The Adventure Versus Dracula - Episode 2

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[intro theme music plays]

Dracula: Dear diary. When I was just a boy count, my tireless studies were interrupted one midsummer morning by the beautiful sound of music wafting in my window. I took flight from the castle, following the sound to an encampment of traveling troubadours. I delighted in their frivolous free-wheeling jam sessions until sundown at which time my father located me and had the entire assembly impaled.

Dick move, I thought, but it did impress upon me the importance of the conservation of the arts. That idea is the bedrock of Lumineaux, and why, though my accomplishments are great and numerous, it is my unrivaled masterwork.

[Versus Dracula theme music plays]

Griffin: A lighthouse, landlocked and 10 storeys tall, stands at the heart of the city of Lumineaux.

Travis: There's always a lighthouse.

Griffin: There's always a lighthouse. This is connected to the *Bioshock*-verse, and big thanks to my boy Ken Levine for all of his help in—

Justin: Okay, can I just say somethin' about the all—there's always a lighthouse.

Travis: Yeah, shoot.

Griffin: Yeah Justin, go ahead.

Travis: Yeah, please.

Justin: Yeah, I mean, can I just say, one hopes. [wheezes] You know.

Travis: Mm.

Justin: 'Cause otherwise you got ships—

Travis: Yeah.

Griffin: Mansion.

Clint: Oh, just—

Justin: No damn idea where the land is.

Griffin: Sure.

Travis: Aw.

Justin: So yeah! There is always a lighthouse, Ken! It's like when I— like

if I need to go to the second floor, there is always stairs.

Griffin: Right, yeah.

Justin: You know what I mean? It's not remarkable, it's like I have to get

up there.

Griffin: Right, yeah.

Justin: There's always stairs. [dramatically] "There is always a door."

[normal] Yeah, Ken. I'm outside!

Griffin: Yeah.

Clint: Well now, to be fair.

Justin: [wheezes] I want to come in!

Clint: In the prairie, there's never— I mean they wouldn't have a

lighthouse.

Griffin: That's a true— That's a good point. And I will say, here in Lumineaux, there is no ocean or— or lake or anything nearby. There is no reason for a lighthouse here. This is purely for— for other reasons.

Travis: Then take it away. Why did you put it there, Griffin?

Clint: It's decorative.

Justin: You put it there. [wheezes]

Griffin: A brilliant amber light casts a—

Justin: Take your tchotchke down—

Travis: Yeah, Mac.

Justin: — before we do our podcast.

Griffin: In that case—

Travis: Clean up a little bit. I'm sorry that you left all this shit on the

mount, but clean it up, man.

[dramatic music fades in]

Griffin: Alright, there's no more lighthouse.

Clint: Noooo! Noooo!

Griffin: Because you guys talked shit so much.

Clint: I love the lighthouse!

Justin: [laughs] No! The destruction!

Griffin: Okay, the lighthouse is back. Okay.

Justin: Oh God! [wheezes] Okay.

Griffin: A brilliant amber light cascades down from the lighthouse's peak, surrounding the city in its warm, protective glow. Though eternal night has settled on the kingdom of Angrave, you wouldn't know it, walking these streets.

The light of Lumineaux Tower casts an illusion of early sunset down every boulevard, refracted by thousands of mirrors down every alleyway. No matter where you stand, every hour in Lumineaux is golden. Through the portcullis of the city's southern checkpoint—

Travis: That's why there's so many influencers.

Griffin: That's right. [chuckles]

Travis: Okay. Yeah.

Griffin: You can see, through the portcullis of the southern checkpoint, the hustle and bustle of the city's inhabitants, all of which are dressed in simple, ill-fitting bohemian garments.

[murmur of a crowd fades in]

Griffin: Lady Godwin, you notice it as a far cry from the aristocratic drapings of Lumineaux seven years prior. Beret-adorned people sit idly on café patios, sketching, writing, and poetasting the day away. Buskers line every street corner, as do their audiences.

In every direction you see art and artists, except for immediately in front of you. Immediately in front of you you see a booth built into the wall by the portcullis leading into the city, and inside a smiling man wearing a pressed blue suit and a tall red fez.

[weather sound effects play]

Griffin: As he sees you emerge from the wreckage of the flaming carriage that brought you here, he snaps his fingers. And from a gate nearby, a team of guards hop forward to extinguish the flames and cart away the body of your unfortunate driver.

[footstep sound effect plays]

Griffin: They move with practiced efficiency, as though removing the unsightly evidence of bloodshed is a common practice in these parts. As you approach, the smiling man waves you forward, and says—

Smiling Man: Welcome, travelers, to Lumineaux! It seems you had some trouble getting here, but hopefully it will have been worth it. Now, if you could please state your name and the reason for your visit, be it business, pleasure, or maybe something in between.

Mutt: Pleasure business?

Griffin: He writes down "pleasure business" on his clipboard.

Mutt: No. Sorry, that was— Sorry, that was a question.

Lady Godwin: Hello. Greetings, my name's Lady Godwin. You've certainly recognized me. My eyes are up here.

Smiling Man: Way— Way up there!

Lady Godwin: I— I'm here to visit Dr Frankenstein. There seems to be a bit of bodily confusion.

Smiling Man: Ah... I understand. Unfortunately, Dr Frankenstein no longer resides within the city of Lumineaux. But I suppose you may be able to follow up on his whereabouts from some of the the citizens here, if you so choose. Lady Godwin, that name strikes me as familiar. You're a former inhabitant, yes?

Lady Godwin: I've— I am still present. I have, sort of, lost a step or two in the social circles that I travel in, so my name has not been... scandalizing the yellow-sheets, as it were. But uh, yes, you'll still find me, in the hustle and the bustle.

Smiling Man: Yes, of course.

Lady Godwin: Still very active.

Smiling Man: As— As a citizen of Lumineaux, you will of course be granted access. What about your two associates?

Mutt: Oh, yeah. Hey, I'm— I'm Crawford Muttner, you can call me Mutt, everybody does. I— This is of course Lady Agatha Thistlewaite. She's a dog.

Smiling Man: You don't have to introduce dogs here. Dogs get in for free at Lumineaux.

Mutt: That seems impolite. You don't wanna know the dog's name?

Smiling Man: Not really.

Mutt: Oh, okay. Well, you just told me a lot about yourself—

Smiling Man: What's that—

Mutt: — and lots about—

Smiling Man: What's that bird's name? There's a bird on that branch there.

Mutt: That is a wild bird, and he goes by whatever name he chooses. Now, she chose Lady Agatha Thistlewaite and that's her name. Now listen, I'm here 'cause I made a promise to kick Dracula's ass and take his teeth and turn 'em into earrings, so...

Is Dracula— Do you know where Dracula is in here, that I could go kick his ass, take his teeth, and turn 'em into earrings? Or do you know somebody who knows where Dracula is so I could kick his ass and take his teeth and turn 'em into earrings?

Do you know a jeweler? 'Cause I just realized I don't know how to turn teeth into earrings, so— We'll call that step three.

Smiling Man: Sorry, did you say Crawford Muttner?

Mutt: Yeah, that's me.

Smiling Man: I thought the Muttner clan had been exterminated.

Mutt: Naw, we're down to two. We have had quite a few losses in recent years. We have— Yeah. Yeah.

Smiling Man: I— I don't know, in good conscience, if I can admit you to this city and be somewhat responsible for the extinguishing of your family's beautiful candle, Crawford. I sug—

Mutt: No, it's cool, man.

Smiling Man: I suggest you... Perhaps you should return home and rethink this— this plan of vengeful accessory-crafting.

Mutt: No, I understand, but my— See, my brother got beat up so bad by the Invisible Man that he died.

Smiling Man: I-

Mutt: And I made him a promise.

Smiling Man: I hate that dude.

Mutt: That dude is a real piece of shit.

Justin: [chuckles]

Mutt: An invisible piece of shit, if you ask me. But I do need to kick Dracula's ass and take his teeth and turn 'em into earrings.

Lady Godwin: I— Can I— I'll just say, I can't see the problem with him.

Mutt: With Dracula? Or the Invisible Man? Oh, I get it.

Smiling Man: Oh, that was a good one. Excellent jokes. I haven't laughed like that in ages.

Lady Godwin: I didn't hear you—

Smiling Man: So, Crawford—

Lady Godwin: I didn't hear nary a chortle!

Smiling Man: I— I can admit you to the city, but I must warn you that...

Mutt: Mm-hmm.

Smiling Man: You will not be able to find Dracula without leaving the city through the northern checkpoint, which is unfortunately closed.

Mutt: Okay.

Smiling Man: To all who do not have business beyond the city's borders, but I suppose—

Mutt: I have business. I need to kick Dracula's ass and take his teeth and turn 'em into earrings.

