

The Adventure Zone: Amnesty – Episode 22

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Griffin: Previously on The Adventure Zone...

[theme music plays]

Dewey: Obviously, I guess y'all heard about it. Hornets got attacked. Someone came in the bar, just made a mess of things. We got two in the morgue, and they says they followed whoever did this up into your neck of the woods.

Megan: One of these hornets had a big, like... chunk missing out of his neck.

Bevin: It was like this uh, blonde lady. I saw her again, but this time, like, she was way different.

Griffin: Parked in formation in front of Amnesty Lodge is a fleet of 20 motorbikes, ridden by Hornets, with Hollis at the lead.

Hollis: So Keith told me everything about the monsters. Told me that you all work to fight them, and keep it a big secret.

Duck: Um...

Aubrey: Huh...

Hollis: Good news – you don't need to know what I'm talking about anymore. You all are relieved of duty. We'll take it from here.

[theme music plays]

Griffin: Uh, I mean, should we just pick it up right where we left off? 'Cause it was kind of a hot scene, if you uh...

Justin: I don't know why we always have to talk a bunch of garbage. Y'know what I mean?

Travis: It's called a podcast, Justin.

Griffin: No, yeah, you're right. Let's get it wet.

Justin: I just like—let's get it wet.

Griffin: Yeah, for sure.

Justin: Thank you.

Travis: Yeah, let's get wet and wild.

Griffin: You all are standing in front of Amnesty Lodge, where you have just sort of come up out of your secret cellar headquarters, alongside Mama and Barclay. And standing in front of you... well, actually, kind of leaning against a cool motorbike is Hollis, who is the leader of the Hornets, the local stunt crew turned kind of bike squad, who are sort of in the process of confronting you.

There's a little over a dozen of them here, parked out in front of Amnesty Lodge. And now, like, you understand their intention. You're kind of able to look them over a little bit better, and they are wielding baseball bats and um, like, makeshift sort of rebar clubs, and all sorts of blunt weaponry.

Travis: So a mob.

Griffin: Kind of, uh... kind of a mob, yeah. A monster hunting mob. Uh, and uh, standing in front of you is Hollis, along with Lieutenant Keith, and uh, they have said that they are going to take over monster hunting from this point forward, because you all are not getting it done. And that's where we're at, and time, unfreeze! Zap! Zowiee!

Travis: I've been thinking about this, because we have the benefit of, y'know, not being in real time.

Griffin: Well, time freeze. Hold on. Okay, time freeze. Zap, zowiee.

Travis: Now time unfreeze.

Griffin: Okay.

Travis: Unfreeze it!

Griffin: Okay, it's unfreezed. Zap, zowiee.

Travis: Aubrey just kind of laughs, like...

Aubrey: Ho ho, monsters? Are you kidding me? Ugh. I told Keith... listen, he got a bonk on the head when he crashed off his bike, we found him like that, he was in a daze, I think he might have a concussion. You know how that is. You do stunts. Right? Concussions have to be a major worry for you guys. He kept going on and on about like, monsters and stuff, and I don't know. [laughs] Monsters.

Griffin: I think Hollis just kind of stares you down, and uh, doesn't really say anything. Doesn't seem to be moved by your speech. And then they turn towards Duck, and they say...

Hollis: Uh, I want to hear it from him.

Duck: [grunts] What exactly do you want to hear me say?

Hollis: Well, you're carrying a sword.

Griffin: Are you carrying a sword? I don't know if that's something that Duck just kind of rolls around with.

Justin: Uh, I always assumed that uh, it looked like a belt when he wasn't wearing it.

Griffin: [laughs] I love that. We've never talked about that before. Your belt sword.

Justin: I just always assumed that he looked like a belt.

Griffin: Okay. Yeah, that works. Okay.

Justin: And it's a little bit Hot Topic.

Griffin: Yeah, I think exceedingly Hot Topic. It's a belt, with I guess the buckle is a mouth, and that's... that's horny, kind of.

Travis: It is a little horny.

Justin: And it's metal. It was either that, or like, a wallet chain sword.

Griffin: Hollis says...

Hollis: Well, according to what Keith told me, all of you were there when the, I guess, goat man attacked, which I'm assuming is one of the kind of monsters that seem to besiege our home town on a daily basis. And so, I was just wondering if you were going to outright lie about it like Aubrey here.

Duck: Um, I'm not a monster hunter with any special abilities or anything. I have no physical advantage over anybody else that would be trying to hunt monsters. Look at me for a second, honestly. If I could, y'know, do that sort of thing, wouldn't I be... something a little more intense than a forest ranger?

Hollis: Yeah, that's actually the first believable said that any of you have said since I showed up here. Uh, Ned? You seem to know a lot about monsters. It's kind of your business. It seems like, uh, maybe business is a lot better than anybody even expected, huh?

Ned: Well, here's what I'm thinking, friend Hollis, that perhaps there's a lot of confusion out there. As you know, I have an extremely successful television show called Saturday Night Dead. And—

Hollis: Yeah, you reference it every episode.

Ned: Yes, and as you know, what we do is, we not only show great movies. By the way, you may be especially interested this weekend – we have a double feature, Werewolves on Wheels, from 1971 with Severn Darden, and 1989's Chopper Chicks in Zombietown with Billy Bob Thorton.

Justin: [laughs]

Hollis: You're not gonna win me over by showing—

Ned: No, no, no, no, I'm just saying—

Griffin: While Hollis is saying that, like, they have their phone out and are definitely like, adding this to their G Cal.

Ned: I would love for you all to come and sit in the studio audience. But be that as it may, we also do a lot of—

Duck: Well, that's an honor.

Ned: --crazy video features. A lot of filmed features that we insert in the show. We've been doing a lot of shooting. We have a young man, looks exactly like Ryan Gosling with higher aspirations for acting.

Aubrey: Spitting image. Spitting image.

Ned: Spitting image. And sometimes, we make him up in goat makeup to shoot wild and crazy skits.

Aubrey: Yeah, that was for the—we were doing the Krampus thing, right? We were doing like, a Krampus thing, so we did like, goat legs.

Ned: The Krampus thing. And it's possible that Keith saw that.

Duck: We do zany... the right... we do zany skits. Like, Hollis, the zoo team. And we're always doing wild stuff.

Ned: Yeah. Why don't you let me take this, Duck? And so, anyway...

Hollis: Two of my guys were torn to shreds last night, and I saw the thing that did it.

Ned: Yes, that's terrible.

