Griffin: Not now, because you have taken your action.

Travis: Oh, complicated door, huh?

Griffin: I mean, a giant—

Travis: Like, if I—if I, Travis McElroy, opened a door, I wouldn't mark something off my to-do list, if you know what I mean. But—

Griffin: There is—smart 'but.' There's like no doorknob to this door. This door is mechanically opened and locked.

Travis: I thought you were saying it was like a smart butt kind of lock, where only the right butt would open it. [chuckles] You gotta have a chip in there.

Griffin: Only Dracula or Frankenstein's butt. Maybe if you had cut Frankenstein's butt off also.

Travis: I said! I told you guys!

Griffin: [titters] Next in the—

Travis: I told you guys to cut off his butt in case there was a microchip in it that opened the door!

Justin: [titters]

Griffin: Okay, the bridge clubbers are going to make three attack rolls against the poor frame of Piccadilly Slim. Only the last one of them hits. He's down to one HP, so you see them stomp on Piccadilly Slim. Who also becomes as dormant as Daphne Goodngold in the corner.

I think with that, you all are briefly—I'm gonna say the remaining—there's like two people who you have not taken out in this encounter. They are far enough out that you all have a beat here where you are out of initiative. As

the clubbers finish off Piccadilly Slim, you all see a circular object flying through the sky as it slowly glides down into the clearing. You see a frisbee that, as it lands on the ground, transforms into the shape of Elizabeth, the sports druid. From a nearby manhole, Gordon Clearwater pops out and joins his wife. And he says:

Gordon: Well, you all seem to have done quite well for yourselves! You did forget to run the dryer, so we did actually come—there's a 50 gold penalty for that. But let's focus on matters at hand, you all really cleaned up here!

Crawford: Yeah, just in time, Gordon.

Godwin: We appreciate it, of course.

Griffin: Phileaux, you are able to join the group here in the middle, if you wish.

Travis: And Lady Aggie's safe and secure and everything?

Griffin: As you say that, you see Lady Aggie come around the corner into the clearing. And she is joined by a, just another form. It is another animal. A dog. He looks pleased as punch. You all also see Sloppy come—

Crawford: Sloppy!

Griffin: And him and Lady Aggie are sort of affectionately nuzzling as they approach the unconscious body of Jeremy Pipes. And Sloppy just starts kind of chewing on Jeremy Pipes' idle—

Crawford: Sloppy.

Sloppy: Sloppy...

Crawford: Now listen, if you two's gonna be together, there's something very important I have to do.

Travis: And I draw Xcalibur.

Crawford: I knight thee Sir Sloppy. So now you can be sir and lady. So, now there's a balance of roles. Or else there's too much strain on the relationship, you know what I mean?

Griffin: Sir Kevin comes—

Godwin: Let thee not be unequally yoked.

Crawford: Exactly.

Griffin: Sir Kevin comes around the corner and sees this ceremony and he's like:

Kevin: Oh? You're just... so, any animal? You just—

Crawford: You have seniority.

Kevin: Okay. You hear that, dog? I'm in charge.

Crawford: And listen, I don't want to freak your bean, man, but you only last for an hour anyway, so...

Kevin: I only what?

Crawford: Don't worry about it, man. Don't worry about it.

Griffin: You all see, as you congregate in the middle of this clearing, Pierre Reynolds runs in to join you. And he runs up—you see Gordon get very scared, as this werebear charges in. Pierre runs up to you, Lady Godwin. And he says:

Pierre: I let... I let the bear out... I don't—

Godwin: Yes?

Pierre: I don't know how to put him back in the bottle.

Godwin: I understand. Here's what I need you to do, Pierre. Accept that you are also the bear. You can't put the bear back in the bottle? You can't change? You're you. I'm me. That's fine. But we need to accept the bear. Stop stuffing him away. Let's try loving him, hm?

Pierre: Loving the bear...