Smiling Man: Yes.

Lady Godwin: He's been clear.

Smiling Man: Understand, yes.

Mutt: And then I'm gonna open a themed bar, which is a business.

Smiling Man: Just try not to make any trouble, yes? And keep your dog

on a leash perhaps, yes?

Mutt: Woah, man. Yeah, well obviously—

Lady Godwin: I am no dog! I am a woman—

Mutt: No. No, sorry.

Smiling Man: No, not you.

Mutt: The other Lady. Yeah, of course I'll keep her on a leash. I don't need to, 'cause she's super well-trained, but you know there's always emergencies and surprises and everything.

Smiling Man: Okay.

Mutt: And I like to keep her close and safe.

Smiling Man: And what about you, church man?

Brother Phileaux: [from a distance] Um, one moment!

Smiling Man: I recognize a church—

Brother Phileaux: Yes, one— Hold on! One— One minute. Zap rights, zebra rights... zeppelin rights. Zero rights. Zoology rights. Okay. I'm sorry. I was just saying the last rights over our coach there.

Griffin: [chuckles]

Justin: [wheezes]

Brother Phileaux: Uh the coach driver, he was—

Smiling Man: Ah, yes.

Justin: [laughs]

Brother Phileaux: Yes it was—

Justin: [snorts] [cackles]

Brother Phileaux: [sighs] It takes a while.

Justin: That was a good gag.

Smiling Man: Did you just take a wild stab at his religious affiliation

before you began this right?

Justin: [laughs]

Brother Phileaux: I just always assume, I always assume that the—

Mutt: Sounded like you was covering your bases. You was kind of getting'

'em all in there.

Brother Phileaux: Well, I always— I always cover my bases, yes. So by

getting zebras and zeppelin.

Smiling Man: What brings a man of the cloth to this... illuminated city of

sin?

Brother Phileaux: I am the spiritual advisor to this— this group. It seems very important that someone be based in the— the arts of which

they are investigating. The vam— vampiric or... and also to keep them on the straight and narrow path.

Mutt: Yeah.

Brother Phileaux: I'm— I'm sort of a— their spiritual advisor.

Lady Godwin: It's true, he's got his hands full. My body is built for sin now, as you can see.

Brother Phileaux: Well-

Mutt: And I— I'm a real wild— wild boy. I'm wildin' out everywhere.

Smiling Man: I can tell.

Brother Phileaux: You can see why they need my— my guidance.

Smiling Man: Yes. Every group should have just a church guy in it to ensure good behavior.

Brother Phileaux: Mm-hmm.

Smiling Man: Well—

Justin: Hey.

Smiling Man: I-

Justin: There is— There's three things in— There three things you gotta

have in every adventuring party.

Griffin: Yeah.

Justin: There's a church guy.

Griffin: Yeah.

Travis: Mm-hmm.

Justin: Sword guy.

Griffin: Yeah.

Justin: Bad boy.

Griffin: Yeah.

Travis: Yip.

Justin: Every one. If you got more than that, it's too many. [wheezes]

Travis: Yeah.

Griffin: Checks across the board.

Smiling Man: Ah, I see. Okay. Well, um... Fair— Fair. All of you may enter into the city. Um... Please, no acts of violence are permitted within these walls. If you are caught doing so, you shall be jailed, fined, or expelled from the city. Yes, you have your hand raised, Mr Muttner.

Mutt: Is there— Do you have some kind of like, uh, rulebook or something that outlines what counts as an act of violence, 'cause like there's— I mean like if I shove somebody, right, am I out? Or is it like start at stabbin' and go up from there?

Smiling Man: Are you— Are you planning on doing some pushing today?

Mutt: I mean...

Lady Godwin: You never know.

Mutt: Yeah.

Lady Godwin: Everyone gets the shoves from time to time.

Mutt: Sometimes I get, you know, just a little bit of the zoomies, you know what I mean? And I'm goin' around tryin' to get through a crowd or whatnot.

Brother Phileaux: Mm-hmm.

Mutt: You know what I mean? You never plan on shovin' really, but then the shove comes upon ya, and you just gotta shove shove shove.

Lady Godwin: What if I accidentally drop an anvil on someone on the street?

Mutt: Good question.

Brother Phileaux: Mm!

Lady Godwin: But it's in the process of moving the anvil.

Brother Phileaux: Maybe a baby grand piano.

Mutt: Mm-hmm.

Brother Phileaux: Or a baby grand piano.

Lady Godwin: Perhaps. If it's something I—

Mutt: Or maybe I forget to put a manhole cover back and somebody walks and falls through it.

Lady Godwin: Yes.

Mutt: Does that count?

Lady Godwin: Yes. Unintentional consequences.

Smiling Man: Yes, again, I must say, normally people do not ask me these sorts of questions.

Lady Godwin: Mm.

Smiling Man: People don't try to pencil in cartoon violence into their—their schedules.

Mutt: Wild boy.

Smiling Man: Okay, wild boy, let's just try and keep it clean. Err on the side of caution, let's say.

Lady Godwin: Yes.

Smiling Man: I can provide you with a map of the city, some of our big highlights here, places you may be able to visit on your quest. I of course encourage you to visit the theater district, perhaps take in one of our many shows. Or concerts.

Mutt: Oh.

Brother Phileaux: Mm.

Smiling Man: Attune yourself to the Ghostlight, and in—

Lady Godwin: Is there an opera currently?

Smiling Man: There is always.

Lady Godwin: Performing— Being performed?

Smiling Man: There is always an opera.

Lady Godwin: Oh, which?

Mutt: Lighthouse, opera. Okay, keep going.

Smiling Man: If you need any assistance here in the city, if you lose your way or need a lead in order to follow, please just call my name and I shall attend to you post-haste.

Mutt: And what was your name?

Robert Halloween: My name is Robert Halloween.

Justin: [wheezes]

Mutt: Okay.

Justin: Wait.

Robert Halloween: So simply holler out "Robert Halloween", and I shall attend to your needs post-haste.

Mutt: I was about to write that down, Robert, but I don't know exactly how I expect to forget "Robert Halloween".

Robert Halloween: I'm the mayor!

Brother Phileaux: Ooh!

Justin: [laughs]

Mutt: And they make you work the front desk?

Robert Halloween: I wear a lot of hats.

Mutt: I can see that.

Robert Halloween: Right now it's just the fez but later on, hoo boy.

Mutt: I assumed there were smaller ones underneath.

Robert Halloween: Yes.

Justin: I just wrote down Robert Halloween. I don't think I needed to do

that.

Griffin: He ta-

Mutt: Hey, Robert.

Justin: It's fine.

Mutt: I do have one question, Robert.

Robert Halloween: Yes.

Mutt: Do you know any crossbow purveyors in town that maybe sell like unicorn bone... like maybe like antique family heirloom type crossbows?

Robert Halloween: Mm, I see. If you're looking to outfitted for some sort of quest, which again I must tell you will not be possible.

Mutt: Yeah.

Robert Halloween: The Mists will be the place for you to go for that.

Lady Godwin: Is-

Robert Halloween: But perhaps it would be better for you to get your bearings a bit before going on a spree.

Lady Godwin: May — May I — May we go through the gate with some special dispensation from you, Robert Halloween?

Robert Halloween: You want— Sorry, you want money from me?

Lady Godwin: No a— Like a— If you would give us your sort of...

Robert Halloween: Ah, ah, I see.

Brother Phileaux: Blessing.

Robert Halloween: I see.

Lady Godwin: Yes. [chuckles politely]

Robert Halloween: The northern checkpoint, yes. In order to pass through that, I'm afraid you would need an endorsement from a city councilor.

Mutt: Not the mayor?

Lady Godwin: Oh...

Clint: [giggles]

Robert Halloween: No.

Mutt: Okay.

Lady Godwin: So they—

Robert Halloween: I'm more of a figure.

Lady Godwin: They have more juice than you.

Robert Halloween: This is sort of a figurehead position, you understand.

Mutt: Oh, okay.

Lady Godwin: Mm-hmm.

Robert Halloween: And I'm extremely...

Mutt: You're like the Pumpkin King.

Robert Halloween: Sort of, yes, yes. I, Robert Halloween.

Lady Godwin: Do you happen to know— Of course I knew all of them in my heyday, but do you happen to know who the current council make-up is?

Robert Halloween: Yes, of course. There's Professor... Jasmine. And of course there's Tricky Doug.

Justin: [wheezes]

Robert Halloween: And of course we have...

Justin: Okay.

Clint: [laughs]

Justin: Quick time out.

Robert Halloween: Little Michael.

Justin: Quick time out, quick time out.

Robert Halloween: Please let me— Please let me finish! Do not say time

out!

