

## The Adventure Zone: Amnesty – Episode 26

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

[theme music plays]

**Aubrey:** You can't just like, hop on the local news and say, "Oh, by the way – there's Abominations out there, but please stay calm."

**Ned:** Why can't we?

**Clint:** He opens the safe.

**Griffin:** Yeah. You could do it with your eyes closed. You reach down, and carefully remove Shadetree.

**Aubrey:** Should we look for Ned? I'm, of course, worried about Ned. Where is Ned? Should we look for Ned?

**Leo:** I guess you and I are taking a road trip up to the Green Bank Telescope.

**Duck:** I didn't have a vision about me beefing it, it's about you. I'll just go and see what I can find.

**Ned:** I do this on one condition.

**Boyd:** Uh, shoot.

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

**Boyd:** Ned... I can guarantee that.

**Griffin:** And he shuts the door. He walks away, and vanishes into a rift in the fabric of reality. And on the floor of the closet lays a body... it's the body of Boyd Mosche.

[theme music plays]

**Griffin:** Alright, Duck, we're gonna do your stuff first. We're gonna resolve your big story, and where we left it off, the big cliffhanger. Uh, last episode... [laughs] It's like, uh, it's like Free Solo up in here with that last episode. 'Cause of, uh...

**Justin:** [laughs]

**Griffin:** It was a documentary about a man who... he hangs off of many cliffs, was the name of the original... name of the movie.

**Justin:** Maybe, um, it's like Cliffhanger. The movie called Cliffhanger.

**Griffin:** Ah, farts, they did do one of those, huh?

**Justin:** Yeah.

**Travis:** I don't follow.

**Clint:** Maybe it's a Clif bar.

**Griffin:** Uh, that's... that's not anything. So, uh, Duck—

**Justin:** Cliffhanger is a... in a reality where 'cliffhanger' is not a narrative descriptor of an ending that demands resolution as quickly as possible, in a reality where that term never originated, Cliffhanger is the wildest name for a film that has ever been. What a baffling name you've chosen for your Sylvester Stallone vehicle. "Uh, well, he hangs... on... cliffs... and... Cliffhanger."

"Wait, is his name Clifford Hanger?"

"No. Maybe. Yeah, that's a great—can I take that?"

**Travis:** "We're gonna see how that tests."

**Griffin:** "It's a movie about a big scary shark, and Richard Dreyfus. We're gonna call it Ocean Eater. Ocean... Ocean Biter, maybe." Okay.

**Travis:** "Chomp... Chomperfish?"

**Griffin:** "Chomperfish? Uhh, shoot." Okay, uh, Duck. You are headed to the Green Bank Telescope, correct? Sans Leo?

**Justin:** Yeah.

**Griffin:** Uh, okay. I forget, uh, like, how we have sort of spatially arranged this little section of Pocahontas County. Uh, but I think we said like, the Green Bank Telescope is just like, um, like, a few miles, like, maybe no more than like, ten miles away from Kepler. I think we established in the world building episode that Kepler is kind of where the scientists who used to work there at the observatory like, actually lived and made their home, so I imagine it would have to be close enough to commute.

So it's not a super long drive for you to get out there. Are you taking... you have a skateboard... I guess you're taking the forest service? They have cars?

**Justin:** Yeah, probably take their car.

**Griffin:** Okay, yeah. So, it's a pretty short drive. And I don't know how many times Duck has made this drive, but um, there's... there's like, there's this eerie thing that happens when you like, approach it, when really, it kind of comes into view. Where the small handful of AM radio stations that you can get access to in the quiet zone here just like, instantly fall off. They just instantly disappear.

Uh, and you see the telescope. It is humbling in size, and there are these signs that kind of line the road approaching that are warning folks to disable all their electronic devices before entering the perimeter. You also pass by

sort of the tourist-friendly part of the observatory, which is a much larger sort of building where you can learn about the telescope and all that jazz.

But that is not actually within the perimeter of the gate, which, as you approach, there's a security gate. You are a good, like, quarter mile from the telescope itself. That is how big the boundary around it is. And a guard comes out of the little booth here, and she's holding a clip board, and she gives you the little like, window roll down hand signal. And she says...

**Guard:** Hi there, welcome! What can I do for ya?

**Travis:** Oh, I like this person immediately.

**Clint:** She's from Fargo!

**Justin:** She's very likeable.

**Duck:** Uhhhh... hey. Um, yeah. The... Duck Newton. I had some uh... we had some tracks. Believe it or not, we got a bear that's... [sighs] We got a wounded bear.

**Guard:** Oh, no!

**Duck:** It's rabid. It's gone rabid. And it's wounded, and it's rabid, so that's a bad... I don't need to tell... you know—you know as well as I. You and me both know that's a bad situation.

**Guard:** It's not great, yeah.

**Duck:** There's a bear... and I just need to go in and look for the bear, and it could be anywhere, and I gotta—time is of the essence.

**Guard:** Well, we got a nice big—

**Travis:** [laughing] It did sound like he said 'Tums are of the essence.'

**Griffin:** It may be. Both of them may be. Uh, she says, uh...

**Guard:** Oh, well, I—don't you worry about that none. We got a big old fence with a lot of barb wire on top of it, and uh, any bear that could make it over that is a bear I'd like to meet, I'll tell you that much, don'tcha know? So...

**Duck:** You don't understand. It's endangered. I have to account for its bearabouts. Whereabouts. Shit.

**Travis:** [laughs]

**Griffin:** Uh, I think this is manipulate a person? It's definitely not your truth telling power. Your convince somebody of harm, because...

**Justin:** Yeah, it ain't that for sure.

**Griffin:** There may be an injured rabid bear somewhere, but you don't know it.

**Justin:** I'll be damned.

**Clint:** Yeah!

**Griffin:** That's a big ol' tenski. Ah, jeeze.

**Justin:** I got a ten. I can't believe that worked.

**Griffin:** I can't either. [sighs] Plus charm. What's your—

**Travis:** [laughs] Good episode.

**Justin:** Twelve!

**Griffin:** Yeah. Shit. Alright. Uh, by the way, boys, go back and listen to the last episode. There were a lot of failures, and I forgot to remind y'all to mark

XP, which is an important thing in the game that I have been sleeping on. Or maybe just like, ask, because the audience, I'm sure, is paying attention to that stuff.