Hollis: And it wasn't your handsome friend all dressed up like a goat.

Duck: What did you—hey, what did you see, Keith?

Griffin: This is Hollis talking.

Duck: What did you see, Hollis?

Griffin: Um, I think if you actually want something from Hollis—

Justin: I'm sorry, it's so hard. With Hollis' deep, multi-textured character voice, it's hard to tell the two of them apart.

Griffin: Listen, I think anybody who doesn't have a rich, Appalachian accent is kind of an outlier in this universe that we're crafting.

Justin: That's fair.

Griffin: I think Hollis is coming at you while you're all kind of like, hot and bothered, and I think—well, not hot and bothered. That sounds weird. Kind

of angry. So if you want to get something from Hollis, Duck, you're gonna have to roll investigate a mystery.

Justin: [sighs] Y'know what, I am gonna do that.

Griffin: Okay.

Justin: I'm gonna do exactly that thing that you just said.

Griffin: You don't have to.

Justin: No, no, no—

Griffin: Hollis can just say fuck off, and then you don't have to.

Justin: Hey, listen, we do not have a lot in the way of leads, and two of the leads we did have got eaten. So I don't love our chances right now, so I want to take every opportunity that I can get. And I'm gonna roll 2d6. God almighty. Hatchi matchi.

Travis: How'd you do, Justin?

Justin: Well, I got a four on that one, Trav, which is...

Travis: Ooh.

Justin: We call it in the biz, we call that bad. Less than ideal.

Travis: Whew.

Griffin: Uh, I think this just—

Justin: Let's mark experience...

Griffin: Yeah, mark experience. Well done.

Justin: Experience. The experience of failing.

Griffin: I think this just ends the conversation. I think that uh, Hollis says...

Hollis: [laughs] You think I'm gonna help you? I told you, the era of you all keeping the whole town in the dark while you sneak around and fail to stop these things from killing people? That era is over. Yeah, I've got a question actually for you, and I'm only gonna ask it once politely. Where are these things coming from?

Griffin: And then it's right then that the front door to Amnesty Lodge sort of swings open, and out walks Agent Stern who is dressed in full sort of proper FBI agent regalia. Uh, and he's actually got his hands on his hips, pulling his jacket back, so everybody can see his badge. And uh, he says, uh...

Agent Stern: Everything going okay out here?

Ned: Oh, yes, Agent Stern. Our friends here were just uh, leaving. They were just setting out. They're on a mission from God, and we say to them, and I mean this most sincerely, Hollis... Go for it. Knock yourselves out. Go on your little mission, and Godspeed.

Griffin: Uh, with that, I think Keith is now nervous that uh, y'know, a badged official is here, and sort of tugs at Hollis' sleeve, who nods and they put their helmet back on. And everybody else in the Hornets sort of follows suit.

Aubrey: Real quick. Keith, before you go, let's hang out sometime, you and I. We've got some catching up to do.

Griffin: Uh, Keith lifts his visor up, and he walks over, and he says...

Keith: Everyone saw it. I—I know what we talked about, Aubrey. Everyone saw it. And you can threaten to kill me all you want, but apparently, there's other stuff out there that's actually doing it, so... yeah, I...

Ned: Threaten to kill. [laughing] He's kidding, Stern, he's kidding.

Duck: Hollis and Keith, let me uh, let me talk to you guys real quick before you head off.

Griffin: Okay. Hollis comes over and joins where you—

Justin: I like, walk out with them. They're leaving, I'll walk out.

Duck: So here's the thing. This thing is messed up. I mean, whatever it is, it's brutal. And you saw that, and we did, too. And... I don't know if I should be telling you this or not, but we've dealt with some stuff like this already, and I'm here to tell you that we barely made it out alive. And if you go looking for this thing, it is going to kill you.

Justin: So this is a move called trust me—

Griffin: Oh, shit!

Justin: --that The Mundane can do. And if I tell a normal person the truth in order to protect them from danger, I roll plus charm. On a ten plus, they'll do what I say, no questions asked. Seven to nine, they do it, but the Keeper chooses one from a list, which includes, they ask me a hard question, they stall and dither a while, they have a better idea. On a miss, they're gonna think I'm uh, crazy and maybe dangerous, too.

Griffin: Oh, this is such a fuckin' cool move, and it's also something I didn't know was in the game and could totally rewrite shit. Alright, let's see it.

Travis: Yeah! We're doing it! Classic McElroy!

Griffin: Yeah, let's see what you got. Another big four? Okay.

Justin: That's a seven, plus two charm, which is a nine.

Griffin: Okay.

Justin: Which, you get one of those. You can stall and dither, have a “better” idea, or ask me a hard question first. So I think that that’s probably open to interpretation, how you want to interpret this.

Griffin: Okay.

Justin: I definitely have some effect, I think, but I could see where...

Clint: Could Ned help out and add a point?

Justin: I think a mixed success is probably more interesting for Griffin.

Clint: Okay.

Travis: I think it makes sense for the scenario, too.

Justin: Especially after that hard, like, after I had a hard failure, it seems like a mixed success seems about right.

Griffin: Yeah, for sure. I like this. Okay, so, I’m gonna go with ask you a hard question first, and it’s gonna be in this form. It’s going to be, uh... Hollis lifts up their visor, and they stare you down, Duck, and they say...

Hollis: I don’t think you’re lying about that either, Duck. But if you really want us to not help protect the town like you’ve been doing for God knows how long, then we need to know the truth, and we need to know all of it. When you’re ready to do that, just flag down a Hornet. We’re gonna be all over town on patrol, so um... we’ll uh, I’ll see you, hopefully, when I see you.

Griffin: And they lower their visor down, and the Hornets depart. Basically saying like, if you tell them literally everything that you know about the Pine Guard, and no clever ruses, like actually what is going on here, everything you know, then they will not... they will disband their monster hunting force as it is now. That’s the tradeoff.

Justin: Okay, so I probably go... I go back inside, and I flag down Aubrey and Ned, and I sort of update them on the scenario.

Duck: So, that's basically it. They'll keep their heads out of it, if we tell them... everything.

Aubrey: Well, I... I have to say, I mean, there's a part of me that doesn't mind the idea of this like, neighborhood watch beefing up our numbers kind of deal. Like, eyes on the street. But at the same time, I don't know their methods, and they seem pretty hell bent for leather, as far as violence goes, and we got a lot of not bad monster types, y'know what I mean?

