

## The Adventure Zone Versus Halloween: Live in Phoenix!

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**Griffin:** "Good evening! My name's Count Dracula, and I'm about to eat all your blood! Hope you brought a change of pants with you, because you're about to shit in the ones you're wearing right now. It's Halloween in the big city, and we got scary guys waiting around every corner ready to jump out and kill you! But it's all make-believe, don't worry, nobody actually gets hurt. Or do they?! No, they don't, it's safe. Anyways, this is Count Dracula, wishing you and yours a happy and terrifying Lumino Fright Fest!"

[The Adventure Zone Versus Halloween theme music plays]

**Griffin:** Hi, everybody. And welcome to The Adventure Zone Live!

[crowd cheers]

**Griffin:** We got a spooky one for you tonight. With your permission, I'd like to hop in and introduce our characters in medias res, so...

[crowd cheers]

**Clint:** I thought we were in Phoenix?

[crowd chuckles]

**Griffin:** The monster population of Angrave has diminished following the successful Dracula slaying campaign of our fearless trio.

[crowd cheers]

**Griffin:** But for one night a year, the monster census data gets thrown way the fuck off when All Hallows' Eve descends upon the realm. In the city of Lumino, bright lights and beautiful music are substituted with cobwebs, jack-o'-lanterns, and all manner of spooky carnival attractions. I want to give a quick shout out to Amanda, our business manager, who put together some visual elements for this live show.

[crowd cheers]

**Travis:** Justin! Justin, there are jack-o'-lantern on screen, are you gonna be okay?

**Justin:** As long as I don't look behind me, I'll be fine. If you have particularly reflective glasses, I request you remove them now. So I don't see any—don't actually do it.

[crowd chuckles]

**Justin:** I want you to enjoy the show you paid for, obviously!

**Clint:** [chuckles]

**Griffin:** This is what the three of you see! As you stroll through the southern checkpoint, dressed—

**Justin:** Ah!

**Griffin:** [titters] Dressed in your finest Halloween regalia—

**Justin:** [yells] Aah!

**Griffin:** Tickets in hand.

**Justin:** Dad, don't look directly at the jack-o'-lantern, man. There are some scary ones on there.

**Clint:** It's a wagon of 'em!

**Justin:** Don't point at 'em specifically, dad! That makes them scarier!

**Clint:** One, two, three, four—

**Justin:** And now he's counting them!

**Griffin:** Tickets in hand for the Lumino Fright Fest! Let's start with you, Travis. Introduce yourself and your character, and your character's character, I guess.

**Travis:** I'm Batman, man!

[crowd cheers]

**Griffin:** So you've started in reverse order. I like that. Unpeel the onion for me.

**Travis:** I'm Travis McElroy.

[crowd cheers]

**Travis:** And I'll be playing the King of England, Crawford Muttner. Call me Mutt, everybody does.

**Griffin:** Woo!

[crowd cheers]

**Griffin:** And also—

**Travis:** And he is dressed as Batman. [titters]

**Griffin:** That's excellent. How about you, Mac?

**Clint:** I'm Clint McElroy.

[crowd cheers]

**Clint:** Aw. I am playing—oh, god, okay, I'm playing Brother Phileaux, who is a monk who is trapped in the body of Pinocchio.

**Travis:** Trapped.

[crowd exclaims]

**Clint:** And dressed as the Phantom of the Opera. [laughs]

[crowd cheers]

**Clint:** And I can tell you, it is impossible to drink with this mask on.

**Justin:** That's why he's so upset all the time.

**Griffin:** [laughs]

**Travis:** He's wicked dehydrated.

**Justin:** He wants her to sing, because he's parched.

**Travis:** And they hadn't invented straws yet.

**Griffin:** And Juice?

**Justin:** My name's Justin McElroy. I am—

[crowd cheers]

**Justin:** Hi, hello. Thank you, very kind. I, tonight, am a podcaster dressed as a half Frankenstein lady barbarian, dressed as a Minion. I'm your favorite kink's favorite kink! My name's—

[crowd chuckles]

**Griffin:** [chuckles]

**Justin:** Lady Godwin.

**Clint:** [laughs]

**Griffin:** Okay. Mutt, Phileaux, and Lady Godwin, you all stroll into town and see it decorated all spooky like. Godwin, you do have a fear of jack-o'-lanterns, right? That is canonical.

**Justin:** Yes.

**Griffin:** Okay, it's challenging, I think, for you to be here. As you all make your way into sort of the central plaza of Lumino Fright Fest, you see a man, middle aged, hunched over and sprinting in your direction. His arms are holding out the ends of a black cape, like wings. As he approaches, he twirls the cape around himself in a dramatic fashion and throws it outward with a flourish. And he says:

**Man:** Welcome, doomed souls, to Lumino Fright Fest!

**Justin:** Okay, have I drop kicked—have I drop kicked him yet?

[crowd chuckles]

**Griffin:** So in the game Dungeons and Dragons, you can do pretty much anything you want.

**Justin:** I didn't want to interrupt an important introduction, so I let you say a couple of words.

**Griffin:** And Juice, I appreciate that.

**Justin:** Yeah.

[crowd chuckles]

**Griffin:** But if you do want to do a drop kick—

**Justin:** Unless the first few words out of your mouth were, "Don't kick me," I was gonna be—

**Griffin:** Okay, give me an attack roll against—I mean, in your defense, it looks like Dracula, pretty good.

**Justin:** Actually, I think in your defense, this is gonna be the question of the day. [titters]

[crowd chuckles]

[sound of dice thrown]

**Justin:** That is a big ol' three. Let's get it going.

[crowd exclaims]

**Griffin:** Three—

**Justin:** Let's go.

**Griffin:** Hold on. Three plus what?

**Clint:** You need me to help you with that?

**Justin:** No, dad, I know, thanks.

**Griffin:** Oh, how the tables have turned.

**Justin:** They haven't.

[crowd cheers]

**Justin:** Oh, thank you. Oh.

**Griffin:** Thank you, Paul.

**Justin:** That's nice.

**Clint:** Thank you, my angel of music!

**Justin:** Now, come on.

[crowd cheers]

**Travis:** For those of you at home, dad has been given a straw. And you would have thought he scored the winning touchdown.

**Griffin:** Yeah.

[crowd chuckles]

**Griffin:** How are we looking over there, Juice?

**Justin:** Good, buddy. I'm good, man. It's a six! I mean, it's a six!

**Griffin:** So, a six total?

**Justin:** I mean, no, a nine total.

**Griffin:** Nine total. That does not—

**Justin:** Three plus six, nine.

**Griffin:** That does not hit. You just barely miss him. You whiff off of his cape and he goes:

**Man:** Whoa. Hey, hey, hey! This is all... this is all played pretend. I'm sorry to have scared you, but I'm not—it's my job.

**Godwin:** I am so sorry—

**Travis:** Mutt lowers his crossbow behind his Batman cape and he's like:

**Crawford:** Yeah, man, it's all pretend. Yeah!

**Godwin:** This is so embarrassing. I'm so sorry. I see fangs and I just go, you know?

**Man:** Oh, that's right. It's you three!

**Godwin:** It's us three.

**Man:** Wow, should I feel nervous? You guys have a few—

**Crawford:** It's really me, it's Mutt, man. It's not really Batman.

[crowd chuckles]

**Godwin:** He had you going, admit it!

**Phileaux:** Yeah.

**Man:** Yeah, no, I—

**Godwin:** You were fooled!

**Man:** I know, he's like a comic book character. Yeah, no, I know, like—

**Godwin:** It wasn't the true Batman!

[crowd chuckles]

**Crawford:** I'm not Batman, man.

**Godwin:** The true Batman hunts on the streets of Gotham, why would he be here?

**Crawford:** Yeah, I wouldn't—did you think I was Batman? Because I wouldn't have told you my true identity if I was.

**Man:** I'm the owner and operator of a Halloween-themed event. So, no, people in costumes don't bewilder me in the way that you seem to think they do.

[crowd chuckles]

**Clint:** [laughs]

**Crawford:** If you want to play it off cool, man, I get it.



**Man:** Anyway...

**Griffin:** He looks in your hands where you all are holding your Fright Fest tickets and he says:

**Man:** Ah, I see you all have golden RIP passes? Lucky ducks. You're in for one hell of an evening! Or my name's not Mr. Count Dracula!

**Crawford:** Is it?

[crowd chuckles]

**Godwin:** I just thought we established it wasn't?

**Griffin:** Sorry, one more time, what was that, Lady Godwin?

**Godwin:** Oh, I don't know, what was it?

[crowd laughs]

**Griffin:** [laughs]

**Phileaux:** It was something... it was something about—

**Godwin:** I—no, it was very good. In the moment it was quite good. I'm not sure—

**Phileaux:** It was about the—it was established that he was Dracula.

**Godwin:** Oh, right, you had established that you were Dracula—

**Travis:** Ah, I went to scratch my head and my Batman mask is in the way, man!

**Griffin:** [titters] Why don't you take it off so your face can breathe? He says:

**Man:** Okay, well, I want to get you all on your merry way so I can go back to doing my business. But as you—

**Crawford:** Bathroom?

[crowd chuckles]

**Griffin:** Give me an insight check.

[crowd laughs]

**Justin:** [laughs]

**Travis:** That's a 16, plus something... plus four. Yeah, 20.

**Griffin:** A dirty 20. You see a look in his eyes that communicates, "Did this man not just watch this giant barbarian woman try to kick me the moment I walked up here? I want to be out of this conversation as quickly as is humanly possible." He says:

**Man:** As you can see, most of the businesses in the area have been converted into spooky attractions themed after classic baddies from literature and film. You three are made us sturdy stuff, but I bet we'll get a few screams out of you yet. I just came from the Bad Dream on Oak Street attraction, and it left a deep psychic wound in me. Scary, scary stuff!

**Clint:** So we're completely off the public domain thing, right?

**Griffin:** [chuckles] We're taking—this is part public domain, part parody. Fair use.

**Clint:** I gotcha.

**Justin:** Completely legal, that's the important thing.

**Griffin:** Deeply, deeply legal.

**Man:** But rest assured! No matter how scary our event may seem, it's all completely safe and under control. No matter what you witness, it's all intentional. There's no danger presented to you or anyone else in the slightest.

**Griffin:** I need all of you to make a constitution saving throw for me, please.

[crowd chuckles]

**Griffin:** How we lookin'?

**Justin:** I over here got a—oh, it's a natural 20. All right.

[crowd cheers]

**Justin:** Hot diggity dog.

**Clint:** 18.

**Griffin:** Wow!

**Justin:** Wow.

**Travis:** 10.

**Griffin:** 10, okay. In moments, you see fog, opaque white fog begins pouring out of the storm drains and manholes. Filling the main drag into town, swallowing up everyone in attendance. Within moments, you are unable to see your own hand in front of your face. With a 10, Mutt, it is, you are... you can't see anything. You can't see or know kind of what's going on around you. This fog just completely swallows you up very quickly.

**Phileaux:** Mutt, take my hand!

**Crawford:** No, thank you.

[crowd chuckles]

**Griffin:** [titters] Phileaux and Lady Godwin, you all are able to see through a little bit of the fog. And you both from where you're standing, you see like the silhouette of a person collapsing to the ground. As you step forward to investigate, it seems as if like all the lights simultaneously click off at once. Plunging Lumino into an uncharacteristic darkness.

And then as quickly as they switched off, the lights come back on, and the fog begins to dissipate. As the fog dissipates, as your vision begins to return to you, the three of you hear a scream. With a nat 20, Lady Godwin, you can tell this scream is starting out fairly quiet, then gets much louder as the fog begins to lift. And then you hear a sickening *thunk*. And moments later, the fog finally lifts. Laying on the ground in front of you in an almost comical splatter of blood, is the mangled form of the fake Dracula with whom you were just conversing.

**Clint:** Aw!

**Crawford:** Can I just say, man, the special effects here at Lumino Fright Fest are incredible.

**Phileaux:** Yeah. [chuckles]

**Griffin:** Everyone is just looking at what just happened in a state of rigid terror.

**Phileaux:** Oh, they're good.

**Crawford:** Yeah, he looks really dead!

**Phileaux:** They're good. They're really good.

**Godwin:** Look at this.

**Phileaux:** [laughs]

**Justin:** I'm going to—

**Clint:** [claps] Applause, applause.

**Justin:** Check the body for a pulse.

**Griffin:** Okay, give me an investigation check for me, please.

**Justin:** Alrighty, no problem at all. I know how to do that...

[crowd chuckles]

**Justin:** I'll just do it.

**Griffin:** [chuckles] All right, man.

**Justin:** All right, 17.

**Griffin:** 17, okay. With a 17, this is, and you've seen a lot of these in your time here on The Adventure Zone, a dead man.

[crowd laughs]

**Griffin:** This is—

**Justin:** [titters] Okay.

**Griffin:** This man has died. I think also with a 17, there probably wasn't much doubt in your mind. But this is not a real Dracula. [chuckles] His fangs and his shoes, as he hit—as he died and fell to the ground just flew off of him.