**Travis:** What level am I supposed to be? Tweet at me now @JustinMcElroy.

**Griffin:** So...

**Guard:** Okay, yeah.

**Justin:** Explain Homestuck to me. Tweet at me now @TravisMcElroy.

**Griffin:** Oh, jeeze.

**Travis:** Oh no!

**Justin:** Spare no detail.

**Travis:** I actually am really into vore. @GriffinMcElroy.

**Griffin:** Okay, cool. On a ten plus, they'll do it for the reason you gave them. [laughs] Okay.

**Guard:** Now, tell me, is this bear big enough to—

**Justin:** I like how the rules of Monster of the Week, and probably anything in this system, but rules of Monster of the Week make it so that like...

**Griffin:** I can't do shit.

**Justin:** The only narrative justification is that this person is a dipshit. It puts a dipshit into the world. It forces your hand.

**Griffin:** No, I think she cares very much about endangered animals. And she says...

**Justin:** Okay.

**Guard:** Well, uh... are you... [sighs] I'm really not supposed to let anyone through that's not on the clip board... uh, can you make it quick? Can you just be in and out before, uh, before my supervisors find out over there?

**Duck:** Uh, I will be in it just as quick as anybody else who could be, uh, terribly injured by a rabid bear.

**Guard:** Yeah, wish you could take the car in with ya so it'll give ya some protection, but...

**Duck:** Oh, I can't take the... ah, shit.

**Guard:** Well, is there electronics in your car? You peddling that thing with your feet, mister?

**Duck:** [snorts]

**Guard:** So yeah, you're gonna—yeah—so yeah, you'll park it here and I'll watch it for ya.

**Duck:** Yeah, alright. Thanks.

**Guard:** You got a gun or something, mister? I mean, it seems like—I don't wanna tell you how to do your job, but if you're going up against a big uh, big rabid, injured, endangered bear, then uh, it seems like you would wanna have some kind of ways of defending yourself, don'tcha know?

**Justin:** I start walking in, and I look back over my shoulder and say...

**Duck:** I got the only weapon I need. Hiding like a chicken shit.

**Justin:** And then walk in.

**Travis:** [laughs]

**Griffin:** Alright. Uh, okay, you're inside the perimeter now, and um, there are sort of three main points of interest. Again, like, it's a quarter mile stretch to the telescope itself, so this is a huge perimeter, but it is mostly just like, open, empty field, because the telescope needs a pretty wide berth to do its job.

So like, just off to the right, actually, as you enter, there is a branch of the road that leads down a short way to what looks like a big pile of broken machinery or something. You can't really tell what it is from a distance. And then, following that road closer to the telescope, there's another branch that goes off to the left, and you see this like, secure looking building. A pretty small, secure looking building that uh, seems to be the only building that's actually within the perimeter.

And then, of course, there's the telescope itself, which is just like, an awe-inspiring piece of technology. It's like... the dish is five stories up from the ground, its diameter is a hundred meters with this massive reflector arm that stretches up like another 70 feet. It is just this huge, huge thing that is kind of at the very center of this whole compound.

**Justin:** Uh, I think I'm gonna investigate the machinery, see what's going on with that.

**Griffin:** Takes you a little bit to walk over there, and uh, the road actually sort of terminates a good distance away from where this thing is. Uh, and as you get there, you actually realize that it is cast in bronze or something, to be like, kind of a statue, or like, a memorial in the shape of this big pile of broken machinery. And there is a stone plaque on the ground, and it reads, "Green Bank Observatory, 300 foot telescope. Collapsed November 15<sup>th</sup>, 1988."

**Justin:** So does it seem from that, that this is like, a miniaturized version of that, or doesn't seem like one to one?



**Griffin:** Oh, yeah, yeah, yeah. The um—this is actual like, Green Bank history. There were a few telescopes that were built here before the big, big, big motherfucker that's there now.

**Travis:** That's its proper name. Its scientific name. 'The Big Motherfucker.'

**Griffin:** Telescopes have like, the most bonkers names, 'cause some of them are 'The Very Big Telescope.' That's not a joke.

**Justin:** Does anything seem weird?

**Griffin:** No. This seems like a... this just seems like a memorial for a thing that happened on the grounds here. You do not, uh... I will give you that without like, a roll or anything. It is just a little statue thing.

**Justin:** Was there something besides the telescope?

**Griffin:** Uh, there was a building that is... the telescope—

**Justin:** Yeah, yeah, yeah, the secure building.

**Griffin:** The telescope is just the telescope. There is no, like... uh, again, like, they have to give it a wide berth, so it's really just the telescope. It's held up by this like, latticework of metal that, again, goes up like, five stories. But there's not like, a place to go into. It's just the telescope. The place to go into is this like, uh, sturdy looking longhouse.

**Justin:** Yeah, I'm gonna go check that out. Check out the secure building.

**Griffin:** Okay. Alright, you walk down the road. Y'know, it takes a bit. It's a very long road, and uh—

**Travis:** If anyone listening to this is curious, look at pictures of the Green Bank Telescope. It's bonkers.

**Griffin:** It's so cool. I got to see it once. Okay, uh, Duck, you feel like, as you are walking closer to this thing, um... and you don't know if this is like,

something that is supposed to happen as you approach this thing. You're getting kind of a headache, and not like a... it's not like a pressure headache, it feels like the opposite of that.

I don't know if you've ever felt something like this – it's more of like, a deflation headache, and it's kind of subtle, but like, weirdly though, your head is hurting. Like, you're actually feeling kind of charged, like, kind of good, kind of energized as you get closer and closer to this thing.

Um, and you reach the... you branch off the road, and you go towards the observatory building. Again, it's just like, so—it's just a featureless, very functional building. There is a single large, thick window looking out towards the telescope, reinforced glass, you can kind of tell. Uh, and there is just a big, heavy, metal door at the end of the road with a keypad next to it, which maybe looks imposing until you realize there's a coffee can wedged in the door that's holding it open.

And uh, just off to the side of the door, there is a woman, and she is like, sitting in a cheap, like, vinyl folding chair. She's wearing a black Megadeth t-shirt under a lab coat, and uh, she's reading a Nat Geo, which she lowers as you approach, and she says...

**Woman:** Can I, uh... can I help you with something?

**Duck:** Yeah, um, you spot any bears around here? I'm a forest ranger. A real one. Did you spot any bears around here?

**Woman:** Have I seen any... have I seen any bears around here?

**Duck:** Yeah, we had a... we had a bear... [sighs] A rabid bear. Real mean son of a bitch come up through here, and they say down there, they said he ate through the gate and came charging up this way, and I should leave no stone unturned.