Ned: I have an idea that might lend itself to that situation. Kirby? Kirby, come here a moment.

Griffin: Why is Kirby at... I guess he's... I guess you did take a move where he is your constant companion. A fuckin' closet in the cellar of the uh—

Travis: There's a poof of smoke, and Kirby appears.

Griffin: A closet door in the cellar under Amnesty Lodge swings open and Kirby walks out.

Justin: [laughing] I feel like it bursts open.

Clint: Alright, I won't do it that way. Back up; let me try a different way.

Ned: I have an idea. Why don't I send Kirby out in the Cryptonomica van, with the camera drones from episode, hm, six?

Griffin: [laughs]

Ned: To keep an eye... to keep an eye on our friends, The Bumblebees, and he can report back to us and see what they do?

Griffin: There's so much wrong stuff in that sentence.

Duck: There's a few wrong things. Let me see. Let me try to go in order. First one is, your man Kirby might just have to watch a gang member get eaten alive, 'cause I don't think this thing is like, luring friends back to its place and stealing their identity, and then over several months, is just eating people.

Aubrey: Well, can't we agree that identity thieves are the real monsters?

Duck: Yeah, I mean, like, I'm no great fan of identity thieves. But like, I don't—

Ned: Well, you said you wanted to know about their methods. You said you wanted to know—

Duck: No, I didn't say anything of the sort. What I said was, we need to decide if we want to tell them everything or if we want to let them take their chances.

Ned: I'm already in enough deep shit with Mama and... and... and Squatch Boy about running my mouth. So, I vote we don't tell them shit, we keep an eye on them, and if they get in trouble, we go help them.

Duck: Yeah, there's a part of me that feels like, if we can tell them now about, y'know, tell them everything, we can keep them out of this specific thing. But it's like, the genie's out of the proverbial bottle. Fuck, there might be genies. What do I know?

Aubrey: There probably are genies.

Duck: Probably are genies now that I think about it.

Aubrey: But here's my thing is, I also know that... man, how many times do you watch a movie or TV show or something, and just scream like, "Just tell them!" Like, listen, here in Kepler, people are in danger all the time. And I'm starting to wonder if maybe we're doing a disservice by not telling them what's out there.

Ned: If you start telling them stuff, where do you stop?

Duck: Yeah.

Ned: Do you tell them about Sylvain?

Aubrey: Yeah, I know, Ned. I agree.

Griffin: Is Barclay and Mama down in the cellar with you all? They were definitely—

Travis: I think they pop down now, and we catch them all up.

Griffin: I mean, they were definitely at the scene while you guys were sort of having this confrontation with the Hornets.

Justin: Yeah, I think it would be easier, because I would like to ask Mama how she has...

Duck: Yeah, how have you dealt with stuff like this in the past, Mama?

Griffin: Uh, I think Mama has been pretty just like, shocked into silence since hearing that this large squadron of armed bikers knows that there's monsters in Kepler and seeks to do something about it. And she says...

Mama: Y'all, there ain't never been a situation like this before. And for once, Ned, it seems like I can't blame this one on you. It...

Duck: There's gotta be some way to blame it on Ned. Don't give up, Mama.

Travis: [snorts]

Griffin: She says...

Mama: We've been trying to keep the peace discreetly for decades, now. And it's been working, and... [sighs] Listen, my... I'm about to get forced into retirement, and I've made peace with that. But I can't feel comfortable about the idea of leaving just like a handful of y'all to fight against deadly supernatural threats every two months or so, and if they have the opportunity to add some more muscle behind your efforts, I don't see why not.

Griffin: And while she's saying that, I think this is when Barclay just like, reaches up and takes off his bracelet, and sets it down on the table, Twelve Angry Men style. And Barclay says...

Barclay: In case you all forgot, I'm Bigfoot. So if these guys—

Aubrey: Oh, way to name drop.

Barclay: If—

Griffin: [laughs]

Travis: [laughs]

Griffin: I'm friends with Dracula, so—

Travis: I'm kind of a big deal. I'm in Hotel Transylvania.

Griffin: It's not a—yeah, don't worry about it. He says...

Barclay: This is an armed gang of passionate monster slayers. What do you think happens if they come into Amnesty Lodge and figures out sort of our whole situation here? Do you think that they're gonna be as patient as you guys are?

Aubrey: But that's my point is, if we can edu—if we have a chance to say, "this is what's up" before that happens... I mean, what do you think is the better option? We don't tell them, and one of them like, accidentally catches sight of somebody changing, y'know, their watch, and turns into, y'know,

another goat man or whatever, and they get attacked while they're just, y'know, getting ready for a swim. Is that really better than us telling them ahead of time, like, some people are good and some people are bad, just like on earth with humans?

Duck: I feel like... I've known some of these rowdy boys their entire lives, and I... we can tell them it's too dangerous. But if we let them know that there are literally monsters in the town, there's nothin' that's gonna dissuade them from, y'know, continuing to search them out and probably gettin' themselves killed, honestly.

I mean, they say that they'll... I think what we're really talking about here, y'all, is, do we save them from this one, or do we save them from all the future ones? 'Cause I feel like if we can stave them off of this one, but they're gonna be back in full force next time.

Barclay: I don't see why we need to keep debating. If they find out about the gate to Sylvain, that's it. That's war. That's the war.

Aubrey: We have a resource here that we're not using.

Barclay: Which is?

Aubrey: Jake Coolice. He knows them. He was with them. He can give us insight. I think we need to bring him into this discussion. Because y'know, for all we know, forgiving that scene, which we have to remember, it wasn't too long ago that two of their friends got mangled by a monster while they all watched. I think it's understandable that they're a little on edge. We might be able to get some insight from Jake about this whole scenario.

Mama: Alright, listen, listen, listen. We've burned plenty of daylight debating this. I'll talk to Jake and see if I can get him to try and make peace, I guess, with the Hornets, try and impress upon them the reality of our situation without sort of clueing them into everything, Barclay. But we need to get out there, because whatever's out there killing folks right now ain't gonna wait for us to, y'know, have a summit with the local biker toughs.

So I think let's get out there right now before night time rolls up, and see what we can find out.

Aubrey: I think at this point, if I may, Duck and Ned, it kind of feels like we have... let me check my notes...

Travis: And she mimes opening a notebook.

Aubrey: Uh, yeah, we don't know anything. So maybe we should split up and just kind of see what we can find out by asking around?

Duck: Well, let's not split up, but let's do ask around. I like the part where we ask around for sure.

