**The Adventure Zone: Amnesty – Episode 18**

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**Griffin:** Previously on The Adventure Zone…

[theme music plays]

**Griffin:** You melt the snow in front of Keith, and he eats shit. And then he stands up, looks back at you, Aubrey, and is just kind of staring at you, dumbfounded.

**Duck:** We gotta get this thing back to the lodge. I know, I know, I know, but look at it, man. It’s gonna die if we don’t do something. Hell, we got veterinary equipment down there.

**Indrid:** You were targeted. That means that there is a motive behind these attacks.

**Aubrey:** What if Billy and the other two, they’re just like, the foot soldiers?

**Indrid:** Why was the funicular attacked?

**Aubrey:** Your friend was there, and she’s an employee of the park service. But what does that have to do with the general store?

**Justin:** I take it out of his mouth, and I slip it onto his wrist.

**Griffin:** He transforms. You want to decide what he looks like?

**Justin:** Uh, yeah. He looks exactly like Ryan Gosling.

**Travis:** Duck, Duck, Gosling is what we’ll call this arc.

**Griffin:** Yowzers.

**Justin:** Baa Baa Land.

**Travis:** [laughs]

**Griffin:** [laughs]

[theme music plays]

**Travis:** Hey, everybody at home listening. So, Griffin did a shit ton of work in Roll 20.

**Griffin:** I did.

**Travis:** He put like… he’s gonna change the literal game. But one of the things that he done did was compile all of the things that we should have known and written down that we didn’t. Maybe Dad did, I don't know. He’s a nerd.

**Clint:** I did.

**Travis:** He’s got all of these clues in there, and I've done figured this whole thing out.

**Griffin:** Oh, did I make it—I made it too easy?

**Travis:** No. I can see it all now. Wheels within wheels. I know exactly what’s going on. Also, uh, another behind the scenes, what really helped… went back and listened to the last episode.

**Griffin:** How novel.

**Travis:** I know. And uh, I'm ready. I'm ready to solve the puzzle, Alex.

**Justin:** Hey, listener? Can I suggest that you do that, too, if you haven’t been doing that? Go back and listen to last… especially when we take a, uh, a live show—

**Griffin:** A calendar month.

**Justin:** A calendar month between releases, go back and make sure you download it separately, and please up your donation to reflect the fact that you're listening to multiple times.

**Travis:** Yeah.

**Griffin:** Otherwise it’s thievery and theft.

**Justin:** It’s—it’s stealing, yeah.

**Travis:** Yeah.

**Griffin:** Federal crime.

**Travis:** I also want to say, I just said, um, in ready to solve the puzzle Alex, and I should’ve said Pat, and I'm really mad at myself.

**Justin:** No one says that. [laughs]

**Travis:** They don’t say that?

**Justin:** No one says… I don’t think “I’m ready to solve the puzzle, Pat.” I don’t think anybody addresses Pat Sajak by his name anymore.

**Griffin:** That’s true.

**Justin:** I think he would think that’s threatening.

**Travis:** Do they just say Mr. Sajak?

**Clint:** Mr. Sajak, yeah.

**Griffin:** No, they just go whole episodes without even acknowledging that he’s fucking there. They just—they care about the board, they care about their letters, and their precious fucking wheel. But Pat Sajak doesn’t get the time of day.

**Justin:** They say, “Pardon me, Wheel Lord. I'm ready to solve your riddle and save my family from the dungeon you've imprisoned them in.”

**Travis:** Is Pat Sajak the Wheel Lord, or is he just like, the mouth piece for the Wheel Lord?

**Justin:** Pat Sajak is the Lord of the Wheel. He imprisons all the contestants’ families before every episode, and then makes them play to free them.

**Travis:** But only one person wins, Justin.

**Justin:** The one thing about it is that the right… there’s two answers. Two correct answers to every puzzle. It’s what the letters spell, and also, his true name. So if you ever answer his true name for any of them—

**Griffin:** But, you have to get *him* to say it.

**Travis:** Hmm.

**Griffin:** It’s tough. It’s a tough game, Wheel of Fortune.

**Justin:** People have only found so far three of the letters, [indecipherable noises that are definitely not letters].

**Griffin:** [laughs] They’re more runes than anything.

**Justin:** Sort of runes.

**Travis:** And that’s why he’s aged over the time, ‘cause y'know, he’s immortal, but once you find those letters, takes about, I don't know, three years.

**Griffin:** Did you say immortable?

**Travis:** No.

**Clint:** He’s immortable. That’s a portable immortal.

**Griffin:** Okay.

**Clint:** That’s somebody that can go somewhere and live forever.

**Griffin:** Alright, that’s good, ‘cause we actually got all of our sort of diversions and uh, like, drifting from the story out of the way like, at the top of the show, which is super convenient. Now we can just like, plot, plot, plot, plot, plot, bullshit, bullshit, bullshit.

**Travis:** So, here’s the thing that I figured out that I want to… because I know that this was something that we were trying to figure out last episode. Griffin, tell me if I am right, because you have to. The reason that the general store was attacked was to steal fertilizer.

**Griffin:** That’s correct.

**Travis:** Yeah.

**Clint:** Whoa, nelly!

**Griffin:** I don't know why I'm just like, telling you that, but like, it seems like such a, uh—

**Travis:** Well, because we’ve been in this arc for like, 27 episodes.

**Griffin:** Well, the bigger thing is, it would’ve been a big clue back then when you first saw it if you had like, investigated that. There have been lots of times where like, you all investigated one thing instead of another thing, and so, there’s like, information you didn’t have. But at this point, like, I think that that is largely, y'know, you could probably… I think you probably just figured that out through context clues. I didn’t write down, “He stole fertilizer.” Travis just sort of sussed that out.

**Justin:** Who stole fertilizer?

**Griffin:** The goat man.

**Justin:** Why?

**Travis:** ‘Cause they’re trying to grow something, Justin.

**Griffin:** So, let’s—

**Justin:** I know, and I solved that one. So I got this far.

**Griffin:** This is turning into a The The Adventure Zone Zone, so let’s play the game, Monster of the Week. So let’s pick up right after the great events of the last episode. You have now a Ryan Gosling on your team, in the form of Billy, and you are still in Indrid’s Winnebago.

**Aubrey:** Hey, I think that they were stealing fertilizer from the general store!

**Griffin:** Indred looks shocked, because you just sort of said this like out of nowhere. It was almost like you were having a conversation with nobody.

**Travis:** Well, y'know, here’s the thing. At this point, I think this will surprise no one. But Aubrey has, um, ADD, much like myself.

**Griffin:** Sure.

**Travis:** And so, oftentimes, I will have whole conversations in my head that I don’t share with anybody, and then just say the conclusion out loud. So I'm gonna say that that is what has happened here.

**Griffin:** Alright, for sure. Uh, Indrid says…

**Indrid:** Well, that would explain why Leo’s store was targeted. We still don’t really know why Juno was targeted. But anyways, now that you can sort of take your turncoat friend here about town without fear of looky-loos… I mean, he does look like Ryan Gosling, which is going to attract quite a few looky-loos, but… anyway, I'd recommend you get out there—

**Aubrey:** But why would Ryan Gosling be—I think people will see it and be like, “No. There’s no way.”

**Indrid:** I mean, maybe he’s doing sort of method research for the Land Beyond the Pines 2 I think it was called, or whatever.

**Ned:** And remember, you did agree, Indrid, to let us borrow your special glasses as kind of a disguise for young Billy. I don't know if you remember a month ago, but you agreed to do that.

**Griffin:** He kind of smirks, and he says…

**Indrid:** So, you um… you want to borrow my glasses?

**Aubrey:** Can I be straight—look, here’s the deal, Indrid. There’s this big ol’ cat in Sylvain that said he will make special stuff for us if we bring him certain things, and one of them was seer’s spectacles or whatever. That’s you. Give us some glasses. I'm done dancing around. We got a whole town to save. Give us your fuckin’ specs.

**Griffin:** He says…

**Ned:** Please.

**Aubrey:** Please.

**Griffin:** He says…

**Indrid:** Well, because you asked so nicely.

**Griffin:** And he slips off his spectacles. And instantly, he transforms, and you all behold the Mothman.

**Aubrey:** [sighs]

**Griffin:** And he is… terrifying to look at. I think there is a reason why sort of uh, local mythos around the Mothman sort of depicted him as something to be feared. It is because his form is sort of traditionally terrifying. He has these huge eyes, these huge wings, a just sort of exposed thorax, and mandibles, and—

**Ned:** Oh, God.

**Griffin:** And he is pretty, uh, upsetting to look at.

**Ned:** Give him the damn glasses back.

**Duck:** Yeah, put them back on.

**Aubrey:** Yeah, you—you can wear the glasses. Do you have like a pair of reading glasses, or sunglasses, or something you're not using?

**Duck:** Sunglass—yeah, any cool Raybans that we could just have?

**Griffin:** Uh, he slips the glasses back on, and he says…

**Indrid:** I'll see what I can find.

**Griffin:** And from out—

**Duck:** Hey, wait. Hold on, let me look in your—let me look in your cupboards. Hey, look. Found two glasses.

**Travis:** [laughs] Perfect.

**Griffin:** From outside, uh, as he slips his spectacles back on, you all hear the sound of just like, clanging and clattering. It sounds like trash cans are being knocked down outside. And you hear something fall to the ground. And like, as he sort of slips his glasses back on, Indrid like, looks to the windows and towards the door. And Indrid, to this point, has been a sort of like, uh, ethereal, stone cold sort of figure. Like Stone Cold Steve Austin. Just like, not super emotional.

