

## The Adventure Zone Versus Dracula - Episode 24

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[intro theme music plays]

**Dracula:** Dead diary...

Today is the day. The machine is ready and, frankly, quite terrifying to behold. The sun has been swallowed up from the sky, turning Angrave into something of a Dracula paradise. A shame that I will not be around to enjoy it...

I will miss the pleasures of this corporeal world. But I know my Attila awaits me on the other side. My fate rests in Victor's hands now, and in the keen, synchronized minds of Lumino's inhabitants. My children of the night, what music they make.

[The Adventure Zone Versus Dracula theme music plays]

**Travis:** Oh, I get it.

**Griffin:** The three of you—

**Travis:** This is like a reference.

**Griffin:** It's a—yeah, it's a reference to... Dracula.

**Justin:** Other Draculas.

**Travis:** Yeah, other—what other Draculas have said about—say something about how you don't drink wine. [spoofs Dracula] "I do not drink... wine..."

**Griffin:** What's that from? Now, which one is that from?

**Travis:** Because Dracula says that in the Steven Dietz one. And Harker's like, "Oh, will you join me?" And he's like, "I do not drink wine." At which point Harker should be like, "What the fuck does that mean?"

**Griffin:** "What the fuck do you mean, dude? What a weird thing to say."

**Justin:** That's when he says, "I drink grape juice too!"

**Clint:** [chuckles]

**Griffin:** Yeah.

**Travis:** "Because like the way you fuckin' said that, man, do you mean—do you drink blood? I'm gonna go."

**Justin:** Count Mickula says that.

**Travis:** Oh, okay.

**Griffin:** Can I just say, we should all take turns doing a season as Dracula. Because I feel like I've really grown as a Dracula impersonator.

**Justin:** Well, Griffin, do you know what I had completely forgotten about?

**Griffin:** What?

**Justin:** That we used to do Count Dracula gameplay counselor.

**Griffin:** Oh, sure, sure, yeah.

**Justin:** Do you remember when you would play like Spelunky or 1000 Spikes—

**Griffin:** Classic.

**Justin:** And you'd call into the gameplay helpline, and I, as Dracula, would try to—

**Griffin:** Okay. Well, then Justin gets a pass for his Dracula.

**Travis:** Yeah, I feel like dad and I haven't gotten a chance to stretch our Dracula wings.

**Clint:** We haven't, no. Uh-uh. Let's do it.

**Griffin:** They're just bat—I mean, they're just bat wings. Okay, so—

**Justin:** At our next live show, I will be Dragula.

**Griffin:** Oh?

**Justin:** As portrayed by Rob Zombie.

**Griffin:** Fantastic. That's a car. Pretty sure.

**Clint:** Oh, that's right. It is.

**Justin:** Yeah, he plays the car too.

**Griffin:** [titters] Three of you—

**Justin:** [chuckles] Who else would play it, fuckin' Michael J. Fox? Who else would play the car? Rob Zombie plays Dragula.

**Griffin:** The three of you are in the music room, a very chaotic place with half-finished sheet music scattered all about. In the distance, you can still hear the sound of Renfield shrieking, as he is pinned down by the radiant light that you trapped him within. You were turning this room over, and on the piano, on the music stand, you all found what appears to be a grocery list. Written by a... somewhat unwell person. Including items like spaghetti sauce, peanut butter, and apparently cabbage, five times. Each time—

**Travis:** It does leave one wondering what meal he was planning. Was it just an essentials list? Or was it like, "I've got a big meal coming up."

**Griffin:** I mean, chili—

**Clint:** Does he eat a lot of roughage?

**Griffin:** Chili for sure... but then maybe some sort of like, I don't know, Thai peanut sauce dish? I don't know, but—

**Justin:** I question—I feel like if Dracula's going to the grocery store, that's gotta be quite a production.

**Griffin:** Yeah.

**Justin:** He's not zipping down to the IGA [of Route two??] a little bit, like he's—it's going to be a whole thing. I assume he's stocking up for at least the week.

**Clint:** Maybe he gets delivery, you know?

**Travis:** No way, with the Strangle Mire?

**Justin:** It's like when—remember when we had to shop during COVID?

**Griffin:** Exactly like that.

**Justin:** And there were like super-wild early morning hours.

**Clint:** During what?

**Justin:** And you had to show—yeah, so you're like thinking like, "Well, I'm not gonna come to the store again. I don't—I'm not a big fusilli pasta fan, but I don't want to need fusilli. You know what? I'm gonna get the fusilli. I'm gonna get it. It's safer that way."

**Griffin:** You guys are being fusilli right now.

**Justin:** [chuckles]

**Griffin:** In the distance, you actually see the lights flicker in this room. And you hear Renfield stop shrieking. And take these deep panting breaths that almost reverberate through the walls. What do you do?

**Travis:** Mutt's gonna stand at the piano.

**Griffin:** Okay. Does Mutt know how to play the piano? You know, we asked if Mutt had any musical expertise, but I don't think that was established.

**Travis:** Yeah, so Mutt is—has proficiency in the lute.

**Griffin:** Yeah, okay, that's fine.

**Travis:** And so, there's some musical ability as far as like matching notes. Right? I've never played the piano, but I'm going to start looking for a C.

**Griffin:** Okay?

**Travis:** Looking for a C key.

**Griffin:** Give me a performance check.

**Clint:** Wait, why C?

**Travis:** For cabbage, my dude! Cabbage—the note, C-A-B-B-A-G-E.

**Griffin:** Hm...

**Clint:** I thought the first thing started with a B? Bunch of bananas?

**Justin:** Yeah, but cabbage is the...

[the sound a piano note plays]

**Griffin:** What do we hear? Is somebody playing a piano right now?

**Justin:** Yeah, I got a little piano on my phone.

**Griffin:** Oh, that's good. Then we won't have to do the—

**Travis:** Man, what can't phones do these days?

**Justin:** I can play whatever notes you want, Trav. You name a note, I can play it, no problem.

**Griffin:** Give me a performance check with advantage. I will say that your knowledge of lute—

[piano glissando plays]

**Griffin:** [laughs]

**Justin:** That is the only one of—that is the only gliss. That was the only glissando.

[sound of dice thrown]

**Travis:** I got a 13, Griffin.

**Griffin:** Okay, yeah, with a 13, I think after sort of noodling around a bit, you're able to deduce where the C is. Middle C.

[piano's C note plays]

**Travis:** Okay, I'm gonna play C-A-B-B-A-G-E.

**Griffin:** I'm trying to tell if Justin can do this on his pianofart.biz app, or whatever he's using.

**Justin:** [chuckles] Quiet. Listen, I'm doing it. I'm doing it, just shut up.

[two piano notes play]

**Justin:** Hey, wait, hold on. Before I do this part, two Bs in cabbage, or where are we at?

**Travis:** Yeah, man!

**Griffin:** Yeah, there's two Bs. One G.

**Justin:** [titters] I didn't know how it was spelled on the sheet.

**Griffin:** Yeah.

**Justin:** Okay.

[C-A-B-B-A-G-E piano notes play]

**Griffin:** [spoofs silly electricity sounds] When you play those notes, the fuckin' secret door behind the fireplace closes. No.