Ned: Yeah, and I miss you guys.

Duck: Yeah, I miss y'all when we're not together. And honestly, can I be straight with you guys? Um, I'm just a dude. So...

Aubrey: That's right. Okay, well, before we—

Duck: I would rather stay with the people with superpowers if it's like, all okay by y'all.

Mama: Well that's just—you're just talkin' about Aubrey. She's the only one. I guess Barclay's powerful.

Duck: Okay, I—y'know, I didn't want to be shitty, but yeah.

Aubrey: Ned has a gun. Ned has a gun.

Duck: He's got a cool gun and a lot of lying power.

Aubrey: Oh, and a car.

Duck: He used to have a car. [laughing]

Aubrey: He can get another car.

Duck: He got a crepe wagon.

Aubrey: He did get a crepe wagon.

Ned: I got a crepe wagon. Crep wagon. Crep wagon.

Aubrey: Crap wagon.

Duck: Stop that. I'm not doing it again.

Aubrey: Okay, well, before we go out and look, I need to go use the restroom, 'cause I haven't in like 45 episodes.

Griffin: [laughs]

Clint: [laughs]

Justin: [laughs] And all the characters realize they haven't shit in a year.

Clint: I just did a spit take!

[theme music plays]

Griffin: Hey everybody, this is Griffin McElroy, your dungeon master, your best friend, and your Broadway baby. I'm gonna hit the big stage this summer in my new adaptation of the TV show Wings. So, so excited for that, and I'm so excited that you decided to join us for episode 20-something of The Adventure Zone: Amnesty. I hope you all are having a good time. We... it's getting spooky, and I'm personally okay with that, because a little bit of fear makes the good stuff so much sweeter. It's like the salt in your chocolate.

I don't know what I'm talking about anymore, but speaking of salt, that's something that you might use when cooking a food, and if you have to cook a food, which you do to survive, then you might as well do it with Blue Apron, because they send a little box to your door. And the box is gonna be full of ingredients that you can use by following their recipes to create very, very tasty meals. Things like pork chorizo burgers and roasted potatoes. Things like spicy soy glazed chicken thighs. Things like garlic chaper kickin', or caper chicken. Crispy chickpea grain bowls. All kinds of great stuff.

They got different recipes that they sort of toss in there every week. You can pick what you want, depending on your diet. They have a bunch of vegetarian options, if that's your bag, and they got these easy to follow, chef-designed recipes with perfectly portioned ingredients that makes cooking tasty food super easy.

I love Blue Apron. Taught me how to cook, and it can teach you, too. Hey, why don't you go check out this week's menu, and get \$60 off at [BlueApron.com/adventure](https://blueapron.com/adventure). That's [BlueApron.com/adventure](https://blueapron.com/adventure). Blue Apron: A better way to cook.

Also want to tell you all about Squarespace. Squarespace helps you make websites that look beautiful, they look powerful, they look professional, and they look sexual, maybe. I don't know how you're gonna make your website. But, they have the tools that you need to turn your cool idea into a website that you can use to blog, or publish content, or sell products and services, and whatever you want to use your website for. It's not my place to judge.

They got beautiful, customizable templates, created by world-class designers. They have a new way to buy domains and choose from over 200 different extensions. They have analytics that help you grow in real time. They have 24/7 award-winning customer support. If you need to make a website, don't make one that looks shitty on your own or using some other thing. Go ahead and use Squarespace, 'cause it's gonna look good.

We've use Squarespace to make all kinds of websites, like Travis' mini-websites, including ones about his dogs. I made one for my own sort of personal brand that you can find at KeanuReevesBiggestFan.business. That's not true. But anyway, go to [Squarespace.com/adventure](https://squarespace.com/adventure) for a free trial, and

when you're ready to launch, use the offer code ADVENTURE to save 10% off your first purchase of a website or domain.

Once again, that is Squarespace.com/adventure, and use the offer code ADVENTURE.

I want to thank everybody who's been tweeting about the show using the #TheZoneCast hash tag. Uh, we really appreciate you spreading the word. If you do it, you might end up as a character in the show. I know we've been kind of slow to roll those out, but you could end up like Keith, who is named for Keith Welman on Twitter, or like Agent Stern, named for Joseph Stern on Twitter, and a few others. So yeah, I know it's slim pickings, but I really appreciate you spreading the word about the show. It's how we've gotten to have the cool audience and community that we have now, and um, yeah, I just appreciate you.

And hey, I appreciate you if you listen to Maximum Fun, and the other shows that we have on the network here. Got a bunch of new ones, like The Jackie and Laurie Show, and like, um, Aimee Mann and Ted Leo's new show, The Art of Process, and a bunch more, all at MaximumFun.org. We have a website that's McElroy.family if you want to check out the other stuff we do. See a new episode of Monster Factory that I believe, when you hear this, will have come out yesterday. Find tickets for our shows.

Speaking of, hey – if you live in Birmingham, we're gonna be there tonight, if you're listening to this on Thursday, the day it comes out. And there are still tickets available for that. It's a MBMBaM show. And then, on Saturday, we're gonna be doing a TAZ in New Orleans, and Sunday, the day after, we're doing a MBMBaM in New Orleans.

So if you live in one of those cities, there's plenty of tickets available. You can find out how to get them at McElroy.family, and we would love to see you. Oh, also, Adventure Zone graphic novel two, which is an adaptation of um, uh, Murder on the Rockport Limited, which was our second arc of the last campaign, that's coming out this summer, and you can preorder it now at TheAdventureZoneComic.com.

Uh, I think that's gonna do it. So hey, we'll be back in two weeks, and the day that that is going to be is going to be today's date, the number of it, plus 14. Which is February 21st. I definitely didn't have to look at a calendar to figure that out. So we'll talk to you then. Bye.

[music plays]

Travis: We hear a flush and a hand wash. And like, footsteps coming back down the stairs.

Griffin: Sure. Um, I—

Aubrey: Okay, I'm ready to go.

Griffin: Fantastic. I don't really—so like, it's kind of up to y'all how you want to do this investigation. I think that this is more sort of how Monster of the Week is designed to be played, which is maybe not the most sort of uh, uh, show-friendly process. But I think it would be interesting to just like, let y'all loose in Kepler, which is a lot easier now because we have this map in Roll 20, and we have sort of an ongoing list of, y'know, leads and stuff like that.

So it's up to y'all. We can just do scenes as you want to do them, and uh, you tell me what you want to look into, because as you have said, you don't know jack about this thing.

