

## The Adventure Zone Versus Dracula - Episode 23

Published June 20, 2024

[Listen here on mcelroy.family](https://mcelroy.family)

[intro theme music plays]

**Dracula:** One bunch bananas, apple cider vinegar, spaghetti sauce, kidney beans—for chili night, Tostitos scoops—for chili night, garlic—just kidding, Tums—for chili night, peanut butter—smooth, cabbage... Cabbage? Cabbage... Cabbage?! Cabbage!

[The Adventure Zone Versus Dracula theme music plays]

**Griffin:** The three of you stand for the holographic visage of Robert Halloween, mayor of Lumino, who greeted you upon your arrival to the city and attempted to persuade you not to leave it. Mutt, you are sort of switching the dial towards the idle setting to get rid of the dancing specters in the room, when you stopped in this position. Robert Halloween smiles at the three of you and he says:

**Robert:** Now, if you could please state your name and state the reason for your visit. Be it business, pleasure, or something in between?

**Godwin:** Mayor Halloween, why are we here?

**Griffin:** He does not seem to respond to that question.

**Travis:** I'm going to try to wave a hand through him.

**Justin:** Do it.

**Griffin:** Yeah, go for it.

**Travis:** I wave a hand through him.

**Griffin:** Your hand—

**Travis:** And I want to make it clear, Griffin, before you tell me the result, this isn't a gentle swing. If I make contact with him, I want it to feel like a karate chop.

**Griffin:** Oh? Okay, cool.

**Justin:** Whoa, you're karate chopping Robert Halloween?

**Travis:** I'm committed to the swing.

**Griffin:** Make an attack roll against Robert Halloween.

[sound of dice thrown]

**Travis:** That's a 17 total, Griffin.

**Griffin:** Okay, with a 17 total, here's what I'll give you. Your hand—

**Travis:** I only do one damage.

**Griffin:** Well, you don't actually do any damage. Your hand passes right through him. When it does so, you feel your hand start to heat up. Not quite as badly as when the dancers kind of passed through you earlier, but it does not feel good to touch Robert Halloween. However, so strong was your strike that your hand doesn't kind of linger in there long enough for it to take any damage. He looks at your karate chop, he says:

**Robert:** Now, please bear in mind, no acts of violence will be permitted within the walls of Lumino. Those caught perpetrating acts of violence will be jailed, fined or expelled from our borders.

**Crawford:** Yeah, man, but is it violence if it don't hit you?

**Robert:** Hm-hm! An interesting question.

**Phileaux:** If a karate chop falls in the forest...

**Robert:** Hm...

**Crawford:** Okay, more of like if we were to like stage combat, right? Like if he was watching the show and we did stage combat, you wouldn't arrest the people doing stage combat, right?

**Robert:** Ah! You're here to partake of the delightful performance arts of the stage. Allow me to direct you to the theater district where you could find any number of shows that will almost certainly tickle your fancy.

**Justin:** I want to look around see if I can find... if there's a projector or something like that.

**Griffin:** I think you noticed when the sort of dial was being switched around that the chandelier hanging from the ceiling appears to be the thing creating Robert Halloween right now. If you want to give me an Arcana check to see—

**Clint:** I will. I will.

**Griffin:** Yeah, yeah.

**Justin:** Thank you. Thank you. Yeah.

[sound of dice thrown]

**Clint:** Well, a two plus six is eight.

**Griffin:** That's not a good number.

[sound of dice thrown]

**Travis:** I got a nine.

**Griffin:** Okay... okay.

**Travis:** So I know a little bit more than dad.

**Griffin:** Yeah.

[sound of dice thrown]

**Justin:** A two for me.

**Griffin:** Okay.

**Travis:** Let's add 'em up!

**Justin:** [chuckles]

**Griffin:** With this Arcana check, I don't think you glean quite anything else, aside from the fact that this Robert Halloween and the dancers that you saw earlier, and the other sort of myriad effects you've seen in this room, do seem to be being projected by the chandelier on the ceiling. Which is glowing with the same sort of amber light that you've seen in Lumino and in the cameras surrounding this castle.

**Travis:** Griffin, can I do—I would like to do a nature check.

**Griffin:** Okay?

**Travis:** To see if when my hand passes through that amber light, if I can register like, oh, I know what this feels like. Or something where I'm like, I recognize this sensation.

**Griffin:** I don't think you need a check from that. This is not like anything you have touched or seen or witnessed before, to your knowledge. This like burning, like bright-hot sensation is not like immediately familiar to you.

**Travis:** Hm, okay.

**Robert:** Ah, hello. It seems like you all have done quite well for yourselves here.

**Crawford:** Okay, wait, man. Can you see us, like register we're talking to you? Or are you a recording?

**Robert:** Why, it is dark in this district of Lumino, I suppose. But yes, I can see you just fine.

**Crawford:** You're not in Lumino, man? I mean, I guess you are, but you're not like in the booth where we met you. You know that, right?

**Robert:** Oh, I have a number of jobs around this fair city. I believe you'll see me pop up wherever a need may arise! For I am Robert Halloween, mayor of Lumino!

**Godwin:** Mr. Halloween, how long has this castle been here?

**Griffin:** He does not respond to that.

**Justin:** Turn the dial. I don't want to think about this anymore.

**Travis:** I turn it back up one. Up one, away from idle.

**Griffin:** You turn it back up one, away from idle. The chandelier begins to glow extremely brightly and you feel this warm sensation, this unpleasant, warm sensation sort of just cascade over you very, very quickly.

**Travis:** Okay, and I switch back to Robert, and I want to see if it restarts a cycle.

**Griffin:** You switch back to Robert Halloween, and you see him and he sees you, and he says:

**Robert:** Ah! Welcome to our fair city of Lumino. My name is Robert Halloween, and I am the mayor! How can I—

**Travis:** I switch to idle.

**Griffin:** He disappears and the room darkens.

**Godwin:** Okay...

**Crawford:** Can I tell you all what I'm thinking? And this is wild. This is wild conjecture. Can I share with you all a wild conjecture?

**Godwin:** Cool.

**Phileaux:** Not gonna try stopping you, yeah?

**Crawford:** So it's like an amber light, right? Amber is the color of the energy, right?

**Godwin:** Yes.

**Crawford:** And it kind of burns when you wave your hand through it and like chandeliers reflect in it. Could it be that Frankenstein has found a way to like harness the sunlight that can't get through, to like make it into like energy? Is that anything?

**Godwin:** Eh...

**Phileaux:** Yes...

**Justin:** Griff, do we remember a time when it wasn't like this?

**Griffin:** Yeah, I—

**Travis:** What a deep-ass question, Justin.

**Griffin:** [titters]

**Justin:** Shit, man.

**Griffin:** Yes—

**Justin:** Yeah, I wanna—I'll get back to TAZ in a second. But Griffin McElroy, do you remember a time when it wasn't—

**Griffin:** A time when it wasn't like this? Yeah. Gosh, it's so hard, right? Especially—

**Justin:** Anyway, back to the show.

**Griffin:** In an election year especially, I—

**Justin:** Sheesh.

**Travis:** Oh, man.

**Griffin:** It's hard to see the forest for the trees. Yeah, no, for sure. I mean, the sun not rising on Lumino is not like... is not an ancient thing. Like this—it is like the sunset a few like years ago, several years ago, and—

