

## The Adventure Zone Versus Dracula – Episode 22

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[intro theme music plays]

**Dracula:** Dear Diary...

I was reading *The Old Yorker* during this morning's constitutional, when I came across some stuffy science dude writing about probability. He said that infinite monkeys on infinite typewriters with infinite could eventually write *Hamlet*. Now, I met Shakespeare, back when I haunted Stratford Upon Avon, and let me just say, dude's operating capacity is like 20 to 25 monkeys, tops.

**Justin:** [snorts]

**Dracula:** But it got me thinking... What if I had my own army of creativity monkeys? Because I think I know exactly where to find some.

[*Versus Dracula* theme music plays]

**Travis:** That probably won't come back in.

**Griffin:** No, definitely not. I mean everything he says is so silly, and...

**Travis:** So silly. What a silly guy.

**Griffin:** And like all the silly jokes, and none of it is like big.

**Travis:** I think the thing that I most come away with when I think about Dracula is "What a silly little guy."

**Griffin:** Silly little guy.

**Justin:** Did I— Is my one contribution to *The Adventure Zone* canon, as a GM, is my one contribution to the form that you're allowed to have a narrator that everyone can hear for no reason?

**Clint:** [chuckles]

**Justin:** And they just have to deal with it.

**Travis:** Yes.

**Justin:** I feel like that is my— If I've elevated the form in some way.

**Griffin:** The form has changed, yeah. The game has changed dramatically.

**Justin:** It's some contribution, yeah.

**Griffin:** 'Cause sometimes it's hard to fit a guy in there who says stuff that's like important.

**Justin:** Well, let's be honest, it's a stop gap between the weirdness of sitting here talking about how our kids won't sleep, and then one of us is like, "I'm Dracula now."

**Griffin:** Yeah yeah yeah.

**Justin:** And it's like, "Okay, well."

**Griffin:** It's a table setter.

**Justin:** "Let's—" Yeah, let's build. Let's build that.

**Travis:** An amuse bouche of Dracula.

**Justin:** [chuckles] Right?

**Clint:** I would also— I would almost say Juice that you are also the originator of the concept of a narrator, and then a narrator going into the barrator.

**Griffin:** Wow. Yeah.

**Justin:** Yeah, that's true. That's true.

**Clint:** Think about it, Juice, yeah.

**Griffin:** So, the three of you have circumnavigated the gargoyle trap I had set for you outside, and it was one of my best ones. So...

**Justin:** You think we circumnavigated that? I feel like we solved it, right?

**Travis:** Yeah.

**Justin:** Like we dealt with the situation. Like circumnavigated would be like—

**Travis:** Was there a different— ?

**Justin:** — walking around.

**Travis:** Yeah, was there—

**Justin:** We did like a lot of things to it to make it go away.

**Griffin:** Well, check it out. These—

**Travis:** We gave them pornography. What was the other solution?

**Griffin:** These mean guys, these mean stone guys, were gonna push you off the castle to die.

**Travis:** Mm-hmm.

**Griffin:** And that didn't happen.

**Justin:** But.

**Griffin:** So.

**Justin:** But Griffin, you—

**Travis:** Were we supposed to let them do that to solve the puzzle?

**Justin:** It wasn't— [wheezes] You wanted us to die?

**Griffin:** Well no, 'cause you figured it out. You got around it.

**Travis:** So we solved it, we didn't circumnavigate the puzzle.

**Griffin:** Yeah, al—

**Travis:** We solved the puzzle.

**Griffin:** Okay, you— Fine, you solved it.

**Travis:** Like if I put together a thousand-piece jigsaw puzzle, you wouldn't be like, "Oh, really worked your way around that one."

**Justin:** Yeah, you just solved it.

**Griffin:** I don't think circumnavigate means to sk— like to skip.

**Travis:** It means to go around it.

**Justin:** Go around it.

**Griffin:** Oh, okay. Well, okay.

**Justin:** [laughs]

**Griffin:** You got around these gargoyles without them killing you. 'Kay?

**Travis:** Okay.

**Griffin:** And that's good, and I'm—

**Justin:** I mean that still—

**Griffin:** — super proud of you.

**Justin:** — doesn't feel like you're doing us justice.

**Griffin:** And—

**Travis:** That sounded so insincere, Griffin.

**Justin:** Yeah.

**Travis:** Are you proud of us or not?

**Griffin:** I'm prou— I am soooo proud.

**Travis:** Oh my god.

**Griffin:** I'll be proud when you kill Dracula. I'm reserving pride—

**Clint:** Again?

**Travis:** You're so hard to please!

**Griffin:** I know. You all have made it into the rear entrance of the castle. You've found yourself in a small sort of sewer out pipe.

[quiet piano music plays]

**Griffin:** It's gross in here, but not so gross that you take like... dookie damage or anything like that. This is, you get the impression, sort of the last... chance you have to chill or plan before things— before you head up the spiral staircase in front of you, into the castle proper. So if there's anything you need to ready or prepare before that happens.

**Justin:** Well, I would ask this. Is it wild to take a long... restful—

**Travis:** Dookie rest.

**Justin:** [chuckles] A long feast and rest inside Dracula's dookie alcove?

**Griffin:** [chuckles]

**Justin:** Is that weird?

**Griffin:** It's not—

**Justin:** I could really use a break.

**Griffin:** You can—

**Travis:** Is there a nook in here that we could perhaps squirrel away and maybe—

**Justin:** [chuckles] Yeah.

**Travis:** Have a little less dookie exposure.

**Griffin:** If you guys wanted to take a long rest in here, [chuckles] we could figure that out. It would be the grossest place you've ever slept.

**Clint:** Right, yeah.

**Griffin:** It would be the worst and grossest place you've ever slept.

**Travis:** You don't know that.

**Clint:** Phileaux's not worried, 'cause he has a coating of shellac.

**Justin:** Griff, can I—

**Clint:** So he's pretty safe from dookie.

**Griffin:** That's cool.

**Justin:** I love you, and I'm not— I don't wanna belabor this, but you said to us "Your last time to rest is here in this dookie prison."

**Griffin:** Sure, rest I—

**Justin:** And then you're like gettin' all—

**Griffin:** Yeah yeah yeah.

**Justin:** Gettin' your feathers in a twist, 'cause we're like, "Alright, we'll rest here in the shit like you want us to," like.

**Griffin:** Well, I was assuming this would be a rest of a short variety. I didn't—

**Justin:** I have 12 hit points. It will not be a short rest. It will be a long rest, I'm sorry.

**Griffin:** How do you have 12 hit points?

**Travis:** How do you have 12 hit points? We definitely took a long rest back at the outcropping.

**Griffin:** Yeah yeah yeah, you had a—

**Travis:** And we haven't fought shit since then.

**Griffin:** Yeah, you have not fought shit. You all should be fairly hail and hardy, I don't know if you took any damage from these gargoyles.

**Justin:** I didn't tell you guys, but I stood watch while you slept, so I need to heal.

**Griffin:** Oh, a brave sentinel.

**Clint:** Awww.

**Justin:** Yeah, a sentinel, a watchful sentinel.

**Griffin:** That is actually a feature of Brother Phileaux, that he does not need to go completely dormant when he sleeps, so it's a bit redundant.

**Justin:** I know, that's what made the sacrifice even more beautiful [chuckles] an unnecessary.

**Griffin:** Okay, yeah yeah. Well, if you wanna retcon and say that you did take a long rest then, that's fine. Or you guys can camp out in this sewer. [chuckles] Approximately 45 minutes after getting up [through laughter] from your last long rest.

**Clint:** [laughs]

**Justin:** Phew! I'm bushed. No no no, we can keep going.

**Griffin:** Okay.

**Brother Phileaux:** Let's see. I just realized, I have a light source from my hat.

**Muttner:** Uh-huh.

**Brother Phileaux:** And of course Lady Godwin has a light source.

**Muttner:** You definitely— Hey listen, man. You're definitely gonna have to reup that, right? That light source was from when we were in the cave, where we was fightin' the anglerfish or whatever?

