

The Adventure Zone: Amnesty – Episode 25

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Griffin: Previously on The Adventure Zone...

[theme music plays]

Boyd: You steal Shadetree for me, and I'm out of your hair for good.

Griffin: And as you are like, trying to rouse Leo back to life, a beam of light shoots out of the tip of the antennae. And as it does so, you wake up.

And she pulls out this dark blue book. You can't really tell what it says.

Dani: I'm scared of what they might find out. I'm scared of war between our worlds.

Griffin: You are through the rift, and now you're standing in front of this barb-wire fence, surrounding the Green Bank Telescope.

You can read the emotion on this Bigfoot's face. It is frustrated. And then, it looks over and it sees you, and it smiles.

And then, this figure looks up at you, and she just has these bright orange, glowing eyes.

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

[theme music plays]

Griffin: Okay, so we ended the last episode, which we recorded six Gregorian weeks ago. If we were in middle school, we would've gotten two report cards in the time that it's taken us to record this next episode. Uh, at the end of that episode, though, you all were kind of all over the place, and I

would like to sort of jump forward in time just a little bit and pull everyone together, because there's a lot of shit that has happened in the last two episodes that we kind of need to reflect in a uh, in a scene.

So if you will allow me, it is... let's say the day after all of this mostly bad stuff went down, and the three of you, uh, along with Mama and Hollis and Keith and Megan, Detective Megan, are all sitting in a conference room at the sheriff's office. And Sheriff Owens walks in, he's got a bag of Jolly Pirate Donuts, which have franchised out into Kepler, I'm guessing.

Justin: You have to assume.

Griffin: You have to assume. I'm making that canon, because I wish they would franchise out to Texas. Boy howdy do I miss those donuts. Uh, he's got like, y'know, a drink carrier full of coffees, and he's like, uh...

Zeke: Everyone good? I brought some... I brought some vittles to help perk you up. I know I brought you here pretty early this morning.

Ned: Anybody know anything about acupressure on the feet? Because I had to walk all the way from that damn telescope. Nobody would pick me up hitchhiking.

Zeke: I could see if anyone here wants to... rub... feet... but I offered coffee, so that's different.

Duck: Yeah. Blueberry? Any blueberry? That's my favorite.

Zeke: Oh, you know I got blueberry. This whole bag is full of blueberries.

Duck: Oh yeah.

Aubrey: Blueberry coffee?

Duck: Did you get fritter?

Zeke: Yeah, I got two fritters.

Duck: Yeah.

Zeke: One for me, and one for my new warrior friend, Duck Newton, I guess.

Duck: It's nice, 'cause you get it free. It's the baker's dozen, so you get the fritter for free. A lot of people just choose an extra donut, but you gotta go down and look at the shelves, 'cause they got the pastries down there. So you can do your thirteenth one, you can get the apple fritter. Or y'know, a uh...

Ned: Bear claw?

Duck: Cinnamon roll, bear claw, whatever you want. But that's where you go.

Aubrey: There was mention of coffee?

Zeke: Yeah, here.

Griffin: He slides it to you. It's dangerous, but you catch it. Um—

Travis: Well that's weird. Styrofoam cups don't slide very well, Griffin.

Justin: [laughs]

Griffin: He greased it. So um, he greases... he greased the cups.

Aubrey: Whoa, it's all slippery!

Ned: It's a Kepler thing.

Griffin: Sheriff Owens says, uh...

Zeke: Okay, so uh, I... I brought you all here because I'm having a predicament, and I just kind of want to outline it for ya. Uh, you're not under arrest, because this seems like it falls outside of my usual jurisdiction. But here's where I'm at. I got a monster what's loose in my town.

Aubrey: Mm-hmm.

Zeke: And it is the most recent, I can only assume, of many monsters been loose in my town. Am I... am I gettin'... am I gettin' it so far?

Duck: Yup.

Aubrey: Yeah.

Ned: Yeah. More or less.

Zeke: Now, folks been killed by this monster, my deputy being the latest victim. And folks have seen this monster now, including everyone that's in this room.

Travis: Now, Griffin, quick question. In the passing time... so, Sheriff doesn't know about Deputy Ghost?

Griffin: Um, y'know what? You tell me. I want to know what you think. You're the one who brought him... well, not back to life, but you are the one who gave him spectral form. And while we last saw him sort of breaking you out of the jail cell, like, uh, I don't know. What makes the most sense to you?

Travis: Well, I mean, I did give him spectral form using a luck point to save his life. So... [blows a raspberry] Super cool there, uh, Griffin. No, I get it. It's fine.

Griffin: He's alive.

Clint: I gotta tell ya, I'm a little tired of keeping secrets from people. Good lord, that's exhausting.

Travis: Yeah. It's not so much, Dad, that I'm considering keeping secrets so much as like, how much all at once can this regular joe take? Like, if I'm like, "Yeah, there's monsters, and also your deputy's dead, but also, he's a ghost and I can do magic."

Griffin: We don't have to have that conversation, right? You can just say like, the sheriff knows. Like, I already did that. I already introduced the sheriff to his ghost deputy, and he's here, and he's trying to eat the—

Travis: Yeah, y'know what? If I was Deputy Dewey's ghost, I'd want to be able to talk to the sheriff, so I'm gonna say he knows.

Griffin: Okay. Uh, and when he mentions him, then, when he says "my deputy being the latest victim," uh, Deputy Dewey uh, waves. He's seated in a chair, like, across from you all, and he reaches over and tries to grab a donut and...

Ned: Whoa, whoa! Jeeze. I'm never gonna get used to that...

Dewey: I know. I'm trying to get used to it, too. Um, so if I take a bite of this, like... I'm kind of corporeal. Are you gonna be able to see it in my tummy? Am I gonna be able to taste it? What's the rules?

Aubrey: Only one way to find out!

Griffin: And he does. He takes a bite, and you see him chewing it. He says...

Dewey: I don't got any spit. It's hard to do.

Griffin: And he swallows it, and sure enough, there's just some donut floating there, just in the center of his sort of translucent belly.

Dewey: Oh, this is horrible. This is real bad.

Aubrey: Hey. Hey. I think it's cool.

Griffin: Sheriff Owens says...

Zeke: Um... I can't have the folks in this town unprepared for a monster attack. And I can't have them terrified, running panicked, because they just found out that monsters are real from their local sheriff. So that's where I'm at. That's my day, and if anyone has anything—

Aubrey: Yeah, welcome to where all of us have been. This is literally the discussion we have constantly been having since we found out about these, too. You can't just like, hop on the local news and say, "Oh, by the way, there's Abominations out there, and everything you knew about like, magic and what is reality and stuff is wrong. But please stay calm."

Ned: Why can't we?

Griffin: Hollis chimes in and says...

Hollis: Yeah, why not?

Aubrey: Think of all the people you know in your life. Think of ten people you know. Right? Just a random ten selection of people you've met in your life. And you walk up to them, and you say, "Hey, there's a vampire out on the loose," or, "Hey, there's a werewolf out on the loose," or hey, whatever. "And so, you need to board up your doors tonight." How many of them are gonna listen to you? How many of them are gonna never talk to you again? And how many of them are gonna laugh in your face?

Ned: Listen, I was welcomed to Kepler with open arms, with the loving, tender bosom of the people of Kepler, West Virginia. I think they're tougher. I think they're braver, and I think they're more accomplished than you give them credit for. And to be honest with you, I think we could use the back up.

Aubrey: Alright, Ned, well, let's go a different way with it, okay? You're right, they are tough. And y'know what? I bet a whole bunch of them wouldn't be scared. But I'll tell ya, not all things that go bump in the night

are monsters, are they, Ned? Do you really want the citizens of Kepler taking up arms with itchy trigger fingers because they're looking for monsters out there?

Griffin: The Sheriff Owens says...

Zeke: Now, hold on. What do you mean by that, Aubrey?

Aubrey: What I mean is, just like us. People are good, people are bad. You can't say that just because there have been a couple things that have attacked out there that all of them are looking to harm us. I'm just saying that maybe arming the citizens against, I don't know, anything that twitches or looks at them wrong, might not be a good way to go. 'Cause pretty soon, people will start seeing monsters in the faces of their friends.