**Justin:** Was it up when I was—this is a new thing for me.

**Griffin:** This is a new thing for you, yeah. I think you were probably dead when this change occurred.

**Phileaux:** I have something I would like to investigate, juust very quickly.

**Griffin:** Please, go ahead.

**Clint:** I take the bottle with... little Dracula. What—

**Griffin:** Okay?

**Clint:** Snackula?

**Griffin:** Yeah. I thought you killed him already?

**Clint:** No, we didn't kill him. I put him in a bottle.

**Travis:** It's hard to keep track of all the weird detritus and leavings that dad keeps in bottles.

**Griffin:** Yeah, okay.

**Clint:** Snackula's still in a bottle.

**Snackula:** Holy shit! Hey, what happened with Ahn?

**Phileaux:** Shh-shh-shh. [sings] Hush little Snackula, don't say a word.

**Snackula:** Can you put some twigs and leaves in here to recreate my natural environment?

**Phileaux:** Sure, sure, sure. Mutt—

**Crawford:** No, don't open that lid. Do not open that lid.

**Phileaux:** Mutt—yeah, no. Mutt, turn the amber light back on.

**Travis:** Okay, I switch back on Robert Halloween.

**Snackula:** Eh!

**Griffin:** Oh, it's just Robert Halloween. He doesn't get scared seeing Robert Halloween.

**Snackula:** Oh, holy shit, that dude just appeared. Crazy.

**Crawford:** Yeah, wow, right?

**Snackula:** Yes. Is this a ghost?

**Griffin:** Robert Halloween says:

**Robert:** Hello! And welcome to the city of Lumino. I am the mayor!

**Godwin:** Put him in. Put him in. Put him in.

**Crawford:** Put him in. Put him in, man. Put him in.

**Godwin:** Put him in. Put him in.

**Robert:** Robert Halloween—oh, you're putting a little jar with a man inside me? Whoa!

**Clint:** Is the amber light on?



**Griffin:** Yeah, I mean, the amber light—

**Travis:** Yeah, he is the amber light.

**Clint:** I wanna hold the bottle so it's in the amber light.

**Griffin:** You immediately hear, "Aaah!" And see smoke begin to form inside of the jar.

**Phileaux:** Turn it off! Turn it off. Turn it off. Turn it off.

**Crawford:** Okay.

**Justin:** Just take him out. Why are you trying to turn it off? [titters]

**Clint:** I did. I took it out and I put it back in my weapon belt.

**Travis:** Now, hold on. I think it's gonna be up to Griffin what the lasting effect is there, dad, on Snackula.

**Griffin:** Yeah.

**Travis:** I don't think you get to decide if he's totes fine.

**Griffin:** Yeah, when you—give me a slight of hand check to determine how quickly you are able to pull him out of the light.

**Clint:** Okay.

[sound of dice thrown]

**Clint:** 14.

**Griffin:** 14, okay. Yeah, he is... He is looking at you with a face of honest shock and in betrayal. He is not doing great, but he is not dead.

**Justin:** "Why? Why?"

**Phileaux:** I think that proves it's sunshine. That is sunshine. And sunshine... Why would Frankenstein develop a weapon that—

**Crawford:** Not a weapon. A power source.

**Phileaux:** Why would he develop a power source that could destroy his bestest bud, and our favorite diarist, Dracula?

**Crawford:** Oh, man, I don't know, but—

**Godwin:** I don't know. Let's keep poking around.

**Phileaux:** Okay!

**Crawford:** Yeah.

**Griffin:** Okay. You—

**Godwin:** Let's fuck around and find out!

**Griffin:** [titters]

**Travis:** Yeah.

**Griffin:** You all—

**Travis:** That's actually what it says on the Muttner family crest.

**Justin:** [chuckles]

**Griffin:** You all have the exit to the east, back into the kitchen. You have the two windows out onto the wall with the battlements, surrounding the castle, the sort of upper-story that you're on now. And then there's an exit to the north.

**Travis:** I ain't going out them windows, that's where that Renfield guy is. He's big and scary.

**Griffin:** That is true.

**Travis:** So let's go through the doors.

**Clint:** Into the kitchen?

**Justin:** For sure.

**Travis:** No, we came out—wait—

**Griffin:** Into the kitchen or into the other room?

**Travis:** Other room. We came out of the kitchen, that's where Spatula and—

**Clint:** Oh, right.

**Justin:** Oh, right on. Right on, right on.

**Griffin:** Okay.

**Travis:** Ding-dang, just seeing what's in the big end of that room there, Griffin.

**Griffin:** Yes, you all enter into the bed chamber. As you look around here—

**Justin:** Now, you say bed.

**Griffin:** What's that?

**Justin:** You say bed. You chose the word bed there.

**Griffin:** Yeah?

**Justin:** I'm seeing a coffin. [chuckles]

**Travis:** Yeah, maybe it's a bed because it's a coffin.

**Griffin:** Can I show you guys a little GM secret? If I move that coffin, there is a bed in there. So, it's a bed with a coffin sitting on top of it.

**Justin:** Is that what—I mean, I guess you gotta do something, right?

**Griffin:** Yeah, right?

**Justin:** I mean, at least it's like a boxspring kind of thing. If you dragged it—

**Travis:** Yeah.

**Justin:** If you're one of the dirty dog—

**Travis:** You don't want it elevated.

**Justin:** If you're one of the dirty dogs, he probably just puts you on the floor, no problem.

**Griffin:** Exactly.

**Travis:** Oh, yeah, yeah, yeah. Like a college, you know, college apartment.

**Clint:** Mm-hm.

**Travis:** It's just right there on the ground.

**Griffin:** There is in this—

**Travis:** Which, frankly, I kind of miss. I like having my bed, don't get me wrong, but I think that my back was better. It might have been that I was a younger man. But I think the support of the floor was better for my back, frankly.

**Griffin:** That's true.

**Travis:** Just saying.

**Griffin:** Through a tall curtained window on the western wall of this room, that is facing back out towards the wall with the battlements—through this curtain window, you see the silhouette of Renfield just like patrolling, marching back and forth in front of this window. There are exits to the east.

This room is lit with sort of soft candlelight from a few sconces placed hither and yon. And at the rear of the room, you see a large, king-sized bed with sort of golden, wiry bedframe surrounding it. Red sort of covers are blanketed across it. But on top of all of that is a coffin. A plain—

**Justin:** Closed?

**Griffin:** Unadorned, closed, wooden coffin. Other than the sound of Renfield occasionally marching by outside, you see nothing else in this room.

**Justin:** What is beyond the pathway that Renfield walks?

**Travis:** Wow, another deep one, Justin!

**Griffin:** That is huge.

**Justin:** Well, I only have the one tone, Travis. So, yes, they're all deep.

**Griffin:** So, if you were to like go out this window and just look over the battlements, you would be facing the sort of front gate of the castle.

**Justin:** Is it a drop or what?

**Griffin:** Yeah, it is about a two-story drop.

**Justin:** Okay.

**Griffin:** Down onto the bridge right in front of the castle gate.

**Godwin:** Okay, now hear me out. I don't see any version of this where we kill Dracula...

**Crawford:** Mm-hmm?

**Godwin:** And then that big, beautiful, beefy bruiser outside lets us walk out. Agreed?

**Crawford:** Okay?

**Godwin:** Okay, so that's what I'm saying. He's what I'm saying. [whispers] I'm whispering now.

**Crawford:** [whispers] Yeah?

**Godwin:** [whispers] Because I saw him walk by on the app.

**Griffin:** [laughs]

**Travis:** Griffin's moving his token on Roll20!

**Justin:** Griffin's moving the token that only we can see!

**Travis:** But he is moving it in like his marching manner, which I appreciate the showmanship, Griffin.

**Griffin:** Yes, it's puppetry of the digital form.

**Godwin:** What if, when he passed the window, we rush him.

**Crawford:** What?

**Godwin:** And knock him off the battlement.

**Clint:** Hm...

**Godwin:** Smashed the window, one good shove, done-zo! Problem solved. Then we get back to Dracula.

**Crawford:** So just—okay, can I... just to rephrase that a little bit. We're not going to be able to fight Renfield—

**Godwin:** I thought I phrased it fine?

**Crawford:** No, I know, but I'm just gonna put it a slightly different way. You're worried that if we kill Dracula, we won't—

**Griffin:** [spoofs heavy footstep sounds] Duhm-duhm-duhm.

**Crawford:** [whispers] We won't be able to fight Renfield. So what we should do is fight Renfield first.

**Godwin:** [whispers] Right. But no, no, no—

**Phileaux:** Shh-shh.

**Godwin:** I'm saying this is our exact perfect moment to get him on the low. To get him with a little slimy deal, you know? Just one quickie. Just one quick shove, he's dead. We don't have to fight him because we'll shove him to his death.

**Phileaux:** I think that's—

**Godwin:** No problem.

**Phileaux:** I think that's a wonderful idea.

**Crawford:** What, no—

**Godwin:** No problem at all.

**Crawford:** Can I—

**Godwin:** This is our moment. Listen, if we wait it out, eventually we'll be in a big, I don't know, cathedral or what have you.

**Crawford:** Yeah. Yeah, yeah.

**Godwin:** And he'll come swinging down of a thing and he'll say, "I bet you never thought I'd find you." And he'll have all sorts of different weapons

there and places to run around, and what have you. Here, one good shove, one slippery deal.

**Crawford:** Okay. Hey, Phileaux, you got any like of your potions and/or unguents that can make the floor all slippy-sloppy?