**Clint:** Ah...

**Godwin:** Okay, Mutt, Phileaux, if I can speak to you privately, please?

**Crawford:** Oh, yeah, man. What's up?

**Godwin:** So, they are very good.

[crowd chuckles]

**Phileaux:** His commitment to the narrative is breathtaking!

**Godwin:** We have some true professionals here.

**Phileaux:** Yes, they are really.

**Godwin:** There seem to be some sort of... vital sign stilling potions have been brought in.

**Crawford:** Or it could just be really method man, and he just had somebody kill him.

**Godwin:** Wait, do you think it's Method Man?

**Crawford:** Could be.

**Griffin:** [laughs]

**Crawford:** Did you see him?

**Godwin:** I hope he's not slumming it in—

**Crawford:** Did you see him in How High? He was so good in that!

**Godwin:** I should hope Method Man isn't slumming it in community murder mystery.

**Griffin:** As you three have a little sidebar, you see that another figure has walked over to the body and is giving it an old butcher's, a good look over.

**Justin:** Ah, yes.

**Griffin:** And he stands up and he turns to the audience sort of surrounding this crime scene. He is wearing a deerstalker cap and he's chuffing on a pipe, as he turns towards the three of you. You see him kind of like eyeing the corpse. He dips a finger in the blood and sniffs it. And he stands and he says—

**Crawford:** Gross, man.

**Griffin:** He says:

**Figure:** Ah, just as I suspected.

**Griffin:** He looks at the three of you and looks at the audience, and says:

**Figure:** Attention everyone. My name is Sherlock Holmes, consulting detective.

[crowd cheers]

**Sherlock:** I regret to inform you, this is not theatrics. Dracula has for real died. And with my keen powers of perception, I've solved the case of the murdered Dracula. It's elementary! Child's play. Baby shit.

[crowd chuckles]

**Crawford:** Who did it?

**Phileaux:** He's good, too.

**Godwin:** Not very sporting, though? You haven't even unearthed any of the clues.

**Griffin:** He says:

**Sherlock:** I have all the clues I need. Observe the rippling black cape, the fanged canine teeth, the pallor of his flesh. This was indeed Dracula. Who among us has proven themselves not only capable, but eager to slay Draculas in any form they may take? Why, the heroes of Lumino, of course! These three are our killers.

**Godwin:** Okay—

**Crawford:** Hold on, man, hold on—

**Phileaux:** Whoa! I—

**Clint:** Counter point. Counter point. He still has his teeth, and if I killed him, he wouldn't still have his teeth.

**Godwin:** Good point. We've clearly stumbled in at the end of something. If we need to go, that's fine.

**Sherlock:** The only place the three of you are going is to the slammer!

**Godwin:** I'd rather not. We're quite busy.

[crowd chuckles]

**Griffin:** He says:

**Sherlock:** I've already sent a wire to Scotland Yard. They'll be here within the hour to throw you in said slammer.

**Crawford:** I actually know how far away Scotland Yard is, man. I'm the king of England. They ain't gonna be here in an hour.

[crowd chuckles]

**Crawford:** Unless there's a branch here in Lumino I didn't know about, that's quite a commute.

**Godwin:** Hey, wait a minute, doesn't Scotland Yard answer to you?

**Crawford:** Yeah, that's right, man! Wait a minute...

[crowd laughs]

**Godwin:** I apologize, he's a rather new king, all things considered.

**Crawford:** Yeah, and it's still old and enough times that I can get away with it.



**Griffin:** He says:

**Sherlock:** You're the king of England, then? Do you have any identification to support—

**Travis:** [spoofs the sound of a sword unsheathing] Shing!

**Sherlock:** Oh, that's Xcalibur, all right. Yeah, that does it.

[crowd chuckles]

**Sherlock:** This is a tricky situation. This could cause a real, real problem. The police coming after the crown, this could be messy. Perhaps the three of you could come up with a different conclusion for the murder? I'm right, but if you can come up with something even plausible we could tell Scotland Yard...

**Godwin:** Okay, so where did you obtain your clues? Maybe we'll look there.

**Sherlock:** I have all the clues I need! Dead Dracula. Three Dracula killers. Case closed, really. But if you want to come up with a convincing story for the boys at Scotland Yard...

**Crawford:** You did it.

[crowd chuckles]

**Phileaux:** He fell on his keys...

**Griffin:** [laughs]

**Crawford:** It could be either one of those.

**Godwin:** Both fertile avenues of comedy and investigation, let's pursue them both.

[crowd chuckles]

**Phileaux:** Why don't you allow us some time to form a conclusion by investigating the scene ourselves?

**Clint:** He said, trying to move the plot along.

**Griffin:** [guffaws]

[crowd laughs]

**Griffin:** Yeah. He steps aside. If you want to check out the body, he is not going to get in your way.

**Travis:** I'm going to make, instead of investigating the body, I'm just going to make a general perception check to see if anything catches my eye.

**Griffin:** Oh, that's very good. Okay, and dad, you're investigating?

**Clint:** Yeah.

**Griffin:** You could also make a medicine check, if you want to—

**Clint:** That's what I'm going to do, make a medicine check.

**Griffin:** Travis, what did you get on your perception?

**Travis:** I got a 12 plus seven, 19.

**Griffin:** Okay, a 19. With a 19, you... you don't see anything immediately around the body. You do notice, so, Lumino tower has like exploded at this point. You guys destroyed it, basically, in the final confrontation with Dracula. There—

**Travis:** Spoilers.

**Griffin:** [titters] There is, lower on the tower, there is a clock, a giant glowing clock. And it shows a time that seems weird. You all rolled up to this event like eight o'clock, and it says that it's like 9:30. Which is not—that's

like wild, that it shows a time that seems like impossible. Give me the investigation check, please, Phileaux.

**Clint:** The medical check?

**Griffin:** Yeah, or a medical check.

**Clint:** It's actually a 19.

**Griffin:** 19? Okay.

**Clint:** So, I think Phileaux gets down close to him and says:

**Phileaux:** I think he's still alive!

**Clint:** And starts doing compressions—

**Griffin:** [laughs]

**Clint:** On his chest and yelling:

**Phileaux:** Don't you die on me, man!

[crowd chuckles]

**Clint:** And it makes the blood squirt even—

**Griffin:** Yeah, sure.

**Clint:** Even more.

**Griffin:** As you do that, Sherlock Holmes is like:

**Sherlock:** Oh, man...

[crowd chuckles]

**Sherlock:** You're sort of contaminating the crime scene a little bit. But it's really your ball game at this point.

**Phileaux:** I am trying to save this man!

**Griffin:** With a—[titters] okay, with your medical knowledge—

**Crawford:** We're actually trying to solve the crime.

**Phileaux:** Oh... oh, right.

**Griffin:** With your medical knowledge, this man's extraordinarily dead. I would say you pick up on the fact that there is a blood splatter around his— around his corpse.

**Clint:** Made even larger now. [chuckles]

**Griffin:** Yeah, and it doesn't seem to be like a pool that has leaked out. It is like pretty widespread. It is a true splatter in every sense of the word. He says:

**Sherlock:** Look, I want this to be fair, and I really do want to avoid any drama. So, I can help you sort of put your own case together that you could present to Scotland Yard in your own defense.

**Godwin:** Very sporting of you.

**Sherlock:** Hey, that's me, Sherlock Holmes. I love games!

[crowd chuckles]

**Sherlock:** I'm a real gamer!

[crowd chuckles]

**Griffin:** He says:

**Sherlock:** Solving a murder—

**Godwin:** The OG!

**Sherlock:** The OG gamer, even. Solving a murder is as simple as solving a three-piece puzzle. First, motive.

**Griffin:** He takes out a map of Lumino Fright Fest, and he circles the Bad Dream on Oak Street attraction. He says:

**Sherlock:** As the victim's last known location, perhaps a clue to the reason for his murder will become clear.

**Griffin:** He circles the security office on the map, and he says:

**Sherlock:** Means. We know not the manner of his murder. Perhaps security footage could provide an illuminating perspective.

**Griffin:** And finally, he circles a hatch on the map labeled sewer access. You think for a second, it's weird there's a map that is here for tourists that shows where the sewer access is.

**Clint:** [laughs]

**Griffin:** But then you don't think about it again for the rest of the adventure.

**Justin:** Perfect.

**Griffin:** And he says:

**Sherlock:** Opportunity, the fog that gave our killer a chance to strike unseen. Discover the source of that fog, and you may discover the perpetrator. Pretty good stuff, huh?

**Griffin:** You hands you the map.

[crowd chuckles]

**Crawford:** Yeah, man, thank you.

**Godwin:** It's really good.

**Sherlock:** So, yeah, you got maybe an hour depending on how long it takes Scotland Yard to get here. And may... the game is afoot! That's one of my things! The game is afoot!

[crowd chuckles]

**Crawford:** All right, cool, man! What do you guys want to check out first?

**Justin:** When dad was digging around there, did you check like the body, the pockets or anything? Are there any clues like—

**Clint:** Yes.

**Justin:** Like nothing—so, nothing?

**Clint:** I did.

**Justin:** Yeah, but nothing.

**Clint:** Yeah, and I found some cool shit.

**Justin:** Oh, neat.

**Griffin:** [laughs]

[crowd chuckles]

**Justin:** That's cool.

**Clint:** Yeah, I found some clues. Go ahead and tell them what those were, Griffin.

**Griffin:** You found \$15.

[crowd cheers]

**Clint:** Whoa-ho-ho!

**Justin:** Whoa.

**Clint:** I hope there's a gift shop!

**Griffin:** You find also, I will say, a roll of like ride tickets for the different carnival—you all have RIP passes, so you don't need to worry about those. But now you have tickets for the different attractions.

**Justin:** Fantastic.

**Griffin:** Should those come in handy in any way.

**Clint:** Does that stand for Rides In Plenty by any chance?

**Griffin:** No, there's an I, so I—Rides *In* Plenty?

**Clint:** In!

**Griffin:** No, man.

**Justin:** No, man.

**Griffin:** No, man, that's not how that would work at all. So—

**Travis:** I whistle.

**Griffin:** Yeah?

**Travis:** And call for Aggie.

**Griffin:** Okay, great. Cool.

**Travis:** She's dressed as Robin.

**Griffin:** What's that?

**Travis:** She's dressed as Robin.

**Griffin:** Okay, Sloppy is—I will say, Sloppy has accompanied the—

**Travis:** He's dressed as Red Hood.

**Griffin:** [titters] He's dressed as Red Hood.

[crowd chuckles]

**Griffin:** He just runs up. You see Aggie jumps up to you, very good, very obedient girl. Sloppy runs right over to the corpse and just starts eating little bits of—

**Crawford:** Sloppy, no!

[crowd chuckles]

**Sloppy:** Eh, sloppy?

**Crawford:** No! Crime scene protocol, Sloppy.

**Sloppy:** Sloppy...

**Griffin:** He shamefacedly walks away. What would you like Aggie to do?

**Travis:** We're gonna follow a trail.

**Griffin:** Okay?

**Travis:** We're attempting to follow a trail. He had said that he had just recently come from the Bad Dream on Oak Street.

**Griffin:** Okay?



**Travis:** So let's follow that way and see if we can follow his trail back to whatever he was doing there.

**Griffin:** Sure, yeah.

**Justin:** Makes sense.

**Griffin:** Are you all following?

**Justin:** Yeah, that makes sense. Let's stay together.

**Griffin:** Okay, you all head to the Bad Dream on Oak Street attraction. It takes a few minutes of sort of navigating the cobblestone streets of Lumino. But eventually you arrive at Bad Dream on Oak Street. In reality, it appears to be like a small inn—

**Justin:** Shit.

**Griffin:** That has been—

**Clint:** No, don't! Don't!

[crowd chuckles]

**Griffin:** Crudely—

**Justin:** Those are the biggest ones yet, I think.

**Griffin:** It's a small inn that has been sort of crudely decorated with like a hodgepodge of scary props. There's like a skeleton with a knife for some reason, and like a bunch of stickers of bats. And a tiny little mannequin with a pitchfork. And you see some horns have fallen to the ground that eventually—someone did not put a ton of effort into this particular—

**Travis:** I put the horns back on.

**Griffin:** Okay, you do, and his mouth opens, and 10 gold coins fall out, Travis.

[crowd cheers]

**Justin:** Heck yeah. We got 10 coins. We got ride tickets.

**Clint and Travis:** We got \$15!

[crowd laughs]

**Justin:** Give me a rubber chicken and a pulley, and we're—

**Griffin:** It's 300 miles to Chicago. [titters] We've got—

**Justin:** [chuckles]

**Griffin:** The three of you enter the inn, and you see the wild decoration scheme is even sort of more scattershot inside. Everywhere you look, there's fake spider webs with fake spiders stuck up in them. Which was not like a huge element of bad dream on Oak Street, from what you remember.

**Justin:** [laughs]

**Griffin:** And you hear the sound of metal scraping on metal. And a taunting voice calls out to you and says:

**Taunting Voice:** Welcome to your worst nightmare He-he-he-he-hee!

[crowd chuckles]

**Voice:** You all look tired. Why not take a rest in one of our comfortable, reasonably priced beds? So that I can kill you in ironic ways based on your worst fears for real in your slee-eep!