Griffin: Hollis stands up and says, uh...

Hollis: Well, Aubrey, I don't see why you get to make that call for everyone. Sheriff, listen. I know we don't see eye to eye. I know we've done lots of stunts that have left you quite flummoxed. But...

Aubrey: Literal stunts?

Hollis: So many stunts. But my people are ready to die to find this thing that killed our friends and put it down. And these folks—

Griffin: And Hollis—they gesture to you. They say...

Hollis: These folks have been dropping the ball for too long.

Aubrey: Excuse me?!

Ned: Whoa!

Griffin: Mama kind of clears her throat when they say that, and Hollis says...

Hollis: Let us do our thing. Lend us some help, Sheriff Owens. We can protect this town from whatever threatens it without everyone else finding out.

Aubrey: Let us do our thing? What is your thing, you punk?

Griffin: Hollis is not even giving you the time of day.

Aubrey: What are your qualifications? What do you think you're gonna do that we haven't done? This is actually, uh, point of order, our thing. So how about you let us do our thing, and you go out and hit some ramps or whatever?

Griffin: Uh, are you trying to convi—are you just fighting—are we just having an argument?

Travis: No, I'm just fuckin' pissed off at this one.

Griffin: [laughs] Okay.

Ned: I want to know what Duck thinks.

Duck: Y'know, I don't believe that a room full of people can keep a secret, frankly. I mean, I think we're probably past the point of this conversation. I mean, you got Hollis, their crew, Sheriff, his crew, ghost. There's a ghost, now.

Dewey: I prefer specter. I know we're still working on it, but the terminology I prefer is 'specter.'

Duck: Alright, I can respect that.

Dewey: You can respecter that. That's a little specter joke.

Duck: [laughs] Very little. Uh, y'know, I uh... I think this decision's been made for us. And um, I don't want a bunch of random people out there, y'know, taking swings at Bigfoot with a special axe they made to kill Bigfoot. Y'know how the people of Kepler are. They love to make signature weapons.

Griffin: Sheriff Owens says...

Zeke: Uh, I think it's a little bit late for that.

Griffin: And gestures over to Keith and Hollis.

Duck: Yeah. [laughs] Yeah. Y'know, it's funny. I... [sighs] A few months back, I would've laughed this off and said, "Hey, let the tough guys handle it." Honestly, though, I'm just a dude that knows a lot about plants, currently. I have a helmet and a skateboard, and that's about it. So I don't know. I don't know that I'm more qualified than anybody else to be, uh, to be out there fighting what goes bump in the night, y'know?

Griffin: Uh, Sheriff Owens sighs, and he says...

Zeke: Alright, listen. Um... I'm gonna let you all go. I need time to think about this. But if this thing comes back, and more people get hurt, or worse, because I didn't make some sort of proclamation, then... that's gonna be on me for the rest of my life. So I need to... I need to make a decision on what the best course of action is, here, 'cause I was not trained for this, and I'm sure y'all are gonna be hearing from me real soon.

Griffin: And uh, with that, he walks out of the conference room. And Hollis and Keith... I think Hollis, actually, just kind of sneers, especially at you, Aubrey. And Hollis walks out of the room, and Keith stands up and says...

Keith: I know Hollis is coming off a little bit gruff. I know I have in the past, too. We're just trying to do what's right and get some justice for the folks we lost. So... uh, no hard feelings.

Aubrey: Fuck off.

Griffin: And Keith kind of looks down and sighs and walks out of the room.

Duck: Listen. [sighs] The proverbial cat's out of the bag, and I don't think there's anything we're gonna be able to do to keep Hollis and their crew from trying a little vigilante justice. And uh, far as I can see, we got one way out of this.

[music plays]

Griffin: And Mama says...

Mama: What's that, Duck? What are you thinkin' in that noggin of yours?

Duck: I think we find this thing first, and we put it in the ground.

[music plays]

Griffin: Let's do a scene in the headquarters. Amnesty Lodge. Do a parlor room scene where you guys kind of go over what you know about the monster.

Travis: [old-timey British accent] A parlor room! Yes, we shall accuse the monster, using the clues we've gathered.

Griffin: This is a fun character. I would think that as with as much pour eux that you already do, you'd have an easier time sort of conjuring up this guy, sort of, in the...

Travis: [old-timey British accent] Well, this is... I rarely do a narrator for the narrator. But this is... I'm the meta-narrator. I help Griffin to set the scene. Imagine – we all in pipes and smoking jackets.

Griffin: You're all wearing pipes and smoking jackets in the cellar of Amnesty Lodge, and uh...

Travis: [old-timey British accent] Sipping a brandy.

Griffin: Uh, Aubrey's sipping a brandy. It's not real—

Travis: [old-timey British accent] So is Ned.

Griffin: It's not real brandy, it's apple juice. And um, Barclay—

Travis: [old-timey British accent] Say something about Ned's beard. How it's twitching with anticipation.

Griffin: Yeah, he's got it all curled up around the mustache area.

Clint: Can I say 'zounds'?

Justin: I got my computer here in front of me.

Griffin: Oh, okay.

Justin: I got my laptop.

Duck: So listen, guys. I know we're all intimately familiar with all the information we've gathered around this thing. So I've created a uh, text document here in Google Docs with all the info we have on it.

Griffin: Now, is this an offline Google Docs, or are you hardwired into the internet right now?

Justin: I'm hardwired into the internet.

Griffin: Okay.

Justin: I'm plugged in through an Ethernet cable.

Travis: You know the lodge has got Ethernet, Griffin. Come on.

Griffin: Yeah, you're right, you're right. It's 2019.

Ned: And you're using the interNed, right?

Aubrey: No.

Duck: No. I've talked to you about the subscription fees on the interNed, and I'm not gonna pay them. It's ridiculous.

Aubrey: And the cookies and the malware and the spyware?

Duck: The cookie... the viruses... I got viruses as I was connecting to it. It says, "To connect to this service, you must accept the following viruses."

Griffin: Yeah. And then you hear a... "Bomp! Do you want a monster dong?"

Clint: [laughs]

Justin: [laughs]

Aubrey: See?

Duck: Hold on, let me close out some of these monster dong popups.

Ned: You thought it was Bigfeet! [laughs]

Duck: Alright, so I taped up all the clues that we are all intimately familiar with to just help us review. I got a text to speech thing, and I'm just gonna play it for you all right now so we can recap all the information that we have and are intimately familiar with.

Griffin: Okay.

Duck: Boop.

Griffin: [pause] Am I it?

Justin: Yeah, you're it.

Clint: [laughs]

Griffin: I can try and do a Microsoft Sam voice if you want.

Justin: I think it would be helpful to everyone, excluding the people who make this show, obviously.

Duck: Hold on, I gotta click the... let me... okay. [clicking sound]

Griffin: [Microsoft Sam voice] Abomination is a shape shifter. True appearance unknown. Past appearances include: blonde and small, then transformed into larger humanoid being.

Duck: Hold on one second, let me tweak this a little bit. It can do a British accent. Hold on.

Griffin: [Microsoft Sam voice, but also British] Gregor, the morgue technician, a Bigfoot-esque monster, but far more bestial than Barclay.

Duck: I can't understand it. Let me try the New York one.

Griffin: [Microsoft Sam voice, except very southern and not at all New York] Behavior... nope.

Duck: Hold on, let me try it again.

Griffin: [Microsoft Sam voice, slightly more New York this time] Behavior: it seemingly emulates the behaviors of things it mimics. It's able to change shape and create rifts through space that it, and others, can pass through. It's attacked Kepler twice and led pursuers to the clearing in the woods where the archway stands. Weakness: Question mark. Question mark. Question mark. Dwelling: A darkened building, presumably a hotel that Ned was taken to.

Butts butts butts butts butts butts butts butts butts butts butts butts butts butts butts butts.

Aubrey: Whoa, hold on. Who just wrote 'butts' here?

Griffin: Butts butts butts.

Duck: Sorry, I'm trying to increase my typing speed.

Griffin: [Microsoft Sam from New York voice] Pee-pee. Poo-poo. Butts. Baby like a dookie.

Justin: [laughing]

Aubrey: Wait, does baby like a dookie?