**Brother Phileaux:** Oh, it's—

**Griffin:** Do you know what's weird? When you're the Turbo Cardinal, actually when you cast Light, it's forever.

**Muttner:** Oh man.

**Brother Phileaux:** Well, I just think if we get separated, it would be good for Mutt to have a light source.

**Muttner:** I have Scalibur.

**Brother Phileaux:** So I am going to... use my last infusion.

**Muttner:** Wait, hold on. You don't have to do that, man. I have Light. I can cast Light on things.

**Brother Phileaux:** Sure, you'll like the— you'll like this light, okay? You'll really like this light.

**Muttner:** Who are you sneakin' this past, man? Just tell me what you're doin'.

**Brother Phileaux:** I'm going to replicate a magic item, which is a new ability that I have, at level 6.

**Muttner:** Brag.

**Brother Phileaux:** I'm going to create a Lantern of Revealing, and give it to Mutt.

**Justin:** Do you have one already that you're replicating?

**Clint:** What do you mean?

**Justin:** Well, I mean replicating—

**Travis:** That's creation, man.

**Justin:** Replicating implies that you're replicating a thing, and I don't know that you have one of these to replicate? Do you have one to replicate.

**Clint:** You replicate a particular magic item. You create it.

**Justin:** I guess this is more like the replicator on... the spaceship.

**Clint:** There you go.

**Griffin:** Yeah.

**Clint:** Yeah, there you go.

**Griffin:** Yeah, so as far as I can tell, this is not— you— it's not a copy of a thing.

**Travis:** Oh, okay.

**Griffin:** You just—

**Clint:** Right.

**Griffin:** Yeah.

**Justin:** It's— Travis is with me though.

**Griffin:** Yeah no, it's a wild power. Okay, so what does the Lantern of Revealing do, Clint?

**Clint:** The Lantern of Revealing. Hold on. Let me turn over the—

**Justin:** "Hold on," as if you have something else you're going to do.

**Clint:** "While lit, the hooded lantern burns for 6 hours on one pint of oil, shedding bright light in a 30-foot radius and dim light for an additional 30 feet. Invisible creatures and objects—"

**Travis:** Oh.

**Clint:** "— are visible, as long as they are in the lantern's bright light."

**Griffin:** Interesting. Okay, cool.

**Justin:** Ooo. That's cool.

**Clint:** Now I thought—

**Justin:** That's a good idea, Dad.

**Clint:** I thought this would come in very handy—

**Justin:** I thought this was gonna be a bad idea.

**Clint:** — for Mutt. No. It—

**Griffin:** I like it.

**Clint:** I turned a bad idea into a good idea.

**Justin:** Yeah, [chuckles] that's right, man. Love that.

**Brother Phileaux:** And here you go Mutt.

**Muttner:** Yeah.

**Brother Phileaux:** This little light of thine, you're gonna let it shine.

**Muttner:** Should I hide it under a bushel or something?

**Brother Phileaux:** Well, I think that's fine, if you wanna take the—

**Muttner:** No!

**Brother Phileaux:** — theological reference.

**Muttner:** No, I'm gonna let it shine.

**Brother Phileaux:** Alright, let it shine.

**Lady Godwin:** Can I ask you two a question?

**Brother Phileaux:** Yes.

**Lady Godwin:** Before we proceed.

**Travis:** You just did.

**Lady Godwin:** Well. It occurs to me, we've been very sure of ourselves up to this point. Rightly so, fearsome. If we arrive and Dracula proves... obviously too much for us to deal with.

**Muttner:** Mm-hmm.

**Lady Godwin:** Are we willing to run? I know that the impulse of course is to say no, everyone wishes to be heroic, but is this a cause we would die for? I will speak first and say frankly I'm not quite sure. And I wanted to see how you two felt.

**Muttner:** So Lady Godwin, I think that's an excellent question, but here's the way I look at it man. Basically... I'm not lookin' at this from like a cause kinda way, more of like when you're surprised by a predator, right?

If you're in— come upon a predator, you have... like a couple options, right? You make yourself big, try to scare 'em away, you fight 'em, right? You run, you play dead, that kinda thing. And... there's some situations where the most dangerous thing you can do is run.

**Lady Godwin:** Mm.

**Muttner:** And I'm— I just get the suspicion that if we're trying to outrun Dracula and whatever he's got in there on their home turf, and then get out of the Stranglemire without gettin' caught, that's gonna prove more dangerous than just, you know, standin' and fightin' or hidin' or whatever, you know what I mean?

**Lady Godwin:** Once we've... struck at Dracula, he'll leave us little window to escape.

**Muttner:** Yeah man, he's not just gonna let us go. You know? But the way I look at it is up until now... been movin' forward with purpose, and the purpose bein' we got a goal.

**Lady Godwin:** Mm.

**Muttner:** That we're workin' towards. And questionin' that goal now, when we're so close to like tryin', and either you try and you fail, or you try and your succeed. So really, way I look at it, we got a 50/50 chance of this thing goin' well.

**Lady Godwin:** Well. I suppose that's true.

**Muttner:** Phileaux?

**Brother Phileaux:** It's almost as good as even odds.

**Muttner:** Okay.

**Lady Godwin:** I suppose that's right. Well, if the die will be cast after our first strike, I'll make that first strike lopping off his fucking head.

**Muttner:** That's very good, I like that, you had success with that with The Wolf Man, so that worked out well.

**Lady Godwin:** You know it's a classic.

**Muttner:** Yeah.

**Lady Godwin:** I found— I fear repeating myself, of course. Consider myself a, eh, an artisan, at least.

**Muttner:** But you can do just a signature at this point, you know what I mean?

**Lady Godwin:** Well, it's in the details. The polish, mm?

**Muttner:** Yes, oh the flourish is beautiful. Now listen.

**Lady Godwin:** The flourish.

**Muttner:** As far as a plan goes.

**Lady Godwin:** Mm.

**Muttner:** I don't—

**Lady Godwin:** Oh, what a— That's excellent, yes!

**Muttner:** Yeah.

**Brother Phileaux:** Wait. Wait wait wait wait wait. We're going to plan?

**Muttner:** Now hear me out, because I don't wanna— I don't— That's— Now I'm over-promising.

**Brother Phileaux:** Oh.

**Muttner:** 'Cause I don't have a capital P plan so much as I got a little P plan.

**Brother Phileaux:** Little P plan? Aww.

**Muttner:** A little P plan.

**Brother Phileaux:** [fondly] That little P plan.

**Muttner:** Where— Here's what— The only kind of pieces that we know, right? That are kinda useful to us is right now, if you were to cut Dracula's head off, I think, like a little Dracula body grows off of that, right? And—

**Lady Godwin:** Hysterical, but unhelpful.

**Muttner:** Yeah, so it seems to me that before we can put Dracula down for good, right? We need to— Now that he's moved on from whatever power Ahn was givin' him, figure out what's happenin' with the Frankenstein thing?

And how he's able to keep that regeneration goin'. And so my original thought had been just get in there, kill Dracula, get out before, I don't know, whatever other people are there.

**Lady Godwin:** Oh.

**Muttner:** But like—

**Lady Godwin:** You're— I hadn't considered that Dracula's replication is not just one of his many abilities, but a new occurrence.

**Muttner:** Well, I mean maybe it's new, maybe it's not, but we're kinda goin' in there without knowin' all the details of, you know, the object of our hunt.

**Lady Godwin:** We nee— We know that destroying will likely not be purposeful. Perhaps the best we can hope for is to bind, with Scalibur.

**Muttner:** Oh, see I was kinda more hopin' we'd find a book in Frankenstein's that was like, "How to Kill Dracula," but I see what you're sayin'.

**Lady Godwin:** Oh.

**Muttner:** And I think yeah, maybe the sword. I could like stick him in the ground real hard.

**Lady Godwin:** Uh-huh.

**Muttner:** And then he wouldn't be able to get past the hilt, or the cross guard kinda deal, maybe.

**Brother Phileaux:** Gentle— Friends, hold on one moment. Let's— I'd like to phone a friend. Hold on. [clears his throat]

**Muttner:** You got a phone?

**Justin:** Oh yeah, good idea.

**Brother Phileaux:** Van Helsing? Can you take over and have a discussion with the gang here?

[harpsichord music plays]

**Van Helsing:** Yes, I can do that. Can you apologize for the sound? It's so embarrassing.

**Brother Phileaux:** Which sound? What sound?

**Van Helsing:** The sound it makes when we switch.

**Brother Phileaux:** Oh, I have grown fond of it, so go ahead, make the sound.

**Griffin:** [makes a dramatic switcheroo sound effect]

**Van Helsing:** Hey guys, it's me.

**Brother Phileaux:** [chuckles]

**Van Helsing:** Van Helsing. What should I—

**Muttner:** You gotta warn us about that sound, man.

**Van Helsing:** I asked the Phileaux to, but he didn't do it. What do you need?

**Lady Godwin:** Did you hear our conversation?

**Van Helsing:** Ah yes, you were talking about how to kill kill Dracula.

**Muttner:** Yeah, capital K kill kill, you know, lasting kill.

**Van Helsing:** [sighs]

**Muttner:** Is the regeneration thing new, do you know?

**Van Helsing:** Yes, that was sort of the blessing and a curse of Ahn was the regeneration, one of his powers. That was something I had to deal with. If you stake him right in the heart with a piece of wood, that is usually enough to destroy the body outright.