**Phileaux:** Okay!

**Justin:** Yeah.

**Travis:** No, no!

**Justin:** I do it. I lay on one of the beds immediately.

**Griffin:** You immediately lay on one of the beds?

**Justin:** I mean, I use one—I use the tickets?

**Griffin:** Okay.

**Justin:** Might as well get the full experience.

**Clint:** Yeah!

**Griffin:** Okay, yeah, you go—Lady Godwin, you hop into a bed. Are you also hopping into a bed, Phileaux?

**Clint:** I think I'm gonna video what he's doing, for the TikTok.

[crowd chuckles]

**Justin:** Dad—sorry, Phileaux is friends with Tik-Tok from Return to Oz.

**Griffin:** [guffaws]

[crowd chuckles]

**Clint:** He loves video!

**Justin:** You like to send him vids of your adventures. [chuckles]

**Clint:** Check this one out—

**Justin:** TikTok—

**Travis:** I'm going to completely ignore the horrifying thing playing out over there. And I don't mean the scary thing, I mean a puppet standing over a barbarian dressed as a Minion, sleeping in a bed.

**Griffin:** Filming them sleeping? Yeah.

**Travis:** Yeah.

[crowd chuckles]

**Clint:** Actually, I'm gonna just fluff the pillow.

**Travis:** Worse. And I'm going to just ignore the Chad Kroeger, who I assume is the scary one here, and go with Aggie and follow a trail.

**Griffin:** Okay, you don't even need to do that. Because as soon as they head into the room and lay down, and bust out their video camera, I guess, you see, Mutt, you see a man come out from around the corner in the most unconvincing Friedrich Krueg  a costume you've ever seen. Friedrich Krueg , of course, the monster of Bad Dream on Oak Street. He's got a red tunic on that he's painted with like uneven black stripes. He's wearing like a derby hat, and he's got like bugles on his fingers.

[crowd chuckles]

**Justin:** [chuckles] What? Really?

**Griffin:** He looks more like Linus from Peanuts than Freddy.

[crowd chuckles]

**Justin:** Why is it so low—it's imaginary, Griff?

**Griffin:** As he sees you, he puts up a little finger as he creeps towards the bedroom.

**Justin:** [chuckles] Okay.

[crowd chuckles]

**Clint:** And one of those bugles goes right up his nose, right?

**Godwin:** Okay.

**Justin:** I stand up on top of the bed.

**Godwin:** We need answers.

**Sherlock:** What? Oh, you're not—

**Godwin:** I'm the nightmare now.

[crowd chuckles]

**Voice:** So, why did you all even come here if you're not trying to get scared?

**Crawford:** Dracula got killed.

**Voice:** What?

**Phileaux:** Fake Dracula.

**Godwin:** Who runs this show? What's the name of the person?

**Voice:** Dracula's dead?

**Godwin:** No, the real boss, not Dracula.

**Voice:** The guy playing Dracula is my boss, and he's—that's...

**Crawford:** Super dead.

**Voice:** I'm...

**Godwin:** Yeah, I'm sorry.

**Voice:** He was my... guy who signed my paychecks. And now...

[crowd laughs]

**Godwin:** He was your boss, and now he's not.

**Phileaux:** You're free!

**Crawford:** There's room for upward mobility.

[crowd chuckles]

**Phileaux:** And a job opening.

**Griffin:** I would, he—give me an insight check, I would say, Mutt and Phileaux.

**Travis:** Mine is an 11.

**Griffin:** Okay?

**Clint:** Mine is a seven. [snickers]

**Griffin:** Okay, I'll say with an 11, you pick up on the fact that he is a little excited, actually. When you mentioned the opportunity for advancement, perhaps. He shakes his head and he's like:

**Voice:** So, what are you all doing here? Are you all like...

**Crawford:** [in a deep voice] I want you to tell me what happened!

**Phileaux:** Oh!

[crowd chuckles]

**Crawford:** [in a deep voice] What did you do to scare him?

**Griffin:** Give me an intimidation check. [titters]

[crowd chuckles]

**Justin:** With disadvantage, I hope?

**Griffin:** No, not with disadvantage. I will—

**Travis:** Advantage!

**Griffin:** I will say, I'm looking for a 10 or better. He is easily scared.

**Travis:** [in a deep voice] A 15!

**Griffin:** Yeah, all right, Batman. He looks really scared. And what are you specifically asking him?

**Crawford:** [in a deep voice] What'd you scare him—how did you scare him—he was here and he had a thing that messed with his brain.

**Griffin:** He says:

**Voice:** Whoa, whoa! Take it easy, man. Take it easy. I was just—he came here, he—

**Crawford:** It's just me, Mutt, man. I'm just—

**Voice:** Oh, thank god—

**Crawford:** [in a deep voice] No, I'm Batman again.

**Voice:** [yells] Aah!

[crowd chuckles]

**Justin:** [titters]

**Griffin:** This man is easily affrighted, you can tell. He says:

**Voice:** Calm down. He just, he came in here and he was giving me a hard time for my exhibit. He's was like telling me I didn't work hard enough, and there's not much immersion.

**Godwin:** Right.

**Voice:** And then he kind of left in a huff. It's not really my fault, I hate being Freddie. Friedrich Kruegé is like my worst fear ever.

**Crawford:** Yeah, man.

**Godwin:** Oh?

**Voice:** I wanted to be Mickey Myers, but that role was taken. So...

**Crawford:** And you swear that's all that happened?

**Voice:** Um, he—

**Crawford:** [in a deep voice] Swear to me!

**Voice:** [yells] Aah!

[crowd chuckles]

**Clint:** Say Falcone, please?

**Travis:** Say what?

**Clint:** Falcone, just—

**Crawford:** [in a deep voice] Where's Falcone?!

**Voice:** I don't know! [sobbing] I don't—I don't know who Falcone is!

**Crawford:** [in a deep voice] He's a character in Batman!

[crowd chuckles]

**Phileaux:** [in a deep voice] He is!

**Griffin:** He says:



**Voice:** Okay, he like—we had an argument, he left in a huff. He walked into one of my like spider webs, and he freaked the fuck out, and he yelled at me some more. And then he left. And he—

**Godwin:** Did he seem particularly afraid of the spiders?

**Voice:** I mean, he freaked out a lot, like—

**Godwin:** Okay?

**Voice:** And I'm one to talk, but he was like... he was like a frightened little baby dog or something. It was tragic, really. But that was it. He came in here, yelled at me, and then that was it. And I didn't kill him. Do you think I killed him?! Jesus Christ!

**Crawford:** No, man, I didn't—

**Godwin:** Somebody—

**Crawford:** [in a deep voice] I think you killed him!

**Voice:** [yells] Aah!

[crowd chuckles]

**Godwin:** Wait. Are there other employees?

**Voice:** No?

**Godwin:** Oh...

**Crawford:** Well, this one's a dead end.

**Phileaux:** Yup!

**Griffin:** He says:

**Voice:** Look, you guys freaked me out. I'm gonna—I need to lay down for a bit and regather my constitution. If you want to keep looking around for more clues or whatever—

**Justin:** Sure, I'll just start—[chuckles] I just start sort of tearing it apart.

**Griffin:** Tearing the—

**Justin:** I mean just like. it's pretty shitty, right? So I just start flipping things over and—

**Griffin:** Okay, he sees you start tearing the inn apart. He sighs, but he's too scared to say anything about it.

**Justin:** [laughs]

**Griffin:** He goes into one of the guest rooms, shuts the door. Do you all look around for any more—

**Justin:** Yeah, I'm doing an investigation. And I got a five, so give me the—

**Griffin:** [guffaws]

[crowd chuckles]

**Justin:** On that.

**Travis:** I want to listen to the door where he went in.

**Justin:** Can we resolve my investigation first?

**Travis:** Oh, yeah, resolve—sorry, resolve Justin's five.

**Griffin:** No, no, we'll say this, with a five, you start trashing the inn. You don't find any clues. You do find his stash of bugles that he was using for finger replacement.

**Justin:** Add it to the inventory.

**Griffin:** This is a wild inventory you guys put together. Now, Mutt—

**Travis:** It's all gonna pay off, isn't it, Griffin?

**Griffin:** Yes.

**Travis:** I've seen through your web, all of it connects; the bugles, the gold coins.

**Griffin:** Give me a... give me a, I guess this would be perception check, if you're just sort of listening through the door.

**Travis:** It's a 12 plus a seven, Griffin. That's a 19.

**Griffin:** 19, okay. You hear him go in there, shut the door. You hear the sound of bed springs as he lays down. You start to hear a few moments later, some sort of disturbance in there. Before we resolve that, while you two are staging your investigations, Brother Phileaux, you are sort of left alone in the lobby of the inn. And a shape manifests before you. Now, before we begun this episode, I asked my two brothers and dad, in a decision I will almost certainly come to regret, to write down their character's worst fears on a piece of paper that I would not look at until we were on the stage...

[pause]

[crowd cheers]

**Clint:** Now, this is the character's real fear, not our own personal.

**Griffin:** Yeah, there's no way you're afraid of this. Phileaux, you see this shape almost sort of appear out of nothingness. It is floating in the air. It is about, I would say, three feet tall, with these long, webbed wings. It is a hideous wasp with a long spike coming, quote, "Out of their ass."

[crowd chuckles]

**Griffin:** Which I see now, I see what you've done here, "Which bores into wood and lays hundreds of larva, that eat their way out of the wood!" With an exclamation point you've written. This is a horntail wasp has appeared in front of you.

**Clint:** I believe it is the state insect of Arizona.

[crowd cheers]

**Travis:** Let's hear it! Hometown wasp makes good!

**Clint:** Check it off; Clint kisses ass.

**Griffin:** [titters] Yeah.

[crowd chuckles]

**Griffin:** In the wildest way imaginable. What is your immediate reaction? We'll resolve this, and then we'll get back to your door check.

**Clint:** Complete and total terror. I mean, he's a puppet, for god's sake.

**Griffin:** Sure, sure, a wooden puppet. Give me a wisdom saving throw to avoid being frightened. I am looking for a 15 or higher on your wisdom saving throw.

**Clint:** Then I guess 17 qualifies!

[crowd cheers]

**Travis:** That's an 18 minus one. [chuckles]

[crowd chuckles]

**Griffin:** Okay, you avoid—

**Travis:** He's a monk!

**Griffin:** [titters] You avoid being frightened. He's not a monk, he's an artificer. Please. You avoid being frightened, so you are not forced to like flee from this thing. You kind of stand your ground as you watch it curiously. I'm going to give you a... either a perception or an investigation, or because it's a bug, a nature check, with advantage right now. If you want to kind of like figure out what's going on.

**Clint:** A nature check. Damn it, okay... skills... nature...

**Travis:** Do you want me to—

**Clint:** Nature—oh, yeah! Oh, yeah, hit it. Oh, wait, yeah! Oh...

[crowd laughs]

**Griffin:** We have been having—

**Justin:** If you all could see what I see, you'd be terrified right now.

**Clint:** 22!

**Justin:** All right.

**Griffin:** 22.

[crowd cheers]

**Griffin:** All right, 22 nature check, I'll give you a lot. One, this is not how big wasps are. That's crazy.

[crowd chuckles]

**Clint:** That's what I get for a 22?! I should get his social security number for that.

[group laugh]

**Griffin:** I will also grant you this; you are well versed in the magical arts. As an artificer, someone who like works with homunculi, like you are very aware of kind of like how summoning and channeling and sort of like projecting life into the world works. What just happened is, to your knowledge, like impossible from an arcane perspective. This bug literally just, this giant bug manifested out of nowhere. Which gives you, I would say, the impression that it is... it is not real. It is somehow some sort of fantastical projection, perhaps part of the Fright Fest experience. You are listening at the door. You start to hear the sound of commotion. And it's like sort of flailing, and then you hear muffled screams.

**Travis:** Oh, I bust open the door, man.

**Griffin:** You bust open the door, and you see through the door, the flailing form of Friedrich Kruegé getting sucked down through a large hole that seems to have formed in the mattress. He slips out of sight, and then moments later, an absolute geyser of blood shoots upward from the bed.

[crowd exclaims and cheers]

**Griffin:** Pooling—

**Travis:** I'm gonna check his vital signs.

**Griffin:** Pooling onto the ceiling.

[crowd laughs]

**Justin:** I pat Phileaux on the back, mid terror.

**Godwin:** They are very good.

**Phileaux:** They really are.

**Griffin:** [guffaws]

[crowd chuckles]

**Phileaux:** That looks like real blood!

**Griffin:** If you want to get close to what's happening, it's gonna take about 10 seconds to wait for the geyser to finish up.

**Clint:** Okay.

**Justin:** We wait 10 seconds. Everyone, please join us—

**Griffin:** No. [titters] I'm not going to do that to us.

**Justin:** Okay. [titters]

**Griffin:** Okay, the geyser stops. You—

**Clint:** That was 10 seconds on the nose!

**Griffin:** Perfect. You approach the bed. There is just a cavity, a giant cavity in the middle of the mattress through which he seems to have slipped. It is messy and scary and bad in this room right now.

**Travis:** Hey, Griffin, I'm just gonna go ahead and touch... myself—nope.

[crowd laughs]

**Clint:** There it is!

**Travis:** I'm going to lay a hand on my own shoulder and cast Protection from Evil and Good.

**Griffin:** Okay! Probably a *good* idea.

**Travis:** Yeah. Yeah. Yeah.

**Justin:** And I'm gonna throw an apple right in the hole.

[crowd chuckles]

**Griffin:** Yeah, man.

**Justin:** I need to know, for all of our sakes, what happens if you put an apple in the hole. I saw too many of you nodding in agreement about putting an apple in the hole.