**Woman:** I mean, we don't have that many stones out here fort—

**Duck:** It was a metaphor.

**Woman:** Yeah. Hey... can you take off your hat for me?

**Duck:** Oh, yeah, right on. Sorry, wasn't being respectful.

**Justin:** And I remove my hat.

**Griffin:** And she says...

**Woman:** Holy shit. Is that you? Is that Duck Newton?

**Duck:** Yeah. Yeah, it's me. I'm sorry, I don't...

**Woman:** I thought you died, man!

**Duck:** Oh... what? Why would you think I died?

**Woman:** I don't know, just scuttlebutt goin' around. Man, I haven't seen you in years.

**Duck:** Yeah, I've been out in the forest.

**Griffin:** How much does like, Duck remember from high school? How much—I'm trying—I don't know if you would—I don't know how to rectify that.

**Justin:** He was high for a lot of it.

**Griffin:** Okay. Uh, she says...

**Woman:** Man, it's—it's me, it's uh, Sarah Drake? We were lab partners for like, man, just a long time. And uh...

**Duck:** Ahh, yeah! Yeah, yeah, yeah! We dissected the frog, right?

**Sarah:** Yeah, yeah! It's, y'know, I apparently stuck with the scientific arts a little bit more closely than you did, but uh... oh my God, it's so good to see you, Duck. What are you—so, you're looking for a bear?

**Duck:** [sighs] Yeah. Um, there was a bear. And y'know, I was kind of using it... can I be honest?

**Sarah:** Yeah?

**Duck:** I was kind of using it as an excuse to come up here. What I'm really interested in is the telescope. Uh, we just had a bear... [sighs] In the region. But I—I was just using it as an excuse to come up here, 'cause I was kind of wanting to get a better look at allllll the science.

**Sarah:** Well, um... I mean—

**Travis:** Did Duck just say “there was a bear *somewhere* in the woods...”

**Griffin:** Yeah, that's good. It's—everything you just said is the truth. Uh, she says, uh...

**Sarah:** Well, uh... yeah, I mean, I'll do anything for an old lab partner. Don't—you do not touch anything though, okay? 'Cause folks will notice. Folks are real particular about that shit.

**Duck:** Yeah, of course. No, no, no.

**Sarah:** Uh, okay. Well—

**Duck:** Take me to your leader, right? I can type in like, “take me to your leader” or something.

**Sarah:** No, that's explicitly what I'm talking about, Duck. Don't—please don't do that.

**Duck:** Yeah, no. I was just... sorry, Sarah. Sorry.

[theme music plays]

**Griffin:** Aubrey.

**Travis:** That's me! I'm back!

**Griffin:** You were gonna go look for the... we had talked about you looking for the resort?

**Travis:** Yeah, so, I'm still waiting, I don't know, to come back and check with Janelle, I guess, to see if she has done anything. So in the meantime, I popped back through the gate, and I'm there in resort alley or whatever.

**Griffin:** Okay. We should establish something, 'cause we're kind of breaking canon a little bit. 'Cause I'm imagining, this is like... I think this is still during the day, and I think we've talked about the gate being activated by moonlight and opening up. And as much as Aubrey goes through there, like, does Aubrey... can Aubrey open the gate at will? Like, does Aubrey's Sylvan magic allow her to—like, what's the...

**Travis:** Yes.

**Griffin:** Yeah, I think we should probably make that a rule.

**Travis:** [laughs]

**Griffin:** [laughs] Okay.

**Travis:** Yeah, y'know, Griffin, now that you mention it, I think that's exactly what it is.

**Griffin:** Yeah, good. Uh, Aubrey has cool gate opening powers. So uh...

**Travis:** They gave her a special fob that she can just like, wave at it, and it lets her in. It has embedded moonlight. Shut up.

**Griffin:** Yeah. So, uh... you were gonna head and look for the place where Ned had his encounter with the—

**Travis:** Yeah, so we talked about, y'know, it felt... when he described it, it felt very, like, abandoned hotel-y. Abandoned resort-y. So, Aubrey's kind of scouting out any buildings that seem like they would have a bunch of individual offices or rooms nearby that are uh, y'know, that seems abandoned or emptied. Or even if there's a wing that's being renovated, anything like that.

**Griffin:** Um... I mean, on resort row, there are a lot of abandoned, like, buildings. A lot of abandoned hotels. Um, there's probably like, a dozen that you can see, and they're all these like, Alpine-inspired ski lodges and little houses and hotels and all kinds of stuff. I would say, out of the dozen here, like, the two of them that are closest to the road, that are closest to the actual mountain, are still open.

**Travis:** Aubrey closes her eyes to remember, as Ned described the building he was in to them, did he mention any kind of color scheme or paint that she would recognized? And now she listens closely for his voice... in her memory...

**Clint:** Woood paneliiiiing...

**Travis:** She remembers wood paneling. [laughs]

**Clint:** Very light colored wooodoooooooood paneliiiiiiiiiiiiing...

**Travis:** There was light colored wood paneling, I want to say? Is that...

**Clint:** Maybe a little bit of, y'know, wainscoting, maybe... just a little...

**Travis:** And some wainscoting.

**Clint:** For highlighting. `Scoting, sorry.

**Travis:** That's okay.

**Clint:** And... and it was very pretty. Very warm.

**Travis:** With that evocative description in mind, Griffin, does that... and Aubrey opens her eyes and looks—

**Griffin:** Weirdly, they all have light wood paneling.

**Travis:** Oh no! [laughs]

**Griffin:** It's crazy. Uh, no, I would say... okay, I'll give you that. I think that Ned would describe where it was, and I think it was—it was fairly dark during his chase, but he definitely like, would be able to see wood paneling and stuff like that. I think that would narrow it down to just like, uh, a handful. There's like, three. As you can kind of look in through the boards, you can see like, three of them have these wood panels.

**Clint:** Thick shag carpetiiiiing...

**Griffin:** [laughs]

**Travis:** Y'know, with the description she's gotten from him, if she... y'know, Aubrey seems like the kind of person—this is what I would do.

**Griffin:** Okay.

**Travis:** Of like, this one *feels* right.

**Griffin:** Oh, okay.

**Travis:** So like... y'know? Like, you get there, and it's just like, hmm, weird. Oh, yeah, this one's it. So if we've narrowed it down to three, I'm gonna like, say that she's going on her gut.

**Griffin:** Well, let's do this. Why don't you use magic? 'Cause there's a thing in there for... right? Like, observe...