Griffin: Butts. Baby like a make a dookie.

Duck: Sorry, I'll let—

Ned: It's looping! It's looping!

Duck: I let Leo's nephew fuck around with my computer. I think he added that. Hold on.

Aubrey: Okay.

Duck: Okay, let me just clear that out. Alright, so—

Griffin: Butts butts butts.

Duck: God damn it, let me just close the computer. So possibilities. Um... What about the ski resort? I mean, if it's someplace... Ned, someplace like a hotel? You think that could feel right?

Ned: [sighs] It didn't really have that resort-y kind of feel, and I mostly spent my time in the lower floor, the basement. It could be the ski lodge... but isn't the ski lodge still open?

Mama: Uh, yeah, the ski resort's still, y'know, operating. And it's not as popular as it used to be, but I like to think that if there was a, y'know, a shape shifting monster creating rifts in space-time, uh, that at the very least, Eugene would take notice of that. So I think we can probably rule the ski resort out.

Ned: The thing is, Duck, it could be... it really does not have to be in Kepler proper. One of those rifts I stepped through, like I said, took me to the telescope, for God's sake. And that's miles away.

Duck: God, you're right.

Aubrey: Are there any other buildings? Any other... I don't know, like, office-y building, or hotel-y, resort-y, big, y'know, big, closed buildings anywhere nearby?

Griffin: Uh, Mama says...

Mama: Well, yeah. I mean, there's the... and not many that are open, y'know? We're not gettin' that much traction. It's really just the uh, ski resort's got some rooms, and then there's a motel down on river side. But that's still open, too. But if it's an abandoned, y'know, hotel or whatever that we're looking for, Kepler's got no shortage of those. Folks used to come—

Ned: It was big.

Mama: Yeah. Folks used to come here to go skiing, and now they don't. So all the hotels and resorts that we had opened are all more or less shuttered, and they're all over on Resort Row. Problem is, there's quite a few of them, so...

Aubrey: Well, then, do you think that there's a way, then, to... instead of us trying to find it, make it find us? 'Cause it seems to want something,

right? 'Cause it showed up and went to the Hornets' Nest, right? And attacked there. And then, it also, then, followed that up by coming to the morgue where the Hornets were. So this doesn't seem like, y'know...

That first Abomination that we fought just seemed like an animal, y'know, rage killing things, right? But this... this seems calculated. It seems like there's some kind of, like, steps? Plan?

Griffin: Barclay says...

Barclay: No, I've been thinking that, too. It... this thing is... this thing is doing something. It's not... it's not just attacking. It's not just out for blood. It's making moves. And I don't think any of us know what those moves are leading to, unless somebody else has been sort of uh, paying closer attention than I have.

Duck: Y'all, I didn't even tell you all this. It's been a stressful time. Uh, but... it has led... well, it led me and the sheriff and Hollis out to the archway. And they couldn't see it, and whatever happened there, I'm guessing probably didn't happen. It disappointed this thing. Maybe it's... maybe it's trying to get through? It's trying to get back to Sylvain? Is that possible?

Aubrey: Or maybe it's trying to get other people over there. Y'know? Because it led... it's not like it didn't know where the gate was that led you there, right? And it...

Duck: Right.

Aubrey: It just seems like, between getting the Hornets, who are basically a gang, and the police involved, it seemed like it was kind of... making sure it was getting people involved who would get riled up and want revenge.

Griffin: Mama seems shook by that. She says...

Mama: Y'all realize, that's the nightmare scenario, if that happens?

Aubrey: Yeah.

Duck: You think it's trying to start a fight?

Aubrey: Yeah. I think it might be trying to... I don't know, destroy whatever, y'know, the anonymity, the peace that comes with it, between earth and Sylvain. 'Cause if you think about like, it's taking forms of things we know to make these attacks, it's setting us up.

Griffin: Uh, Mama says...

Mama: This is obviously... I think we're in uncharted waters. We need to cross reference this with what we've seen in the past. Ned, would you be a dear and go fetch the laptop off my desk from upstairs?

Ned: Oh, um, certainly. Um, yes. Let me go to your... to your uh, to your office to get the laptop. Um, I'll be right back. It may take me a little while, 'cause I might have to take a restroom stop.

Mama: Alright, gross.

Ned: But I will go to your office, which I assume is unlocked. I mean, not that it makes a difference. But y'know, it's unlocked, right?

Mama: Hey, Ned?

Ned: Yes?

Mama: Why are you being so weird? I just asked you to go—

Ned: Not being weird! Not being weird, no. Not weird. Just, I'm excited! The hunt! We're in the hunt! [laughs] I'll be right back.

Travis: And apparently, even though Ned has a rich history of stealing things, this is the first time he's ever had to lie about it, apparently.

Justin: He gets fuckin' prom night jitters.

Griffin: [laughs]

Travis: Well, he hasn't stolen anything in a long time, and he's worried. This is the—hi, it's me, the meta-narrator again, trying to explain Dad's weird choices.

Griffin: Do the voice.

Travis: [old-timey British accent] It's me, trying to explain Dad's weird choices.

Griffin: I like it. Uh, while Ned is gone, Barclay is uh... Barclay has a whiteboard that he's trying to like, draw things, and he points to the words 'Green Bank Telescope.' And he's trying to like, connect where all these rifts go, and he says...

Barclay: Now, I get why it would be... have a rift behind the Hornets' Nest, because it started some stuff there. And I get why it has one behind Amnesty Lodge, because that's where it led people. Why... why is it going to the Green Bank Telescope? What is it... what could it possibly want there?

Duck: I have a thought. Maybe it's trying to start a war between us and aliens. Dun dun dunnn. [imitates theme song] That was the music that kicks in whenever one of us solves the mystery, and we're... and now it's really in the thick of it.

Griffin: Uh, Barclay and Mama are just kind of staring at you.

Aubrey: Okay, um, it could be that. We'll put that down as 'A.'

Duck: Are you writing it up there?

Aubrey: Yeah.

Barclay: Yeah, I'll write it.

Griffin: He writes... Barclay takes it and writes, uh, "A: Aliens?" And then in parentheses, "(I don't know why Duck got on aliens.)" And then end parentheses.

Aubrey: But B. How about B?

Griffin: He writes B.

Aubrey: And it's a government facility, right? Like...

Barclay: Yeah.

Aubrey: I'm saying, if you wanted to start a war...

Barclay: This is gettin' a little Mars Attacks for my taste. I tend to deal with sort of—

Aubrey: Duck said aliens, I didn't say aliens.

Barclay: Yeah, I know he said aliens! I'm dealing with local, like, werewolves and stuff. I can't start talking about aliens starting a war with the government.

Aubrey: But I—no, I didn't say aliens. I want to make it clear, I want it on the record, right next to B, Aubrey didn't say aliens. Duck said aliens.

Griffin: Alright, he writes that in parentheses. Let's jump upstairs with Ned. Ned, you make it to Mama's office. The door's unlocked.

Clint: Okay. [clears throat] Ned walks in and uh, gives the room a once over. He hasn't really... doesn't even really know what this sculpture looks like, does he?

Griffin: Uh, I think—you were shown a picture of it, right? It's a wooden sculpture of a tree—

Clint: Like a tree.

Griffin: With a figure sitting under it. It's called Shadetree.

Clint: Right, by Madeline Cobb. I remember that.

Griffin: Right.

Clint: Which is Mama's real name.

Griffin: Yeah. You don't see it. Like, it's not sitting on the, y'know... it's not sitting on a shelf, uh, somewhere. It is not anywhere obvious. Also worth noting, the laptop is not on her desk. It is not sitting on top of her desk, which is what she said it was.

Travis: Hmm.

Clint: Was she just trying to get rid of Ned? Why did I ask that in Ned's voice? Um...

Travis: Wait, did Ned just say that out loud? "Was she trying to get rid of Ned? Ned sad."

Clint: Then I think it's time for Ned to investigate a mystery.

Griffin: I almost think this would be a read a bad situation if anything, or possibly, your burglar crooked thing if you're looking to...

Clint: I want to search the room, so whatever move is that one.