But now, like, he looks kind of worried, because he was just the Mothman, and something was there, outside.

**Travis:** Aubrey’s on the move.

**Griffin:** Okay. You bound outside. Ned and Duck, are you heading out there, too?

**Clint:** Ned doesn’t really bound, but yeah, he’ll kind of trail along behind.

**Justin:** Yeah.

**Griffin:** Okay. As you all make it outside, you catch a figure, a person riding a dirt bike. They are wearing a sort of puffy winter jacket, and they have on a helmet that is covering their whole head, and they are on this dirt bike, riding into the woods, sort of just beyond the Eastwood RV Park that you all are at. You all can sort of just see them starting to take off.

**Travis:** Griffin, is there anything on the back of the jacket?

**Griffin:** There is. Uh, you can just sort of make out a sort of homemade… I think it’s a homemade patch that, sure enough, looks like a hornet flying in mid-sting.

**Travis:** Mmm. My old nemesis… that person from a bunch of episodes ago.

**Justin:** [laughs]

**Griffin:** Uh, that would be Keith.

**Travis:** Keith, of course!

**Griffin:** Keith, the lieutenant of the uh…

**Travis:** Keith.

**Clint:** I say we go where the action is, man.

**Justin:** Yeah, absolutely.

**Griffin:** Okay.

**Travis:** And that’s Keith? Is Keith where the action is?

**Clint:** Keith is the action.

**Travis:** Keith - it’s where the action is!

**Clint:** [laughs]

**Griffin:** Yeah, I mean, sure.

**Travis:** Hi, I’m Keith.

**Griffin:** Keith is the only action that appears to be present here. Uh, I mean, as you all are heading outside, you hear the Mothman uh, just kind of uh, grumbling. And he immediately, like… he instantly starts uh, just like – it looks like he’s packing things up inside of his Winnebago.

**Travis:** Oh, no.

**Clint:** Did we get the spare glasses?

**Griffin:** Uh, yes. He managed to hand you a pair of spare reading glasses. Congratulations, you got those. Was it worth it?

**Travis:** Yes.

**Clint:** We don’t know yet.

**Griffin:** Fair enough. Uh, okay. So you all are trying to pursue Keith. I think, um, Aubrey, you were sort of the first one to—

**Travis:** And I'm running.

**Griffin:** --call this. Go ahead and, yeah, act under pressure, as you are… I mean, you're trying to catch up with a dirt bike, which is probably gonna be a tough putt. But let’s see how you do. Oh my God.

**Travis:** How’d I do? Oh. Not great. Uh, rolled a three.

**Griffin:** Aubrey got a three, all told. That’s quite bad. Okay. Um…

**Travis:** But y'know, Griffin, I learned something from my mistakes, and I'm gonna pick up an experience point.

**Griffin:** You do pick up an experience point. Congratulations. Okay, you all run into the woods. I'm gonna take a hard move here. I'm trying to figure out what that looks like. Okay, you all hear… uh, you all hear the sound of the dirt bike sort of like, uh, cruising deeper into the woods as you run out of the Eastwood RV Park, chasing Keith.

And then, you hear the sort of telltale sound of a crash in the distance. And you hear like a scream shortly after this crash, and it seems to be like—it is a long, pained howl. And then you hear another sound – you hear a clang, like the sound of metal hitting something, and then the scream stops.

**Clint:** I say we ought to run in the direction of the screaming that stopped.

**Justin:** Yes, I love it.

**Travis:** I agree.

**Griffin:** Okay. Uh, you all—

**Clint:** To action!

**Griffin:** You all find the dirt bike. It is sort of like, crumpled into a fallen tree. And it’s still sort of like, faintly sputtering and dying. And then, you see a clearing just beyond that log, and see Keith, and he is on the ground. His helmet is off; you can clearly see his face.

You see this lieutenant of the hornets, which, if you remember during the lunar interlude, uh, was very antagonistic towards you. And then Aubrey used magic, and he kind of noticed that because of a bad roll. And he is… he is in a bad way. One of his legs is like, very clearly uh, pretty fucked up. And he is unconscious, and uh, is just like, bleeding from the head.

And the reason for that, you realize very quickly, is the goat man standing over him. The goat man that is wielding—

**Travis:** *A* goat man, Griffin.

**Griffin:** A goat man that is holding a shovel, and you put together that this goat man just knocked Keith right the fuck out.

**Travis:** Problem solved.

**Griffin:** You thank the goat man, and head back into the city where you complete your quest and receive 50 gold coins.

**Justin:** [laughs]

**Travis:** [laughs]

**Clint:** Now, is Billy with us?

**Griffin:** Um…

**Travis:** Yes.

**Griffin:** Okay. Yeah, you guys have to like, tell me stuff like that I think.

**Clint:** Well, I assume wherever we go, he go.

**Griffin:** I mean, if you bring him with you.

**Clint:** Yeah, I think we brought him with us. We’re in charge of him. We need to keep an eye on him.

**Griffin:** Okay. Then if you brought Billy with you, the goat man turns and looks towards you, holding this sort of grisly shovel as he stands over this human being that he just sort of destroyed, and looks at this like, new person that is with you, and kind of cocks his head, sort of curious, and Billy starts to like, take slow steps toward the goat man, kind of like, with his hands up, trying to keep him calm.

**Clint:** I say Ned takes the watch off of Billy’s wrist.

**Griffin:** You just like, pull it off?

**Clint:** Yeah. Just stop him, and just kind of pulls the watch off.

**Griffin:** Okay. As you do so, he transforms back into his goat man form. And now that you all have sort of gotten to know Billy, you can kind of recognize some of the physiological differences between these two, like Billy is a smaller form than this goat man with the shovel is. And as you take off the watch and Billy turns back into a goat man, the other goat man looks confused at first. And then, he looks angry, and he starts charging at Billy with the shovel up.

**Justin:** Alright, well, I'm gonna have to tackle the angry goat.

**Griffin:** Okay. Roll to kick some ass.

**Justin:** [sighs] Wasn’t trying to kick this poor goat’s ass, but I guess.

**Clint:** Isn’t angry goat an herbal thing?

**Justin:** No, Dad’s right. I'm gonna kick this poor goat’s ass.

**Griffin:** I just don’t know what else it could be. There is a thing in kick some ass about like, put them where you want them, which I think for a tackle would be like, on the ground.

**Justin:** Yeah. But I guess I'm still risking the getting hurt. Anyway, um, here I come.

**Griffin:** There it is.

**Justin:** That’s a ten.

**Griffin:** On a ten, you and the goat man deal harm to one another. I think… I mean, with your tackle, you probably are just like, dealing one harm, right? ‘Cause you're coming at him unequipped. And as you do so, I think he just head-butts you as you collide, and he’s got, y'know, he’s got some horns, and that feels pretty awful. You take two harm, which I'm pretty sure is just negated by your natural armor.

**Justin:** Yeah.

**Griffin:** And… you get to choose one. You gain the advantage, take plus one forward; you inflict terrible harm; you suffer less harm; or, you force them where you want them.

**Justin:** I'm gonna force him where I want him, onto the ground.

**Griffin:** Okay. How do you do so?

**Travis:** And Aubrey then takes that opportunity to move over to Keith.

**Griffin:** Okay.

**Travis:** And kind of holds her hands over him and says out loud…

**Aubrey:** I—I would like the bleeding to stop.

**Griffin:** Can you do that?

**Travis:** There is healing in use magic.

**Griffin:** Heal one harm from an injury, or cure a disease, or neutralize a person? A poison?

**Travis:** Yes.

**Justin:** Poisen.

**Griffin:** A poisen.

**Travis:** A poisen. I wanna heal a poisen! [crosstalk]

**Justin:** Look at this schmuck. We’ll neutralize him.

**Griffin:** Uh, okay. So go ahead and roll your ball.

**Travis:** Uh, a seven.

**Griffin:** Okay. Uh, yeah, that is just barely a mixed success. On a mixed success, your spell works imperfectly. Choose your effect and a glitch. Your effect is, you are healing one harm from an injury. The keeper will decide what effect the glitch has. So, uh, the glitches are the effect is weakened; the effect is of short duration; you take one harm, ignore armor; the magic draws immediate, unwelcome attention; it has a problematic side effect.

**Travis:** Um, I'm going to say…

**Griffin:** Some of these are not like, applicable, right? Like, why would you take one harm from this? How could this be a short duration?

**Travis:** Yeah. Let’s go with draw unwanted attention.

**Griffin:** I love you, Travis. You're such a kind and giving brother. Uh, okay. You do this, and the… I mean, the broken leg is like, broken. And there’s—that magic is not just going to… this isn’t Harry Potter with fuckin’ a potion that makes bones fix. But the head wound, it just kind of… it doesn’t like, seal up, as much as it sort of uh, instantly kind of like, coagulates and stops bleeding.

The side effect of this is, while you're in the middle of doing this, Keith opens his eyes, and just like, sees you, point blank, doing magic on him. And I think he’s too sort of like, stupefied to like, do anything about it. But he sees you doing magic.

**Aubrey:** Yeah dude, I'm doing magic, saving your life. Stay the fuck down.

**Griffin:** Uh, he just closes his eyes and he goes back out. You've stabilized Keith, you have a goat man pinned to the ground. Let me do something actually, because we sort of have something established about these creatures in an earlier episode that like, it wouldn’t make sense for them not to do here. The goat man that you have pinned to the ground does that like, loud, shrieking bleat. And you heard that once before, Duck, when you sort of fought the one goat man in the woods that made the other two appear.