Justin: [laughs]

Robert Halloween: There's Little Michael!

Justin: [wheezes]

Robert Halloween: Swamp Thing!

Justin: No. Okay.

Travis: [giggles]

Robert Halloween: Konan!

Justin: Griffin's—

Travis, Clint & Justin: [laugh]

Robert Halloween: And of—

Justin: Listen.

Robert Halloween: Of-

Justin: We've all been DM now. Was Griffin's mention of a city council not an absolute written invitation to ask who the fuck the city council is?

Clint: [laughs]

Robert Halloween: And of course— of course—

Justin: Isn't that what he wants from us?

Robert Halloween: Our newest member, a Mr Pierre Reynolds, is a city

councilor as well.

Justin: That's the only one I'm writing down.

Clint: [wheezes]

Travis: You're not writing down Swamp Thing and Konan?

Justin: [chuckles] No.

Travis: Tricky Doug?

Clint: I did.

Travis: Little Michael?

Justin: I think if somebody just—

Travis: Professor Jazz Man?

Justin: [chuckles]

Clint: Tricky Doug.

Justin: Interesting city characters.

Robert Halloween: Any other questions? I am a font of knowledge.

Justin: Was that Pierre Carmichael, did you say?

Griffin: What's that?

Justin: Did you say Pierre Carmichael?

Travis: Pierre Reynolds.

Griffin: No, I said Pierre Reynolds, who was your associate in spreading

the word about shingles awareness.

Justin: Got it.

Griffin: Seven years ago, on the night of your terrible accident.

Mutt: Yeah, just one la— We got these two beautiful ashen horses here, and they no longer have a— an owner or a carriage to pull. Can you like

stable them for us til we need them?

Robert Halloween: I don't see any horses.

Griffin: You look back, the horses— One of the horses ran away, I think, shortly after biting Lady Godwin right on the hand. The other one has since fled, since things have sort of calmed down.

Mutt: I'll call 'em later.

Griffin: Okay.

Robert Halloween: Well!

Griffin: He turns a crank and the portcullis opens, granting you access.

Travis: [snorts]

Griffin: He says...

Robert Halloween: Oh, real mature. Yes, very nice.

Travis: No, I just for a second, though about it would be great if it wasn't connected to anything. 'Cause like it was already open, he just turned a crank to signal "This encounter's done". [chuckles]

Griffin: [chuckles]

Robert Halloween: You may proceed, of course. I encourage you to holler my name any time the spirit is—

Mutt: Robert Halloween!

Robert Halloween: Yes? What is it? How can I help you?

Mutt: No sorry, I was just practicing.

Robert Halloween: Oh, okay. I've got a sort of Pavlovian thing. Anyway, off you go!

Griffin: You all stroll into the city of Lumineaux. If you would look at Roll20, I believe you should be able to see the map.

Travis: Griffin.

Griffin: That has been given you.

Travis: Oh, there's a lighthouse in the middle.

Griffin: There is. Lumineaux Tower, you can see, is standing proud over the city and the theater district, that long sort of row of grand buildings. Marked as a... a sort of checkpoint here on the map, as a— a place for tourists to come visit is the Ghostlight Pub, right in the heart of the theater district, and the heart of the city.

You can see also a few other places of interest here; the parish, a grand cathedral you can see as you enter into the city in a— a fairly sort of inactive part of town. You can also see the Mists Outfitter, both checkpoints, and Frankenstein's Lab in the north-east quarter there.

You all walk into this city. Lady Godwin, again, I must impress upon you, it is a totally different vibe here. Back when you roll—

Justin: Got it.

Griffin: Back when you rolled through Lumineaux, and you know, ran some shit, it was... it— it was very aristocratic, very upper crust. You—Yeah, all around you just see signs of art, a lot of people in clothes that they clearly have made. There are... Everybody make a Perception check for me.

[sounds of dice rolling]

Griffin: That is a three from Godwin.

[sound of die rolling]

Griffin: Actually, critical 1 from Godwin.

[sound of die rolling]

Griffin: 17 from Crawford. Okay. Crawford, you notice there's—there's a lot of people sitting around creating and consuming art. You notice

especially, just musical performers on every street corner and people listening to it.

You also notice that there are people who are standing in groups and kind of swaying rhythmically as if they are listening to music that is not being performed by anyone.

Mutt: Silent disco, man.

Griffin: A sort of silent disco situation, and you see that all of those people, and in fact I would say half the folks here living in Lumineaux you can see, have bolts in their neck. Similar to a Frankenstein, but unlike Lady Godwin, both of the bolts are on one side.

Justin: Hmm.

Griffin: And all of the people who have bolts seem to be vibing on just like a whole different level.

Travis: In a position, one might say, of a traditional vampire bite mark?

Griffin: Yes, you could say that. Yes, of course.

Travis: I will say that.

Griffin: Okay. You all walk into the city and this— this is what you see, and I will give you all a chance to decide sort of what happens next. You have some places you can go, you can get, you know, do a little scouting work, you can do whatever you want.

[child shouting in the street sound effect plays]

Mutt: Uh, Lady-

Griffin: You can have a moment to sort of strategize amongst your characters.

Mutt: Lady Godwin, do you wanna stop by your house while we're here and get your mail or whatever? It's been seven years, probably stacked up.

Lady Godwin: Oh, I guess I should, yes. The thought hadn't even occurred to me, so distressed I have been. I'm also rather curious about these— these bolt-necked youngsters here. Would be very interested to— to learn more about them. Perhaps give myself a bit of more context.

Travis: Griffin, can I make... In the... In this world, knowing about like monstery things, could that be like Nature? Survival? What would you call that skill?

Griffin: I would say Survival, if you are wanting to know sort of about monsters. If you're asking about animals, it would be Nature.

[sound of die rolling]

Griffin: But— Okay, wow. That's a 19. Okay, what— what specifically are you trying to glean here, Crawford?

Travis: So, can I— Is— Is there— What do I know about like, vampire thrall and things like that?

Griffin: Interesting.

Travis: 'Cause I see the swaying.

Griffin: Yes.

Travis: And it— it seems a little hypnotic to me.

Griffin: Um... You... You have seen vampiric thralls before. This is not exactly that. These people do appear to be under some sort of like... you know... If— If not spell, some sort of, you know, mass hypnotic event perhaps.

You, I think, very faintly, because you are sort of more switched on as a—as a ranger, than your associates. You can feel, sort of in the vibrations of your inner ear, a sort of like almost tinnitus level music.

[tinny music fades in quietly]

Griffin: That is just sort of permeating this whole area. And I think, you know, I— Do you come often to Lumineaux? I'm guessing not if— since you were sort of—

Travis: No, I am— As a trader.

Griffin: Okay.

Travis: Like that's how we've been makin' it, we collect like, you know,

the reagents, teeth, hair.

Griffin: Okay.

Travis: Different organs and whatnot—

Griffin: Gross. Gross.

Travis: — that someone would use for potions, from monsters and stuff,

man.

Griffin: You know—

Travis: You gotta collect it.

Griffin: You know this city's sort of nickname is "the Singing City of Lumineaux". There is a — There is a music that permeates the very amber light that covers this entire area, and these people with the bolts in their neck, they seem to be vibing to it— to— to a level that you are— you are

sort of unable to.

Travis: I relay all that information to—

Griffin: Sure.

Travis: To the party.

Clint: Hmm.

Justin: Okay.

Griffin: What next?

Justin: Can I have a ch— Just 'cause while we're here. Can I pull aside the first sort of like person with the bolts in their neck—

Griffin: Sure sure sure.

Justin: — so I can see?

Lady Godwin: Excuse me? Excuse me? Pardon.

Griffin: You see a young woman with dark red hair. And the bolts, of course, in her neck. She is wearing a black sort of patchy sweater, that is very, very large.

Travis: That's a cool look.

Griffin: And she looks up at— Everybody here is dressed very cool. Looks up at you, and she says...

Woman with Bolts: Yes, what is it? How can I help you?

Lady Godwin: Sorry, I— I had to ask— Lady Godwin. Eh?

Woman with Bolts: Nice. Cool.

Lady Godwin: Yes. She's back.

Woman with Bolts: I don't know who that is.

Lady Godwin: Fair enough. I wanted to ask about the— the bolts, dear. I've been gone for some time. I— I hope you'll forgive my rudeness, but I— I couldn't help but wonder. I wanted to know about the two bolts in your neck.

Woman with Bolts: Oh, you've got 'em too, don't you. You're just on the—

Lady Godwin: Right.

Woman with Bolts: One's on the wrong side, yes? And they're very big!

Lady Godwin: Right, so what— Where can I procure these sort of new, almost streamlined, avant garde bolts?