Griffin: Um, okay. If you want to search the room, I think read a bad situation might be better. I think it might be a better roll than investigate a mystery. If you're not actively stealing some shit, and instead, you just want to look around, then this is the roll, is read a bad situation.

Clint: Alright. And he can add cool to that.

Griffin: Uh, no, sharp.

Clint: [sighs] That's a two.

Travis: Wow.

Clint: So makes no difference what to add to it.

Griffin: That is a snake eyes.

Travis: It's like it's as bad as it could be.

Griffin: Okay. Uhh...

Clint: In this case, he'll be directed to the exact opposite of where it is, which means he just has to turn around and there it'll be.

Griffin: Nope. You actually are walking around, looking for something, and you find a uh, loose floorboard. It's actually a few loose floorboards underneath your feet. They kind of creak, and you can tell that uh, there's something strange there.

Clint: So that was a failure?

Griffin: Um, I'm taking a hard move. Doesn't mean you failed.

[ambient music plays]

Griffin: It means I'm going to do something.

Clint: Alright, then, uh, Ned, using all of his burglary skills, raises the loose floorboards and peers within.

Griffin: Um, you do so, and there is a safe. And uh, yeah. There's a safe inside, and it has a, y'know, a dial lock. And uh, you have seen and cracked

this exact safe many times. It's been a while, I assume, but throughout your career, y'know, you had the touch. And so, you, y'know, you know you can crack this thing easy.

Clint: It's the Waldholtz 2500. I've seen it before.

Griffin: Yeah.

Clint: This is what uh, this is what Yul Brenner kept his black shirt from Magnificent Seven in when I stole that.

Griffin: Yeah, sure.

Travis: Does Ned only steal things from famous people that Dad's a fan of?

Clint: He's a fan.

Griffin: It's weirdly—yeah. What do you do?

Clint: Alright, so he... he opens the safe.

Griffin: Yeah, you could do it with your eyes closed. You open it, and there it is. You... obviously, you're looking at it from the top down, but uh, you reach down and carefully remove Shadetree. And it is as like, exquisitely carved as Boyd sort of uh, described. It is like... the figure laying under the tree is so uh, detailed. And the tree itself, like, the y'know, gnarled bark, and the Gnarled Barkley of the tree, and uh...

Travis: [laughs]

Clint: [laughs]

Griffin: The grass that the figure is laying in, like, it's all so beautifully detailed. And you're kind of like, y'know, mesmerized by how beautiful it is. And so much so, that you don't notice uh, Dani walk into the room.

Clint: [gasps]

Griffin: And Dani says...

Dani: Uh... Ned, what's going on?

Ned: [sighs] Well, I thought there was a laptop underneath this stupid sculpture, so I'm looking for Mama's laptop. She sent me up here to get the laptop, and so I thought, well, where else to put it but in a safe? 'Cause you want to keep all your secrets safe, and you don't want anybody to hack it and steal your stuff. So uh, this sculpture was in there, and uh, I was trying to look underneath it to see if the uh, laptop was in there.

Dani: So... you came in here to find a laptop, and you ended up cracking Mama's safe, thinking that that would be... where the... why wouldn't Mama come get the laptop if it was that precious to her?

Ned: Well, she sent me up to get it. She said, uh, "Ned, go up to my study and get the laptop." I... y'know, I... you're... I uh... so, I was hoping maybe you'd give me the same benefit of the doubt that, uh, well, I gave you when the sheriff thought you had uh, snuffed a bunch of guys down at the Hornets' Nest.

Griffin: Uh, is this a move? You trying to manipulate someone?

Clint: Yes I am.

Griffin: It seems that like... it seems that that is... what you are saying is what this action is, it seems like, if you're trying to keep her from, y'know.

Clint: I am trying to manipulate her, yes.

Griffin: Okay. Uh, roll plus charm.

Clint: That is a seven... and charm... one. So that's an eight.

Griffin: Uh, okay. They will do it, but only if you do something for them right now to show that you mean it. Uh, gosh, I don't know how you would show that you aren't going to rat Dani out to, y'know, the sheriff, and... oh, that's what it is. She says...

Dani: Okay, that's kind of weird. Um, hey, I know you got called into the sheriff's office to, y'know, I guess clue him in on some of the stuff that we do around here... or rather, I guess, you guys do around here. You didn't happen to tell him about... me, did you?

Ned: Dani, I believe in you. I would never betray a friend. I consider us friends. We're friends, right? Yes, of course we are. And I would never betray a friend, a stalwart of mine. A companion. We are united. We are colleagues in this battle against evil. And I know that you would never betray me, so of course I did not betray you, my good and faithful friend.

Dani: You're being super weird today.

Griffin: She says, and—

Ned: I am always super weird, Dani. Do you not know me at all?

Dani: Fair. Fair, fair, fair.

Griffin: And she walks out of the room, kind of back stepping actually, looking at you sort of uh, awkwardly. And uh, what's the word I'm looking for? Suspiciously.

Travis: Mm-hmm, yes. [laughs]

Griffin: Ned, what's your plan here? I guess I should ask. Are you... are you... what's your plan, here? You've got the thing. You are in Mama's office, which is, y'know, you're still in the... still inside Amnesty Lodge. You have not sort of completed the burglary, in the sense that you haven't sort of absconded with this thing yet.

Clint: Right. And it's not like he can walk around... I say he probably goes out the window.

Griffin: Okay.

Clint: 'Cause he doesn't want to be lugging this thing around. He doesn't want anybody to see him with it. I say he gives a cursory look in the safe to see if the laptop was in there—

Griffin: It is not. In fact, I will say, with your burglary senses that you used to find this thing, even with the failed roll, you know that the laptop's not in this room. It's just gone.

Clint: Well that's weird.

Griffin: Yeah, man.

Clint: So here's what I suggest—

Travis: [laughs]

Clint: Ned is gonna go out the window and take the tree immediately to Boyd, and um, he'll concoct some kind of story later about why he didn't come back. Maybe he, y'know, thought he saw somebody and thought they had taken the laptop, so he went in pursuit of them.

Griffin: That sounds good to me. I would believe that, but I'm your son.

Clint: Well, you're a good son. You're a good son.

Griffin: Thank you.

Clint: So that's what Ned's gonna do.

Griffin: At this point, Ned's been gone for a while, for everybody else who's still down in the cellar. Uh, and uh, Mama is looking kind of concerned, and

she sends Barclay upstairs to try and find him. And uh, I'm guessing you covered your tracks, Ned, like you've closed the safe. You weren't that, like, shitty at this.

Clint: Professional thief, okay? Yeah.

Griffin: Okay. Uh, Barclay comes back downstairs and says, uh...

Barclay: Uh, Ned's not anywhere. I don't see Ned anywhere. I don't see the laptop anywhere either, Mama. Are you sure you left it up in the office?

Griffin: [long pause] And Mama—I forgot I was Mama. And uh...

Travis: [laughs]

Clint: [laughs]

Justin: [laughs] Well, Mama? Mama?

Travis: Oh, God, she's gone!

Griffin: She has a blank expression. She says...

Mama: Well, no, it's definitely up in the... office. Where'd Ned go? Did he fall in? What's going on?

Griffin: And Barclay says...

Barclay: No, he's not... he's just... he's nowhere, so...

Aubrey: You checked all the bathrooms?

Barclay: We only have the one bathroom, and yeah, he wasn't in there, so...

Aubrey: Huh.

Duck: What about the one secret bathroom downstairs in the basement that he likes to use when he's really gonna destroy stuff?

Travis: [laughs]

Duck: Did you check his secret... the secret bathroom?

Barclay: Um... I didn't.

Duck: It's the one that says "Danger: Hazardous Chemicals" on the door, but he wrote the sign.

Barclay: Okay.

Aubrey: Yeah, go check it. We'll wait.

Duck: I'll check—yeah, I'll check it. [pause] Nope.

Aubrey: No, he's not in there.

Duck: He's not there either.

Aubrey: You were gone for 20 minutes.

Duck: I was gone for 20 minutes. There was a lock on the door.

Clint: [laughs]

Aubrey: Huh. Well, I mean, why would Ned take the laptop?

Duck: Y'know, maybe he had... oh. Taxes. Tax season.

Aubrey: Uh-huh.

Clint: [laughs]

Duck: Y'know?

