

## The Adventure Zone: Amnesty – Episode 24

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

[theme music plays]

**Griffin:** And now, standing before you, is this hideous, tall, hairy creature. It is what you maybe would've considered before you met the real deal... it's Bigfoot. This thing pushes Ned through the rift and follows behind, and then, the rift disappears.

Everybody in there sees Dewey get flung into the room, badly bloodied, at this point. And Sheriff Owens runs, and jumps in a squad car and takes off in hot pursuit.

**Justin:** I'm gonna grab onto the back of the sheriff's car.

**Griffin:** Also, you are standing in a virtual space. You feel this electric shock at your neck. You are in what appears to be the decrepit lobby of some sort of hotel. The being has just stepped through the rift. It perches itself on the edge of the table, and then dives, claws first, in your direction.

[theme music plays]

**Justin:** Damn, glad I got that fuckin' chunky roll out of the way.

**Griffin:** Yeah, get those threes out. Trav, you want to... Dad got his four out, Juice got his three out. Do you want to get a nasty one out?

**Travis:** Hold on, let me set things up here.

**Justin:** Get a clunker out, Trav.

**Griffin:** Get a clunker out. It feels good.

**Justin:** Squeeze out a clunker on Roll 20.

**Griffin:** Just cleanse the—oh, that's an eight.

**Justin:** Oh, it's an eight! That one's not bad.

**Griffin:** That's pretty good. Dang it. Hey, welcome to the Max Fun Drive episode.

**Travis:** And then a nine? Oh, no.

**Griffin:** Oh, Travis is blowing his load, and we're here to tell you about the Max Fun Drive. We're so... speaking of...

**Travis:** Blowing loads.

**Griffin:** Yeah. We're talking about the Max Fun Drive this week! We're so excited to be here with you, joining in this wonderful communion we call podcasts.

**Justin:** We may sound like we're about to finish, but we are just getting started, talking about this great drive. Uh, folks, Maximum Fun, if you don't know, is our podcast network. It would be weird if you didn't know that, because we talk about it a lot. Maximum Fun is our podcast network, and once a year, we come to you hat in hand and say, hey, if you could spare a few bucks a month to help keep the network going, help keep our show...s, shows, plural, going, we would sure appreciate it.

So what does that mean to you, the viewer? The listener? Uh, it means that you need to head over to [MaximumFun.org/Donate](https://MaximumFun.org/Donate) and choose what donation level you can get on board with. Be it five, ten, 25, all the way up to 200 dollars if you're a stone cold super fan, I guess.

**Griffin:** [laughs]

**Travis:** [laughs]

**Justin:** Everything else I could think of was pejorative, and I didn't want to be pejorative. Because like, if you want to do that, oh yeah.

**Griffin:** If you're the CEO of Stone Cold Creamery, which is not what it's called.

**Travis:** Oh, if only it was.

**Griffin:** If you're Stone Cold Steve Austin, and you want to support us at 200 bucks a month, go nuts. Uh, if you do support us, you uh... well, first of all, first off, you get the knowledge that you are helping us uh, grow.

**Justin:** Directly, by the way.

**Griffin:** Directly.

**Justin:** You'll put in the shows that you listen to when you uh, register your donation, and those are the shows that get your cash.

**Griffin:** And it's because of that support that we've been able to turn this into our career. It's why we've been able to take these shows so seriously, and devote so much time to them, and grow in the ways that we've grown. Not only that, you also get some pretty slick gifts as well that um... let's talk about those maybe during the uh, the break in the middle.

**Travis:** Can I just say, my favorite one that everyone gets at every level, all kinds of bonus content. Not just the new bonus content from this year, but all bonus content going back through the Max Fun Drives. And this year, the bonus episode for The Adventure Zone, you'll be able to hear us play Honey Heist, which is a one page RPG in which uh, I will DM, and Griffin, Dad, and Justin play bears trying to steal honey from Honey Con.

**Griffin:** Very excited to record that one. Very excited to get on that one. So we're gonna talk more about the Max Fun Drive. Right now, if you feel the spirit move you, it's [MaximumFun.org/Donate](https://MaximumFun.org/Donate), and let's do the show.

**Travis:** You're in a dungeon.

**Griffin:** You're in a big dungeon, and there's a big goblin, and he has—

**Travis:** Oh no!

**Griffin:** He has a crown. You take the crown, and win.

**Travis:** Oh. Okay.

**Griffin:** So Maximum Fun. We need the money to keep this motherfucker afloat. No, let's pick it up—

**Travis:** Maximum Fun pays Griffin by the word.

**Griffin:** Yes. I want to pick it up with Ned, because that was sort of the thing we did not resolve at the... well, actually, there was a lot of cliffhanging happening at the end of the last episode.

**Justin:** And some car hanging.

**Griffin:** And some car hanging, yes. But let's start with Ned. Ned, to remind you, and I'm talking to Dad now, not Ned. You are in...

**Justin:** Is Ned there? Can we speak with Ned?

**Griffin:** Can we channel him? Uh—

**Clint:** [spooky voice] Hellooo!

**Justin:** God, what's worse than when James Lipton does that, though?

**Griffin:** Yeah, not good.

**Justin:** Did you ever see that one with the Simpsons where he's talking to Yeardley Smith, and he's like, "Can we speak with Bart Simpson?"

**Clint:** Oh, God.

**Justin:** [laughs] James, no!

**Travis:** That one with the Simpsons, they're all there, and I'm pretty sure he just goes one by one like, "Now do Moe." And it just gets weird.

**Justin:** I'm sorry, I said Yeardley Smith who is Lisa. I meant Nancy Cartwright. I am very sorry.

**Griffin:** Yes.

**Travis:** Get out of here.

**Griffin:** Okay. Ned is in some sort of building. It's kind of dark, and you haven't really had time to uh, get your surroundings. You get the impression that it is some sort of hotel, or something along those lines, just based on the fact that you kind of uh, woke up in this place. Well, you woke up in some sort of weird VR zone, and then got broken out of that, and now are in this uh, sort of dilapidated hotel, you think.

Uh, you stepped out into the main lobby, and you heard this humming coming from down the hallway, towards this conference room. And uh, you walked toward the humming, and uh, got some details on the Abomination you all are hunting this time around. But then, the Abomination saw you, and is starting to come in your direction.

**Clint:** Well, I think Ned's instincts would be to flee.

**Griffin:** Yes.

**Travis:** Mm-hmm.

**Clint:** To run away.

**Travis:** That tracks, yes.

**Clint:** Is he anywhere near any of those... you said there were rifts all around the room.

**Griffin:** Right.

**Clint:** Is he near any of them?

**Griffin:** So, you are... you definitely have this monster between you and these... and these rifts. There is just—there is just no way that you would be—you're in this hallway that he has moved into. There's no way that you get past him without getting mauled by this uh, big, big, nasty sort of monstrous Bigfoot creature.

So you get the impression that like, if you want to get in that room, you're either gonna have to overpower this thing, or y'know, lose it somehow in this building.

**Clint:** Uh, Ned would... he's not going to initiate a confrontation. I mean, Ned hasn't become that brave.

**Griffin:** Okay.

**Clint:** I think he runs away. I think he runs up one of those staircases.

**Griffin:** Okay. Yeah, we can kind of zork this out if you want. I have sort of a layout of this place in my mind. The staircase is back in the lobby, and the kind of exits from here are uh, the main exit of the building, which is just completely boarded up. Uh, there is a back office behind the reception desk, and then there is the staircase leading upstairs. Are you just trying to run away from this thing so you can like, break line of sight and...

**Clint:** Yeah. I think that's just... it's just, his flight instincts have kicked in, and he's just gonna run as fast as his little behind can carry him.

**Griffin:** Why don't you act under pressure?

**Travis:** Wait, are you running on your butt?

**Griffin:** Yeah, he's doing a butt run. It's not great.

**Justin:** That explains a bunch.

**Travis:** Are you using your butt to run?

**Clint:** That's a good point. That would not be successful. Uh, alright, let's see. And that would be... a six. Plus...

**Griffin:** Cool?

**Clint:** Plus cool, which is one. That's a seven.

**Griffin:** Okay. On a seven, you get a mixed success. I give you a worse outcome, hard choice, or price to pay. Uh, I think on this one, it would be a uh, price to pay. You are able to like, slide to a halt and uh, get up on the first landing of the stairs. But this thing is like, bigger than you, and faster than you, and it charges into you and tries to grab onto you. And you do feel it get like, a hand on you that you kind of peel off as you sprint up the stairs, and it continues on and like, crashes into the wall.