**Travis:** Oh, another place that—yeah, yeah, yeah.

**Griffin:** Right? Like, this is—you're talking about a feeling, but I think for the spell slingin' Aubrey, this would be a little bit more than that.

**Travis:** Uh, well, but... so it's a four, but I have plus three for weird, so it's a seven.

**Griffin:** Oh, do you? Wow, you've really—you've really min-maxed the fuck out of this character. I didn't even know you could do that in Monster of the Week.

**Travis:** Yeah.

**Griffin:** Uh, okay. Yeah, with a seven, uh, what is it? There is a glitch. Um... it has a problematic side effect; it draws immediate, unwelcome attention... huh. How about... it draws immediate, unwelcome attention.

**Travis:** Okay.

**Griffin:** And uh, you figure it out. Like, you feel with your magical intuition which building it is. It has a sign; a fairly rotted out, wooden sign at this point, and it's called the Inglenook Hotel. And you just know, like, this was it. This was the building.

And as you open your eyes, you see this building, you see this sign - and then, you also see Eugene, who works over at the ski lodge, who I don't know if you've had any... he wasn't there during the soup—you weren't there during the soup adventure, so I don't know if you've met Eugene. But he uh, says, uh...

**Eugene:** I would stay out of the Inglenook if I was yer.

**Aubrey:** So—sorry?



**Eugene:** I'd stay out the Inglenook Resort if I weres you.

**Aubrey:** Okay. Why? Why do you say that?

**Griffin:** I don't remember if this is what he sounds like, but it's what I want him to... maybe now, he's—

**Travis:** Yeah, I'm really enjoying it.

**Griffin:** He's eating peanut butter.

**Eugene:** Y'know, there's um... you know about the aliens. There's aliens, and they took me up.

**Aubrey:** Sure.

**Eugene:** I told you about it.

**Aubrey:** Yep, yep, yep. Uh-huh.

**Eugene:** Uh, I been told lately that I've been putting people off with how much I tell my alien story, but it's... if you get picked up by aliens—

**Aubrey:** Y'know, it's really—it's more about like, if you want to be interesting, you need to be interested. And you just keep talking about yourself, and your alien experiences, and you haven't even asked me about my alien experiences.

**Eugene:** Aw, shoot, you're right. Alright. Uh, so uh, yeah. I saw some like, flashing lights in there, so I think maybe it's, y'know, some teens go in there to take some selfies, or maybe it's the aliens with some sort of flash gun. So, uh, yeah.

Oh, also, it's an abandoned building, so I don't think you should be pok—I'm not—Eugene's no narc, but y'know.

**Aubrey:** Well, yeah, it's kind of why I'm investigating. Y'know, I got some friends that work, uh, y'know, downtown in like, the zoning board. And they're looking to kind of do a big renovation here and sell it to an investor as an office building. But they sent me up here to kind of check out the wiring first. There's been some issues with the flashes.

**Griffin:** Uh, okay. He nods and says...

**Eugene:** I gotta get back to the lodge, but it was uh, nice to see or meetcha. One of the two.

**Aubrey:** Hey, same. Y'know, I—maybe we know each other. Maybe it's just the stories about you have preceded you, but you really live up to the hype. You seem like a great guy.

**Eugene:** All just dust in the wind, man.

**Aubrey:** That's beautiful. I hope we hang out more later.

**Eugene:** We won't.

**Aubrey:** Okay.

**Griffin:** And he leaves.

**Travis:** [laughs]

**Clint:** As a side note, did he have Braxton with him?

**Griffin:** Who?

**Clint:** His dog. Braxton.

**Griffin:** Oh. Man, Dad's been so on the lore shit this... no, he did not.

**Travis:** I just told—before we start recording, I had written down in my margins, like, Ned’s scarf. And I was like, why? And Dad was like, “Here’s why!” And did like, an amazing back—I was like, “Oh, shit! Dad’s paying attention!”

**Griffin:** Uh, yes, he was walking the dog. Aubrey, how are you getting in here? Every entrance is boarded pretty well up. You don’t really see an obvious entrance.

**Travis:** I'm going to, once more, use magic.

**Griffin:** Okay.

**Travis:** There is a use magic element of like, do something beyond normal strength to like, pull some boards.

**Griffin:** Uh, yeah, beyond human limitations. So like, this would be—I would not give you that to like, I punch the monster so hard it explodes. But I will give you—

**Travis:** No, but I'm gonna try to kick open a door.

**Griffin:** Yeah, yeah, yeah, for sure. Give me that roll.

**Travis:** Uh, that’s a nine plus three. A twelve.

**Griffin:** It’s a twelve. Pchoo, you kick the front door, back door, side door?

**Travis:** Yes. All of `em. With a twelve?

**Griffin:** [laughs] You kick the front door open, and—

**Travis:** No, I'm doing back door. Aubrey’s B&E’d before.

**Griffin:** Okay.

[ambient music plays]

**Griffin:** You have?

**Travis:** Maybe.

**Griffin:** Ooh. Okay. You kick the door open and head inside.

[ambient music plays]

**Griffin:** Ned, um... we are... I mean, what do you want to do now? I want to leave this sort of sequence—I think it's like, right after. You just got the key from Boyd and left, and um, obviously, we saw some stuff that Ned did not see.

**Clint:** Right.

**Griffin:** So, what are you doing?

**Clint:** Well, I think he would make a beeline for wherever the... is it a post office box? Is it a locker key?

**Griffin:** Uh, it is—

**Clint:** Does he know?

**Griffin:** It's a deposit box at the bank. There's a small bank, I imagine, down on river side somewhere in Kepler, probably close-ish to City Hall.

**Clint:** Okay.

**Travis:** Called the Second Bank of Kepler, but the First Bank shut down a while ago.

**Griffin:** Yes. Uh—

**Clint:** And this isn't even the—this is like, the fifth Second Bank.

**Griffin:** Yeah.

**Travis:** It's a chain.

**Griffin:** It's the Fifth Second Methodist Bank of Kepler, West Virginia.

**Clint:** [laughs]

**Travis:** [laughs] Our lady of bank.

**Griffin:** Yes. Uh, okay. Yeah, you uh, you walk in, and there's just like a... y'know, it's a fairly small, fairly humble bank. There's a single teller who sees you come in, and uh, he says, uh...

