

## The Adventure Zone: Amnesty – Episode 6

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[music plays]

**Griffin:** Moonlight pours through the broad skylights above the Kepler high school pool, and onto the back of Calvin Owens, captain of the Kepler High swim team. He cuts quiet laps through the water, training vigorously for the Pocahontas County swim meet, just four days away.

A window over the stacked up bleachers is propped open by a duffel bag containing a change of clothes - evidence of Calvin's trespassing, in pursuit of a few dozen more practice laps. He breaches the surface and clings to the edge of the pool, panting. He reaches up with trembling, tired fingers, and peels off his goggles and cap, then lays his head down on crossed arms, attempting to catch his breath before pushing his luck for one last set.

And for a moment, he is surrounded with silence. Floating in the waters that would be his proving grounds in just a few short days, he pushes his nerves aside, and granting himself a moment of weightless serenity, Calvin Owens exhales a long, contented sigh. And then, he is pulled violently below the surface of the water.

And now, the silence of the gym is nearly absolute. There's just the soft rustling of the pine trees outside, and the small ripples that remain on the surface of the pool, which lap lazily against its edges. And then, a splash as Calvin resurfaces, gulping air into his burning lungs as he lunges towards the ladder out of the pool. He leaps onto the edge and scrambles up the side of the bleachers, his body aching with exhaustion, and yanks his bag out of the propped open window, swinging his leg over its sill.

But before he makes his escape, his curiosity consumes him. He pauses, and surveys the waters below. His mind cannot comprehend what it sees. The surface of the water grows convex, lurching upward from the center of the pool, and pulling away from its perimeter. It grows slowly like this until it forms a mound that reaches ten feet above its former surface, and then,

without warning, this shape begins moving in Calvin's direction. The window slams shut as Calvin springs outside. He hits the ground running, and vanishes into the trees that surround his school.

The nearly full moon over Kepler, West Virginia illuminates this scene from its ambivalent place in the twilight sky.

[theme music plays]

**Justin:** Whoa, I'm being sucked into a portal! I'm going all the way from West Virginia to... oh.

**Clint:** West Virginia, yeah.

**Griffin:** Still in West Virginia.

**Travis:** Oh man, I'm being sucked, too. I'm going to West Virginia, too.

**Justin:** We're both being sucked!

**Travis:** We're being sucked.

**Justin:** Dad, are you being sucked?

**Clint:** No, and I wouldn't admit it if I was.

**Griffin:** And I'm the portal master who made the suck.

**Travis:** Ooh.

**Griffin:** Um—

**Justin:** Griffin, why did you transport me to the state I'm already in?

**Griffin:** Well, technically, you're 45 minutes east or so of where you are. So, that's exotic.

**Clint:** There's all those warrants, too, Juice. You can't really cross state lines.

**Griffin:** Yep. And now, you're in pepperoni roll country, baby.

**Clint:** Ooh.

**Justin:** Listen, this is pepperoni roll country right here. Sure.

**Clint:** The official snack.

**Justin:** I'm there, I'm living it.

**Clint:** [laughs]

**Griffin:** Um, so it's the Max Fun Drive, and it's our first episode kind of back in Amnesty. It will be officially known, now, as season two. And hey, who here remembers what Amnesty was all about? 'Cause it's been... three months? Two?

**Travis:** I think it was all about a young woman named Aubrey Little...

**Griffin:** And her journey, and two sort of side char—sort of ancillary characters, supporting her in her quest.

**Travis:** Yes. They were there to make her look good.

**Griffin:** Sure.

**Travis:** And also, here's a really fun thing, 'cause you often see this when you go from pilot to season. I can't remember what Aubrey's voice sounded like, so it's gonna be like, completely different now, probably.

**Griffin:** Um, also because you're sick. Now Travis has the episode one sickness. Um, would you all like a quick refresher on what this is all about, and then we can talk about what the Max Fun Drive is, and then start doing the episode?

**Justin:** Yes.

**Clint:** I agree.

**Griffin:** You all are in Kepler, West Virginia. It's the setting for this story, uh, where all of you have kind of been collected. Ned, you lived in town already. You run a—a sort of local cryptid museum called the Cryptonomica, and Duck, you've lived here for... has Duck lived here his whole life?

**Justin:** Yeah, I think so.

**Clint:** So far.

**Justin:** Yeah.

**Griffin:** Okay. Um, yeah, and so, Ned works at the Cryptonomica, Duck works at the Monongahela National Forest, as a park ranger.

**Clint:** And we're buddies. We're friends.

**Griffin:** And you're buddies. Well, you're all friends, now, I think. Or at least, casual acquaintances.

**Clint:** No, apparently, I'm a sidekick to Aubrey.

**Travis:** That is correct.

**Griffin:** I was goofing. Come on, you're all important in God's eyes. Um, and Aubrey, you are a traveling sort of magician, starting her career, who was brought to Kepler when she developed actual magic powers. And you learned—

**Travis:** That's the twist, right? Because before now, she was doing stage magic. But then, what's that? Actual magic? No one's ever done that before in a story. Y'all welcome.

**Griffin:** Actual, practical magic.

**Travis:** Yeah.

**Griffin:** So, you all were uh, you all sort of came to know Mama, who is the proprietor of the Amnesty Lodge. It's actually just Amnesty Lodge. I need to stop calling it *the* Amnesty Lodge. That's like calling it like, *the* Motel 6. That's weird, right?

**Justin:** Right.

**Travis:** Wait, is Amnesty Lodge a chain? Are there other Amnesty Lodges around?

**Griffin:** No, there's just this one, and it is, uh, it plays home to a number of, uh, well, monsters, who hail from a world called Sylvain, which is—

**Travis:** We still need to come up with a better word than like, abominations and monsters. Alternative beings.

**Griffin:** Alternative—

**Clint:** I thought we had bom-boms.

**Griffin:** Bom-Boms—it's all terrible.

**Travis:** No, Bom-Boms got voted down.

**Griffin:** Which, uh, Sylvain is accessible through a stone archway, which is in the middle of the woods, and every two months or so when the full moon, uh, around the time of the full moon, these big, nasty monsters called Abominations come out. And it's up to the Pine Guard to defeat them quietly, because nobody else can know about Sylvain's existence, because what would happen if you found out there was a world full of monsters that was connected to our own? There would be chaos.

**Travis:** I would feel very, um, satisfied. Very vindicated.

**Griffin:** Sure. There would certainly be people like that. But um, the reason for the secrecy that the Pine Guard operates under is because they are worried about, y'know, war.

Um, and so, y'all slayed a monster. Slayed an Abomination, and won the day, and Mama, uh, sort of disappeared on some sort of secret mission. Duck sort had a conversation with Minerva, who is his invisible friend. It's visible to him. She's visible to him, but to nobody else. And we learned that she's somewhere. She exists somewhere.

**Justin:** Mm-hmm.

**Griffin:** Um, and in the last scene, Ned, you found out that Kirby posted the video of the real bigfoot, Barclay, fighting a bobcat, which is a small cat, and I'm very sorry! I didn't know! I confused bobcat and mountain lion. It happens to the best of us.

**Travis:** Oh, shit, I knew that the whole time, and I thought you were doing that on purpose, like it was a monster version of a bobcat.

**Clint:** Yeah. I thought it was an oversized—yeah.

**Griffin:** Okay, yeah. There we go. There we go. Because of the monster—

**Clint:** As a matter of fact, I think you would even call it a Robert-cat, because of the size.

**Griffin:** A Robert-cat. The monster flew and got in the bobcat, turned it into a monster. Okay. Um, any—any questions before we hop in?

**Travis:** How long has it been since the—

**Griffin:** It's been two months. Uh, we're kind of getting to the next sort of monster cycle, which comes every two months or so. So we're gonna do a quick catch up scene with all of you, and then, uh, not go five episodes before getting you all together. I'm going to do that sort of after we do like, a little catch up, because I want to know what your characters have been doing in this place for the last two months.

**Clint:** So what time of year is it?

**Griffin:** It's October.

**Travis:** Ooh, spooky!

**Griffin:** Yeah, the spookiest month, historically. Let's talk about the Max Fun Drive, though, before we do... the story begins.

**Travis:** Well, so, there are monsters in the world. And we need your support to stop those monsters. How do you do it?

**Justin:** Right.

**Travis:** You go to [MaximumFun.org/donate](http://MaximumFun.org/donate). And then, you become a member, and with your monthly pledges, we take that money, and we turn it into dead monsters.

**Griffin:** Yeah. We use—we have monster swords. Not the cool monsters. The cool monsters can hang. Um...

**Justin:** If they're chill.

**Griffin:** If they're chill. And like, some of 'em are. I saw a vampire the other day. He was, um, listening to um, Train on his car radio, and just enjoying the air conditioner. I was like, "Yeah, you can hang."

**Justin:** Fine. Yeah.

**Clint:** Heavily tinted windows, obviously.

**Griffin:** Heavily tinted windows, and I put my glaive away.

**Travis:** [laughs]

**Griffin:** We're gonna talk more about the Max Fun Drive, but let's get into it.

**Travis:** Maximum Fun.

**Justin:** Yeah. But just go to [MaximumFun.org/donate](https://MaximumFun.org/donate), right this second.

**Griffin:** Uh, let's start with Aubrey. Aubrey, when last we saw you, you were kind of banged up from the monster encounter. It's been two months. I imagine you have recovered since then. Um, and it's October now, and in the last two months, Mama has not returned yet, from whatever mission she embarked on.