And you lose it as you run up the stairs. But as you reach the second story, uh, you reach down, and you realize that you dropped the gun. The Narf blaster.

**Clint:** You didn't. You didn't do that to me. Ugh.

**Griffin:** I mean, it's not gone forever, but it is down in the lobby somewhere. But you have gotten away from this thing, and you are on the second floor. You are standing in just like this one long, single hallway, and there are five doors sort of branching off into other rooms. Through one, you see kind of a, like, decrepit looking bathroom. Through one, you see a, like,

a bedroom suite, and the floor in that room is just like, almost entirely gone. It has just been smashed through. It's just a big hole for the most part.

And through that hole, actually, you can kind of see that rear office that the door was leading into, down in the lobby. And the other two, like, bedrooms on the sides of this hallway, they're in sort of similar states of disrepair. And then, at the end of this hallway, you can see, just from your perspective, you see this one really large bedroom suite. And there is some sort of light shining from beyond your field of view, and the monster, you cannot see right now. It is as the base of the stairs.

What do you do?

**Clint:** I don't know if Ned would leave without the gun.

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

**Clint:** Okay. Uh, Ned... well, he doesn't have any choice. I gotta play true to the character. He tears ass down the hallway towards the big room with the light.

**Griffin:** Okay. You race forward into the largest bedroom up on this floor. Are you shutting the door behind you? Is this like—are you—

**Clint:** Yep.

**Griffin:** Okay.

**Clint:** I'm shutting the door and diving under the bed.

**Griffin:** Okay, I like it. Uh, you shut the door, and uh, as you do so, you hear the Bigfoot monster reach the top of the stairs. You hear like, planks of wood sort of groaning under its weight, and you enter the room, and you slide under the bed.

You can kind of see, really quickly, that this room is actually very well illuminated. It's the brightest room that you've been in in this dark building



so far. And just like, from looking around this master suite, you can tell, like, this is definitely a hotel. I think in the closet, actually, you can see some old slippers and bath robes. And I mean, just the layout of this building, you are now, for sure, this is a hotel.

So at the edge of this room, the big, double bed that you slid under. You see a figure lying in this bed. It is a humanoid shape that um, has been sort of incapacitated in a similar manner as what you were in just minutes ago. This like, weird sort of virtual space. Only, it seems a bit more attention and care went into their imprisonment. It's not just like, their head that is encased in light. Their entire body is just in this cocoon of light.

And on the abdomen of this like, weird cocoon, you see some sort of like, interface with moving lines and figures in some sort of language that you have never seen before in your life. And uh, as you sort of slide under the bed to hide, the monster is getting closer and closer, and it makes its way into the room that you're in, and starts looking around.

I think the roll plays here. I don't think you... unless you have something else you want to do. If you're just trying to wait this thing out...

**Clint:** Yeah, I think hiding is a wonderful choice. This is the Ned choice to make.

**Griffin:** Um...

**Justin:** Is there a hide under pressure?

**Travis:** [laughs] Hide under bed?

**Griffin:** The roll that you did continues to play here. I'm not gonna make you roll to hide again.

**Clint:** God, there's dust bunnies. Ugh.

**Travis:** Literal. There are literal monster dust bunnies.

**Clint:** Yeah.

**Griffin:** Yes. Uh, you, from your perspective... I mean, obviously, you can see the big nasty big feet of the Bigfoot. You see this thing just sort of walking around the room, uh, and then it stops to sort of check up on this figure that is lying in the bed immediately above you. And then, uh, it walks over to the corner of this room, and you see it, um...

**Travis:** Urinate.

**Griffin:** You see it urinate, and it's cool. It's so funny.

**Justin:** [laughs]

**Griffin:** Justin, you still got that sound board hooked up? 'Cause you gotta be on the quick draw with stuff like that, when Travis brings out the heat.

**Justin:** I'll be ready next time.

**Griffin:** Okay. You see it sort of fiddling with another piece of technology—

**Travis:** Itself. [laughs]

**Griffin:** Travis... here it comes.

[rim shot]

**Griffin:** Yeah, thank you. It's messing with some sort of like, another sort of piece of technology that is unlike anything you've ever seen before. Um, it looks like a... it looks like these glass bubbles of all these different kind of shapes and sizes. Like, over a hundred of them, you'd estimate. And they are all attached to what looks like this big bag or something. You are having a hard time telling what it is from uh, from your perspective under the bed with the monster here in it.

But he's doing something with it. Yeah, I think after a while, he turns, and he starts... he leaves the room, and you can hear him walk down the hallway and look for you in some other spot. He's gone. What do you do?

**Clint:** Okay, I'm gonna investigate the figure in the bed.

**Griffin:** Uh, okay. This would be...

**Clint:** That's a mystery, isn't it? Investigate a mystery?

**Griffin:** I think tell me what the action is, and then we'll figure out if it's actually a roll. Because if you're just looking at this thing, then...

**Clint:** Yeah, I'm just gonna... I want to look at the weird inscription, or the weird words on its abdomen. Are the words on an actual item?

**Griffin:** It's like, on this like, uh... imagine like, your skin is just covered in light. It is in the shape of a humanoid person. And the read out is like, in the light, on the abdomen. It is a weird thing. I think investigate a mystery, right? You do not know what this thing is, so anything you can get from this is gonna be through inference, and I think that that's worth rolling for.

**Clint:** Okay, so investigate a mystery.

**Griffin:** That's good.

**Clint:** That's a nine plus sharp, which is two. That's an eleven.

**Griffin:** Eleven. Cool. So you can hold two questions. And I think this is appropriate, because this is like, wrapped into the mystery of what this thing is. What happened here, what sort of creature is it, what can it do, what can hurt it, where did it go, what is it going to do, what is being concealed here?

**Clint:** Let's start with what is being concealed here.

**Griffin:** Okay.

**Clint:** 'Cause there's obviously something inside this light shape.

**Griffin:** Okay. Sure. With what is being concealed here... I mean, the identity of this person, or whoever it is, is being concealed. Um, you can see, like, on this like, uh, cocoon of light, there's something being projected on the other side of it. Like, on the inside of it, that you can only kind of tell, uh... it's almost like the same scene you saw, of like, your memories flashing.

You see what looked like little like, video files playing out or something like that, on the other side of the screen. You can't make out what it is, but they are flashing. Somebody is in there, and they are being sort of um... they are having their sort of memories collected in the same way that yours were, just moments ago. That is what you can tell.

**Clint:** Okay. Can I use my other question to investigate something else? Or does it have to be that?

**Griffin:** Sure.

**Clint:** Okay, then I'm gonna walk over to the bag with all the balls on it.

**Griffin:** Okay.

**Travis:** The ball bag.

**Clint:** The ball bag. And what—

[rim shot]

**Clint:** And what are the questions?

**Griffin:** Uh, what happened here, what sort of creature is it, what can it—

**Travis:** And what's the deal with the ball bag?

**Griffin:** What's the deal with the ball bag?

[Seinfeld bass slap]

**Griffin:** [laughs]

**Travis:** [laughs]

**Clint:** [laughs]

**Griffin:** This is the worst. Uh, what can hurt it, where did it go, what is it going to do, what is being concealed here?

**Clint:** What can it do? That's the question I'm asking. What can it do?

**Griffin:** Okay. Um, so, this... this machine. Uh, now that you're closer to it, you kind of get a better perspective on it. The bag almost looks like a um, like a large, textile sack. Like, a really, really big one. Almost like—more of a um... kind of like a body bag, but with the proportions of like a tent or something like that. It is, uh, it's a big bag.

And um, fastened to it are these orbs. I think with this roll, since you're investigating it, you can count the orbs, and there's exactly 118 of them. And inside of them are just like, different kind of uh, free-floating particles. And these particles floating around in these orbs, they have like, different behaviors. Some sort of conglomerate around each other in these perfect orbits, some meld together and split apart, some bounce around sort of quickly and erratically, and that is what the machine looks like.

As far as what can it do, there is another sort of read out, similar to the one using like, the similar uh, arcane language that you saw on the person over on the bed. Uh, and you can't read that language. But there are sort of crude images, also, like, accompanying that language. And uh, right now, the shape that is on it is uh, in the shape of like, a human body. That is uh, what you can tell this thing does.