[crowd cheers]

**Clint:** There must be really good emergency rooms in Phoenix.

**Griffin:** I am trying to be the type of GM that whenever any of my players makes any choice or makes any kind of decision, I try to find some to do with it. I am, in this moment, live on stage, struggling to think of a resolution that is satisfied to apple in hole.

**Justin:** I just want to know—you could just say it disappear—make a broken noise.

**Travis:** So that it spits it back out.

**Justin:** Spits it back out—

**Griffin:** Oh, fuck yeah, yeah. Oh, it goes in, disappears for a few seconds, and just the core shoots back out.

**Justin:** Hell yeah. That's good.

[crowd cheers]

**Griffin:** Add a nasty apple core to your inventory.

**Travis:** Hey, Griffin, just to see what happens—

**Justin:** Do I see the wasp, by the way? Do we see the wasp?

**Griffin:** You all weren't really looking at the wasp. As you all—I think this blood geyser probably attracted—



**Justin:** I'm way more interested in that. I just want to make sure—

**Griffin:** Yeah, sure, as—but for Phileaux's benefit, you hear this blood geyser, you look away for just a second, the wasp is gone.

**Justin:** Oh.

**Travis:** I want to shoot the bed with a crossbow bolt.

**Griffin:** Okay, cool. Yeah, do it. Yeah, do it!

**Travis:** Hm... let's that's a five, plus...

**Clint:** [chuckles] It better be a lot.

**Travis:** A five plus... nine. 14.

**Griffin:** Yeah, I mean, the bed grows arms and legs and says, "You got me! I was the killer the whole time!"

**Travis:** It could have been a fuckin' mimic!

**Clint:** Good night, everybody!

**Justin:** I thought it was a mimic too, Trav.

[crowd cheers]

**Travis:** I was afraid it was a mimic, Griffin.

**Griffin:** No, it's not a mimic. It's Death Bed, the bed that kills. [chuckles]

**Travis:** No, not the bed that eats people!

**Griffin:** You shoot the bed. There is no response from the bed whatsoever.

**Travis:** I mean, I do get two attacks per turn. Should I shoot it again?

**Griffin:** Yeah, absolutely you should.

[crowd chuckles]

**Crawford:** Well... I don't know what clues we've gathered since we've been here. So far, we showed up—just to recount. And—

**Phileaux:** [titters] Do you really think we need to?

[crowd chuckles]

**Crawford:** Well, we came here to get motive. He got scared of spiders.

**Godwin:** Yes...

**Crawford:** Got in an argument with the guy. Scared of spiders. And then there's, you said, a big invisible wasp or something.

**Phileaux:** I didn't say anything?

**Crawford:** Okay.

**Griffin:** [guffaws]

**Crawford:** And a bed that—and a bed ate him. So we're that much closer to solving the crime.

**Phileaux:** And an apple.

**Crawford:** Oh!

**Godwin:** I—oof...

**Griffin:** You hear a sound from the door. Sherlock Holmes walks in and says:

**Sherlock:** Well, I think you found all the clues here at this one.

[crowd chuckles]

**Phileaux:** Toot-toot! I feel railroaded.

**Crawford:** Okay, well—

**Godwin:** Let's move on. Where's—

**Sherlock:** Yeah, that—

**Griffin:** He says:

**Sherlock:** Yeah, that's what I'd do.

[crowd chuckles]

**Godwin:** All right, where should we check next do you think?

**Crawford:** Next to the security center? Is that what you'd do?

**Griffin:** I mean, you all have your choice. You have the security center or the sewer.

**Justin:** I want to go to the Security Center to see if they have any weapons, because I would like a weapon.

**Travis:** We have weapons?

**Justin:** I don't have a weapon.

**Griffin:** You do have weapons, but that's fine if you want to get new weapons from the security center at this carnival. [titters]

**Travis:** Did it not fit with your costume?

**Justin:** Why would I bring weapons? I'm a Minion.

[crowd laughs]

**Griffin:** So wait, you're telling me—

**Justin:** I didn't bring my weapon. Why would I bring my weapons if I'm a Minion.

**Griffin:** Amazing, thank you so much for this gift, Justin.

[crowd cheers]

**Griffin:** Okay—

**Justin:** I'm looking around for my weapons, I don't see any weapons. I'm a Minion.

**Griffin:** Awesome. Cool—

**Travis:** I lean down to Sloppy:

**Crawford:** Can you go get Jennifer Meyers?

[crowd chuckles]

**Griffin:** He says:

**Sloppy:** Ah, sloppy.

**Griffin:** He walks off. Okay, you all are heading to the security office?

**Clint:** Wait, wait, wait, wait, hold on. The wasp just disappeared?

**Griffin:** The wasp disappeared when you looked away from it.

**Justin:** It was a trick. It was just a trick.

**Griffin:** It was a trick, is what Justin's saying. Cool.

[crowd chuckles]

**Griffin:** You all make your way, following the map, to the security office. You find it tucked away in a sort of crooked alleyway, well off the main drag. You've wandered away from most of the spooky trappings of Fright Fest, and you're standing in front of a sort of dark and deserted corridor, in front of a featureless, squat cinder block building. As you open the door and enter this building, you are nearly blinded by the phosphorescent light of several dozen monitors. Most of which are just showing static. A few of them are airing live feeds of cameras positioned around the city. You walk into this small security office.

You see off to the side, there's a small antechamber to this room that appears to be a small cluttered office with like a shoddy desk. Pointed away from the three of you as a single monitor, pointed away in the office, which just seems to be sort of like flickering at odd intervals. As you enter, you see the silhouette of a slumped over man sitting in a decrepit rolling chair in front of these screens. He turns slowly to face you, and you're met with a face that's scarier than a lot of the stuff you've seen today. Just wild-eyed, unkempt hair, just a generally unsettling air about this guy. And he says:

**Unknown:** Well, well, not too often we get visitors here in the Panopticon! What can Grandpa do for ya?

[crowd chuckles]

**Godwin:** Oh, this is unfortunate. So, we were looking for some clues as to who killed Dracula. Not the obvious, of course. But you know, fake Dracula.

**Grandpa:** Dracula has perished?

**Godwin:** Yes, unfortunately. We don't have a paycheck due, because I understand he was signing them. But I was curious if you had—

**Grandpa:** He was my—hold on, what you just said was extremely crass. He was my best friend!

[crowd laughs]

**Grandpa:** I am devastated!

**Crawford:** Hi, Devastated, I'm Mutt. Now listen—

[crowd laughs]

**Crawford:** Do you got any clues lying around?

**Grandpa:** What sort of clues do you want from Grandpa?

**Godwin:** What are you monitoring here at the Panopticon?

**Crawford:** Yeah, like a video?

**Grandpa:** Oh, the security videos?

**Godwin:** Yes, a security video of Dracula being murdered!

**Grandpa:** It was a murder, you say?

**Godwin:** We think so, yes.

**Crawford:** He could have fallen on his keys.

[crowd chuckles]

**Travis:** [in a silly voice] I don't know why I slipped into this accent.

**Phileaux:** But thank you for supporting my theory. Did you see anyone on your monitors sneaking in and out of Bad Times at Oak Eye.

**Godwin:** I would love to—I would love to get a little clarity.

**Griffin:** He says—

**Godwin:** Our question first.

**Griffin:** Do you have a question?

**Justin:** Yeah, I just asked if they have any footage of the murder of Dracula.

**Griffin:** Right, right. Okay. He says:

**Grandpa:** It is a shock to me that Dracula was murdered. I'll be honest with you, and this may be TMI, but I've been in the toilet a lot this evening.

**Godwin:** Okay...

[crowd chuckles]

**Grandpa:** I may have missed the event. These cameras aren't all that. But...

**Godwin:** Yeah, I noticed there's nothing on any of them, it seems?

**Griffin:** He says:

**Grandpa:** Well, all of the backup footage is stored on my office console. But I am a bit uncomfortable. It seems like if there's been a murder, I don't know how to trust that you're not the culprits trying to cover your tracks.

**Travis:** I pull out Xcalibur.

**Grandpa:** So you understand how pulling out a sword in this exact moment is not actually doing a lot for—really think about it critically for like a second. What I was saying was, you could be the murderers.

[crowd chuckles]

**Travis:** I sheathe it back.

**Grandpa:** Yes.

**Crawford:** No, I was just saying I'm the king of England.

**Grandpa:** Yes, that's great and all. I work in security, and what you just did is a *huge* red flag. So—

**Crawford:** I could see—yeah. You know what?

**Justin:** If he put it away, I don't think you should be allowed to hold it against him, Griffin. [titters]

**Griffin:** He says:

**Grandpa:** I'll tell you what. You...

**Griffin:** He points at you, Lady Godwin. He says:

**Grandpa:** You look dignified and trustworthy. You two—

**Godwin:** Banana! [titters]

**Grandpa:** You two—

[group laugh]

**Griffin:** He points at Phileaux and Mutt and he says:

**Grandpa:** You two, you stay with me. And you can go check out the security footage in my office. And hopefully we can clear this whole thing up.

**Justin:** Okay.

**Griffin:** Okay. You head on into the office. As you sit down at the desk, you see that there... you see that this monitor that you can now see, it is showing—it is showing some footage. And at first, it seems like it's sort of cycling through like really quick, rapid clips from different security cameras. But you see things that you don't recognize from around Lumino. You see like what seems to be like a stony corridor with like a ring of light at the end. And then like rolling ocean waves stained with blood. And then a comb pulling through like long black hair. And a tree on fire. And an empty chair.



**Justin:** Okay, I stop watching!

**Griffin:** Give me a wisdom saving throw as you—

**Justin:** Dang it!

**Griffin:** Try to resist watching the cassette.

[crowd exclaims]

**Justin:** Not my strong suit. And I rolled at six. Ah, beans.

**Griffin:** You are compelled to watch this thing. The last shot is just a well sitting in a yard.

[crowd cheers]

**Griffin:** And from it, you see a figure emerge. [snickers]

[crowd laughs]

**Clint:** For our listening audience; Griffin is convulsed with laughter.

[crowd chuckles]

**Clint:** And now having a cardiac episode.

[crowd chuckles]

**Griffin:** From the—[titters] from the well emerges—[chuckles] Barley Jack, the man who eats children that don't finish their barley cakes.

[crowd laughs]

**Godwin:** Oh, god, no!

**Griffin:** Can you describe what Barley Jack looks like?

**Justin:** Oh, I think you'd do much better job than I would, Griffin.

**Griffin:** [laughs]

[crowd laughs]

**Justin:** With your way with words?

**Griffin:** He is... he is corpulent with rifts all across his body, through which barley is falling. Just slowly sort of falling and blopping out.

**Justin:** That's what I heard, yeah.

**Griffin:** It is horrible. He crawls out of the well towards the screen, and then pops through the screen, hopping onto them.

**Justin:** I punch.

**Griffin:** You punch? Give me an attack—give me an attack roll against Barley Jack, the man that eats children—

**Justin:** I would like—it's instinct, but I do would like disadvantage.

**Griffin:** Sure, man, yeah.

**Justin:** Okay.

**Griffin:** Actually, wait, wait, wait! Sorry, sorry. Before we do anything else, I do need another wisdom saving throw to see if you are frightened in this moment.

**Justin:** I hope so...

[crowd chuckles]

**Justin:** That's a natural 20 though.

**Clint:** Whoa!

[crowd cheers]

**Godwin:** I'm not scared of you anymore, Barley Jack!

**Clint:** [laughs]

**Griffin:** You remember the moment, the first dinner you had as a child where you thought about it critically. You thought if there was a man named Barley Jack who went around eating kids who didn't finish their barley cakes, the police probably would have done something about it by now.

**Justin:** [chuckles]

[crowd laughs]

**Griffin:** And with that, you slowly tilt your bowl over the garbage can and dump your gross barley cakes out. You flash back to that in an instant and you realize, "You're not scaring me, Barley Jack." You go for a punch?

**Justin:** I rolled an 18 plus six, 24.

**Griffin:** Okay.

[crowd cheers]

**Griffin:** I'm not even gonna make you roll damage. With that bodacious roll and the very logical, courageous moment you're having right now, you punch into Barley Jack. He explodes in a burst of barley that, as it sort of flies from his disappearing form, also kind of like disapperates in the air. You all see—

**Justin:** I grab a fist full of barley and put it in my pocket.

[crowd chuckles]

**Griffin:** You bring your fist down, it is empty. You two see Lady Godwin just like, "Ah!"

**Justin:** [titters]

[crowd laughs]

**Phileaux:** Oh, god, she's gone over the edge.

**Crawford:** She's having the terrors again.

**Phileaux:** She's nuts!

[crowd chuckles]

**Griffin:** Grandpa, you hear him start laughing from the main security office. And he says:

**Grandpa:** [laughs] Oh, I'm sorry, man. You know what just happened, right? You got hooped!

**Godwin:** Sorry?

**Grandpa:** You got hooped! You watched the scary video tape that makes you get hooped! And now you're cursed to die within the hour because you got hooped!