And as he does this, Billy, for a second, kind of turns towards you all, almost like he is losing whatever sort of peaceful part of himself he realized when you showed him kindness, Duck. But then he like, shakes his head, and turns back towards the goat man. And he looks very worried as this thing sort of screams, and sure enough, the third goat man, the one holding the shears, comes charging out of the woods towards your party.

Now, Ned, I believe it’s your turn in the action. What do you want to do?

**Travis:** Did we—how far—and I know I'm not Ned. I recognize that. I know that about myself. How far are we from Barkley’s truck, which we use to get to the trailer park?

**Griffin:** I mean, you're… y'know, you're maybe a couple hundred feet or so. I mean, you ran… you ran out of… you ran away from the trailer park, and y'know, chased a dirt bike down. So you got pretty far from the trailer park. Ned?

**Clint:** [laughs] I think Ned is going to try to scare off the goat man with the scythe. Did you say it was a scythe, or…

**Griffin:** Scythe?

**Travis:** Shears.

**Griffin:** Oh, shears, yeah. I thought you were saying that Ned now had a scythe. [laughs]

**Travis:** He reaches into his pocket, and gets his collapsible scythe.

**Griffin:** I stole this from the Grim Reaper. Okay, how are you doing that?

**Clint:** Just kind of running at him, and just waving my arms, and trying to—

**Travis:** You make yourself big to scare an animal.

**Clint:** It’s a goat. I'm making myself big. He’s a goat, for God’s sake. He’s not gonna be that sophisticated and combatant. And he’s gonna be—

**Travis:** [laughs]

**Clint:** He’s gonna be confused, because he sees one buddy down on the ground, he sees another buddy who seems to be with these other people. He’s gonna be in a vulnerable spot.

**Griffin:** Sure. He’s… yeah. You can tell there’s definitely a sort of vulnerability there in this charging monster goat’s eyes.

**Clint:** Would that be act under pressure, or manipulate someone?

**Griffin:** I think it’s definitely manipulate someone, right? You're giving them a reason, which is like, hey, this is a confusing time for you, and I'm a big man who’s like, waving his arms around.

**Justin:** [laughs]

**Travis:** You're going through a lot of changes right now.

**Griffin:** Don’t you want to run away?

**Clint:** Yeah. So, Ned just does just that. He just happens to be having… he has a big coat on, and he just goes running and making this…

**Ned:** [howling noise]

**Clint:** … noise.

**Griffin:** Okay. Let’s roll plus charm.

**Clint:** It’s an eight.

**Travis:** A mixed success.

**Griffin:** Alright. So this is great. On a mixed success, they’ll do it, but only if you do something for them right now to show that you mean it. If you ask too much, they’ll tell you what, if anything, it would take for them to do it. Hmm.

**Travis:** [laughs]

**Justin:** Alright, I… stop. Role-play this conversation. I want… I think the problem with this breakdown is that we said someone, and it’s like, a goat person. So I don't know how they can sign or signal to dad with body language.

**Griffin:** Y'know what, that’s fair. There’s actually a rule in the book that you explicitly can't do this with monsters unless you have like, a special monster skill that lets you talk with monsters. Justin is right. I fucked that up. Because it says, “For a normal person.” These are monsters. I think it would be act under pressure. So we’ll keep that roll.

On a seven to nine, the keeper is going to give you a worse outcome, hard choice, or price to pay. Uh, the price to pay is… uh, he’s going to run into you, right? He’s like, charging at you at speed. You're gonna take some harm, but the bigger thing that’s gonna happen is, you're standing right next to Duck. He is going to sort of get knocked over, and they will go away, but both of them will go away. You will sort of lose your captivity on the one goat.

So you can either let both goats go away, or this isn’t going to work.

**Clint:** [groans] Alright. It doesn’t work.

**Griffin:** Oh. Okay. It’s going to be quite bad for you, then.

**Clint:** Okay.

**Griffin:** Okay. [laughs] He just charges you with the shears.

**Clint:** Really and truly, doesn’t faze him at all? Okay.

**Griffin:** I mean, you didn’t really think that one…

**Clint:** No, I didn’t think that one through.

**Griffin:** You can admit that’s not your best plan that you've ever sort of done.

**Clint:** No. Well, no. No, that wasn’t.

**Travis:** Can I—

**Clint:** But y'know what?

**Travis:** Can I help out?

**Clint:** Maybe the sight of blood will scare him off. Mine.

**Griffin:** Yeah, sure.

**Travis:** Can I help out not like… I'm still, after all this time, not 100% sure how help out works.

**Griffin:** Right. So, basically if somebody is on the cusp, right? If somebody rolls a six or a nine, and you want to get them up to the seven mixed success range, or the ten full success range, then you can roll and give them a plus one on their roll.

**Travis:** But that wouldn’t really help if he has an eight.

**Griffin:** That is correct.

**Travis:** Or whatever he got.

**Griffin:** Um…

**Travis:** Well, then, could I use magic to at least try to like, divert the shears?

**Griffin:** No. This is the way the game works. Dad, y'know, made the roll he made, and I gave him a choice, and he chose not to do it.

**Travis:** Okay.

**Griffin:** This thing just sort of uh… it doesn’t impale you with these shears. I think he just—actually, he doesn’t. He wants to get you the hell out of the way, because you can tell that this thing is charging at Billy. And the one that is on the ground, Duck, that you are holding down, like, you kind of did a similar thing to Billy.

This thing is acting way different. It is like, screaming and wrestling against you, and like, its eyes are rolling back. It is like… it is furious at sort of Billy’s sort of existence right now, and the other one is doing the same thing.

So as it’s charging you, it doesn’t impale you. It just sort of like, uh, holds the shears by one handle and slashes at you. And the force of the slash, like, knocks you out of the way, and you are also hit for two harm as it sort of just slashes you across the chest. And I think there’s like, a puff of down that comes out of your coat as this thing sort of cuts it open.

**Clint:** Okay, so do I add that to the other two harm I already had?

**Griffin:** Uh, you should’ve been back at zero, I think.

**Clint:** Good, okay.

**Griffin:** Right? It’s been…

**Clint:** Two harm.

**Travis:** Yeah, we had some time.

**Griffin:** Yeah. Uh, okay. Aubrey, now, I think it’s…

**Ned:** Ow, gosh! Aw, shit! Damn, that did not work.

**Griffin:** Yeah, this thing bushido blades Ned to the ground.

**Ned:** That is… aw…

**Travis:** So the situation, as I understand it, is right now, I'm over Keith. Keith is at least a little stabilized, and unconscious.

**Griffin:** Yeah, Keith is fine. You used your action to get Keith to be fine. I'm not gonna like, cheat you out of that. He’s injured, and he’s in a bad place, but he’s not gonna die.

**Travis:** Okay. I'm going to use magic.

**Griffin:** Okay.

**Travis:** And I'm going to use force or wind at the goat man’s legs, like, as he’s running.

**Griffin:** So, this is your magical attack, right?

**Travis:** Correct.

**Griffin:** Then you just roll the kick some ass. So you roll plus weird, and then we’ll resolve it from there. Wow, damn. A good roll.

**Travis:** Yeah, so that’s—

**Griffin:** So Aubrey got a ten on that roll.

**Travis:** I got a ten.

**Griffin:** Okay. You blast this thing. How much harm do you do?

**Travis:** Um, with the…

**Griffin:** Give me your tags. You got blast. You have not used a magical attack in a while.

**Travis:** Plus one harm forceful to a base, and my base is two harm.

**Griffin:** Okay. Alright, so this is three harm, right?

**Travis:** Yep.

**Griffin:** Okay. You get an extra effect, right? ‘Cause you rolled… you got a ten. So you can gain the advantage; take plus one forward, give one to another hunter. You inflict terrible harm; plus one harm. You suffer less harm, or you force them where you want them.

**Travis:** I'm gonna say force them where I want them, ‘cause I want to knock him down.

**Griffin:** Yeah, I mean, you're gonna do that. Um, you step in the way of uh, this goat man, and uh, he tries to do the same thing to you that he did with Ned. But like, right as the shears sort of slash against you for two harm, which I think you block some of because of your magic vest?

**Travis:** Yes, correct. So I take one harm.

**Griffin:** You sort of hold out your hands, and just as he comes in contact with you… I actually like the image of you like, holding out your hands, and as he’s like, charging you, he finds himself slowed by the wind that is coming out of your hands. And just as you like, lay hands on him, he goes flying. Is that kind of what you're wanting to do, just knock him away?

**Travis:** Yeah.

**Griffin:** Uh, you knock him away, and he just… he fuckin’ goes, dude. He goes flying into the distance, and you actually… he is like, flying horizontal. He collides with a tree, sort of backwards, and bends kind of around the tree a bit. And you hear sort of a uh, a crack as he does so. And then, he falls to the ground.

**Travis:** Oh, goodness. For three harm?

**Griffin:** Yep.

**Travis:** Oh, golly.

**Griffin:** This thing is a minion, so they are not going to be the hardiest of fighters.

**Travis:** Okay.

**Aubrey:** Billy, I hope that’s okay. Can you help me with Keith, please?

**Griffin:** Billy looks kind of stunned for a second, and starts to like, walk towards his felled former companion. And then he like, again, is kind of like, shaken out of like, whatever primal instinct he seems to have. And he starts to walk over to where Keith is lying on the ground.

Duck, we gotta like, resolve this, ‘cause you are still on top of this thing. And now, like, that it just saw one of its companions go down, it is like… it is freaking out. It is starting to… it is starting to fight against you for real for real.