Aubrey: So...

Duck: He had to balance the books.

Aubrey: Y'know...

Duck: Shit, I don't know, man.

Aubrey: Maybe he was getting the laptop and like, saw the monster or something, and he had to go.

Duck: Maybe he had to go 'cause he saw the monster and he fled. Or—aw, shit.

Aubrey: What?

Duck: What if the monster created a rift and snatched him again?

Aubrey: Shit. He's gonna be pissed.

Duck: He's gonna be so pissed. And I'm pissed, 'cause we were about to crack this alien thing wide open with that laptop info.

Aubrey: Should we look for Ned? I mean, I—I'm, of course, worried about Ned. Where is Ned? But should we look for Ned?

Duck: Y'all keep looking around for him here. I'm sure he's like, not... I don't know where he would be.

Aubrey: Maybe he's curled up, taking a nap in the walk-in freezer again?

Duck: He probably just forgot and decided to take a nap in the freezer. I'll tell you what? Why don't you all here keep looking around for him? I'm not

gonna waste any more time. I'm gonna... I had a vision. I don't know if I told you all. Yeah, I think I did, about Leo dying near the telescope.

Griffin: Barclay points to "dead Leo" that he's had circled on the whiteboard.

Barclay: Yeah, see, it's up here on the whiteboard.

Duck: Yeah, excellent. You—oh, ooh, you brushed up against the whiteboard and erased the aliens part. If you could just get that back up there, I'd appreciate it.

Barclay: [sighs]

Clint: [laughs]

Duck: And uh, I'm gonna go talk to him. Maybe he'll have some insight. He's been at this a long time. Maybe there's something... I don't know, maybe he can shed a little light.

Aubrey: Okay, let's ignore aliens and telescope for a minute.

Duck: At your peril.

Aubrey: Okay. And maybe we should check...

Duck: That's exactly what they want.

Aubrey: Okay. And maybe we should check with uh, Sylvain to see if there's any kind of... I don't know, rogue person? Like, an agent person?

Duck: Yeah.

Aubrey: That they know about, or that they know anything about? I don't know. I'll go talk to Janelle.

Duck: Let's try it, and then maybe you and I could poke around those—
[coughs]

Mama: Oh my God, are you okay?

Duck: Let me get my inhaler.

Mama: It's all this smoke. It's all this pipe smoke. Why are we doing this?
It's real bad for us.

Duck: [inhales loudly]

Travis: [old-timey British accent] And that's when they wondered why they
were smoking their pipes.

Duck: After that, let's uh, let's go poke around those hotels, see if we can't
find anything.

Aubrey: Great. And y'know what? Ask Leo to come. Maybe Pigeon? We'll
see if Pigeon wants to come help out?

Duck: Yeah. Yeah, that makes sense. More people.

Aubrey: More people, more pokin'. That's what I always say.

Duck: More people, more pokin'?

Aubrey: Pokin' around? We'll poke around?

Mama: That's the worst.

Barclay: That is just horrible.

Aubrey: 'Cause we'll poke around, and if there's just two of us...

Duck: Alright. I'm...

Justin: Duck's walking out of the room.

[theme music plays]

Griffin: Hey, everybody. This is Griffin McElroy, your dungeon master, your best friend, and your best friend, and your dungeon master. Thanks for listening to The Adventure Zone: Amnesty, episode 25. Hope you're enjoying it. Hope it's not getting too spooky. If it is, grab a friend, grab a blanket, grab, uh, a machete. And be ready for when the monsters, the real ones attack.

That's not true. There's no such thing. Or is there? There's not.

I want to talk about some of our sponsors. Our first sponsor is Squarespace. Sparespace is cool. Uh, Squarespace is also cool. They're a website you can use to make websites. It's a platform that you can use to turn your cool idea into a website, or blog, or publish content, or sell products, or services, or whatever you want to do. They got beautiful, customizable templates, created by world-class designers. Everything that you need to make mobile websites right out of the box, and they got domains and stuff that you can buy with over 200 extensions.

It's really great. We've used it to build a few websites, and I made my personal website with it, and it was buttercream. So smooth. So right now, head to [Squarespace.com/Adventure](https://www.squarespace.com/Adventure) for a free trial, and when you're ready to launch, just use the offer code ADVENTURE to save 10% off your first purchase of a website or domain.

Also want to tell you about Blue Apron. Blue Apron is a very good box. I'm a big fan of this box, because they send you ingredients, and they send you recipes, and then you use the second thing to cook the first thing into a delicious meal. And they make it really easy to choose from a variety of different recipes, if you want vegetarian meals, they got WW freestyle meals. They got a whole menu of wholesome meals that they offer in partnership with WW, and they also offer just a bunch of different tasty stuff.

They got, let's see. They got a New Orleans inspired chicken po' boy. They got seared chicken and goat cheese mashed potatoes. They got—oh, they got Austin-style breakfast tacos. Those look really good, of course. They are dedicated to helping you discover your inner chef, and learn new recipes and techniques, and they got carefully designed and tested, y'know, recipes that you can use to make tasty food. It's made by their test kitchen chefs.

I learned how to cook using Blue Apron. It's a very, very valuable thing for me. So to start making this delicious, brag-worthy, these meals at your own home, without the hassle, try Blue Apron. Check out this week's menu and get \$60 when you visit [BlueApron.com/Adventure](https://www.blueapron.com/Adventure). That's [BlueApron.com/Adventure](https://www.blueapron.com/Adventure). Blue Apron: A better way to cook.

Got a few announcements here, but first of all, I want to thank everybody who has been tweeting about the show using the #TheZoneCast hash tag. Because if you do that, you might end up as a character in the show. Characters like... oh, we haven't met that character yet. Well, there's a character I named a person after, so uh, handled that. But you could end up as a character like Eugene, who is named for Eugene Archibald on Twitter, or um, Keith, who is named for Keith Welman on Twitter.

Really, we just appreciate you spreading the word about the show, because that's how we've been able to grow, and this is our first episode, I think, since the Max Fun Drive, and we are so grateful for everybody who came out to support us. The support you show us year after year is truly humbling, and it really means the world that you all think so highly of the stuff that we make that you would support it in such a direct way.

Um, so, a couple big announcements. We are going on tour. The Adventure Zone and My Brother, My Brother, and Me, we have sort of announced the rest of our tour dates for the year, and you can find those at [McElroy.family](https://www.mcelroy.family). It's part of our Become the Monster tour, which is, now that I think about it, kind of appropriate for both shows.

But uh, yeah, we're going all over. I'm not gonna try and summarize all the cities we're going to, because it's a lot. But uh, yeah, you can find all the

details and tickets links to that at McElroy.family. I believe tickets go on sale this Friday, which is tomorrow. So at noon, I believe, Eastern Time. So do not sleep on those.

One more thing. You know about our The Adventure Zone graphic novel, which you can buy the first one or preorder the second one. Go to TheAdventureZoneComic.com. But also, we've made a miniseries for Marvel, set in their War for the Realms series. We did our own like, five issue run of that called Journey Into Mystery, and the first issue is out now.

We all worked really hard on it. Dad's a big, like, comic, uh, fan and used to work in the industry, so it's kind of a dream come true, especially for him. So uh, if you want to come out and support us there, go to your local comic book shop and pick up Journey Into Mystery one and keep an eye out for the rest of them.

Uh, I think that is gonna do it. So I'm gonna let you get back to the rest of the episode. Again, because we missed last week and we pushed to this week, we are going to have another episode of The Adventure Zone: Amnesty up, uh, a week from today. So that's gonna be April 18th, so I'll talk to you then. Bye.

[theme music plays]

Griffin: Let's do Leo's scene first with you... actually, it's Duck's scene, feat. Leo.

Justin: Thank you, yes.

Griffin: Um, you find him at uh, Leo's... his grocery store. Leo's place. I forget. It's been a while since a Pizza Hut destroyed it, uh, since big Pizza Hut came for my small business.

Travis: [laughs]

Griffin: And uh, he's recently sort of reopened it after rebuilding it, and uh, he has pretty much basically recreated the winning formula that made up

the original Leo's Grocery Store. And uh, you find him there as... who's walking out of the store? Who's checking out as... let's say uh, Muffy and Winthrop are buying some groceries there, and uh, Winthrop says, uh...