**Godwin:** Oh, I don't think so. Because I punched him so hard, he went away.

**Grandpa:** It doesn't matter if you—I've punched the thing that came out of the well like 100 times. I still get hooped. Trust me, I'm a frequent hooper—

**Crawford:** You've watched it 100 times?

**Grandpa:** It's a great flick!

[crowd laughs]

**Crawford:** But you know—hold on, man. So you know that watching it means you could die in an hour and you're like, "Again!"

[crowd chuckles]

**Crawford:** Does it reset every time you watch it?

**Godwin:** Wait, it's a could situation? You might die?

**Grandpa:** Bunch of fuckin' film snobs up in here today.

[crowd laughs]

**Godwin:** I just wanna understand the logic!

**Grandpa:** I like the—I like the hoop movie. You just have to make sure after you watch the hoop movie that someone else watches it, or you die within the hour.

**Crawford:** So every time you've watched it, hundreds of times, you made somebody else watch it, you have killed—

**Grandpa:** It's a really good movie!

[crowd laughs]

**Godwin:** Hey, actually, Phileaux, he has a good point. It is quite good.

[crowd chuckles]

**Phileaux:** Well—

**Godwin:** I would highly recommend anyone, any cinephile is going to love this flick.

**Phileaux:** Well—

**Godwin:** Full thumbs way up from me.

**Phileaux:** Let's roll!

**Griffin:** He says:

**Grandpa:** All right, look, from one hoopy to another, I'll do you a solid.

**Griffin:** He hands you the whole monitor, which appears to just be sort of like a standalone screen with the hoop video playing on it in a loop. He says—it's a little cumbersome to carry around and he says:

**Grandpa:** Just find someone else to watch the tape within the next hour. The curse gets passed to them, no problemo. Anyway, and it really—I'll say this, it really hits on the second watch.

[crowd chuckles]

**Grandpa:** So if you do get—

**Godwin:** I felt like there was a lot of clues I was missing not germane to the mystery.

**Griffin:** He says:

**Grandpa:** I do owe you all some clues. Here.

**Griffin:** He flips a few dials and twists a few knobs on one of the working monitors. And he presses the play button, and he steps back. And you all see footage from a camera positioned above the Fright Fest central plaza. It starts right when the fog has sort of enveloped the block. And for like a moment, it seems like you're not going to glean any helpful clues from here, but then you see something wild. A massive spider lowers from the sky on a glistening thread. It descends into the fog, and then it rips back upward, now carrying the fake Dracula in its pincers. Up into the sky and out of frame.

And then as the fog just begins to dissipate, for a few frames of footage, you see fake Dracula plummet from the air, falling into the fog and onto the

street at terminal velocity. With that in mind, we're going to take a brief intermission. Join us again for the rest of the mystery right after we take a pee break!

[theme music plays]

[ad reads]

**Mark:** What's up people of the world? It's Mark.

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[break]

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**Alan:** You hand somebody a yardstick after they've shopped at your general store. The store's name is constantly in your heart because yardsticks become part of the family.

**John:** Sleeping With Celebrities, hosted by me, John Moe, on maximumfun.org, or wherever you get your podcasts. Night-night.

[theme music play]

**Griffin:** Before we get into the conclusion of our mystery, I just want to say, first of all, thank you all for coming. A big thanks. Thank you.

[crowd cheers]

**Griffin:** A big thanks to Amanda for putting together the visual element of this episode, this fuckin' rules. Thank you to Dana Wagner, who designed our poster, which you can see up there today. You can maybe grab—we signed a bunch of them. They might still be out there. And a big thanks to the Celebrity Theater. This place rules and we—I don't think we've ever done it in the round like this before, so it's very exciting.

**Justin:** It's really neat.

**Griffin:** Okay, so, we hop back in. I assume you all are heading to the final location that Sherlock Holmes has indicated to you, as you reach the sewer arrival. If you want to discuss the clues, as you've learned so far, or if you just want to get on into it, it's up to you. Have you just abandoned the Batman mask entirely?

**Travis:** I'll put it on when it's time.

**Griffin:** Okay, cool.

**Travis:** I don't want to accidentally slip into it, you know?

**Griffin:** Okay, cool.

**Clint:** I think a review of the clues would help these two guys. I mean, I'm pretty much on top—

**Griffin:** [guffaws]



**Travis:** Here's what we know so far. There is a bed that eats people.

**Griffin:** [guffaws]

**Clint:** And he likes apples.

**Travis:** When we went to the... the Bad Dream on Oak Street, excuse me, we were told that the guy was there. They had an argument. He walked into a spider web and he freaked out.

**Griffin:** Yeah.

**Travis:** He got real angry.

**Griffin:** Yeah.

**Travis:** The other guy was very tired. He didn't want to be Friedrich Krueger. He wanted to be Mick Myers.

**Griffin:** He's dead now. He doesn't matter. He's fine.

**Travis:** Okay.

[crowd chuckles]

**Clint:** As in the star of Austin Powers?

**Travis:** Correct. And then he got ate by a bed.

**Griffin:** Yeah, we've covered the bed that eats people. [guffaws] And apples.

**Travis:** And then we went to the security center where Lady Godwin got hooved. [titters]

[crowd chuckles]

**Griffin:** Yeah.

**Travis:** And we saw a video where the fog came, a giant spider came down, picked up Dracula.

**Griffin:** Yeah, great.

**Travis:** And it dropped him real good.

**Griffin:** Yeah, great. You got it.

**Clint:** And of course, what conclusions have we drawn from that?

**Godwin:** Well, it's interesting, isn't it? Because they were both killed by what they seem to be afraid of?

**Griffin:** Hm... I would ask you not to solve the mystery right now. We do have one more location to—

[crowd chuckles]

**Godwin:** Yes, of course.

**Griffin:** Let me just say, if you look at the time on the clock, it's not quite parlor room scene time.

**Godwin:** But the other thing a lot of people don't think about are the keys. Did he follow them or did he not?

**Phileaux:** Ah-ha-ha-ha-ha!

**Godwin:** That's another lead we haven't given full examination to.

**Phileaux:** Thought that would just slip on by us, didn't you, emu master?

**Griffin:** [laughs]

**Godwin:** You thought the keys, we wouldn't circle back. But the key, it turns out, was the key all along.

[crowd chuckles]

**Crawford:** And I really think, man, it's gonna tie back into these gold coins and \$15.

**Griffin:** Yeah, sure.

**Crawford:** And the apple core and barley. Did we get the barley?

**Griffin:** You didn't.

**Justin:** It was imaginary.

**Griffin:** It was imaginary barley, unfortunately.

**Travis:** No barley.

**Griffin:** Okay, well, then the three of you make your way to the sewer access hatch and pop it open. And you immediately regret it. You're not sure if the sewers have been decorated for Fright Fest, or if you're just sort of discovering it in its natural state, but it's pretty bad down here. You all step into an underground aqueduct. With narrow, crumbling stone walkways on either side of a channel filled with pretty—I mean, nasty water. There are these—

**Justin:** Would you say it's brackish?

**Griffin:** I would say brackish, yes.

**Justin:** Okay.

**Griffin:** There are small, largely ineffective lamps sort of flickering on the walls every 20 feet or so, that sort of vaguely illuminate the path before you. You hear—

**Justin:** What's powering them? Are they electric or flame?

**Travis:** Or magic?

**Griffin:** If you all want to give me perception checks as you make your way—

**Travis:** I don't want to waste it on this.

[crowd chuckles]

**Griffin:** Does the dice explode after you roll it 10 times?

**Justin:** [chuckles] 14.

**Griffin:** 14, okay.

**Justin:** To know how lights work.

[group laugh]

**Justin:** Hey, Griffin, I'm gonna do one in here. Electricity. [titters]

**Griffin:** [titters] Yeah, good.

**Clint:** Six. So apparently, I don't even see the switch. [chuckles]

**Travis:** [in a Southern accent] I got an eight.

**Griffin:** A what?

**Travis:** An eight.

**Griffin:** [chuckles] Why did you say it like that?

**Travis:** [in a Southern accent] I got an eight.

**Griffin:** [in a Southern accent] 'Eight.' Okay, Lady Godwin, I will give you a couple of things. First of all, the lamps down here, they don't appear to be like flame lamps. They appear to be like electric lamps. Which is wild,

because Lumino Tower was sort of the battery for this whole city. There's not really electric lamps all over the place.

**Justin:** Okay.

**Griffin:** That is—you note that is kind of strange. I think, with your roll, and also in eight, you all hear a couple of distinct sounds echoing down the corridor to the south of you, which leads toward the plaza where the fog first emerged. The first is this rhythmic sound of some great machine just, [spoofs steam-train-like sounds] choof-choof, just chunking and wheezing. The other sound you all hear sounds like screaming laughter, just high-pitched and sort of frantic.

**Justin:** So, these are coming from the south?

**Griffin:** Yes, the direction of the plaza.

**Justin:** Of the platza?

**Griffin:** The platza!

**Justin:** The platza!

**Griffin:** Hey!

**Justin:** To the south-a! Go find-a my platza! [chuckles] All right, I'll go to the south, Griffin! [titters]

**Clint:** And I go with Luigi!

**Justin:** To find the platza! [titters]

[crowd chuckles]

**Travis:** I think there's more to find out about these lights.

**Griffin:** [laughs]

**Travis:** I don't think we've fully solved this puzzle.

**Griffin:** If you want to stay behind in the scary sewer by yourself to—

**Travis:** No, man, it stinks in here!

**Griffin:** Okay, cool. So, the three of you walk carefully along these narrow walkways deep in the sewer for a couple minutes. Until you hear this—

**Justin:** Can I ask a quick question?

**Griffin:** Yes, please.

**Justin:** Does this seem to be decorated? Is this—

**Griffin:** No, it doesn't—I don't think—there's no jack-o'-lanterns down here, which is like the telltale sign.

**Justin:** Okay.

**Griffin:** It is... you got the 14 on the perception check, right?

**Justin:** I did, yeah.

**Griffin:** It doesn't seem—hm, I don't know how much you know about infrastructure. It seems like if this was the actual sewer, that would be fucking crazy.

[crowd chuckles]

**Travis:** But this is like medieval, like this isn't—

**Griffin:** Yeah, but it shouldn't be green goo, right? Like you all know, you can address like this shouldn't be green—

**Godwin:** Let me ask Mutt. Mutt, I've never had reason to come to the sewer, of course. I don't mean this in a judgmental way, but—

**Griffin:** [laughs]

[crowd chuckles]

**Godwin:** Oh, gosh...

**Crawford:** No, no, it's okay.

**Godwin:** You seem like the sort of person who would have been to the sewer...

**Crawford:** Correct.

**Godwin:** Previously, whatever that means. Does this—

**Crawford:** Yeah. No, I've fought man-gators down here.

[crowd chuckles]

**Godwin:** Does it seem... does it seem familiar to you?

**Crawford:** No, it's not usually green and weird like this, man. And these lights are freakin' me out!

[crowd chuckles]

**Griffin:** I'll tell you what. Mutt, give me a... I'm gonna say as you sort of go back through your memory of your many sewer croc encounters, give me a history check. But I want you to make it with disadvantage.

**Travis:** Okay. Well, that was a 15 plus one, 16. And a 16 plus one, 17.

**Griffin:** Okay, all right.

[crowd cheers]

**Travis:** Let's cheer for the dice.

**Griffin:** Yeah, thank you dice. We... you have fought man-crocs down here—

**Travis:** They were man-gators, please.

**Griffin:** Man-gators down here so many times, yeah.

**Travis:** It's about the shape of the snout.

**Griffin:** The snout, if it's long, yeah.

**Travis:** Webbed feet.

**Griffin:** You have fought, and that's like—

**Justin:** And how many gnads? [titters]

**Griffin:** What?

**Justin:** How many gnads? Can man-gators and man-crocodiles have different—[chuckles] it's different teeth.

**Travis:** A different—one has an odd number of gnads, and an even number of gnads.

**Griffin:** [laughs]

**Justin:** [chuckles] The gnads is how you can tell.

**Travis:** Not the same number across species, mind you.

**Justin:** Right, it's just even or odd.

**Travis:** It's just always even and odd.

**Griffin:** I think it's you referencing them as 'gands' that took me by surprise.

**Travis:** Because man-gators got snap.



**Justin:** They're very casual.

**Griffin:** It is—

**Justin:** [laughs]

**Griffin:** With those two rolls on a—

**Travis:** It's short for gonads, Griffin.

**Griffin:** Yeah, no, I got you.

[crowd chuckles]

**Griffin:** [titters] With the great rolls you did, even with a disadvantage, I will say it is different down here, right? Like you were right on that. It is curious to you how hard it is to remember your man-gator. Like it takes you a bit to remember. And that's not really something you forget about.