**Justin:** Um, I'm gonna try to punch it in the head so it goes unconscious.

**Griffin:** [laughs] Okay.

**Justin:** No sword yet. Beacon’s staying sheathed. He would love to get up in this, I'm sure. But I am just gonna… I'm just trying to knock this thing out.

**Griffin:** Uh, I mean, this has to be a kick some ass, right? And I think if you do like, enough unarmed harm to it, you can, y'know, elect to make it unconscious rather than just kill it.

**Justin:** Uh, I—I feel like I should have some sort of advantage. I feel like if you're laying on top of something…

**Griffin:** Yeah, I'll give you plus one forward. I think you set that up with your… well, no, ‘cause you didn’t really choose that with your former… right? If you had chosen, you gain the advantage and take plus one forward, I'd give it to you, but you didn’t.

**Justin:** That’s fair.

**Travis:** So fuck off.

**Griffin:** So fuck off. [laughs] This thing’s bigger and stronger than you, so it can… it is not unreasonable that it could just like, kick you off and run away.

**Justin:** Okay, well…

**Griffin:** Holy shit, it’s not gonna do that. So, these fuckin’ rolls. That’s a twelve.

**Justin:** That’s a twelve on that one.

**Travis:** I like how you say these rolls, but I'm looking at this line, Griffin. Yeah, there’s a ten, and a ten, and a twelve. There’s also a seven, an eight, and a three.

**Griffin:** Yeah, three… that three was rough. Okay, um, yeah. You two deal harm to each other. Um, I think…

**Travis:** [laughs] I picture them head-butting each other.

**Justin:** Yeah.

**Griffin:** No, I think what it is, this thing does get the upper hand for a second and kind of like, rolls on top of you and punches you. And uh, you take some harm that is just negated by your armor, because you're awesome. Uh, and then you roll back on top of it, and clobber it. What’s your extra effect here?

**Justin:** I'm gonna take one forward.

**Griffin:** Or give plus one forward to another hunter?

**Justin:** Sure. That’s the one.

**Griffin:** Alright. This thing is lookin’ pretty, like… pretty beat up at this point, but it is not quite unconscious yet.

**Justin:** I'm really struggling, because I feel like interactions with Billy, I've humanized these things a lot more, and I'm really struggling with this fight, because I feel like if they were just monstrosities, I would’ve already gotten, y'know, Beacon out. A little bit of the snick-a-snack, y'know.

**Griffin:** Yeah, sure. I mean, I don’t hate that. Like, these things have been uh, sort of vilified since the, y'know, the ‘80s when they first started showing up in Kepler, and they have been sort of dealt with with extreme prejudice. And for the first time, you all kind of like, turned one. So like, uh, this being doesn’t seem to be as amenable to uh, peaceful talks as Billy was.

**Justin:** He can't hang. This one can’t chill, probably. Has zero chill on this one. We should have a chill rating for these monsters.

**Griffin:** Okay, this one is zero. Billy is chill as hell. Chill AF. This one is not.

**Justin:** Now, Griffin, are you sure you want to use zero chill?

**Travis:** Yeah.

**Justin:** See, like, we’re getting…

**Travis:** This is as low as the chill gets, Griffin?

**Griffin:** Okay, the beast monster that absorbed forest animals and tried to murder you in the form of an eight foot bear, that one had no fucking chill whatsoever.

**Travis:** Okay, so this is like a four?

**Justin:** It’s like a four.

**Griffin:** This is like a two chill.

**Justin:** Okay.

**Travis:** This is a two. Okay. Wow, it’s a big scale.

**Griffin:** Ned, I think it’s you. ‘Cause all you've done so far is get stabbed.

**Justin:** [laughs]

**Travis:** [laughs]

**Justin:** Drag him.

**Clint:** So other than bleeding in somebody’s face… Okay, so, is Duck still holding down the goat man?

**Griffin:** Yes.

**Clint:** Okay, then Ned, he’s going to use the Chicane Cane, and whack the goat man in the head.

**Griffin:** Golf swing? Okay.

**Clint:** Yeah, it’s gonna be… it looks like it’s about a par three.

**Griffin:** Sure. Okay.

**Clint:** So he’s just gonna rear back. I mean, for one thing, Ned’s a little mad, because he’s wounded.

**Travis:** And his coat was ruined.

**Clint:** And it’s not like it’s, y'know, a really brave move, because he’s being held down.

**Griffin:** Yep, okay.

**Clint:** He’s basically attacking a helpless creature.

**Griffin:** Roll to uh, kick some ass, plus tough.

**Clint:** Kick some ass, plus tough, which is zero. And that would be… shit.

**Griffin:** Eh, seven’s a mixed success. You're fine.

**Clint:** Oh great, oh great. More mixed success.

**Griffin:** On a seven plus, you will inflict harm on each other. I don’t… this is not applicable. Duck is holding him down; you do a golf swing with your club before you can inflict any harm on you. I mean, he’s teetering on the edge—

**Clint:** I mean, he could pull a hammy or something.

**Travis:** Or the cane could break.

**Griffin:** Uh, no, this isn’t like a, “I can do something bad.” This is just how this normally works. You guys deal harm to each other. He uh, yeah. He… you swing this club down, and knock him out.

**Clint:** Okay. And what happens to Ned?  
  
**Travis:** He slips as he’s doing it.

**Clint:** [laughs]

**Griffin:** Yeah, you—

**Clint:** My back!

**Griffin:** You twist your shoulder good. No, I don’t think—I'm not gonna deal any harm to you here. Okay, that’s it. I mean, you have one goat man unconscious, one seemingly dead, and Aubrey and Billy are dragging Keith back to the truck, I'm guessing to get him to Saint Francis Medical Center.

**Travis:** Uh, no. We’re taking him to the infirmary in… I almost said Greywolf Lodge. But he knows far too much.

**Griffin:** Okay. Uh…

**Clint:** Isn’t that more of a pet hospital though?

**Travis:** Yeah.

**Griffin:** It is, so you'll have to deal with that. What are the other two of you doing? Just taking off, going with?

**Justin:** Yeah, we should stick together I think.

**Travis:** What about the unconscious goat man?

**Clint:** Bring him.

**Justin:** Yeah, we’ll just keep building our menagerie.

**Travis:** Oh, goodness gracious.

**Clint:** Yeah, come on.

**Justin:** Seems unnecessary. Uh, no.

**Travis:** We’re gonna have to build a second basement.

**Justin:** We should uh… oh man, I hate this. I don't know.

**Travis:** Are there any like, chains in the truck from like, snow tires or whatever? We can chain him to a tree and come back?

**Justin:** That’s a good idea, yeah. Yeah, I'll use the chains—

**Clint:** [laughs] That’s nice and humane.

**Travis:** We could kill him, Ned.

**Justin:** We could bury him alive. [laughs] Somewhere.

**Griffin:** [laughs]

**Justin:** This is fine. Put him in jail. He’s in jail.

**Griffin:** What?

**Travis:** He’s in woods jail.

**Justin:** He was in woods jail. We just chain him up.

**Griffin:** Alright.

**Travis:** We’re not gonna leave him here. We’ll come back, but like… I don’t want him to wake up in the back of the truck.

**Griffin:** Alright. Yeah, you chain him up. Uh, as you are doing—

**Justin:** I have a great idea. I have a great idea.

**Griffin:** Okay. Okay.

**Justin:** I want to put him in the truck, and I'm gonna take him to Indrid. Let the two of them kick it.

**Travis:** [laughs]

**Justin:** See if he can get anything out of him.

**Griffin:** Indrid…

**Travis:** So like, chain him up, but be like, “Hey, here’s the goat.”

**Justin:** You're gonna stay at my friend Indrid’s house.

**Griffin:** You chain him up, and I'm assuming you and Ned like, this is a big thing, you probably need help dragging his weight back to the RV park. You drag him back, and as you all are sort of like, getting loaded up, uh, when you look inside the Winnebago, it is actually… it has been all cleaned up, and Indrid is like, unplugging the RV from the utilities hook up at the RV park. And he says…

**Indrid:** Well, it’s uh… unfortunately, my time here has come to an end.

**Aubrey:** What—wait, why?

**Ned:** Whoa, whoa, whoa.

**Indrid:** I’ve… I… You all don’t understand how people in this world feel about me. And I—you all seem more reasonable than most folk when it comes to the beings from Sylvain, but that is unfortunately not true for the vast majority of you. I have been discovered before, and only narrowly escaped my fate, so…

**Aubrey:** Do you mean this dude? How this dude saw?

**Travis:** And I point to like, broken leg, unconscious guy.

**Indrid:** I can appreciate that you have apprehended him. Are you going to kill him?

**Aubrey:** Well, let me put it this way, Indrid. He also knows that I do magic, and that there are goat men running around. So like, we’re kind of all in the same shitty boat, you and I and all of us. So, like, I don’t see us like, just lettin’ him go scot free, go tell everybody. Y'know what I mean? So… I don’t think you need to move just yet.

**Duck:** Are you talking about Keith? Are you saying we’re gonna kill Keith?

**Griffin:** Yeah, this is—

**Aubrey:** I'm not saying we’re gonna kill Keith.

**Griffin:** This is the conversation, right? Indrid says…

**Indrid:** I… Aubrey, you're new at this. I have been in this game for a long time. And unless you're willing to put an end to this human’s life, eventually, the word is going to get out, and I am not going to be here when it does.

**Duck:** No, that’s fair. That’s fair. Hey, listen, I got a question for you, though. Are you done with your ‘bago, are you gonna leave that there? What’s the story with that?