But, with her sort of last letter, she implored you to stay at Amnesty Lodge, and help them in their plight while you sort of discover the truth of your magic powers. So, I'm curious to hear what Aubrey's been doing for the last two months, and then, in there, maybe we can find like, a scene that we can do.

**Travis:** She's been bingeing Netflix. Just uh, really taking some her time. Not doing much.

**Griffin:** Watching Stranger Things for like, strategic tips and stuff?

**Travis:** No, mostly just like, cooking shows, and documentaries. No, uh, she has been practicing.

**Griffin:** Zumbo's Just Desserts. I'm pretty sure Zumbo is a cryptid, 'cause no human can make cakes like that.

**Travis:** I picture, like, with Barclay's help, like, setting up, y'know, kind of straw men, y'know, and doing some, like, target practice. Y'know, flinging spells, and trying to really control it, and being able to do it without having like, the spreading danger, and really trying to find, like, where the line is of the power, and like, how much she can rely on it.

**Griffin:** Okay. So, just practicing your magic ability. Is it—did it—is it going well?



**Travis:** Um, I would say, it is passably well. Here's another thing I want to note. Just like last time, I want the characters to use the restroom. I also don't want this to be like in Doctor Strange where it's like, "Oh, now I get it, and now I'm super awesome at magic."

**Griffin:** No, yeah, I think that's very—I think that's probably how it would work, right? Like, it's not something you just like, "Oh, now I'm a master—master magician."

**Travis:** I would also say that, maybe in there, she's been like, learning about Sylvain, and she's been learning about the alternative, um, people. The alternative beings in the lodge. And so, she's been maybe cozying up to Dani a little bit, as a bit of like, "Now, tell me about them. Now, what's going on here?" That kind of thing.

**Griffin:** Alright, we could do that—we could do that scene. Like, I think that would be good. I think you doing target practice is—would be cool, too, but I think that you just like, having a conversation about Sylvain and stuff might be good. Um, so, how about this. You're, um... you and Dani are in the woods, just not too far from the lodge. I think it's probably in sight. There's a creek that runs along, behind the Amnesty Lodge. Behind Amnesty Lodge. Damn it.

**Travis:** Uh-huh.

**Griffin:** And the two of you are out there, just sort of hiking around. I think Dani's sort of been helping you get acclimated to Kepler, first and foremost. This is a town that you have not lived in, and so, you're sort of still trying to wrap your head around the landscape, and sort of what the town's all about. And the two of you are looking for ramps. Do ramps exist in October? I think it's a springtime food. But because of the magic from the gateway...

**Travis:** Oh, I thought you meant like, sick, like, bicycle ramps. We're gonna skateboard off some ramps.

**Griffin:** No, like the tasty onions.

**Travis:** I don't know what that is.

**Griffin:** Oh, it's like an Appalachian delicacy.

**Travis:** Okay.

**Griffin:** Okay, anyway.

**Clint:** There's a ramp festival every year.

**Griffin:** There's a ramp festival, but I think it's in spring. But because of the magic of the stone gate, they also grow in October.

**Travis:** Could they also be looking for sick skateboarding ramps?

**Griffin:** Yeah, I think you're looking for both. Do you know if—

**Clint:** Only if you have Jake Coolice with you.

**Griffin:** Um, I think Jake Coolice heard you were going out for looking for ramps, and he showed up with his shorts and his cool board.

**Clint:** [laughs] Oh, Jake.

**Griffin:** Um, and his kneepads and helmet, 'cause he's safe. And then, Dani was like...

**Dani:** No, they're onions. Barclay wanted them for cooking.

**Griffin:** And he's like...

**Jake:** Oh, well, I can't grind on those.

**Griffin:** And he went back inside. And he cried in his room.

**Travis:** Oh, no.

**Griffin:** Yeah.

**Travis:** Oh, no, you hate to hear that.

**Griffin:** Uh, so the two of you are out in the woods, looking for these stinky onions, and uh, you are talking to her about Sylvain.

**Travis:** Um, also just a picture. I've been imagining this kind of like, training exercise that's also become like, a nervous fidget for her, where it's like, a little flame on the tip of her index finger that she passes back and forth between index fingers.

**Griffin:** Alright, I dig that.

**Travis:** Yeah, so kind of controlling it.

**Griffin:** So you're doing—are you doing that right now?

**Travis:** Yeah.

**Griffin:** Okay, so what do you, uh... what do you want to know from Dani about Sylvain?

**Aubrey:** Okay, so, one more time, tell me again. You are a...

**Dani:** Well, I'm—I'm a... I guess I'm Sylvan? Like, 100%. There's sort of different types of uh, uh, beings over there—

**Aubrey:** Yeah, yeah, yeah. Yeah, but like a—a—a werewolf? Vampire?

**Dani:** Okay, yeah. I know, I get what you're... see, those are your terms, and it's weird, because you kind of have those terms, because we came over, and you made them up. But I guess, um, I mean, I guess a lot of us would be vampires. Uh, not in the way that—not like the, y'know, Dracula type.

**Aubrey:** Uh-huh.

**Dani:** I can't turn into bats. I can do some cool stuff, but like, um, yeah, vampire. Sharp, sharp teeth when I need them.

**Griffin:** And she, uh, what's she have... I think she has a ring, and she takes that off, and you see her like, her Sylvan form, where she has those sharp teeth and kind of orange eyes. Not exactly like the two-fanged vamp that we kind of know about, but um, she transforms in front of your eyes. She's like...

**Dani:** Yeah, so...

**Aubrey:** Sick.

**Dani:** Uh, vampire—yeah, it's, uh, it's pretty cool. Um, uh...

**Aubrey:** Okay, so this is a weird question. But is there any way—is there any way to recognize like, without someone taking off their accessory, say, like, "Oh yeah, that's a bigfoot. That's a vampire. That's a..."

**Dani:** No. I mean, that's why they exist. They help us sort of live here. I mean, you don't need like a Voight-Kampff test on this. It's pretty much just the folks living in Amnesty Lodge. I feel like a lot of people saw Men in Black, and then, just assumed that there were like, aliens and monsters walking... no, it's pretty much just us.

It would be tough to sort of... it's tough to survive in this world without a little bit of help, and uh, Amnesty Lodge sort of provides that to us. Specifically, so... [sighs] I think the most important thing you need to know, and I know you're curious about how the Sylvans work, but we can't really live without some sort of sustaining life force. And over in—

**Aubrey:** Like food?

**Dani:** Well, it could be food. There's traces of that stuff in there. But in Sylvain, we all sort of um, subsist on, well, Sylvain itself. On the planet. Um, and—

**Aubrey:** You eat the dirt?

**Dani:** No, we don't eat the dirt, we just sort of absorb its energy. Um, I—

**Aubrey:** Like photosynthesis.

**Dani:** Yeah, I guess if you want to frame it like that, it's a little bit like photosynthesis. And obviously, over here, we don't get that. And so, I think that's why you get a lot of the, y'know, vampire biting, feeding, that stuff that has happened sometimes, and has been kind of unfortunate, and has painted a pretty bad picture of me, and how I sort of live. Um—

**Aubrey:** So do you have to bounce over from time to time, and like, recharge and come back?

**Griffin:** She uh, she looks a little sad when you say that. She's like...

**Dani:** I... I can't go back, Aubrey. I'm an exile. We're...

**Aubrey:** Oh.

**Dani:** We're forbidden. Yeah.

**Aubrey:** I'm sorry. Yeah.

**Dani:** Once you leave Sylvain, you're not really allowed to cross back over. Um, but, anyway, no. Uh, you know the springs behind Amnesty lodge? The hot springs?

**Aubrey:** Yes.

**Dani:** Yeah, those—those have enough juice, I think, for a lot of us to keep going. So, a quick soak in there, and I'm good to go.

**Aubrey:** Do you... would you want to go take a soak in the springs? I mean, we don't—if you don't—I know we have to get the ramps, so if you don't... y'know what, never mind. Forget it.

**Griffin:** She reaches down and grabs like, uh, like, there's two really close together, which is... I don't know how ramps work, but I'm gonna say it's an uncommon occurrence, and she pulls them up. And I think y'all have like, a healthy bounty. She's like...

**Dani:** No, that sounds great. Let's get these over to Barclay, get him working on that... whatever he's gonna make. These things stink like hell, but I'm sure he's gonna make them taste very good. And uh, yeah, let's go for a dip.

**Aubrey:** Sick.

**Griffin:** Um, Duck.

**Justin:** Yep.

**Griffin:** Duck, it's been two months since... since the events. Since the last hunt. Um, what have you been up to? I think Minerva's still showing up on a fairly regular basis. I thought it might be interesting if, um, through like, I don't know, through the two of you just figuring it out, if she managed to find a way to show up at like, a regular time.

Like, y'know, 6:14 PM. Sometime in the evening, and I can leave it to you to decide. But just like, that's—now, it's consistent. Now, Minerva shows up, and you know what time she's gonna show up. It is not this like, random visit thing. She now has a scheduled time.