Winthrop: I really wish they'd get a Trader Joe's in here.

Griffin: And Muffy kind of nods snootily, and takes here non-Trader Joe's groceries and walks out.

Winthrop: Good day to you, *sir*. You're in my way.

Duck: Yeah. 'Scuse me, Winthrop. All apologies.

Winthrop: Maybe later you could help me put snow tires on my Bugatti.

Duck: [laughs] Alright, Winthrop. Alright. Hey, you better head out, I think the Wells Fargo wagon is uh, coming down the street.

Griffin: Muffy says...

Muffy: Winthrop, he's making fun of your name!

Winthrop: I'm intimidated by you physically.

Griffin: And then they walk out.

Duck: Alright. Keep walkin'.

Travis: [laughs] And then Winthrop comes back and kills you. What did you say?!

Justin: [laughs] 'Cause I'm fuckin' mortal.

Griffin: Uh, Leo says—

Travis: What did you fuckin' say to me?

Griffin: Leo says, uh...

Leo: You uh... you got some beef there with our local sort of uh, moneybags?

Duck: I get along with everybody. I figured I gotta have someone to blow off steam with, y'know?

Travis: [laughs]

Leo: Yeah, that's fair. How's it been goin', Duck? Haven't seen you in a while. How's the hunt this time?

Duck: Yeah, it's a tough one honestly, Leo. It's uh... I don't feel like I'm any fuckin' closer. I'll be honest. And this thing... it's not... [sighs] A lot of these things have just been out for blood, or to fuck shit up. But this one feels smarter. I had a, um... I had a vision. And I should've told you about it before, but honestly, I... I didn't want to freak you out.

Griffin: He looks, uh... he looks shocked when you say that.

Duck: I know. Um...

Leo: What was, uh... what was in your vision?

Duck: Well, you uh... were at the telescope. And you were... uh... there's not a pretty way to say it. You were dying, and I was there. So you weren't alone, which is huge. Uh, kind of a positive there. But um, now we've... this thing has been there. It made a... I don't know, a rift or something, and traveled there. So it's got some sort of interest in the telescope, and I'll be damned if I have one single clue what it wants.

Griffin: Uh, he... he turns around and reaches up to a shelf where, just like, cartons of cigarettes are kept for sale. And he pulls down a pack of Camels and lights one up, and he says...

Leo: Y'know, uh... funny thing, Duck. You lost your powers, obviously, when uh, when Minerva's link to us got severed. And uh, I haven't had those powers in some time. And yet, I was asleep the other night, and I had that same vision of me in your arms, you were cradling me, looked uh, like a real nurturer, Duck. And uh, I was... I was dying. And then, the thing shot a laser beam up, which I don't think that's what it's built to do, so I thought that was...

Duck: Nope.

Leo: So yeah, same vision of uh, me dying in your arms, Duck. And that's, I gotta say... not the best. Not the best vision that I have had so far.

Duck: No. You gonna... you gonna offer me one of those things?

Leo: Uh, no, Duck, 'cause I know how hard you went trying to quit. I've been your neighbor for a while, I'm not gonna make you fall off the monkey's back or whatever the saying is.

Justin: I can't believe you would take that sort of agency away from me, Griffin, for my character, to make that decision.

Griffin: Okay, here, here, here.

Leo: Yeah, here's your cigarette, then.

Duck: Nah, thank you. I got asthma. What's wrong with you?

Leo: That's a funny—

Duck: I've had asthma. I've had asthma ever since I lost my powers.

Leo: [laughs] Dang, that's a shame.

Duck: I had it before.

Leo: Yeah.

Duck: I got my powers.

Leo: Yeah.

Duck: Lost it.

Leo: Yeah.

Duck: Now it's fuckin' back. I got asthma again. That's where I'm at.

Leo: Right. And I sympathize with you, but I'm gonna die pretty soon it seems like, so...

Duck: Me too if there's any fuckin' particulate in the air. [sighs]

Leo: Duck, I know you're trying to make me laugh, but I... we had a dream that I'm gonna die, and these dreams that we have, they have a tendency to come true, always. So um, I guess you and I are taking a road trip up to the Green Bank Telescope to um, go face our destiny together. Um, right? Like, I can't just like, lock myself in the, y'know, the freezer here and y'know...

Travis: Take a nap.

Leo: Take a nap like I would no matter what happens. No matter how much we... I could go get on a fuckin' plane, and y'know, catch a flight down the Rio, and I would still somehow be at that telescope, at that time, in your arms, dying. So I'm... I don't know about you, but I just kind of... let's just get it over with, right? Let's just get it done.

Duck: Nah, no way, man. No way. No way. You're the closest thing I got to a, y'know, a mentor now, with Minerva gone. You're like a... well, like an uncle or something to me. I was gonna say dad. That seems ridiculous. But y'know, like a cool uncle that has a sword to me, and I'm not gonna let you risk your life that way. I didn't have a vision about me beefing it. It's about you. I'll just go and... I don't know, see what I can find.

Griffin: He sighs, and he says...

Leo: You would do that for me? You would go do this thing alone, whatever it is, without me being there? You'd do that for me, Duck?

[music plays]

Duck: I mean, I'll go there. If I see anything scary, I'm probably gonna get back in my car and leave. But like, I'll go poke around. I just don't want you getting anywhere near it.

Griffin: He smiles, and he says... And he puts the cigarette out. And he says...

Leo: Alright, Duck. You don't have to worry about that. It's uh, it's a deal.

[music plays]

Griffin: Aubrey, you are... you're heading to Sylvain. Are you going to talk to Janelle specifically, or what—did you have other, y'know, sort of business?

Travis: I mean, yeah, at this point, I feel like there are very few people that Aubrey either knows, let alone trusts, over in Sylvain. So I feel like Janelle has been a pretty solid connection.

Griffin: Okay. I mean, Vincent has been friendly enough to you.

Travis: Yeah, yeah, it might be worth it—

Griffin: He has requested DVDs every time you come, and I don't know if you've been delivering those or if you've been breaking his heart.

Travis: Yes, absolutely. Absolutely. Did he request specific shows?

Griffin: Uh, no, he just wanted to see some earth movies. He likes earth pop culture. And we haven't—we don't go to Sylvain that often, so we haven't followed up on that. So I don't know if you all—

Travis: I just brought him a special DVD, uh, a special edition of The Thin Man.

Griffin: The Thin Man?

Travis: Yeah, I think he'd really like it.

Griffin: Okay.

Travis: It's a pretty funny mystery.

Griffin: He greets you at the gate.

Travis: It's a classic.

Griffin: He greets you at the gate into the castle and says...

Vincent: [bleats] I'll have to check this one out. Sorry for bleating, I know that that's kind of rude.

Aubrey: That's okay. You're gonna love it. It's funny, uh, but also dramatic. It's a murder mystery, but hilarious and everybody is drunk in it all the time.

Vincent: Seems great. Do you want your...

Griffin: And he hands you a DVD case and he says...

Vincent: And here's your copy of Deuce Bigalow: Male Gigolo back.

Aubrey: All the classics.

Vincent: Did not... didn't care for this one.

Aubrey: No, it's absolute garbage. That's why I wanted to... I wanted to give you a taste of this garbage before I handed you maybe one of the greatest films of all time.

Vincent: Right. Is that a goat joke?

Aubrey: No.

Vincent: Okay. Alright, well, I'll check it out. Thanks as always, Aubrey.

Griffin: And he opens the gate.

Aubrey: Yeah, you're gonna love this one. It's the greatest of all time. It's so good.

Vincent: Now, that's another—that's a goat joke. Okay. That one I actually liked a lot, so uh...

Aubrey: Oh okay, good.

Vincent: Yeah. Head on in.

Aubrey: I—real quick. You're the kind of, y'know, law enforcement person here, right?

Vincent: Yeah, you could say that.

Aubrey: We're dealing with an Abomination over there that seems to be kind of... to have an agenda, which is kind of different from what we've seen before. And so, I thought it might be worth it, like, to ask you... did you like, I don't know, exile anyone that could like, shape shift recently or something?