**Teller:** What can I do for ya?

**Ned:** Uh, yes, my good man. I am just here to check on the contents of, uh, this safety deposit box.

**Teller:** [sighs dramatically] Yeah, alright.

**Griffin:** And he holds out his hand, and uh, takes a look at the fob, and notes the number on it. And then, you see him pull out this big, like, leger, and he flips through it, and uh, hands you a pen and turns the book around to sign it. Sign it out. And weirdly enough, this page for box 454 has already been signed in by you from earlier today. The handwriting is different, but it says 'Ned Chicane' on it from earlier today.

**Clint:** Not a good sign.

**Griffin:** [laughs]

**Clint:** Not a good sign.

**Ned:** Um, sure. Uh, yes. Ned... Trustworthy... Chicane. There you go.

**Griffin:** Uh, the manager doesn't even acknowledge your goof and closes the book, and uh, walks with you into a secure room. And uh, he walks over to box 454, and he sticks his key inside of one lock that's on the box, and it's a pretty large box. It's on the ground level. And he gestures for you to do the same to the other box, which I imagine you do.

**Clint:** Right. Turn it. To the left or the right? Or have we already done that bit?

**Griffin:** We've done that bit so many times. Uh...

**Clint:** [laughs]

**Griffin:** Yeah. He slides it out of the wall, and uh, he places it up on the table with uh, like, surprisingly little effort, and he sets it down and walks over to the door and sort of gives you a little bit of privacy.

**Clint:** Alright. Well, I'm pretty sure what I'm gonna find when I open this. But he opens the box.

**Griffin:** There's nothing in the box. It's completely empty.

**Clint:** Nooo! [laughs] Yep. Figured.

**Griffin:** So what does Ned want to do now?

**Clint:** Ned's going to investigate a mystery.

**Griffin:** [laughs] Okay.

**Clint:** Ned's going to investigate a mystery, because one of the questions you can ask is, "Where did it go?" [laughs]

**Griffin:** Yeah.

**Travis:** Perfect.

**Clint:** That is an eight plus...

**Griffin:** Your, uh, sharp.

**Clint:** Sharp plus two, so that's a ten.

**Travis:** You done it! You did it, Daddy!

**Griffin:** Okay. For investigate a mystery, on a ten plus, you hold two. So you get to ask two of these questions, and uh, yeah.

**Clint:** Where did it go?

**Griffin:** Um... uh, okay. I think that—

**Clint:** But that's really about the monster, isn't it?

**Griffin:** Well, I'll give it to you. I think in this case, like, Ned's intuition would say that uh, Boyd still has it. And as far as you know, Boyd is still back at the hotel. So like, that is your inclination, and because you made a beeline for here, like, that is where you assume the treasure still is.

**Ned:** Where the hell is my stuff?! You! You, there! What is your name, teller? Is it Penn? [laughs]

**Travis:** Aw man, I was gonna make the same joke, Daddy. I'm so proud of us.

**Ned:** Alright, what happened here?

**Teller:** Uh... what do you mean? What are you talking about?

**Ned:** Yeah, why the hell isn't there anything in my box?

**Teller:** Did you give someone your key or something? Somebody else have your—

**Ned:** You know, I rolled a ten, and I had two sharp, so I'm pretty sure that you have to tell me something!

**Teller:** Well, I mean, I just got here, so like... I don't know, I—do you want me to like, talk—I could call—I could call Denny who was working this morning and see what he says. Would that be helpful? Can I be helpful to you like that?

**Ned:** Well let me tell you, somebody has taken the things from my box. I have a regionally—

**Teller:** Did you give your key—did you give your key to someone?

**Ned:** Hold on, wait a minute. I have a regionally successful television show, and unless you answer my questions and help me out right now, I will completely dishonor this... this... establishment on my regionally successful television program.

**Teller:** Man, I'm just working like, 15 hours a week here. You don't have to threaten me. I can call Denny up. He's a cool guy, and I like talking to him.

**Ned:** Fine, call Denny.

**Teller:** We have to leave—I can't leave you alone in here, 'cause you might burgle the other ones. This may be a clever ploy.

**Ned:** Actually, you're supposed to leave me alone. Have you not worked in this bank very long, Penn?

**Teller:** I'm giving you privacy. I'm giving you a good ten foot perimeter.

**Ned:** Yeah, ten feet. That's not privacy.



**Teller:** Okay.

**Ned:** That's being observed. That's skulking.

**Teller:** It's a cordless phone, so I can go get it and come back in here.

**Ned:** Go get it and come back here. Just hurry up.

**Griffin:** Uh, he does that. He goes and he dials the phone, and you hear him talk, and he says...

**Teller:** Uh-huh. Hey, Denny? [laughs] Yeah. That's great, man. Hey, so, uh, I'm here with the... what... what was your name?

**Ned:** Ned Pissed Off Chicane.

**Teller:** Ned Pissed Off Chicane, and he's came in here, he got his box, and it doesn't—yeah. [laughs] Oh, man. Alright. Alright. That's weird. I don't know why he'd—yeah, alright. Cool, man. Talk to you—hey, Game of Thrones Sunday? See you then, partner.

**Ned:** Denny good?

**Teller:** Alright, man. TTYL.

**Griffin:** And he hands up.

**Teller:** Uh, yeah. Mystery. Denny said you came in today. He kind of described you perfectly and said you came on in and—

**Ned:** How did he describe me? I'm curious.

**Teller:** Um...

**Griffin:** What are you wearing right now?

**Travis:** Ooh.

**Clint:** [laughs] Well, jeans. Are you wearing jeans? I'm uh, wearing a long, uh, winter coat. Like a long parka.

**Griffin:** You don't have to answer this in character.

**Clint:** Oh.

**Griffin:** This is me, Griffin, asking what Ned is wearing.

**Clint:** He's wearing a long coat. A very nice, very stylish parka that he got on eBay.

**Griffin:** Uh, and what color is it?

**Clint:** It is... I don't know, I guess kind of a rust, kind of, y'know? 'Cause Ned doesn't really want to go for just the straight, primary colors...

**Griffin:** Yeah. Okay. Uh, this guy describes what you are wearing and your general look to the letter.

**Teller:** Um, so like, I don't... is this a goof? Are you trying to get a free... like, free service? Like, a free like, subscription to this box? 'Cause I can...

**Ned:** Would that work? Is that a possibility?

**Teller:** Well, maybe. I can—

**Ned:** No, no, no! Quit distracting me! No. Maybe I... bonked the old noggin'. Look, Penn, I apologize. I'm just gonna, y'know, retrace my steps and uh, maybe figure out what I did with the stuff that I took out of my box. I appreciate your kindness. I appreciate your very laid back demeanor. But y'know what? I'm gonna just kind of uh, go regroup and uh, see if I can figure out where this day went wrong.