Fire can also do it, but good luck getting him to stand still long enough to burn. I had a lot of trouble with that. Sunlight also can neutralize the effect, but there hasn't been sunlight in Ahngrave for many years. Can't cross running water. The garlic thing I never quite— It's hard to test that one, isn't it?

**Justin:** [chuckles]

**Muttner:** What about the rice thing, man? Where you throw the rice down, they gotta count the rice. We tested that?

**Van Helsing:** No, that's not Draculas, that's actually mummies.

**Muttner:** Ohhhh, okay man.

**Van Helsing:** Yes, which is weird.

**Lady Godwin:** Salt? Where are we at with salt?

**Van Helsing:** It—

**Lady Godwin:** Salt circles?

**Van Helsing:** It's good in moderation, but as a physician I must warn you that—

**Justin & Clint:** [chuckle quietly]

**Van Helsing:** — high sodium can actually be quite deleterious to one's—

**Muttner:** Now sorry, when you say like stake him in the heart, and the, you know, the sunlight and the garlic and stuff, does that stop him from regenerating, or is that just like obliterate him for now and he'll come back?

**Van Helsing:** Uh, a little of column A, little of column B. Sunlight can stop the regeneration, but— [sighs]

**Brother Phileaux:** Uh, Abe? Abe?

**Van Helsing:** Oh, hold on. Hold on one second.

**Griffin:** [makes a dramatic switcheroo sound effect]

[piano music plays]

**Brother Phileaux:** Can I join you for one second here?

**Justin:** [chuckles]

**Brother Phileaux:** Fellows, if we killed Ahn, have we not prevented the regenerations?

**Muttner:** Huh.

**Brother Phileaux:** If the power to regenerate came from Ahn, and we killed Ahn, the god. Remember the god we snuffed?

**Lady Godwin:** Oh yes. I'm still enjoying [chuckles] the extra level.

**Brother Phileaux:** Then I would say killing Dracula now will be a permanent killing of Dracula now.

**Muttner:** I mean that's the hope man, but like—

**Brother Phileaux:** Well run it—

**Lady Godwin:** There's a lot of Draculas out there, though.

**Brother Phileaux:** Run it by Abe. Run it by Abe. Abe?

**Griffin:** [makes a dramatic switcheroo sound effect]

[harpsichord music plays]

**Van Helsing:** Yes, I can hear it when you speak, I'm inside you. It's possible. I also think that... [sighs] There's every chance that by binding Ahn with Scalibur in the first place, Dracula cut off his attachment to that power, so it— I—

I think we can assume that the fact that Dracula still has power, can turn into a bat and all that stuff, even after he betrayed Ahn and pierced him

with the holy blade, that any hopes for a weakening of him by that power that he bound is perhaps a bit foolhardy.

But it— Do not underestimate this enemy, I assure you he would not allow himself to be weakened.

**Muttner:** So here's the thing man. All this comin' back to the information that I know we've got.

**Lady Godwin:** Wait, wait, wait. Just to raise the question.

**Muttner:** Mm-hmm.

**Lady Godwin:** Are we sure we can trust this Van Helsing?

**Muttner:** Yeah man, it's Van Helsing.

**Lady Godwin:** Yes, but how do we know this is the real Van Helsing? How do we know that the things he's telling us about Dracula aren't the exact opposite?

**Muttner:** Why would he do that?

**Lady Godwin:** Why wouldn't he do that? Hm.

**Muttner:** Oh shit.

**Van Helsing:** I don't know.

**Muttner:** Okay, Van Helsing.

**Van Helsing:** Yes.

**Muttner:** Tell me something only Van Helsing would know.

**Lady Godwin:** Very good.

**Van Helsing:** [sighs] I mean, I could say a bunch of doctors—

**Muttner:** What's your middle name?

**Van Helsing:** Van.

**Clint:** [chuckles]

**Justin:** [wheezes]

**Muttner:** Oh, yeah, can't fault him.

**Clint:** Yeah, Van Van.

**Griffin:** No, I love that.

**Clint:** Abraham Van Van Helsing.

**Van Helsing:** It is— My name if Abraham Helsing.

**Muttner:** Yeah.

**Van Helsing:** And the "Van" is my middle name, it's just people assumed and I was too polite—

**Justin:** [chuckles]

**Van Helsing:** — and uncomfortable to correct it.

**Muttner:** Were your parents big Van Wilder fans?

**Van Helsing:** They were huge Van Wilder fans.

**Lady Godwin:** Okay, yes. That's him. That's the real deal.

**Muttner:** Okay.

**Brother Phileaux:** Did they drive a minivan? Can I come back now?

**Muttner:** Wait, hold on. So the only piece of information we got right is that Frankenstein, Dr Frankenstein—

**Muttner:** Yes.

**Muttner:** — knows a lot about Dracula at this point, right?

**Van Helsing:** That I suppose is to be assumed. If he lives in this castle with him, yes.

**Muttner:** So if we find Frankenstein.

**Van Helsing:** [sighs]

**Muttner:** And get the information from him, however we can.

**Van Helsing:** I do not know how cooperative the doctor would be, but... Yes, I suppose if there were a secret—

**Lady Godwin:** Alright.

**Van Helsing:** — he would be the one to know.

**Lady Godwin:** Right now we don't have any decisions to make because we can't see anything.

**Van Helsing:** That's true.

**Lady Godwin:** Let's go fuck around.

**Muttner:** And find out.

**Lady Godwin:** Let's fuck around and find out.

**Van Helsing:** Yes, good luck.

**Griffin:** [makes a dramatic switcheroo sound effect]

**Lady Godwin:** Shouldn't we let Van Helsing pilot? I mean.

**Brother Phileaux:** Hey, look!

**Lady Godwin:** I'm just saying.

**Muttner:** Hey.

**Brother Phileaux:** He's already getting more screen time than I am.

**Griffin:** [giggles]

**Lady Godwin:** [chuckles] Well, he just knows everything, it seems—

**Brother Phileaux:** Well I know, I know!

**Lady Godwin:** — that every time Van Helsing says something to us about Dracula, I feel like, “Yes, I can absolutely trust this as accurate.”

**Brother Phileaux:** You like him better than me!

**Muttner:** Now. Now hold on, because—

**Brother Phileaux:** No, wait a minute, you do! You like him better than me!

**Muttner:** Now hold on. How is Phileaux ever gonna get better if we don’t let Van Helsing let him drive for a little bit.

**Lady Godwin:** That’s true. That’s true.

**Muttner:** And plus only—

**Griffin:** [makes a dramatic switcheroo sound effect]

**Muttner:** Oh.

**Van Helsing:** I— Also, I need to recharge. I can on— I do this for a little bit and I get so tired.

**Lady Godwin:** Huh. Okay.

**Van Helsing:** So I have a bit of a re—

**Muttner:** Yeah, me too, bud.

**Van Helsing:** I got a cooldown.

**Lady Godwin:** See, him saying that, it feels to me like that’s true. That’s very true, it seems like.

**Griffin:** [makes a dramatic switcheroo sound effect]

**Lady Godwin:** Just him saying it, I can really buy it.

**Brother Phileaux:** Well. Oh, so—

**Muttner:** I don't want— I don't wanna be in this shit tunnel anymore. I don't wanna—

**Lady Godwin:** Yeah, let's go.

**Griffin:** Alright.

**Lady Godwin:** This sucks!

**Brother Phileaux:** Fine.

**Griffin:** You all—

**Brother Phileaux:** Even though we know that you'd rather be in this shit tunnel [mockingly] with Abraham Van Helsing.

**Muttner:** Hey, Phileaux? Phileaux.

**Brother Phileaux:** What? What?

**Muttner:** I think Van Helsing's kind of a pompous ass when it comes to monster killers, and he does it for glory and I do it for purpose, so don't you worry man. Even though you're religious, I don't hold that against you.