**Travis:** She shows up just in time to watch Wheel with you.

**Griffin:** Yeah. She's dialed it in; she catches the back half of Wheel. And it's probably not for like, a super long time, but like, how do you feel about that?

**Justin:** Yeah, that makes sense to me. Probably in the evening, I feel like. You said 6:14 kind of randomly, but I think that that... that feels right. 6:14 every night.

**Griffin:** Alright. I think Minerva shows up at 6:14 every night and checks in. I think you, I mean, you still got Beacon, and that's... that's what it is.

**Justin:** And I think Duck has been like, in... he—he's still doing his day to day. I think he probably jogs places more often than he used to stroll, like, trying to sort of casually get a little bit more physically, uh, fit. Um, I think, maybe, in the woods, once in a great while, he'll sort of like, practice with Beacon. Y'know, when he's sure no one is around to look, to sort of, y'know, get... knock the dust off a little bit, but it's not like his prime focus.

**Griffin:** Hey, he's got a fuckin' job.

**Justin:** He's got a nine to five, yeah.

**Griffin:** Has that been complicated by the fact that you, uh, also kind of have started to embrace your destiny a little bit?

**Justin:** Um, I think that he maybe has a sense of wanting to have things in order, y'know? Just in case. So, like, in case he would have to abandon his post for some reason, or God forbid, something were to happen to him, I think that he, um, maybe appreciates it more. Because it is also like, sort of bedrock of normalcy in a world kind of gone crazy.

**Griffin:** How is your training—how is your training going? I think it would be cool if like, you... Minerva, I think, would be eager to train you. I think, obviously, I think she only shows up for like, three minutes. It is very... it is a short window that she appears to you. But it's every day, 6:14 to 6:17, she shows up, and I think, wants to sort of show you the ropes a little bit.

**Justin:** Yeah, and I think... I see Minerva kind of as like, his personal trainer, who he's kind of like, blowing off. Like, the reason he does this stuff is so he can tell Minerva like, "Oh, yeah, I've been practicing like, running, and swords, and stuff."

**Griffin:** Okay.

**Justin:** But it's not, y'know... it's sort of like, Minerva's there, she's like, y'know, "Have you been training?" He's like, "Oh, yeah, yeah, yeah. Totally. Totally training, really... yeah, for sure. Like really grinding, grinding it out."

**Griffin:** Alright. I think—

**Travis:** Turning in all kinds of Crushbone belts, y'know.

**Justin:** Yeah.

**Griffin:** God, how often can we reference Crushbone belts from EverQuest?

**Travis:** As often as I want, dude.

**Griffin:** Okay. Um, I think I'd like this scene, if you're cool with it, to be, at some point during this two month span, she kind of stops taking the excuse of like, "Yep, training, great." Uh, and actually wants to like, spar with you somewhere, for her three minute window.

**Justin:** Yeah, and I feel like she probably kicks his ass, like, every time. And probably through that, towards the end of this period that we're talking about, like, he gets tired of getting his ass kicked. Which is sort of the prompting for him doing the other stuff. Like, for actually trying to get himself in slightly better shape, and practice with Beacon, or whatever. He's tired of getting knocked around.

**Griffin:** Well, she's a spec—she's like, a vision. I don't think she has any physical form.

**Justin:** Yeah, but he knows when he's beat.

**Griffin:** Yeah, okay. I think, uh, alright. Let's do one of these scenes. It's probably close to the end of this two month window, 'cause you've been training for a while.

**Justin:** Yes.

**Griffin:** Where are you at?



**Justin:** I also—don't forget, I need to do my um, destiny's plaything roll at some point.

**Griffin:** Oh, yeah. Go ahead and do that. That's a good setup, too. Um, 'cause we're—especially—

**Justin:** Are you sure? 'Cause if we're flashing back...

**Griffin:** Um, yeah. I think, yeah. Go ahead and do it, and then we can...

**Justin:** Okay. Uh, for those of you... at the beginning of every sort of like, thing, I have to uh, roll to see sort of like, what destiny is gonna tell me about—

**Griffin:** It is a super cool mechanic. So we're using roll 20, um, not for sort of visual things. We're not gonna put up like, things that you won't be able to see. We're mainly just doing it so we can see each other's rolls, and I can see that Justin has rolled a seven. Plus, what is it, weird?

**Justin:** Yeah, plus weird, which is actually negative one.

**Griffin:** Oh.

**Justin:** For Duck, so it's a six.

**Griffin:** What do you get on a failure for...

**Justin:** Something bad is going to happen to you.

**Griffin:** Oh, no! We just started!

**Justin:** Here you go. Here's a little present for you, Griffin. I've wrapped it and everything.

**Griffin:** Okay. That's extremely good. Well, mark experience.

**Justin:** Okay.

**Griffin:** Every time to fail a roll in Monster of the Week, which is the game we are playing, is uh, you get marked experience. Out of curiosity, did anybody rack up five XP you need to level up?

**Travis:** No, I just got one last time.

**Griffin:** Alright.

**Justin:** Yeah, that's my second.

**Griffin:** Dad, where you at XP wise?

**Clint:** Y'know... y'know. I got a, uh... I got a couple.

**Justin:** This is a much simpler system, dad.

**Griffin:** This is such a simpler system. You gotta just do the shit, though.

**Clint:** I'm lookin'—I'm lookin' at all my notes. I'm lookin' at all my notes.

**Travis:** Look at your character sheet.

**Clint:** Two. Two.

**Travis:** Thank you.

**Griffin:** I'll do your vision after this scene. We'll do the flashback, and we'll do your vision.

**Justin:** Okay.

**Griffin:** So it's... where are you at, when you're doing this training?

**Justin:** Uh, out back.

**Griffin:** The Outback Steakhouse?

**Clint:** [laughs]

**Griffin:** Like the parking lot, or like, the kitchen?

**Justin:** There's a parking lot behind the Outback... no, I go out back of my house.

**Griffin:** Okay. Your apartment?

**Justin:** Yes. My... yes, my apartment.

**Griffin:** Okay.

**Justin:** There's a sort of common area. The uh, but, there's only like, three other apartments in the building, and I know when Mrs. Pearson usually packs it in at about uh, earlier in the evening.

**Travis:** Now, what's your relationship with Mrs. Pearson?

**Griffin:** Yeah, let's dial into that.

**Justin:** She is a sweet, uh, older lady, former uh, police officer, actually. So she's got a lot of great stories. Kepler's first female police officer, actually. And so, she's got a lot of great stories about her time on the force, which Duck likes to hear. And he likes to, uh—she likes to think that she's checking up on him, to make sure that he's doing okay, because she still hasn't lost the sort of protective nature that she developed over 40 years on the force. Uh, but I think they kind of look out for each other.

**Griffin:** Damn, dude, we were just goofin', but that's good shit.

**Clint:** That is real good shit.

**Griffin:** Okay. So you're behind—

**Travis:** Wait, hold on. Slow, slow. Who else is in the building?

**Clint:** [laughs]

**Justin:** I can tell you if you want.

**Clint:** There's Mr. Furley. Mr. Furley's there.

**Justin:** No, Mr. Tarkesian, who runs the general store in town. Uh, and—

**Griffin:** Justin, I have a fucking character list here in Scrivener, and I'm having to update it. Mr. Tarkesian?

**Justin:** Yeah, Mr. Tarkesian.

**Griffin:** Alright. Runs the grocery store.

**Travis:** General store.

**Justin:** The... yeah, I mean, it's a grocery store, general store, whatever. It says Kepler General Store, but that's sort of like, a nod to nostalgia. Y'know, it's a—it's like a grocery store. A small one. You find those in small West Virginia towns, where the big chains have not come in still.

**Griffin:** Yeah.

**Justin:** If you go to a place like McDowell county, you'll find these like, gas stations that are kind of like markets. Combination gas station markets.

**Clint:** Combination bait shop, a lot of the time.

**Justin:** Yeah, and a bait shop, for sure.

**Griffin:** There is a Pizza Hut in town. That is, I think, one of the few chains.

**Clint:** Yeah, that's canon.

**Justin:** Yeah. Pizza Hut is not necessarily a grocery store, but I can see how, if your only groceries were pizza...

**Clint:** [laughs]

**Travis:** Can you give me all the ingredients, but not cooked, please?

**Griffin:** Um, alright. Is there anybody else in your apartment building?

**Justin:** Uh, no. The other two—the other—the fourth apartment is unoccupied.

**Griffin:** Okay.

**Justin:** Currently. Y'know, that's the problem with an area like this. Somebody moves out, it's not like we have an influx of people, y'know?

**Griffin:** Sure. Okay. Um, alright. So, it's somewhere close to the end of the two month span, like, very close. I think like, a week before the events of this arc, and you are... you're being the apartment building, it's 6:13. Sure enough, nobody's out there.

**Justin:** And Mr. Tarkesian is still at work.

**Griffin:** Yeah, Mr. Tarkesian's still at work. Mrs. Pearson's holed up for the evening.

**Travis:** Watching the Wheel.

**Justin:** She watches the news. Six to 6:30, she's watching the news.

**Griffin:** Watching the news, so you know that you're clear. And uh, your watch rolls over to 6:14. And then like, without a sound, there's no, like, pchooo. Like, there's Minerva, and she is standing in front of you. And she says...