**Teller:** Alright, man. It's good to meet ya.

**Ned:** Yeah, yeah. Um, listen. When uh, when your friend Denny was on the phone describing me earlier, um... I'm curious. Did he happen to mention if I was wearing a scarf? I misplaced my scarf. Maybe that scarf is the same place where I put the things from the safety deposit box. Any chance he said anything about a scarf?

[ambient music plays]

**Teller:** Uh, yeah, you had a scarf on when you came in this morning. Why—why is that—why on earth could that possibly have been important?

**Ned:** Oh... shit.

[ambient music plays]

**Griffin:** Hey, everybody. This is Griffin McElroy, your dungeon master, your best friend, and your big birthday boy. I am 32 years young, and I'm here to tell you about some of our sponsors for today's episode of The Adventure Zone: Amnesty, episode... twenty... [mumbles]

Uh, our first sponsor this week is Squarespace. Squarespace helps you make the websites. Everybody's got one, everyone needs one. But if you want one that is gonna showcase your work, or help you sell products, or whatever services you offer, or help you announce an upcoming event or a special project, then you're gonna want to use Squarespace.

We've used Squarespace to build, uh, a number of websites in the past, and it's super easy to make something that looks really good. I don't have a like, visually artistic bone in my body, but Squarespace helped me, because they have beautiful, customizable templates created by world-class designers. They can also make it easy to buy domains. You get to choose from over 200 different extensions.

And then, once you get your website set up, they got analytics that help you see how your site's doing, helps you with search engine optimization, all

kinds of good stuff. So, I want you to go check out [Squarespace.com/Adventure](https://Squarespace.com/Adventure) and uh, get a free trial. And then when you're ready to launch, you can use the offer code 'adventure' to save 10% off your first purchase of a website or domain. Go get it. Go and get that.

I also want to tell you about Quip. Quip is the one for teeth. They make a toothbrush that vibrates, and it's sleek and stylish, and it gets your teeth so clean. It gets all the nasty stuff off there, and you're just gonna love having that experience. They have sensitive sonic vibrations, it's got a built in, two minute timer that will pulse and let you know when to change sides, and uh, it's got this cover. And the cover you can use as like, a travel cover when it's time to take it on the go, or it also mounts to your mirror, and now it's like a cool holster for your tooth gun.

Uh, they also can set you up with a subscription for brush heads so that they will show up every three months, which is the dentist recommended schedule. And it's one of the first electric toothbrushes accepted by the American Dental Association.

Quip is backed by over 20 thousand dental professionals. Right now, you can find out what the hubbub's all about. It starts at just 25 bucks, and if you go to [GetQuip.com/Adventure](https://GetQuip.com/Adventure) right now, you can get your first refill pack for free with a Quip electric toothbrush. That's your first refill pack free at [GetQuip.com/Adventure](https://GetQuip.com/Adventure).

I want to thank everybody who has been tweeting about the show using the #TheZoneCast hash tag. If you do so, you might end up as a character in the show, like Dr. Sarah Drake, who was name for Sarah Churchill on Twitter. Thank you for tweeting about the show. And there's a bunch of characters, and we're probably getting close to wrapping up this whole Amnesty campaign, actually, so I don't know how much room there's gonna be for more stuff.

I mean, there's always room for more stuff. But anyway, we appreciate you spreading the word about the show, because uh, that is how we have managed to get the audience that we have now. And without your support, we would just be nowhere, so thank you so much for that.

Thanks, also, to the Maximum Fun network for having us on. You can go to [MaximumFun.org](http://MaximumFun.org), check out all the great shows there. Shows like Stop Podcasting Yourself, and Dr. Gameshow, and Switchblade Sisters, and so much more.

We also do a bunch of stuff at [McElroy.family](http://McElroy.family). You can find links to our recently announced tour dates. There's still some tickets available as I'm recording this, and we're going all over the country, so go to [McElroy.family](http://McElroy.family). See if we're coming anywhere near you. Grab your tickets now.

We've also got some new merch up there. We put up new merch basically on a monthly basis at this point, so you can find all that right there, and everything else we do. Episodes of Monster Factory, all kinds of stuff.

Oh, we also do a graphic novel adaptation of The Adventure Zone: Balance. You can preorder the second book that comes out this summer at [TheAdventureZoneComic.com](http://TheAdventureZoneComic.com). Uh, I think that it, so we're gonna get back on our regular schedule now of every, uh, every other week. So the next time I talk to you, it's gonna be on May the 2<sup>nd</sup>. So we will talk to you then, and uh... farewell.

[theme music plays]

**Griffin:** Duck, we'll hop back to you now.

**Justin:** Yeah.

**Griffin:** You head into this building, this observatory. And again, it's not like a huge building; there's like, a little lobby as you walk in that really is just sort of an entry way into a few other rooms. You see like, there's like, a little kitchen in here, and a bathroom, and um... Towards the back of this like, this little entryway is a door into what you can see is a security station. And it's got like, uh, it's got six monitors over a panel with a phone on it. And the monitors are overlooking different views around the perimeter, here.

And then the main room here is the observation lab, which uh, which Dr. Drake walks you... opens the door to, and walks you inside. And as soon as she opens the door, you are just like, blasted with freezing air conditioning. Uh, and she says...

**Sarah:** Sorry, we got a, uh... got a whole bunch of server banks in here, and this place, it would cook us alive without the AC running. So, um...

**Duck:** Yeah, it'll heat up.

**Sarah:** Yeah. So what do you, uh... what are you curious about? I'm excited. I didn't know you were uh, y'know... you weren't the best lab partner, so I'm surprised that you're, y'know, converting this late in life.

**Duck:** Yeah. I'm working on a... [sighs] Screenplay.

**Sarah:** You don't need to lie anymore. You're very—you've always been extremely bad at it.

**Duck:** Yeah, alright. [sighs] I need to know more—

**Travis:** Wait, was that a lie, or has Duck been working on a screenplay?

**Clint:** [laughs]

**Duck:** No, I'm, um... I... [sighs] I need to know more about how the telescope works.

**Griffin:** As Griffin frantically Googles, "How does telescope work?"

**Travis:** [laughs]

**Duck:** Not specifically—okay, here's my question. So, I know you receive signals from space and stuff, right?

**Sarah:** Uh, yeah, that's sort of the main idea.

**Duck:** I know it's a layman's... could the telescope ever... emit any—okay, I'll tell you. I'll tell you what's been on my mind, and I know this is so weird, but I had a dream that like, a beam of light was coming from the um, telescope. Like, is that just wild? Could it like... does it have the capability of doing something like that, like, emitting something? More than just like, receiving?