**Indrid:** I'm going to take it with me on the road. It’s my vehicle.

**Duck:** Okay, well, listen. Can you… can we ask one thing of you, then? Can you take this goat man with you, and then just like, take him far away from here and leave him somewhere where he’s not gonna do anymore harm?

**Aubrey:** And maybe like, you all have adventures out there on the road.

**Duck:** If we could separate him from whatever it is that’s running the show for a little while, it might just give us a little room to breathe. I don’t want to kill the thing, but uh, maybe separating it is a solution.

**Indrid:** Um…

**Duck:** I'm not saying you gotta do like, Planes, Trains, & Automobiles with the thing. Just take it a hundred fuckin’ miles out of town, and then let it go, bud. It’s not a big ask.

**Griffin:** I think you would realize that that wouldn’t work, just because these Abominations can't be outside of the one mile perimeter of the archway. So like, if he did this, I don't even know what would happen. As he passed through the archway, like, would the goat man just like, turn to ash in his car? That might be an upsetting experience for Indrid.

I want to actually back up, because it felt like Aubrey was trying to convince him to stay, which would probably be a manipulate someone roll. I don’t want to just like, y'know, force him out of the story if you can make a case for why he should stick around. And it sounds like that’s what you're trying to do, so I want to like, give you the agency to do that.

**Justin:** I'm not gonna back Audrey’s play, though, if her to be verb is will kill Keith to keep moth friend.

**Travis:** I'm not saying I'll kill Keith. Listen. I'm telling you right now, there’s a lot on the line here, and frankly, we've already got, like… we've got Billy that we’re covering for and gonna have to take care of. We’ve got what’s his face in the basement. Like, we’re covering up a lot of shit here at this point. I don’t think ‘to murder’ has to be the only solution we’ve got.

**Griffin:** Okay. Yeah. You're good. I think roll to manipulate someone, the sort of stakes behind like, I will take care of this. I will keep this—

**Travis:** Eleven.

**Griffin:** Holy shit! Alright. Uh, on a ten plus, they’ll do it for the reason you gave them. He nervously like, tosses his keys up in the air, like, and catches them over and over again. And he says…

**Indrid:** Okay. Fine. I don’t… I don’t see any futures where I'm being drawn and quartered quite yet, so I suppose I can take your word for it, Aubrey.

**Aubrey:** Absolutely. And I'll make you a deal, even. 48 hours. Y'know what I mean? And if you haven’t—if we haven’t figured it out in 48 hours, and you want to skedaddle, absolutely. I totally get it.

**Indrid:** Okay. I'll leave you all to it.

**Griffin:** And he heads back inside the Winnebago.

**Aubrey:** Now that you are staying, though…

**Griffin:** He pokes his head back out.

**Indrid:** Yes?

**Aubrey:** Um, to Duck’s point… could you… maybe… babysit?

**Indrid:** Your goat man?

**Aubrey:** Well, one of them.

**Duck:** Just one. Not the chill one, the one that was zero chill.

**Aubrey:** Not the chill one.

**Griffin:** He says…

**Indrid:** Sure. I uh, I get bored.

**Duck:** Great.

**Indrid:** Let’s have him.

**Aubrey:** We’re gonna call this one Jonathan. Jonathan Gruff.

**Indrid:** That’s fun.

**Aubrey:** Yeah. So you take care of Jonathan Gruff…

**Clint:** [laughs] You've thought about that for a month, haven’t you?

**Travis:** No, it just occurred to me.

**Clint:** [laughs]

**Justin:** Oh, John… Jonathan Gruff. Okay. Very good.

**Griffin:** And then the scene suddenly ends.

[theme music plays]

**Griffin:** Hey, everybody. This is Griffin McElroy, your dungeon master, your best friend, and your personal helicopter pilot. Hot aboard and mind the blades. Thanks for listening to episode 18 of The Adventure Zone: Amnesty. I just want to say sorry that it is late. While I'm recording this, I don't even know how late it is going to be. We spent a lot of the last couple weeks working on [whispers] projects. And then, the sort of few days that I had set aside to finish the episode, Henry got pretty sick, and so, I was uh, I was hanging out with him. So, that is why the episode’s late. Sorry about that.

And as we move into the holidays, and we have some live shows coming up, I'll try to get the post-production shit back on schedule. But hey, for now, I'm gonna stop apologizing and tell you about some of our sponsors.

Our first sponsor is Casper. Casper makes mattresses. They're a sleep brand that continues to revolutionize its line of products to create an exceptionally comfortable sleep experience, one night at a time. We own a Casper mattress. It’s in our guest room, which is about to get a lot of traffic as we move into the holiday season. I'm just so excited for all of my guests to know this sort of luxurious… just soak yourself in these beautiful mattresses.

Soak is the wrong verb. But anyway, these mattresses are affordable, because Casper cuts out the middle man and sells directly to the consumer. Their mattresses combine multiple supportive memory foams for a quality sleep surface with the right amount of sink and bounce, and also, they have a 100 night, risk free, sleep on it trial, so you can be sure of your purchase.

You can get $50 towards select mattresses by going to Casper.com/adventure, and using the promo code ADVENTURE at check out. Terms and conditions apply.

I also want to tell you about Bombas. Bombas makes the best fucking socks in the whole universe. They are so wonderful. They grip the foot, they support the foot, they nurture and nourish the foot. They have an arch support system, cushioned foot beds, stay up technology, and a seamless toe.

I have several pairs of Bombas socks now, and they fuckin’ rule. I get excited when they are clean and it’s time for them to go on my foot on rotation. Uh, they totally reengineered socks with comfort innovations that add up to one way more comfortable pair of socks. Two years of research and development led to multiple improvements of the sock design, performance, and comfort.

Plus, they donate one brand new pair of socks for every pair they sell. To date, they’ve sold and donated over nine million pairs. Whatever you do, there is a pair of Bombas that’ll add comfort to your life as you do it. I just sit at a desk and do podcasts all day, and uh, y'know, change diapers and stuff like that, and the Bombas socks makes both of those a doubly enjoyable activity. Not the diapers. I take that back. The diapers are still bad.

But anyway, you can go to Bombas.com/AdventureZone. That’s Bombas.com, and you'll get 20% off your first order. Bombas.com, Adventure Zone, and use the code AdventureZone all one word.

Got some jumbotrons here. This one’s for Pumpkin, and it’s from Puppy, who says, “Hello, my love. I wanted to wish you a happy anniversary or happy monthiversary, depending on when you hear this. You're the most important human in my life, and I'm so thankful every day I get to spend it being geeky with you. You are the sweetest, kindest boy, and you love me better than I could ever ask for. Love you, Puppy. You're the best.”

This one’s an interesting sort of uh, Schrodinger’s cat, because it does say the suggested time frame is, our anniversary is at the end of next month. And we’re kind of close to the end of a month, so I'm gonna say circle gets the square. Oh, no we’re not, are we? It’s right in the middle of the month. Well… fuck.

Here’s a message for Derrick, Christian, and Ripley. It’s from David, who says, “Shout out to the dog pound. I love you guys. Hope you had a bomb birthday, Christian. Derrick, you're the best DM and most wholesome fellow. Ripley, you wear the best peep suits, and love your babies like a boss. To good times had, and great times to come. My best to Greg and Rebecca on your child, Porter.”

This may be the single most efficient use of a jumbotron I've ever seen. Everyone got a fucking hand on this ball. David, this is… this is… you really got your money’s worth. Congratulations.

Uh, thank you for tweeting about the show using the #TheZoneCast hash tag. If you do that, you might end up as a character on the show. We are entering like, the last episode and a half or so of this monster hunt, and we’ll move onto a new one after that. And there will be room for some new characters in there.

We also just appreciate you spreading the word. That is how we have garnered most of our audience, and we are so appreciative for everybody who has helped get our show out there in front of more people.

Thank you to Maximum Fun also. You can go to MaximumFun.org and check out all the great shows there. Shows like Story Break, and Switchblade Sisters, and Can I Pet Your Dog, and so many more, all at MaximumFun.org. We have other shows and stuff at McElroyShows.com. And if you really want to stay up on the latest of McElroy news, you can subscribe to our mailing list, which is at bit.ly/mcelroymail, all one word, and get the buzz and get the scoop.

One more thing. Preorders are still going on The Adventure Zone: Murder on the Rockport Limited. It’s the second arc from the Balance campaign, and now it’s a graphic novel, and you can preorder that now. So think about doing that, huh?

Alright, that is it for this episode. The next episode is going to go up on Thursday, November 29th, which… we have a live show in Denver that day, so it'll be up around Thursday, November 29th. So we’ll talk to you then. Bye.

[theme music plays]

**Griffin:** You three… four… five?

**Travis:** Yeah, five.

**Griffin:** If Keith counts, ‘cause he’s…

**Travis:** And I think Barclay’s probably there, too, at this point. He’s been…

**Griffin:** Uh, six, and, um…

**Travis:** Thacker’s there, too, but I don't know if we count him.

**Griffin:** Seven? Yeah, the… all of you are back in the Pine Guard headquarters, under Amnesty Lodge. Uh, and you have brought Keith to the infirmary. I'm just gonna like… I want to support you, Travis, as a player and as my brother. I don't know… stitching up like a stab wound, I think is within the realm of possibility. Setting a broken leg is maybe not, but um…

**Travis:** Well, I assume we've got some like, painkillers or something, right? Some kind of…

**Griffin:** Okay.

**Travis:** I actually… I don’t think my goal right now is to fix him. Like…

**Griffin:** Jesus Christ, okay.

**Travis:** You’ve gotta let me play it out.

**Griffin:** Yeah, for sure, for sure. Okay. I think that… I wanted to give you all sort of investigation time during this part, so um, if you want to like, set that up, then I think this is the time to do it. But you all are sort of here, and uh, the situation is fairly calm. I mean, Thacker’s still in the panic room, and you all are eventually gonna need to feed him or whatever the fuck. But uh, I guess you cross that bridge when you come to it.