**Minerva:** Duck Newton! Let's be swift, eh? Only a few moments. Are you ready to begin your training?

**Duck:** Alright, here's the first thing I wanted to show you. Check this out.

**Justin:** And he jumps up in the air and kicks. And he says...

**Duck:** Is that anything? 'Cause I—

**Griffin:** [laughs]

**Clint:** [laughs]

**Duck:** I did it, and it felt like... I did it, and I felt like it was something. But I don't know if that's anything.

**Minerva:** Well, why don't you try to do—

**Duck:** It's kind of like a half kick.

**Minerva:** Yes.

**Duck:** I kind of jump up and do like, a half kick.

**Minerva:** It's—it looked rad, and it might scare your opponent into maybe wavering for a moment, giving you an opportunity to strike them with your blade. But you've just taken up like, one of our three minutes with it, so I think, keep practicing, and um, let's see how it goes.

**Duck:** Alright.

**Griffin:** Why don't you roll to kick some ass? I think that'd be a cool way to like, see how well you do with this training session.

**Justin:** Uh, it is really hard. I have my dice like, in my hand. It's very hard to break the habit. But I will use your digital... your rigged game.

**Griffin:** That—aw, you were saying?

**Justin:** Aw, I kicked... Eleven points, uh, to kick this ghost's ass.

**Griffin:** Um, actually, you add your... what is it, body? Tough.

**Justin:** I'm lookin'. Uh, ba ba ba ba... yeah, add tough, which he is one. So that's a twelve.

**Griffin:** Alright, I think this is great. Because I think after like, a few weeks of her... and I think the training is like, you take turns. You swinging your blade at her, just trying to hit her, while she kind of dodges out of the way. And then, she has like, uh, she has a blade of her own, wherever she is, that you can sort of see in the projection as she swings at you. And she—

**Justin:** And I feel like because of the magical nature of my blade, like, we could, like, fight that way. Like, I feel like I could have a real—even though she's spectral, right? Like—

**Griffin:** So here's the thing. You are right. You have—your blade is magic. You have hit her before; it just passes right through her.

**Justin:** I meant the sword herself. Like, I don't think it hurts her, but like, I feel like her sword... maybe we could like, bounce off. Or she like—

**Griffin:** Here's how—here's how we'd rectify it. I think it's—you feel something when it hits her, but it's not like, in your hand. Right? It's like, your brain telling you like, that's a hit. But you don't—it's not like the blade is stopped in the air. But, that has been sort of rare for you to actually get a hit off on her.

And I think this time, you uh, you stab at her, and she dodges out of the way, and you quickly, like, swing the blade upwards, and you get a hit on her. And even though, again, she's not tangible, I think she falls down. And this was like, quick. This happens in like, the span of a second. And she's laughing as she goes. And she says...

**Minerva:** Oh, Duck Newton, you have been practicing. I see you're really giving into the instincts.

**Duck:** Yeah. I've been feeling like I've been gettin' a little bit better. Y'know, I'm tryin' to put in my time, and uh, polish up a little bit.

**Griffin:** She says...

**Minerva:** Your skills are impressive, Duck Newton. More impressive than I expected them to get. There is a certain amount of, uh... let's call it 'help' that you received, just for being the Chosen One. But it seems like you've supplemented that yourself with doing a little... what did you... what did you call it? Cross fit?

**Duck:** Yeah, I'm still doin' cross fit. Uh, it was—I went back, and uh, y'know, I'm not gettin' there every week. But I feel like, because of magic, that's probably fine. And destiny, y'know.

**Griffin:** She says...

**Minerva:** No, your... again, the instinct that you received upon becoming the Chosen One will do you well. There's no need to over exert yourself. Duck, we only have a few moments. How is it going with Beacon? Are you two getting along?

**Duck:** [sighs] It's fine. It's fine. You don't... just so I'm clear, you don't have any other, like, magical weapons stashed somewhere or anything, do you? I mean, it's going... fine. But like, you don't... that... I'm pretty locked in, I assume?

**Griffin:** She laughs and says...

**Minerva:** Duck, there is no way for me to get you another weapon. That's the only one of its kind on—

**Griffin:** And then she's gone. And then, I think that night, you're in bed, and you're probably feeling pretty good about yourself. Got some good hits off. Um, why don't you mark experience? That's not typically how this works, but I think—I think you did a great job training your bod and your skills. And so, I think this would reflect that.

**Justin:** We have to assume... we could say that that's probably in assumption of like, since we had a lapse of time, there's probably a lot of failures in that time period.



**Griffin:** Yes, exactly.

**Justin:** Reflected by that.

**Griffin:** Mark—mark 84 experience.

**Justin:** So we're not playing complete Calvin ball.

**Griffin:** Yeah, sure.

**Justin:** We're making up for lost fails.

**Griffin:** Um, I think, also, because y'all just didn't get very much experience at first arc. I mean, you probably failed a lot and didn't tell me, but...

**Justin:** Didn't roll a lot, either. We're gonna roll more, I feel like.

**Griffin:** Yeah. That true. Definitely. Um, I think that night, you're in bed, and you are asleep, and you, uh... And this has happened to you before. Like, you feel it coming on, even though you're unconscious. And what does it look like? What do your visions look like?

**Justin:** This is gonna sound like a weird touchstone. But you ever see like, rotoscoping? It's where they animate over real people.

**Griffin:** Yeah, sure.

**Justin:** It's like that, but like, a little more monochromatic. Like, a lot of hues of like, uh, sapphire and green, stuff like that.

**Griffin:** I like that a lot.

**Justin:** But that's what they look like.

**Griffin:** I think you just see water. And I think you see, um, you don't really see any shapes in the water. I think your vision is a little bit too primitive for that. But you see this water, and it's dark, wherever this water

is. And then, you see your body. Uh, it's sort of like, superimposed in this scene, in that style. And you are face up, and you are sort of... you look unconscious, and you are falling in this water.

**Justin:** Hm.

**Griffin:** Ned.

**Clint:** Hm!

**Griffin:** Ned, whatcha been up to? Uh, I think just to set it up, because of the events of the end of the first arc - and I'm not sure if it was clear happened there, but the video that Kirby posted was not your Wookiee costume, you, like, wandering through the woods. It was the camera, still rolling, recording actually Barclay, actually bigfoot, actually fighting a big monster bobcat that was infected with the monster fluid that made it real big.

**Clint:** But because of Ned's crummy camerawork, there's still some doubt.

**Griffin:** Yeah, it is still the most—one of the most convincing pieces of bigfoot footage that exists out there. And that is why the Cryptonomica has been doing pretty well lately. You have not—you paid back the missing payments for your lease, or mortgage, or whatever. And you are... you're doing alright. Not like, rich, rich, rich, but like, you are finally like, making enough money to get by. Which is, uh, it's probably been a long time since the Cryptonomica has been like that. So, what have the last two months looked like for you?

**Clint:** Uh, they've been pretty good for Ned. He uh, he took all that extra money and bought some drones, and uh, he—

**Griffin:** [laughs] Sure.

**Travis:** What?

**Clint:** Yeah. He bought—

**Justin:** Yeah, why not?

**Clint:** He bought some drones, and he's been cookin' up a Mothman scam with Kirby. They had so much success with the uh, the bigfoot video, that he bought a couple of drones. So that's kind of been percolating on the—on the backboard.

**Griffin:** Is the Mothman scam you're doing... just to figure it out, like, you have some sort of paper cutout of a moth man that you attach to the drone, and just fly it around the town? Or—

**Clint:** Oh, it's so much more elaborate than that. It's using a series of lights, and phosphorescence, and uh, lasers.

**Griffin:** Okay.

**Clint:** There's some lasers involved. We haven't really put that into effect. That's been kind of pushed to the backburner.

**Travis:** Just to clarify, Ned was super behind on his rent, about to lose the shop. And he gets all this money, and he's like, "Cool, finally. Drones!"

**Griffin:** Yeah.

**Clint:** Bought drones, yeah. Well, paid off the rent, y'know, but y'know, money means nothing to Ned. He has no concept of it.

**Griffin:** How is it different now, doing the Cryptonomica stuff while you actually have, like, a pretty frequent stream of visitors? I think it's mostly like, hikers, who are like, maybe doing the trail. Or...

**Clint:** A lot of folks doing the trail. A lot of folks have been, uh, coming into town. Actually, the success of the video has been kind of decent for the town in general.

**Griffin:** Okay.

**Clint:** Y'know, because people have been staying at local hotels, and eating in the Pizza Hut. So y'know, it's been kind of a boom for Kepler. It's still not up there with places like Canaan Valley and stuff.

**Griffin:** Sure.

**Clint:** But it's, y'know, it's helped out.

**Griffin:** Has there been any friction with you and the, specifically, Barclay, I guess, at Amnesty Lodge, for um, the fact that you put him on blast kind of?

**Clint:** Yeah. And not only that, but it's... I don't think they're too happy about it. I think there's some problems.

**Travis:** I'm gonna say, maybe Aubrey has done a little bit of damage control for Ned, to be like, "He's old. He didn't know. He didn't know. It was an accident."

**Griffin:** I don't think it was like, a huge blow up. But I think Barclay was like, "What the fuck dude? This is like, specifically not what we're going for, here."

So, I want to do a scene with you, Ned, and I want it to be like, now. I would like your catch up scene to be kind of now, right as we're getting into the start of the arc. But what... what could we do?