**Justin:** [titters]

**Griffin:** The fireplace goes dim immediately. Whoosh. The flames sink down—

[piano glissando plays]

**Griffin:** [titters] You have to stop now. That flames sink down.

**Justin:** I actually think this is a vibe for the future of TAZ. Like if you had like a little Goldbloom on the side, just give you a little bit of extra like—

**Griffin:** A little jazz.

**Travis:** Our own Paul Shaffer, you know what I mean?

**Justin:** Yeah! Great jokes—I wouldn't even do the jokes anymore!

**Griffin:** But it sounds like Paul Shaffer playing the world's smallest piano in an adjacent room.

**Clint:** [chuckles]

**Travis:** Yeah, he's—it's Paul Shaffer playing Schroeder's piano.

**Griffin:** Yeah.

**Travis:** It's Paul Schroeder.

[piano notes play]

**Justin:** Yeah, it's good. I'm getting there.

**Griffin:** Yeah, you're getting there.

**Justin:** This is something, guys. This is—we should do a jazz arc.

**Griffin:** The flames extinguish. And you see—

**Travis:** It's about the rolls you don't make.

**Griffin:** The back stone—[titters] we gotta tighten—we have to do Dungeons and Dragons.

**Justin:** We're tightening it up.

**Clint:** Tighten up, come on.

**Justin:** Let's tighten up.

**Griffin:** The flames extinguish. The back wall of the stone hearth slides upwards, revealing a secret entrance into the room beyond. From behind you, you hear in the adjacent room, the bed chamber, you hear Count Dracula say:

**Dracula:** I haven't seen them, Renfield. I think they jumped out the window and they... they flew. They flew were like birds. They jumped on the back of a big owl and flew away. So, problem solved.

**Griffin:** And Renfield is stomping about. What do you do?

**Clint:** The flames are out, right?

**Griffin:** The flames are out. Wall is open.

**Phileaux:** Let's go!



**Crawford:** Let's go through there.

**Griffin:** Okay.

**Clint:** Can we bring the piano with us?

**Griffin:** You can certainly try.

**Travis:** What a wild fuckin' question.

**Griffin:** Okay, you all pass through this secret entrance. And...

**Travis:** No, hold on, we need to resolve if we can put this grand piano onto our shoulders.

**Griffin:** Oh, you're right, you're right, you're right. You're right. Yeah, sure. I mean, if you want to make a strength check to see if you can pick up the piano—

**Clint:** Well, let me tell you why. I'm thinking we could shut the wall behind us?

**Justin:** Hm...

**Griffin:** Cool.

**Justin:** Oh, wait—

**Godwin:** Wait a minute. I noticed something. I brushed against a key as we were headed this way, and it seemed that the door was closing. Maybe if we chuck something at it from here, it will close?

**Phileaux:** Ah, good. Good. Good. Good. Good. Yes. Yes. Let's turn the piano—

**Godwin:** I have just the—no, no, no, here, I have just the thing.

**Justin:** And I'll send my hand out.

**Griffin:** Oh? Cool. Okay. So, you all pass through this secret entrance into the room beyond. Just a very sort of small, somewhat cozy chamber. There's some furniture in here, that I will describe it after we do this. I think you definitely hear Count Dracula in the distance go—Sweater Dracula go:

**Dracula:** Uh!

**Griffin:** And Renfield begins stomping in the direction of the doors to the music room.

**Justin:** I want to give it some instructions.

**Griffin:** Yeah, sure. Sure. Sure.

**Justin:** Okay.

**Godwin:** Listen, you're going to be very good for mommy. First, go pound on some notes. And then, you stay away from the bad man. Keep him really riled up. But don't let him catch you, okay?

**Griffin:** [spoofs Lady Godwin's hand talking in a silly, high-pitched voice]

**Godwin:** Okay.

**Griffin:** [continues spoofing Lady's Godwin's hand]

**Justin:** [blows] I just blew her off my—I blew it off me. [blows]

**Griffin:** Okay. It jumps down and scrambles through the secret entrance. You see it climb over the piano and jump down. You hear a discordant bonk come from the piano... Oh, I thought for sure we were gonna get a little bit of fart piano on that, but that's okay.

**Justin:** You told us to tighten up.

**Griffin:** You're right. [guffaws]

**Justin:** You think I'm just sitting here and waiting? Jesus. Pick a lane!

**Griffin:** You know I didn't mean the incredible Foley work you were doing. You—

**Justin:** You said tighten up?!

**Griffin:** The back wall of the stone fireplace slides shut. And you see the doors into the bed chamber smash open, just as this wall closes.

**Justin:** I would like a distraction check on—you don't even—I wouldn't know how it shakes out. But I would like you to roll to see how well my hand is able to distract Renfield.

**Griffin:** Yeah, sure.

**Travis:** Sleight of hand.

**Justin:** Sleight of hand. [chuckles]

**Griffin:** I like that a lot. Why don't you make a sleight of hand check, Juice? We'll put the dice in your... in your hand, so to speak. See how it goes.

[sound of dice thrown]

**Justin:** Ah, yeah! I have a plus two in sleight of hand.

**Griffin:** Okay. So, that's a 10 total. The—

**Travis:** The funniest number.

**Griffin:** I think it is hard for you to tell exactly how well—your senses do not necessarily extend to your old hand.

**Justin:** You might as well not roll. You might as well not roll.

**Griffin:** If you get a 10?

**Justin:** You wasted your time. You might as well not roll.

**Griffin:** You do hear Renfield stomping around someone frantically. So, whatever your hand is doing, it seems to be doing a fairly good job. This stone wall of the hearth, as it slides shut—I mean, this is a huge, like heavy, thick stone wall. You feel like you are pretty well cut off from the melee happening now in the music room.

**Clint:** Is there any chance that the fire came back on when the wall came down?

**Griffin:** Yes, the fire also came back on as the wall came back down. So, you all are standing in this small antechamber. And in here, you take note of a few items immediately. The first and most prominent of which is a huge metal door. It's got like a hand wheel on its front, like the bulkhead door on like a—on a ship. And a small brass plaque underneath a porthole window that says 'lab' on it.

In here, there's also a garment rack. Upon which hangs dozens of identical capes and vests and shirts and pants with rows of boots underneath. You clock this immediately as the sort of outfit that Dracula has been wearing when you have seen him during your journey. There is also in here a vanity with a mirror, which is silly because it's fucking Dracula. I don't know why I said that. The mirror is broken. That's cool. So, on this vanity sits a small leather-bound book. What do you all do?

**Justin:** I'd like to read the book.

**Griffin:** Okay.

**Clint:** I want Phileaux to look through the porthole.

**Griffin:** Okay, we'll do that first. Give me a perception check, please.

**Clint:** God...

[sound of dice thrown]

**Crawford:** Are you tall enough?

**Griffin:** He can clamber up there.

**Clint:** 13.

**Griffin:** Okay, you peer through the porthole window. What you see is an enormous, cavernous chamber beyond. It is a long stretch—it kind of reminds you of the like sanctuary of the parish where you have lived. There is a lot of machinery in here. In a lot of ways, it actually looks quite similar to the lab of Dr. Frankenstein that he kind of left behind.

There are lots of machines that—whose purpose you can't quite tell from all the way back here. And in the distance, you see a large screen. What is on that screen you are also having trouble telling. And sitting in front of it, you see the back of a man sitting in an office chair.

**Justin:** Is this on the—is this porthole on the east wall?

**Griffin:** Yes.

**Justin:** Okay.

**Griffin:** So, Lady Godwin and Mutt, you are inspecting the diary. Okay.

**Travis:** I think if Lady Godwin's gonna take a look at the book, as like the roguelite of the party, I should check—because we've seen like security shit around and—

**Justin:** You're the roguelike.

**Travis:** I'm the roguelike. They have like the amber light and security cameras and stuff.

**Griffin:** Yes.

**Travis:** So, I want to just double check to make sure like when we open this door, alarms aren't gonna go off. And if I see any amber light or things through the porthole, that kind of shit.

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

[sound of dice thrown]

**Travis:** Ah! It was on nat 20, it pounced to an eight. It's a nine, Griffin.

**Griffin:** Ain't that how it goes. With a nine, you don't—I will say like in the door, you don't sense any kind of security—

**Travis:** Wait, I get to add a D4.

**Griffin:** Alarm. Oh? Okay.

**Travis:** When I do investigation checks.

**Justin:** Now, Griffin, say that sentence again, but three more. [chuckles]

**Travis:** Sorry, two more. It's an 11 now.

**Justin:** Two more. Say it two more than that, Griff. [chuckles]

**Travis:** There's a big difference between nine and 11.

**Griffin:** That's true. Your third eye fucking opens and you—

**Travis:** Oh-aaah!

**Griffin:** You don't sense any sort of like alarm trigger on the door itself. As to like what security measures may be waiting in the room beyond, you do not see anything.