**Travis:** Yeah, I can't remember their names.

**Griffin:** Yeah, right.

**Travis:** And they told me, for sure.

**Griffin:** Okay... You all continue—

**Travis:** Was it Croco-Kyle?

**Justin:** Okay, so—

**Griffin:** Croco—

[crowd chuckles]

**Justin:** So we go south?

**Griffin:** It was Crococon, actually.

[crowd chuckles]

**Clint:** Crococon! Crococon!

**Travis:** Allen-gator?

**Griffin:** What was that—Allen? Like Allen—okay, I got you. So, you all walk south along the sewer walkway for a couple minutes, 'til you hear the sound of festival goers overhead. And you can see through like a thick steel grate above the lights of the central plaza. You are right underneath where you were when the fog went off. And sure enough—I don't even think you need a perception check to clock them. Lining the walkways on either side of this aqueduct, you see about a dozen large, round metal tanks, like propane tanks, propped up against the wall.

**Travis:** Hank Hill did it.

**Griffin:** It actually says in my notes, "Leave pause for Hank Hill joke."

[crowd laughs and cheers]

**Travis:** Damn it!

**Clint:** So much for you never know what's gonna happen at The Adventure Zone.

**Griffin:** Yeah, that's not true for us, you understand that, right? We've known each other for 37 years. A few of these tanks seem to be still producing like faint trace amounts of the fog that overtook the town earlier this evening. What do you all do?

**Justin:** Do they seem to be—so, they seem to be depleted?

**Griffin:** Yes, I would say—

**Justin:** As near as I can tell, in my extensive gas canister experience.

**Griffin:** [laughs] You can, I mean, you can tell like if all of them were activated at the same time, it was enough to fill the—it was enough to come up through the ground and fill the plaza above you. It's not doing that in here. It's just a couple of them are still producing like a little, just a trickle of the fog.

**Travis:** I want to take a whiff of the fog what's coming out and see if I can identify it.

**Griffin:** Okay, give me a perception check with disadvantage.

**Travis:** Well, that's a five plus seven, a 12. And a nat 20. So it'll be the 12—

[crowd exclaims]

**Justin:** This isn't it.

**Travis:** It's a 12. Save it. [titters]

[crowd chuckles]

**Griffin:** So, with a 12, what I will give you is that the odor that appears to be coming out of the tanks—

**Travis:** It's CK One. I knew it.

**Griffin:** [chuckles] It's Dior. No, it is entirely odorless. I will also say, because you've been down here before, one of the other differences you notice is it doesn't stink down here. There doesn't seem to be any powerful smell that you can detect like at all—

**Justin:** Do—oh, sorry, go ahead.

**Griffin:** No, I'm asking you what you were doing.

**Justin:** I was gonna—I would like to see if the canisters seem to be connected to anything. If there's like a central antenna terminal, something

they're routed to. Like what might have triggered these things earlier in the night?

**Griffin:** Okay, give me an investigation check. This is very—this is very investigatey.

**Justin:** That's an actual 20.

**Griffin:** Holy shit!

[crowd cheers]

**Travis:** Now! Yes, now.

**Justin:** It's because I didn't bring my weapons, I can think clearly.

**Griffin:** No kidding. Okay, you see hooked onto each of these tanks is a little pocket watch that appears to—they've all appeared to be synced to a certain time, and activated via this pocket watch all at the same time. That appears to be the activator for it. With a nat 20, I will give you another big— [chuckles] big fan of nat 20s up there.

[crowd chuckles]

**Travis:** That's my name, Nathan 20!

**Griffin:** As you're sort of investigating this trigger mechanism, Lady Godwin, you also notice that there are warning labels stuck to each of these tanks, which appear to list the pressurized contents within. However, when you try to read the list of those contents, you can't. And it's not because the words are long; the words are very, very long. It's like your eyes and your mind can't seem to focus on the text, as if the text is shifting as you try and read it.

**Justin:** Okay, I pinch myself.

**Griffin:** Also, with a—what's that?

**Justin:** I pinch myself.

**Griffin:** [titters] Give me an attack roll of your body.

[crowd chuckles]

**Justin:** A 24.

**Clint:** [laughs]

**Justin:** Fuck! Ow! I fall asleep. [titters]

**Griffin:** [guffaws]

[crowd chuckles]

**Justin:** I pinched a nerve on myself.

**Griffin:** You take two points of bludgeoning damage.

**Justin:** Fair enough.

**Griffin:** You're a barbarian who pinched themselves extremely, extremely good. You don't know if it is the fumes coming up from the tanks themselves, you feel a little bit woozy as you are standing here. As that—

**Justin:** I lay down.

**Griffin:** As that—[chuckles] okay.

[crowd chuckles]

**Griffin:** You lay down on the—

**Justin:** It's the only safe thing to do, folks. If you feel woozy, lay down.

**Griffin:** That's a really good point. As all of this is happening, you hear the sound of racing footsteps coming from in front of you. And out from the

passageway in front of you leaps a tall, exhausted looking clown man. He's got this wild red hair and this bulbous red nose. And he's got this face covered in thick white paint that's like dripping off slightly due to just the copious amounts of sweat this man is producing. And he goes:

**Clown Man:** Oh? Uh...

[crowd chuckles]

**Clown Man:** Eh... You shouldn't be down here...

**Godwin:** Okay, I'm feeling a little floaty down here. I need a second.

**Griffin:** He laughs knowingly. He winks at you and he says:

**Clown Man:** Well, yes, indeed, I'm Nickelsmart, the funky jester!

[crowd chuckles and cheers]

**Nickelsmart:** Master of fear, eater of kid brothers!

**Griffin:** Behind him you—

**Crawford:** Oddly specific.

**Griffin:** Behind him you hear that machinery sound. It's—[spoofs steam-train-like sound] rhythm is sort of starting to quicken, and echoing down the passageway that Nickelsmart came charging out of. And he's like:

**Nickelsmart:** Oh, shit. Listen, gang, we gotta get the fuck out of here!

[crowd laughs]

**Nickelsmart:** I lost—

**Godwin:** What is it?

**Nickelsmart:** I lost him a ways back, but if he catches up to us, we're fucked!

**Crawford:** Who?

**Griffin:** He sighs, looks behind him real quick, turns to you and he's like:

**Nickelsmart:** There was this TV show that was hard when I was a kid. And all my friends were obsessed with it, but the show's whole vibe scared the shit out of me!

**Griffin:** And the rhythm of the machine sound grows to a frantic pace. And finally, you see something from behind. Nickelsmart, the funky jester.

[strange carnival-like music plays]

[crowd exclaims]

**Griffin:** You see a giant gray face appear in front of you, filling the entire aqueduct. The flickering lights illuminate this face, smiling as it charges towards you. And then you see what it's attached to, a massive robin's egg blue locomotive. It's Maurice, the motor car! Charging towards you all full speed ahead. What do you do?

[crowd exclaims]

**Travis:** I shoot it with my crossbow.

**Griffin:** Okay, make an attack roll against Maurice the motor car.

**Justin:** [chuckles]

**Griffin:** This goes on for a while, you can stop it, Paul.

[carnival music stops]

[group chuckle]

**Travis:** 18 total.

**Griffin:** 18 total on Maurice the motor car. Yeah, that hits. Roll damage for me, please.

**Travis:** That is a three plus four, a seven.

**Griffin:** Okay, seven. Do you want to go ahead and roll another attack roll?

**Travis:** Yes, I do.

**Griffin:** Okay, I know you do. I know your style. What do we got?

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

**Griffin:** A 12 does not hit Maurice the motor car. He's a train. But the 18 does. You hear—

**Travis:** Yeah, notoriously hard to hit a train coming at you!

[crowd chuckles]

**Griffin:** You get it right in his right eye. The smile does not change at all.

[crowd exclaims]

**Griffin:** He continues barreling down the track, but you hear him like:

**Maurice:** Choo!

**Griffin:** He is getting quite close. Anyone else want to do anything?

**Justin:** I roll over so I'm in the middle of the track.

**Griffin:** That is sewer water.

**Justin:** What?



**Griffin:** That's sewer water. If you want to do that, that's great. There's no track. His wheels are basically running—

**Justin:** You just said the track? You said the word track. You said track.

**Griffin:** Oh, I apologize. There's no track. It's wheel—

**Justin:** Shit!

**Griffin:** Its wheels are running on either side of this sewer aqueduct. You can roll into the middle, out of the way, but it is into the sewer water, if you're okay with that.

**Justin:** Yeah, that's fine. I'll be all right.

**Griffin:** Okay, go ahead and give me a dex save. He's still not like on top of you. I'm gonna say a DC 10 dex save.

**Justin:** Okay. That is a 16 plus two, 18.

**Griffin:** Excellent. Yeah, you roll into the water, splash down. Now I'm gonna say a constitution saving throw, please.

**Justin:** Fair enough.

**Griffin:** It's sewer water—

**Justin:** 15 plus two, 17.

**Griffin:** Okay, 15 plus two, 17. There is no odd effect that happens to you with a 17. It is unpleasant to be in here. A little bit of it gets in your mouth, which is not great.

[crowd exclaims]

**Griffin:** But you don't taste anything weird. What do you do, I would say, Phileaux? As I would say the train is barreling down on top of you nearly.

**Clint:** Phileaux casts Thunderclap.

**Griffin:** Okay?

**Justin:** Shit...

[crowd exclaims]

**Justin:** I don't love that. Here in the water, as I am.

**Griffin:** [laughs]

[crowd laughs]

**Griffin:** Well, no—

**Travis:** In this small, enclosed space.

**Griffin:** I would actually say, just to be a nerd for a second, Thunderclap isn't electric damage. It's like loud noise damage. Which is actually way worse for everyone not in water right now, and instead in the sewer tunnel.

**Travis:** But go on.

**Justin:** That's true, it's—

**Travis:** Go off, king.

[crowd chuckles]

**Clint:** Okay. So I cast it.

**Griffin:** And what is Thunderclap? Thunderclap 5E.

**Clint:** "You create a burst of thunderous sound that can be heard up to 100 feet away. Each creature within range, other than you, must succeed on a constitution saving throw or take one D6 thunder damage." Oh, god, I'm so sorry, boys.

**Justin:** Kind of loud all around, huh?

**Griffin:** The fact—

**Travis:** Nat 20.

**Griffin:** The fact that—

**Justin:** He did, he got a natural 20 on that one.

**Griffin:** Oh, did he really?

[crowd cheers]

**Griffin:** Okay, but I do just want to say, that's very cool and that's like the highest number you can get on the dice and I'm loving that, this is a constitution saving throw situation and not an attack roll situation. So the 20 doesn't... Oh, you rolled the nat 20? Oh, I thought Justin—

**Justin:** I haven't rolled yet—

**Travis:** No, I was avoiding his—

**Justin:** Should I get—

**Griffin:** Oh, okay.

**Justin:** Do I get advantage because I'm in the water?

**Griffin:** Yeah, you're in the water, advantage absolutely.

**Justin:** I thought I might. That's a nine plus five, 14. And a four plus five, nine. So I have a 14 there.

**Griffin:** Okay, I had a 12 there. I believe your spell save at this point is like a 14, 15?

**Justin:** 14.

**Griffin:** 14. Okay, Maurice the motor car got a 12, so go ahead and roll damage against Maurice. And I think Maurice was the only one who failed?

**Travis:** Yeah.

**Griffin:** Yeah. Okay.

**Clint:** Wow. Two?

[crowd chuckles]

**Clint:** Really?

**Justin:** Got him, dad.

**Travis:** Take that, you train bastard!

[crowd chuckles]

**Griffin:** [titters] Okay—

**Travis:** You've just been Phileauxed!

[crowd chuckles]

**Justin:** [titters] Yeah, I don't know. It's quite a low-level spell though, Mac—

**Clint:** It's not really a low-level spell—

**Travis:** A cantrip, I think.

**Justin:** It's a cantrip, Mac.

**Travis:** It's a cantrip, now that I look at it.

**Justin:** One step above fuckin' pulling a rabbit out of your hat, Mac.

**Griffin:** If you guys—if you guys—

**Justin:** It's gonna stop a train?

**Griffin:** If you—

**Justin:** I'm seeing you scroll through the other levels of spells you enjoy.

**Clint:** Yeah, it was really—

**Justin:** Wow! There's a lot of stronger ones.

**Clint:** I cast Wave at it as it goes by!

**Justin:** You have Dismantled Train I see there?

[crowd chuckles]

**Griffin:** Okay.

**Justin:** Would've been good.

**Griffin:** Here's what's—here's—

**Justin:** Oh, a web, can you imagine?

[crowd chuckles]

**Justin:** Levitate? That would have been cool. Enlarge or reduce? Absolutely! Right?

**Griffin:** [guffaws]

**Justin:** Ooh! I got chills just thinking about it.

[crowd chuckles]

**Travis:** Hey, sliding doors, man! In a different universe, dad cast one of those!

[crowd chuckles]

**Clint:** All right—

**Justin:** Or you could—that or you can fuckin' fire off a magical vuvuzela and poison everyone in the room for two points of damage.

**Griffin:** Nickelsmart the funky jester rolled a six on his save. So he's also like:

**Nickelsmart:** Ow! What the fuck?!

**Phileaux:** Yeah!

[crowd chuckles]

**Clint:** So, do I roll for him?

**Griffin:** Here's what—here's what—no. You have slowed, I would say, between shooting him in the eye and sort of shaking him a little bit on his way, trains maybe don't react so well to being gently shaken.