**Griffin:** [chuckles]

**Godwin:** Yes, a slippery... one of those must be a slippery deal. Check the viscosity.

**Phileaux:** I may have a spell... oh, that's good—no, that wouldn't help there. Hm...

**Godwin:** [whispers] Shh, whisper. Whisper.

**Phileaux:** [whispers] Whisper... I want to—yes, I do. I do have something. It's called grease. Where slick grease—

**Crawford:** Oh, yeah, man.

**Phileaux:** Will cover the ground in a 10 foot square. Okay, yes. I could throw some—

**Crawford:** That's very on the nose.

**Godwin:** Phileaux, the next time he passes, you must steal away to the window.

**Phileaux:** Yes.

**Godwin:** And dump a bunch of grease on there.

**Phileaux:** Yes.

**Crawford:** Uh-huh?

**Godwin:** And whence he returns, I'll give him the old shove-a-rooski.



**Clint:** Perfect.

**Godwin:** No problem-o. Renfield dead.

**Griffin:** I love this. Okay, so Phileaux, you're gonna hide by the window.

**Clint:** Yes.

**Griffin:** And if I understand the plan correctly, wait for Renfield to pass and then try to discreetly dump grease out the window, onto the wall walk.

**Clint:** Or I'll cast a spell on the floor.

**Griffin:** Yeah, well, sure.

**Travis:** Yeah, I can also do like a—if I tie a rope to an arrow and see if I can get it to stick—like if I can go and so he trips over—hits the grease, trips over. Oh, he's off balance. Shove.

**Clint:** [whispers] Oh, I'd love that.

**Justin:** That's great.

**Griffin:** That's good too. Okay.

**Justin:** That's great.

**Griffin:** I will need stealth checks for—

**Justin:** What's the lighting situation in here?

**Griffin:** There are some—I mean it's just, like I said, just lit by a few wall sconces, holding several candles each. Those would be easy enough to extinguish, if that is the—if that is what you were thinking.

**Justin:** No, no, no, that's not—

**Griffin:** Okay.

**Justin:** That's not necessary.

**Griffin:** All right. Sure enough, Renfield marches by the window. You all have been very quiet and discreet so far, so he has no reason to look in or suspect something. What is the order in which you and Matt and Phileaux, you are acting?

**Clint:** Well, I guess Phileaux needs to go first, right?

**Griffin:** Sure.

**Justin:** Wait, what's Mutt doing?

**Griffin:** Mutt is going to—

**Travis:** I'm shooting a rope to trip. Putting a trip wire—

**Griffin:** Yeah, he's gonna set the trip—

**Justin:** Oh, nice.

**Griffin:** The trip wire, basically. Okay.

**Justin:** Great.

**Griffin:** So, Phileaux, first from you I need a stealth check. I don't think that what you're doing is particularly showy, right? Like this is going to be a fairly easy stealth check for you to pass. If you get like—if you fuck up dramatically, like below a five, then there will be consequences. But otherwise, you're just dumping some grease out a window. I think you can do that fairly chill. So, give me a stealth check please, Phileaux.

**Clint:** Okay.

[sound of dice thrown]

**Clint:** A 17.

**Griffin:** Incredible. Okay, you wait for him to pass, gently crack open the window. What does it look like? What does grease, the spell, look like? Is it a tangible sort of component like the rest of your artificer kind of stuff? Or what—

**Clint:** Well, I have—I get an increase if I use one of my tools.

**Griffin:** Okay?

**Clint:** So I'm going to use the pestle from my mortar and pestle.

**Griffin:** Sure.

**Clint:** And gesture with it. And it will cover—the slick grease will cover the ground in a 10 foot square centered on a point within range, and turns it into difficult terrain.

**Griffin:** Rad, I love that. Okay, Mutt, you see this go off without a hitch. The window's already cracked. If you would also like to make a stealth check here. I will say what you're doing is a bit more kind of dramatic, right? So for him to not hear you know, the sound of a crossbow bolt plunging into the wall beyond, I would need a 15 or higher on this stealth check.

**Travis:** 15 or higher? Okay, here we go.

[sound of dice thrown]

**Travis:** That's not gonna do it, Griffin. That's an 11.

**Griffin:** Okay. With an 11, you're able to do this. You're able to set up this trip wire. You have caught Renfield's attention here. You hear the footsteps begin marching back towards the window, sort of post haste.

**Justin:** But he's ready. It's time.

**Griffin:** Okay.

**Justin:** This is the moment.

**Griffin:** Now, Godwin, what are you doing?

**Justin:** I'm waiting until he reaches the tripwire.

**Griffin:** Okay?

**Justin:** If want to see if he passes his save or not.

**Griffin:** He is going to make a dexterity saving throw, as he steps onto this grease, trips over this wire. I'm going to give him disadvantage due to the sort of double trap nature here. We are going to roll that shit. Here we go.

**Travis:** Rolled here, 12 and a four.

**Griffin:** Okay. Immediately, he trips on the trip wire that you've set up. Steps foot with a ton of weight onto this grease and immediately just starts doing a, "Whoa-oh-oh-oh!" He is like wildly off balance.

**Justin:** I toss one of the candelabra onto the grease.

**Griffin:** Oh, fuck? Okay—holy shit.

**Justin:** And then I jump kick him.

**Griffin:** Okay, here's what I'm gonna say, Juice, that's sort of two actions. I think that—

**Justin:** I get two attacks.

**Griffin:** You do get two attacks. Okay, that's fair. All right. Make an attack roll... no, you don't have to make an attack roll to throw a—I guess you're making an attack roll on the window, to like smash through it with this candelabra.

**Justin:** I'm attacking the darkness.

**Griffin:** You're attacking the darkness. [titters] Yeah, so give me a... give me an attack roll just to smash to the window. It's a window, it's AC is incredibly, incredibly low.

[sound of dice thrown]

**Justin:** An eight.

**Griffin:** [snickers]

**Justin:** Come on, you coward. Don't interrupt the game for that. It's a bad window.

**Griffin:** It is a pretty shitty window.

**Justin:** I will say—

**Clint:** And it was already cracked.

**Justin:** We didn't even necessarily clarify—

**Griffin:** Okay—

**Justin:** If the window was open for them to get their shit out there.

**Griffin:** That is a good point. Okay, the window's open. That's fine. eight is sufficient. You—

**Justin:** To bypass an open window. [chuckles]

**Griffin:** [laughs] You throw this candelabra down into the grease. And immediately, Renfield is set a flame. You hear him begin shrieking in an alarmingly high-pitched sort of voice, as he goes up in flames.

**Justin:** I flying dropkick, baby.

**Griffin:** All right, give me a—that was damaged, I need—

**Justin:** Sorry, that was the damage.

**Griffin:** An unarmed strike. He is heavily armored. [titters]

[sound of dice thrown]

**Griffin:** Whoa!

**Justin:** 23.

**Clint:** 23!

**Griffin:** Oh, shit! Just checking here... yeah, that's gonna do it. Does it do it? Yeah, his AC is 20. So not the easiest fella to knock over. Okay, now he—I assume you're just going to try and move him, right? Five feet off the edge of the battlement, okay.

**Justin:** Off the edge of the—

**Griffin:** He is going to make another dex save here, with disadvantage, because of just how desperately you guys have fucked him up here. That is a seven and a 17. The seven does not do it. Renfield goes plunging over the edge of the battlements. Flaming, falling down to the bridge below, like an asteroid from heaven. And he's gonna take a lot of damage.

Okay, he takes... 41 points of damage total, between the flames and the tremendous fall. You see him crash down onto the bridge below. It's a heavy cement bridge. You see sort of cracks form across it, but it maintains its structural integrity. He is struggling to get up. He is damaged, but not like horribly so. He is still holding together. It's not like he exploded as soon as he hit the ground. He's a big, heavy dude. You have however, moved him quite far away.

**Travis:** I can't believe how well that all worked.

**Griffin:** Nor can I!

**Phileaux:** We are really good at assassinations.

**Godwin:** Well, he's still moving. What else we got?

**Phileaux:** Oh, hm...

**Justin:** 20 feet. I'll toss my hand down there to start choking him.

**Griffin:** [chuckles] Uh...

**Justin:** It's 20 feet.

**Griffin:** Yes... yes. A couple things. One, he is on fire, currently.

**Justin:** Okay, it's a mage hand, so that's not a problem.

**Griffin:** Well, it's a fleshy mage hand. So I think it—

**Justin:** You told me it's a mage hand though. That's a spectral, floating hand.

**Griffin:** But it is your real-ass hand. It is.

**Justin:** I guess you're right, Griffin. Okay, fine.

**Griffin:** Also, I will say, your hand—

**Justin:** So, wait a minute, okay. Then if he's continuing to burn, then I'm gonna—he's gonna continue to take burning damage.

**Griffin:** That is true.

**Justin:** So I'm just gonna wait.

**Griffin:** Yeah. He also—

**Crawford:** We also now have time. We've made a window for ourselves. Speaking of windows, heh. And so why don't we kill Dracula now and then get the fuck out?