**Travis:** Um, so, Keith is still unconscious. So we’re all just kind of standing around, looking at him, I guess.

**Griffin:** You're all sort of praying… you're praying over Keith in this moment.

**Justin:** Alright.

**Duck:** Amen. Listen, guys. First off, great prayer.

**Aubrey:** Yeah. Another good one.

**Duck:** I could really feel the Lord working in this, uh, converted veterinarian’s office tonight.

**Clint:** [laughs]

**Duck:** Uh, secondly, here’s what we got. I think things that are still lingering. One, we know that Juno is involved somehow. I gotta figure out what Juno’s up to, or how Juno’s tied into this whole thing. And Billy… I need you…

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

**Duck:** I need you to take Ned into the forest and show him what you're growing. And I'll give you, y'know, some oats or whatever.

**Aubrey:** Scooby Snacks.

**Duck:** Scooby Snacks, yeah. I love that.

**Billy:** Pizza!

**Justin:** This is my…

**Ned:** Pizza.

**Justin:** Gritty Scooby Doo reboot, 2018. Ned is Shaggy, Billy is Scooby.

**Travis:** I call Velma.

**Clint:** Gosh, come on, Billy.

**Justin:** Let’s get that art, Twitter. Get that art into my box posthaste. Julia, I need fan art of my dad as Shaggy, and this goat man as Scooby. And then we, uh…

**Griffin:** Aubrey needs to murder this boy.

**Justin:** I think, Aubrey, you're gonna kill this boy named Keith.

**Travis:** I'm not gonna kill anybody.

**Duck:** So you're gonna kill Keith, and—

**Aubrey:** I'm not gonna kill Keith!

**Duck:** I'll take—I'll uh, I'll go talk to Juno. And then, Ned, do you and uh, Billy want to check out the plant? Or whatever it is they’re growing?

**Ned:** [sighs] Yeah. Yeah.

**Duck:** My vote is beanstalk, by the way, if we’re putting in, uh…

**Aubrey:** Ooh!

**Ned:** Oh, that would be awesome.

**Duck:** Yeah, right? Wouldn’t that be cool? Love it.

**Ned:** Or a great big Audrey. Feed me, Seymour!

**Duck:** Wait, that doesn’t make any sense what you just said. Because Audrey is…

**Ned:** Oh, no, it doesn’t. Audrey was the plant.

**Duck:** Yeah, but—

**Ned:** Audrey 2 was the plant.

**Duck:** We already have an Audrey on our team.

**Aubrey:** I’m Aubrey.

**Duck:** Audrey…

**Ned:** That would be confusing.

**Aubrey:** Aubrey.

**Duck:** I’m saying it would be confusing.

**Ned:** Okay. Yeah, I'll take, uh… I will take Billy into the woods, because it seems like the safest thing to do to go into the night’s dark woods. And it'll give me some opportunities to sing some songs from Into the Woods, y'know, because that’s kind of my thing.

I would suggest, Aubrey, that as you deal with Keith, you bring in uh, Jake Coolice. ‘Cause it seems like they have beef and it might make the murdering go a little easier.

**Aubrey:** I’m not gonna murder him!

**Ned:** Well, just, y'know, at least be open to the idea. Just think about it.

**Griffin:** Alright. I believe that’s… and then the scene suddenly ends. That’s such a powerful card. Why have I never played that one before? It could’ve gotten me out of so many scrapes these past few years.

Uh, no, I mean, I think what happens is, Ned and Duck leave to go, and Billy, leave to go do their respective things. And why don’t we just like, stick with the scene of Aubrey now uh, over Keith, who is starting to sort of be… what’s the word I'm looking for?

**Travis:** Rousing.

**Griffin:** Be rousing back to consciousness.

**Travis:** I'm going to say that, too, in the meantime, I have somehow like, strapped down Keith’s legs so that in his like, waking up, he won't like, thrash around and…

**Justin:** You want it to be quick and painless.

**Travis:** I'm not gonna kill Keith!

**Justin:** That’s so humane, Travis.

**Griffin:** Okay. Alright, Dexter. He wakes up, and…

**Clint:** Put plastic down!

**Justin:** Yeah, don’t make a mess.

**Griffin:** He looks kind of groggy.

**Aubrey:** Hello, Keith.

**Griffin:** He says, uh…

**Keith:** Hey… what the… what the hell did you do to me? What’s going on?

**Aubrey:** I know, I didn’t do anything. How are you doing?

**Keith:** Bad? I was…

**Aubrey:** Yeah, you were attacked by a goat man, right?

**Keith:** Is that… was that real?

**Aubrey:** Uh, yeah, unfortunately, that was.

**Keith:** [sighs] Where’s my bike?

**Aubrey:** Your bike was trashed, Keith. I'm sorry. The goat man tore it up pretty good.

**Griffin:** He tries to get up, and uh—

**Aubrey:** I wouldn’t.

**Griffin:** Uh, I mean, he immediately like, winces and uh, says…

**Keith:** Where are we? Is this a hospital?

**Aubrey:** Well, we’re somewhere safe, Keith. But before… before we get you all fixed up, I need to talk to you. And I don't know why I'm falling into a West Virginia accent, except that you're doing it, and now I'm mirroring it.

**Keith:** It’s intoxicating. Listen…

**Aubrey:** It really is.

**Keith:** I don't know what the fuck you think you're doing. You need to get me to a hospi… you need to… help!

**Aubrey:** Well, Keith, I would say at this point, I don’t need to do anything. At this point, you are the one who needs to listen. Do you understand?

**Griffin:** I think you need to do something here, because he is like… he has started to, for sure, yell for help. He realizes he’s been kidnapped, and of course, that’s like the first thing you—

**Travis:** I'm gonna do something I've always wanted to do in real life.

**Griffin:** Okay.

**Travis:** Aubrey snaps her fingers, and her right hand ignites in flame.

**Griffin:** Uh, okay. Uh, you're trying to like, intimidate him? I don’t think this is a roll. This would be intimidating for anyone.

**Travis:** Yep.

**Griffin:** He stops his shouting, and looks at your hand, and he says…

**Keith:** I fuckin’ knew it. I fuckin’ knew that you were doing something weird back up at the ski slopes. What is this?

**Aubrey:** Well, that is a big question, Keith. And what it is is none of your goddamn business.

**Griffin:** He like, smiles, and like, immediately winces again and like, reaches for his leg. And he says…

**Keith:** Listen there, Harry Potter. Like, uh, I—

**Travis:** Aubrey starts lowering her hand towards his face.

**Keith:** Okay. Okay.

**Aubrey:** You're gonna stop talking, and you're gonna listen.

**Griffin:** He does.

**Aubrey:** Now, I'm here to do good. I'm helping. Because imagine that, if I weren’t helping, you wouldn’t have woken up. Do you understand me, Keith?

**Griffin:** He nods.

**Aubrey:** And now, if you agree, I'm gonna get a doctor, and we’re gonna say that you were in an accident riding your bike down a hill. You broke your leg and hit your head on a tree in the fall, and we can get you all fixed up. Right? But I want you to understand something, Keith. If you breathe a word of anything that you've seen, I will burn you from the inside out. Do you understand me?

**Griffin:** This is a manipulate someone. And I think this is like, a pretty big one, right?

**Clint:** A damn good one.

**Griffin:** This is uh, determining whether or not he’s gonna keep this secret or not. Uh, and so, the thing you're giving him is not being burned alive from the inside out.

**Travis:** Correct. Nope.

**Griffin:** Yuh-oh.

**Travis:** Ooh. How much luck do I have left? [laughs]

**Griffin:** I mean, you still have luck.

**Travis:** Yeah, I'm gonna use a luck. This is very important.

**Griffin:** I would say this is… if not now, then when?

**Travis:** Yeah. I'm gonna burn my luck, yeah.

**Griffin:** ‘Cause I could take a hard move here that could be pretty fuckin’ hard. Uh, okay. Go ahead and mark it on the character sheet.

**Travis:** I did.

**Griffin:** Alright. You're over halfway through your luck, and again—

**Travis:** Does that also give me experience if you use luck, or is it like, you use luck and it’s an automatic success?

**Griffin:** It doesn’t—you don’t get experience. It’s a success.

**Travis:** Okay.

**Griffin:** Um, he takes a beat, and he… I think his pride is like, more than his pain, keeping him from making this decision. He does not like sort of somebody lording power over him. But he says…

**Keith:** Alright. Alright. But you gotta tell me one thing. I won't tell anybody. I don’t want to get killed. I just… I just want to get back home and go to bed. Well, I probably should get to the hospital and get my leg fixed up, first. But you gotta tell me one thing, Aubrey. Was that the fuckin’ Mothman?

**Aubrey:** Don’t be ridiculous, Keith.

**Griffin:** He, I think, slumps back down to the table.

**Travis:** And when he slumps back down, the fire immediately goes out of Aubrey’s hand, and she just starts shaking. Like, you know that like, brave face. ‘Cause like, I picture myself in this scenario of like, she was bluffing. I mean, I think that using her magic to hurt someone…

**Griffin:** Yeah, for sure.

**Travis:** And so, I think like, this adrenaline, then, of like, thank God it fucking worked, y'know? Shaking, and she slumps, too, and like, is pretty exhausted.