Woman with Bolts: Mm. Uh, well that might be somewhat difficult. Bolts are— not anyone can [chuckles politely] qualify for them. Um... But I suppose that if you make your way to... any sort of shopkeep or sort of back-alley bolt hardware vendor of some sort, they can hook you up. That's not really— It's sort of impolite to ask.

Lady Godwin: It is. Are you reanimated yourself?

Woman with Bolts: Am I reanimated? Only by the groove, baby.

Mutt: Gross.

Lady Godwin: What— Sorry, what? What are the bolts for? I feel so old just asking.

Griffin: She says—

Woman with Bolts: Oh, hold on. Hold on, one second. The song's ending.

Griffin: And she reaches up and she twists one of the bolts, and so does everybody else around here. And... they start vibing much faster to a different beat entirely.

Woman with Bolts: Oh yeah.

Griffin: She says—

Woman with Bolts: This is my jam.

Mutt: I think...

Travis: So they're like airpods, right? I almost said that as Mutt, and then

I'm like Mutt doesn't fuckin' know what airpods are. [chuckles]

Griffin: It's almost like a radi—

Justin: Well-

Griffin: It's almost like they have all tuned a radio to the same frequency and are now jamming to a different song entirely.

Justin: Okay.

Griffin: But they don't seem to be reanimated, they are not— These are

not...

Justin: Okay.

Griffin: Dead people. These are just hip—hipsters, [chuckles] essentially,

with bolts in their necks.

Brother Phileaux: Um... Lady Godwin.

Lady Godwin: Yes.

Brother Phileaux: Is there— Is there any chance that your bolts... will

serve the same function and you just don't remember it?

Lady Godwin: Huh.

Brother Phileaux: Have you ever fiddled with them.

Lady Godwin: No that's— I suppose it can— Let me give it a... [screams]

Ow!

Brother Phileaux: 000...

Lady Godwin: Fuck!

Griffin: Make a—

Lady Godwin: [yelling] Fucking Christ!

Griffin: [wheezes] Okay.

Lady Godwin: Fuck!

Brother Phileaux: So that—that's a no then.

Griffin: [chuckles] To—

Lady Godwin: Sorry, they're quite sensitive and I'm extremely strong!

Griffin: Two checks. One, I'm gonna need a Constitution saving throw from you, Lady Godwin, as you turn these bolts that are in your neck, that are not designed for this. But you can—

Justin: I didn't know that. It was a fair question, and I wanted to find out.

Griffin: Yes.

[sound of die rolling]

Griffin: And this is the re— This is what happens because of it.

Justin: This is the result of the L, yeah okay.

Travis: This is the finding out, yeah.

Griffin: This is the finding out.

Travis: Now let's see.

Griffin: You fucked around, you did find out.

Justin: 17.

Griffin: 17, very good.

Justin: 17.

Griffin: You are made from sturdier stuff than this. A little twisting of a bolt is not supposed to bolt turn in your neck, it doesn't do any harm to you. Next I'll need a Wisdom saving throw from you.

Justin: Now that one.

Griffin: Yes.

Justin: That's a weak point.

Griffin: Okay, let's see.

[sound of die rolling]

Griffin: [pleasantly surprised] No, it's not!

Justin: Six-

Clint: 16.

Justin: Now, Griffin, you know how dice work. Just because I got lucky

doesn't mean I'm wise. [wheezes]

Griffin: Yeah, that's true.

Justin: A broken clock, et cetera, et cetera.

Griffin: You turn the knob on your neck, and as you do, you hear like a hundred songs all at the same time, just sort of blasting into your mind in a way that is— seems like this is not the way that this is supposed to work. You just hear like "Somebody once—!" and then you hear like a little bit of like "Moonlight Sonata".

Clint: [wheezes]

Griffin: And then you hear some polka.

Justin: But it's some— But something happens, right?

Griffin: Yeah, something happens. Yes.

Justin: It's not completely different.

Griffin: It's not completely different.

Justin: It's not like—

Griffin: No, you have two pieces of metal in your neck.

Justin: Okay.

Griffin: That— That have allowed you to sort of like dial into Lumineaux

radio, as it were.

Travis: Like when Lucille Ball said she picked up radio signals on her

fillings.

Griffin: It's a lot like that, yes.

Justin: Okay.

Griffin: The person who you were talking to turns back to her crew and

starts bopping along to the same song.

Mutt: I don't know about y'all but when I— when I come into Lumineaux for trade and stuff, when I wanna get a little bit of like gossip, 'cause I love it. I love to gossip, the hot goss. I go to the pub. Should we go to the

pub first?

Brother Phileaux: Oh ...

Lady Godwin: Eugh, God.

Mutt: I mean, you don't have to— I'm not sayin' let's go get wasted.

Lady Godwin: I don't know if it's— I don't—

Mutt: I'm sayin'—

Brother Phileaux: No.

Lady Godwin: I won't get a moment's peace.

Brother Phileaux: Well, um... He may be right. That's usually because...

the... the drink sometimes lubricates the tongue. So to speak.

Mutt: And it's open mic night, so that's fun.

Griffin: [mutters] Fuck you.

Lady Godwin: Would— Would you have— Would you even sully a place like that with your— your— Sorry, let me rephrase that. Would you sully yourself by entering a place like that, padre, or no?

Brother Phileaux: Well, no yes, I would. Because even the— the Bright Lord entered into the places where the downtrodden were and the evil, to— to try to reach them and have them change their ways. And I could probably use a hot toddy, too.

Lady Godwin: Hmm.

Mutt: I mean, it's a nice place.

Lady Godwin: Excuse me.

Mutt: They got a kid's menu and it's nice.

Brother Phileaux: Oh.

Mutt: Yeah, it's not—

Lady Godwin: Ooo.

Mutt: It's not seedy or nothin'.

Brother Phileaux: Nuggies?

Lady Godwin: We should away to the pub.

Mutt: They have nuggies, yeah.

Griffin: They always have nuggies.

Brother Phileaux: Nuggies.

Mutt: And they all speak in these fun pirate accents.

Griffin: God-

Mutt: When they wait on you and stuff, it's really nice.

Griffin: You fuckin'... jerk.

Justin & Clint: [cackle]

Travis: [chuckles]

Justin: Man.

[classical harpsichord music plays to end]

[ad break]

[calm piano music plays]

Griffin: You all stroll through Lumineaux, towards the sprawling theater district. It is... outrageous. It is— It is Broadway. There are dozens of theaters and concert halls and museums. There is so much culture happening in this, like, four square blocks of the city.

Mutt: They doin' *Phantom*?

Griffin: They are doing *Phantom*.

Mutt: Oh yeah, man.

Griffin: They are doing—

Mutt: Fuckin' love Phantom.

Griffin: — Spider-Man: Turn off the Light.

Justin: [snorts]

Griffin: Turn on the light. Which one was it?

Mutt: The Light Flips On and Off?

Justin: Only one makes it— Griffin. If you can just bare down for one second. There's a joke about how this is a town that's always lit up, and I know that if you just wait and dream and hope for it, it'll be there.

Travis: We can come back to it in a couple episodes, if you want.

Griffin: Yeah, I'll have a great *Spider-Man* joke here around episode four, so stay tuned.

Clint: [chuckles]

Justin: Hey listen, I'm gonna have a great *Spider-Man* joke, knowing

myself—

Griffin: Yeah.

Justin: — way before that. [wheezes]

Griffin: Way earlier.

Justin: Just— Just common—

Griffin: You—

Justin: Common practice.

Griffin: You make your way to the theater district. It is just this long row of places of art and culture, and right at the entry to this— to this corridor, you see the Ghostlight Pub. This is a new establishment, Lady Godwin. This was not here, nor was most of this theater district, when you—

Justin: Okay.

Griffin: When you lived in Lumineaux. As you walk into the building, you see a... surprisingly tacky sort of place. There's lots of knick knacks and show posters, and... a lot of memorabilia all over this— this building. It's just one sort of huge hall, where people are drinking and conversing and doing pub stuff.

It is totally full, thanks to its proximity here to the— to the theater district, which is bustling more than any other part of the town. There's music playing out loud in here. Same sort of bohemian crowds, but

there's a lot of sort of obvious tourists also mixed in here. As you all walk in, the bartender sees you all and says—

Bartender: Hello! My I prepare for you all a beverage? My name is Robert Halloween.

Mutt: What?

Justin: Oh, come on.

Robert Halloween: May I see to your thirst?

Mutt: Yeah man.

Justin: Oh, fuck.

Mutt: Robert—

Justin: Sorry, my mind is exploding with Griffin's genius.

Clint: [wheezes]

Justin: One man, working at all the places!

Travis: Brilliant.

Justin: It was right there in front of us, guys! Why didn't I see it before?!

Fuck!