**Travis:** Okay, but the door is, I feel confident, is un... you know, un-alarmed.

**Griffin:** Un-trapped, yes.

**Justin:** Can I just say, I was the first one that said I want to look at that book.

**Griffin:** Yeah.

**Justin:** And everybody else did all their dumb garbage.

**Griffin:** Yeah.

**Travis:** Well, reading a book is boring, I think is the thing.

**Griffin:** Yeah, the book takes a minute.

**Justin:** Well now, Travis, you and I agree on that, obviously. But Lady Godwin, she only knew about books.

**Travis:** Ah, yeah!

**Justin:** So to her, imagine this is like a TV show on the table. You know what I mean? She's like trying—

**Travis:** Oh, she so jazzed!

**Justin:** Yeah. If there was a TV show on the table and I was like, "I'm gonna go watch the TV show." You guys would have let me do it first, guaranteed. Everyone would be obsessed, like we'd have to know what's going on.

**Griffin:** You open up the TV show on the table. It is a weathered—

**Justin:** Waa-aah

**Griffin:** Leather TV show. It's fucking home... [chuckles] Was that Home Improvement?

**Justin:** My mind is immediately filled with images. Because back then, people had to do that.

**Griffin:** Oh, right.

**Justin:** So like, I'm like, it's—I'm watching it in my brain.

**Griffin:** You open up this this leather-bound book. And as you do, a slip of paper slides out of it and falls back down on to the vanity. Immediately as—

**Justin:** Oh, it's like a deleted scene! Hold on, I gotta get it.  
[group chuckle]

**Griffin:** As you open up the book to the first page, you start reading. It says, "Dear Diary, how come everybody wants to kill Dracula? I mean, the people whose villages I've raised to the ground whose family trees I've so thoroughly pruned. As you as you read through it, you realize this is a... this is the diary, the diary of Count Dracula. There's a few dozen entries in it.

I would say this would maybe not be the worst time for you all to take a short rest if you wanted to investigate this further. You no longer hear the rumblings of Renfield in the other room, pounding around. So. for a moment here, things are quiet.

**Godwin:** Is this all right? I—

**Crawford:** Do you mean—wait, morally.

**Godwin:** Yes! I feel a little weird. I mean, I know it's Dracula. But is one not entitled to their own thoughts? It just feels a little rude.

**Crawford:** Well, we are here to kill him. And we do—

**Godwin:** Indeed! And that is all right.

**Crawford:** And we need like info.

**Godwin:** Yes. Oh, there's something—this wasn't intended for us though, was it?



**Crawford:** But he left it on the table?

**Godwin:** Yes, but...

**Phileaux:** I think maybe if it starts talking about who they have a crush on, maybe we just skip over that part.

**Godwin:** Crushes should be strictly off limits.

**Phileaux:** Yes. I think—

**Crawford:** And if they—if it mentions us, we shouldn't—we shouldn't read his thoughts about us, because that's like, you know—

**Phileaux:** Well...

**Godwin:** Or if it says, "Dear Diary, just between you and me," et cetera, et cetera and what have you. Tell you what, you...

**Justin:** And I'll toss the book to Mutt.

**Godwin:** You peruse and then sum up, hm?

**Crawford:** Okay.

**Godwin:** Thank you so much. I would feel so fine about that, thank you.

**Griffin:** Okay!

**Justin:** And then I'll sit on the coffin.

**Griffin:** [chuckles]

**Phileaux:** And if you have trouble with any of the bigger words—

**Justin:** Sorry, is that not a coffin underneath me? Or is it a barrel? I'm not zoomed in super-tight.

**Griffin:** It can be a coffin. There's probably a coffin in here. It's fucking Dracula's castle, there's—

**Justin:** You've gotta have a burner! There's no way that if something happens to that coffin, he's like, "Well, fuck."

**Travis:** No, that's his coffin futon.

**Justin:** "I'm not sleeping for several weeks!"

**Griffin:** I should make it clear, there's been coffins in every room of this building. Coffins and candles and Jack-o'-lanterns. There's Jack-o'-lanterns in every room, they're all lit. Which takes a lot of—

**Justin:** Ah! You're right, I'm actually terrified! Lady Godwin runs screaming from the room—

**Travis:** Yeah, man.

**Griffin:** [titters] Hurling herself from the parapet.

**Travis:** You can't drop that on me.

**Justin:** Every action I've taken to this point would have been different, had I known there were super—are there scary skeletons?

**Travis:** No.

**Griffin:** No, that would be gross.

**Travis:** Well, thank god. Are there any of those like—like the Spirit of Halloween motion sensitive like—

**Griffin:** Yeah, there's a Freddy.

**Travis:** Things that pop out?

**Griffin:** There's a Freddy.

**Travis:** Ah, no. Hate those. Okay, let's take a short rest and then I'm gonna read this book real good.

**Griffin:** Yeah. Go ahead and heal up to your heart's content. You peruse the book. And now, fellas, I'd like to bring your two minds into one beautiful, resonant, harmonious, single mind. As your characters, in-world, now gain knowledge of all of the diary entries you have heard throughout this season.

**Justin:** Oh, thank god!

**Griffin:** [titters] No longer do we have to suspend ourselves in a torturous vacuum of dramatic irony! You all read this diary.

**Justin:** Can i say though, I did specifically—I meant it about Mutt, because I feel like Travis is the best at condensing ideas down to the important salient things.

**Griffin:** Yes.

**Travis:** Yeah.

**Justin:** So, Mutt's take on the situation I think would be helpful to both me and Phileaux.

**Griffin:** Excellent.

**Justin:** Thinking not being my strong suit, as a barbarian.

**Griffin:** [snickers] Sure.

**Travis:** I'm just gonna roll my healing, because for some reason, it's not like fuckin' doing it...

[sound of dice thrown]

**Griffin:** Don't forget, you can roll your hit dice as many times as you want, so long as you have hit dice.

[sound of dice thrown]

**Clint:** I generated another flight potion.

**Griffin:** [chuckles] Those just goosh out of view at this point.

**Clint:** They just come flying out.

**Travis:** So, as I understand that, the important details, from what I remember of 24 episodes of listening to you do it, is that basically Dracula turned his back on his original like source of immortality and stuff. Which I assumed to be Ahn.

**Griffin:** Correct.

**Travis:** And working with Frankenstein has developed this new experimental source that they tested with like Pinocchio and Van Helsing.

**Griffin:** Yes.

**Travis:** And now—

**Justin:** And we think that's the sun, right? We think that they're—

**Travis:** They've harnessed the sun to power this thing. And when this happens, Dracula plans to leave this corporeal plane. It has something to do with the music that everybody has had piped into their neck bolts, and this connection of all these people. And then Dracula is going to move to some higher plane looking for a new source of immortality. And his aria beyond the planes, which I don't know if that's referencing like some kind of spectral music he's searching for, or a loved one. Is there anything I've missed, Griffin?

**Griffin:** If you want to give me an insight check, to read—

**Travis:** To how much I, Travis McElroy, remember?

**Justin:** [chortles] Travis, what's your personal insight?

**Griffin:** No, you've got it—

**Travis:** Well, Travis' is at critical one. But Mutt's—

**Justin:** [laughs]

**Travis:** Mutt's is a 19. Or sorry, 15 total.

**Griffin:** 15 total?

**Travis:** No, 19. 19 total.

**Griffin:** I see 15.

**Travis:** Yeah, I clicked history instead of insight.

**Griffin:** Oh, you did history. Oh, okay.

**Travis:** Yeah, but I have a plus four.

**Griffin:** I think you glean a couple things. One, the tense in which this journal is written and some of the events that it describes, very recently, he writes about Wolfman. And so like, you get the sense that this journal is somewhat old. This perspective that Dracula is writing from, it is not recent. This journal was not written in yesterday. This thing has been here for a while, you kind of deduce from perusing it. So, you have every suspicion to—you have every reason to believe that this you know, process that he is describing, this final journal entry, maybe has already happened.