**Clint:** Well, I have an idea. One of the projects that Kirby and I have been working on is trying to get a uh, the local TV station. See, y'know, because we're in the national radio quiet zone, there's like, no satellite TV, and no cable. But we do have a local TV station that basically is all you have in Kepler. WKWV, and they um, they have agreed to let me do a uh, a late night monster movie show. Like the old chiller theaters.

Right there at the Cryptonomica. We're gonna shoot it right there. And Kirby's gone out and gotten these cameras, and so, we're putting it on Saturday nights. We're gonna call it "Saturday Night Dead," up against Saturday Night Live, and we're just gonna show scary monster movies, like uh, Roger Corman, and y'know, all those old, great drive-in movies, every

Saturday night. And we're getting ready for the first broadcast. We're getting ready for the first one.

**Griffin:** Okay. Let's do this. Let's do this at the Cryptonomica. It's the day... it's like the morning, uh, before your first broadcast, and you're talking with Kirby about what you are going to do that night.

**Clint:** Okay.

**Travis:** Can we... just to get a little bit more interplay, can we also say like, 'cause I think that this would be an idea that Aubrey would be—the showmanship, and the thing. She's not in the scene, but maybe she's like, in the background, setting stuff up? Y'know, she's also there?

**Griffin:** Um, yeah. I mean, this is at the Crypt—is it shot at the Cryptonomica? Or is it shot at the TV station?

**Clint:** Yeah. No, no, shot at the Cryptonomica.

**Griffin:** Uh, alright. I think there's probably some production people there, then, setting up some stuff. Setting up some lights. I think they're sort of having to move around. There's probably like, four or five people there, at the Cryptonomica, just like, checking out the exhibits. They want to see the bigfoot video. You have like, a display with the extended cut of the bigfoot video going, which I think Barclay was kind of uncomfortable about, but it's bringing in the big bucks. And you're getting set up, and Kirby... Kirby looks really nervous. He's like...

**Kirby:** I don't, uh... Ned, I know this thing's happening tonight. I don't know, uh... I'm not much for like, public speaking, or being in front of the camera. So like...

**Ned:** Oh, no, no, no. Worry not, friend Kirby, because you're not gonna be on camera.

**Kirby:** Oh, thank God.

**Ned:** This is Ned's time. This is all about me.

**Aubrey:** Ned.

**Ned:** I'm the host. Well—what?

**Aubrey:** Where do you want the candelabras?

**Ned:** The magic candelabras, or the regular candelabras?

**Griffin:** [snorts]

**Aubrey:** The... I don't know what you mean. They're all regular candelabras.

**Ned:** Well, yeah, but I mean, I thought we talked about the gag where you're gonna shoot fire out of your fingers...

**Aubrey:** Okay, I'll just put `em somewhere.

**Kirby:** Shoot fires out of her fingers? What are you talking about?

**Ned:** Uh, stage magician. She's a stage magician.

**Kirby:** Oh, yeah, that's right.

**Ned:** I thought it would add to the pizzazz of the show.

**Kirby:** Yeah, for sure. Um...

**Justin:** That was, uh... what you just saw there was some really dope, like, "Hey, dad fucked up, and now I'm gonna burn him." That was Griffin. And then Griffin was like, "Here's a burn." And then dad was like, "Actually, twist – I got an answer ready for you." And Griffin's like, "Aw, shit, I've been reverse burned."

**Griffin:** Yep. And the burner becomes the burnee. Kirby says, um...

**Kirby:** So, uh, what flick you got on the docket for tonight?

**Ned:** Ah, a great one to start with. It's called 'Beast With a Million Eyes.' It's uh... Roger Corman directed it, 1955. Starring the brilliant Paul Birch, and of course, the second Darren from Bewitched, Dick Sargent. So, uh, it's got an all-star cast. It's about this family, and they're on a date farm, and aliens show up. It's—it's really a piece of shit. People are gonna love it. People are absolutely gonna love it.

**Griffin:** He says...

**Kirby:** Yeah, it sounds like... I think this is a good idea. I think it's gonna bring in business. Uh, but I gotta tell you, Ned, I'm a little bit worried, 'cause we've been doing pretty well here for a bit. But um, the thing about bigfoot... folks get kind of tired of these sightings after a little bit. You gotta keep it fresh.

So I don't know if we need to move forward with operation Mothman or something, but I'm—I'm telling you, because I see this at the Lamplighter all the time. You get a big scoop on a cryptid in town, and people pay attention, but just for a little bit. So, we need to—we need to do something if we're gonna keep this—keep this momentum going.

**Ned:** Oh, listen, the Mothman plan. We definitely will do this. This is just publicity, friend Kirby. This is just getting our brand, getting our name out there. I figured, whatever we do with the Mothman, we kind of start unveiling it on the show.

**Aubrey:** Ned.

**Ned:** Oh, we have exclusive—yes? Yes, Aubrey, dear?

**Aubrey:** Do you have more cobwebs?

**Ned:** Yes. Uh, look over there behind the vat that has the giant, floating brain in it. The fake brain.

**Aubrey:** Got it, thank you!

**Griffin:** I think in the middle of this sort of chaotic scene, uh, the bell above the door rings. And in walks a, uh, a young man. You've lived here for a while, you probably... it's not a huge town. Uh, you recognize him as Calvin Owens, the captain of the local high school swim team. Uh, and he looks... he looks, actually, pretty shaken up. He sort of stops when he sees sort of the lights being put up, and the decorations being put up. But he kind of shakes his head, and he walks towards you, and he says...

**Calvin:** Hey, are you, um... you run this place, right? This like, this monster museum?

**Ned:** Absolutely. Welcome to the Cryptonomica! When you stepped through that door, you stepped through the arch of doom. Here there be monsters, my friend! And what's your name?

**Griffin:** I think whenever you deliver this spiel to people, they usually look kind of delighted. He looks, like, scared. Um, uh... do you know Calvin, or not? I don't know, like, how deep Ned's roots in this town—

**Clint:** Not by name.

**Griffin:** Okay.

**Clint:** I mean, he's a pretty big jock around town.

**Griffin:** Yeah, sure. He says, uh...

**Calvin:** My name's, uh, Calvin. I've been in town for a while. I've never been in here, though. But um, I—I know that y'all... [sighs] ...know stuff about, uh, monsters. And what do you call 'em - cryptids - here in town.

**Ned:** Cryptids, yes. Yes.

**Calvin:** So like, what do you d—what do you do—what do you do?

**Ned:** Um, well, we investigate. There are a lot of monsters. A lot of cryptids. We call them Bom-Boms. We have a lot of Bom-Boms running through the woods, here--



**Aubrey:** Ned!

**Ned:** --in Kepler. Yes, Aubrey?

**Aubrey:** Is Bom-Boms catching on?

**Ned:** Uh, only with me.

**Aubrey:** Okay.

**Ned:** I'm the only one, apparently.

**Griffin:** Calvin kind of puts his, uh, his... he does The Adventure Zone NPC symbol, where he like, pinches the bridge of his nose, and kind of closes his eyes. And he looks up at you and he says...

**Calvin:** Um... this is the only place I could think to come to, 'cause y'all know about monsters and stuff. And so, well, uh... I got a new one for ya.

[ambient music plays]

**Justin:** So, hey, if you're not familiar – which, you should be, if you listened last week. But maybe you didn't, 'cause that wasn't like a, uh, uh, a canonical Adventure Zone episode.

**Griffin:** Everything we said in there was bullshit. No, it was real.

**Justin:** It was all bullshit. No, I just mean, it wasn't like, a narrative episode. I don't give a sh—anyway, Max Fun Drive is here. It only happens once a year, um, and we, uh, come to you, sort of hat in hand, and say, "Hey, did you like the show?" And then you say, "Yeah, I did." And we're like, "Well, could we have some money for it? For—for doing that? The show, good, for you?" And you say, "Well, I—yeah, absolutely. Let me do that right this second."

So you go to [MaximumFun.org/donate](https://MaximumFun.org/donate), and you pick a donation level that works for you. Um, and again, this is a precursor. We say this all the time.

But if it's uncomfortable for you, or you can't make it happen, we understand. Y'know, it's a decision you gotta make for yourself, and we don't want anybody to be put out. But if you can spare it, it sure helps. Um, we have different donation levels. You can give—if you give just five dollars a month, like, if you can carve out just five bucks a month, uh, you are gonna support the network.

Which is really what you're doing with these. You're not like, buying stuff. You're supporting the shows that you like. And um, your money does go directly to the shows that you say you listen to. That's how the system works. So you're supporting us and the other Max Fun shows you enjoy directly. Um, but if you can kick in five bucks a month, you are gonna get over—

**Griffin:** Wait, what are you doing? This is Dad—this is Dad's great—this is like, Dad's like, main...

**Justin:** Oh, sorry. Dad—walk us through the gifts, Dad.

**Clint:** Well, you get exclusive bonus content.

**Travis:** Do the voice.

**Justin:** That's—do the voice.

**Clint:** [announcer voice] And for ten dollars a month, you—

**Griffin:** Well, you didn't do five dollars a month.

**Justin:** Wait, tell us about—what do you get for five dollars a month? Do five dollars a month first, Daddy.

**Clint:** You get exclusive bonus content.

**Justin:** How much?

**Clint:** Uh... I don't have that on the sheet in front of me.

**Justin:** It's like over 120 hours.

**Clint:** [announcer voice] Over 120 hours! That's right, 120 hours, all for you! Ten dollars a month, you got it!

**Griffin:** Hold on. [laughs] The 120 hours is for all the shows throughout the network.

**Clint:** [announcer voice] All the shows throughout the network, they're all there at your very fingertips!

**Griffin:** What did we do—can you talk about what we did this year for the Max Fun Drive? 'Cause it's very good.

**Clint:** [announcer voice] This year, we did, uh, The Adventure Zone: Elementary! And holy cow, did we have a great time pretending to be detectives and vampires!