**Clint:** You said the orbs were attached to it, right?

**Griffin:** Yeah. It's almost like they are feeding into the bag, as if they are some sort of uh, energy source or something like that that feeds into this big bag.

**Clint:** Being a thief, Ned's really gonna want to try to take one of those orbs.

**Griffin:** Uh, okay. Yeah. I think you—you can just do it. Tell me what the orb, uh, looks like that you pull off. What is the stuff, the like, particle sort of stuff bouncing around in it look like? And you could tell me literally anything right now.

**Clint:** It looks like a sea serpent.

**Griffin:** Okay. I mean, it's not sentient like that. It is just some sort of particles. But, this orb, it just like, pops out fairly easily from the bag. And as it does so, you actually see the um, the read out kind of like, turn red and start blinking, and it starts making, actually, kind of a quiet beeping noise. And uh, you don't hear the monster nearby immediately, but you get the sense that this is not, uh, a great thing right now, and you could potentially be caught here if you hang around. But you have successfully retrieved one of these orbs.

**Clint:** Then I think he's gonna get the hell out of there.

**Griffin:** Okay. Yeah.

**Clint:** And run back—and I say, run back to the rift room. I have this image of him running out and jumping on the banister of the stairs, and sliding down the banister.

**Griffin:** Uh, okay. I—

**Clint:** 'Cause that would be quieter than running down the stairs.

**Griffin:** I get you. I'm gonna make you roll again, because this is sort of a different motion, I guess. We're kind of like, playing Calvinball a little bit, but...

**Clint:** So is this act under pressure?

**Griffin:** This would be act under pressure, you trying to scamper—uh oh.

**Clint:** Oh.

**Griffin:** That is not great. Uh, that is a critical failure. What's it called? That's just a failure.

**Justin:** Just a loss. Just regular loss. Get your point of experience, first off.

**Griffin:** Get your mark. Yeah. That's a, uh... Dad rolled a four, plus uh, cool, which is not gonna get him there.

**Justin:** We gotta start saying the number first.

**Griffin:** You step foot out of that big bedroom into the hallway, and uh, walk down towards the stairs. And as you do, just like, the top stair goes... [horrible stair creaking sound effect]

**Travis:** [laughs]

**Griffin:** Um, and just like, instantly, the Bigfoot is there at the base of the stairs. You also see like, a few feet behind him, sitting in the middle of the lobby, is uh, is your gun.

[music plays]

**Griffin:** It is past him. Again, you have more exits to other rooms behind you. The monster is now standing between you and the bottom of the stairs. What do you do?

**Clint:** [sighs] Jump.

[music plays]

**Griffin:** Duck.

**Justin:** What's goin' on?

**Griffin:** So you're doing some tricks. You're doing... we could play this... we could just do like a um, audio uh, book version of Tony Hawk Pro Skater, if you want to tell me like, all the tricks that you do, and we can assign point values to them. Um, I didn't envision there being like, half-pipes on the road in Kepler, but maybe we can... maybe we can...

**Justin:** There's probably like... I probably get 50 points for avoiding Mountain Dew bottles that have been cast on the road.

**Griffin:** Right.

**Clint:** [laughs]

**Travis:** Would there be just one paragraph that's just, "Griiiiiiiiiiiiiind"?

**Griffin:** Yes. Duck griiiiiiiiiinds, and it's so cool. He collects all the letters in 'SKATE,' and he slaps the sticker up on—

**Travis:** [laughs] He gets the video tapes.

**Griffin:** He slaps the sticker up on Bam Margera's dad's butt.

**Travis:** [laughs]

**Justin:** Considering Duck's age is, I think, just a couple years older than me, his main trick right now is like, not dying.

**Griffin:** Sure.



**Justin:** Don't die.

**Griffin:** We need to clear something up, because we actually didn't do it in the uh, last like, acquisition thing. You have this helmet, and it's your skateboard helmet that gives you plus one armor. I don't know if we've dealt any harm to Duck, but do not forget about that, because something tells me you're gonna need it on this one, because you are skitching on the back of the... man, fuckin' uh, Scrivener changed the word 'skitching.' It auto-corrected it to switching. What a narc.

**Travis:** [laughs]

**Justin:** Scrivener is a narc. And I do want to make sure, like... I was thinking about it, like, what would make sense for Duck to do. 'Cause Duck's been very aware of his mortality, ever since he lost his abilities. I think when he did this, he literally forgot that he was not...

**Clint:** [laughs] Indestructible?

**Justin:** Indestructible anymore. He literally like, didn't remember. And I think that like, it was about 90 seconds into this skitching where he remembered like, "Oh, fuck. God damn it. That's right. Shit. Fuck."

**Clint:** [laughs]

**Griffin:** Okay. It is right around that moment, while you are zooming around behind the Sheriff's car... are you trying to hide? Are you trying to like, stay out of sight? Are you like...

**Justin:** I mean, I'm holding onto the rear bumper, so I feel like my default would be yeah, like... [laughs] You're gonna stop, right? I mean, if you see a human skitching you, you will stop for prolonged periods of time.

**Clint:** Hey, he's in pursuit of...

**Griffin:** He is. He is chasing the Bigfoot monster.

**Justin:** I guess, but I don't want to have to roll to see if he notices me. I think he's just staying down.

**Griffin:** Okay. You are... you're staying down, and uh, what's the plan, here? Why did you decide to uh... why did you decide to uh, to do this? What was the logic? Before you forgot you're invincible.

**Justin:** You're asking me why I skitched somebody? Now who's the fuckin' narc?

**Clint:** [laughs]

**Griffin:** Okay.

**Justin:** Yeah, I'm following... like, the sheriff can move faster than I can. I'm following the Bigfoot.

**Griffin:** Okay.

**Justin:** With the sheriff.

**Griffin:** Gotcha. So it's right around when you have this realization of, you're not invincible anymore, that the sheriff whips his car around the like, hairpin turn where the road splits off and starts heading up to topside.

**Travis:** And then the sheriff hops out of the car and starts ghost riding the whip? What?

**Griffin:** Starts ghost riding. Everybody's stuntin'. It's so hot right now. Before you like, hit that turn, you can actually catch a glimpse of the Bigfoot who like, just made the turn before the Sheriff's car, and is still like, charging on all fours up uh, up the mountainside road. You also get the feeling that he caught a glimpse of you as well, and the chase continues as the Sheriff tries to keep the patrol car steady, just like, gunning the engines, and then uh, you pass under the like, underpass beneath the funicular tram as the road continues on.

And it's dark for like, just a second. And then, when you come out the other side, uh, you feel the sheriff uh, tap the breaks and slow down, hesitating for a moment, and you hear him like, curse. And then, you see the Bigfoot suddenly appear ten feet behind you, charging in your direction. What do you do?

**Justin:** Yeah. Hold on a second. I'm trying to think of... let me do a little like, physics calculation in my head, here.

**Clint:** [laughs]

**Justin:** Um... [laughs] I'm gonna scramble up on top of the car and smack it and tell him to drive.

**Clint:** [laughs]

**Griffin:** [laughs] Uhh, yeah.

**Justin:** And I'll say...

**Duck:** Ey! Hey man, fuckin' Bigfoot's behind you dude, drive! Jesus Christ!

**Clint:** [laughing]

**Duck:** Hey, I've been skitching this whole time, brother! I'm really sorry, but you gotta fuckin' drive right now dude, come on!

**Travis:** [laughs]

**Duck:** I'm vulnerable as hell, come on!

**Travis:** [losing his shit]

**Duck:** Don't make me fight Bigfoot, I wasn't thinking through this shit, go!

**Griffin:** [laughs]

**Duck:** Not gonna fuckin' fight Bigfoot...

**Griffin:** Uh, act under pressure for sure. I think I—

**Travis:** [still laughing in the background]

**Griffin:** I was gonna make you manipulate the sheriff, but I think the tensions are quite high right now. Uh, so, act under pressure.

**Justin:** Y'know what? I'm actually gonna do trust me. When you tell a normal person the truth in order to protect them from danger, roll a plus charm.