**Travis:** Hm, okay. I would like to—

**Crawford:** Hey, everybody, are ready we ready to move on? Because I'm going to try to open this door in a sneaky, creepy manner.

**Justin:** Do we—just to double check, this is written by the... I'm gonna call him Vlad.

**Griffin:** Oh? Cool.

**Justin:** Okay? Okay. This is written by Vlad, right? Sweater Dracula? Vlad the Inhaler?

**Griffin:** [chuckles]

**Travis:** Main Drac, right?

**Griffin:** Yes. Sweater Drac is not main Drac, he described himself as a sort of...

**Justin:** No, that's Vlad.

**Griffin:** Chill clone. This was not written by sweater Dracula, no, this—

**Justin:** Vlad. Stop saying Sweater Dracula. This is not—

**Griffin:** Vlad, okay. This was not written by Vlad. This was, you suspect, written by the OG himself. There is also the slip of paper that fell out of the journal when you picked it up.

**Travis:** Oh, yeah. What's that say?

**Griffin:** You pick it up—

**Travis:** I read it.

**Justin:** Oh, wait. Can I ask a question about the journal before you read this paper?

**Griffin:** Sure.

**Justin:** Did we get a sense—because I'm assuming the introductions do not encompass every single word of this diary.

**Griffin:** No.

**Justin:** Do we get a sense... do we get a sense from reading the journal that there is a genuine affection on behalf of Dracula towards Frankenstein?

**Griffin:** Ooh, that's good.

**Clint:** Fraankenstein.

**Justin:** Or Fraankenshtein.

**Griffin:** Fraankenstein.

**Justin:** Fuck, dad! You beat me to it by about a half second!

**Clint:** [chuckles]

**Travis:** Fraankenshtein. Sorry, there's lag, guys. I said it first.

**Justin:** I'll never get there. I'll just never get there. It's like... dad will always be physically stronger than me. And smarter.

**Griffin:** Why don't you give me an insight check? To see how—

**Justin:** Who, me? Or my character? Or Clint McElroy? Or—

**Griffin:** Well, when I say—you don't have a character sheet—

**Travis:** Why don't Griffin, you make an insight check to know if Justin knows it?

**Griffin:** Oh, that's good.

**Justin:** [chuckles] Okay.

[sound of dice thrown]

**Justin:** I got a 17.

**Griffin:** Yes, there is—he writes about him...more fondly, I would say, than any other sort of named person described. He writes about the Wolfman a lot, but it's usually in like a, "We got so fucked up, it's crazy," way. You can tell that there is some affection there. However, it pales in comparison to like any description he gives about, you know, his pursuit of immortality or this aria, or anything along those lines.

**Justin:** Priorities. Okay. So, he's... he's... okay. So, Dracula was a lot more important to Frankenstein, than Frankenstein was to—

**Griffin:** I think with a 17 insight check, and what you've heard from Vlad, and what you've read in this journal, I think that is a fair assumption.

**Justin:** But it sounds like maybe the inverse of that is now—and haven't we all been here? The inverse of that is now true for Frankenstein and Vlad.

**Griffin:** There is a—it's a sad love triangle between a vampire—

**Justin:** An imbalance, yeah.

**Griffin:** His clone, and Dr. Frankenstein.

**Travis:** It's more of a love V, because I don't think the two Draculas love each other.

**Griffin:** That's a good point. That's an excellent—

**Justin:** I would hope on—Trav—Hi, everybody, it's me. Podcaster, Justin McElroy. If you can't look at a clone of yourself and see something that you love—

**Travis:** Ah, damn, dude.

**Griffin:** [snickers]

**Justin:** Then I'm a little bit sad for you.

**Clint:** Yeah, it's called self-love—



**Travis:** It must be tough.

**Clint:** Self-love—

**Travis:** Well, it must be tough because you would also see in them everything you don't like about yourself.

**Justin:** You know, the Bible didn't exactly stop with the Gnostic Gospels. Hi, everybody, it's Justin McElroy. I'd love to—

**Griffin:** [guffaws]

**Clint:** [chuckles]

**Justin:** There's a whole world of gospels for you to discover. [snickers]

**Griffin:** Exciting. Exciting passages like—

**Justin:** Exciting! Edgy gospels. There are some short ones!

**Griffin:** There are some very short ones.

**Justin:** That people don't talk about!

**Travis:** Yeah, real punchy.

**Justin:** We've got some—

**Travis:** Straight to it.

**Justin:** We've got some like four-pagers—

**Travis:** Yeah, man.

**Justin:** You can chuck through it in an afternoon.

**Griffin:** John four is one verse and it just says you can pork your clone. No problem.

**Travis:** Yeah.

**Justin:** [chortles]

**Clint:** [laughs]

**Travis:** But don't make it weird. That's the King James version of John four. You can pork your clone, but don't make it weird.

**Justin:** Here's all I'm saying. If you accept John 375 as gospel, you can stay up past your bedtime whenever you want to.

**Griffin:** No problem.

**Justin:** No problem. God says it.

**Griffin:** Mutt, you pick up this slip of paper that has fallen out of the diary. You open it and you find a weathered letter. It is somewhat crumpled and wrinkled. It has been passed around many times, you assume. And you pick it up and you read.

**Dracula [Diary Entry]:** Hello, Dracula. It's me, Dracula. The first of our name. And our body, I guess. The man you've just met, Dr. Victor Frankenshtein, has likely filled you in on the finer points of your existence. But after a few iterations, he suggested it would be prudent to hear from yours truly to help you get better acquainted to our... unique arrangement.

I've provided my diary for you to peruse, to get a feel for our whole vibe. But most importantly, I must lay out a few ground rules. You are free to terrorize this realm as you see fit. So long as you do not cross the borders of the city of Lumino. That's my domain and its citizens are off limits, under my protection. Which I assure you, is comprehensive.

You will be hunted, and in all likelihood, slain. But put up a good fight, huh? People expect a lot of us Dracula. They flocked to Angrave in droves just to

bask in the presence of our legend. Show them why they do this. Just don't let anyone cut off a part of your body. Shit gets so complicated when that happens. You will find embedded in your neck two control bolts. Attempting to remove them will result in your instantaneous destruction.

I will grant you autonomy, so long as I do not require your assistance. At which point, I will be taking over for a stretch. Unfair? Sure. But sacrifices must be made in the pursuit of my grand design. As for the shape of that design, well, it would be impossible to explain to someone who's only been alive for several minutes. Put simply, we have known but one true moment of joy and meaning in our lives. Before my father, our father, took it away. I aim to undo this great injustice. Have fun out there! With fond regards,  
Dracula.

**Crawford:** Hah... You know, I'm gonna say, starting to make sense of this one weird passage in there where Dracula wrote about like infinite monkeys typing out a thing. And then he was like, "I know where to get monkeys," or whatever. And the neck bolts in people and stuff, and the control thing, and taking over. So, I think he's been using people to solve a thing or do a thing for him, en masse. Like the monkeys.

**Justin:** I want to peruse the diary again, to see if I can find specifically any reference to the moment of happiness that is alluded to in this letter.

**Griffin:** Okay, give me an insight check. Looking for a DC 10.

[sound of dice thrown]

**Justin:** How about a 16, Griffin? Is that more than 10?

**Griffin:** That is—

**Justin:** I'm asking with this tone, even though I don't know.

**Griffin:** [guffaws]

**Clint:** [laughs]

**Griffin:** It is six more than 10.

**Justin:** Oh, I think you're telling the truth.

**Griffin:** There is a... there is an early entry in which Dracula's father is mentioned. Just one. You peruse it. It describes a day, one midsummer morning, Dracula was studying in his keep, as a child, as a boy count. And heard the sound of music wafting into his window. He followed the music, left the castle, and found a camp of troubadours. And he—it sounds like he jammed with them all day, until his dad found them and had the whole camp impaled. And he finishes that entry with, "That idea is the bedrock of Lumino and why my accomplishments are great and numerous. It is my unrivaled masterwork."