Travis: Well, it seems to me like, even though we don't know anything, over the last couple of episodes, we have made some contacts.

Griffin: Yes.

Travis: I mean like, there's Indrid...

Justin: Indrid's gone.

Travis: I mean, I will say, from Aubrey's point of view, the things that she learned from like, investigating the scene makes her want to talk to Dani, but I don't know that that's something she'd want to do in front of everyone.

Griffin: We could do that you just go talk to Dani alone. We—I know we wanted to do scenes together, but like, if that's how you want to talk to Dani, that's how you want to talk to Dani. On the subject of Indrid, we might want to clear this up. Uh, last time you guys saw Indrid, Duck punched Indrid in the face and knocked his glasses off, and then Indrid flew away as the Mothman. And you actually haven't seen Indrid since. That was a couple months ago, during the last hunt. So, uh, Indrid is not super available as a resource right now.

Clint: I think we need to investigate why this happened. I think we need to investigate... I mean, we're not getting anywhere necessarily with the creature. But I think we need to figure out why. Why that particular place, why the Hornets' Nest, what led to that? I think that's the angle we need to pursue, because there's obviously—we said it ourselves, that this was a targeted attack that happened at the Hornets' Nest. I assume there's still some injured Hornets in like, the hospital and stuff?

Griffin: I don't know about that. There's definitely some in the morgue still.

Clint: Well, let's get it clarified. Were there survivors?

Griffin: Uh, there were. I think that they have mostly been discharged at this point.

Clint: It'd be nice and creepy. We haven't been to a morgue.

Travis: It would be, yeah.

Clint: We haven't been to a morgue since two arcs ago.

Justin: Let's go to the morgue. I'd love to see how we're gonna get into the morgue.

Griffin: [laughs]

Travis: Let's go to The Morguey Zone.

Griffin: So, wait. Do we want to do Aubrey, you go to talk to Dani, and Ned and Duck to the morgue?

Clint: If I may have a vote, I say let him go talk to Dani. We'll take care of something else, and then I think we all ought to go to the morgue. Is that alright with you, Juice?

Justin: Yeup.

Griffin: Uh, okay, let's do this conversation with Dani. When... you're trying to find a time to talk to her where she is not sort of around anybody else, and uh, you get a great opportunity to do so, because I think just like, later that day that the Hornets showed up, you find Dani, and she is just kind of walking around in the clearing in the woods where the archway is.

And uh, she's just... she's actually got a hand up on it, and she is just kind of like, standing there with her eyes closed. And in fact, I don't think she notices when you sort of walk up.

Travis: And of course, Aubrey's out taking Dr. Bonkers out for a walk.

Griffin: Okay. That's the first time I've ever heard you leave off one of his names.

Travis: Oh, sorry. Dr. Harris Bonkers. Thank you, Griffin.

Griffin: PhD. It's been so long.

Travis: Yeah. Dr. Harris Bonkers, PhD.

Griffin: Okay.

Travis: Y'know how you take rabbits for walks?

Griffin: Yeah, sure, sure, sure.

Travis: Or for hops. And she...

Aubrey: Oh, uh, hey, Dani. Ahem. Ahem.

Griffin: Dani is not startled, I think, by your approach. And she turns around, and uh, looks at you. And she looks, um... she does not look sort of the usual sort of chill. You're not getting those usual chill vibes that you get from Dani when she's just kind of kicking it around Amnesty Lodge. She is definitely, uh, upset about something. And she says...

Dani: Hey, Aubrey, sorry. I... I... uh, sorry. What's up?

Aubrey: Well, I need to talk to you. But first, is everything okay?

Dani: Not really? I mean, the... the... I guess I'm homesick a little bit. I uh, I've still got... I've still got family over in Sylvain that, y'know, I'm not allowed to go over and see, and it's... y'know, I'm grateful for Mama putting us up and giving us a safe place to stay, but it's, y'know, it's hard. I miss them a lot.

Aubrey: I totally understand, and... and we can talk. Let's make plans to hang out later and unpack that, and I want to be here for you. But I need to talk to you, and it's incredibly urgent.

Griffin: She's actually distracted as you're saying this. She's... she actually kind of turns away from you and is looking back at the gate. And I don't even think she responds to what you're saying. She's very, very sort of engrossed.

Aubrey: Dani, you might be in some serious shit very shortly. Um, there was an attack at the Hornets' Nest where that biker gang hangs out. And the attacker, the description is very much like you, and I know it's not you, 'cause you wouldn't do it. And I'm not saying it was you. I'm saying, I need

you to tell me where you were, and if you... are there any other, y'know, Sylvainians around like you? Blonde women?

Griffin: Uh, this is definitely investigate.

Travis: Okay. Awwwright.

Griffin: Let's keep the streak alive. Those big boy rolls.

Travis: Hoo.

Griffin: What's your sharp, though? Travis has rolled a six. What's the sharp?

Travis: A plus one. That does make it a mixed success.

Griffin: Alright. On a mixed success, for investigate, you hold one. So you get to ask one question. You're asking where she—you're trying to get an alibi, right? So it's not...

Travis: Yeah.

Griffin: I guess this could be investigate a mystery if you were trying to weed out that she is not the monster, right? So I guess the rules still apply, here. Um, I'm willing to let just, y'know, where were you last night be the question here.

Travis: Okay, cool.

Griffin: I think that makes sense.

Travis: Then let's go with that.

Griffin: She says...

Dani: I... don't remember, Aubrey. I cannot remember where I was last night, because I wasn't... sort of... aware of it. I... I...

Griffin: And now her breath is quickening. You can tell, she's getting kind of scared. She says...

Dani: I was taking a walk down toward Mount Kepler. Next thing I know, it's morning, and I wake up here in front of the arch, and I was... I was holding this?

Griffin: And um, she's got this little satchel with her, and she opens it up and reaches inside, and she pulls out this um, this sort of dark blue book that is... the cover of which is sort of heavily damaged. And it's this hard, leather bound cover that is etched with these arcane symbols that like, I think you know enough about magic and stuff from your lessons to know that they are magic symbols, but you definitely uh, you can't really tell what it says. She says...

Dani: So, um... that was my morning. How was yours?