**Lady Godwin:** Mm.

**Muttner:** And you're the interim Turbo Cardinal, he ain't and...

**Lady Godwin:** And who knows, you might pay off. Maybe we'll run into some pub trivia or something.

**Muttner:** Yeah man.

**Brother Phileaux:** Sure. Fine. Let's go. [sighs heavily]

**Lady Godwin:** Van Helsing doesn't know sports.

**Crawford Mutner & Brother Phileaux:** [simultaneously] That's true.

**Justin:** [chuckles]

**Brother Phileaux:** Yes, I am the only fantasy bootfall player on this team.

**Griffin:** [chuckles] Alright.

**Brother Phileaux:** Yeah.

[piano music plays]

[ad break]

[piano music plays]

**Griffin:** You all then proceed up the spiral staircase, and reach a... a door, leading deeper into the castle, at the top of the staircase. There is a narrow sort of window through the door, through which you can see into the room beyond.

It is a sort of kitchenette slash dining room area. Very small, very modest, and you don't see any signs of movement sort of through this narrow window, but this room does not seem to be occupied.

[pause]

**Travis:** How many table settings are there?

**Justin:** Interesting.

**Griffin:** There's like a dozen table settings.

**Travis:** Used?

**Lady Godwin:** Unused? Used?

**Travis:** Yeah.

**Griffin:** I mean, okay, give me a Perception check, if you're trying to...

**Justin:** Okay.

**Griffin:** Scope this room out before you head in.

**Justin:** Quick check to see if I can detect food scraps on plates.

[sound of die rolling]

**Griffin:** It's a crit fail from Mutt.

[sound of die rolling]

**Griffin:** Which we don't usually get on these Perception.

**Justin:** Six. [laughs] Got a six.

[sound of die rolling]

**Travis:** What about you, Phileaux?

**Griffin:** Okay.

**Clint:** Phileaux can beat that. Phileaux got a seven.

**Justin:** [chuckles]

**Griffin:** Well the seven is actually gonna be—

**Travis:** How is my eight with a critical fail, my eight is the highest of the group.

**Justin:** The three of us are just like taking dishes back out of the sink like, "These look fine."

**Travis:** I know, man.

**Clint:** [laughs]

**Justin:** "Just put `em away, they're fine."

**Travis:** I'm smelling `em.

**Justin:** "They're clean, I don't know!"

**Griffin:** With—

**Justin:** [wheezes] "I don't know."

**Griffin:** With those very bad rolls.

**Justin:** [laughs]

**Griffin:** You are not able to glean a ton from this side of the door. You do see some table settings. You— I will say with that perception check, you smell sort of rotten food.

**Justin:** Okay.

**Griffin:** This is not a— This wasn't used for lunch today.

**Justin:** Okay, I go in and start looting the table for anything that looks valuable.

**Griffin:** [chuckles] Okay.

**Justin:** Just looking for weapons.

**Travis:** A very Lady Godwin thing to do.

**Griffin:** Yeah.

**Justin:** Go— Like some like weapons, you know what I mean?

**Griffin:** Okay.

**Justin:** Like potions.

**Clint:** Is this silverware?

**Griffin:** Ooo.

**Justin:** The staff doesn't pay for themselves, guys. I gotta—

**Griffin:** Yeah.

**Justin:** I gotta get a little doh rae mi somehow.

**Griffin:** Absolutely.

**Travis:** Yeah Griffin, how many mortar and pestle and like little like scales are there that I can shove in my bag and perhaps sell later?

**Griffin:** Nothing like that. These— What you see on this table is some dishes and flatware in a state of disrepair. You assume it's not silver, looking around you sort of get a clearer picture of that fact that this was sort of the staff dining room, and not perhaps Dracula's dining room, this is not a huge fancy space.

The flatware around here was fairly rusted and you see— There's a few plates still covered by like cloches, but those that are exposed, the food here is quite foul. If you would like to loot the— [chuckles] the cutlery and the dishes?

**Justin:** Nah, it's a little late for that.

**Travis:** Too loud.

**Justin:** Yeah.

**Griffin:** 'Kay.

**Clint:** I'm— I would— I wanted to use an Investigation check to look at the... the name placard. You said there were—

**Griffin:** I did not say there were— I didn't say there name placards.

**Justin:** [chuckles]

**Clint:** You said there were place markers.

**Griffin:** I said there were set— like table settings. People, you know.

**Clint:** Okay.

**Griffin:** Had sat—

**Clint:** So there are no...

**Justin:** No names.

**Clint:** Right.

**Travis:** How many doors are there out of the room? Not counting the one we just came in.

**Griffin:** Yeah, so there's one on the northern wall, one on the western wall, and there is also a window on the south end of the room, overlooking sort of the castle wall outside, the wall walk wrapping around the building. Through it, you can see sort of the jagged battlements on that wall. I will add that to your field of vision here.

**Travis:** I would like to take a listen at the west wall— at the west door.

**Griffin:** The western door, okay.

**Travis:** Yeah, see what I can hear from beyond it.

**Griffin:** Okay. You begin to walk towards the western door. As you reach sort of around the table, you did not notice because of your really bad Perception checks—

**Travis:** Mm-hmm.

**Griffin:** — a couple of the pieces of flatware rattle.

[plates rattling sound effects play]

**Griffin:** As you move past. They begin to move quite quickly, as you approach the top end of the table here, and you see it almost like they're trying to stand up on end. Different forks and knives and plates.

You see a cup that has been knocked over try to right itself, but they are moving very, very slowly and clumsily, and then at the center of the table, you see a spatula finally manage to climb up from the tabletop.

And it does a couple hops in your direction, Mutt, and then you hear it speak? Or perhaps sing. And it says...

[vinyl crackling sound effects play]

**Spatula:** [sings weakly] Eat our food, eat our food.

**Justin:** [snorts]

[twinkling, stuttering toy xylophone music plays]

**Spatula:** [sings weakly] It's so tasty, and it's good.

**Justin & Clint:** [chuckle]

**Spatula:** [sings weakly] It's got vitamins and minerals, you must believe me.

**Justin:** [claps]

**Spatula:** [sings weakly] Good.

**Clint:** [laughs]

**Travis:** Mutt kneels down.

**Spatula:** [sings weakly] We've got snacks, we've got... pies. We're all super yummy guys. It's delicious and nutritious. Don't believe me?

**Justin:** [wheezes] [giggles]

**Spatula:** [sings weakly] The dishes.

**Muttner:** Eat the dishes— Sorry man, did you say eat the dishes?

**Lady Godwin:** Go in, just go in.

**Spatula:** We gotta finish.

**Lady Godwin:** Monster.

**Spatula:** I have to finish. [sings weakly] We've got meat—

**Muttner:** This is still in the room we're in, man, I don't know what you're talkin' about.

**Spatula:** [sings weakly] We got meats, we've got cakes. You're allergic? Them's the breaks.

**Justin:** [wheezes]

**Spatula:** [sings weakly] To refuse this little offer would be rude. Make eating us a habit, or you will get stab-bed.

**Justin:** [giggles]

**Spatula:** [sings weakly] Eat our food, eat our food, eat our food. [pants heavily]

**Justin:** [giggles]

**Muttner:** Hey Godwin, Phileaux, I'm no expert, but I'm pretty sure if we don't eat the food that's here on the table, we're gonna get stabbed.

[piano music plays]

**Brother Phileaux:** Mm.

**Spatula:** [weakly] Bonjour. Bonjour and welcome to the greatest meal of your life. [sighs] Please, have a seat.

**Justin:** [chuckles] Is the door still closed?

**Griffin:** What's that?

**Justin:** Is the door still closed?

**Travis:** This is all in the dining room still.

**Griffin:** Yeah.

**Travis:** Where we—

**Griffin:** You're all still definitely in the dining room, yeah.

**Justin:** Okay.

**Spatula:** [weakly] Please, time to— yummy time. Time to eat the food.

**Muttner:** Or we—

**Lady Godwin:** I'm sorry.

**Muttner:** Yeah.

**Lady Godwin:** This— Could we have some fresh food? It's— This food looks as though it's gone off.

**Griffin:** As you say that, you see a steak knife at the far end of the table rattle and then stand to attention quite quickly.