**Crawford:** All right, so, I'm about to sneaky creep open this door. Before we do, I think shit is probably going to pop off pretty quickly. And so, I think we should do a round of like—before we do, I wanna—right? And before we do, I just want to tell you... I want to tell you, Godwin, reading in this book, there is a passage on the day the Wolfman hit the NOS and exploded your body real good.

**Godwin:** Oh, my. Oh, yes.

**Crawford:** And he writes about it in a pretty... let's say irreverent, maybe disrespectful manner.

**Justin:** I want to read that passage so that I can have advantage the next time I attack Dracula.

**Griffin:** [snickers] You read that passage. You read specifically the line, "We grooved on down to Lumino. And, well, long story short, we hit an older lady with a car so hard she exploded. I am no fan of senseless violence, but I must admit that sometimes it is very, very funny." I think that fills you—

**Clint:** [laughs]

**Griffin:** I think that fills you—your rage sense inside your body, it floods your sentences. Your adrenal gland is ready to fucking party right now.

**Godwin:** What's he doing? I keep circling it and I think it's close. But he— it's not that he's not allowed to play music. Obviously, there's a piano here. He's Dracula, he could play whenever he wanted to. I think... is it that he just wants to jam? Is that it? Is he just putting together a jam group, controlling people with bolts to join his little polyphonic spree? Such as it is?

**Griffin:** [chuckles]

**Godwin:** Is he—just wants a band? Is that his goal? I don't know what he's trying to achieve. There's the bolts... he was happy when he was jamming... I think he wants to... make a band?

**Crawford:** I mean, I don't know that that's it, but I don't know that that's not it. You know what I mean? Like he's a weird dude, yeah.

**Godwin:** He's so weird, right?

**Crawford:** He's a weird dude! What about you, Phileaux?

**Godwin:** I thought I'd want to—I thought I'd want to kill him less after reading all of his thoughts and feelings. I swear, I did.

**Phileaux:** Is there anything in there about he just wants to do hacky sack too? That would—

**Godwin:** No, he—

**Crawford:** Let me check. Let me check the appendix, hold on.

**Phileaux:** Okay.

**Griffin:** Nothing—there's no—

**Crawford:** No, it says Hackensack. He mentions Hackensack 47 times.

**Griffin:** Yeah, he loves Hackensack.

**Crawford:** But no, no mention of hacky sack at all, man. It's weird.

**Phileaux:** But a band... well, you know, he is very arts-focused? Very focused on the arts.

**Crawford:** Yeah.

**Godwin:** Oh my god... I know what he's trying to do. He's trying to assemble The Crypt-Kicker Five.

**Crawford:** Sorry, what?

**Godwin:** He wants to do the Mash.

**Crawford:** No...

**Godwin:** The Monster Mash!

**Crawford:** No!

**Phileaux:** The Monster Mash?

**Godwin:** It was a graveyard smash! You're telling me you don't remember?

**Crawford:** God, I mean, I've heard legends.

**Phileaux:** Oh, did it catch on in a flash?

**Crawford:** I've heard legends but—

**Godwin:** The Mash!

**Crawford:** No...

**Phileaux:** Oh my...

**Godwin:** It was the Monster Mash!

**Griffin:** I am fully ready to hang up on this call and rewrite the rest of this campaign.

[group laugh]

**Griffin:** Like that's not it, but it's better than what I got. And that makes me so angry.

**Justin:** [chortles]

**Clint:** [laughs]

[theme music plays]

[ad reads]

[theme music plays]

**Griffin:** Okay. Dad, did you want to do something in here? Before you—

**Travis:** Yeah, there was something you wanted to do.

**Justin:** Yeah, go for it, dad.

**Clint:** Yes. I'm going to use an infusing—

**Justin:** By the way, Griffin, you didn't ask, but I am both relieved and sad that is not—

**Griffin:** That's not the answer? Yeah.

**Justin:** [chuckles]

**Clint:** But it was brilliant, Juice. I'm going to use an infusion to create a homunculus servant.

**Griffin:** Okay!

**Justin:** Again, I get—you know what? I never—

**Clint:** Just because I—

**Justin:** I never love the vibe, Mac. I *never* love the vibe—

**Clint:** I know, but I haven't had a chance to use it this whole time!

**Griffin:** Okay?

**Clint:** And I think I'm going to—you said there we Jack-o'-lanterns in the room?

**Justin:** Hell yeah.

**Griffin:** Yeah, of course, there's the Jack-o'-lanterns.

**Clint:** I'm gonna take one of the Jack-o'-lanterns.

**Griffin:** Okay?

**Clint:** And use—

**Justin:** Fuckin' Wes Craven over here, he's making a Jack in a lantern live!

**Griffin:** [chuckles]

**Clint:** And I'm going to do an infusion that creates a homunculus out of the Jack-o'-lantern. And since I prefer its form, it has wings.

**Justin:** No!

**Travis:** What?

**Clint:** It has raven's wings.

**Justin:** [yells] Aah!

**Travis:** Why would you do this to Justin?

**Griffin:** [laughs] You're scaring Justin—



**Justin:** I've been driven mad with terror!

**Griffin:** [chuckles] Scaring him so bad.

**Travis:** Dad, that's your son!

**Clint:** And he flies.

**Justin:** [shrieks] Aah!

**Griffin:** Okay.

**Justin:** I thought they would be decorative!

**Griffin:** This homunculus pumpkin Jack-o'-lantern is flying now. And it is—I'm looking at its stat block, not great at a lot of stuff. But you do have a little guy now. And that's pretty—that's pretty good.

**Justin:** And it's like so close quarters. It's just rocketing around.

**Clint:** Mm-hm.

**Justin:** [shudders] Eh...

**Griffin:** Okay, it flits over to you.

**Clint:** I'll let it... how about I let it perch on the—[chuckles] on the cross attached to my quarter staff?

**Griffin:** Okay. [spoofs silly Jack-o'-lantern talking sounds]

**Clint:** And I'm gonna call him Crow Nut.

**Griffin:** Okay.

**Justin:** Okay, thank you.

**Clint:** I don't know.

**Justin:** Okay, that's help—dad, that helps.

**Travis:** Yeah.

**Justin:** Thank you.

**Travis:** That does help quite a bit.

**Griffin:** You now have—

**Travis:** Okay, I'm gonna try to stealthily—oh?

**Griffin:** Yeah, yeah.

**Clint:** But it's spelled C-R-O-W-N-U-T.

**Griffin:** Got you.

**Justin:** Oh, sure. Okay, great. Fun.

**Travis:** I'm going to try to stealthily open the door to the lab.

**Griffin:** Okay. Give me a... give me a stealth check, please. To try to slyly open this door.

[sound of dice thrown]

**Travis:** That's a nat 20.

**Griffin:** Oh, fuckin' holy crap.

**Justin:** Wow.

**Griffin:** It takes ages. You *slowly* spin this hand wheel, as you try to pop the seal on this bulkhead door. And at first it seems kind of ridiculous how slowly you're doing this, until you get it open and it doesn't make a whisper of a sound. As it opens, you can see at the far end of the chamber beyond, the

man sitting in the chair does not seem to have clocked your presence. As you all open the door and creep into the room.

**Travis:** On a nat 20, Griffin, can I also sneak up on him?

**Griffin:** So, the room that you have crept into is quite huge. It is Batcave-esque in here. And so, this is a great distance for you to try to clear in a single stealth check. If you want to try to continue your approach here, we could certainly roll for that again.