**Godwin:** There's no chance. No chance! It'll be like, everything will seem like it's going well, right? And then he'll come out and he'll say one thing. And then everything will just stop.

**Crawford:** Yeah, man—

**Godwin:** I can feel it coming. I don't, I just wanna—

**Crawford:** But he's way down there, man. We killed Dracula, we got two rooms back to the dookie pipe.

**Godwin:** He's definitely going to come back.

**Crawford:** We just go out the dookie pipe, man, we out.

**Justin:** [titters]

**Godwin:** Fine.

**Griffin:** Okay. So, you're leaving Renfield to his own devices while you go attempt to—

**Clint:** Let me do something first.

**Griffin:** Please?

**Clint:** Let me hit him with a—

**Griffin:** He's not going to let—I will say this. He's starting to get up. This dude is not going to stay on the ground forever.

**Clint:** I'm gonna hit him with a Ray of Sickness.

**Griffin:** Okay.

**Justin:** Heck yeah.



**Griffin:** [laughs] Sure, take your potshots while—

**Clint:** Yeah, while he's down!

**Griffin:** While he's down, sure. You have advantage on this attack roll because he is prone.

**Clint:** Okay.

[sound of dice thrown]

**Clint:** That's a good thing, because that was an eight.

[sound of dice thrown]

**Justin:** I legit don't even remember if—

**Clint:** And that's a 19.

**Griffin:** Unfortunately, I did just say he has a 20 AC.

**Clint:** Yeah.

**Griffin:** So, that ray of—

**Justin:** That's a tough beat, dad.

**Clint:** Yeah, it is.

**Griffin:** The Ray of Sickness deflects off of his armor.

**Justin:** Ooh-ah-ah-ah-ah.

**Griffin:** You see it hit a squirrel in a tree, as it bounces off of his armor. And the squirrel just vanishes from how sick it gets immediately.

**Phileaux:** Well, I got the squirrel.

**Griffin:** [titters] That's true. Okay, with that he gets up and starts marching somewhat slowly, somewhat Terminator style. Well, actually, the Terminator guy moves quite fast, huh? Maybe like a It Follows style, towards the front gate of the castle.

**Travis:** Griffin, would you say that he is a monstrosity?

**Griffin:** Yeah!

**Travis:** Yeah. Okay, I have—

**Griffin:** Perhaps an abomination, if that is a—

**Travis:** I have an advantage on survival checks to track him.

**Griffin:** Okay?

**Travis:** So I'm going to shoot him with my arrow.

**Griffin:** Sure. I will say this, Travis, if Mutt wants to try to like triangulate based on sound where this thing, using that survival check, I will allow that.

**Travis:** Okay, great. Yeah, I'll keep that in mind.

**Griffin:** Because he has—

**Travis:** I'll remember that.

**Griffin:** He effortlessly pushes open the front gate of the castle and marches back inside, and vanishes from view.

**Crawford:** Okay, let's get this here coffin open, slay this guy, we're out. Bada-bing—I'll pull his teeth.

**Travis:** I pull out my set of DeWalt vampliers.

**Griffin:** Shit, that's good, Trav.

**Travis:** Thank you. I've been saying it many times throughout this and no one's registered vampliers yet.

**Griffin:** Oh, have you?

**Clint:** [chuckles]

**Travis:** Yeah, it's okay. And I'm gonna get them teeth. They're specially designed for pulling teeth from vampires. And I'll get them teeth, and then we'll hit the road. You know what I mean?

**Griffin:** Okay. The three of you approach the coffin, now that you've hopped back into the room. And gingerly avoiding pieces of broken glass, which is like such a danger that a lot of people don't—

**Travis:** Oh my god, yeah.

**Griffin:** Think about when they break open a window.

**Travis:** We all have shoes on.

**Griffin:** Yes, absolutely. What's your... what's the order of operations here?

**Travis:** I pull Xcaliber... I pull Xcaliber and I'm like:

**Crawford:** Okay, Godwin, open Xcaliber and then bless something, Phileaux, to make it like you know, don't come back. You got something?

**Phileaux:** Yeah.

**Crawford:** Okay, you ready?

**Phileaux:** What? Wait—

**Crawford:** Okay, on three—

**Phileaux:** Oh! Dear heavenly father above—

**Crawford:** No, no, no, shh-shh! After.

**Phileaux:** But you just told me to bless things?

**Crawford:** No, stop! After. After.

**Godwin:** After!

**Crawford:** Throw open, stab, blessing. That's the order.

**Phileaux:** Ah! [chuckles] Sorry, my—

**Crawford:** Okay, let's do it.

**Phileaux:** My yay. [titters]

**Crawford:** Okay, you ready? Three, two, one... go!

[break]

**Crawford:** So then Godwin would open the—

**Phileaux:** Oh, yes! Dear lord, please—

**Travis:** No, no, no, after! Oh, god... Godwin open coffin. Godwin opens coffin.

**Justin:** I just open coffin, yeah.

**Griffin:** [chuckles] There's a button actually on the side of the coffin—

**Travis:** And I'm ready, I've got Xcaliber raised.

**Justin:** I would hope at his socio-economic class it is an automated coffin that he does not have to lift up himself.

**Griffin:** Oh, it is like a Japanese toilet.

**Justin:** Okay.

**Griffin:** You see the lid of the coffin open up on hydraulics. And inside... there is nothing.

**Travis:** Fuck.

**Clint:** [titters]

**Justin:** Yeah...

**Travis:** Should have checked that first. Yeah, yeah, yeah.

**Clint:** Yeah, we probably should have.

**Justin:** Will you do—okay, Griffin, will you do the break—the commercial break there? [chuckles]

**Griffin:** Yeah, sure, yeah.

**Justin:** And inside is... nothing.

**Griffin:** Nothing, there's nothing at all.

[theme music plays]

[ad reads]

[theme music plays]

**Griffin:** You all are standing around this now open coffin in something of a murder tableau, with your various bits of vampire slaying paraphernalia at the ready. And as you realize this coffin is empty, the eastern door of the room you are in opens. Through it, very quickly, you see the music room beyond that you saw just a little while ago. You can kind of now see all of it through the open door. The figure that has walked into the room is... it is Dracula.

**Travis:** Well, fuck, this is awkward.

**Griffin:** You see him as you have not really seen him before. Usually, he is decked out in his you know, vampiric regalia. Dressed to the nines in the classical style. Right now, he's wearing like a sweater. A striped sweater and some like jeans, and some tennis shoes.

**Justin:** Just tell me he's not wearing—are there Warby Parkers, Griffin? Just tell me. Are there Warby Parkers.

**Griffin:** He's not wearing glasses. He's not wearing Warby Parkers.

**Travis:** Oh, thank god.

**Griffin:** He is wearing Rothy's shoes though. He walks in and he's holding like a tray of like chips and salsa. And he's like:

**Dracula:** Renfield, have you seen my... Oh?

**Griffin:** And then he looks at all the weapons you're holding and he goes:

**Dracula:** Oh... um...

**Godwin:** Ignite!

**Justin:** And I attack with Jennifer Myers.

**Griffin:** Okay! Give me—

**Justin:** I'm going for the head, just like as promised.

**Griffin:** I love it. You are closest to Dracula. Give me an attack roll, please.

[sound of dice thrown]

**Justin:** That's a 19. Well, from my angle it looked like a 19, because I'm to the right of it, but it's a 15.

**Griffin:** A 15 does not hit, as you—

**Justin:** Doesn't hit Dracula? Are you sure?

**Griffin:** Yeah, it doesn't hit Dracula.

**Justin:** 15 whole points?

**Griffin:** Yeah, no, this is Count Dracula. He's sort of the boss?

**Travis:** Oh, *Count* Dracula?

**Justin:** Yeah, I hit him three-fours as hard as I could hit him and that didn't hurt him.

**Griffin:** Yeah, no, that didn't get him. He sidesteps. And as he does so, you see like a sort of trail of mist come off of him, as he steps aside with supernatural agility. And he goes:

**Dracula:** Whoa! Whoa-whoa-whoa! Chill! Hey, calm down! Hey! There is no need for that, I assure you. I... I'm assuming you all are here to kill Count Dracula, yes?

**Crawford:** Yeah...

**Godwin:** Are you making a habit of speaking in the third person?

**Dracula:** No, I mean—okay, yes, you got me there. This is going to be hard to believe, but I am not the guy you're looking for.