**Griffin:** Ooh, okay. I like that even better.

**Clint:** Yep.

**Justin:** It's eight, plus two. That's a ten.

**Griffin:** I love it.

**Clint:** Yeah.

**Griffin:** Did your charm... your charm increased when you became a normie, right?

**Justin:** It didn't increase, I just re... I just chose—

**Griffin:** Redistributed, yeah.

**Justin:** Charm is actually plus two for all the different ratings you could pick for the mundane. It's always plus two charm.

**Griffin:** I love that. That's so cool. Okay, yeah. Uh, then the sheriff uh... I think the sheriff taps on the brakes, like, again, and you really have to work to keep your footing on the car. And then he sees the Bigfoot about to just like, smash into you, and he guns it.

And as he does so, uh, the Bigfoot starts to lose ground on you, and then he just stops. And you see him back off, through another one of those rifts. And then, the Sheriff yells...

**Zeke:** What the fuck are you doing on my car, Duck Newton?!

**Duck:** Yeah, I was try—you're gonna ask me why I skitched? Now who's the narc?

**Clint:** [laughs]

**Griffin:** Uh, he starts to yell something else that like, the wind whipping past you is so loud, you have a hard time making it out. And then he slams on the gas again, and you can tell, as you sort of swing around, that the Bigfoot has appeared back in front of your car. And uh, the Sheriff is now chasing after it. And you're like... you're zooming—you're definitely up on top side now.

You're zooming past resort row, where all these old, dilapidated resorts that shut down a while ago when the town's economy dried up are. You pass the ski lodge, and then, just past the turn off down towards Amnesty Lodge, the Bigfoot disappears past the tree line, and the sheriff slams on the breaks. And you definitely are... you definitely get knocked off the car at that point. I think your helmet protects you.

**Justin:** Probably at that point, yeah.

**Griffin:** Uh, and you see the sheriff hastily park the car, jump out, and draw his service revolver, and he says...

**Zeke:** Duck Newton, I don't know what you're doing here. I don't know—I'm dragooning you, Duck Newton. We're not gonna let this thing escape.

This is the closest I've ever been to finding out what's going on in Kepler, and you're gonna help me. You understand me?

**Duck:** Oh man... can you just give me like, a second? Jesus Christ...

**Griffin:** He grabs you by the scruff of your collar and starts picking you up.

**Duck:** Alright, alright, calm down, fuck. I just fell off a car, Jesus. Let me get a pull off this asthma inhaler real quick. [inhales]

**Clint:** [laughs]

**Griffin:** Uh, he...

**Duck:** [exhales] Alright, alright. Hold on. Nope, need another pull. Hold on. [inhales] Yeah. Alright. So, Bigfoot's real.

**Clint:** [laughs]

**Duck:** Boy, I can't imagine how it must be to find out this way, but Bigfoot's real.

**Griffin:** Uh, he shakes his head and dips back into the car. And when he comes out, he is holding like this black canister, and he throws it to you, and he says...

**Zeke:** Now listen, my service revolver is the only weapon I got on me right now, but that there is some industrial strength pepper spray. So I don't know if this thing's got eyes or whatever, but we need to go, now. We are losing it.

[music plays]

**Griffin:** And he takes off into the woods.

**Duck:** Yeah, let's go. Fuck it, man. Alright. Sure. Why not?

**Travis:** [laughing]

**Duck:** If you got the guts, I guess I do too. Let's go. Let's go... let's go fuckin' kill Bigfoot, there. Let's go.

[music plays]

**Griffin:** Aubrey.

**Travis:** Yes?

**Griffin:** Where we left you off, you were racing over towards the Sheriff's department where Deputy Dewey was just flung through the front windows of the building by the Bigfoot monster. Um, there were, just moments ago, a few people standing in the front lobby. And now, like, fearing a continued assault from this monster they just saw, all but one of them have fled.

As you approach the building, you see Detective Megan, and she is hunched over the bloodied form of Deputy Dewey. She is applying pressure to his wounds. He's got just these great big sort of slashes across his torso, and she stands up and darts over behind the receptionist desk here in the sheriff's department building, and she starts dialing for an ambulance. And as she sees you come close, she yells...

**Megan:** Hey, hey, you! You want to be a hero? Put some pressure on that guy's wounds or else he's gonna bleed out!

**Aubrey:** Do you want to be a hero? Um, then come over here and help me.

**Megan:** I'm calling an ambu—put some—are you kidding me?!

**Travis:** I'm gonna read a bad situation.

**Griffin:** Okay. That's the move. Tell me what Aubrey is doing.

**Travis:** So basically, I'm checking on Deputy Dewey, trying to figure out if he even has time before an ambulance would get there, how bad he looks, if he's in danger, basically.

**Griffin:** Okay. There are questions that deal with that. You rolled a nine plus sharp. What's your sharp?

**Travis:** Plus sharp is plus one, so a ten.

**Griffin:** A ten, cool. You get to hold three. What's my best way in, what's my best way out, are there any dangers we haven't noticed, what's the biggest threat, what's most vulnerable to me, what's the best way to protect the victims? I don't know that you have uh... you have three to spend here. I don't know that you're gonna... I don't know that three of these are relevant to you, but uh...

**Travis:** Yeah, I'm gonna go with uh, what's the best way to protect the victim?

**Griffin:** Yeah, I think that's the obvious one here. Um... you're... an ambulance ain't gonna make it. Dewey does not have ten minutes to spare. Like, Dewey does not have time for that. He is on death's door at this very moment.

**Travis:** Um, so he's looking worse than Keith did when Aubrey healed him?

**Griffin:** Yes. This is... this is, to use game terminology, many harm. He is past the uh, he is past the dying checkmark on your health bar, there. He is unstable, and he's looking bad.

**Travis:** Okay. I'm gonna do some big magic.

**Griffin:** Ooh, okay.

**Travis:** To try to do a big old heal on Dewey, here.



**Griffin:** Okay. We've never done this before. Let's talk about big magic. Um, the keeper may require... you... what do you want to do? You just want to heal him?

**Travis:** Yeah. So I'm trying to do a big heal. Like, instead of just healing for one, healing for like, two or three.

**Griffin:** Um, let's not... actually, let's not gamify that, right?

**Travis:** Yeah, I'm trying to stabilize him.

**Griffin:** Let's not say, I'm trying to—with me—yeah. Okay, I like that. Um, so, the keeper may require that you spend a lot of time researching the magic ritual. Nah. Uh, that you experiment with the spell. There will be lots of failures before you get it right. We don't have time for that either. You could need rare... this is not fun to listen to.

**Travis:** Yeah, the three that I think would make the most sense is either, it needs multiple people, so Megan and Aubrey. You need to use magic as part of the ritual, so I would have to use magic multiple times. Or, it will have a specific side effect or danger.

**Griffin:** Okay. I know what the side effect or danger is gonna be, but I'm not gonna tell you that. That's one of the requirements. Um, I agree with you. I think you're gonna have to use magic multiple times, and you're gonna have to tell me what that looks like. For the two people to help, you don't need two people to help you do the ritual, 'cause Detective Megan does not know magic.

**Travis:** Mm-hmm.

**Griffin:** But you will need her cooperation in some other form. So, that's... those are the terms of big magic.

**Travis:** Got it.

**Griffin:** And you're gonna have to roll to like, do it like usual, but let's move on with the scene. So what do you do?

**Aubrey:** Okay, listen. Megan, right?

**Megan:** Yeah?

**Aubrey:** An ambulance ain't gonna make it. So call an ambulance if you want to, and watch our friend Dewey here bleed out while we wait. Now you come here, put pressure on this, and I'm gonna try something a little extreme, but I've studied Reiki, and I'm gonna heal him by manipulating energy. But I need your help to put pressure here to give me time to use it. So you help me with the energy, okay?

**Griffin:** This is gonna be a big manipulate... this is a wild, wild thing for you to trick somebody into doing.

**Travis:** You don't know that. Uh, it's a seven plus one. It's an eight.

**Griffin:** They'll do it, but only if you do something for them right now to show that you mean it.

**Travis:** I'm gonna make my hands glow.

**Griffin:** Yeah, okay. Are you gonna make them glow like, on him?

**Travis:** Catch on fire. No, just catch on fire, like, I have power.

**Griffin:** I don't think that this would work. I'm trying to justify it, but I think you setting your hands on fire is not going to calm this person down. I think that you setting your hands on fire is going to—

**Travis:** Well, I was doing it to kind of show like, I'm not lying about having power of some sort to heal him. Control over energy. This is more of like, shocking into convincing.