Clint: [chuckles]

Mutt: Uh, Robert. Could I have a—

Justin: It's why he's the master. [chuckles]

Mutt: Could I have a double prosecco on the rocks?

Justin: I'm— Can I just say, I am really sad that history, this being an audio podcast, history will lose the repeated Kieran Culkin eyebrow raises that Griffin just gave me.

Clint: [laughs]

Justin: [through laughter] As his plan became clear.

Griffin: I named my guy Robert Halloween. So there's more creativity

that went into it.

Travis: Yeah.

Clint: [laughs]

Justin: Than what?

Griffin: Than Justin, Justin.

Travis: The guy—

Justin: No, no no. Griffin. Justin is— Justin should be cast in cyber history! What you have— What I had done was laziness born of the

moment. This is genius.

Griffin: Yeah, thank you.

Justin: You— You have— You have changed the game.

Robert Halloween: Typically, we don't serve prosecco on the rocks, Mr

Muttner, but um... I could-

Mutt: You can do—

Robert Halloween: I suppose we can make an excep—

Mutt: You can do them like whiskey stones, so it don't water down.

Robert Halloween: Sure. Yes, absolutely.

Griffin: He-

Mutt: I — Can I get a dish of water for the Lady, please.

Robert Halloween: For— Okay.

Griffin: She hands a dish—

Lady Godwin: I — I will actually have—

Mutt: No, for my dog.

Justin: [wheezes]

Griffin: [chuckles] He hands a dish of water to Lady Godwin and says—

Mutt: No no, the dog. No, for the dog.

Justin: She pounds it.

Lady Godwin: Woof woof. Now—

Mutt: What?

Lady Godwin: — I'll have a— As long as the prosecco's open...

Robert Halloween: Was there an end to that sentence, 'cause you just

sort of—

Lady Godwin: Mm.

Robert Halloween: It sort of disintegrated.

Lady Godwin: Wouldn't you— Wouldn't you like to know.

Robert Halloween: Okay.

Lady Godwin: My eyes are up here. I will have the prosecco as well.

Griffin: He pours you a tiny, elegant little snifter of prosecco. And hands

it in your direction.

Lady Godwin: Oh...

Brother Phileaux: I'd like a virgin mead, please.

Robert Halloween: That's just... Yes, okay.

Brother Phileaux: Okay.

Justin: [wheezes]

Robert Halloween: Yes, just a honey.

Travis: That's honey, yeah.

Griffin: He hands you some apple juice.

Justin: [laughs quietly]

Brother Phileaux: Oh...

Justin: And I— And an egg timer, set to several weeks.

Griffin & Clint: [laugh]

Griffin: You all get your beverages and take in the lay of the land. You... notice, Lady Godwin, I think it's easy for you to notice things in this type of situation because you tower over everyone else in the room by a good foot and a half at least. You notice in the back corner of the room, surrounded by a... a crowd of admirers and in fact a velvet rope, sort of going around his— his table, you notice a familiar face.

You see Pierre Reynolds, of the Pierre Reynolds for Shingles Awareness. An old associate of yours who appears to be doing quite well for himself. He is regaling everybody else at this table with... what seems like delightful and erudite sort of stories. And... they are making quite— quite a bit of ruckus back there, just sort of laughing a guffawing it up, at— at this crowd.

You also recognize a familiar face, Crawford. And in fact he... Make a—Let's make a rivaled Perception check to see who notices who first.

Travis: Okay.

[sound of die rolling]

Griffin: You notice, sitting at a table, before he notices you... Cedric Bullguard.

[dramatic piano music plays]

Griffin: He is a big, golden-haired, barrel-chested man, wearing a leather vest. He's got so many different monster slaying implements on his person. Stakes, he's got two big golden crosses. He's got a whip, he's got a— You know what? He has a vicious heavy crossbow.

Travis: Aw man.

Griffin: Like the one you recently lost in a tragic—

Travis: Unavoidable.

Griffin: Unavoidable bit of...

Clint: [snorts] [wheezes]

Griffin: Negligence. And similarly, he has a crowd of— of young women who are surrounding him, sort of listening to his every word, as he talks about... his many adventures.

Travis: I noticed him first, right?

Griffin: Yes, you do.

Travis: I am gonna pick up a tray and approach him in such a way that he doesn't see my face, but like I'm holding a tray like a server.

Griffin: Okay. You do that. Let's play that out.

Travis: Am I close to him?

Griffin: Yeah, sure.

Mutt: Uh yeah, excuse me sir. Can you hand me that can of Huffonma?

Cedric Bullguard: Sorry, I didn't quite understand you. Did you say Huffama? What's Huffama?

Mutt: Huff on ma shorts, Cedric!

Travis: And I slap him in the back of the head.

Griffin: Uh... Make an attack roll. An unarmed attack roll, on the back of

Cedric's head.

Travis: Unarmed attack roll.

[sound of die rolling]

Clint: [in Phileaux's voice] Well, he did have the tray.

Griffin: Okay. So you did attack with a sickle, but—

Travis: Well, I didn't have unarmed.

Griffin: We'll say that's a whoopsie.

Justin: [laughs]

Griffin: You did roll a 4.

Travis: Well he didn't know I was coming, I should have advantage! That

was a sneak attack.

Griffin: Uh, you did talk to him.

Travis: That was a surprise—

Griffin: Which does sorta—

Travis: That was a surprise attack! You never think a server's gonna

smack you in the back of the head!

Griffin: I'll grant that to you.

Justin: Alright.

Griffin: Go— Go ahead and roll with advantage. Roll one more.

Justin: It's not—

Travis: I did, I got a 22.

Justin: No, he doesn't have to. He got a— He got a critical.

Griffin: Okay, you got a fucking critical hit.

Justin: With advantage.

Griffin: You smack him so hard in the back of his head that he slams his

face down into the table.

Travis: Now I'm not trying to hurt him, I'm trying to mess up his hair.

Griffin: You did crit him though, so you—

Justin: [wheezes]

Travis: Yeah, so I messed up his hair, critically.

Griffin: Okay, you messed up his hair critically. He looks up at you with

shock and anger. You see his hand—

Travis: When he looks up, I'm flippin' him off.

Griffin: He— He reaches down to his whip and then he looks up at you,

and then he says—

Cedric Bullguard: Crawford Muttner!

Mutt: Cedric Bullguard.

Griffin: And he—

Cedric Bullguard: You...

Mutt: You old douche.

Cedric Bullguard: Old so and so— What?

Mutt: What?

Clint: [chuckles]

Mutt: I said you old so and so.

Cedric Bullguard: Oh, I was going to say the same thing. Crawford, how

the hell are you, man!

Mutt: I'm doin' pretty good. How are you doin', Cedric?

Cedric Bullguard: It's been too long! What brings you to Lumineaux?

Mutt: Oh, me-

Cedric Bullguard: I never thought I would see your— your type mixing

around with the— the hoi polloi here.

Mutt: Oh, I love theater, man. It's great. Love *Phantom*.

Cedric Bullguard: What's your favorite show? Tell me now.

Mutt: Phantom. It's Phantom.

Cedric Bullguard: What?

Mutt: Phantom.

Cedric Bullguard: Phantom? Hmm, pedestrian. But I suppose it is a

crowd-pleaser.

Mutt: I also like *Stones in His Pockets*.

Cedric Bullguard: What's that?

Mutt: Stones in His Pockets? It's a two man show set in Ireland about two people— Well, they play a lot of different characters, workin' on

makin' a movie in a small Irish town.

Cedric Bullguard: It sounds so boring!

Mutt: You're boring.

Cedric Bullguard: So you're here to consume the theater, Crawford?

That's—

Mutt: No, I'm here to kick Dracula's ass and take his teeth and turn it

into earrings. What about you, man? What are you up to?

Cedric Bullguard: [chuckles]

Mutt: Are you cryin'?

Cedric Bullguard: [laughs]

Mutt: Is that crying noises, or?

Cedric Bullguard: [laughs loudly] You— You intend to slay Dracula.

Crawford!

Mutt: Well, I mean he might die from it, but I just kick his ass, take his teeth, turn him into earrings. No part of that I guess would be fatal.

Cedric Bullguard: Crawford, I must say, I have heard that quite a few misfortunes have befallen your family.

Mutt: 27.

Cedric Bullguard: I'm surprised— Twenty— 27?!

Mutt: Well, just from Dracula's hands.

Clint: [snorts]

Mutt: Russel was the 28th, he got beat up by the Invisible Man so bad he

died from it.

Cedric Bullguard: I hate that man!

Mutt: I know.

Cedric Bullguard: He kicked my ass once too.

Mutt: Really?!

Cedric Bullguard: Yes.

Mutt: The Invisible Man's a piece of shit.