Vincent: Shape shift? I mean, we've exiled people, certainly, and there are certainly people who have left of their own accord, and y'know, we don't usually talk about this over here. It's somewhat taboo. But I know that uh,

Mama is giving refuge to those who have left our world for yours. And those who have wandered outside the gates of the city have been taken over by the Quell, so I'm pretty sure all of our um, our refugees are, y'know, accounted for. And if they weren't, I cannot think of one that could change their shape.

Aubrey: They kind of change their shape with like, uh, swirls of light?

Vincent: Yeah, that doesn't...

Aubrey: Does that ring any bell? No?

Vincent: No, so sorry. Yeah, maybe it's just I'm still in a fog from Deuce Bigalow: Male Gigolo.

Aubrey: Not another murder. Not another life lost because of Deuce Bigalow: Male Gigolo. I... too much harm has been caused by that movie. I'm so sorry. I hope that you're able to recover.

Vincent: I'll do my best.

Justin: What's... what's he hiding? Keep digging, Trav.

Aubrey: Hey, maybe uh, I gotta get rough with ya.

Justin: Hell yes.

Aubrey: You'll get it. It's in the movie. Okay, bye.

Griffin: Let's just like, hop into your conversation with Janelle. Uh, cut the bullshit, cut the small talk.

Travis: Whoa, okay.

Griffin: Well, as always, I think she wants to know like, how your powers are coming. How much you're telling her, sort of in that regard, before we get to like, your questions.

Travis: She knows every—I made a ghost, Janelle. Janelle.

Griffin: Right.

Travis: A ghost.

Griffin: Uh, Janelle says...

Janelle: And... okay. That's not...

Aubrey: I made a ghost!

Janelle: Yeah, that's not possible, Aubrey.

Aubrey: That's what you say, but I did it!

Janelle: Aubrey, only Sylvans who perish in the light of the crystal are able to experience second life. You... I... I cannot understand how this is possible, Aubrey.

Aubrey: Okay, but it's real. Like, I—if you don't know, how do I know? Y'know? I kind of—I thought I would say, "I made a ghost," and you would say, "Oh, cool. Level three." Or something. I don't know.

Janelle: It's not level three, Aubrey, this is something that...

Aubrey: Level four?

Janelle: Only the light of Sylvain – level infinity – could possibly accom... tell me how you did this. How did it happen?

Aubrey: Uh, I used a luck point. [laughs] 'Cause I rolled really bad at first.

Janelle: Right, right, it happens to the best of us.

Aubrey: So I asked, um, I asked the magic to save his life. And... rather than save his corporeal form, I guess it saved, y'know, his spirit. His specter, excuse me. And now, he's a specter, just chilling out. He had a donut earlier, and it got stuck in his tummy, and it was gross, but also very cool.

Janelle: Rookie mistake, yeah.

Aubrey: Yes, you can do that.

Janelle: You mentioned that you saw a person when you were doing this that helped you?

Aubrey: Oh, yeah, yeah, yeah, yeah, yeah.

Janelle: Um... this... [laughs] Aubrey, this is not like any spell I've ever cast before. And I've cast... I'm thinking, all of them. So uh, only Sylvain is able to bring people back from the dead. Is it possible that you are somehow communicating with her? Because only the Interpreter is supposed to be able to communicate with Sylvain.

Aubrey: With... with the planet?

Janelle: With the essence of the planet, yes.

Aubrey: So um... I mean, I ask the planet... I ask the magic, the planet, the magic planet to do the magic.

Janelle: That's different. I do that all the time. I have never seen the planet personified, Aubrey. I have never been touched physically by the planet.

Aubrey: Oh. Oh. Um, yeah. I mean, I guess it's possible I'm doing that. Is that bad?

Griffin: She sits back in her seat and sighs. She says...

Janelle: It's not bad, Aubrey, it's just... it breaks with millennia of tradition. Um, so, that's something peculiar. And this...

Aubrey: Tradition. [blows raspberry]

Janelle: And this book, Aubrey, this book you say that uh, you've just happened to find in the woods?

Griffin: You're still hiding the fact that Dani had it? That was something you established a long time ago, I'm not sure—

Travis: I mean, here's the thing. I've told Janelle way worse shit.

Griffin: Okay.

Travis: Dani doesn't know where she got it, yeah. She just woke up and had it, but...

Griffin: Okay. Um, she says...

Janelle: I've never seen anything like this before, either.

Griffin: She flips through it, and lands on that same page that you saw with like, the mountain with smoke coming off of it. Um, and she says...

Janelle: This... this book describes a spell...

Aubrey: Uh-huh...

Janelle: And it's... it's... this language, it's old, old Sylvan. I can't... this word means, uh, sacrifice or transaction? I can... I can try and decipher it, but it will take me—

Aubrey: Please do, because one of those is way worse than the other one.

Janelle: Yes, I—

Aubrey: One of those is like, somebody dies. The other one is like, you buy some coffee.

Janelle: Yeah. Yes.

Griffin: And she's looking over it now, and is kind of just lost in thought.

Aubrey: So should I just stay here and wait?

Janelle: Oh, so—I'm sorry, did you have any other questions, Aubrey?

Aubrey: Uhh, let's see. Um, oh, one last one. I've been researching, uh, a fairly big spell to try to uh, cure the brain of a friend of mine. Any advice? Anything you got?

Janelle: I mean, what are they suffering from? Is it lesions? Is it um...

Aubrey: Well, eh... um, well, uh... I think he's, uh, infected—not like physically infected, but he's kind of gone animalistic.

Janelle: Is it the Quell?

Aubrey: Sure, yeah.

Griffin: She looks back down at her book and is kind of ignoring you, and she says...

Janelle: Yeah, if you find a solution for that one, Aubrey, you make sure to let me know.

Aubrey: Well, shit. Hey, Janelle, real quick. I'll let you get back to the book. But that's over three. How did I turn into a ghost? What is this book? How do I help my friend? I don't know, I don't know, I don't know.

Janelle: Yeah, Aubrey, I don't want to... I'm not going to sugar coat your situation. I know most things, and you are outside the scope of that. So I'm going to try and look, but I... knowledge is not just instantly granted to you. You have to search for it. So it will take some time.

Aubrey: Okay, um, well, here's... here's for extra credit, okay? Shape changing with swirling light. That do anything for ya?

Janelle: Absolutely nothing.

Aubrey: Cool, great. Janelle, so great catching up.

Janelle: Why don't you come back, um... come back tomorrow, and I will let you know if I've found anything.

Aubrey: Okay. I'll see if I can, I don't know, talk to the essence of the planet anymore, and let you know what she says.

[music plays]

Janelle: Mm-hmm.

Griffin: And she's still reading the book.

Aubrey: Okay. Byeeee.

[music plays]

Griffin: You find Boyd in... uh, I think he probably like, gave you a note on where to find him. And it's... it's this... it's that motel that I mentioned earlier by the river. I didn't think of a name for it. I usually am more on top of it. Who can come up with a name for a nasty, stinky hotel the fastest?

Justin: The Count Gilu. G-I-L-U. Motel.

Griffin: Why is that... what does that mean?

Justin: It's a motel in Welch, West Virginia that I stayed at one time.

Griffin: Oh, okay.

Justin: It wasn't that nasty. It was nice, but it just had a wild name.

Griffin: Okay, well, this is the Count Gilu Motel in Kepler, and it's—

Travis: Count Gilu 2. It's a chain now.

Justin: How about it's the Count Gilu Hotel?

Griffin: Okay. Uh—

Justin: They didn't—it's uh, not sanctioned by the original owners of the motel.

Clint: The original—

Travis: There's ongoing litigation.

Griffin: Sure.

Justin: Yeah.

Griffin: Um, okay. Count Gilu has been tried for war crimes, and so, they don't love the name, but he's... it's still the Count Gilu Hotel, and maybe it's nicer. Maybe it's not a shitty hotel by the river. Maybe it's a decent hotel by the river.

Travis: Full of hard working people.

Clint: But it's not.

Griffin: And uh, you go to Boyd's room, and uh, he opens the door and takes like, a peek outside, just to make sure you haven't brought anybody else to rough him up, and he welcomes you inside. And he says, uh...