Aubrey: Well, we got threatened by a biker gang. Um, and I got outed as using magic and fighting monsters. So also not great, uh, now that you mention it. Um, cool. So... I, on my end, am going to... uh, figure out what happened. And make sure you don't get in trouble. And do everything in my power, which is a lot, 'cause I can do magic and throw fire and stuff, to make everything okay. Um... I need you to just kind of lay low and uh, for fuck's sake, if you see a biker, run.

Griffin: Dani smiles when you say that. I think she appreciates the concern. And she says...

Dani: I'm not scared of them, Aubrey. I'm not afraid of what they'll do to me. I'm scared of what they might find out. I'm scared of war between our worlds. And frankly, I'm scared of this.

Griffin: And she points at the book. She says...

Dani: I'm gonna hide out, of course. I'm gonna lay low. But I need you to get out there and find out what this is.

Travis: Griffin, real quick, I would like to read a bad situation.

Griffin: Oh, okay.

Travis: In regards to the book.

Griffin: Alright.

Travis: Um, let me... okay, cool, a ten.

Griffin: Alright.

Travis: So, one, I want to ask, are there any dangers we haven't noticed? And I want to couple that with my third eye. I have the third eye that lets me uh, y'know, kind of examine magical shit.

Griffin: Yeah.

Travis: Or look for magic.

Griffin: Okay.

Travis: So I want to kind of do those simultaneously with the book.

Griffin: Okay. Yeah, I mean, it pops off. As you sort of—

Travis: 'Cause I'm expecting some like, Tom Riddle shit.

Griffin: Oh, no. Nothing quite that sort of uh, inherently, obviously evil. You open up the book and just kind of like, thumb through it quickly, and uh, y'know, clap on your third eye, which also reads. And it makes like, a gross noise as it moves back and forth to read. Is it a physical eye? Have we—

Travis: No. No! It's not a physical eye.

Griffin: Okay. Anything's possible.

Travis: I mean, that's true. Duck is wearing a sword belt, so...

Griffin: Yeah. Uh, it is... I think the, in terms of it being a danger, um, I think the thing that you... I think the thing that you pick up on is, there are incredible, incredibly powerful magic spells in this book. It is a guidebook for how to cast extremely advanced, extremely potent magic. And I think that that's how you could interpret it as a danger.

I think with your third eye, like, you're able to tell that there is like, one passage here that um, is sort of the most complicated and most powerful spell of them all. And you, again, you can't make out what the symbols say, just because like, you're not that advanced in it yet. But there is sort of an image.

And the image, you can clearly tell, is sort of a crude drawing of a mountain. And there appears to be... there's something coming out of the mountain. There's like, smoke or fog or something coming out of the mountain. Not necessarily like a volcano, but just like, it's emitting this smoke in all directions. That is what you pick up on.

Travis: Uh, and I want to use one more of the hold three, and that's just, while I still have that old third eye open, uh, the... what's the best way to protect the victims? I want to just kind of like, look over Dani and see if there's any like, weird aura or weird energy or any kind of thing like that. Am I seeing around her any kind of... I'm worried that she was like, possessed or something.

Griffin: Oh, I see, I see, I see. Um, there is... you're picking up on traces of some sort of energy thing. Like, that's about as like, specific as you can pick up on.

Travis: So there definitely was something there, but it doesn't appear to still be present?

Griffin: Uh, I don't know if you can tell the latter thing, but there definitely was something there.

Travis: Okay.

Griffin: Um, and let's call the scene there and get to the morgue.

Travis: Yeah. And just real quick, I did tell Duck and Ned about the book, but I said I found it by the uh, gate, while taking Dr. Harris Bonkers, PhD, on a walk.

Griffin: Love it, love it, lovin' it. Okay, so, the morgue, huh? The morgue is, uh, sort of in a building adjacent to the Sheriff's department. Not so like, close to the front door that like, you're gonna walk in front of Sheriff Owens directly as you try to get into the morgue, which uh, I think you were right in your assumption that it may be kind of tricky to get in there.

This is obviously not a super big town, so the morgue is a fairly small and humble building. Uh, there is a sort of entry chamber as you walk inside, with a big heavy door towards the back that is where sort of the morgue business is taken care of. And then, there is a small just like, Ikea desk in front of it with some uh, with some notes and stuff on it.

And as you walk in, there is a man sitting at that desk, and he is wearing a white lab coat, and he is just sort of uh, reading some stuff on his desk. He actually has a brochure out for the Green Bank Telescope, and he is reading it, sort of uh, with... I mean, he just doesn't even notice that you guys come in as he is reading this brochure. And you all are in the morgue.

Travis: We walk past him?

Griffin: [laughs] Uh, the door—

Travis: That's what I thought you were implying. You're in!

Griffin: No, the door is big and... the door into the morgue is big and uh, it has actually... you see a key card lock next to it.

Justin: Mmm.

Ned: I got us this far.

Aubrey: What did you do?

Ned: Well, I had the idea!

Aubrey: What do you mean? You didn't drive us...

Ned: I said go to the—I did drive us.

Clint: By the way, we stopped at the Cryptonomica so I could get the uh, Cryptonomica van...

Justin: There he goes.

Clint: ... and pick up something else.

Griffin: Well, uh, okay. That's ominous. I'm very scared of what that could be. At this point, now that you all have walked into the morgue and remained silent for eight straight minutes, the uh, morgue technician looks up at you, and he says...

Technician: Can I uh, help y'all with something?

Duck: Well, we would like to... see the bodies of...

Aubrey: My brother.

Duck: My dad.

Ned: My son.

Duck: His brother. Her... his... his son, her brother, my dad.

Aubrey: Not related. There's two of them.

Ned: But you had to figure out which two.

Duck: We need to see a body for a dare. I'm sorry about all the lies from before, but we need to see a body for a dare.

Aubrey: I was dared to look at the body of my brother.

Ned: And my son.

Aubrey: I was dared to look at the body of his son. Who was also my brother. Because he is my father.

Justin: Everybody can't be—everybody's bit can't be that they're bad at lying. I put my—I staked my claim in that, you fuckin' stooges.

Griffin: [laughs]

Travis: I thought mine was a good lie of like, I'm here to identify my brother. I'm here with an officer of some kind, and this is my elderly caretaker who watches over me, because our parents are deceased. It was going to be a good lie, and then Ned had to throw out... and you, my father, my son or whatever... [sighs]

Clint: Griffin, what is... I assume he has a nametag on, right? An official nametag?

Griffin: Uh, he does. It says...

Clint: What is it?

Justin: Careful, don't force Griffin to create a character if he's not ready to do it. He'll get very snippy.