**Travis:** I believe that I do. And I give a motion to them of like, you guys stay here. Y'all stay here.

**Griffin:** So you don't have to do a group stealth check?

**Travis:** Correct.

**Justin:** Sounds good.

**Travis:** Yeah.

**Griffin:** Okay, give me another stealth check, please.

**Travis:** And this is a cave within a mountain, correct?

**Griffin:** There is no mountain. The room is not actually a cave, but it is the size of one.

**Travis:** Oh, okay. I see. Okay, here we go.

[sound of dice thrown]

**Travis:** That is another nat 20.

**Clint:** [chuckles] Jiminy.

**Griffin:** You are fucking kidding me, Travis.

**Travis:** I'm not. I'm the wind, baby!

**Justin:** Unreal!

**Griffin:** That's fucking wild, man.

**Travis:** Mutt is the shadows.

**Griffin:** You're a ghost in this room. You begin to creep down the long walkway in this room. As you do, you get kind of a feel for what is going on in here. The room is huge. Along the eastern and western wall of the room are these long sort of shining metal shutters. And positioned just in front of them are two rows of cylindrical 10 foot tall tanks, filled with a dark red bubbling fluid. Kind of like blood, if you can believe it.

You are able to sort of creep past them. And as you reach the end of the room here, you find yourself in front of a huge circular metal platform. It is about 30 feet in diameter. And sitting on the other side of it, sitting at this big computer terminal, you see Dr. Fraankenshtein. But he has, to this point, still not seen you.

**Travis:** Can I see what he's working on?

**Griffin:** Give me a... give me an investigation check.

[sound of dice thrown]

**Travis:** That's another nat 20, Griffin.

**Griffin:** Travis, what the fuck?!

**Justin:** This is in D&D Beyond where we're watching it happen. I don't know, man.

**Griffin:** That's your third—

**Clint:** It just means that in combat, they'll dry up. [titters]

**Justin:** Yeah, right.

**Travis:** I'd rather have 'em now!

**Griffin:** Man... okay. You are able to get really close and see what is happening. This terminal that he is sitting at it, it has a lot of writing in it. I mean, with a nat 20 investigation check, the writing is all German. And you see—

**Travis:** I speak German.

**Griffin:** What's that?

**Travis:** I speak German. As long as German is a form of abyssal, celestial, common, goblin or under common, I speak it. Is it one of those?

**Griffin:** It is not one of those. However, I think—

**Travis:** Damn it.

**Griffin:** I mean, with a 20 investigation, like you watch him kind of navigate through the menus of this screen that he is looking at. You see several things. I will give you this for free. He presses a button and you see a projection of Lumino Tower appear on the screen. There are several like UI elements that are readable on the screen, even without like understanding the German descriptions written on the screen. At the base of the tower, you see a large, glowing red lock icon that is posted over the door.

At the top, you see another glowing icon depicting a bat, near the very top of the tower. And it has a green checkmark next to it. There are sort of blue waves flashing out from the top of the tower, like a radio antenna, with the words 'signal okay' underneath them. But above that is a part of the tower that you've never really been able to see from this like side profile angle. The tower is huge and you know, nobody is allowed to really go up in it. At the top of the tower, the peak of the tower kind of flares upwards.

And light, it appears, is like shooting out of it like a flashlight, at a really wide angle up towards the sky. But as you like hang out here unseen, you actually realize that the light is going into the top of the tower, like a funnel. And the source of that light is clear, there is a glowing yellow icon of the sun

high in the sky, with another green checkmark next to it. You are able to glean all of that. If you want to produce any closer, that is going to be—I'm going to need another check out of you.

**Travis:** You're going to need another nat 20?

**Griffin:** [chuckles] Another fucking—your fourth nat 20 in a row.

**Travis:** So, at this point, now that I've clocked all that information—

**Griffin:** Yeah?

**Travis:** I'm going to lunge forward and cover his mouth with my hand and pull him away from the computer.

**Griffin:** Ooh, wow.

**Justin:** Fuck yeah, this is gonna be your one, baby. Get ready for it, everyone brace. Brace for the not funny seven Travis is about to roll.

**Griffin:** Well, this is—so, this is going to be an attack roll. You're trying to grapple with Dr. Frankenstein. I will say you have absolutely gotten close enough here that your like heavy footfalls on this metal circular platform, he is not going to have time to turn and react in time. So, I'll give you advantage on this attack roll against Dr. Frankenstein.

[sound of dice thrown]

**Travis:** That's a 14 and a... 11. So, a 14.

**Griffin:** Ooh... no.

**Clint:** And we're back.

**Griffin:** [chuckles] You sprint up to Dr. Frankenstein and your first footfall on this metal great, he turns around. And you can see he is wearing what looks like a sort of like bangle with flashing lights. He sees you and instantly slaps that bangle. And I need you to make a constitution saving throw. I also

need one from Phileaux and Godwin. You are far enough away, I will give you advantage on it.

[sound of dice thrown]

**Travis:** 13.

**Clint:** Which one? What check?

**Griffin:** Con save.

**Travis:** Constitution saving.

**Clint:** Okay.

[sound of dice thrown]

**Clint:** 26.

**Griffin:** Nice.

**Travis:** Wow.

**Justin:** Jeez-o Pete. That's one tough puppet.

**Clint:** [chuckles]

[sound of dice thrown]

**Justin:** 18 for me.

**Griffin:** Okay, Godwin and Brother Phileaux, you all turn your eyes as you see a bright, brilliant light emanate from a little antenna on top of the computer terminal. Mutt, you are too close and not able to react in time. You are blasted by a wave of radiant light for... eight points of radiant damage. You also are blinded. You hear Dr. Frankenstein say:

**Frankenstein:** Not to another step! Who are you? What you're doing here? How did you get past Renfield? And the Strangle Mire! Now that I think about it.

**Clint:** Are we hidden?

**Griffin:** That is a good point. Please make a stealth check, now that he is turning to face you.

**Clint:** Yeah, I wanna—

**Griffin:** If you are trying to hide, then yes.

**Clint:** I'm trying to hide, yes.

**Griffin:** Okay, cool.

[sound of dice thrown]

**Clint:** And not very good, five.

**Griffin:** Okay. You're not sure if you are hidden. You are very far away. You're on the complete opposite end of this room. Godwin, what are you doing?

**Justin:** Hm... I'm going to try to close the distance between us.

**Griffin:** Okay, he watches you nervously, hand still on his bangle. He says:

**Frankenstein:** I told you not another step! Do not move. I do not—

**Godwin:** Excuse me? Excuse me, Victor?

**Frankenstein:** Oh? Oh, I'm so sorry, there is no refunds.

**Godwin:** Oh, I... I'm not asking for one.

**Frankenstein:** Oh, an exchange, then? I don't do that either.



**Godwin:** No. No, look it to me. Not there. Look up here, in my eyes.

**Frankenstein:** Yes, yes.

**Godwin:** It's quite comfortable at this point. I don't require a refund, I'm not even angry with you, Victor.

**Frankenstein:** The stitching, is this an Igor job? The stitching is... like a child has done it.

**Godwin:** You know, I wasn't there for it.

**Frankenstein:** I see.

**Godwin:** So, you don't need to slap your... bangle or whatever it is. We could just talk.

**Griffin:** Give me a persuasion check, please. Mutt, it has been long enough if you wouldn't give me another con save, to try and rub your eyes—

[sound of dice thrown]

**Travis:** Nat 20.

**Griffin:** Jesus Christ, Travis! Yeah, [mouths silly light effects sounds] Sh-bm-wuw! Your eyes just like, light shoots out of them.

[sound of dice thrown]

**Justin:** I rolled a 16 plus three, 19.

**Griffin:** He relaxes a little bit and sits back in his chair, watching you. He says:

**Frankenstein:** If he tries to rush me again, I will blast you all. I do—I have no stomach for violence, but I will defend—

**Godwin:** Look—look at—look at him. Look at him. Look at him. Look at him.

**Justin:** And I'm pointing at Mutt.

**Frankenstein:** Yes?

**Godwin:** You just blasted him. Look at him. He's fine.

**Crawford:** To be fair, man, I wasn't going to hurt you. It was—I was trying to do it thing where it was like, you were gonna be surprised one way or the other, so I was gonna keep you calm. I was like, hey, don't freak out, we're not here to hurt you.