**Justin:** That's how my brain would work, I think if someone had fire hands.

**Travis:** Because basically, right now, we are in a power struggle, where she—Megan is gonna feel like an authority figure, and I look like just some kid in a leather vest, or a denim vest or whatever. And I need to make some kind of power move that's like...

**Griffin:** Okay.

**Travis:** You should listen to me.

**Justin:** [laughs] Beautiful tapestry you've painted here, Travis.

**Travis:** Thank you.

**Justin:** I don't know. A mumu, or bike shorts...

**Travis:** Whatever the fuck.

**Justin:** I don't know, something. Clothes, y'know?

**Travis:** Y'know, big hair. It's fine.

**Griffin:** Here's what I will give you. Uh, she sees you set your hands on fire, and like, that's enough weird stuff for her today. And she just faints. She just like, collapses. Um, and you get the impression that she could've interfered with whatever you wanted to do here, but now, she is more or less neutralized. That is the amount of cooperation—

**Travis:** I'll take it. I'll take the neutral party. That's fine. Okay.

**Griffin:** Yeah. Um, so, if you... so yeah, now it's just you and uh, a nearly dead Dewey.

**Justin:** That's the sequel to Drop Dead Fred. Nearly Dead Dewey. I really enjoyed it.

**Travis:** Nearly Dead Dewey.

**Aubrey:** Alright, Magic, this is a big one. Uh, you and me, we're gonna save Dewey's life. So I need you... to help me heal him.

**Griffin:** What's the physical move look like, here? What are you doing?

**Travis:** Um, so I would say, like... with the wounds and everything, trying to close those up so there's a... almost like a stitching, but with magic, to close up the wounds. And whatever the magical form of like, y'know, a blood transfusion would be.

**Griffin:** Okay.

**Travis:** Gotta get some blood back into this man. So maybe the blood that's like, spilled out on the floor, like, pulling back in.

**Griffin:** Shit, that's gross. Um, yeah. I mean, you've never done anything like this before. This is so far outside of your comfort zone. So go ahead and use magic, and this is the roll. Oh my God.

**Travis:** Well, not great. It's a three, but I'm just gonna go ahead and do luck, 'cause I want to save Dewey's life.

**Griffin:** Um... I mean, I still get to add in the side effect or danger.

**Travis:** Absolutely, positively.

**Griffin:** So, how much luck do you have?

**Travis:** The justification—

**Griffin:** You've used a...

**Travis:** Yeah, this'll be my fourth of eight.

**Justin:** Dang, dude.

**Travis:** I'm halfway out. But listen, I know that if it was me and I had the choice, I would use one point of whatever to save somebody's life. This is a pretty big one, so...

**Griffin:** Yeah. You put your hands on Dewey, and you... it's definitely harder than it was when... this is probably the most exertion any spell that you've ever cast has done.

**Travis:** I'm picturing like, the orange in the eye kind of sparkling a little bit. Y'know? I don't know if that's actually connected to magic, but in my mind, it is.

**Griffin:** Yeah, for sure. Um—

**Justin:** I'm not sure, Trav. How's real magic work again?

**Travis:** Yeah, no, absolutely. And maybe the red hair dye in Aubrey's hair gets a little brighter.

**Justin:** How's the lighting?

**Travis:** It's really good. Really good lighting, but suddenly, everything becomes a little bit like a black light poster.

**Griffin:** Uh, actually, it goes completely dark.

**Travis:** Oh.

**Griffin:** You uh... it is almost like a trap door just like, opened on a stage beneath you and Deputy Dewey. And you are both just falling. And your falling starts to slow down, and then you're not moving anymore. You're just kind of like, weightless in this void.

[theme music plays]

**Justin:** As we said, folks, it is the Maximum Fun Drive. The time of year where we come to you and ask you to help us support the network. Do you like The Adventure Zone? Well, now is your chance to prove it.

**Travis:** [laughs] Hey, step up.

**Justin:** Step up, and prove it with the real currency in life: money. That's right, you can go to [MaximumFun.org/Donate](https://MaximumFun.org/Donate), and you can pledge how much you can spare to help keep our network and our shows going. You can donate as little as five dollars per month, and all those donation levels go all the way up to 200 dollars a month.

Now, Dad, you are always so gifted at this.

**Clint:** Thank you.

**Justin:** Uh, why don't you tell the people, if they pledge... let's say, five dollars a month, Travis already told them, they're gonna get hundreds of hours of exclusive bonus content. What happens if they donate ten dollars per month, Daddy?

**Clint:** Well, they still get that bonus content.

**Justin:** Oh yeah.

**Clint:** But also, there is a brand new batch of Drive-exclusive enamel pins that Megan Linscott designed.

**Justin:** New ones. New designs from Megan.

**Clint:** Brand new. New designs for every Max Fun show. You pick your favorite. I like the Cryptonomica one. Kepler, West Virginia. But it's really up to you. Also, you get a Max Fun membership card, so that's pretty good, which will get you into literally thousands of free events all across the country. Things that you don't have to pay for.

**Justin:** Wow. That's amazing.

**Clint:** That was my joke.

**Griffin:** Yeah, that's not true.

**Clint:** For uh—well, yeah—

**Justin:** It'll get you into free events if you have it.

**Griffin:** Ohhhhh.

**Clint:** Ahh, get it?

[rim shot]

**Clint:** Yeah, there we go. Now, for \$20 a month, you get—

[crickets chirping]

**Griffin:** Oh, God, that one's so long. Hold on, we gotta wait this one out. Justin, I hate the crickets one.

**Justin:** Then don't fuckin' bomb.

**Clint:** [laughs]

**Justin:** If everybody stops bombing, we don't have to hear the crickets.

**Clint:** For \$20 a month, you get the pin, you get the bonus content, you get the membership card. You also get this really cool 550-piece Maximum Fun puzzle, designed by Geoffrey Tice.

**Griffin:** Shit, Dad, you almost told them about the secret extra five pieces.

**Clint:** Oh! And this would be so much fun as you listen to The Adventure Zone, of putting this puzzle together.

**Justin:** If you're the sort of person for whom the maximum amount of fun you can have is putting together a 550-piece puzzle, we've got great news for you.

**Clint:** \$35, in addition to all that other stuff, you get a glass coffee mug engraved with the absolutely adorable Max Fun rocket logo. And all the other stuff.

**Travis:** Now if I could, just for a moment, someone might say, "Hey. What good does it do? Maybe I can only give five dollars a month. Does that really make a difference?" And let me tell you. As someone who has been working with Max Fun for the last, what, this is eight years now I think? It makes a huge difference. We have launched so many new shows. We have been able to make podcasting our full time focus. We take it on the road. We focus on making new merch. We do all of these things, because every year, you have proven to us that these shows matter to you, and so, we have made them a priority because you have told us that they matter.

So we're constantly trying to make our shows better. Be that through improving the subject matter, or even the audio quality, we're always on that chase to find the best microphone, the best audio set up, so that we can make sure our episodes don't sound like shit.

**Griffin:** True.

**Travis:** Because we know how much you all hate that.

**Justin:** Yeah, you let us know.

**Griffin:** We're gonna get back to the rest of the episode. We'll be back a little bit later to tell you about some of the other uh, things you can get for donating. But you all have been so supportive in the past, and I can't tell you how much it means. We are trying to get to 25 thousand new and upgrading members.



**Justin:** Never happen.

**Griffin:** It... [laughs] So uh, if this show is important to you, if the shows that we make are important to you, and you want to show your support for them, go to [MaximumFun.org/Donate](http://MaximumFun.org/Donate), and help us hit that goal, and support the things that you like. And we'll be back later to tell you more.

[theme music plays]

**Clint:** You said there was a reception desk?

**Griffin:** Yes.

**Clint:** Alright, so he wouldn't be jumping all the way to the floor. He'd be jumping to the reception desk, which would be a little bit of a smaller drop.

**Griffin:** Uh, okay. I mean, it's still gonna be definitely an act under pressure. This is a big boy sort of gymnastic movement that I'm excited to see play out.