Clint: Just a name. Just a name.

Griffin: Greg... Gregor.

Clint: ... Gregor?

Justin: See?

Griffin: Gregor.

Clint: Greg Orr. Very distinctive name.

Griffin: No, Gregger. Gregger. Gregger.

Clint: Okay.

Ned: I remember on the interNed, there is a... one of the handles is Gregormortis. Aren't you a fan of Saturday Night Dead?

Griffin: [laughs]

Travis: God damn, Dad, Gregormortis is a great user handle.

Griffin: Yeah, it's fuckin' good.

Justin: It's such a good pull, Dad. What is the move, Griffin, where you not just try to investigate someone or manipulate them, but try to impose a reality... [laughs]

Griffin: No, this is fuckin' great. Let's do it. Shape this shit, man. I love it. You're on some Infinity War shit. You just snapped, and Gregor existed. So this is... Net friends is your roll, here. Ohh.

Clint: Eleven!

Justin: Wow.

Griffin: That's an eleven plus charm.

Clint: Plus charm, which is plus one, so that's a twelve.

Griffin: Okay. Gregor, Gregormortis, uh, looks up at you, and uh, I think it actually takes them a second to actually kind of figure out what you're talking about. And then Gregor says...

Gregor: Oh! Oh, man. Oh, my God, I'm sorry, I didn't, um... I didn't realize that it was you, Ned. So wait, you need to get in there and see bodies?

Ned: Well, we're doing a little research for an upcoming episode, the uh, the um, Night of the Living Dead. And we wanted to look at a not living... [laughs] Dead person. So, if you could spare us just a few moments in there while we do a little research for uh, Saturday Night Dead, um, Gregor.

Aubrey: I'm supposed to build some like, y'know, mannequin, y'know, bodies for the set. And so, I just need reference, just to see... I've never seen a dead body before, y'know?

Duck: None of us have the internet.

Gregor: Um, well...

Aubrey: I don't want that on my search history, are you kidding me?

Duck: Thank you.

Aubrey: Oh, what if my parents saw?

Duck: That's good.

Gregor: Um, yeah, I can, um... I can let you in. I really don't want Sheriff Owens to find out about this.

Ned: Oh, no, no, no, no.

Aubrey: We don't either.

Ned: Believe me, he's not a friend of the show. [laughs]

Gregor: No, I know. Listen, there's not a back door out of there for y'all to sneak through, it's really just this one. So be quick, I guess, and... yeah. This... oh. This is a weird request, Ned, but um... any—anything for the webmaster.

Ned: Here, wait, wait, wait. I have one of these enamel pins of...

Travis: Where are you pulling it from?

Clint: My face.

Griffin: [laughs]

Clint: And uh—

Travis: Oh, no, no, it's *of* your face. You weren't pulling it from—

Griffin: You didn't just rip a pin out of your cheek. [laughing]

Clint: Yes. An enamel pin of my face.

Travis: I misunderstood.

Griffin: Okay.

Clint: But...

Ned: And this, my friend, Gregor, is for you.

Aubrey: Now, who would be so vain as to make an enamel pin of their own face?

Clint: [laughs]

Griffin: Yeah, unbelievable. Uh, Gregor lights up, and uh, pushes it through his badge, which takes some effort. But with his super strength, he does it, and then—

Travis: Whoa!

Griffin: He walks over and swipes his badge across the uh, across the keypad, and he says...

Gregor: Seriously, like, um... like, maybe five minutes. And then, let's get you out of here.

Aubrey: You got it.

Griffin: Okay. You all walk into the morgue room, and uh, in an effort to kind of keep you concealed, he shuts the door behind you. So, there are uh, two bodies covered in sheets on sort of two metal racks. One of which, uh, has been clearly sort of worked on recently. There are a few... what are those things that like, you can slide bodies in and out of in morgues in TV shows and movies?

Clint: Slabs.

Griffin: The slabs, yeah. That's probably the best name for it. There's definitely a few of those in the room, also. Just like Gregor explained, there is no other sort of entry or exit from the room, and that's where you are.

Travis: Aubrey spooks Duck. Bluh! Did it work? Did I get him?

Duck: This is all profoundly disturbing. Let's just try to keep some sense of decorum in here, eh?

Justin: Okay, I'm gonna pull back one of the sheets. At random.

Griffin: Okay. You pull back one of the sheets, and underneath it is a dead... is a dead... guy.

Justin: [laughs]

Griffin: Um, and I think just like you were told by detective Megan back at the uh, back at the Hornets' Nest, it's sort of... it's a grisly thing that's happened to them. Um, there are bite marks, but not really bite marks, right? It doesn't appear to be like, in, y'know, a vampire movie where there's two sort of cute little discreet fang marks. It's a bite mark like a uh, more akin to like, a small shark got in there.

And uh, yeah, I think that's all. That is what is obviously apparent about this thing. This thing, this former... this former human, Kepler, Keplarian, without rolling.

Aubrey: So should we... say a few words?

Duck: I mean, I don't think people who sneak into morgues have been called on to... I don't think so. [wheezes]

Aubrey: But it feels like—I don't want to just—

Ned: Here are a few words. Gross. Gnarly.

Duck: Yeah.

Aubrey: Yeah, but it's still a person.

Ned: Look at that stitch work on the... oh, God, why do they open them up like that?

Duck: Look at this. This poor bastard's been taken back to Chicago something fierce.

Clint: [laughs]

Aubrey: Oh no, he's bought an apartment there, like, long lease.

Duck: Yeah.

Aubrey: Hey, Ned? Are you grossed out by like, the wounds, or by the shoddy work of the undertaker or whatever the fuck?

Duck: Whatever you're trying to establish.

Ned: Well no, but like, look at how... aw, no, I'm sorry. As an artist, I uh, I find this very disturbing. Very disturbing.

Aubrey: Okay, you sound like a serial killer.

Travis: Uh, Griffin, I would like to look at the wounds I guess.

Griffin: Uh, okay. I mean, this is just investigate a mystery, I think, uh, if you're wanting to...

Travis: Is that plus sharp?

Griffin: Yes.

Travis: So that's a seven. It was a six plus one.

Griffin: Okay. So you get to ask one question from the list.

Travis: What happened here?