**Griffin:** Yeah.

**Travis:** I just want to establish, like…

**Griffin:** For sure. Like, and it definitely does work. You… I think the next things that happen, and they don’t have to like, happen on screen, are you get him to the hospital and he does as you say and does not put everybody on blast.

Um, let’s do Duck next. Duck, you… when you go looking for Juno, you realize she’s on service in the Monongahela Forest tonight. And when you get to the ranger’s station that you all sort of operate out of, one of the walkie-talkies has, is like… she’s not there, and one of the walkie-talkies has been pulled out of like, the charging cradle where all of the walkie-talkies are.

Um, and so, you call out to her in order to find her. Unless you all share some sort of telepathic link, I think this is like, the most narratively logical way for you to find her. And she tells you where she is. She is… uh, she’s in this like, grove of trees, just off one of the main paths through the forest. It’s actually fairly close to the ranger’s station where you're at.

Um, it’s uh, it’s sort of late evening as you get into the grove where she is. And there’s, y'know, bright moonlight overhead, and you both are… she’s carrying a lantern, you've got a flashlight, and you see her as you walk into this grove. She sounded kind of upset on the radio, and as you arrive, you see why. All around this grove are signs of just petty vandalism.

There’s graffiti that’s gone up on some of the trees surrounding you. There are chunks that have been crudely chopped out of a handful of pine trees all around this grove. And you find Juno bent over a stump, and she’s laboring with something. She’s using a claw hammer to try and pry these long, copper nails, almost like these long, copper spikes that someone has pounded into a stump.

And she looks up at you as you enter the grove, and she says…

**Juno:** Seems like we, uh… we missed quite the party here, Duck.

**Duck:** Yeah… yeah. I uh, I hate to see this sort of thing. It always bums me out.

**Griffin:** She wipes her nose on her jacket sleeve and gets to work trying to pry these copper nails out of the stump again. She says…

**Juno:** Probably those Hornets getting up to no good.

**Duck:** Yeah. Yeah. Um, y'know, about that. Here, let me help you with those. Let me give it a shot.

**Griffin:** Okay.

**Justin:** And I'm gonna try to pull one out, I guess. I'm not saying that like, she can't, just that there’s probably other things.

**Griffin:** Yeah, I mean, there’s lots to do around here, yeah. Fine, yeah. I mean, you very… I mean it takes a bit, right? There's like a dozen of these long, thick, copper nails. Not like railroad spikes; more like sort of crochet needles that have been pounded into this stump. And you are able to sort of pull them out with this claw hammer fairly easily. And she starts walking around, picking up trash, and throwing it into a bag. She says…

**Juno:** I just… I don’t… I don’t… I don’t get it, Duck. A bunch of kids going around, coming into our forest, and trying to kill a bunch of trees what’s older than they are, and for what? To—

**Duck:** Now, Juno, as I keep telling everybody, it’s not our forest. It’s their forest. We just keep it safe so it’ll still be there when they’re grown up, and not a bunch of little idiots.

**Juno:** But if they keep doing shit like this, Duck, it ain't gonna be here. I just—it boggles the mind. I don’t remember getting into anything like this back in my, y'know, teen years. Do you?

**Duck:** No, but I mean… not in the forest. There was plenty of closed down places. We used to go into uh, I remember we used to go into Altizer’s. Remember that old department, it was like a furniture store? We used to go in there. ‘Cause they kept saying they were gonna reopen, but it’d been like, ten years. We used to go in there and get high, and play roller derby.

**Travis:** [laughs] What?

**Duck:** We would, like… with the uh, or uh, roller hockey. Remember? We put on skates.

**Travis:** You know how kids always get high and play roller hockey. [laughs]

**Justin:** I was a fuckin’ teenager, what do you want?

**Griffin:** She laughs, and she says…

**Juno:** I haven’t thought about that in… damn, Duck, I can't remember how long.

**Duck:** I’m just saying, we had a different setting. But we were still pretty stupid.

**Juno:** I know, but this ain't just stupid, Duck. This is… this is mean. And it just feels like folks are getting meaner, generally speaking. When I moved down here from Morgantown, I thought I'd get, y'know, a cushion from all that. I didn’t think stuff like that happened in a town like this. I guess I was wrong.

**Griffin:** And she like, walks around, and sort of surveys the damage to one tree that’s kind of had some bark stripped off of it. She says…

**Juno:** I’m probably just… I'm sorry for being so, y'know, nihilistic. It’s just, I’m probably still shaken up from what happened back at the train. I… I would’ve… Duck… Duck, what’s been going on with you?

**Duck:** Gosh, Juno. [sighs] I… think… this is gonna be hard for you to hear. But other than just vandalism and what all, I think the Hornets are growing pot. I think they’ve got an illegal grow operation going. And I've been trying to keep it quiet, because if they knew we were onto them, they would burn the whole thing to the ground. And other than getting some sparrows pretty heinously baked, it would also lose us a big lead and give us a chance to put some of them in jail for a real long time. So I've been trying to keep it quiet.

**Griffin:** She… this is… [laughs] This is one of Duck’s better lies.

**Travis:** I was gonna say, yeah.

**Griffin:** Yeah, I'm impressed. Um, she says…

**Juno:** Well, I mean, I guess my next question is uh, are you sort of revisiting your stoner days? ‘Cause I gotta tell you, Duck, I hesitated to tell you this, but I saw you walked into the ranger station one night, and I don’t think you saw me, but you were having an animated conversation with somebody who I don’t think was there. Was that you… did you stumble across some of their stash, and maybe dip into it? Or…

**Duck:** Honestly, uh… if I gotta tell you the truth, Juno… I was trying to get into character. I've been—

**Juno:** You're going undercover with these teens?

**Duck:** I've been going undercover. I got an undercover teenage identity. It’s…

**Travis:** [laughs]

**Duck:** It’s Frick Richums. And when I assume the identity of Frick Richums, I'm trying to get undercover with the Hornets… [sighs] So I can find their illegal… grow thing.

**Griffin:** Uh, she reaches into her jacket and like, just like, staring at you, takes out a piece of gum and pops it into her mouth. And she says…

**Juno:** You are a truly miserable liar, Duck Newton.

**Duck:** Goddamn it! I was on such a good… damn it.

**Griffin:** She laughs, and like, finishes picking up the detritus all around, and she says…

**Juno:** Uh, hey, when you're finished with those nails, would you mind taking them back to the station? I need to sort of keep going around the perimeter, see if I can't find something to, y'know, maybe help with your investigation to take down those drug kingpins, the Hornets.

**Duck:** Yeah. Juno, about that… [sighs] I was kidding about that, of course. Uh, I was just having some fun. But I did… I did hear some of them talking on Facebook about you, and how they were gonna target you. Like, they needed to get you out of the way. And it kind of freaked me out a little bit. Can you think of any reason anybody would want to get you out of the way, or be targeting you? Like, for this?

**Griffin:** I almost think this is investigate a mystery, right?

**Justin:** It is. In the clumsiest way possible.

**Griffin:** Yeah. Go ahead and roll investigate a mystery.

**Justin:** Uh, sorry, what skill does that go up against?

**Griffin:** Sharp. Good god, a thirteen. Thirteen, ten, ten, twelve, eleven, thirteen…

**Travis:** Well, here’s the deal, Duck…

**Griffin:** Yes, you do the like, universe mind meme, and know everything. Well, you get to ask questions, right? So, let’s see. Uh, on a ten plus, hold two. So what happened here? What kind of creature is it? What can it do? What can hurt it? Where did it go? What’s being concealed here? What was it going to do?

**Justin:** What’s being concealed here, I think, is the way I want to go.

**Griffin:** Okay. Um, hm. The… I can tell you. And this is—I think this is you acting on like, what you know about sort of protecting the forest. Um, the copper spikes that you're holding, and the hammer that you're holding, it is like it’s almost apocryphal. It’s almost like a myth. But there is, y'know, mythos about pounding a copper nail into a tree is enough to kill it.

And so, like—

**Justin:** Kill what?

**Griffin:** A tree.

**Justin:** Okay. Oh, right.

**Griffin:** And so, the thing that you are holding in your hand, like, you remember that. That just sort of jumps to mind from your memory as a ranger. I think the other thing that like, you know is not being concealed, is anything about Juno. She’s not a secret crime fighter. She’s not a, y'know, weapon of destiny. She’s just your like, friend and coworker at the ranger service.

**Travis:** Oh, so that’s like, the weakness, is the copper. ‘Cause we’re fighting a big plant thing probably.

**Griffin:** Just put it up on the table there.

**Justin:** So why were they targeting Juno? To keep me from figuring this out? Okay. Okay.

**Travis:** It has future seeing powers, too. Got it.

**Justin:** Okay.

**Griffin:** You do still have one more question, but I also… I mean, I almost think like, one of these questions is also kind of just answered.

**Justin:** Uh, I'm gonna use one more question.

**Griffin:** Okay.

**Duck:** Can I have all these nails?

**Juno:** I mean, sure. You like… you got a project? You building a deck? Oh, you live in an apartment. Are you even allowed to build a deck?

**Duck:** I can't ask you another question. It’s the rules.

**Griffin:** [laughs]

**Juno:** Yeah, you can have the nails, Duck, I guess. I mean, I guess it’s sort of pilfering from the evidence room, but—

**Justin:** Can I be honest? Uh, I kind of thought the virtual camera would pan away after I said, “Can I have all these nails?”