**Sarah:** I mean...

**Duck:** I know it's like, silly, but it's on my mind. And for some reason, I can't stop thinking about it.

**Sarah:** Anything it would... alright, first of all, we don't send anything, y'know, through the—we don't deal in the visible light spectrum. So like, the idea of a laser beam, like a Death Star or something like that, is—

**Duck:** Yeah...

**Sarah:** That's kind of not really what it is designed for. We're mostly in the radio waves department, hence the name 'radio telescope.'

**Duck:** Right.

**Sarah:** But yeah, I don't think... I mean, anything that it would send out would, A, be an invisible radio wave, and also probably just a refraction of whatever we collect from deep space. So, um, it's basically a big ol' camera, Duck. It's a camera and a microphone, I guess you could call it. We hear stuff out there sometimes, too. But um, yeah. That's uh, I don't think this thing's gonna be blasting—it's not some secret government laser project, if that's what you're asking about.

**Duck:** No, I know it's not. But of course, you wouldn't tell me if it was, eh?

**Sarah:** Ehh, wink wink.

**Duck:** [laughs] Um, have you noticed anything weird in this area?

**Sarah:** Uh, by 'in this area,' do you mean the—

**Duck:** I mean, just like, you're up here a lot, and I've seen... I don't know, I've been noticing some weird stuff in town. And I'm sure that like, word has gotten out to y'all, and I'm just sort of kind of poking around. Not real forestry business, just... y'know, keeping an ear to the ground, trying to um, help the sheriff out. Have you noticed anything strange around here?

**Sarah:** I gotta be honest with you, Duck. I, uh—I'm here in the uh, y'know, the lab on the ground, just sort of the lone watch woman, sort of beaming stuff back to the satellite lab. And so, I don't get out a whole lot. It's mainly just me and the, y'know, giant telescope looking up into the heavens and my Nat Geos.

So, something weird is going on outside in town? Is that what you said? I haven't—I ain't heard nothin' about it. There's plenty of weird stuff up in the cosmos, so I don't need to go lookin' for more of it.

**Duck:** Yeah, this is weird. There was an attack. A murder, actually, over at the...

**Sarah:** Oh, jeeze.

**Duck:** Yeah, I know. It's intense. Um, so I don't know, I was—I didn't think any usual forest animals were involved, but y'know, I'm just kind of asking around. Want everybody to stay safe, that kind of thing.

**Sarah:** Uh, well, I mean, I can let you know if I hear something. But I don't know... I guess I don't know what the telescope's got to do with it. Um, uh, it's not—we can't really—it moves. We can move and point it around at different stuff, but I don't think we can point it at the ground and look for a murderer.

Although, maybe that—we could hack it in there, maybe. I don't know. It's designed to look for things like, light years away, so it might be a little too



close to shoot down to Kepler, but uh... yeah, I'm sorry I can't be more help, Duck.

**Duck:** Yeah, no problem.

**Sarah:** I mean, do you still want to—do you still want the tour? I can show you.

**Duck:** Ah, absolutely. Yeah, yeah, yeah. I'd love to know more.

**Griffin:** Uh, she shows you this big screen over a like, uh, a whole desk full of keyboards and dials and uh, little paper read outs. And this screen is just showing a like, a nebula. Just like, this cloud of stars and space gunk. And she says...

**Sarah:** Yeah, so we're, y'know, we're the biggest moving radio telescope in the world. And so, us, and sometimes an array of other telescopes, we capture images, the likes of which humanity has never seen before. And there's a lot to see up there. And uh, yeah, my job here is, I send it all over to the main satellite lab. Y'know, I keep a few of the stuff I catch out there to myself here.

**Griffin:** And she gestures over to this like, little display case over a few of these servers that she has labeled 'The Hall of Fame.' And she says...

**Sarah:** But um... yeah, I uh, I mean, we got a bathroom and a kitchen if you're hungry. And—

**Duck:** What's in the Hall of Fame?

**Sarah:** Just a few like, weirder things we've found. Somebody found a nebula that looks like Mickey Mouse's head, so we saved that in the server. Took a picture of that.

**Duck:** Yeah. What else?

**Sarah:** Y'know, weird sounds and stuff, like echoes of stuff that you uh, y'know, that's so, so far away, it's an immeasurable length of distance away. But y'know, we got a big fuckin' ear here, so we can catch a lot of it.

**Duck:** Can I—can I hear one?

**Sarah:** Be my guest. I gotta actually start sending this file in. It's several thousand googabytes, which is a new size that we had to come up with, 'cause of how big our files are.

**Justin:** [laughing]

**Sarah:** So you can go check it out. I gotta get this upload started, so um, head—

**Duck:** Oh, cool. Thanks, yeah.

**Griffin:** She walks back over to the computer, and uh, you check out the uh, the Hall of Fame. And uh, there is the Mickey Mouse nebula. You see that. Um, you see one that is a nebula in the shape of Dennis Farina's face. And that's pretty cool.

**Justin:** Love that guy.

**Travis:** Is it all people's face shapes?

**Griffin:** Um, no. There's a few like, little um, little boxes, like, these little metal boxes with a play button on them. And the first one that you come to, you press play on, and it's labeled 'Baseball.' And you press it, and you hear like, an old, like, probably 1940s broadcast of a baseball game that somehow, they just like, caught in space.

And it sounds authentic. Obviously, it's pretty distorted, because it's coming from a very long way away. And one of the exhibits that is like, one of the sound exhibits is labeled 'Interstellar Blues.' And it was discovered on August 2<sup>nd</sup>, 1990.

**Justin:** Yeah, let me... I'm gonna listen to that.

[music plays]

**Griffin:** You hear a guitar plucking, and it sounds like it's really reverbed, and it sounds like it's coming from really far away. And then, as the song sort of picks up from the introduction, you recognize it. You recognize this song as the song that you heard whenever Minerva would show up to talk to you. And then, outside, you hear a crash. And from the security room, an alarm begins to sound.

[music plays]

**Griffin:** Uh, Aubrey. You have made it into the Inglenook Hotel.

**Travis:** I assume there's no lights or anything.

**Griffin:** Uh, no, there's definitely no power in here.

**Travis:** She does the thing she's done a couple times, now. Kind of ignites her fingertips, y'know.

**Griffin:** Oh, sure. You Lumière yourself, essentially.

**Travis:** Yes. Exactly yes.

**Griffin:** Okay. Uh, I'm gonna give you basically like, the same layout that I gave Dad. I kind of have it all written down here; sort of the same exact features, which makes sense, 'cause it's, y'know, the same building. And you came in the back room, right?