**Godwin:** Right.

**Crawford:** And it just went poorly.

**Godwin:** If we wanted you gone, you would be.

**Crawford:** Yeah.

**Frankenstein:** Is it just—is it just the two of you?

**Crawford:** Well, there's also that that puppet standing in that big pool of light.

**Clint:** Aya-ge-ge-ge-ge-ge-ge!

**Travis:** You got a five, dude.

**Crawford:** Theer's that puppet standing in a big pool of light but covering his face. Pretending like he's not there. He's with us too.

**Frankenstein:** Wait, wait, wait—

**Clint:** And Phileaux comes walking towards Victor.

**Griffin:** He puts his hand back on his bangle.

**Frankenstein:** Abraham? How did you... how did you get out?

**Clint:** I summon Abraham.

**Travis:** What?

**Griffin:** You're gonna make me have a fuckin' conversation—

**Clint:** Uh-huh.

**Griffin:** Boop!

**Clint:** Yup. In German.

**Justin:** Yeah, they would use the natural—

**Travis:** That is true, Griffin.

**Griffin:** Okay, you hear Abraham say in German... [chuckles] he says—

**Justin:** What a beautiful tongue this is. Boy, I love speaking this darn language.

**Griffin:** [laughs] He says—

**Justin:** Wow!

**Abraham:** Victor, I was rescued by these people from the trap that you and Dracula put me within. There is another inside of me, a cleric. He and I are sort of doing like a roommate situation inside of here. But I bear no ill will against you, Victor. I know you are under the thrall of Count Dracula.

**Griffin:** Boop! And he switches back out to you.

**Phileaux:** So, we cool?

**Victor:** For the moment, I suppose. What are you all doing here? Are you here to you—I'm guessing you're here to slay Dracula? You are vampire hunters, is that right?

**Crawford:** Man, you know, if you had asked us like, I don't know, a couple days—it's hard—time is weird here in Angrave. Like at this point, I'm not certain what exactly like is going on, if I'm being honest. So, I think recon is step one, at this point.

**Victor:** You came into the castle of Count Dracula not knowing what it is you're looking for?

**Phileaux:** Well, we came in knowing. Yes.

**Travis:** I pull Xcaliber.

**Victor:** Is that a sword?

**Crawford:** Yeah, so this is Xcaliber. And we found it buried in a god's skull.

**Victor:** Oh?

**Crawford:** Of Ahn. So I pulled it and then we killed Ahn.

**Victor:** You have freed Ahn—we must—

**Crawford:** No.

**Victor:** We must—

**Crawford:** Nah, man.

**Victor:** Evacuate the castle! We must make our way to Lumino! Dracula must be warned!

**Crawford:** Bud. Bud, bud, bud. We killed Ahn.

**Phileaux:** Yeah, we turned Ahn off.

**Crawford:** Yeah, he's dead.

**Justin:** [laughs] That's good.

**Crawford:** Yeah, Ahn's dead, dude. So...

**Griffin:** He relaxes again.

**Victor:** You killed the god, Ahn?

**Crawford:** Yeah.

**Victor:** And then after that—

**Crawford:** Well, so me and Godwin slashed him a bunch. And then Phileaux called down basically like, a smiting.

**Victor:** Who is Phileaux? Who is—

**Phileaux:** Yeah, I smoted him.

**Victor:** You are Phileaux? I thought you were Abraham?

**Phileaux:** It's very complicated.

**Victor:** Is that's right, okay.

**Godwin:** Why not both?

**Victor:** I'm right there with you. Listen—

**Phileaux:** I'm Phaberham.

**Victor:** Cool. You cannot... you would sooner kill time or gravity before you could kill a god. You may have destroyed his physical manifestation in this world, but gods cannot be eradicated.

**Crawford:** Man, say that to level six, bud. Because like we went up a level when we kill him. So, I don't know what to tell you.

**Victor:** Oh, so he's probably dead actually if you got experience points.

**Crawford:** We did. Yeah, man. So... yeah, dude. So...

**Godwin:** Wait, what does that mean?

**Victor:** It is just, I... you have done what Count Dracula had planned to do for so long. And was unable to do so until he wielded Excalibur to merely banish Ahn or contain him.

**Godwin:** So, you're saying he's going to be very grateful?

**Victor:** Well, I—

**Godwin:** Hm, perhaps a reward?

**Victor:** I think that perhaps he would have been grateful, when he was still... here. I... listen, I—

**Godwin:** Where is he now?

**Crawford:** Yeah, speak on that.

**Godwin:** Yeah, more, more. Speak more on that. Please, Victor.

**Victor:** Where is Count Dracula? He's—

**Godwin:** Oh! Wouldn't I love to—yes!

**Victor:** I mean, surely—

**Phileaux:** Dracula Prime. We're still looking for Dracula Prime.

**Victor:** Dracula Prime, I don't understand what this means. Surely, you found Count Dracula, he—flying around trying to bite people out there. Trying to bite them and turn them into bad—I—you know what? I can probably help you find Count Dracula to take down, and you can then—oh, yes. Why didn't I think of this? Oh, I know exactly. Yes, I know exactly where Count Dracula is.

**Griffin:** He presses a button. A couple buttons on the terminal. One of the tanks splashes open and some blood falls down through it, splashes onto the floor, [Shining-esque??]. And suspended within that blood, crashing down to the floor, you see Count Dracula. And Frankenstein says:

**Victor:** Ah, there he is. Ah, so scary. Get him, quickly!

**Godwin:** Oh, wait a minute... No, that's not Dracula. Please, Victor.

**Griffin:** The Dracula that has just splashed out of the machine stands up. He looks around kind of dazed and says:

**Dracula Clone:** What... oh... why... hello? Hi, there.

**Godwin:** Hi, welcome to Earth. Your name is Toby.

**Dracula Clone:** I... okay. Hello. What is your name?

**Godwin:** Okay, night-night!

**Justin:** And I use the Toby Slayer on this clone.

**Griffin:** Okay.

**Justin:** To get rid of him.

**Griffin:** Make an attack roll against the Dracula clone, please.

[sound of dice thrown]

**Justin:** Okay, that's a 23.

**Griffin:** Fuck yeah. Yeah, that hits. Roll damage.

**Justin:** I don't know how much damage I roll... Plus Flaming Raging Poisoning against Toby's.

**Griffin:** Okay?

**Justin:** And I add my proficiency bonus to the attack roll or any attack I make with it. So, one D10 plus three against Toby's. 10 damage.

**Clint:** And you also get an extra point.

**Justin:** Oh, yeah.

**Clint:** For the infusions.

**Griffin:** This—

**Justin:** Oh, and I'm less than—I'm less than half hit points too, so add another one.

**Griffin:** You did not heal when you were taking your short rest?

**Justin:** I did. I did. I had 12 hit points. And then I healed 14 of those. And now I have 26.

**Griffin:** Okay.

**Justin:** Which is less than half of 59.

**Griffin:** This Dracula that popped out of the machine was a mostly nude sort of withered away looking Dracula. Give me—actually, as you attack him, Godwin, give me a—give me a perception check.

**Clint:** Are we talking like early Gary Oldman in the first part of the movie?

**Griffin:** [laughs]

**Justin:** That's a 19.

**Griffin:** With a 19, you notice that part of his like—part of his left arm had not finished regenerating yet. This was a clone that was not ready for... not



ready for primetime. And so when you slice him down with the Toby Slayer, he goes down like a sack of bricks.