**Muttner:** Oh.

**Spatula:** Uh... I mean you remember the part about the song about being rude?

**Muttner:** Yeah no, we'll— Yeah. This food's great.

**Justin:** Okay, so what do I— What do I see right now? How much like living silverware am I looking at?

**Griffin:** I mean, a lot of stuff on this table is moving. Right now the only things that have managed to climb to their feet is this spatula who sang, and one steak knife on the end of the table.

**Justin:** Okay, I... I rush to the edge and flip the table.

**Travis:** Woah.

**Griffin:** Oh wow, okay. Kickass. Give me a... Give me a Strength check.

**Travis:** Hey Griffin, can I do a contested roll against Justin for Mutt to grab a plate before the table flips.

**Griffin:** A plate of food?

**Travis:** Yeah. With a cloche?

**Griffin:** Ah yeah, sure. Let's see how this Strength check—

**Travis:** With a cloche.

**Griffin:** Let's see how the Strength check goes first, and then we'll see what the response is going to be.

[sound of die rolling]

**Griffin:** Hoo boy, that's pretty good.

**Justin:** 17.

**Griffin:** Okay, with a 17... You manage to— You start to flip the table over. There are some chairs, some heavy chairs on the other side, that kind of catch it.

However, as you do that, most of the stuff that is on the table just begins to slide off the end. If you want to try and grab a plate as it— before it crashes to the floor, Mutt, you are more than welcome to do so.

**Travis:** Yeah, I wanna try to grab one of the ones with the cloche still on it.

**Griffin:** Give me a Sleight of Hand check, please. We're lookin' for a 10 or above.

[sound of die rolling]

**Travis:** Well that's a crit, Griffin.

**Griffin:** Oh damn!

**Justin:** Woah!

**Griffin:** Alright.

**Justin:** Sheesh.

**Griffin:** Yeah, you know what? You man— You grab a couple.

**Justin:** Nice.

**Griffin:** You manage to grab a couple plates before they fall to the ground. The... I need everyone right now to give me a Perception check, please.

[sound of die rolling]

**Clint:** Could...

[sound of die rolling]

**Clint:** [quietly] Could I do Investigation?

**Griffin:** No.

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

**Justin:** Eight. [chuckles] Eight.

**Travis:** 12.

**Griffin:** Okay. Phileaux.

[sound of die rolling]

**Travis:** Here it is. Ooo.

**Clint:** 13.

**Griffin:** Okay. Mutt and Phileaux, you hear, from the battlement wall outside, this like— this walkway that wraps around the castle, you hear... heavy... metallic...

[metallic strike sound effect plays]

**Griffin:** Clunking.

[metallic sound effect plays again]

**Griffin:** Coming from that direction.

[metallic sound effect plays again]

**Griffin:** And you hear it in a pattern that suggests footsteps.

[metallic sound effect plays twice again]

**Griffin:** Godwin, you see the spatula kind of like right itself, and he says—

**Spatula:** [weakly] What the hell, man? All you had to do is eat the food. Why did you do that?

**Griffin:** The steak knife begins to hop around the edge of the table, towards Mutt.

**Travis:** I... sit down on the ground. And set down one plate and open the cloche of one plate.

**Griffin:** You open the cloche of one plate and... Give me a d4 roll to see which one you got.

[sound of die rolling]

**Travis:** That's a weird little— That's like a triangle with a bunch of squares on the bottom. That's a four.

**Griffin:** Okay cool. You open up the cloche, and you are greeted by a wave of bad, stinky smell.

**Travis:** Mm-hmm.

**Justin:** [giggles]

**Griffin:** That is quite unpleasant. When you look down, you see a plate that at one point probably contained a delectable serving of steak tartare.

**Travis:** Ooo.

**Griffin:** However, this was many moons ago.

**Travis:** Uh-huh.

**Griffin:** And the meat here has... has dried up considerably, and now has just sort of formed this...

**Clint:** Jerky.

**Griffin:** Wrinkly tapestry of jerky across the plate.

**Travis:** I'm gonna do a Stealth check to pretend to eat.

**Griffin:** Okay. Give me— Well this would be a Sleight of Hand check.

**Travis:** Okay.

**Griffin:** You're not hiding from the steak.

[sound of die rolling]

**Travis:** That's a 21.

**Griffin:** Hell yeah. Alright, 21. You manage to—

**Muttner:** Mmmm.

**Justin:** Can I keep smashing plates while he's doing whatever he's doing?

**Griffin:** [giggles] Yeah, let's resolve this first and—

**Justin:** No, Griffin, let's not, 'cause I flipped the table, and then he did all this business. I need to be still smashing plates while this is happening. I have a direction [chuckles] I'm heading.

**Griffin:** Okay.

**Justin:** This is— You can't rein me in like this.

**Griffin:** First, before we do that, I wanna know how you are sneaking this old jerky.

**Justin:** [chuckles]

**Travis:** I've got my head turned sideways.

**Griffin:** Yeah yeah yeah.

**Lady Godwin:** [shouts in the background]

**Travis:** And I've got the fork up and I'm pretending like it's going in my mouth—

**Lady Godwin:** [shouts in the background]

**Travis:** — but I'm going behind my face, going "Om nom nom nom, yummy!"

**Brother Phileaux:** [in the background] You missed one. You missed one, over here. There's one over here.

**Lady Godwin:** [in the background] I'm smashing them all!

**Griffin:** Okay, when that happens, the steak knife hops around you, Mutt, not worrying about a thing, and making its way towards Godwin. Godwin, I know you're going to continue smashing the table. Phileaux, what are you doing while this is happening?

**Clint:** I want to grab the spatula.

**Griffin:** Okay. You... are going to need to give me a... He's not movin' very fast, I will say just a Dexterity check will get you towards the spatula.

**Clint:** Okay, so how come when Godwin grabbed plates, it was Sleight of Hand. Okay.

**Griffin:** Yes, this is just to get up on the table and grab him, so.

**Clint:** Okay, yeah.

[sound of die rolling]

**Clint:** And that would be another 13.

**Griffin:** That's fine.

**Clint:** Lucky 13.

**Griffin:** 13 definitely does it, this is a slow spatula. You manage to jump up onto the table as Godwin is sort of smashing all the things off of it, and grab hold of the spatula.

**Spatula:** Uh, don't use me. Don't use a spatula, it sucks. Please.

**Justin:** [chuckles]

**Brother Phileaux:** Don't use it as a spatula?

**Spatula:** What do you want?

**Brother Phileaux:** Nothing, I just— I—

**Spatula:** You grabbed me.

**Brother Phileaux:** Yeah. Yeah, I was— I was going to hopefully communicate with you. [pause] But you know, whatever.

**Clint:** And he sticks the spatula in his belt.

**Griffin:** [chuckles] Okay. As you do that, another steak knife pops up to attention on the table, and is going to take a swipe at you. That is a... 12 versus AC.

**Clint:** My armor class is 12.

**Griffin:** Okay, that is a hit.

**Clint:** Oh.

**Griffin:** It jabs into your shoulder, sticking into the wood there slightly. You take... three points of piercing damage from this knife as it stabs you.

**Clint:** Done and done.

**Griffin:** Godwin.

**Justin:** Yes.

**Griffin:** You're just continuing to go beast mode on this table?

**Justin:** I'll grab a plate and take a look at it for a second, before I smash it. What's his deal?

**Griffin:** Like grab a plate of food, or grab a plate that's just sorta skippin' around?

**Justin:** Yeah, grab one of the living plates, and be like, "What's your story?"

**Griffin:** Okay.

**Justin:** I'm not trying to smash the living stuff, I'm just trying to figure out what's going on.

**Griffin:** [giggles] The only way you know how.

**Travis:** In the only way Godwin knows how.

**Griffin:** Right.

**Justin:** Yeah.

**Griffin:** You... pick up the plate. It's a plate, there's no face or anything on it. Give me an Insight check, as you try to read the demeanor of this moving dinner plate.

[sound of die rolling]

**Justin:** 14.

**Griffin:** Okay. As you reach down to pick up this plate, it rattles on the table. You can tell that it is moving, it is alive, but you also can tell it is rattling because that heavy metal stomping sound is getting closer.