**Griffin:** [laughs]

**Justin:** What if I can spare a little bit more cash, Dad, and I can kick in ten bucks a month?

**Clint:** Ten bucks a month? Wow! Well, I tell you what! If you're a TAZ: Amnesty fan, you're really gonna dig that, because we've got those beautiful enamel pins. That's right, enamel pins. And the uh, The Adventure Zone's enamel pin is Dr. Harris Bonkers. Check it out. Dr. Harris Bonkers. You love him, you know him.

There's a little flame on him. It's really cute. Now, 20 dollars a month, you get everything from five, and you get everything from ten. But, you get the Max Fun family cook book. I'm telling you, this thing has recipes, everything from cocktails to desserts. Everything in between, featuring recipes that, well, I believe we've contributed to, haven't we, fellas?

**Travis:** Yeah.

**Clint:** Great, okay. 35 dollars a month, you get a carafe. I know, you—it's perfect for putting, uh, putting juice in. It's perfect, uh, for any kind of fluids that are consumable.

**Griffin:** Not lava. Don't put lava in it.

**Travis:** Daddy, what's the different between a ca-raif and a carafe?

**Griffin:** Don't dunk on our daddy. He's doing his best.

**Clint:** Long A, short A, my young friend. It's got a Max Fun rocket logo on it. Now, get this – for 50 dollars a month—

**Griffin:** Well, okay, we don't have to do all the levels.

**Justin:** No, we'll stop there.

**Clint:** Oh, I love this one! I never get to do 50!

**Griffin:** I know, but we don't ask you... just, whatever you—

**Justin:** It's a surprise. You gotta go to [MaximumFun.org/donate](http://MaximumFun.org/donate) to check it out. And please do that right now. Y'know, a lot of times, you think, "Oh, I'm definitely gonna get to it." But y'know, you might forget. The drive only goes for a couple more days. So if you would, if you enjoy our show, if you can spare some bucks, um, it really does mean a lot to us. It's allowed Dad to stop waking up at three o'clock in the morning to go work at the radio station.

**Clint:** I still do to pee.

**Griffin:** [laughs] He drives to the radio station. It's the only bathroom he feels comfortable in.

**Travis:** If we hit the 25,000 new and upgrading donor goal, our dad will stop peeing.

**Clint:** [laughs]

**Griffin:** Forever.

**Travis:** Forever.

**Justin:** Forever.

**Clint:** Well, okay...

**Justin:** It's—and it's allowed us the flexibility to make stuff like this. Because of the drive, and because of your support, we can justify spending the time to make The Adventure Zone. Which, as Griffin will attest, it's a huge time investment. But we make it, because people really like it, and you've shown that with your support. So, uh, please continue to show that support at [MaximumFun.org/donate](http://MaximumFun.org/donate).

Again, we only do this once a year, but we're able to do that because y'all really come out and uh, do a great show of support every year for us, and we really appreciate it. So please, take a second right now. Go to [MaximumFun.org/donate](http://MaximumFun.org/donate). Get yourself a cool pin, a cook book, a carafe. Caraf. Whatever you want. Either one. And uh—

**Griffin:** You have to choose between the carafe and ca-raif. There's like a slider.

**Justin:** Yeah, there's two different options there.

**Clint:** And at some levels, the carafay.

**Justin:** Mm-hmm. There's a carafay if you donate a lot of money. Anyway, uh, please do that right now. [MaximumFun.org/donate](http://MaximumFun.org/donate).

[music plays]

**Griffin:** So, the three of you have reconvened at Amnesty Lodge with Calvin in tow. The lobby here is fairly quiet. There's just a few guests loitering about. Not guests, but residents, I guess, loitering about. They're all in their human disguise, sort of given their uncertainty about the outsider

that has come in with you. Uh, and Calvin still seems pretty shaky, as uh, Barclay enters from the kitchen, and uh, hands the four of you each a cup of some strong smelling cinnamon tea.

And after taking a sip of his tea, Calvin says...

**Calvin:** So, uh... I don't really know what y'all's story is. But, look, I'm not a big believer in all the monster stuff that some folks in this town are always talking about. Sorry, Ned. But... I know what I saw last night.

**Aubrey:** What did you see?

**Calvin:** I... I saw the pool, that I've swum in every day... swum?

**Aubrey:** Swam... have swam in.

**Calvin:** Swam?

**Ned:** Swammed?

**Aubrey:** Have swammen.

**Calvin:** I mean, I'm the captain of the pool team. You'd think I would know the past tense of—

**Ned:** Say "did laps."

**Aubrey:** Yeah.

**Calvin:** The pool I did laps in last night, it came... it came alive? I—I don't know how to describe it, because it's water, and I've never seen water do that. But I—I gotta know. Was that real? Do monsters really... exist, here?

**Griffin:** And when he says that, I think Barclay like, kind of locks eyes with uh, probably with Ned, 'cause he knows that Ned is the biggest sort of loudmouth in this department. And is making a face at you, like, "Don't. Don't do it."

**Aubrey:** Y'know, um... Calvin, was it?

**Calvin:** Yeah.

**Aubrey:** No, listen. Power of suggestion is very strong. But there's no such thing as monsters. You don't have to worry about it.

**Griffin:** Um, why don't you roll to investigate a mystery? That is plus sharp.

**Travis:** So it's a seven.

**Griffin:** Okay. On a seven to nine, hold one. You get to ask one of the following questions: what happened here? What sort of creature is it? What can it do? What can hurt it? Where did it go? What was it going to do? And what is being concealed here?

**Travis:** Did he see where it went?

**Griffin:** Probably not. I think—so here's how this is gonna work, because you're just having a conversation, and this is for like, hard details. I think he's gonna tell you like, what he saw. But if you want—if you want actual—again, remember, and if this is maybe the first episode of Amnesty you're listening to, the big thing for this game is gathering like, hard intel on the monster that you are hunting, uh, that you are going to have to use in battle, because the odds are usually stacked pretty heavily in the favor of the monsters.

The only way to get an upper hand is to sort of gather intel, and act on it. So, I think he's gonna tell you what he saw. But if you want—if you want something useful here, it's gonna be the result of one of these questions.

**Travis:** Okay. So I'll hold onto the question and ask it when I need it. Also, because I'm a Spellslinger, I have um, the... I have forensic divination. So, when I successfully investigate a mystery, I also get to ask the question, "What magic was done here?" As a free extra question. That might be something that's better directed towards like, Barclay.

**Griffin:** Hm. Yeah, I mean, so, the other thing about this is that the information can only come in the context of like, what you're getting it from, or who you're asking. And so, like, Calvin's not a fuckin' wizard. Or is he?

**Travis:** [gasps]

**Griffin:** No, he's not.

**Justin:** Twists!

**Griffin:** So I don't know how much... so, uh, yeah, I think that's a good impulse. He'll sort of tell you what happened, and then, you can ask one of these questions for some hard intel. Keeping in mind that like, he only knows what he saw. So he says...

**Calvin:** Alright. Last night, I snuck into the Kepler High pool, and I was doing some laps. We got the big meet coming up pretty soon. I was trying to get—

**Aubrey:** Big meat. [laughs]

**Calvin:** ... Alright. I was trying to get, y'know, ripped. All tore up, in my, y'know, swimming muscles. And uh, I don't know. It was late. It was real dark. And I don't want to brag, but I'm a pretty fuckin' good swimmer. But I... something grabbed me and pulled me under. And I was under for... a while. I was struggling under there for a bit. And I managed to break free of whatever had me. And y'know, I had my eyes open down there – I didn't see nothin' grabbing me.

But I—I managed to get away. I swam, ran, got up towards the window I snuck in through, and I was just about to hop out when I looked behind me. And y'all, I swear to God... The water, the pool, started to lift up. Like, make a hill in the middle of the pool. And when I sort of locked eyes with it – it didn't have eyes. When I looked over at it, it started to move over towards me. And then I... I made my flight, and got out.

**Ned:** The mound of water... you're saying, the mound of water rose up, and actually moved.



**Calvin:** That's what I saw.

**Aubrey:** And Calvin, what did it seem like it was going to do? I mean, it pulled you under the water, but it seemed like it was intent on hurting you, yeah?

**Griffin:** Is this your question? What was it going to do?

**Travis:** Yeah.

**Griffin:** Um, he says, um...

**Calvin:** I don't know. But it was moving towards me there at the end, and it tried to drown me. I think it was gonna try and kill me. I didn't, y'know, talk to it.

**Aubrey:** Calvin, would you excuse me for just one second?

**Calvin:** Yeah.

**Travis:** And I cross over to Barclay.

**Aubrey:** [quietly] Hey, um, I don't know how this usually works, but... does this sound like anything you recognize? Any kind of, I don't know, creature, or spell? Is that a thing?