**Clint:** And that would be... an eleven!

**Griffin:** Ah, there we go. A big eleven.

**Clint:** Plus cool. That's a twelve, right?

**Griffin:** Yes. Well done. Okay, yeah, you jump sort of over the side of the stairs.

**Clint:** [laughs]

**Griffin:** As this thing is like, charging up towards you, and you land on the reception desk. And I think you got enough sort of uh, distance from the monster that you can sort of make a move here without being necessarily threatened. You got your gun sort of uh, a few feet ahead of you, down on

the floor of the lobby. You've got the exit into the office, immediately behind you, and you have the hallway leading down to the um, the conference room with the rifts in it. Uh—

**Clint:** I picture him landing on the reception desk like Neo landing from flying, y'know, with his coat all in the air.

**Griffin:** Yeah. A pair of sunglasses just form on your face, and Laurence Fishburne gives you a big smile.

**Clint:** I say he makes a run for the rift room, scooping up the gun as he pelts past it.

**Griffin:** Uh, okay. I think it's gonna be a little bit rowdier in the rift room if you try and do both of those things, but I'm not gonna make you roll again for it. Yeah, you do that. You are able to sort of make a uh, make an arc through the lobby, and swoop down and grab your gun.

**Clint:** The monster is running up the stairs, right?

**Griffin:** Uh, the monster has now pivoted and is now coming back down at you. And in the time it takes you to like, swoop and grab your gun, I think it makes it down the stairs – but, you still have an advantage over him. You are still in front of him, and you are able to run into the conference room with it at your tail.

And now, you're in the conference room. You can kind of see... you see like, half a dozen rifts, right? And you, Ned, I think in particular, have seen these all over. For whatever reason, like, you have been more perceptive when you've seen them. You see um, through one of them, you see the front office of uh, the morgue, where y'know, you just were before you were pulled out, and it is empty, you can tell. You can see sort of uh, a handful of like, oblivious sheriff's department employees, just kind of poking around the morgue, cleaning up or searching for clues or whatever.

Through another rift, you see the Hornets' Nest from like, behind a patch of trees, and you can tell, like, this is the one that you saw when you were

investigating down at the Hornets' Nest. Um, there are a couple other ones that are kind of tightly closed that you can't really see where they're pointing. One of them—through one of them, you can tell, uh, you see like a tall, barb-wire covered fence. What the fence is protecting, you can't really tell.

Um, and then, there is a final one that opens up into the clearing behind Amnesty Lodge, through which you can see the archway. There's also one more rift in this room that is like, almost completely shut. And it is like, glowing the brightest of all of these.

Again, like, you kind of only—you see this in like the flash of a second, because this thing is so hot on your tail.

**Clint:** Does Ned have access to all of them?

**Griffin:** Uh, yeah. They are sort of all around the room. You would be able to make it into any of them. I mean, the ones that are... you've never like, knowingly traveled through—like, this thing pulled you through a rift, so you're not exactly sure how... you're just kind of, I guess, hoping that it's like a door that you can run through. Um, but yes, it appears like you would be able to get to any of them.

**Clint:** Okay, then I say Ned makes a run and jumps towards the one where he can see the barb-wire, because he doesn't want to go to the Hornets' Nest, because the Hornets are there. He doesn't want to go to the morgue, 'cause the sheriff's office is there. The other one is too bright, that's too scary. Why not go for the one that looks the most innocuous? And he does this thing where he turns in mid-air and shoots the Narf blaster back at the monster.

**Griffin:** Fuck yeah.

**Clint:** And goes flying backwards through the rift.

**Griffin:** Why don't you kick some ass, and we'll see how this slow-mo John Woo dive plays out? Yuh-oh.

**Clint:** Shit. Three. It's a three. I rolled a three.

**Travis:** Now, how lucky do you feel, Ned?

**Griffin:** Are you feeling lucky, punk?

**Clint:** Yeah. I gotta use a luck here. I got to.

**Griffin:** Okay. Mark experience, and burn a point of luck here.

**Travis:** No, you don't get experience if you do luck.

**Griffin:** Oh, you don't? Okay. Never mind.

**Travis:** I don't think so.

**Griffin:** Okay, yeah. Ned, describe one more time. I think this thing is like, on the opposite end of the room this rift is. On the opposite end of this like, conference table. So describe the scene as you...

**Clint:** I say that... okay, so Ned's flying as fast as he can. Uh, I say the monster even gets close enough to grab the tail end of his scarf and pull it off of him.

**Travis:** And now has a lovely memento.

**Griffin:** Okay.

**Clint:** And that kind of turns Ned. So as he turns, he's now facing the monster. He already had the Narf blaster in his hand, so he didn't have to draw it. He shoots it; he shoots it with the Narf blaster, and goes flying backwards into the rift.

**Griffin:** What's the damage here on the Narf blaster?

**Clint:** Two harm, yes.

**Griffin:** Two harm. Uh, yeah, you see it like, rip just some of its meat off. And as it—'cause you got this like, badass beam gun now, right? That was the modification you did to it?

**Clint:** Right.

**Griffin:** It like, just rips off part of its just like, body, and you see it just disintegrate into uh, these particles that go flying behind it. And it seems to like, howl. But it's not like... it's not actually quite as bad as when Aubrey stabbed it with her flying knife. But you did some damage to it. It also uh, because of—you get to pick one extra effect here for kick some ass. So uh, gain the advantage, take one forward; inflict terrible harm; you suffer less harm; or, you force them where you want them.

**Clint:** I say force them where I want them, because I don't want them to come through the rift.

**Griffin:** Okay, yeah. Then the beam of light like, pushes them backward, and gives them a little bit of space. They get like, a claw. They claw like, the back of your calf for one harm. But that's like, all that they get before you turn and blast them with this laser beam that knocks them backwards. And then, you are through the rift, and they think about chasing you through it, but they seem like they stop, and then, just the rift disappears.

And now, you're standing in front of this barb-wire fence. Rather, you're probably lying prone by this barb-wire fence. And as you correct yourself and look up, you realize you are inside the perimeter surrounding the Green Bank Telescope.

[ambient music plays]

**Griffin:** Duck, you and Sheriff Zeke are now like, walking through the woods, and he's trying to track the Bigfoot. And—

**Justin:** I imagine it stinks like fucking shit, right?

**Griffin:** I don't think it smells very good.

**Travis:** Oh, you're talking about Bigfoot and not the sheriff, right?

**Justin:** No, the sheriff's fine. I imagine Bigfoot stinks all to high hell.

**Travis:** What do you think the sheriff smells like?

**Justin:** Like a... man. [laughs] Like sandalwood and old leather.

**Griffin:** You actually get like... it smells... when you were close to it in the morgue, obviously, there was a chemical smell from morgue chemicals. But it stank like sulfur. Like, it smelled like rotten eggs. It smelled real—you are right. It smelled real, real bad. I think you're mostly tracking it through, y'know, its giant footprints in the snow all around you. And like, perplexingly, they will go for a distance, and then just stop, and then reappear like a dozen yards away.

And so, trying to track it is kind of tough. And you get the sense that it could be anywhere, and so, you and the sheriff are just sort of watching each other's back as you go through the woods. Um, and he says...

**Zeke:** So uh, you fought this thing back in the morgue? What do I need to know?

**Duck:** Um, it's... I don't understand it any better than you do, man. Um, it is, uh... dangerous? It is uh, big. You saw that. You saw it's big. Uh, we shouldn't be fighting it. There's one. There's a good one for you. This is a mistake. Uh, if you want to bounce, like, I'm with you. Me and you taking this thing on together? Not smart. Not smart at all. I'm on the record for that.

**Griffin:** Uh, are you trying to convince him to leave, or is this just Duck being kind of scared?

**Justin:** Um, Duck has lived a life not worrying about physical danger, right?

**Griffin:** Right.

**Justin:** I mean like, he has lived a life not worrying about that. So I think having to process that as like... like, imagine that. If you live for four decades being invulnerable, and then suddenly, you were, and like, you didn't know what was like... you were thinking about things as what is dangerous and what is not for the first time in your entire life. I think he is processing it, but I think he still knows that it's dangerous, and this is his job. And this is the best hope they have. But I don't think he's crazy about it, let me say that.

**Griffin:** Okay. Um, that makes a lot of sense. Um, he like, hesitates for a second. You see him like, lower his revolver. And he says...

**Zeke:** I mean... oh, God. You might... you're probably...

**Griffin:** And then you hear like, a sound in the distance; this loud roaring, and it is getting louder and closer super fast. And Sheriff Owens turns to face it, and then, you see Hollis pull up on top of their motorbike. And they like... they make a running stop. They are like, running off the bike, and just like, letting it slide and fall over. And they run up towards you.