[metallic stomping footstep sound effects play]

**Griffin:** As you pick up the plate, you hear it say... It is coming from the walkway outside the window, on the southern wall. You hear this plate say—

**Plate:** Oh god. Oh god, he's coming! It's coming!

**Lady Godwin:** Who's coming? Who's coming?

**Plate:** Everyone chill!

[metallic stomping footstep sound effects continue]

**Griffin:** The plates and silverware fall down, deactivated as the stomping gets louder.

**Justin:** I will hide under the table.

**Griffin:** `Kay.

**Travis:** Yeah, Mutt's gonna do that too.

**Griffin:** Phileaux?

[footsteps stop]

**Clint:** Um, yeah. Under the table we go.

**Griffin:** Alright, we're gonna take a group Stealth check here, please.

[sound of die rolling]

**Travis:** 13.

[sound of die rolling]

**Justin:** Ni— Eight. Eight.

[sound of die rolling]

**Griffin:** 13.

**Clint:** 13.

**Griffin:** Okay. You all had the help of this table, which is great, because you... manage to get under there, with all of these now inert plates and knives and forks and one spatula. Through the window, the light of the moon... vanishes, and...

[heavy footstep sound effects play]

**Griffin:** You see a figure take shape outside. It is enormous. It is a...

[rattling armor sound effects play]

**Griffin:** A hulking humanoid beast, wearing thick rusted iron armor. Through the cracks in that armor, you can see that its form is undulating, and just leaking... blood from the cracks.

**Travis:** Cool.

**Griffin:** Inside, you can hear pained, deep breathing.

**Travis:** Mm-hmm.

**Griffin:** Coming from within this armor. This figure comes, peers in the room, looks around, sees some of the dishes on the floor. It stays there,

looks around for a while, and then walks back out of view from the window. The spatula says...

**Spatula:** That was a close one.

**Muttner:** Hey man, who was that?

**Spatula:** Um, I don't think I should tell you, he's sort of security here, and I feel like maybe you guys are here to do some bad stuff.

**Lady Godwin:** Oh.

**Muttner:** You don't know that, man.

**Lady Godwin:** I am so sorry. I misinterpreted your attention— intentions. I thought we were in peril, and I overreacted, and I want to apologize for that. I think if you'll look, I intentionally didn't smash anything with a face.

**Griffin:** [giggles] There's—

**Lady Godwin:** I guess we've both learned something about making snap judgments today, hmm.

**Griffin:** You see a cup that is hopping around a broken teapot, saying—

**Cup:** Mama! Mama! Get up mama!

**Lady Godwin:** She was broken before.

**Cup:** Mama, get up, you weren't broke—

**Lady Godwin:** Shoddy craftsman— Oh, look on the bottom. "Made in the—" I'm trying to pick a bad country.

**Griffin:** [cackles]

**Lady Godwin:** What country's bad in terms of these things?

**Spatula:** No, don't worry about it.

**Lady Godwin:** You know.

**Spatula:** Yeah. Don't— The bad one.

**Travis:** Offgrave.

**Lady Godwin:** Latvia. Lat— Which is the Dr. Doom one? That's a good one.

**Griffin:** [chuckles]

**Brother Phileaux:** Latavia.

**Lady Godwin:** Latavia! No?

**Brother Phileaux:** No?

**Lady Godwin:** Maybe.

**Spatula:** Listen. You all should probably go. Like if we get broken, we can just inhabit something else, but if you guys get broken, that's probably— Well wait, holy shit. One of you's a puppet. That's crazy.

**Brother Phileaux:** Mm-hmm, yes.

**Muttner:** Yeah man.

**Spatula:** Um, so do you— are you—

**Brother Phileaux:** Spatchy, you're very observant.

**Spatula:** Thank you.

**Brother Phileaux:** Very observant.

**Spatula:** Thanks. Can you take me out of your belt please?

**Brother Phileaux:** No. No, I think I'm gonna hang onto you.

**Muttner:** You can't do that man, that's like a living guy.

**Brother Phileaux:** Ehhh, it's a spatula. It's a talking spatula.

**Spatula:** He's actually got a point.

**Brother Phileaux:** And I like it!

**Spatula:** I'm not alive, by the traditional definition.

**Brother Phileaux:** Yes. Yes. Yes. I'm gonna—

**Muttner:** Were you a guy at some point?

**Spatula:** No, this isn't one of those.

**Muttner:** Oh, okay.

**Justin:** [laughs]

**Brother Phileaux:** No, I'm gonna hang onto you, Spatchy.

**Spatula:** I wish you wouldn't.

**Justin:** [wheezes]

**Brother Phileaux:** I know. I know. I know. Well.

**Spatula:** Aw man.

**Brother Phileaux:** I'll tell you what, I tell you what. Tell us about the big clanking bloody creature, and I'll put you back on the table. You have my word, as a man of the cloth.

**Travis:** And a blackmailer.

**Justin:** [giggles]

**Spatula:** Okay. That's Renfield. He's— He used to be sort of Dracula's number one guy.

**Brother Phileaux:** Mm-hmm.

**Spatula:** And then he sort of— When Frankenstein kinda moved in, he sort of became Dracula's number one test subject.

**Brother Phileaux:** Mm.

**Spatula:** And so he's had a few different... experiments done. He used to be chill, he'd come in here and we'd like shoot the shit or whatever, but... now he's that, and he just is sort of a sentry for the castle, and he's like immortal and invincible.

**Brother Phileaux:** Hmm. Yes.

**Lady Godwin:** 100% invincible, or sort of basically invincible? Where are we at?

**Spatula:** Man, you're askin' a spatula.

**Lady Godwin:** Okay, well you can't have it both ways.

**Muttner:** Yeah.

**Lady Godwin:** Either you're a belt adornment, or you're a sentient being.

**Muttner:** Yeah.

**Lady Godwin:** You need to pick a lane.

**Muttner:** Spatula, is it one of those things where it's like invincible in the truest sense of the word, where he can't be beaten in a fight? Or invincible like invulnerable and he can't be hurt?

**Spatula:** Um...

**Griffin:** He... says—

**Spatula:** Well, some thieves broke into the castle a few months ago and—

**Griffin:** And he gestures over to the wall, the northern wall by the door, where you just see three just enormous blood splatters.

**Muttner:** Mm.

**Griffin:** And he says—

**Spatula:** That was them.

**Muttner:** Okay.

**Spatula:** So— And it didn't seem like they really got a hit off, so... I'm just a— I'm just an ordinary southern spatula.

**Justin:** [chuckles]

**Brother Phileaux:** I know.

**Clint:** [wheezes]

**Justin:** I can't do that late in the game. No.

**Brother Phileaux:** You know the way— I understand. Spatchy, I'm gonna honor you my word and put you back down on the table.

**Spatula:** Thanks.

**Brother Phileaux:** Is there any particular place on the table where you'd like to be?

**Spatula:** No, it's all fine with me, man. I'm a spatula, so I'm not gonna.

**Brother Phileaux:** Okay. I'll put you right here next to the plate that looks like it could hold flapjacks, if there were flapjacks.

**Spatula:** Oh. That's actually my ex-girlfriend.

**Brother Phileaux:** Ohhh.

**Spatula:** So if you could put me somewhere else.

**Brother Phileaux:** Okay, I'll put you down here next to the gravy boat? Would that be—?

**Spatula:** Oh no, oh no. [chuckles]

**Brother Phileaux:** Any romantic— No, not the gravy boat?

**Spatula:** Oh, do I have a romantic history with the gravy boat?

**Brother Phileaux:** There's a soup terrine?

**Spatula:** [chuckles]

**Brother Phileaux:** A soup terrine? Are you cool with the soup terrine?

**Spatula:** Yeah actually, the soup terrine's pretty cool.

**Muttner:** Hey, Spatchy?

**Brother Phileaux:** Put you near the soup terrine.

**Muttner:** We're lookin' at a west door and a north door. Can you tell us what's through those doors? Do you know?

**Spatula:** Uh... No. I don't have eyes, so I can't see.

**Muttner:** Now, hold on.

**Justin:** [chuckles]

**Spatula:** What?

**Muttner:** You've pointed out a lot of stuff. He was a puppet, Renfield threw blood splatters. You can see.

**Spatula:** Did you like my song?

**Muttner:** Oh my god.

**Spatula:** I made it myself.

**Brother Phileaux:** I guess I'll put you back over there next to the gravy boat then...

**Spatula:** Okay, fine. The north door, there's always music coming from in there. And then in the west door, I don't know, any time they open it up it's like super bright.