**Griffin:** He uh, he kind of walks you over to uh, like, away from the place a little bit. I think he's a little nervous about having this conversation anywhere near Calvin. And he says...

**Justin:** I'm gonna—we can wait 'til afterwards. But upon seeing this, like, I start talking to Calvin as well. I have some stuff I want to say to Calvin, so that is happening concurrently to alleviate any, uh, concern of Calvin overhearing what they're talking about.

**Griffin:** Okay. Barclay says...

**Barclay:** I mean, some sort of, like... [sighs] Unnatural thing, trying to kill somebody? It's definitely an Abomination. It's just like—it's like, a couple days early, Aubrey. It shouldn't—it shouldn't be here, yet. We still have a couple days before it was supposed to show up. [sighs] They've been acting a little more erratic and unpredictable over the last year or so. They've abided by certain rules for decades, but now, they're starting to bend them. But yeah, I'm—I'm pretty sure this is... that's our mark.

**Duck:** Calvin, let me bend your ear for a second.

**Calvin:** Yeah.

**Duck:** You know me, and you know... we've known each other a long time. I went to school with your dad, actually. So, we—you know that we're not sort of crime fighters, or police officers, or anything. I know the uniform can be a bit misleading, but what we do do is, y'know, you asked about us. We're kind of... enthusiasts, uh, into this sort of cryptozoological world.

Y'know, weird stuff happens here in Kepler, and uh, 'cause Ned's got his sort of interests, and "Audrey's" got hers. And I—I—y'know, I'm interested in like, creatures and stuff. And "Audrey's" interested in magic, and Ned likes to keep track of like the... how people make up monsters and stuff. They call them cryptids—

**Calvin:** I'm not making this up.

**Duck:** Oh no, I know. I know, no, no, no. I understand. What I'm telling you is, we have... weird stuff happens in Kepler, right? Like, that won't come as a surprise to you. We all know it. And uh, but, sometimes, people who have ill intentions like to use that to try to cover up whatever, y'know, dark stuff they want to get up to. So, 'cause we know about the sort of cryptozoological stuff, and we're interested in it.

Sometimes, we like to just help out and poke around, poke a few holes, and make it a little bit easier for the real heroes, y'know, to kind of do their job. And, 'cause usually, y'know, you start to see it unravel pretty quickly, once we start pokin' around. Y'know, it's... somebody's using a Shop Vac, y'know,

to make stuff move, or whatever. Y'know, people got all kinds of tricks. But um—

**Griffin:** So I think—I think what would be cool here is if we did a roll. There's manipulate someone, and I think we can do this... once you have given them a reason, tell them what you want them to do, and roll plus charm. I think what you're doing is trying to like, assuage his fears, so he's not gonna like, poke into what y'all are doing.

**Justin:** Yes, exactly.

**Griffin:** And the reason you're giving them is that, y'know, it's all good here. There's no monsters. We're a team that sort of investigates—

**Justin:** I'm also trying to like, lay down a cover that he can—

**Griffin:** Yeah, for sure.

**Justin:** He can tell other people, in case, y'know, he needs to.

**Griffin:** I think roll plus charm, and I think the stakes here are, Calvin's sort of continued interference into this thing.

**Justin:** Okay. Roll plus charm. Aha, nine plus one! That's a ten.

**Griffin:** Okay. Then, they do it.

**Justin:** Consider yourself manipulated, Calvin.

**Griffin:** They do it for the reason you give them. Um, I think he—I think he just looks relieved, and he's like...

**Calvin:** Alright. Yeah, I was startin' to think that it was a little silly. I—I—I don't know, maybe the jets kicked on too hard, and there were... it would make me feel a lot better if y'all would go—go—y'know, look around. But I—I don't know, you seem like you're not full of shit on this, so I'll—I guess I'll drop it.

**Griffin:** And he looks, I think he looks, for the first time since you all have been talking to him, he looks like he's calmed down.

**Duck:** And listen, you don't need to go... don't—we'll pass this all along to the Zeke, and the boys over at the uh, the sheriff's office. Let us poke around into it—

**Griffin:** This fucking character list is getting...

**Duck:** And we'll, uh... we'll just—we'll poke some holes in this whole water thing, and find out what is really goin' on here. And y'know how those guys don't like to lift a finger, so we'll kind of wrap it up in a nice little bow for them, and drop it off at their office. My metaphor has gotten away from me.

**Calvin:** Yeah, a little bit.

**Duck:** You know what I'm saying.

**Clint:** Mr. Keeper, are any of the uh, accumulated residents of Sylvain there have a medical background?

**Griffin:** Uh, no, I don't think so. I think—I mean, there's werewolves, and vampires, and a ghost. And so, they have like, magical backgrounds, but no, like, medical ones.

**Clint:** Well, I just wondered if it would behoove us to take a look at Calvin's ankle, where he was grabbed.

**Griffin:** Interesting.

**Clint:** Well, I mean, it was the only physical contact that—

**Justin:** Yeah, and obviously, none of us are gonna have the expertise to like, have any... derive anything from it, but...

**Clint:** "Barkley" might. "Barkley" might.

**Griffin:** Uh, Barclay. Not, uh... it's not Charles Barkley. He shows up in arc four.

**Clint:** Oh, I was thinking Barkley from the, uh... from Sesame Street. But okay.

**Griffin:** Why don't you roll to investigate—like, you could just do it, right? And that way, we all sort of get a hand on the ball in this scene.

**Clint:** Okay. Eight plus, what, sharp?

**Griffin:** Sharp, yeah.

**Clint:** Then that's a ten.

**Griffin:** Is it? You have plus two sharp? Wow.

**Clint:** Yep.

**Griffin:** Uh, okay. On a ten, hold two. So you get to ask two questions, and I think we sort of resolved this thing here with maybe, um, what can it do, or...

**Travis:** What happened here?

**Griffin:** What happened here, or something like that.

**Ned:** Uh, listen, Calvin, I know it sounds a little weird. But uh, I am quite an aquatic fan myself.

**Aubrey:** Like a swim—a swim fan, you might say.

**Ned:** I'm a swim fa—wait, no. Um—

**Griffin:** I'm gonna murder you.

**Ned:** I have a Michael Phelps poster in the Cryptonomica, in the back, back, back, back, back, back room. But uh, could I maybe take a peek at uh, your ankles? Y'know, a lot of power derives from the—

**Travis:** Hey, Dad, I just want to say thank you for making this as creepy as you possibly could in like, 30 seconds.

**Griffin:** Yeah, sure.

**Travis:** I really appreciate it.

**Griffin:** I think you've seen him sort of walk, uh, favoring one of his legs. And sort of put it together like that. And he says...

**Calvin:** Uh... yyyes?

**Griffin:** And he uh, he rolls up his pant leg, and props it up on the table. And you look at his ankle, and there is like, a mark there. It's not like a handprint or anything like that. It's just kind of, uh, just sort of a red area, I guess, is the only way to describe it, that wraps around his whole ankle. And I think what you've sort of gleaned from that is like, he was not necessarily grabbed by a hand, necessarily.

**Ned:** Uh, my second question. You said you opened your eyes, and you looked, when you were under the water. Now, I realize, you probably didn't see much. But did you see anything at all? I know, chlorine. [laughs] I know. Kills me, too. But did you see anything in the water at all?

**Griffin:** Is this 'what sort of creature is it?'

**Clint:** Okay. I guess it's what happened here. I want to know what he saw, if he saw anything.

**Griffin:** Yeah, I think it's one of those two. This is the second question, so I guess it's six in one, half dozen in the other. He says, um...

**Calvin:** I uh, I didn't have my goggles on, unfortunately. I was taking a little breather when it grabbed me. But um... I don't know, Ned, it was pretty

dark, and it was underwater. I didn't have my goggles on, and... I'll tell you what, though – there was some moonlight coming in. The moon was real bright that night. And so, like, that was sort of what I was swimming by. But when I was under there, I feel like I saw, like, a different light. Like, not moonlight. It was kind of... [sighs] I saw it for like, a millisecond, so this ain't gospel. But, it was like, yellow light under there? I thought maybe they had—

**Aubrey:** Like bioluminescence? Phosphorescence?

**Calvin:** No. No, just like... not like a, y'know, I wasn't grabbed by an electric eel or anything like that. It was just—I thought somebody had changed the pool lights out, and put in some different bulbs, or something. But uh, the lights were out. But there was some sort of yellow light under there. I don't know, that's what I saw.

**Clint:** Damn you, Sinestro!

**Travis:** That is such a dorky joke. I love it.

**Clint:** I know.

**Griffin:** And I think, with that, uh, I think Calvin says...

**Calvin:** Uh, so, y'all are gonna look into this, right? I feel a lot better just knowing that like... the meet's coming up in four days. I don't want folks, y'know, getting pulled under, or killed by some sort of living pool or something while the competition is taking place. So if y'all would look into it, it would really help me sleep a bit better tonight.

**Ned:** Absolutely. The Chicaners will be on the case.

**Duck:** And now, I'm still not sure about that one. Um... the Chicaners. Nah, it's just us three people gonna go check it out.