Ned: Oh shit, I didn't think of that option. Oh, damn it, I've got a sorceress and a guy with a belt sword. Shit.

Boyd: Um...

Ned: Oh, hello, Boyd!

Boyd: Yeah. You have a sorceress and a guy with a belt sword?

Ned: Just talking out loud. Just talking out loud. I'm uh, rehearsing for uh, Saturday Night Dead. That's some of the witty banter that I had planned. We're showing uh, The Gingerdead Man from 2006 with Gary Busey. Ever see it? It's terrible. Horrible. Anyway...

Boyd: Ned, you know I don't—

Ned: So where's my stuff?

Boyd: I don't share your penchant for crappy horror films.

Ned: Oh, good, then you can't double check my facts. Okay. Where's my stuff?

Boyd: Uh, where is my stuff, Ned?

Ned: Well, I will present it to you when I see my stuff.

Boyd: I can already tell that this is going to be very exhausting.

Griffin: And he sits down on the bed at the, just like the foot of it. And he says...

Boyd: Why don't we do this? Why don't you show me my stuff so you can prove that you have it, and then I will show you my... the thing that I took from you? It's all your stuff, but I have some of it, and you show me what you brought to me, and I will show you your stuff.

Ned: I assume you have some kind of container, like a trunk or a big ol' Hefty bag or something, holding my stuff.

Boyd: I have a box that is holding your stuff, yes.

Ned: Okay. Well, here's what we do. You show me the bag with the stuff in it—

Boyd: Oh my God, Ned.

Ned: No, no, no, no. And then, just... I will point to you, outside, where your stuff is. It's locked up in my Cryptonomica van.

Griffin: Okay, this is for sure a convince somebody. Right? Like, you are for sure—or, manipulate someone. This is... if this is not a manipulate someone, I do not know what is. This like, sort of verbal wrestling match.

Clint: That is a nine plus whatever it is I add.

Griffin: Your charm.

Clint: I add my charm, which is one, so that's a ten.

Griffin: Okay.

Clint: Boyd Mosche.

Griffin: They will do it for the reason you gave them. Uh, he sighs, and he says...

Boyd: Okay, um, I actually have a boat to catch. So um, here is your stuff.

Griffin: And he reaches in his pocket, and he pulls out a key that is attached to a fob. And it is a key for a safety deposit box at the First Bank of Kepler. He says...

Boyd: I'm not gonna keep all of my stuff on hand, or else you could've just come here and killed me and taken it from the—

Ned: I know, I thought of that a few minutes ago, damn it.

Boyd: Yes, but everything you need is in box 454 at the First Bank of Kepler. So you will find it—

Ned: Well, then, I say let's go down and get it.

Boyd: Ned, I need to go. I need you to give me Shadetree. That was the deal.

Ned: What if I were to give you something worth more than Shadetree?

Griffin: He stands—

Ned: In exchange for the fob. Now, hear me out. Hear me out.

Boyd: What do you have that's... okay.

Ned: Your... what is your number one goal, Boyd? It's to hurt me and to get out of here. Number one and number two goals, right? You want to escape, correct?

Boyd: Yes.

Ned: Is that more important to you than money right now?

Boyd: No.

Ned: My suggestion – I will give you that beautiful van out there. Loaded up. It looks like a food truck, but it is loaded with surveillance equipment, police scanners, all kinds of things to help you evade capture. I will give that to you, lock, stock, and barrel if you give me back one of the items that you stole from me. I don't care about the Clooney Oscar. Well, I do care about the Clooney Oscar, but y'know, I don't care about the Wright Brothers patent... well, I do a little bit.

But if you give me back the pendant, I will give you the key to that amazing vehicle out there. Gets great gas mileage, very comfortable—

Boyd: Okay, okay, okay. First of all, I'm moving back to London, and the wheel will be on the wrong side. So that's the first problem with the plan.

Travis: [laughs]

Boyd: The second problem is that the Shadetree is valued at a high six figures. And I'm pretty sure I could go buy my own, uh, garbage bus with that amount of money.

Justin: [laughs]

Ned: Loaded with high tech surveillance equipment?

Boyd: I don't need high tech surveillance equipment. I need to not be caught by high tech surveillance equipment, but no. Ned, we had a deal. And you are betraying the nature of the deal.

Griffin: And he stands up, and I think, now, you remember what a big fuckin' guy Boyd... you established that he is a big sort of fit dude, and I think he is... he's definitely trying to sort of threaten you with his size. And he puts the key back in his pocket. He says...

Boyd: Ned, if you're not gonna hold up your end of the deal, I'm not going to hold up mine.

Griffin: I think he's, y'know, standing over you, trying to be imposing. And then he starts coughing...

Boyd: [coughs]

Griffin: And he's... it's actually kind of heavy. And uh, he pulls his hand away, and he's got a little bit of blood that he just kind of like, quickly wipes off with his pants. And he says...

Boyd: Ned, we're at an impasse, and unless you can think of a solution, then I am... I'm just going to take my leave with all of your things, and fence them overseas.

Ned: Whoa, whoa, whoa, whoa, whoa. Boyd, look at me. What is the deal with the blood and the coughing and the sick?

Boyd: It's not your business, Ned. It's a lung infection. I am going overseas to convalesce, if you must know. And that is... I am eager to get away from this country that has not been especially nice to me. I just need the means to do so, Ned. If you've ever held any affection for me at all, take the key. It will unlock the box that has all of your things at the bank. Give me Shadetree, so that I can just... so I can leave, Ned. Please.

Ned: Alright.

Clint: Ned goes out to the Crepes by Monica van and gets Shadetree, and brings it back, and hands it to Boyd.

Ned: I do this on one condition.

Boyd: Uh, shoot.

Ned: I will never, ever see or hear from you again.

Griffin: He takes you... he puts an arm around your shoulder, and uh, maybe you feel like, a flash of just like, this is how it was for a while. And he walks you outside and hands you the key, and he says...

Boyd: Ned...

[music plays]

Boyd: I can guarantee that.

Griffin: And he shuts the door.

And then, we see, as the door sort of shuts and see Ned sort of walk away, we see Boyd look down at the sort of dingy carpet. He is wearing just this calm sort of expressionless demeanor, and then he coughs again, and there's some more blood that he looks at kind of curiously. And then he sticks a finger like, in his mouth, and rubs the inside of his cheek, and he just pulls out this massive, like, tissue that he just flings to the floor dispassionately.

And then he strides over to the closet in this hotel room, and he throws the door open, and he inspects its contents thoroughly before he walks away and vanishes into a rift in the fabric of reality. And on the floor of the closet lays a body. Its neck is snapped, and its eyes are vacant. It's the body of Boyd Mosche.

[music plays]

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[music plays]

Janet: Hi, I'm the JV Club podcast's Janet Varney, and I used to suffer from indecision. I couldn't choose between Star Wars and Star Trek, whether to

call or text, or the best way to cook my eggs. But now, thanks to my weekly dose of We Got This on Maximum Fun, my decisions are made for me! Thanks, Mark and Hal!

Speaker 1: Warning: We Got This may cause shouting, phone throwing, the illusion that the hosts can hear you, laughter on public transit, and death.

We Got This with Mark and Hal. We know what's best.

[music plays]

J. Keith: Hey, everybody. This is J. Keith van Straaten, host of Go Fact Yourself, a live game show here in the Maximum Fun network. Make sure to listen to our next episode of Go Fact Yourself with guest, Kurt Braunohler.

Kurt: I did a show in Flagstaff, Arizona, where the venue just didn't list that the show existed.

J. Keith: [laughs]

Helen: Amazing.

Kurt: Uh, and I... and it is the smallest crowd that I've ever done a full hour of standup for. It was three people.

J. Keith: Wow.

Helen: Oh my God.

J. Keith: And Sarah Schaeffer.

Sarah: Yes, I love crafting. It's my hobby. I have a craft nook in my home.

Helen: You do?

Sarah: I do. It has all of my supplies displayed in an adorable manner.

Helen: Wow!

[audience applause]

Sarah: Yes, applause!

J. Keith: Applause for a nook!

That's Go Fact Yourself, here at MaximumFun.org or wherever you get podcasts.