**Brother Phileaux:** Very good. You're a good spatula. You're a good utensil.

**Spatula:** Thanks. I'm so tired.

**Muttner:** What are you thinkin', Godwin? Bright room or music room?

**Lady Godwin:** Mmm... Oh, a bit of music sounds nice.

**Muttner:** Okay.

**Brother Phileaux:** [whispers] It does, doesn't it.

**Griffin:** You all make your way to the northern door. As you go to open it, it—

**Justin:** Hey, just to be clear. Which door did the beast go out of?

**Griffin:** The beast was outside.

**Travis:** He looked in the window.

**Griffin:** Outside.

**Justin:** Okay alright right right, yes. I keep forgetting, it's sound.

**Clint:** Yeah.

**Justin:** He didn't.

**Griffin:** No, he did not come in. As you go to open the northern door, you can only kind of get it open a crack before it hits something big and heavy on the other side, that seems to be blocking its further progress.

Through that little, narrow crack, you can see... you can see a much fancier room than the one you are currently in. There's sort of— Here, I'll

reveal a little bit of it to you. Through the narrow crack, you can see what look like some long shelves, filled with just these reams of paper.

You can see a piano that is positioned in front of a grand fireplace. What is on the other end of the door? You can't quite tell, because it has sort of pinned it somewhat shut, but that is what you can see through the crack.

**Clint:** Is the gap big enough for Phileaux to go through?

**Griffin:** No, it's like a— like a half-inch.

**Travis:** Can we open it— You— Is there something halting the door from opening it all the way, or are we just peeking?

**Griffin:** There's something holding it from opening all the way on the other side.

**Travis:** Oh.

**Justin:** Oh, I'll push harder.

**Griffin:** Okay, give me a Strength check.

[pause]

[sound of die rolling]

**Justin:** Oh, 11.

**Griffin:** [chuckles] You push and push, and the door starts to budge a little bit, and then there is a sickening [groans loudly]

**Justin:** Oh shit, okay I stop. I stop, I stop. If it's sickening, I'm stopping. I stopped. Okay, fine, you fuckin' weirdo. Whatever you did back there Griffin, jeez man.

**Griffin:** That noise?

**Justin:** What is that weird— What?

**Griffin:** The noise I made?

**Justin:** No, whatever you've got behind there, man!

**Griffin:** Oh.

**Justin:** It's groaning now?! I've got the wiggins something fierce.

**Griffin:** Sorry, it groaned as if something's scratching across a stone floor. There's not like a big monster holding the door back there.

**Justin:** Oh okay, good.

**Travis:** That's like sad.

**Justin:** Then I'm like crushing. It felt like somebody was stuck behind it, and I was crushing them.

**Griffin:** Jesus Christ.

**Justin:** I thought—

**Griffin:** No, that's where your fear—

**Travis:** You made the noise, man!

**Justin:** You made the noise, and you said it was "sickening." [chuckles]  
So yes, I was sickened. [snorts]

**Griffin:** Okay.

**Justin:** [chuckles]

**Griffin:** You hear footsteps outside again.

**Justin:** Fuck.

**Griffin:** As you start to try to force this door open.

**Justin:** Back to the table. I'm back to the table.

**Griffin:** [chuckles] Okay.

**Clint:** Yup, back to the table. Everybody back to the table.

**Justin:** Back to the table, let's regroup, okay.

**Griffin:** Group Stealth check.

**Justin:** [chuckles]

**Travis:** So bright room, you think, or?

**Justin:** Seven— Wait, we gotta do the group Stealth check first. We gotta see how well we get under the table.

**Travis:** Okay.

**Clint:** I—

[sound of die rolling]

**Clint:** That's my fourth 13 in a row.

[sound of die rolling]

**Justin:** Yeah, that's weird, man. That's not good. Stay off the roads today, pal.

**Griffin:** That was a 17 from Godwin?

**Justin:** Yes.

**Griffin:** Okay, then again 13 takes it. You all get under the table.

[metallic stomping footstep sound effects play]

**Griffin:** This time Renfield stomps around outside, just really looking very intently in the room, but eventually he does take a step away and walk out of sight.

**Lady Godwin:** Oof, well I'm under the table and dreaming of the bright room.

**Muttner:** Yes, let's do the bright room man, that'd be nice.

**Griffin:** Okay, you all head towards the western door and find it unjammed.

**Justin:** Oh, thank goodness.

**Travis:** Ooo.

**Griffin:** You all... see—

**Travis:** It would be weird for our adventure to end here because we couldn't open the doors.

**Clint:** [scoffs]

**Griffin:** You all open the door and see a... ballroom.

[elegant piano music plays]

**Griffin:** This ballroom is— has a fine wooden floor, and—

**Travis:** I wanna jump in the balls and swim around.

**Griffin:** Not a— Sorry, oh my gosh, this is embarrassing.

**Justin:** Oh my gosh, this is...

**Griffin:** This is embarrassing for... you.

**Travis:** Oh.

**Griffin:** It's not that kind of ballroom, it's like a dancing ballroom.

**Travis:** Ohhhhh.

**Griffin:** You all need to make a Wisdom saving throw immediately.

[sound of die rolling]

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

**Griffin:** Holy shit, yes.

**Justin:** Wow, great job, Trav.

**Travis:** I just got smarter.

**Clint:** Way to go, buddy.

**Justin:** You just Yoda-ed your way right the hell out of that situation.

**Travis:** I'm— I begin to hover.

[sound of die rolling]

**Griffin:** [claps]

**Justin:** Oh my god, I'm so wise too, look at me. 18.

**Travis:** 18.

**Clint:** Look how wise you are! Yeah.

**Justin:** Please.

**Travis:** Bring it, Dad.

[sound of die rolling]

**Clint:** Mine's a one.

**Griffin:** Dad.

**Clint:** It is.

**Justin:** Dad. Mack.

**Travis:** Well.

**Clint:** It's a one.

**Justin:** It can't be, Mack.

**Travis:** That's a series wrap on Phileaux.

**Justin:** Again, Mack.

**Clint:** Two minus one.

**Justin:** Again just with the dice rolls.

**Travis:** Okay, but it wasn't a crit fail.

**Clint:** Oh wait! Wait, wait, wait wait. I have something.

**Griffin:** Yes you do.

**Clint:** That I can roll again, if I have a one.

**Griffin:** Do you remember what that thing is?

**Clint:** Yes, it was the luck. The luck thing that I got from Van Helsing.

**Justin:** Dad.

**Griffin:** You hear Van Helsing's voice ring out in your mind.

**Van Helsing:** Steel yourself, Phileaux. You're going to see some creepy stuff in here! You can do this.

**Griffin:** You may roll again.

**Brother Phileaux:** Okay.

**Clint:** Yeah.

**Griffin:** And take the second result.

[sound of die rolling]

**Clint:** Five!

**Van Helsing:** Never mind.

**Clint & Justin:** [laugh]

**Travis:** It is better.

**Griffin:** You step foot into the ballroom. Ahngrave... is a scary place filled with scary things, but there's one constant you've been able to count on so far. There's no such thing as ghosts.

And yet here, in this modest wood-floored ballroom, a half-dozen specters are floating in pairs, ballroom dancing, rotating around each other, just prancing across the floor with grace and ease. Phileaux, you are immediately frightened.

**Travis:** With my crit Griffin, can I ask, as the little bonus reward for getting a crit, I would like to hold Phileaux's hand.