**Ned:** Yeah, we're the Chicaners.

**Duck:** We don't even really have a team name, Calvin.

**Ned:** Well, but, Chicaners would be cool.

**Duck:** I... the Chicaners is... or, just three people.

**Ned:** Get `em on a jacket. The Three Chicaners.

**Duck:** Well, I already have—

**Ned:** The Three Chicaners?

**Duck:** I already have a jacket, and we may add other people, or one of us might beef it, so we don't want to hang our hat on the number of people. And also, we are just three regular people who look—

**Ned:** Yeah, but for spring, y'know, something lighter, like a windbreaker kind of thing.

**Duck:** I got that, too. The forestry department issues that to me, so I'm kind of covered on the jacket front. Pretty much any thickness or lining.

**Ned:** Hoodies?

**Duck:** I'm pretty well covered on hoodies.

**Ned:** Maybe hoodies?

**Duck:** Hoodies, I'm not a fan of, `cause of the hat, you see.

**Ned:** Ah, right.

**Duck:** Yeah, so maybe for right now, we're just gonna go with three...

**Ned:** Three...

**Duck:** People...

**Ned:** People...



**Duck:** Who are looking into it, Calvin. Thanks so much. I'm assuming you've left...

**Griffin:** [laughs]

**Clint:** [laughs]

**Duck:** ... the room, at this point.

**Griffin:** Uh, real quick. You mentioned jackets. And I think you all have received a Pine Guard patch.

**Justin:** You will not make the jackets canonical.

**Griffin:** No, I know, but the jackets. You all have a Pine Guard patch at this point, that uh, you're supposed to sort of uh, fasten to the inside of your jacket.

**Clint:** Does it have to be inside?

**Griffin:** Yes. It's like a secret thing. You don't want to go around saying, "I'm part of a team of monster hunters." I think maybe if you put it on the outside, the first time Barclay saw you, he was like, "What are you—no, inside. It goes inside, for secrets."

**Justin:** Duck's—Duck's is in his wallet, 'cause he doesn't know how to sew.

**Griffin:** Okay.

**Travis:** And I will say, Aubrey has just like, safety pinned hers into the inside of her vest.

**Griffin:** Love it.

**Clint:** I've uh, got mine in a, uh... I'm gonna get a tattoo of it.

**Griffin:** [snorts] Okay. Do you have it on your person also, in addition to your tattoo? And also, you don't have it yet, but you're gonna get around to it?

**Clint:** Yeah. I've got it, but it's been really busy at the Cryptonomica.

**Griffin:** Yeah, sure. Um, okay. Yeah, I think Calvin, after this great dialogue, stands up, and he says...

**Calvin:** Alright. Uh, I gotta head out, actually. It's my brother's birthday, and I actually snuck out of the house to come here as is. But um, maybe we can circle back at some time before the—

**Aubrey:** Tell us about your brother.

**Calvin:** He's a... he's a doofus. But um, maybe we can circle back before the swim meet, and I can find out what y'all found out?

**Clint:** Tell me Calvin's last name is Hobbs.

**Griffin:** Uh, it's Owens.

**Justin:** Crap.

**Griffin:** Named after listener Calvin Owens. Thank you for tweeting about the show. He asks if you can circle back up before the meet.

**Aubrey:** Yes.

**Justin:** Uh, it's a problem we, uh, any one of the three of us can answer. [wheezes] He's just kind of in this weird, like, well, I know if I say it now... it's like this math you do where like, with each second that passes, the likelihood of someone else answering becomes higher, so you don't want to like, step on anybody.

**Clint:** [laughs]

**Justin:** So you just fall into a circle of not being able to answer.

**Duck:** Yes, we will. No problem.

**Griffin:** Uh, and Calvin stands up, and uh, leaves the... leaves Amnesty Lodge. And with that, I think Barclay walks over to the seat he was sitting in and sits down, and he says...

**Barclay:** [sighs] Alright, uh... I guess it's, uh, I guess it's a work day. We uh, should probably start our investigation. If this thing showed up, we can assume the clock starts then. We got, y'know, we got about a week before it's able to leave Kepler. And so, we need to find out what it is and take it down before it does, so... I gotta stay here, 'cause I'm—

**Aubrey:** Could you make us some lunches?

**Barclay:** Yeah, of course I can make you some lunches. That's my jam.

**Aubrey:** Sick.

**Barclay:** But y'know, Mama ain't back yet, so I gotta hold down the fort here. Are you three good to... I know you—I don't know how well you been keepin' up with your practice and stuff. Aubrey, I know you been goin' out back and we been shootin' some fire at some shit. But y'all feel alright about tackling this one on your own?

**Aubrey:** Sure.

**Ned:** Go to a swimming pool? Yeah.

**Duck:** I just got one question. Um, uh, one of my partners has a real heavy stick that he clobbers stuff with. I got a sword. And my other partner shoots fire out of her hands. How the hell do we fight water?

**Barclay:** Duck, I don't know, that's the job. One of the tricky things about this gig is, we don't get repeats. There's not a lot of uh, sort of institutional knowledge that comes into play here. I've never seen a water monster come through. So you're gonna have to figure that out on your own. But I think a good place to start is maybe heading to the scene of the attack last night,

and seeing what you can find out there. Obviously, be careful. You don't want to fight it until we know how to kill it, and for God's sake, whatever you do, don't get in the water. But I think if you head to the pool, and see what you can see, it might be a sort of good place to... good launch pad.

**Duck:** Alright.

**Griffin:** Um, and he stands up, and I think he picks up the uh, empty cups of tea, and puts them on a tray. And he says...

**Barclay:** And listen... I appreciate you not telling Calvin the truth of the matter, and... you gotta keep this stuff secret, *Ned*. You gotta—it's—it is so important. I mean, it's to all of you, but I'm talking to Ned specifically, here, because he can't seem to um, y'know, shut up about it. It's... humans have a long history of freaking the hell out when they find out about Sylvain, and that usually ends with them coming over and causing a ruckus. The night that you three found out, that was an anomaly. It is of the utmost importance that nobody else gets clued in. Okay?

**Ned:** My friend, discretion is my middle name.

**Barclay:** I thought your middle name was Fuckin'.

**Ned:** Ned Fuckin' Discretion Chicane. That's me. Junior.

**Griffin:** And I think, with that, the door to Amnesty Lodge, uh, opens and shuts, and a man walks in. A tall, sort of handsome, very neatly dressed man walks in. He's wearing a suit. Um, and kind of eyes the place over, and sort of nods at one of the guests with a kind of friendly demeanor. And he walks over to the four of you, and he introduces himself. He says...

**Man:** I'm looking for Ned Chicane, proprietor of the Cryptonomica. I was told by his associate, Kirby, I could find him here.

**Ned:** Hm. What, uh, what do you need jolly old Ned for?

[theme music plays]

**Griffin:** Uh, he, I think he sees you, Ned, and just deduces, "Oh, that's Ned."

**Clint:** Damn.

**Agent Stern:** Mr. Chicane, my name is Agent Stern, FBI. At your earliest convenience, sir... I would just love to see your bigfoot video.

[theme music plays]

**Justin:** So that's gonna do it for us this week. Travis went to go throw up.

**Griffin:** Travis is very sick. He recorded this episode very sick, and we're all very proud of him.

**Justin:** He's an inspiration.

**Clint:** He was able to fight. He was able to fight through it for you, the listener.

**Justin:** And what are you gonna do for Travis? Well, luckily, you can do something. You can go to [MaximumFun.org/donate](http://MaximumFun.org/donate) and really thank Travis, for Travis.

**Griffin:** Yeah, so we uh, we really appreciate all the support that you all have given us, especially during the experimental arcs. We were trying out some new stuff, and trying to find our footing for season two. Um, and we hope that you enjoy it, and this is a really great time of year to show your support of our show, try to help us meet our goal of 25,000 new and upgrading members.

Uh, you can help us get there by going to [MaximumFun.org/donate](http://MaximumFun.org/donate), and again, you're gonna get those cool gifts. You're gonna get, uh, the feeling of satisfaction, knowing that you have helped keep this show afloat by supporting it in a very, very direct way. Um, yeah. It means the world to us. If you have the means, please consider going to donate at [MaximumFun.org/donate](http://MaximumFun.org/donate).

**Clint:** And there are a lot of different levels for you to choose from. Y'know, just pick the one that fits for you. And it's a really easy process, too. It doesn't take much time. Doesn't take a lot of effort. It really is very simple.

**Griffin:** Um, so that's it for this week. We will be back next week with another episode. That will be April... what day is that gonna be? April 19<sup>th</sup> will be another episode. And then, that'll get back on schedule, and then, we are gonna kick it back to biweekly, so that I can stop being so anxious all the time.

**Clint:** Have a life.

**Griffin:** Uh, so, new episode next week, April 19<sup>th</sup>. Live show this weekend, Friday, Dallas.

**Justin:** Woo!

**Griffin:** Yeah, we'll see you real soon.

**Justin:** Hey, also, uh, this is MBMBaM, but Houston... Can you please come to our show, Houston?

**Griffin:** Yeah, [McElroyShows.com/tours](http://McElroyShows.com/tours). Houston, come—hey, Houston? Can you come see the show? Uh, but, yeah. We'll see you soon, and talk to you next week. And bye!

**Justin:** Bye!

**Clint:** Bye!

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