**Justin:** Okay, now I turn to Victor.

**Victor:** You did it! Congratulations. Your heroic quest has come to an end.

**Godwin:** Do you see what—

**Justin:** Okay, now hold on a second. That Dracula is currently on fire. And poisoned.

**Griffin:** Yeah.

**Justin:** And dead.

**Griffin:** Yeah.

**Justin:** I'm going to need a little bit more—

**Travis:** Respect.

**Justin:** Respect from Victor, please.

**Griffin:** No. You get none. He says:

**Victor:** You have done it. Oh my goodness, your quest is finished. Please, you—

**Godwin:** Victor, we know it's—Victor, we know it's a clone.

**Crawford:** The neck bolts are a dead giveaway, my dude.

**Godwin:** Yes. Now... we need to know where *Dracula* is.

**Victor:** So, you all know quite a bit then, yes?

**Crawford:** Yeah...

**Godwin:** We get the idea, yes.

**Victor:** I see. I'm afraid I cannot help you find the Dracula you are looking for. But please, I assure you that where he is, he is... he is harmless. He is sort of vibing on his own... his own project. And that project does not involve slaughter or the destruction of Angrave. So, I encourage you not to dig any deeper into this hole. Take your trophy, as you will, and return to Lumino. You will be hailed as heroes in—this is a—it's a pretty chill situation, actually.

**Godwin:** Oh, thank you. Thank you.

**Justin:** And I start walking away.

**Crawford:** You know what? Hold on. Hey, Phileaux?

**Phileaux:** Mm-hm?

**Crawford:** Can we get Abraham back here for a second?

**Phileaux:** Oh, I suppose. It always comes with a bit of nausea, but yeah, okay. Abe!

**Griffin:** Bloop!

**Abraham:** Oh, god it feels—I get so nauseous.

**Crawford:** Yeah, man. I know. Sorry about that. Hey, I need you to read this computer. What he's written here, it's in German.

**Abraham:** Oh, yes.

**Travis:** And... and... let's see... Yeah, Mutt pulls his crossbow and points it at Fraankenshteen. And says:

**Crawford:** I'm gonna need you to just stay still for me for a second, if you don't mind.

**Griffin:** Okay, we have a bit of a showdown here. As he sees you—

**Justin:** As soon as Mutt does that—I left so he would stop paying attention. I'm gonna put him into a full nelson.

**Griffin:** You're going to put Dr. Frankenstein into a full nelson?

**Justin:** Yeah, yeah, so he can't slap his bracer.

**Griffin:** Okay, so I will need a—we'll resolve things in this—

**Justin:** We're together here. We're on the same—

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

**Justin:** Towards the same thing.

**Griffin:** Absolutely.

**Justin:** It's all good.

**Griffin:** First, I need Godwin to make a stealth check, right? You're attempting to sneak up on Dr. Frankenstein who is kind of at the far end of the room. So, this is going to be a bit of a big ask, for you to circumnavigate this stone platform and this metal platform.

[sound of dice thrown]

**Justin:** Okay, that's an eight. No problem at all.

**Travis:** Well, surely with advantage, I just pulled the gun on him?

**Griffin:** No, not with advantage. He clocks you immediately, Godwin. You see him look in your direction and then back at Mutt. You are not able to sneak up on him. If you want to try to bum rush him, you can. But that will be, you know, another situation.

**Victor:** Do not come any closer, giant Frankenstein lady. You may not approach. Put your—lower your weapon. I promise you, you are out—

**Justin:** I didn't have my weapon raised. Is he talking to Travis?

**Griffin:** He's talking to Mutt.

**Justin:** Okay.

**Victor:** You are outnumbered and outgunned. Please, do not do this. I do not wish to harm anyone. Believe it or not, I am something of a pacifist.

**Crawford:** That's awesome, man. So, you just stay still and my puppet friend here is gonna read what you was working on, okay?

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

**Clint:** Wait, wait, wait, wait, wait! That I can help with.

**Griffin:** Okay?

**Clint:** I can help intimidate him. [titters]

**Phileaux:** Crow Nut, fly right into his face!

**Victor:** What the fuck is that? What is that?! Get that thing out of here!

**Crawford:** That's Crow Nut, man.

**Griffin:** Okay, you can have advantage on your intimidation check.

**Travis:** Well, I don't need it. That's a nat 20.

**Griffin:** Travis...

**Clint:** [laughs]

**Griffin:** Guys, we've been doing this show for a decade. That's five, right? That's your fifth nat 20—

**Travis:** Yeah, correct.

**Griffin:** Nearly in a row?

**Travis:** Correct.

**Griffin:** That's fucking crazy, Travis! Okay, he—

**Justin:** Which is just, I mean...

**Griffin:** He raises his hands—

**Travis:** It might be children.

**Clint:** My German is awful...

**Griffin:** You hear Abraham Van Helsing begin speaking.

**Abraham:** Okay, it looks like there are some commands on the screen. Schema, it's schematics. Öffnung bluttank, could be 'opening blood tank?' It seems he's already done one of those. Sicherheitsprotokoll, security protocol? And garage and lift aktivieren. Garage, lift, activate?

**Griffin:** Dr. Frankenstein says:

**Victor:** This does not have to go down like this. I... I can help you get what you want. I can help you find any Draculas you may be looking for. But you have to believe in me. You have to lower your weapon and we can... we can figure this out together.

**Crawford:** No, we're gonna wait. Where's Dracula Prime, Abraham?

**Godwin:** The real Dracula.

**Griffin:** He—

**Phileaux:** I do not know.

**Travis:** No, that's not you.

**Griffin:** Oh, whoop! You are back, Brother Phileaux. Frankenstein says:

**Victor:** I... he's gone. He is not here. He is...

**Travis:** Oh, no, I was asking Abraham who was reading the thing. Because there's a bat checkmark on the thing?

**Griffin:** Oh, sure. Okay, Abraham says—

**Clint:** He comes back.

**Griffin:** Yeah. Whoop! Abraham says:

**Abraham:** It would appear he is within... Lumino Tower. I am not sure what he is doing there. But...

**Griffin:** As he says that, Dr. Frankenstein is going to go for his bangle. You have a crossbow trained on him, Mutt, and I think your reflexes are a bit faster than him. If you want to take the shot, you—

**Travis:** Yeah, I'm gonna shoot the bangle.

**Griffin:** Okay, that is going to be a very, very... that is going to be a trickier shot than just shooting at him. But if that is what you—

**Travis:** I mean, if I go through his wrist, that's fine.

**Justin:** Griffin, that would be true for a mortal. But Travis, or rather Mutt, has found a plane between. A sort of demigod, if you will. What might be a challenge to a mere human, is—

**Travis:** 17?

**Justin:** That would have been a cool time for a 20, man.

**Travis:** Yeah, wouldn't it?

**Griffin:** You don't have advantage on this attack.

**Travis:** I don't? But I had it trained on him.

[sound of dice thrown]

**Travis:** A 17 to hit.

**Griffin:** Okay, with a 17, you send a crossbow bolt flying into Dr. Frankenstein's bicep. Go ahead and roll damage on him, please.

**Travis:** Sorry, bud.

[sound of dice thrown]

**Travis:** That's a 10 plus four, 14.

**Griffin:** Jesus Christ. Just a spray of blood shoots out of his arm and splashes across the screen. He looks up at you frenzied and slaps his bangle.

**Travis:** I mean, I did say just like—

**Griffin:** Yeah. No, for sure. Make a constitution saving throw, everybody, please.

[sound of dice thrown]

**Travis:** 19.

**Clint:** 13.

**Justin:** Six!

**Griffin:** Okay. Mutt, you know what's coming this time. The antenna on top of the monitor flashes again. Only this time when it turns on, it stays on. You brace yourself, Mutt, and maybe just sort of your recent exposure to this light, you feel yourself sort of steel yourself against the bright, hot,

radiant light shooting out of this thing. The same is not true for Phileaux and Godwin. You both take nine points of radiant damage.

This brilliant white light has begun to fill the room. Immediately, you smell the flesh of this Dracula clone just instantly burst into flames. The three of you do not burst into flames. But you do feel yourself being just irradiated by this brilliant light that is now constantly shining in here.

Let's roll for initiative!

[The Adventure Zone Versus Dracula theme music plays]

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