**Griffin:** Just as a treat? As a special treat?

**Travis:** Well when you get a crit Griffin, I don't know if you know this, I know this is your first time DMing, this is kind of—

**Griffin:** You get a little treat. It says—

**Travis:** You get a little treat.

**Griffin:** As Gary Gygax said, you get a little treat when you do— you get a crit.

**Travis:** You get a little treat, and I would like to hold Phileaux's hand, please.

**Griffin:** Okay.

**Clint:** Let's do it in narrative.

**Brother Phileaux:** [frightened] Oh. Oh! I— Hamana hamana hamana.

**Muttner:** I got you, bud. I got you, I got you. Get me that little wooden maw of yours. Come here.

**Griffin:** His maw?

**Muttner:** It's okay, I got you.

**Justin:** His maw is a—

**Griffin:** You're grabbing his mouth?

**Travis:** Oh.

**Justin:** I think you mean "paw."

**Travis:** Oh, paw.

**Muttner:** Paw. Yeah man, give me that little paw of yours.

**Griffin & Justin:** [chuckle]

**Muttner:** I got you bud, I got you bud. Hold my hand, man. You're safe, you're safe, you're safe.

**Griffin:** Okay. I will say as long as you're holding his hand, you can ignore the frightened condition that you can't willingly move closer to the source of your fear. However, you do have disadvantage on ability attack— checks and attack rolls while the source of your fear is within line of sight.

You all see six ghosts dancing around each other, just sort of spinning around in the center of this room. You see a door to the north, a couple more windows to the south, overlooking the battlements outside. That is what you see at first blush as you walk into this room.

**Travis:** Griffin, does my lantern reveal anything invisible?

**Griffin:** Hmm... Give— [vocalizes in thought] This— [sighs] Ki— Let me think. This is kind of a stretch. I think... If you wanted to try and... do a check to like see if you can learn more about these ghosts, I would give you advantage on it, with your lantern.

**Travis:** Okay great. Yeah yeah yeah, I'll do that. So investigation?

**Griffin:** Yes, or if you wanted to do Arcana. I would say either one of those would be.

**Travis:** They're the same number. That's a 14... and... That's a five, so we're gonna go with a 14.

**Griffin:** Okay. With a 14... Nothing sort of invisible reveals itself to you. I will say that the light of the lantern is glinting off of the chandelier that is hanging from the ceiling. You see it's just sort of right at the center of the room, a good 10 feet up, just sort of spinning around as these specters revolve.

I'll also say, with that roll, you also notice the lantern glints off of the wall on the opposite end of the room, and there's one section of it, one sort of square panel of it, that it seems to be a bit duller than the— Or perhaps more dull than the rest of the wall. A panel that doesn't look quite like the other ones.

**Justin:** Um...

**Travis:** Hm.

**Justin:** And sorry, the ghosts are between it and us? Yeah.

**Griffin:** Dancing around in a big circle.

**Justin:** Huh. [mutters] Dancing around in a big circle.

**Brother Phileaux:** May I make a suggestion?

**Muttner:** Yeah go for it, little dude.

**Brother Phileaux:** Why don't we join the dance?

**Lady Godwin:** Well... I can, I recognize the steps of course. This is rather basic, but... what about the two of you?

**Muttner:** Oh, I took cotillion, man.

**Lady Godwin:** Is that so?

**Muttner:** Yeah man.

**Brother Phileaux:** But— Then why don't the two of you join the dance?

**Griffin:** [clicks]

**Brother Phileaux:** 'Til you can get into position near that panel, and I'll stand here, qu— quaking in fear, and trying to come to terms with it.

**Muttner:** Well you hang on my back. How 'bout you hang on my back, man? And then I'll—

**Lady Godwin:** I don't think he wants to do that.

**Brother Phileaux:** No, no I actually do.

**Lady Godwin:** Okay.

**Brother Phileaux:** I do.

**Lady Godwin:** Oh, great!

**Brother Phileaux:** I'll climb on his back, and you two dance until we get over there near the panel. Is that a— [quavers in fear]

**Muttner:** Yeah, sounds good man. Godwin, may I have this dance?

**Lady Godwin:** Ha ha, right away.

**Griffin:** Amazing. You all—

**Clint:** [cackles]

**Griffin:** You all wait—

**Lady Godwin:** Oh, wait. Mutt. May I lead?

**Muttner:** Oh sure, yeah man.

**Griffin:** You all wait for your window, as these specters move and dance around, and I'm going to need a Performance check from both of you.

**Justin:** Well yes.

**Travis:** But with advantage, 'cause Mutt did take cotillion.

[sound of die rolling]

**Griffin:** No.

**Justin:** I got a 12.

**Griffin:** Okay.

**Justin:** Very dignified and fancy 12.

**Griffin:** You all step onto the dance floor.

[sound of die rolling]

**Travis:** I got a five.

**Justin:** [chuckles]

**Griffin:** And for a few beats, you immediately synchronize with these—these spirits floating in the air, and making their moves. You're just trying to make it to the other end of the room, right?

**Justin:** Yes.

**Griffin:** Okay. You all are doing incredibly well with Phileaux on Mutt's back or Godwin's back?

**Travis:** Mutt's back.

**Griffin:** Okay. As you—

**Travis:** That way he's still in contact with me, and able to move closer to them.

**Griffin:** Awesome. You all nearly make it to the other end of the room when you step on a wooden board that snaps.

[board snapping sound effect plays]

**Griffin:** Beneath your weight, Mutt. And in the time that it takes you to sort of pull yourselves out of it, and sort of hug that western wall, one of the couple of specters runs right into you. Mutt, and by— as a result also Phileaux, you both take eight points of radiant damage. You just feel—

**Travis:** Radiant?

**Griffin:** You feel your skin just sort of sizzles as these ghosts pass through you, burning you. Godwin, you take four points as you just kinda get nicked by them as they pass by.

**Lady Godwin:** Oh.

**Griffin:** However, you are able all to make it to the other end of the room. And the specters continue their circular dance with no sort of— paying no heed to you.

**Clint:** Can Phileaux's going to do an Investigation check on the panel.

**Justin:** Smart. Smart. That's better than the plan I was about to do.  
[chuckles] For sure.

**Travis:** Can I guess? Smashing?

**Griffin:** You may do that, you will have disadvantage on this ability check, as you're still within line of sight of the thing that is scaring you.

**Clint:** Okay.

**Travis:** I think we all can investigate, right?

**Griffin:** Sure.

[sound of die rolling]

**Clint:** Well, 14.

[sound of die rolling]

**Griffin:** 13.

**Clint:** 13. Another 13.

**Travis:** I got a 10.

**Griffin:** Okay. No, I mean a 13 is sufficient, you've already noticed this panel. I think with your tiny wooden fingers, you are able to pop it open, and inside you see a small recess with a dial on it, a circular dial.

You can see that there's an arrow on this dial pointing to one notch, and several notches down the dial, you see a setting that says, "idle."

**Clint:** Is there music they're dancing to?

**Griffin:** There is not music that they are dancing to.

**Travis:** Idle like I-D-L-E?

**Griffin:** Yes, sorry, yes. Not I-D-O-L. Then I'm not gonna... fuckin'... Kelly Clarkson's not gonna appear if you.

**Justin:** [chuckles]

**Travis:** Wish.

**Clint:** At least Justin.

**Travis:** I turn it to idle.

**Griffin:** Okay. You... begin to turn the dial. As you click through the notches...

[eerie otherworldly music plays]

**Griffin:** The scene in here changes instantly, like the changing of a television channel. You see these six ghosts a— disappear suddenly, and

then you see the chandelier above you glow with an even brighter amber light, that somewhat starts to sear the room, but you click out of it fast enough for it not to do much damage.

You see— On one notch, you see it— the chandelier appear to sprout one giant eyeball that hangs from it. You... Do you— Does this change— As these room changes, I guess, these are several settings that you are switching between.

Are you just trying to like get to idle as quick as you possibly can, or are you... checking these things out, as the room is kinda changing?

**Travis:** I mean there's a certain curiosity.

**Griffin:** Okay.

**Travis:** Especially I think once the ghosts go away on the first click.

**Griffin:** Yeah.

**Travis:** Then it's like, "Oh okay," then I think that it's not like I'm gonna sit in here for five minutes on each setting, but I think there's definitely a—

**Griffin:** Yeah.

**Travis:** — an element of "Well, what's this now?"

**Griffin:** As you stop to investigate, on the notch right next to changing this setting to idle, you see the chandeliers amber light flash once more, and then a single figure appears, right here in the middle of the ballroom. It is a man, he is... flickering somewhat, as it appears that the light above is creating him, is projecting him somehow.

[theme music fades in]

**Griffin:** And... this figure looks at the three of you and smiles. And... that's when you realize that you recognize him. And this figure says...

**Robert:** Hello, welcome to the city of Lumineaux! My name is Robert Halloween!

[*Versus Dracula* theme music plays]

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