[crowd chuckles]

**Travis:** It's actually two D6 damage.

**Griffin:** Two D6 damage? Well, that changes everything!

[crowd chuckles]

**Clint:** Yeah. Okay.

**Travis:** So let's add that six in there.

**Griffin:** Oh, eight? Okay, eight is better. With an eight, I feel better about— as the train is barreling—

**Clint:** Yeah. How about an apology now, Justin?

**Griffin:** Not for—

[crowd chuckles]

**Griffin:** I don't think for an eight an apology happens. [chuckles] But—

**Travis:** If it had been a nine—

**Justin:** Maybe, we'll talk.

**Griffin:** Between the between the eyeshot and the vibration of the sewer, it's enough to slow him down a little bit. Lady Godwin, you are more or less safe. But at this point, Maurice the motor car is in the section that you all are in. I will give the two of you one last action, or if you want to do something else to avoid being run over by a fuckin' train.

**Justin:** I was waiting for—okay.

**Griffin:** Wait, if you have another thing, you're in the water, you're good to go. But if you wanted to—

**Justin:** I'm waiting for him to go over me so I can hit him in his weak point.

**Griffin:** Oh, okay, that's perfect. [titters] With what weapon?

[crowd chuckles]

**Justin:** I got my weapons, choo and choo.

[crowd cheers]

**Travis:** For those of you at home, those were his muscles

**Clint:** To hit the choo-choo!

**Griffin:** So we're gonna do like a Final Fantasy VI Sabin like suplex the train situation.

[crowd cheers]

**Griffin:** I'm all here for it. Okay, so I think let's do that. You're safe, you're good to go. We'll resolve that last. We'll do, Mutt, the train's on top of you. If you don't either destroy it or somehow get out of the—get out of harm's way.

**Travis:** I swing into the compartment.

**Griffin:** You try to jump into the train?

**Travis:** Correct.

**Griffin:** Cool. Give me an acrobatics check, please.

**Travis:** You got it, chief.

**Griffin:** I'm lookin' for—this is a tough one, I'm gonna say give me DC 15 to get in clean.

**Travis:** I am Batman.

[crowd chuckles]

**Clint:** Can we take that—can we take that again?

**Griffin:** No, that's crazy. This is a live show.

**Clint:** No, I just meant his delivery.

**Griffin:** Everyone forget! Everyone forget!

**Clint:** I just want him to deliver the line again.



**Griffin:** So, okay, do you have—

**Travis:** I rolled a 12!

**Griffin:** Well, wait, no, no, no. Hold on.

**Travis:** Okay?

**Griffin:** Do you have Batman tools with you as part of your costume?

**Travis:** Yeah.

**Griffin:** What do you have?

**Travis:** No, well, I wish.

[crowd chuckles]

**Travis:** I have a sickle tied to a rope.

**Griffin:** Yeah. [titters]

**Travis:** I have a boomerang.

**Griffin:** Yeah.

**Travis:** I have shark repellent.

**Griffin:** Okay. I'll say with the sickle tied to the hook, you are able to grab onto the rail of the door into the compartment of the engine. And you are able to slip on inside of there. As you do, Mutt, you see something inside of Maurice the motor car.

[crowd exclaims]

**Griffin:** As you walk into Maurice the motor car, you hop into what you expect to be sort of the like engineer's compartment of the train of Maurice.

First of all, as you get inside, you hear Maurice moan with pleasure as you slip in.

[crowd exclaims]

**Griffin:** No, I know. I know. I know. I know. I know, I know. I know.

[crowd exclaims]

**Justin:** Ugh...

**Griffin:** I know. Hey, we all—we get it.

[crowd chuckles]

**Justin:** Griffin is just an antenna. You have to understand.

**Griffin:** You gotta get like—

**Travis:** He's merely—

**Justin:** He's merely—

**Travis:** Amuses—

**Griffin:** I'm not—

**Travis:** Amuses. Beam it into his brain, folks.

**Griffin:** I'm not devising, I'm channeling right now, and I hope you can keep that in consideration.

**Justin:** This is big magic, folks. You've just got to be open to whatever the universe has.

**Travis:** It's just his train of thought.

**Griffin:** Ah—[blows raspberry] You don't... you don't see an engineer's compartment in here. As you swing in gallantly on your makeshift grappling hook, you land, stand up. And you are in the throne room of your castle. And assembled all around you are the various dukes and minor rulers. Your council is there, some high-ranking sort of members of the trade of the, I guess, whole land of England, of which you are king.

**Travis:** Yeah.

**Griffin:** And everyone is looking at you, expecting you to give a speech. It's almost like a manifestation of your fear of public speaking.

[crowd chuckles]

**Griffin:** I'm doing my fuckin' best up here.

**Travis:** Griffin! My man is a monster hunter trained from birth. He ain't afraid of no monsters? That ain't what bothers him.

**Griffin:** No, I'm here, I love it, it makes a lot of sense. It was just a long—it was a long road to hoe for old Griffin.

[crowd chuckles]

**Griffin:** What do you do?

**Crawford:** Hey, everybody. Um...

[crowd chuckles]

**Crawford:** And you got...

**Griffin:** "Louder, my liege! I cannot hear you!"

[crowd chuckles]

**Crawford:** All right, Merlin. Calm it down, man. [mumbles] Hey, I'm Crawford Muttner. Call me mutt, everybody does...

[crowd chuckles]

**Crawford:** You guys doin' good? A lot of stuff—you know, there's a war—

**Merlin:** Wrap it up, my liege!

[crowd chuckles]

**Crawford:** I'm know that here's a war on the horizon. France has been talking a lot of shit.

[crowd chuckles]

**Crawford:** We're gonna be fine, though, because...you know, full hearts, clear... eh, yeah. We're gonna... it's gonna be good.

**Merlin:** What did that mean, sire?

[crowd chuckles]

**Merlin:** Explain, sire!

**Crawford:** It's like how you believe in yourself and...

[crowd chuckles]

**Crawford:** And then you know, because the magic is not in Merlin, it's in you.

**Merlin:** The magic is within me! I do want to make it clear, the magic is definitely within me.

**Crawford:** The magic is in Merlin, but it's also in you. But not... it's not the same magic, man, it's a different... You guys hear that? The loud ringing?

**Justin:** A meaty fist rips through the floor of the train.

[group chuckle]

**Griffin:** Yeah, okay, we'll resolve a meaty fist. Unless you had something, Phileaux, that is happening simultaneously with this moment of poor public speaking that is taking place?

**Clint:** Yes.

**Griffin:** Okay, wait.

**Justin:** [chuckles]

**Griffin:** Actually, one thing first. Travis, I need a wisdom saving throw against frightened, please.

**Travis:** Okay... wisdom saving throw. How about a plus four?

**Griffin:** That's pretty good!

**Travis:** Well, not when you roll a four with it, Griffin, it ain't. That's an eight!

**Griffin:** You are frozen in fear. You are completely—you begin to forget where you just were before you were in this hellish situation, that I have to imagine reflects some real life encounters with the fancy folks.

**Travis:** He tried to do—he tried to do some speech and debate classes when he was a kid.

**Griffin:** Yeah. Did not go great?

**Travis:** It didn't work out well.

**Griffin:** Phileaux—

**Travis:** Extemporaneous was not his thing.

**Griffin:** Sure. Before we resolve the punch of the train, Phileaux, what do you do most—the train is going to barrel over you in this moment. What do you do?

**Clint:** Phileaux casts Enhance Ability.

**Griffin:** Okay?

**Clint:** On Lady Godwin.

**Griffin:** Okay! You shoot a dart of helpfulness into the gross green water.

**Clint:** Bull's Strength, which gives the target advantage on strength checks.

**Justin:** Great. Thanks, dad.

**Griffin:** All right, yeah, for sure.

[crowd cheers]

**Clint:** This is what we call teamwork.

**Griffin:** Yeah.

**Justin:** Thank you, dad.

**Griffin:** And it's the first time it's happened on stage!

**Clint:** It's the first time I have ever done it on stage.

[crowd cheers]

**Justin:** You were here for the moment.

**Griffin:** Okay—

**Clint:** [sings] This is the moment.

**Griffin:** So—

**Clint:** Wrong show.

**Griffin:** Describe what happens, Lady Godwin, as the train passes—oh, wait, I'm going to make a dexterity saving throw for Nickelsmarts, the funky jester. Who I just don't even want to say his name anymore. That is a five. Nickelsmarts is flattened by the train.

[crowd exclaims and chuckles]

**Griffin:** You see a splash of red goo fly into the water. You can see it through the green goo above you as the shadow of the train passes above you. What do you do, Godwin?

**Justin:** I punch the bottom of the train in its weak point.

[crowd chuckles]

**Griffin:** What is a train's weak point?

**Justin:** So...

**Griffin:** [laughs]

**Justin:** As we all know, train is protected at the front due to cow wedge. Obvious.

**Griffin:** Cow wedge is huge.

**Justin:** Cow wedge is huge. But who's gonna think of the bottom of the train? No one ever thinks of that.

**Clint:** Nuh-uh.

**Justin:** So there's no armor there. So I punched the bottom of the train as hard as I can.

**Travis:** In its gooey underbelly!

**Griffin:** Great.

[crowd chuckles]

**Griffin:** Give me—[titters] give me, okay, give me an attack roll. I guess unarmed attack.

**Justin:** That can't be right.

**Griffin:** [laughs]

**Clint:** No.

[crowd laughs]

**Clint:** No, wait! You have advantage with Bull's Strength.

**Justin:** Oh!

**Griffin:** That's true.

**Justin:** And no one's strength checks, this is—

**Griffin:** I mean, this is an attack roll—

**Justin:** Okay, that's fine.

**Griffin:** We'll—

**Justin:** So, that is... worse? No, exactly the same. It's two elevens.

**Clint:** Double elevens, 22.

**Justin:** Double elevens, baby.

**Griffin:** Double elevens—



**Justin:** Read 'em and weep.

**Griffin:** Does not do it. You do have the ability to, I believe, take extra attacks as a barbarian.

**Justin:** That's a great point, Griffin.

**Griffin:** Post level five, if you want to try this—

**Justin:** All right, and that is a...

**Clint:** 11!

[crowd chuckles]

**Griffin:** The same—

**Justin:** I think it's three elevens in a row, is what it is.

**Griffin:** Wait, wait, wait, wait, wait! This has never happened before.

[crowd chuckles]

**Griffin:** With a three 11? This is in the new player's handbook.

**Clint:** Yeah.

**Justin:** It's in the new rules!

**Griffin:** This is in the 2024 edition.

**Justin:** In 2025, if you read in there, three elevens...

**Griffin:** This is a new thing, nat 20 isn't the best thing you can get anymore. Now it's three 11.

[crowd chuckles]

**Griffin:** When this happens, you are—you are punching fruitlessly against—you grab onto it—oh, fuck, my cape ripped off!

[crowd exclaims]

**Clint:** Why would he say that?

**Griffin:** You're fruitlessly punching the bottom of this train. You grab onto it, aah! It is as if a small explosion takes place from inside of your chest, as a wave of amber energy fills your body.

[crowd cheers]

**Griffin:** And then the shit you did worked.

[crowd chuckles]

**Griffin:** You punch a fist up through the bottom of the underbelly of... sorry, I'm trying to fix my fucking cape. Of Maurice, the motor car. As you punch upward, you do find that Maurice's undercarriage is like a chitinous, bug-like... There's something fucked up happening underneath all of these tank engines, and no one's talking about it.

[crowd chuckles]

**Griffin:** You punch up and you see—

**Justin:** Why aren't the scientists doing anything?

**Clint:** [chuckles]

[crowd chuckles]

**Griffin:** You two see a giant fist punch upward into the throne room. As it rips back down, you can see the sewer back through the hole. And also, I guess a lot of people standing where the punch happened died.

[crowd chuckles]

**Justin:** Can't make an omelet, et cetera, et cetera.

**Griffin:** [laughs]

[crowd laughs]

**Crawford:** All right, folks, that's my time. They're giving me the light. I'm gonna go.

**Griffin:** Cool.

**Crawford:** Bye!

**Phileaux:** You've been a great audience.

**Travis:** And I drop through the hole.

**Griffin:** Cool. You splash down into the brackish water.

**Travis:** While pulling the break.

**Griffin:** Of?

**Travis:** The engine.

**Griffin:** Oh, okay, there's no break. It's a throne room. I thought we'd said there's not engineer stuff. But as you hop out—

**Travis:** Hey, Griffin, it's not really the throne room. I wasn't teleported to England.

**Griffin:** No, yeah, so I guess it's an imagination thing. As you jump out, you see that just weird pale entrails are pouring out of Maurice the motor car, and splashing down into the water. You see it derail and flip on its side, and slide to a halt. Sort of—

**Travis:** Just what he deserved.

**Griffin:** Near the access hatch that you all climb down through, leaving you alone in here. A lot of the tanks got flattened as it happened. From above you, through the metal grate, you hear the chime of a clock. And you hear a lot of footsteps overhead. What do you do?

**Justin:** What time is it?

**Griffin:** You look up through the grate, you can see the clock on Lumino Tower. And it is 2:30, which is not possible. Like it's—

**Travis:** But it is the best time to see the dentist.

**Justin:** Come on.

**Griffin:** Bwap, bwap, bwap.

[crowd chuckles]

**Justin:** It's not possible. Okay.

**Griffin:** You see it is, before you arrived, somehow on the clock. It seems like this clock is not being especially trustworthy right now.