They've got this long, rebar club that's like, got this handle of just wrapped leather around the bottom of it. And they are wielding it, and uh, they move closer to you, and they say...

**Hollis:** It's close, right?

**Duck:** What?

**Hollis:** The monster! Come on, Duck! Are you really gonna keep pretending?

**Duck:** Nah, honestly, I'm happier here. Three of us means we're um... well, we're still probably gonna die, but it's like, better odds for sure. Um... so you

want to help us fight Bigfoot? 'Cause Bigfoot's real. Let me catch you up. Bigfoot's real.

**Clint:** [laughs]

**Duck:** And I feel comfortable telling you about that, because I feel like there's an 80% chance you, me, and Dupree over here are going to fucking beef town.

**Travis:** [laughs]

**Griffin:** [laughs]

**Clint:** [laughs]

**Duck:** Y'know, we don't have much of a choice here, folks, but let's keep rolling. Anyway, Bigfoot's real. Now that you're caught up, let's go kill him.

**Griffin:** Uh, both of them are just like, staring at you with just like, blank, shocked expressions. And then, there is another sound. There is just like, this heavy breathing. It's like, screeching, almost like, taunting noise that is sort of just ping-ponging all around you in the woods, almost like it's toying with you, trying to scare the three of you.

And then suddenly, Duck, you notice a shadow above, falling on the three of you. And you see Bigfoot pouncing downward, towards your party. What do you do?

**Justin:** He's like, flying through the air, down at me?

**Griffin:** He has like, jumped down off of a... the boughs of a tree, and is uh, coming down towards the three of you.

**Justin:** Alright. I am going to... I mean, I don't even think about it, really. I probably should. But I don't think about it. I just uh, I just swing. I pull Beacon out in one motion and take a swing at him.



**Griffin:** Yeah.

**Justin:** I swing at him. Uh, that is a... nine plus two is eleven. So I pull Beacon out with one move and just slice right across the middle, and I was like...

**Duck:** Aw, guys, one more thing. My belt's a sword. Anyway... shit, *now* you're caught up.

**Griffin:** Uh, get—

**Beacon:** And I can talk.

**Duck:** Yeah, oh, yeah. Shit. My belt's a sword, I just stabbed Bigfoot...

**Beacon:** I can talk.

**Duck:** And those are the three things. Now you are indeed caught up. Let's go.

**Griffin:** Uh, you get to pick one extra effect here. Uh, you gain the advantage, take one forward; uh, you inflict terrible harm, you suffer less harm, or you force them where you want them.

**Justin:** I am probably gonna, um... y'know, I'm not gonna take this thing on my own. I feel pretty confident about that.

**Griffin:** Right.

**Justin:** Um, I'm gonna force them where I want them. I'm gonna try to knock him down to the ground, and maybe give us time to escape.

**Griffin:** Uh, okay. You don't know that the other two people here want to escape, but—

**Justin:** I'm pretty sure they don't.

**Griffin:** Okay. The three of you were like, kind of clustered together, like, back to back to back, watching the perimeter. And the Bigfoot dove down toward your group, and with the power of your slash – which has to have taken you by surprise, right? You're not Superman anymore, but you just did a badass attack, and uh, cut this thing for two harm, right?

**Justin:** Yeah. I think that one of the things that's important to realize is like, Beacon is also a sentient sword. So like, the... I kind of feel like, even though I'm mundane, it's probably better than just some asshole with a metal belt, right?

**Griffin:** Yeah.

**Justin:** He does have something of a mind of his own.

**Griffin:** Um, and as the like... as the whip sword just like, caught Bigfoot perfectly with the tip, it sort of disrupted his dive. And so, like, you are the only one that catches the brunt of uh, the harm that he dishes out. He uh, I mean, he just like, smashes, tackles you with tremendous force, and you take two harm, which your helmet cushions the blow of a little bit. And he rolls to the ground.

And with that, like, now, Hollis, they just run up with this big rebar club and just take a golf swing, and just smashes this Bigfoot across the face. And like, without hesitating, Sheriff Owens spins on his heels and just empties his revolver in the direction of the Bigfoot, and catches him with a few of the bullets.

And uh, with that, the Bigfoot like, falls dramatically, and then tries to right itself, and uh, just like, limps off, deeper into the woods. And Hollis and Sheriff Owens are like, already giving chase.

**Duck:** Good work. I thought... I did think we were gonna die there. But we can go die deeper in the woods, that's fine. Let's go. Come on. Make it real hard. Y'know what? Get a few more miles out there. This is gonna be True

Crime podcast material. Y'know, I'd love to be able to create that. That's a system of perpetual giving right there. Come on, let's go.

**Griffin:** Uh, you are pursuing them pursuing the Bigfoot. And you're nearing a like... a tree line. And when you see it, you realize where you are. You realize what you're close to. You realize where this thing is leading you all. And you break through the tree line alongside Hollis and Sheriff Owens, and you are standing in the clearing with the archway. And the Bigfoot is nowhere to be seen. It is quiet now. It has led you all here, and Hollis says...

**Hollis:** This is *exactly* where I lost sight of it last time.

**Griffin:** And Owens like, nods in acknowledgement, and both of them sort of start sweeping the perimeter. And that's when you remember – they can't see the gate, because they don't know it's there. But they are looking around, trying to catch the trail of this monster again. What do you do?

**Justin:** Is it going back through the... it escaping through the archway would be bad, good, neutral? Like, how would I, in my role, how would I feel about that?

**Griffin:** It would be peculiar, I feel like. Like, it is... it is... you have not seen a monster go through the archway. You have never seen a monster, like, actually cross through the archway, so you don't know. It's also been like, using these rifts, so you're not entirely sure, like, it could've been in either of those things.

Um, one important thing is that uh, it's still uh... it is not like, the middle of the night. there's no like, moonlight shining down, so the archway is not like, active. So you can see that it's just sort of its dormant state. But the two of them are kind of wandering around this clearing, uh, looking for any sign of this monster that they can. They have not like, collided with this thing. You remembered, like, Duck didn't know it was there, but he—or, Ned didn't know it was there, but he crashed his car into it.

So they are uh, they are sweeping the field here, trying to find uh, the Bigfoot.

**Justin:** Either investigate a mystery, or read a bad situation, would one of those...

**Griffin:** Yeah.

**Justin:** Hold useful here? Like, which one... it would be more...

**Griffin:** Probably read a bad situation.

**Justin:** Okay. Let me do that.

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

**Justin:** Of course. Yeah, it's an eleven.

**Griffin:** Plus sharp?

**Justin:** Plus sharp, which is one, so it's a twelve.

**Griffin:** Nice.

**Justin:** Uh, read a bad situation. Um, I want to say... I can hold three of these. What's the best way to protect the victims?

**Griffin:** Um, hm.

**Justin:** Who I, in this case, would uh, describe as the other two cats.

**Griffin:** Uh, yeah. I mean, you might also be... you realize, you could potentially—

**Justin:** And me, but that's like, weird.

**Griffin:** --be on the list. Right. Um, I mean, the best way to actively save the three of you now is like, your instincts were right earlier. You are no

match for this thing. Uh, I think actually... here's what you get from that. When it like, fell down earlier when you all lit it up, you can tell that it was faking. You can tell that like, it wanted you to think that it was weakened. And so, the best way to protect the victims, which is the three of you, potentially, is to get them the fuck out of there.

**Justin:** Alright.

**Griffin:** You have two more.

**Justin:** Oh, okay. What's my best way out?

**Griffin:** Um, I think it's, uh... with that, I think you definitely know, like, you can get them to Amnesty Lodge from here. You have made that—you have walked that path so many times that like, if you all really need to get the fuck out of there, you can get them to Amnesty Lodge really, like, really quickly, and not have to worry about this thing slaughtering you in the woods.

**Justin:** Alright. What is uh... are there any dangers we haven't noticed?

**Griffin:** With that one, you can see, uh... the other two are like, um, poking around like, the other side of the clearing. Uh, and behind them, behind like, another tree line, you can see the Bigfoot. And uh, its face is like, not this monstrous mask of death anymore. It is more, uh... it is calm and pensive. It's like... it's like you just went backstage, and you saw like, the actors just hanging out and not being these, y'know, putting on the pageantry of the play. Uh, and like, you can read the emotion on this Bigfoot's face, and it is frustrated. And it is confused. And it is looking at the two people that it led here, and then, it looks over, and it sees you, and... it smiles.