Cedric Bullguard: Yes, he is a shit head and I hope one day he gets

what's coming to him.

Mutt: I would say keep an eye out for him, but completely, like—

Cedric Bullguard: Not possible.

Mutt: Doesn't do— [sighs]

Cedric Bullguard: Listen, Crawford, you should probably think about giving this quick-started quest of yours and returning home, don't you think? You have— You— You have your poor mother to worry about and if you are the last of the Crawford line, don't you think it's more important to sort of preserve your legacy?

Mutt: But that— that's the point. So I was thinkin' once I kill Dracula and— Or sorry, kick Dracula's ass, take his teeth, turned 'em into earrings, then maybe I get married, settle down, and have a couple kids. I was gonna see what your cousin was doin'.

Justin: Kick their asses. Turn their teeth into earrings.

Mutt: No, I wouldn't— I—

Cedric Bullguard: Crawford.

Justin: [chuckles]

Mutt: May— Maybe. Maybe me and my wife could exchange consensual earrings made of our own teeth, in kind of a Billy Bob Thornton Angelina Jolie kind of thing.

Cedric Bullguard: A beautiful thing to aspire to! What a marvel of healthy romance.

Clint: [laughs]

Mutt: Is your—

Cedric Bullguard: I— Crawford—

Mutt: Is your cousin Misty still single?

Cedric Bullguard: Listen, we're not doing this. Listen. Crawford.

Mutt: Just askin', man. I'm—

Cedric Bullguard: Crawfooooord. Crawford. Unfortune—

Mutt: Cedriiiiic.

Cedric Bullguard: Unfortunately, I'm going to slay Dracula this cycle, as you know my family has done that four times already, and so I intend to be the fifth—

Mutt: Not very good then, huh.

Cedric Bullguard: Sorry?!

Mutt: If you had to kill him four times, doesn't seem like it stuck.

Cedric Bullguard: Oh, Crawford. Certainly you should know that Dracula always comes back. We can purchase for the people of this land a bit peace and respite from his— his torments, but Dracula always comes back, you must know this, yes?

Mutt: Hard for him to torment without teeth.

Cedric Bullguard: Okay, that's an interesting idea. Listen, I— I— [sighs] You're not going to win this one, Crawford. I am— I am going to slay Dracula to bring honor to my name, to my family.

Mutt: Mm-hmm. Good.

Cedric Bullguard: But. But!

Mutt: Yeah. Yeah.

Cedric Bullguard: Next time... He's all yours, buddy. He's all yours.

Mutt: You know what. You know what would be fun? If you told me where Dracula was, and everything you know about killinh him, and it'd be like a race.

Griffin: Make a very high Persuasion check.

Travis: Yep. I'm not gonna do it.

Justin: I mean you just criticalled him—

[sound of die rolling]

Griffin: That's a one.

Justin: Wow, Trav.

Travis: Told ya.

Justin: That's a one.

Griffin: He says...

Cedric Bullguard: Okay. If you must know.

[music becomes more mystical]

Mutt: Uh-huh.

Cedric Bullguard: I have secret intel on—

Mutt: Okay.

Cedric Bullguard: — the location of Dracula.

Mutt: Yeah.

Cedric Bullguard: He— You must first leave the town through the southern checkpoint.

Mutt: That's where— Okay.

Cedric Bullguard: Make your back way back down the road.

Mutt: Okay.

Cedric Bullguard: Up into the hills.

Mutt: Uh-huh.

Cedric Bullguard: And then back to your house.

Mutt: Oh.

Cedric Bullguard: Then into your bedroom.

Mutt: Uh-huh.

Cedric Bullguard: And then up— up your butt and around the corner.

Mutt: Goddamnit it, Cedric!

Griffin: And then he starts high fiving everybody at the table, all in a

row.

Justin: I go in for one, with a— with a one.

Travis: What?!

Justin: With a one.

Cedric Bullguard: Yes.

Justin: I got to.

Mutt: Lady Godwin!

Cedric Bullguard: This—

Justin: With a one, I got to.

Cedric Bullguard: This huge old lady gets it.

Lady Godwin: Up here!

Cedric Bullguard: What about you, padre? High-five? Did you hear my

burn?

Brother Phileaux: Um, yes. Very, very burny. That was—

Travis: I—

Brother Phileaux: That was extremely burny.

Travis: Mutt— Mutt nods at Phileaux.

Mutt: Yeah, go ahead. [chuckles] You can high-five him.

Brother Phileaux: Yes.

Mutt: Yeah, it was good.

Brother Phileaux: That was— That was pretty—

Mutt: Yeah.

Brother Phileaux: I— I— Well... I would rather not high-five.

Cedric Bullguard: List— [sighs]

Brother Phileaux: But I will give you kudos. Kudos, sir.

Cedric Bullguard: As we all know, there are three steps to defeating Dracula. The three Ds. And you seem to know none of them. In order to defeat Dracula, you must discover his weakness, determine his location, and then defeat—

Mutt: Dance like no-one's watching.

Cedric Bullguard: And dance like no-one's watching is a secret middle step, and you've found it.

Mutt: Okay.

Cedric Bullguard: You've identified it. And then the fourth step is to defeat Dracula. I don't think—

Brother Phileaux: Wait wait wait wait wait, I— I didn't get the third one.

Cedric Bullguard: Dance—

Mutt: Dance like no-one's watchin'.

Cedric Bullguard: Dance like no-one's watching.

Brother Phileaux: Ah. There you go.

Cedric Bullguard: And then defeat Dracula. You seem ill-equipped to do any of these, Crawford. You and your party. Please go home, you're embarrassing yourself and me by extension because I know you.

Mutt: You still playin' in the softball league, by the way? Like, am I gonna see you this summer or what?

Cedric Bullguard: Yeah, you'll see me at the softball league.

Mutt: Okay, cool man. Tell Misty I said hi. I wanna go kill Dracula now, okay.

Cedric Bullguard: I'll— May the best man win, I supposed.

Mutt: You're gonna tell Misty though, right. Have her call me?

Cedric Bullguard: Yes, I'll tell Misty. I'll have her call you. I'm not going to stand in the— You all have something very special.

Mutt: Thanks bro. High-five.

Griffin: He high-fives you and—

Travis: Dexterity saving throw!

Griffin: Son of a—

[sounds of dice rolling]

Griffin: No.

Mutt: You're too slow.

Griffin: That's a six.

Mutt: I move out of the way.

Griffin: Damnit.

Mutt: You're too slow.

Griffin: Two of the people who are like sitting here and like listening to

his every word kind of sigh and then stand up and leave.

Cedric Bullguard: Damnit. Damn you, Crawford. I'll see you pay—

Travis: Crawford licks one finger and does like a wah.

Griffin: Yeah sure.

Travis: A little hashmark one in the air. Okay.

Griffin: He sits back down and ignores you, as he goes back to his

conversation. Hey... Brother Phileaux.

Brother Phileaux: Mm, yes.

Griffin: Make a Perception check for me please.

[sound of die rolling]

Griffin: Two. Kinda— Kinda warm in here.

Brother Phileaux: Mm.

Griffin: Okay.

Justin: [wheezes]

Travis: [laughs]

Justin: Oh wait. [laughs] Never mind, it's not that warm.

Griffin: Never mind-

Clint: He actually—

Griffin: You know what?

Travis: There's peanut shells all over the floor.

Justin: [laughs quietly]

Brother Phileaux: I am wearing a burlap robe and a cowl, I guess I could take the cowl down.

Griffin: Okay. Uh... As you all sort of make this— this big kerfuffle with Cedric, Pierre, at the back of the room, stands up. And he says...

Pierre Reynolds: Oh my lord. If it isn't... Impossible. Impossiblé.

Travis: There it is. [chuckles]

Pierre Reynolds: Lady Godwin? You yet live?

Lady Godwin: Hey... Well. After a fashion.

Pierre Reynolds: Sorry, I did not understand you, which I get is rich coming from me.

Lady Godwin: After a fashion.

Pierre Reynolds: I see. I watched you get thoroughly splattered by Dracula and ze Wolfman, in their very fast automobile. And you have recovered from this?

Lady Godwin: Oh... Recovered, yes, in so much as I still have my— my heart— Well, no. My brain, my soul, and this luscious body. That I... assume is borrowed, because my... rather more stately frame must be somewhere... in— in perhaps in Frankenstein's possession, I know not.

Travis: It was exploded.

Lady Godwin: Oh nooooo!

Pierre Reynolds: Oh no, I saw it get pretty thoroughly exploded, yes. It is not existent.

Lady Godwin: Okay, could you— So sorry, wait. You've just confirmed. You did see me be killed?

Pierre Reynolds: Yes. Your—

Lady Godwin: Okay.