**Crawford:** You're one of the like grown off a body part cut off guys, right?

**Dracula:** It may surprise you to learn this, but there's lots of Draculas.

**Crawford:** That's not a surprise at all, man.

**Godwin:** And you're telling us that our Dracula is in another castle?

**Dracula:** [chuckles] Something of this sort. I haven't seen him. This is a big fucking castle, he could be somewhere in—I haven't checked the sauna yet. But they don't let me kind of go wherever I want, so it's hard to say. I do believe he is not in this castle, yes.

**Crawford:** Okay, but just to be clear, you are *a* Dracula, right?

**Dracula:** I am... I am one of many Draculas. But! But! But! Of this cauldron of Draculas, I am, you will find, one of the more agreeable. Please, lower your weapons, you're freaking me out a little bit.

**Justin:** Okay, I lower my weapons.

**Griffin:** Okay.

**Travis:** I sheathe Xcaliber.

**Griffin:** Cool.

**Crawford:** How many Draculas would you say is in the castle?

**Dracula:** Oh, gosh. I suspect there's more than a few. They are extremely concerned with kind of managing the Dracula population, and not letting there be too many just scampering about. We are a rebellious sort.

**Crawford:** Is there any way, could you—and I know this is a big ask, but could you maybe try to get them all together in one room for us, for no reason whatsoever?

**Phileaux:** With their eyes closed?

**Dracula:** You're hoping to slay all of the Draculas—

**Crawford:** What? No, nobody said—no, hey, nobody said that.

**Phileaux:** But we are.

**Crawford:** No, we wanna teg 'em and track 'em.



**Godwin:** It doesn't matter, none of it matters unless we can find... Do you keep copy—keep track rather, of the original Dracula, the classic? Or is that considered rude?

**Phileaux:** Dracula Prime?

**Griffin:** [titters] Give me an insight check, all three of you

[sound of dice thrown]

**Clint:** 16.

**Justin:** 12.

**Travis:** 11!

**Griffin:** Phileaux, I think you clock, as you are talking to him, his initial sort of like response to seeing you all was like genuine fear. But now it's starting to change to rumination. You can see the wheels kind of turning in this Count Dracula's head as you're talking. He says:

**Dracula:** Ah, yes. I mean, that is who you are seeking. And I assure you, that is... that is not me. This Dracula, the original, the source Dracula, he is the one you're looking for, the one I suspect is not here. I have not seen him in... in many moons.

**Phileaux:** Does he have a regular hangout in the castle? Like a rumpus room or a den, or something where he, you know...

**Dracula:** There... there is... Okay, listen. I can tell you what I know. On two conditions! One, don't kill me, don't slay me. I don't want that. My existence is somewhat tedious, as I cannot really leave this castle. But it is—I prefer it to the oblivion of the beyond! Also, I do request you must not hurt Dr. Victor Frankenstein.

**Crawford:** Okay?

**Dracula:** He also resides at this castle. And I suspect him and the source Dracula too have their fair share of secrets that they have not illuminated me into. But do not hold that against Victor, he is doing his best, you know?

**Godwin:** Where does Victor reside in the castle?

**Dracula:** Oh...

**Godwin:** Give us directions?

**Dracula:** I mean, he... he resides here in the bed chamber.

**Griffin:** He shows you, he pulls out a little trundle bed from underneath the bed that the coffin's sitting in.

**Godwin:** Oh, isn't that sweet?

**Dracula:** Yeah, isn't it nice? I have to sleep in a coffin—well, you know, I don't actually think I have to, because there's no sunlight. So I could probably just do it bed-style, but to be honest, I prefer the coffin. It is like a womb of the night!

**Godwin:** Mm-hm... So, why can't you—

**Travis:** Wait, real quick, sorry. I want to do my triangulation track—

**Griffin:** Ah! Good fucking call, Travis!

**Travis:** Yeah, we don't have eyes on Renfield.

[sound of dice thrown]

**Travis:** So, that's a 26. And I have advantage, it was 19. So let's see..

[**sound** of dice thrown]

**Travis:** I got a 29 total with my—

**Griffin:** He is to the southeast of you. You sense he is still on the first floor, but you detect he is making his way towards the spiral staircase down there. The same one that you came up to head back up towards the kitchen. He is not there yet. You can tell that these footsteps are still definitely coming from below you.

**Crawford:** Okay, yeah, Godwin, we got time for like one or two more questions and then we gotta move.

**Godwin:** Okay. Why can't you leave the castle?

**Dracula:** Oh, boy... It's complicated and personal. I would prefer to just leave it at that. I cannot leave, it was part of the conditions of my creation, I suppose.

**Crawford:** I don't want to do this, man. I got Zone of Truth, brother. I don't want to drop it on you, but like if this would in any way help us resolve this whole thing...

**Godwin:** We have to know.

**Griffin:** Give me a... I think this is almost an intimidation check, if you're threatening him with this spell.

**Travis:** Yeah...

[sound of dice thrown]

**Travis:** Well... well... that's a crit fail.

**Phileaux:** Allow me to try. May I try?

**Griffin:** He just looks uncomfortable. He doesn't—he is not wild about sharing this. But yes, if you would like to try, Phileaux.

**Phileaux:** Yes. I...

**Clint:** And so Phileaux moves closer to the door, into the room with all the sunlight.

**Griffin:** [titters] Okay?

**Clint:** And says:

**Phileaux:** Sweater Drac... we would like you to answer their question— Godwin and Mutt's question. And if you don't answer, and I understand, we have not agreed to not slay you.

**Dracula:** That is true, yes. I know this.

**Phileaux:** I will use the spell Vortex to transport you into that room full of sunlight.

**Dracula:** Oh, I hate that fucking room, man. It sucks so bad in there.

**Phileaux:** I bet you do. And to have it right outside your bedroom, that has got to be a pain.

**Dracula:** I've told him many times, "Victor, it would be chill if my bedroom was not right next to the sunlight room."

**Griffin:** Give me an intimidation check, please.

**Clint:** Yup.

[sound of dice thrown]

**Clint:** 16.

**Griffin:** Okay. He kind of un-tenses up. He says:

**Dracula:** Okay, okay... The source Dracula, the one you hunt, the one responsible for... everything, he has gone away. I know that much. Off to his... his ascension. Whatever that means. And it was... it was my Victor who enabled him to ascend, but he wouldn't just... he wouldn't just let Dracula go off forever. He would miss him too much. And so I was created as a sort of... compromise. A sort of peace offering.

I grew off of Dracula and then he did some pretty wild, magical stuff to my brain and my memories, and so here I am. I like to think of myself as my own man, sort of self-styled with all the wit and wisdom of Count Dracula, with none of the murderous ambition. However, I do... I do feel like Victor's heart is maybe not with me. I may look like the Count Dracula who you've become so enamored with, but I am incomplete, I suppose.

**Crawford:** Okay, that's a bummer. We do you need to move, everybody, if we could. Or Renfield's gonna—

**Godwin:** This has been so, so nice getting to know you.

**Phileaux:** Yes.

**Godwin:** So happy this didn't have to get all ugly, for a change.

**Dracula:** Please, I beg of you, I do not mind if you slay the source Dracula. If I'm being honest, I would prefer it.

**Crawford:** Okay?

**Godwin:** Mm-hm.

**Dracula:** I just—do not harm Victor, please.

**Godwin:** Of course we'll do our best.

**Crawford:** You got it, yeah.

**Godwin:** Yeah, of course.

**Phileaux:** Do our best? That's not an ironclad guarantee.

**Crawford:** I mean, yeah, we'll do our best, man. If there's any way you could keep Renfield—like if you can slow him down a little bit, we'd love that.

**Godwin:** Go fight him.

**Crawford:** Yeah, we're—no... yeah, we're gonna go.

**Godwin:** Fist fight him.

**Griffin:** Give me that survival check again.

[sound of dice thrown]

**Travis:** That's a 23 on that one.

**Griffin:** Holy shit.

**Travis:** And an 18 on that one.

**Griffin:** You know what you hear? You hear that stomping getting louder and higher. And you hear the sound of a door smashing open. And then you hear muffled in the distance: [sings] "Eat our food, eat our food."