Crawford: [chants] Love the bear. Love the bear.

Godwin: People all over America...

Griffin: [guffaws]

Crawford: Love the bear.

Clint: [laughs]

Godwin: Hulu viewers agree.

Crawford: Rave reviews, man!

Pierre: You are right, it is part of me. Thank you, Lady God, you are—did you kill Daphne Goldengood?

Godwin: I didn't.

Travis: [chortles]

Griffin: [guffaws]

Clint: [chuckles]

Griffin: As you say that, you all see figures illuminated by the burning Hyundai Elantra and the faint light from the tower above. For the most part, the streets here have gone silent. I'm not going to put 100 more tokens on this map which is already—it's quite crowded. But you see coming through these sort of four main alley entrances to the north and the south and the east in the west, you see figures of shambling citizens of Lumino beginning

to stage a second wave assault against the center here. You see Pierre turn to you, Godwin, he says:

Pierre: Leave them to us... You get in the tower, we will hold him off for as long as we can. You're going to finish Dracula, yes?

Crawford: And take his teeth.

Griffin: Elizabeth looks at the three of you, she says:

Elizabeth: Go with my blessing.

Griffin: She is going to cast Mass Cure Wounds.

Justin: Heck yeah!

Travis: Oh yeah.

Griffin: On all of the injured parties here. And... you know what? Go ahead and heal up to full. This is gonna be a big heal, you all are down a bit. Just to make this clean. You feel just—it's like you've just drank 30 Gatorades.

Travis: Ah, hell yeah.

Griffin: Like you feel like electrolytes coursing through you, repairing your wounds from the inside out. She looks at you and says:

Elizabeth: Bring back the sun. And we'll figure out the stuff with the dryer later.

Crawford: Fair.

Elizabeth: But it's important. It's our home, and we let you crash in it. And the least you could have done is the linens. Just go, and bring back the sun.

Phileaux: Listen, you want a good review on TripAdvisor, don't you?

Griffin: Gordon smiles and says:

Gordon: That hasn't been invented yet.

[group laugh]

Phileaux: Ka-kah! Ka-kah!

Griffin: Yes, okay, fine. Your fuckin' pumpkin—

Clint: But, but I say:

Phileaux: Crow Nut, you do what Pierre tells you. Help these fine folks fend off the frongs. Throngs, sorry I—

Crawford: And the frongs.

Justin: Dad has to be really deliberate about what's going on with Crow Nut at all times, or my brothers will try to disappear him again.

Griffin: Yeah, I—

Travis: I can't believe you're the one defending this spooky pumpkin bird.

Griffin: You're the one scared of the pumpkin. It's for you, dude. Like, I—

Travis: Justin and I—Justin, you're the only brother I've got going. And Griffin and I are trying to protect you.

Justin: [titters]

Phileaux: Crow Nut, stay with them. And—

Justin: It's the only Crow Nut dad has going.

Travis: That's true.

Clint: That's right, I don't have anything else. And then—

Travis: Finally, a son dad can be proud of.

Justin: [snickers]

Clint: [titters] Can Phileaux—

Travis: Kiss him?

Clint: Use his tools to open the door?

Griffin: Yeah, sure. Give me a... give me a sleight of hand check. And add your proficiency bonus to this roll.

[sound of dice thrown]

Clint: That is a 17, plus proficiency, that would be a dirty 20.

Griffin: Yes, with a dirty 20, you are able to pry a couple of flathead screwdriver is in between the two doors. And as you pull them apart, you make a big enough gap that the sort of assembled people here—you see Tyler, the organ grinder, help you pull these massive doors open. And he takes up defensive positions as the—your associates throughout this adventure stand in a phalanx, blocking the front door of Lumino Tower.

Phileaux: The vampire will see us now! Let's go!

Travis: And then just a quick eight hour nap to get back all my spell slots.

[The Adventure Zone Versus Dracula theme music plays]

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