Pierre Reynolds: It was horrific. Your whole body just sort of vanished and your head went flying through the air like a football being kicked by a football player.

Lady Godwin: So... You thi— There's no chance that I'm getting that original model back is where you're at.

Pierre Reynolds: You would need some sort of scraping device, and a time machine to seven years ago, to scrape it up off the pavement like so many pancakes.

Travis: Crepes, even.

Lady Godwin: Let's— If I could ask—

Pierre Reynolds: Crepes, even. Thank you, I forgot about the existence of my favorite breakfast food, crepes.

Lady Godwin: If I can— [chuckles] If I can—

Travis: [laughs]

Lady Godwin: — have one more question, before you return your attentions to Brother Phileaux, when I was splattered like so many crepes.

Pierre Reynolds: Yes.

Lady Godwin: Shooting my innards hither and yon, with my blood repainting the stained-glass windows of the nearby buildings, did I—

Pierre Reynolds: Like a human pinata.

Travis: [laughs]

Lady Godwin: Yes. Much as you've said, like a human— a human pinata. Did I do it in sort of an elegant way?

Pierre Reynolds: I will say the arc that your disembodied took through the air was... ballet like, yes. If there was a he— ballet of just heads.

Lady Godwin: And there you have it, gentlemen. Class is born, not learned.

Griffin: As this conversation's taking place—

Mutt: Hell yeah, man.

Griffin: — Brother Phileaux, you feel someone tug at the back of your robes. You—

Travis: Kill them.

Griffin: — kill them.

Travis: [chuckles]

Griffin: And we are— You turn to see who has done so and it is a little boy, and he's wearing a— like a red button-down shirt and some darker

red slacks. And he looks up at you with surprise and then starts walking away from you, backwards, almost in fear, towards the door to the Ghostlight Pub.

Brother Phileaux: Woah. My son, what is— what is troubling you?

Clint: And he follows him. Walks with him.

Griffin: He goes to leave, he leaves the Ghostlight Pub, and you see him walking out onto the street, still backwards, still looking at you, making eye contact.

Clint: Phileaux calls back over his shoulder.

Brother Phileaux: Friends, I have to step out for a— just a moment. Hold— Hold on. Hold on, young man. Wait. Wait wait wait!

Clint: And follows him out.

Griffin: Okay. You follow him out and he, you see, takes off on a sprint, out of the theater district, towards the parish on the sort of southwestern quarter of town. He sprints for just a couple of minutes and you pursue him, to— to this grand cathedral. You see him step inside.

It looks— It looks positively derelict. There is really nobody in this part of town. There is nobody inside of this building, as far as you can see. It looks as though no-one has been in here in— in several years. Cobwebs line the windows, parts of the sort of stonework have crumbled and fallen down to the ground below. This is— This is not an active place of worship.

Clint: Alright. Brother Phileaux steps inside the door. Can he do an Investigation check?

Griffin: Absolutely he can.

[sound of die rolling]

Clint: That's a 16.

Griffin: So you're investigating from outside or inside?

Clint: No, I stepped inside.

Griffin: Okay. From the very back of this sort of cathedral, as you step in, you see that the inside of this building is in a— a similar state of disrepair. There is no-one around, there are pews that have been crumbled. You see that actually there's a lot of pews that are obviously missing, people have broken in here and done a bit of looting, you expect.

There's stained glass shards sort of scattered all over the floor. There are some sort of cracks in the— the stone foundation that have formed, and you see plant life sort of starting to like grow up into the room.

You also see, with a 16, at the back of the room, a confessional booth, divided into two sides, one of which is illuminated. And you see the silhouette of a man inside. And a voice comes from that booth, and it says...

Unknown Man: Ah, yes. Come. Come forth, child. And... Are you ready to make your confession?

Brother Phileaux: Um... Yes. Yes, I am. One— One moment.

Clint: I need to make another check.

Griffin: Okay. What are you makin'?

Clint: I wanna make a Religion check. I want to see... if this is still... sanctified ground.

Griffin: Mm.

Travis: Ooo... Very good.

Justin: Mmm!

Griffin: Very good call. Very good call.

[sound of die rolling]

Clint: Eh. 11.

Griffin: I mean... Hmm. Is it sanctified ground? It is not. It is not. There—That sort of power has to be... has some sort of upkeep to it, right? You can't just like build a church and then it is eternally sanctified ground, it must be sanctified and it is in such a state of disuse that it is not.

I will also say, this check is not very high, there is some sort of power here. Some sort of... influence here that you can't quite tell, but it is not sort of a flavor that you are familiar with.

Clint: Okay. Brother Phileaux makes the... He walks up to the confessional, makes the sign of the sun.

Travis: You salute the sun.

Clint: S-U-N. Sign of the sun.

Travis: Yeah.

Clint: Which is—

Griffin: A hadouken. Dad is doing a hadouken with his hands.

Clint: Both—Both hands—Both hands extended.

Griffin: Okay.

Clint: With the—

Travis: A spider shadow puppet. [chuckles]

Clint: With a-

Griffin: A sort of horizontal hadouken, if you will.

Clint: Yeah.

Griffin: Okay.

Clint: And walks in and sits in the confessional.

Griffin: 'Kay. He says...

Unknown Man: Greetings, child. It's been some time since I have done this. This land has been lost to heathens, but uh... what can I do ya for?

Griffin:[chuckles]

Travis: [laughs]

Justin: [snorts]

Brother Phileaux: Um... Well. I must confess.

Travis: Yeah.

Brother Phileaux: Well, that— that's— I must confess. I'm trying to think... Oh. I gave some demonic people shingles, really bad. Uh... And... And by making magic go in their mouth, so that was bad.

Travis: God, what a great way to phrase it too.

Griffin: The grossest imaginable way of phrasing it.

Justin: [chuckles] Yeah, just the worst way.

Brother Phileaux: And uh... I um... I— I considered ordering regular mead. And just the thought of that I think is something I should be forgiven of. Um... And I don't know. Uh... I— It just—

Unknown Man: It's okay if it's just two things.

Brother Phileaux: I— It is, but I also— I must be honest, just being in this poor husk... of a worship place, I feel a little... sinnish.

Unknown Man: Mm.

Brother Phileaux: Just being in here. What has— What has happened? My— My brother.

Unknown Man: Ah, Father, please.

Brother Phileaux: Did this—

Unknown Man: If you—

Brother Phileaux: To this ca— wonderful... I mean, it's got good bones,

this cathedral. What has—

Travis: A real fixer upper.

Brother Phileaux: What has happened? [chuckles]

Unknown Man: Well I must first inform you that the bone cathedral is on

the other end of town.

Brother Phileaux: Oh, okay.

Unknown Man: That is where they worship the god of bones, Skeletor.

Brother Phileaux: Gosh.

Travis: [chuckles]

Justin: [mutters] Oh boy. Skeletor is canonical?

Brother Phileaux: I'll try to— That was not on the map, so I— I'll look at

that later. But what has happened here?

Unknown Man: You see, my child... People in Lumineaux, they have little use for the gods in a place such as this. No-one is seeking out the power of the divine. Dracula especially.

Brother Phileaux: And so... you couldn't like, tidy up occasionally? I mean, is no-one coming to your services? No-one comes for confession, no-one comes for— I mean christenings. Surely you have— I saw a child, so I— I know there must be children, there must be babies, there must be christenings you do.

Unknown Man: Sorry, when I said that people have no need for religion in a place like this, I forgot to mention that we— they still definitely do christenings and baptisms, non-stop. Peop—

Brother Phileaux: Ohhhh, now I know you. You're Father Wise Ass. Okay. Go on.

Griffin: You feel a shuddering [chuckles] come from the very building that you are standing in as you are saying that.

Unknown Man: Please watch your tone with me. Please... This is not the way to speak to one of your elders, don't you think?

Brother Phileaux: Well, I— I don't know for sure if you are one of my elders. What is— What is your... your title and name, my friend?

Father Maw: My name is Father Maw, and I am in charge of this building, derelict though it may be.

Brother Phileaux: Is the— Let me ask another question. I saw a child run in here, dressed all in— in red. Seemed... to be a bit put off by my appearance. It could be the tonsure because that— that does it to a lot of people.

Father Maw: It's a good look, if you ask me. What brings you—

Brother Phileaux: Thank you.

Father Maw: — to Lumineaux? Brother.

Brother Phileaux: Um... Well I asked my question first. The child?

Father Maw: I know of no such child.

Brother Phileaux: Ah. I'm here as a spiritual adviser for a— a group. That... perhaps you could get behind their efforts. They're— They're here to kill Dracula?

Father Maw: Ah.

Brother Phileaux: And I'm— I'm sort of a— I'm... I don't know, a would-be... memoirist. I'm— I'm collecting information—

Father Maw: Yes.