**Clint:** [laughs]

**Griffin:** You know that Renfield has made it back into the kitchen. Dracula says:

**Dracula:** Okay, listen. There's something up with the music room. I think that wherever—the source Dracula and Dr. Frankenstein, they do their... you know, shadow a business—I think whatever it is, it is through there. I will hold him off in here as long as I can, but you—

**Godwin:** So—no, no, no. There's no need. Quickly, the two of you, follow me to the kitchen.

**Phileaux:** The kitchen, yes! All right.

**Griffin:** [titters] Okay. You all... Dracula's like:

**Dracula:** Are you sure? He's super big!

**Crawford:** No, that's a good point, okay.

**Godwin:** I'm absolutely positive.

**Griffin:** Okay.

**Phileaux:** Yes.

**Crawford:** All right, let's go.

**Justin:** We know where he is due to the spell, so we get the jump on him, right?

**Griffin:** Yes, I think that—

**Justin:** We would get advantage. I mean, what's the point of the spell, right?

**Griffin:** Absolutely. I'm fully willing to reward be like incredible tracking skills of Crawford Muttner up to this point. Okay, you all make it to the door into the kitchen. You are still in the ballroom, which has been turned idle. You see Renfield sort of just smashing through the dining room table, as he makes his way towards the door that you were just like kind of immediately posted up behind.

**Justin:** Okay, I charge into the room and I raise Jennifer Myers above my head. And as I'm about to strike, I yell:

**Godwin:** Dishes, he's weakened. It's your moment to strike!

**Justin:** And then I bring my axe down on Renfield.

**Griffin:** Okay, go ahead and I will give you a... I will give you advantage on this. We'll call this a surprise attack.

[sound of dice thrown]

**Justin:** That's a 22.

**Clint:** And you have an advantage.

**Griffin:** Yeah.

[sound of dice thrown]

**Justin:** And a 19.

**Griffin:** It's good, you've got the advantage, because 22 hits. Go ahead and roll damage against Renfield, please.

[sound of dice thrown]

**Justin:** Hey, all right. 15 damage.

**Griffin:** Holy shit!

**Travis:** Pretty good.

**Justin:** That's a big hit.

**Griffin:** Yeah, that is a big hit. You bring your axe down into the meaty frame of Renfield. You see your blade slip between his pauldrons, to chop down into the meat within. You hear a wail of discomfort come from inside of this enormous, bulky armor. When you retrieve your blade, he stands up and looks at you menacingly. He does not appear to be like heavily-heavily damaged at this point.

**Justin:** Perfect. Let's see how he feels about the next one. And I swing again.

**Godwin:** Dishes? Seriously, any time now!

**Griffin:** Okay, go ahead and take your second attack.

[sound of dice thrown]

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



**Griffin:** Fuck yeah.

**Justin:** Critical hit.

**Travis:** So that's double damage, right?

**Griffin:** It is.

**Justin:** That's gonna be double damage.

[sound of dice thrown]

**Justin:** That is 24.

**Griffin:** Jesus Christ, these rolls are nasty! Okay, you swing down. And this time, you don't get him between the cracks of the pauldrons. You just shear off a piece of one of the pauldrons entirely. It clangs to the floor. He wails as you chop into him again.

**Clint:** Can I point something out?

**Griffin:** Please.

**Clint:** That due to the infusion, lady Jessica Myers has a—

**Griffin:** Jennifer.

**Justin:** Jennifer.

**Clint:** Jennifer Myers has a plus one bonus to attack and damage rolls made with it.

**Griffin:** Okay, we will add two damage to the total damage.

**Clint:** I mean, every little bit helps, right?

**Griffin:** Yeah, absolutely!

**Travis:** Crabsolutely.

**Griffin:** Okay, you pull back your blade. Renfield, it seems for a second like he has been sort of grievously wounded by this attack. But then you see him just kind of like pop his shoulder backwards and then stand up to his full height.

**Godwin:** Seriously? Any time.

**Justin:** And I go in for another attack.

**Griffin:** Well, no, that is the end of this surprise action.

**Justin:** Eh, not quite. Great Weapon Master Attack, when I score a critical hit with a melee weapon, you can take one melee weapon attack as a bonus action.

**Griffin:** [chuckles] Fuck yeah. Okay, go for it.

**Justin:** So I am gonna go ahead and take one more. Thank you.

[sound of dice thrown]

**Justin:** That will not get it there, that's a 14. Even with the plus one, it's a 15.

**Griffin:** No, that does not hit. Your third attack, he catches the axe with his hand.

**Godwin:** Fuck!

**Griffin:** And he pushes it away effortlessly. Give me a persuasion check, Godwin, on these dishes that are laying all around.

**Justin:** Perfect, okay.

[sound of dice thrown]

**Justin:** I have plus three, yes! But I rolled an 11, I got 14 this time.

**Griffin:** [titters] Okay, with a 14, you see Spatchy, the spatula, rattle up off the floor and then he just kind of flies up and slaps against the helmet of Renfield. And Renfield—

**Justin:** Now that makes sense for a first one, but I did call for 'em twice. And the second time, they'd see me hit him twice. So I feel like that was a separate persuasion attempt, where they actually see me wailing on him. I called for them twice.

**Griffin:** I think the issue here is less your persuasive technique and more the fact that these are old and fucked up pieces of flatware and dishware.

**Justin:** Yeah, but the implication is that if I had rolled very well, in that moment—

**Griffin:** Give me another persuasion—give me one more persuasion check, as Spatchy comes back for—

**Justin:** Didn't even need to argue about it, it's a 13. You've wasted everyone's time.

**Griffin:** Okay, the spatula—

**Justin:** [laughs]

**Griffin:** You hear Spatchy go:

**Spatchy:** Oh, yeah, I've got 'em now, baby.

**Griffin:** And then he jumps up—

**Justin:** [chortles]

**Griffin:** Renfield catches him and throws him out the window. He flies like a bullet and just disappears over the horizon, Team Rocket style.

**Justin:** Sorry, I feel really bad.

**Griffin:** I need everyone to roll for initiative, please.

[sound of dice thrown]

**Clint:** five.

**Travis:** Ah, yeah, 19.

**Justin:** eight.

**Griffin:** Okay, Mutt, you are first up in the order. You and Phileaux are still back in the ballroom, but you're only like 10 feet away from this combat that is now taking place between Renfield and Godwin. You can tell that Redfield is like fine, like not bloodied. Obviously has been damaged somewhat. But despite the like flurry of deadly assaults that Godwin just laid down, and then like one little tiny baby slap from the spatula, he is not near death at all.

**Travis:** Can I reach Godwin? Like if I took a step forward to grab Godwin, could I do it without like going all the way in the room? Or would I have to go in?

**Griffin:** I mean, you can't do it without revealing yourself to Renfield, if that's what your goal is here.

**Travis:** Gotcha. Gotcha. Gotcha.

**Griffin:** But you could get to Godwin and grab her if you needed to.

**Travis:** Who goes next—no, I wouldn't know that.

**Griffin:** You would not know.

**Travis:** Hm... I'm going to... run over and turn back on the ghosts.

**Griffin:** Okay. That is going to be your move action and your action, to interact with this dial. You're switching it just to the dancing ghosts setting?

**Travis:** Yeah, I want it back to the ghosts, because I'm betting that Renfield is very strong and very stupid. And will be afraid of ghosts.

**Griffin:** I mean, anybody would be afraid of ghosts, Travis. It's crazy that there's ghosts.

**Travis:** Right? Thank you.

**Justin:** Yeah, but doesn't Renfield live here?

**Travis:** That doesn't mean he likes that room, bud.

**Justin:** Man, if I put up haunted mansion decorations for Halloween, if I walked into my living room and I was like, what the fuck?!

**Griffin:** [guffaws]

**Travis:** I'm gonna tell you, bud, you've never worked in a haunted house then with an overactive imagination. I've worked in many a haunted house, I get freaked out in there all the time.

**Justin:** I thought these grim, grinning ghosts were just here to socialize!

**Griffin:** All right—

**Travis:** And I'm gonna designate Renfield as my slayer's pray.

**Griffin:** Okay.

**Travis:** As a bonus action.

**Griffin:** You got it. Next in the order is Renfield. Pretty easy, Renfield is going to take his giant hand and just sort of try and grab you around the throat, and slam you against the wall you are right next to, Lady Godwin. That is a... 17 versus AC?

**Justin:** That hits, yes.

**Griffin:** Okay. He hits you for... 10 plus seven, 17 bludgeoning damage. As he smashes you backwards into the wall, you hear something pop within your body. It is extremely painful.

**Godwin:** Ah, fuck!

**Griffin:** And he is going to make a second attack against you. This time, drawing a... what would... it looks like a short sword, the way he's holding it. But if you tried to hold it, it's actually quite a large sword. That is a 31 versus AC, is going to hit me.

**Travis:** *Just* got him.

**Justin:** *Just* got me.

**Travis:** *Just* got me.

**Griffin:** He brings it down and slashes you across the torso, and you take 15 points of slashing damage. Next in the order is—oh, he is also going to... Okay, you see, Godwin—actually give me a perception check, I will say, Godwin.