[music plays]

**Griffin:** And then, it steps backward and disappears.

So Aubrey, you're not in the Sheriff's department anymore. You're somewhere very strange. You look around, and you've got the form of

Deputy Dewey in front of you. But both of you are just like, inside of this massive, hollow sphere. And all around you, everywhere, are visions that are so far away, you can barely make out what they are. It's like you are surrounded by like, a skybox in a video game. Just this huge, static image that surrounds you on all sides.

And you see like, root systems growing downward, through lush, green fields, and rivers of magma, and uh, waves on the ocean. And it looks like you're looking up at all of this stuff from like, below a big, glass table. And you see these like, little pinpricks of light everywhere, just like, concentrated heavily around certain parts of this like, sphere you're inside, and sparse in others. Some of them are moving, and some are flickering and reappearing somewhere else.

You are in the middle of just like this massive eco-ball. And Dewey's form is floating in front of you, and he is motionless, but his wounds are gone. And then, floating on the other side of Dewey, a figure appears. And it has a hand extended, and pressed gently on Dewey's chest. And this figure is a woman. And you get this like, feeling when you look at her. And it's the kind of feeling you get when you swear you've met someone before, but like, a thousand times stronger than that.

This presence feels like it could be... it could be like, family. Like, it could be your sister, if you had one. Um, and you feel this like, warmth and familiarity with this figure, this person who uh, so closely like, resembles you in a way. And they actually look a little bit surprised to see you. And she does a little wave. What do you do?

**Aubrey:** Magic? Are you Magic?

**Griffin:** She like, cocks her head to the side and smiles, and does not take her hand off of Dewey. And she kind of like, gestures down towards him.

**Aubrey:** Are you... you're helping me do magic, right? To help Dewey?

**Griffin:** She looks up at you and smiles and nods.

**Aubrey:** Awesome. Hey, thanks! I sure do appreciate it?

**Griffin:** Uh, she takes her other hand, now, and places it... uh, she actually—no, what she does is, she reaches out with her other hand, and she uh, grabs you by the wrist. It feels like you've just like, grabbed a uh, like a live wire. But not painful. You just feel this like, rush of uh, like, euphoria and energy as she touches you. And she places your hand on Dewey, and then she nods.

**Aubrey:** Okay, let's... let's do this. Should we chant? Like, heal, heal, heal... or is... what...

**Griffin:** She is so focused on Dewey right now that she does not... She actually closes her eyes, and uh, now you can feel that energy again, almost like it is being sort of pushed through Dewey. Like, you've formed like, a conduit with this placing, laying on hands the two of you are doing. And Dewey starts to glow, just this beautiful light—

**Travis:** He's pregnant!

**Griffin:** He is pregnant. He's a wonderful pregnant deputy. And then, this figure looks up at you, and she opens her eyes, and she just has these bright orange glowing eyes.

**Travis:** [gasps]

**Griffin:** And then you wake up, and you are locked in a cell.

**Travis:** Super cool.

**Griffin:** You can see from where you are that uh, Detective Megan has left the building. She uh, apparently awoke at some point and dragged you in here and dipped. There's nobody in here, as far as you can tell. Dewey, you can see, is laying on the floor, and he is... he is not breathing. Detective Megan has actually covered him up with a cloth, but you can see Dewey's form under there.

**Aubrey:** Dewey, wake up! Dewey, I command you! Rise!

**Griffin:** [laughs]

**Aubrey:** Deweyyyy!

**Justin:** Dewey, come forth.

**Travis:** Deweyyyy! Rise, Dewey, my children of the night!

**Clint:** [laughing and clapping]

**Griffin:** Um, Dewey does not rise.

**Travis:** Riiise! [yells] Riiiiise!

**Clint:** [laughing]

**Griffin:** But what you do see is... from behind the desk in the reception hall, and in the lobby there, you see a ring of keys. And you see them just kind of like, shake a little bit, and then they lift up, and they slide across the um... they slide across the desk, and then they come into the room that you're in with the cells, and you can kind of see some sort of like... they are floating around on this fog, and it's taking shape, this fog is, as the keys get closer. And they go into the gate of the cell that you're in, and you hear the lock click, and the gate swings open.

[theme music plays]

**Griffin:** And this fog has fully taken form. It's Deputy Dewey, and he's a ghost.

**Justin:** Aw, shit.

**Aubrey:** Aw, dang, Dewey.



[theme music plays]

**Justin:** Hey folks, sorry to interrupt the show again. Normally we only have one break in here, but this is a very special time of year. And that is the time where we ask you for money. Uh, it's very special to us. It's very special, because it means that we get to keep making, uh, podcasts for you, and turn this into our job, because you all have always been so great to support us.

When you donate... um, let's say you donate uh, ten dollars a month. Where is that money going? Well, uh, a small portion of it is gonna go to Max Fun to help keep them running the network. They help us find sponsors, they help us uh, refine our content, they help connect us with the other shows, they help connect us with guests and guestperts to put on the show. They do so much to support us and all the other shows in the family.

And so, a small portion of your donation goes to help them. The rest of it goes entirely to the shows that you listen to. It goes to help them buy equipment, and uh, to pay for their house and their children's' food and stuff. Y'know, money stuff.

**Griffin:** Like how money do. [laughs]

**Justin:** What do you do, what do you need money for? But that is where your donation is going, and it is what helps to keep it like, really independent. And um, we love that about the Max Fun network. Uh, we also love the values of the Max Fun network. It's a place where like, we still own our show. We own all our stuff, and we're able to do that because you have always been so supportive of us. So we very much appreciate it, and we appreciate you going to [MaximumFun.org/Donate](https://MaximumFun.org/Donate) right now.

**Griffin:** Uh, yeah. Even if all you can do is five bucks, that'll get you the bonus content. There's so much stuff to get. We did an episode where we played Honey Heist. We have the old episode where we played with Lin. We've done a lot of stuff with that. Also, we—

**Travis:** Last year was the Four Sherlock Holmes...

**Griffin:** And a Vampire. Holy shit, that was good. Uh, and uh, also, I should mention that we've been on a bi-weekly schedule. We're gonna have another episode up next week where we're doing a The The Adventure Zone Zone about Amnesty, and I guess live Balance, or whatever you want to talk about. The graphic novels, whatever. You can send your questions in now to [AdventureZoneCast@gmail.com](mailto:AdventureZoneCast@gmail.com).

**Travis:** Or, you can tweet it at us, #TTAZZ. I also want to say real quick, if you're already a Max Fun donor, this is a great time to consider upgrading your donations, so that way, you'll still get all those great gifts. Or, this is a great time to tell your friends that they should become Max Fun donors. Y'know, if you already give and that's all you can do, totally fine.

Take to social media and say, hey, Max Fun Drive is going on now. Share that link. [MaximumFun.org/Donate](http://MaximumFun.org/Donate). This is also, a third reminder, a great time to update your credit card info. Y'know, credit cards expire, or y'know, you change passwords or whatever, and it doesn't always update in the Maximum Fun system. So you can go and make sure you're still giving at that level, and make sure that you still support the shows you love.

**Justin:** Daddy, do you want to talk about how you don't work anymore and how you're unemployed?

**Clint:** Yeah, this is all I got, folks. This is it for me.

**Justin:** Please.

**Clint:** This is the only way that I'm staying alive, and putting food in my belly and clothes on my back, for God's sake.

**Justin:** Our daddy was waking up at three...

**Clint:** 3:30.

**Justin:** In the morning.

**Clint:** In the morning.

**Justin:** Every morning.

**Clint:** AM.

**Justin:** To go to work, and now he doesn't have to.

**Clint:** No.

**Justin:** Because you all are so generous.

**Clint:** Thank you.

**Justin:** But y'know, the tax man, the bill man, he's still gon' come.

[theme music plays]

**Griffin:** That sword of Damocles is always danglin' over my daddy.

**Justin:** It's always dangling over our dad. And so, please, our dad made a hugely risky choice. Please do go to [MaximumFun.org/Donate](https://MaximumFun.org/Donate) and keep our dad off the streets.

**Griffin:** Bye everybody!

[theme music plays]

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