Brother Phileaux: — I'm kind of a lore master.

Father Maw: This is a matter that is near and dear to my own heart.

Brother Phileaux: Oh.

Father Maw: I would love to see Dracula slain.

Brother Phileaux: Yes, well that would help business, wouldn't it. I

mean...

Father Maw: It is... difficult to accomplish, I'm sure you can appreciate. Even more so these days.

Brother Phileaux: Yes. Yes. Well, then you can give me aid. What— A gentleman before, rather blonde fellow, Cedric. Uh Beauregard?

Father Maw: Bullguard, yes.

Brother Phileaux: Bullguard. Mentioned that he has killed Dracula, his family has, three different times. Do you happen to know what method he used? Were you involved in that process at all?

Father Maw: Unfortunately not, I am not an adventurer by trade. All that I know is that immortality is the medium through which Dracula works his art. Um... I can tell you this. He once... drew his power from a demonic pact.

Dracula became Dracula because of this arrangement he forged with a power built into the very earth of Angrave, but... I have reason to believe that as of late he has betrayed that source to become something... new and even more profane.

Brother Phileaux, I must ask before we go any further, you are a servant of the Lord as well. Is that something you would ever consider, changing your affiliation?

Brother Phileaux: Um... Well. I— I go where the uh... Where the... the Sun needs me. I— I would serve in... whatever capacity. I'm kind of a [chuckles] rogue agent, I suppose. But... for now, I'm—

[papers rustle]

Brother Phileaux: I'm... pretty set. Why? Are you...

Father Maw: Hmm.

Brother Phileaux: Are you offering me a job?

Father Maw: Perhaps.

Griffin: And then the light goes out.

[music cuts out]

Griffin: And...

Brother Phileaux: Hello?

Griffin: The voice goes silent.

Brother Phileaux: Helloooo?

Clint: He— Phileaux kind of peers through the latticework between the

two chambers.

Griffin: Okay.

Clint: Um... You're gonna make me check that, aren't you?

Justin: [laughs]

Griffin: Yeah, make another Investigation check for me, please.

[sound of die rolling]

Clint: That's only an eight.

Griffin: I mean, you're peering from one booth into an adjacent booth, this is not a very difficult check. There's no-one in there, and in fact there's not only no-one in there, there is... It is full of spiderwebs.

[ominous music plays]

Griffin: Un— Un sort of bothered, fully whole spiderwebs almost fill up this— this whole booth. There is no-one inside.

Brother Phileaux: Except a talking spider. Hmm...

Griffin: [chuckles]

Travis: Solved it.

Griffin: As you open up the booth to leave... you— I'm not even going to make you roll for this. You do notice something rather distressing. It wasn't there when you walked in, or maybe it was and for whatever reason you didn't see it, but sprawled out, directly in front of the pulpit of this church... is... a man.

He is wearing the robes of a parishioner. And he is... dead. You can see a grizzly wound in his chest. And it seems as though his heart has been removed. There is blood pooling all around him. And this kill seems fresh. And just as you notice that...

[thumping sound effects play]

Griffin: You hear someone pounding at the door into the cathedral. Let's hop back over to Lady Godwin and Mutt speaking to Pierre Reynolds.

[music transitions to pub piano music]

Griffin: He says...

Pierre Reynolds: Ssssssso, you wish to kill Dracula, yes?

Lady Godwin: Um, that's the idea, yes.

Pierre Reynolds: Imposing though your new form may be, I-I must tell you, Lady Godwin, I do not believe you to be up to the task, and I would hate to send one of my oldest and dearest friends to their demise.

Justin: I... do crack him across the jaw.

Griffin: Woah, holy shit. Okay. Go ahead and make an attack roll for me.

[sound of die rolling]

Justin: He and I have bad blood, it's not comin' from nowhere.

Griffin: Why do you have bad blood with Pierre Reynolds, may I ask?

Justin: I just don't like him.

Travis: What?

Griffin: [cackles]

Clint: [laughs]

Griffin: It seems like you have just decided, in this moment, that you

don't fuckin' like this dude at all.

Justin: Wha— But okay. Remind me of our— our interaction with this—

Griffin: Together you all ran a incredibly philanthropic organization to spread the word of the disease called shingles. The condition called

shingles.

Travis: Called the Pierre Reynolds Shingles Awareness Foundation.

Griffin: The Pierre Reynolds Shingles Awareness Foundation, yes.

Travis: Which I believe you founded.

Griffin: You founded for Pierre Reynolds.

Travis: And named for him.

Griffin: So-

Justin: Yeah, I did— Sorry, I— I— Yeah you're right, that's too aggressive

for Pierre. Can I be honest, Griffin? I think it was the accent.

Griffin: Mm.

Justin: [laughs] Like it's— it's high— It is very—

Griffin: Instinctive, I get it.

Justin: You know what I'm gonna do instead? I'm gonna re— rear back

and break the table in half with my [chuckles] hand.

Griffin: Okay cool. Make an attack roll against the table.

Justin: Yeah, it's fine. Take— Take this, the table.

Clint: [laughs]

Justin: Where is my... Handa— How about I use the handaxe? I have it in

my hand already. There you go.

[sound of die rolling]

Justin: 12.

Griffin: 12. Okay.

Justin: [wheezes]

[table crushing sound effect plays]

Griffin: You slam your axe down on the table. It does not break.

Justin: Good!

Griffin: What it does do... is you look down you see that you have just chopped a hand in half, when you slammed the axe down on the table.

Justin: Whose?

Griffin: And there is a—

Justin: Whose hand?

Griffin: — silence that goes over the pub. And everybody looks over to what has just happened. And it takes you a second to realize like "Oh shit. What was that?". You notice this is a disembodied hand.

Justin: Oh.

Griffin: This hand was skittering across the table moments ago. Crawford, you saw this happen. And just by happenstance, you happened to chop it right in half. And you see... Pierre look down at this hand and then look back up at you, and say—

Pierre Reynolds: That was incredible.

Griffin: He picks up the two halves of the hand and throws them, he says—

Pierre Reynolds: These infernal things, they keep— they keep just hoarding into this establishment. I am the proprietor of the Ghostlight Pub, and these things have been a menace to me! And you have just displayed an incredible ability at destroying them, Lady Godwin.

Lady Godwin: I'll tell you what. I'll go down to your basement and I'll kill nine more. And then you can give me 100 gold.

Pierre Reynolds: First of all—

Justin: [wheezes]

Pierre Reynolds: — gold is not the currency that we use in...

Lady Godwin: Zeni.

Pierre Reynolds: It's money that we use.

Justin: [wheezes]

Clint: [laughs]

Pierre Reynolds: And second of all, the source of these abominations is not the basement of the Ghostlight Pub. It is— [sighs] It is Frankenstein's

Laboratory. It's a real pain in the ass. He— He went and took flight to shack up with Dracula at his castle, I suppose, and—

Mutt: People—! Hey, can I— Sorry, Pierre. People keep sayin' "shack up".

Pierre Reynolds: Yes.

Mutt: And that's a term that I usually associate—

Lady Godwin: Are they romantically involved?

Mutt: Yeeeeah.

Lady Godwin: Yes.

Pierre Reynolds: Are Dracula and Dr Frankenstein involved in some

way?

Lady Godwin: I don't know, you tell me.

 $\textbf{Pierre Reynolds:} \ I- \ \text{Who am I to gossip? I'm just kidding, gossiping is}$

like my favorite shit. Maybe.

Clint: [laughs]

Pierre Reynolds: I don't— I don't know, they are both quite reclusive, as you might imagine. But I will tell you this. When Frankenstein left, he did not do um... let's say a particularly good job of neutralizing some of the great undead threats that he created inside of his laboratory. You would be doing me a great service if you could put an end to uh... to these threats.

Mutt: A service that perhaps you would grant us... passin' through the... the northern gate, if we there— if we cleaned up them hands?

Pierre Reynolds: [sighs heavily] I do not want to send one of my dearest friends to their death, but if this is the mission that you have set your heart upon, who am I to say no?

Yes, if you make your way to Frankenstein's Lab, neutralize these abominable hand monsters, find their source and shut it down, then yes.

It would only be fair that I could... make an exchange with you for passage through the northern checkpoint. Yes. Yes.

Mutt: Well, it sounds like we got ourselves a hand job.

[music cuts out]

Justin: [wheezes]

Clint: [laughs]

[theme music fades in]

Griffin: I don't wanna end the episode there.

Justin: You can't.

Clint: [laughs]

Justin: You can't do— You have to. Sorry, my lawyers are reaching out to

your lawyers as we speak, and that does need to be the end of the

episode. [wheezes]

[theme music plays]

[ukulele chord]

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