[sound of dice thrown]

**Griffin:** And Phileaux, you're sort of at the door. I think you're close enough that you can still—

**Justin:** Big eight from me, dog. Big eight.

**Griffin:** Phileaux?

[sound of dice thrown]

**Clint:** A two from Phileaux.

**Justin:** Oh my god, guys. What's with the rolls? I feel like this whole campaign, I would love to see a statistical analysis. I feel like the rolls have been really bad.

**Griffin:** A real sin wave of success.

**Travis:** Feast and famine, baby.

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

**Griffin:** Okay, you can't quite—he does something weird. He kind of stands up and shudders a little bit. And then he looks back at you with sort of just these pained, malicious eyes behind his rusted iron visor. Next in the order is... Lady Godwin.

**Justin:** Fan-fuckin'-tastic. I'm going to—I got a new thing. I'm going to first of all activate my rage.

**Griffin:** Cool?

**Justin:** Because I used that bonus last turn on my fun, pointless attack. And then with that rage activated, boop, I'm gonna take another swing with Jennifer Myers at Renfield.

**Griffin:** Okay!

**Justin:** Going for the hole in the pauldron that I made earlier.

**Griffin:** Kickass.

[sound of dice thrown]

**Justin:** And I got a one. Does that hit? A critical failure, does that hit?

**Griffin:** It does not, no. Your axe—

**Travis:** Well, Griffin, take a second to check.

**Griffin:** Oh, wait, yeah, let me look at the math table. No, it doesn't.  
[titters] Doesn't hit. It bounces—

**Justin:** It might be Gary's will.

**Griffin:** It bounces right off of his chest plate. He kind of knows how to step out of the way of these strikes now. You do have another attack in this action.

**Justin:** Here it comes, here it comes...

[sound of dice thrown]

**Justin:** That's more like it. A five plus six, 11.

**Clint:** [chuckles]

**Justin:** It's more like it? You can't deny me that.

**Griffin:** No, he... it is more like it, yeah. You're getting closer.

**Justin:** It's more like it!

**Griffin:** Still nine points away from what would be considered traditionally a success. No, here's what I will give you. You swing your axe down again at that gap in the pauldron. And you miss it. However in targeting it, you realize like, "Hey, I thought I chopped him there?" And the axe mark that—traditionally, Jennifer Myers leaves behind pretty grisly evidence of her grim work. It seems like it's not there anymore.

**Justin:** Ah, fuck.

**Travis:** I had meant to do this on my turn and it's—

**Justin:** Ah, damn it.

**Travis:** It's a free action anyways. So you just hear from the other room, Mutt yell:



**Crawford:** Run! We should run!

**Justin:** Yeah, yah, yah, yah, yah, yah, yah, I'm running.

**Griffin:** Okay. You're going to take an opportunity attack as you move away from Renfield. That is going to be a... 24 versus AC.

**Justin:** Yup...

**Griffin:** For... 11 points of bludgeoning damage. He manages to just sort of crack you in the back as you run towards the door. However, you are able to get away. Your movement is 30 feet. With that, you could sort of get back to... you could actually get back to the bed chamber, if so is your wish.

**Justin:** I'm running back towards the sound of Mutt's voice.

**Griffin:** Okay, if you do that, you're going to run across the dance floor. And you're going to need to make a dex save to not get burned up by the ghosts.

**Justin:** Okay, that's fine.

**Griffin:** Okay, give me a dex save.

**Justin:** I'm hoping Mutt has a plan.

**Griffin:** Okay.

**Justin:** So I'm going to roll a dex save.

[sound of dice thrown]

**Justin:** Ha-ha, a 19 plus two, 21.

**Griffin:** Okay, yeah. WYth a 21, you know these steps. You are able to sort of solo dance your way through the field of dancing specters, and make your way over by Crawford. Next in the order is Phileaux. Phileaux, you're still

standing at the door into the kitchen. You see Renfield there. He is looking basically right at you now that you are sort of the closest enemy to him.

**Clint:** I am going to cast Enhance Ability on Lady Godwin.

**Griffin:** Okay?

**Clint:** That gives Lady Godwin advantage on constitution checks.

**Griffin:** Okay?

**Clint:** It also grants two D6 hit points.

**Griffin:** Temporary?

**Clint:** Temporary, yeah.

**Griffin:** Okay, cool. Go ahead and roll two D6.

**Clint:** So, two D6 hit points...

[sound of dice thrown]

**Clint:** That's an eight. So that gives you back eight points, Lady Godwin.

**Travis:** eight temporary points. It's pedantic, but different.

**Griffin:** It's a different, yeah, thing

**Travis:** Yeah.

**Griffin:** Cool.

**Clint:** And gives you advantage on constitution saving throws. And then as his action, his follow up is he just turns and looks at Renfield and says:

**Phileaux:** I forgive you, my son.

**Travis:** And Mutt yells:

**Crawford:** And now get out of the way! Don't stay by the door!

**Griffin:** You see him... break down in tears. No, he—[chuckles]

**Clint:** I really thought that might work. [snickers]

**Griffin:** No, he is—

**Justin:** Wait, I—did you mean I—in a—all right, you meant in a biblical sense, didn't you, dad? Sorry, first impulse—

**Travis:** Oh, not like my son—

**Justin:** I thought we were having another classic TAZ—

**Griffin:** Like 'I'm your dad' situation.

**Justin:** The classic 'I'm your dad' gambit.

**Clint:** Oh, no, no, that was strictly a spiritual move.

**Justin:** A papal. [laughs] Yeah.

**Clint:** I was trying to... I was trying to convict him.

**Griffin:** Give me an... give me an insight check, Phileaux.

**Clint:** Oh... there's nothing else I could do? I'm negative one... no. Here we go.

[sound of dice thrown]

**Clint:** 17.

**Travis:** Pretty good.

**Griffin:** You have had similar interactions to this one in the past, with other less sort of monstrous entities. I think it strikes you as unusual that there is absolutely no recognition that anyone is even talking to him at this point. Renfield, you—I think from this interaction, you sort of detect that Renfield, the human being that was sort of a famed supplicant to Dracula, there is no shred of that guy left here anymore.

I think from what you gleaned from Spatchy, where he was talking about Renfield being a sort of test subject for some of the dabblings with the dark immortal science and magical arts, Renfield has become something truly capital M dictionary definition monstrous.

**Clint:** Okay.

**Travis:** And you still have a move action, father.

**Griffin:** That is true.

**Clint:** I'm going to run towards the sound of Mutt's voice.

**Griffin:** Okay, I will need a dex save from you also, to not get burnt up by the specters. I will say since you know their true nature now, you are no longer frightened by these things.

[sound of dice thrown]

**Clint:** A 19.

**Griffin:** 19, excellent. Your tiny, agile puppet frame is able to bob and weave between these specters and—

**Phileaux:** Oh, excuse me. Coming through. Oh!

**Griffin:** You make your way to the back wall next to Mutt and Godwin. Next in the order is... Mutt.

**Travis:** Mm-hm.

**Griffin:** Renfield is still in the other room, he moves after you.

**Travis:** Correct.

**Crawford:** Okay, so... I need y'all, right, as soon as you can, to—we're going to draw him in, right? And then you guys run for the door. You're gonna get out. Right? Yeah?

**Phileaux:** Okay.

**Crawford:** Could you do that?

**Godwin:** Absolutely.

**Phileaux:** Sure, yes.

**Crawford:** Okay, great. Cool. So when he comes in, just start a-taunting. You know what I mean?

**Phileaux:** A Taunton?

**Crawford:** Just taunt him.

**Godwin:** Yes, of course. You know, I've hit him with an axe enough times, I think he feels thoroughly taunted by me.

**Crawford:** Perfect, perfect, perfect, man. And I'm going to ready an action, Griffin.

**Godwin:** I've taunted his ass off.

**Griffin:** Okay!

**Phileaux:** I need to be more tauntish, I think.

**Griffin:** Is the trigger for this action Renfield coming into the room?

**Travis:** Renfield heading to the center of the room.

**Griffin:** Okay, cool. Then sure enough—

Travis: Or like being all the way. It's not just coming in, right?

**Griffin:** I got you, I got you. Next in the order is Renfield. Who, sure enough, smashes the door out of the way. It swings open on its hinges and bashes against the back wall, as he marches into the room. He is going to walk directly through the specters, towards you, and he is going to just sort of voluntarily take some damage here.

**Travis:** What a cool dude.

**Griffin:** He takes 21 points of radiant damage, as he is singed by these specters marching towards you. With that, he reaches the center of the room on his approach to the three of you.