**Griffin:** [laughs] Okay, yes, it does.

**Justin:** I didn’t think we’d need to continue to talk about the context in which…

**Griffin:** Yeah, sure, okay. Uh, let’s jump to Ned to wrap things up. You are wandering through the woods at night with Billy, your trusty goat friend and companion. What’s this look like?

**Clint:** Um, I was thinking that maybe we were driving. Um…

**Griffin:** In what?

**Clint:** In Ned’s Sno-Cat.

**Griffin:** Okay, I like that.

**Clint:** It’s the Sno-Cat Tucker Terra 1643 RE. 173 horsepower. Got a 67 inch insulated, eight person cab.

**Griffin:** That seems like a lot.

**Clint:** Heated exterior rear view mirror.

**Griffin:** This is like the fuckin’ truck from The Thing, mac.

**Clint:** That’s right, but it exists, and it’s mine.

**Griffin:** Okay, but I'm saying like, I don't know that you could drive one of these through the woods.

**Clint:** Sure!

**Griffin:** Okay.

**Clint:** Sure, you don’t have to follow roads with a Sno-Cat.

**Griffin:** Alright, that’s fine. Uh, alright, you're driving the Sno-Cat.

**Clint:** So we’re driving, and Billy, um, periodically will point in some direction, and say, uh, “Pizza.” And that’s how Ned knows where to go.

**Griffin:** Pizza means east. Duck means north. I feel you. Alright, yeah, I think that you all kind of like, already did the convincing. I'm not gonna like, make you keep doing that. You already kind of convinced Billy to reveal a little bit about what it is that they are growing.

**Clint:** And I gave him back his watch. So y'know, he looks like Ryan Gosling again.

**Griffin:** Okay, cool. Ryan Gosling like, grabs your arm as you are driving, and says…

**Travis:** I love you Clint, and I've always loved you.

**Griffin:** I've always loved you.

**Travis:** Kiss me.

**Griffin:** He says, uh… he says, uh…

**Billy:** Duck, Duck, Duck!

**Griffin:** And holds out a hand, like, “Stop.”

**Clint:** Okay. So I bring that big behemoth to a stop.

**Griffin:** Uh, okay. The lights are still on and shining down on the ground, and Billy hops out of the cab. What is Billy, like… what is Billy wearing? Did somebody give Billy clothes?

**Clint:** Yes. I've got him wearing the Chewbacca outfit.

**Griffin:** We maybe haven’t answered this yet, and Ned doesn’t necessarily have to be the answerer of it. This is more a group question. But where’s Billy gonna live? Y'know what, no. I like that scene too much. We’re not gonna just like, do it out of character. We’ll answer that eventually. I want the like, who gets to put up Billy scene.

He hops out, and he is wearing, I guess, the Wookie costume, which is nice and warm, and also probably a little bit wet. And he is just kind of trudging through the snow that’s still on the ground. And every few feet or so, you see him stop and like, brush snow away, like, looking for the forest floor. And he like, beckons you to hop out and look with him.

**Clint:** So Ned hops out, a little gingerly, because he’s still recovering from the horrible stab wound that he suffered.

**Griffin:** It was more of a slash wound, and go ahead and heal one harm from that, because time has uh, passed. And I think like, it was not a very like, serious wound, and I think that you probably—

**Clint:** Well, maybe not to you.

**Griffin:** You probably got fixed up in the infirmary also, so go ahead and like, get rid of one of those harms.

**Clint:** Okay. And uh, y'know, is kind of following along in the snow behind Billy, kind of looking around. Is this… I know Ned would be investigating a mystery. I know that’s gotta be what he’s here to do.

**Griffin:** For sure. And because you have a guide, I would definitely give you plus one forward on that roll.

**Clint:** Okay, but does he want to use it now, or just continue to follow Billy?

**Griffin:** We can use it to inform this entire scene. Like, that’s how this game works is like, you do this roll, and it sort of figures out what the scene is gonna look like. So I definitely think that rolling it now is the way to go.

**Clint:** Okay, so um, we’re gonna investigate a mystery.

**Griffin:** Okay.

**Clint:** And… oh, please, let me have a decent roll.

**Travis:** You can do it, Dad.

**Clint:** Thirteen!

**Griffin:** Good lord. Okay.

**Clint:** Now, that is with my sharp, and with the one point advantage you gave me.

**Griffin:** Uh, yes. Just, I don’t think—

**Travis:** So Dad sees everything.

**Griffin:** I don’t know if we've talked about this. I fixed Roll 20, and now it’s working for us in amazing, incredible ways. So that’s a dope roll. Uh, so now you get to ask two 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 gonna do? What is being concealed here? I will tell you, like, pretty much all of these are on the table, because you are in an important investigation right now.

**Clint:** I think, um… well, we have to have something to investigate, right?

**Griffin:** Yeah, I mean, you will… the investigation is you going around the woods with Billy, and him showing you around.

**Clint:** Then I think the first question would be, what is being concealed here?

**Griffin:** Uh, okay. Yeah, I have an answer to that. You and Billy sort of go around this clearing that you've stopped in, and uh, you're just sort of trying to follow his lead, and just like, brushing dirt, or brushing snow out of the way, and looking for something. And after a few minutes, you do find something. Your hand hits something solid as you are brushing, and it is thick.

And as you sort of excavate it from the snow, what you see is a root that is just kind of just barely sort of sticking out of the ground, almost like it sort of reached up from underground and then poked back down below. It is… I mean, it’s super thick. Like, you cannot wrap your hand around it. It just looks like sort of a tree root at the base of a tree, but it’s like, in the middle of nowhere.

This tree, like the bark on it, is uh, is like bright white. Not like a white, what is it, like a cedar tree. What’s the… there’s types of trees that like…

**Travis:** Birch?

**Griffin:** A birch? Yes. I don't know shit about trees. I don't know why I did this fuckin’ arc.

**Travis:** No. No way.

**Griffin:** Yeah, it is—it’s not like that. It is like, bright white. And uh, you find one of those. And Billy, like—Billy bleats and calls you over, and he found another one. And uh, then, you all look around more, and you find another one still. And what is peculiar is, all three of them seem to be like, pointing in the same direction, almost like you can triangulate if you follow where they are pointing, you can follow the trail of roots that these things have.

That is what is being literally concealed here by the snow.

**Clint:** Can Ned save his next question? Can he follow the… can they follow the roots, and then ask a question when they arrive at wherever they’re gonna arrive?

**Griffin:** Yes. For sure. Um, Billy starts walking on foot. I think the thicket here is getting a lot thicker; so much so that your Sno-Cat could not necessarily roar over it. Not only that, but it would be tough to follow this path of roots.

**Travis:** Griffin, a thicket’s no trick. The trick is to pick it apart with a stick.

**Clint:** [snorts]

**Griffin:** Okay.

**Clint:** See? I knew somebody would do Into the Woods.

**Griffin:** Yes, for sure.

**Travis:** Yeah, you're welcome. You're welcome, everyone.

**Griffin:** Uh…

**Clint:** Okay, so Ned activates the security system on the Sno-Cat.

**Griffin:** Goodnight, Ned. Would you like a fresh cup of tea when you return?

**Ned:** No, Michael, no.

**Clint:** I guess Kit was my… anyway—

**Griffin:** Powering down. Mmm.

**Clint:** So Ned’s whacking through the thicket with his sticket, and following uh, Billy, who I guess isn’t having quite as much trouble getting through the brush, right?

**Griffin:** Uh, no. Billy knows the way, now. He is taking you through the thicket, and uh, you two are just kind of like, uh, with some effort, working your way through it, and pushing past bushes and brush, and squeezing between pine trees. And it’s becoming so thick that you can't, like… you can barely see the sky through the canopy above. And after a few minutes of working your way through like this, Billy like, holds out an arm and stops you, and puts a finger up to his mouth, and then points just forward, just past the thicket.

You are sort of hidden from it, but you can see through the brush into the other side. And what you see is another clearing.

[ambient music plays]

**Griffin:** Right away, you see one of the goat men holding the shears, the one that you originally had assumed to be dead. He is… he looks awful. He is sort of slumped over this massive tree in the center of this clearing. And sure enough, you see like, all of these white roots leading up to the tree, and they are sort of twisted and gnarled, and form this like, dome at its base, reaching up.

And this thing is like, redwood huge. And it’s not a pine tree, which is bizarre. You can tell this is a cottonwood tree. It is bright white all over. Its bark is bright white. Its leaves are dark black. Another thing that is sort of strange about this tree is, its sort of like, composition of its branches, there is something sort of symmetrical about the way that they split off. It looks more like a map of a nervous system, more than it looks like a cottonwood tree.

And this injured goat man is there, and is pouring some bags of fertilizer on its roots, and trying to tend to it as much as it can, but it looks like it is sort of like, having a rough time. That is what you see. You still have one question.

**Clint:** What can it do?

**Griffin:** Yep. The tree shudders. And as it does so, the goat man and Billy both kind of like, snap to attention, and you start to hear this sickening cracking sound. And as you look up towards the boughs of the tree, you see one, still particularly large bough that hasn’t split off into this like, very, very intricate pattern of symmetrical branches. This bough starts to split in half, long-wise. It is like it is tearing itself in half.

And as it does so, it releases these spores. What appear to be spores. And as they start falling down on you, you actually realize that they are cottonwood seeds. And you also realize that this entire time, whenever these things have happened, it hasn’t been snow that’s been falling on you – it has been the seeds of this massive tree.

[theme music plays]

**Griffin:** And as this bow splits and forms another sort of intricate pattern of these symmetrical branches, you hear a cracking sound immediately over your head. You see that an old, dead pine tree has snapped… and is falling right towards you.

[theme music plays]

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