**Crawford:** We should go up, man.

**Godwin:** I need to find Sherlock.

**Griffin:** Okay, it is—now it's time for the parlor room scene! You all approach the plaza at the center of Fright Fest. And you see Sherlock still standing near the crime scene. There's a tarp over the body. And there are indeed quite a few guards from Scotland Yard here gathering around. Sherlock points at the three of you and says:

**Sherlock:** Oh, good. I thought you were going to try to flee, which was going to make this sort of diplomatic situation way crazier.

**Godwin:** No...

**Sherlock:** But time's up, and the boys have assembled from Scotland Yard. And so if you—

**Godwin:** We are ready. We have—

**Sherlock:** Okay.

**Godwin:** We voted and we decided that as a man of the clergy with no fear of public speaking, Brother Phileaux should present our findings.

[crowd laughs]

**Crawford:** He's about to blow this whole case wide open, man! We talked about it, we told him everything we know.

**Phileaux:** Oh...

**Crawford:** He's got this. So, sit back, everybody! Hold on to your butt!

**Griffin:** Just, I think you all will appreciate what's about to happen a lot more if I tell you backstage dad told me, "I'm just gonna kind of take a back seat during the solution part of this."

[crowd laughs]

**Clint:** Actually, he asked me if I had a theory, and I said, "Relativity."

**Griffin:** Yeah.

[crowd chuckles]

**Clint:** Because he's my son.

**Griffin:** Okay, all of the Scotland Yard guards are standing there, billy sticks in hand. And looking at you expectantly, Phileaux, as you take the stage. Sherlock goes:

**Sherlock:** Attention, everyone! We're doing a parlor room scene. The puppet man Phileaux is about to tell us what happened here today. Go right ahead, Phileaux.

**Clint:** Right before, Phileaux drinks one of his Alter Self potions.

**Griffin:** Okay?

**Travis:** To do what?

**Justin:** No, no, no, no, no. Let him cook.

[crowd chuckles]

**Clint:** And transforms himself into Lieutenant Columbo.

**Justin:** No, wait, no. Come on.

[crowd cheers]

**Clint:** Well, the other one doesn't make any sense.

**Justin:** No, it's—

**Griffin:** This doesn't either, but I—okay, you are now Columbo. Are you Kathy Bates Columbo or are you—

**Justin:** No, Kathy Bates is—

**Clint:** That's Matlock!

**Griffin:** Fuck me, I guess.

[crowd chuckles]

**Griffin:** Who fuckin' cares, man? You're Columbo now because of DnD magic.

**Phileaux:** Now, pardon me for asking this—

**Justin:** Hold on.

[crowd chuckles and cheers]

**Justin:** As you decide how much time to allot to this, do remember the median age of the crowd. [titters]

[crowd chuckles]

**Griffin:** It's not 49, which is the minimum age for anyone to be who watched Columbo.

**Phileaux:** All right! Allow me to summarize. So, obviously someone was using propane gas to simulate fog. This fog induced a state of... of hallucinations within anyone who experienced it. Thus making them visualize their greatest fears. [in a silly voice] So then I asked myself...

[crowd laughs]

**Phileaux:** Thusly! When fake Dracula was sucked up into the sky by a giant spider, it was actually not a giant spider. It was something else. And it dropped him down to his death.

**Godwin:** This is bullet proof.

**Griffin:** [titters]

[crowd laughs]

**Crawford:** And when he fell, he landed on his keys, man. Good night!

[crowd chuckles]

**Godwin:** The spider dropped him on his keys.

**Phileaux:** His keys—

**Griffin:** [spoofing Phileaux] But not—but it wasn't a spider, right? It was some something else.

**Phileaux:** It was something else!

**Griffin:** [spoofing Phileaux] After everyone huffed the hallucinogenic propane.

**Phileaux:** Yes, after they huffed the hallucinogenic propane, they imagined... oh, shit...

**Griffin:** You see all of the Scotland Yard detectives there kind of like looking at you, shaking their head. And Sherlock sort of waves to them like, "I got it, I got it." Walks up to you and says:

**Sherlock:** So... sorry, do you maybe have a different one? Because—

**Crawford:** Yeah, hold on. Can I confer with my client?

[crowd chuckles]

**Sherlock:** We're not in court. I'm just saying it was better if it was—

**Crawford:** Thank you.

**Sherlock:** Okay.

**Phileaux:** Wait a minute. I have magic ears in.

**Sherlock:** Okay, folks, this is... That was a goof! So whenever there's a parlor room scene, there's typically one goof at the beginning. I've done a lot of these, I'm Sherlock—

**Crawford:** Oh, sorry, sorry, sorry, man! Yeah, I think we're ready to present.



**Sherlock:** Okay, so this one's not a goof!

**Godwin:** For real this time. No jokes allowed.

**Sherlock:** This one's gonna be for real. Give me anything I can—please, anything I can work with. Take two, not a goof.

**Griffin:** He steps back.

**Phileaux:** Actually, your scheme was pretty airtight. But I think the real killer was the real Frederick Krueger!

**Crawford:** Freddy Kruegé.

**Sherlock:** Friedrich Kruegé.

**Phileaux:** Kruegé.

**Crawford:** One of those.

**Phileaux:** Friedrich Kruegé!

**Griffin:** He says:

**Sherlock:** The real Friedrich Kruegé?

**Phileaux:** [laughs] You see, everyone died of their greatest fears. Dracula died of a giant spider, the clown died of... what? The train.

**Crawford:** Yeah.

**Phileaux:** And Friedrich was afraid of Freddy Krueger.

**Griffin:** Friedrich Kruegé.

**Justin:** Thank you.

**Phileaux:** Friedrich Kruegé. So obviously, the real Freddy Krueger—

**Griffin:** Friedrich Kruegé, I'm begging you.

[crowd chuckles]

**Phileaux:** Came up out of the nightmare realm and slayed them all.

**Crawford:** [in a deep voice] And the motive was; I'm not afraid of public speaking because I'm Batman. Batman is very brave.

[crowd chuckles]

**Crawford:** [in a deep voice] The motive was that the display for Friedrich was really shitty. And he was upset about how he was being portrayed because they hadn't done a good job setting up the scary Oak Street thing. So he was really mad, so he showed up.

[crowd chuckles]

**Sherlock:** That... that sounds like a motive to me. I don't understand though, assuming Friedrich Kruegé is even real, his powers are only effective in a dream.

**Crawford:** [in a deep voice] We're all asleep because they used the smoke to put us to sleep. And we're all asleep right now.

**Godwin:** We've all been asleep this whole time.

**Crawford:** [in a deep voice] That's why the time is funky and we can't read. And watch as I hover in real life. You know how you're having a dream and you figured how to jump up and not come back down and you think, "Oh, I finally figured out how to do it in real life. I could do it right now. Whoa!"

**Griffin:** Give me a... I'm going to say, give me a... give me a wisdom check, as you try to hover. [laughs]

**Crawford:** [in a deep voice] I got a 13.

**Justin:** He is now looking at the description of wisdom.

[crowd chuckles]

**Griffin:** That's cool. That's awesome. Yeah, you should know what that is, for sure.

**Justin:** He's now looking at a list of his characters in D&D Beyond.

[crowd chuckles]

**Crawford:** [in a deep voice] I got a 13.

**Griffin:** 13. You do start to hover off the ground a little bit! You see Sherlock looking confused. Everyone here kind of looks confused. And then you hear a voice echoing down the alleyways of Lumino, that says:

**Voice:** You all like scary movies, huh? Well, have I—

**Crawford:** Not really.

[crowd chuckles]

**Godwin:** Let him finish.

**Crawford:** Oh, sorry, sorry. Yeah, go on, man.

**Voice:** Well, I got news for you.

**Griffin:** And the ground shakes and debris starts to fall from the crumbled peak of Lumino Tower. You hear this voice say:

**Voice:** Bad Dream on Oak Street is no ordinary work of fiction. It's more like a biography.

**Griffin:** And you see a 30-foot-tall Friedrich Kruegé smash out of the remains of Lumino Tower and stomp towards the plaza. He says:

**Friedrich:** You all came here to get scared, right? I'm happy to oblige!

**Griffin:** He gets his finger knives out, ready to dive down and fuckin' kill you graveyard dead. [titters]

[crowd chuckles]

**Griffin:** What do you do?

**Godwin:** So you like scary movies, do you? I have one you're just going to love.

[crowd cheers]

**Griffin:** He rears back his knived hand coming down at you, ready to—

**Justin:** I hold up the monitor showing the film.

[crowd cheers]

**Justin:** See if we can get him hooped!

**Griffin:** [giggles] Hoo-hoo-hoo! Friedrich Kruegé comes down, brings the blades close enough for you to just feel the wind off of his hand. He stops an inch shy of your face, as the flickering from the monitor catches him in the eyes. He sees the fuckin' well. He sees the chair—

**Travis:** All that shit!

**Clint:** [laughs]

**Griffin:** All that spooky shit. Then you can actually see on his monitor, the well is there. And from it emerges a flaming man. A man caught afire, who comes swarming out, panicked, quickly out of the well, and dives outward onto Friedrich Kruegé's face. He rears back screaming as he confronts his own greatest fear, because I think he died from a fire. [titters]

[crowd chuckles]

**Travis:** I like that his own greatest fear is himself on fire. A thing I think a lot of us can relate to.

[crowd chuckles]

**Griffin:** If you really think about it, that's everyone's worst fear.

[group laugh]

**Justin:** It's at least top five. [chuckles]

**Clint:** It's gotta be!

**Travis:** It kind of makes public speaking seem not that bad.

**Justin:** Try it while on fire, pal!

**Travis:** Which one would you rather do? You know what, actually? [titters]

[crowd chuckles]

**Clint:** Yeah, let the wasps eat me.

**Griffin:** He flails around, and as he does, he catches a fire completely. And as he sort of flings his limbs around, panicked, you see that the whole city begins to catch fire. [manic laughter] So now the whole of Lumino appears to be on fire. You're still hovering. Friedrich Kruegé you killed in the dream world, which isn't even supposed to be fucking possible. What do you do?

**Justin:** I get out my—sorry, go ahead, Travis, please.

**Travis:** I was just gonna say, I wake up and see if that worked. But you do a thing.

**Justin:** I get out my mage hand and have it pinch me too, while I pinch myself.

**Griffin:** A double pinch?

**Justin:** No, a triple. Because I'm pinching myself with two hands, and then my mage hand is pinching me.

**Griffin:** You got two associates here with two hands each, you could—

**Godwin:** Everyone pinch me!

**Griffin:** You could get seven pinches.

**Clint:** And you have advantage on strength!

**Griffin:** That's true.

**Justin:** Please, everyone, stand up from your seats. Come up here and pinch me.

**Griffin:** No, don't fuckin' do that.

**Travis:** No! But pinch in the air!

**Griffin:** Don't fuckin' do that.

**Travis:** Everyone, pinch in the air!

**Clint:** Pinch! Pinch!

**Travis:** Pinch if you believe! Pinch! Pinch for dear life!

**Griffin:** As everyone in the world pinches you like at the end of Dragon Ball Z, light shoots out your eyes. [spoofs explosion sound] And with a brush of fog, again, you all feel this world ablaze drift farther and farther and farther away from you. Until finally, you all—

**Travis:** Whoop, still there.

**Griffin:** You reawaken on the streets of Lumino. You all look around. And as everyone kind of like rubs their eyes—your pinch was so powerful, you woke up everyone.

[crowd cheers]

**Justin:** I... I thought that might—I thought that might happen.

**Travis:** That's science.

**Griffin:** You look around. All the festival goers kind of rise from the ground, rubbing their eyes. You see Sherlock sit up. And as everyone kind of like comes to, he's like:

**Sherlock:** I am impressed. Your skills of deduction may even rival my own. Perhaps I may call on your assistance, should I encounter more supernatural—

**Crawford:** Wait, are you British?

[crowd chuckles]

**Sherlock:** I do lots of voices. It's part of my whole thing.

**Crawford:** Then I'm your king?

**Sherlock:** Oh, that was for real?

**Crawford:** Yeah, man!

**Sherlock:** Oh. Okay. Well...

**Crawford:** So I might call on *your* help.

[group chuckle]

**Griffin:** He says:

**Sherlock:** That makes sense. And hey, ultimately, no harm done.

**Griffin:** You turn around and you see fuckin' Dracula is dead on the ground, having been killed in the dream, died in real life. You also see the fake Friedrich Krueg  and Nickelsmarts the funky jester, all dead on the ground. And he's like:

**Sherlock:** Except for those three.

**Clint:** [laughs]

**Crawford:** Couldn't be helped, man! Omelets!

**Sherlock:** Hey, you gotta make an omelet to make a few—

**Griffin:** [spoofs steam-train-like sounds] You hear a sound from the grate underneath you getting louder and louder. [spoofs steam-train-like sounds] Sherlock looks up at you, wide eyed... Happy Halloween, everyone! Thank you for coming to our show tonight!

[crowd cheers]

**Griffin:** Drive safely. We'll see you next time. Good night!

[crowd cheers]

[The Adventure Zone Versus Halloween theme music plays]

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