**Travis:** Just so I know, Ditto, do we see those kind of re—like, healing the singe marks?

**Griffin:** Give me a... give me a perception or investigation check.

[sound of dice thrown]

**Travis:** That's a 23.

**Griffin:** Yes, that damage also—as quickly as it kind of like appears and spreads across his skin, it immediately starts to retract. I think you have probably hunted some monsters in the past that have had some kind of like supernatural healing factor. But nothing is—nothing like this.

**Crawford:** Well, here goes nothing.

**Travis:** And I turn the dial to the full-blast heating up the room, light filling the room.

**Griffin:** Okay?

**Travis:** And I pull off the knob.

**Griffin:** Ooh, boy.

**Clint:** Hm!

**Griffin:** Okay...

**Travis:** And then I'm ready to run. And we should run.

**Griffin:** I need all three of you to make a constitution saving throw.

[sound of dice thrown]

**Travis:** 15.

**Clint:** 12.

**Justin:** I have a—I got 13. But what did dad—dad, what did you—

**Clint:** You get advantage.

[sound of dice thrown]

**Justin:** Well, dad, that was a worse roll. So you didn't help me at all.

**Griffin:** Heh. Okay...

**Justin:** Stinker.

**Griffin:** You turn the dial to this full brightness setting and rip off the knob. As you do so, the light in this room grows so bright that it is difficult to keep your eyes open. Phileaux, I don't know if this would affect you quite as much, because you don't have meat eyes. You don't have jelly eyes. You've got little puppet eyes. However, all of you are going to take... 11 points of radiant damage, as this light burns you all. You are however able to stay on your feet. And if you did want to try to make a run for it, you could—you are able to do so.

The same cannot be said for Renfield. Renfield immediately is blasted. He is immediately underneath this chandelier. And the light that is blasting out of it is pushing him down oppressively. You hear sizzling and shrieking coming from him, as he appears to be pinned to the floor. You see him begin to catch flame, and then the flame disappears, and then catch flame again. He is burning and healing almost in step with one another. But you appear to have, at the very least, stunned him, as he is just sort of recursively taking this damage over and over again.

**Travis:** How big is the chandelier?

**Griffin:** It is huge. I mean, it's about maybe eight feet in diameter. With just hundreds and hundreds of crystals and bulbs sort of arranged all around it.

**Travis:** And how's it attached to the ceiling?

**Griffin:** A chain.

**Clint:** Could Phileaux do an Arcana check to see if it's magically powered or technologically powered?

**Griffin:** Hm... I will say because of your sort of artificer ability, this is like second nature to you. I'm not gonna make you roll for this. At very, very high levels of work in both of those fields, the distinction between them becomes almost irrelevant. This thing is a machine, it is an invention. It does have a power source of some sort. Whether it is arcane or like scientific in nature—like, it's both. That is sort of the nature of extremely powerful, you know, devices in this world.

**Phileaux:** Mutt, I would assume that—I see you looking at that chain. If you detach that, if you cut the chain and it falls, then the power that is pinning him to the floor may cease working.

**Crawford:** Yeah, but I'm also about to drop an eight foot wide thing of gems on him, right?

**Phileaux:** Yes, but we know he's tough. We've got him—



**Crawford:** Okay, let's run.

**Phileaux:** We've got him pinned, right?

**Crawford:** Yeah, let's run. Let's go. Let's run. Get out. Let's run for the door.

**Griffin:** You all make your way back to the kitchen or the bed chamber?

**Travis:** The bed chamber. We gotta get in the music room.

**Griffin:** Okay. You guys run into the bed chamber. You see Count Dracula was like kind of peeking in the door to see what was going on. As you throw the door open and the light shoots into the room, it grazes him and he jumps backwards and is like:

**Dracula:** Ow! Fuck! Why did you do that? I told you to just go in the music room?

**Crawford:** No, we're doing that now.

**Dracula:** And solve the puzzle? Yeah, no, you're gonna solve the puzzle now. But now you've also got a big, armored monster chasing you. How is this better?

**Crawford:** We did anyways, man. We had big armor guy coming anyway.

**Godwin:** It was all a massive waste of time, okay? We're trying to not get bummed out about that.

**Dracula:** Okay, you're just going to have less time for the puzzle now...

**Godwin:** I know! We all know! We know!

**Dracula:** It's gonna be—

**Godwin:** We wasted everyone's time.

**Dracula:** It was gonna be a kick-ass puzzle, but now you're gonna be so rushed. You might not appreciate sort of the finer—

**Clint:** [laughs]

**Godwin:** Listen, we'll take a... we'll take a breather right here and we'll circle back.

**Dracula:** Okay.

**Godwin:** That way we can really enjoy it.

**Dracula:** Ah, but you should go and do the puzzle.

**Crawford:** Yeah, I'm trying to!

**Travis:** This whole time Mutt's been walking towards the door.

**Justin:** Okay, okay, okay, yeah.

**Griffin:** Okay. You all stepped foot into what has been referred to as the music room. All around you, as you enter this room, are shelves. There's these low shelves just stuffed with sheets of paper. There's paper sort of scattered all around the floor of this room. And as you approach now, you can kind of clearly see what you couldn't make out through the crack in the door earlier. That it's just sheet music, just laying around furiously and sloppily, sort of just tossed about.

And nearly all of this sheet music is incomplete, just abandoned after a few bars. In the center of the room, there are a few chaise lounges surrounding a small empty table. And then you also see this upright piano that is sitting in front of this fireplace that you clocked earlier, in which a fire is roaring healthily. This piano is... yeah, that's what I will give you, just from coming into this room. You hear shrieking and stomping coming from the ballroom just a couple of rooms away. What do you do?

**Travis:** Is that all different sheet music?

**Justin:** Yeah, I look for titles.

**Griffin:** For titles—there are no titles on any of the sheet music. If you all want to make a perception check to see if you see anything else in here, or if you want to investigate one specific thing, go ahead and do that.

[sound of dice thrown]

**Travis:** I got a 21 perception.

**Justin:** Wow.

**Griffin:** Okay. Just looking around the—

**Travis:** Wait, hold on, plus a D4.

**Griffin:** [chuckles] Okay.

**Travis:** Plus a one, 22.

**Griffin:** Okay, the DC was 22 on this roll.

**Travis:** Fuck yeah.

**Griffin:** You notice that you know, in a lot of the rooms you've been in, there have been sort of—have been in a state of different levels of kind of decay and disuse. That is not true of some of this room. You see that the piano in particular seems to be in perfect working order. The room may be a mess, there's some—it doesn't look like the chaise lounges have gotten a lot of action lately, but the piano has. The cover is open for the piano, the keys are clean enough.

There is some... there's like sort of a stack of sheet music on a little stand, sort of sitting in front of the piano. That is what you get with a high enough perception check... yeah, I think that's what you get. Anybody else want to look around or investigate something?

**Clint:** Yes. Could I specifically investigate the music that is on the piano?

**Griffin:** Yes, absolutely. Give me an investigation check, please.

[sound of dice thrown]

**Clint:** How about 22 for that?

**Griffin:** That is very good. Do you have proficiency with any instruments, Phileaux? I figured there's an outside chance that might be true, because I know artificers get some stuff.

**Clint:** Let's say yes?

**Griffin:** [chuckles] No, let's say let's look at your character sheet and find out.

**Clint:** I'm looking at my character sheet—

**Travis:** On the side, dad, it says proficiency and language.

**Griffin:** Let's see.

**Travis:** And armor, weapons, tools. Under tools.

**Griffin:** No. Alchemist, carpenter's tools, jeweler's tools, thief's tools—

**Travis:** I have—

**Griffin:** Tinker's tools, woodcarver's tools.

**Travis:** I have proficiency in loot.

**Griffin:** In loot... Okay, I think with that, your perception check earlier, you notice that there's some similarities between like the different pieces of sheet music scattered all around. With your investigation check, Phileaux. I don't know that you glean any sort of musical learnings. However, you do begin sort of rifling through this stack of sheet music on the piano. And you just start sort of tearing through the pages, seeing if you see anything strange. And you do.

At the back of this stack of sheet music, there is a crumpled-up piece of paper unlike the others in this stack. It has clearly been torn from a notebook of some kind. And on it, scrawled in handwritten ink, you begin reading it over.

It says, "One bunch bananas, apple cider vinegar, spaghetti sauce, kidney beans—for chili night, Tostitos scoops—for chili night, garlic—just kidding, Tums—for chili night, peanut butter—smooth, cabbage... cabbage? Cabbage? Cabbage?! Cabbage?!"

[theme music plays]

Maximum Fun.

A work-owned network...

Of artists-owned shows...

Supported directly by you.