Griffin: Uh, I'm trying to think of how to give you sort of more details than what you got, just from eye witnesses. Uh, looking at this thing... how about this? There's definitely like, on this rack, there is a clipboard hanging from it with a coroner's report. And uh, I think between just sort of looking at the victim and looking at the coroner's report, you can tell that uh, they did die from blood loss. But there's nothing mentioned in the report about like, there's no blood. There's nothing in the report about—

Travis: They weren't drained, like one might be afraid of with a 'vampir'.

Griffin: Yeah. They weren't made into a Capri Sun. They were just kind of um, they were just kind of... they were just maimed in sort of the gnarliest way possible, it seems like.

Aubrey: Let me ask you fellas a question. Doesn't this seem almost calculated to be scary? Like... you'd think, if it was a monster trying to feed, right, that they had time to attack multiple... like, more than just two. And then walk away. Like, this is a lot of attack. Like, one of these wounds would probably have killed this guy.

Duck: Yeah. Seems like overkill.

Aubrey: It doesn't just seem like a rampage, 'cause they stopped and left.

Ned: There's gotta be a reason why this attack happened.

Aubrey: Y'know, in the past, when we've seen these attacks, it seemed almost like, y'know, if you let a bear loose somewhere, y'know what I mean? But this was... this isn't like the kind of attacks we saw with like, the water thing, or the like, Abomination thing.

Ned: Alright, hear me out. I have a wild and crazy idea. You know the item I stopped at the Cryptonomica and picked up?

Duck: Yeah.

Griffin: This is gonna be so good.

Ned: Okay. You, Duck, are basically wearing a magic belt. A magic weapon belt.

Duck: Yeah, yeah, yeah.

Ned: Aubrey is seething with magic, correct?

Aubrey: Ew, gross, but yes.

Ned: Aubrey, seething? And in... under my jacket, I've got a gun with a fuckin' magic crystal in it, right?

Duck: Sure. Okay, magic artifacts. Magic is real.

Ned: So we got magic all over the place.

Duck: Oh, magic for days.

Ned: I picked up an item at the Cryptonomica that I stole from Theresa Caputo's house, that I think—

Aubrey: Who?

Ned: Theresa Caputo. She's the Long Island Medium.

Aubrey: Okaaay...

Duck: [simultaneously] Okaaay...

Ned: With all of this magic and all of this power...

Clint: And I pull out an Ouija board.

Ned: Why don't we ask the dead guys?

Griffin: Hmm. Hmm.

Justin: I just...

Griffin: I tell you what would be fun. I tell you what would be fun, is if I make... if I make Ned do a use magic roll. If I make Ned do a use magic roll to do this thing that he has suggested. And that's not to say that if you roll a fuckin' 14 like you do sometimes, Clint McElroy, that I will then make one of the bodies sit up and start tap dancing. But if you want anything to come out of this, I feel like you're gonna have to roll to use magic.

Clint: Okay. I'm willing to try it.

Griffin: I'm willing to try it too, 'cause we're having fun, here.

Travis: I'm definitely willing to watch him try it.

Justin: Yeah, I'm willing to stand ten feet away.

Clint: Now, remember how a Ouija board works? No, no, no, no, no. Everybody has to put their fingers on the... the plinth.

Justin: Oh, God, alright. [sighs]

Clint: And it spells stuff out. Nobody's gonna sit up, nobody's gonna—

Griffin: And there's not a table—there's not like a—

Clint: No, we just set it on top of the guy. Set it on top of the guy.

Griffin: Yeah, you just put it on the other guy who's still covered up.

Clint: Yeah.

Griffin: Mmkay.

Justin: So wait. I just want to clarify the sequence of events. We came to the morgue...

Griffin: [laughs]

Justin: To look for clues.

Griffin: On a field trip, on a dare.

Justin: To look for clues. We pulled back the sheet of one person, looked at it, and was like, "Well, confirmed, folks. The facts are here. This body's done been fucked up." And then my dad pretends... my pretend Dad in the game pulls out a Ouija board and is like, "I'll contact him." And I'm like, "But there's a whole other body, you don't want to look real quick?" "Hey, I said I brought a Ouija board!"

Travis: What part of "I brought a Ouija board" don't you understand?

Justin: But it doesn't—do we have to be in close proximity to the—
"I've got a magic gun!"
"I know."

Griffin: [laughing]

Travis: I've got a magnifying glass, and I've got a microscope, and I've got a Ouija board!

Griffin: Alright. Let's get this use magic roll.

Justin: I think we should put this to a vote for all the listeners. I think it's a say—

Travis: It's our first ever call in poll.

Justin: It should be one of those like, two different 800 numbers, except make them 900 numbers so we profit something.

Travis: Alright, so Dad, roll.

Justin: [laughs]

Travis: A six. Now...

Griffin: Now, Dad rolled a six, plus weird.

Clint: Plus weird. Which is a zero.

Griffin: So that's a failure on use magic. Uh, which means I—

Clint: Six? Six is a failure?

Griffin: Yeah. We've been playing this game for a long time.

Travis: We've been playing for months!

Griffin: Yeah. Um, here is what happens. You all are doing this uh, pseudo-séance on top of this, the other body that is—

Ned: Ohh, spirits in attendance! Those of you who have crossed over to the other side, speak! Speak to your humble servants! Please, I beg of thee!

Griffin: As you are doing that, uh, I think you are sort of getting a little bit too into it, and you uh, push down too hard on the board, trying to get some sort of response, and it just sort of falls and clatters to the ground. And as it does so, you now can see under where the board was, there is some blood sort of soaking into the sheet.

Travis: We pull the sheet back?

[ambient music plays]

Griffin: As you pull the sheet back, you can now see the individual underneath it. It is a man who is sort of similarly torn up in the way that the other body was. However, this is a... a fresh one, and you can tell just, y'know, by visually comparing the two. And I think you're like, so sort of uh, struck by the, again, grievousness of these wounds, that you uh, it actually takes you a little bit longer to look at the face of this person. And when you do, you see the face of Gregor, the technician you were talking to outside.

And as you notice that, the door into the morgue starts to swing open.

[ambient music plays]

[theme music plays]

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John: Friendly Fire is a war movie podcast for people who don't necessarily like war movies. Although, it does not exclude people who love war movies.

Adam: I'll have you know that I am wearing a cape. My cape is just made of sound-deadening material from an audio recording studio.

Ben: [laughs] It's a really great show. John's daughter doesn't like it, because we sometimes say swear words on it, but almost everybody else that has ever listened to it has enjoyed the program.

Adam: Download and subscribe to Friendly Fire wherever you get your podcasts.

Ben: To the victor go the spoiler alerts.

[music plays]