**Travis:** Yes.

**Griffin:** Okay. I think that you would come in through the conference room, then, which is where the rifts were when Ned was here. Let's just assume he described everything that happened in detail to you, right? This is not Ned

doing this scene, so we can't have him notice the differences. But I think you would, just—

**Travis:** Yeah.

**Griffin:** Okay. There are no rifts in this room. The rifts are gone. The only thing that seems weird in this room that Ned did not describe is on the uh, conference room table, there is a single uh, small, featureless, kind of like, baseball-sized, silver orb that is just sitting on the center of the table. Otherwise, there is nothing else here.

**Travis:** There's no kind of detect magic in this game, is there?

**Griffin:** I mean, you have your third eye, so that's kind of that. Uh, there's also other rooms. This is not the only room in the hotel, but this is what you see in the conference room.

**Travis:** Yeah, but there's just a silver ball there, and I want to grab it, but that's weird.

**Clint:** [singing] Since I was a young boy, I played the—oh, sorry.

**Travis:** Alright, thank you Dad. Um, I'm going to say, uh... it's read a bad situation is what clues in the third eye for Aubrey.

**Griffin:** Okay.

**Travis:** So I'm gonna do that. Yeah.

**Griffin:** Roll plus sharp.

**Travis:** Nope.

**Griffin:** Mark experience. That's a three plus sharp, which is—

**Travis:** Plus one, so four total.

**Griffin:** Uh, hard move time. You approach this thing to figure out what it is, and you hear it beep. And then, it flashes so—it's like a phosphorous grenade. You cannot see anything, and then, you feel like you just got hit by a very small semi-truck, right in the gut, and you take two harm as you are sort of sent backwards into the wall as this ball collides with you in your flashed state.

**Travis:** The harm decreases by one.

**Griffin:** Oh, right. Yes, you have your—

**Travis:** Sick vest.

**Griffin:** Yes. Yes, it protects you. You hear the vest sort of uh, twinkle, I guess. It shimmers as you take the blow. Uh, what do you do? You hear this steady sort of like, humming noise coming from where the ball is, and I think your vision is starting to clear up a little bit now.

**Travis:** Um... what can I see now?

**Griffin:** Uh, you see the orb that is sort of flown away and sort of hovering now on the other end of the room, and it seems to be doing sort of a parabola. Like, it's arcing away from you to arc right back.

**Travis:** I see. It's coming back at me?

**Griffin:** Yes.

**Travis:** I run deeper into the hotel.

**Griffin:** Okay. You make it into the lobby, and I think this thing is like, hot on your heels. Uh, in the lobby, you see sort of the same, just like, detritus that Ned described. Nothing else kind of unusual here. There is a desk, leading into the uh, office, and the door, this big, heavy, wooden door into the office is currently open. And then, there are stairs leading up to the second floor.

Um, I will also give you, in the office, you see um... you see... what do you see? You see something weird in the office. You see a piece of paper that is... it looks like it's stuck to the wall on the inside of the office. That is all that you can see in here. And then, there's also the front door, which is all sealed up, and the windows too.

**Travis:** I see. Um, and so, this thing's right behind me, right?

**Griffin:** Oh, yeah.

**Travis:** Um, I'm still... I run up the stairs.

**Griffin:** Okay. Uh, I think act under pressure. I think if you are making this many—if you're moving this much in the house, like, this thing is very—oh, jeeze, Trav. That's a four.

**Travis:** Yeah.

**Griffin:** Uhh...

**Travis:** And I have a plus zero for act under pressure.

**Griffin:** Yeah, so... mark experience again. Uh, Aubrey may not survive this one, but uh, she sure is gonna go out with a lot of, y'know, notches on the old experience belt. This thing manages to just like, lap you. Like, just like, flies right past you as you're heading up the stairs, and then, like a fuckin' Home Alone paint can, just smashes into you. And it flashes right before it does it again, and now, your vision is like, very much gone, and you actually are sent sailing backwards into a coffee table.

And you feel something sharp in your leg, and you take three harm.

**Travis:** Hoo, so that's two more harm. That's... hurts. Um, but, here's the thing. That experience? Leveled me up.

**Griffin:** Okay.

**Travis:** And so, Aubrey, as she's sitting there hurt and bleeding, looks at the thing and raises her hand and just says...

**Aubrey:** Stop!

**Travis:** And let's see... yes. Lightning arcs out from her fingertips.

**Griffin:** Oh, shit. Is this your level up?

**Travis:** Yeah. So I'm gonna take another move from the Spellslinger book, and add, uh, lightning or entropy to my effects that I can do with my spells.

**Griffin:** Cool. I like that a lot. Uh, add plus one harm, messy, to a base.

**Travis:** Yeah.

**Griffin:** Uh, okay. Um, I'm gonna give you like a Final Fantasy type weakness advantage here, where uh, you send some Palpatine shit up at it, and instantly, like, it just like, falls to the ground and rolls. And then, it starts to sparkle, kind of like a... like, one of those shitty ground fireworks, and then, there is just sort of, uh, little black chunks of burned metal laying on the floor where it used to be.

**Aubrey:** Holy shit.

**Griffin:** You have a not insignificant splinter of wood in your leg that is feeling very bad. Where are you at, harm-wise?

**Travis:** Uh, I've got four out of seven. So pretty bad.

**Griffin:** Yeah, you're—

**Travis:** But not as bad as could be.

**Griffin:** No, you are unstable though, which is not great.

**Travis:** Yes.

**Griffin:** That's a mechanic in this game, where if you don't fix it or seek treatment or something, it's gonna get worse.

**Travis:** So even though I am hurt pretty bad, I still feel like I haven't done my purpose in coming here.

**Griffin:** Yeah, sure. Yeah, you're a fuckin' badass hero, right? Like, it's not like, uh, y'know, Buffy gets punched and is like, "Ah, fuck, I gotta go home. Bye."

**Travis:** Um, so the rifts are gone... and I'm gonna go deeper into the hotel, right? The rooms are on the second floor, right? I assume...

**Griffin:** There's the rooms on the second floor, and then on the first floor, all there is is the office behind the desk.

**Travis:** Well, then, I'm gonna check there before I go upstairs. I limp on over.

**Griffin:** Okay. Uh, you head on over to the office, and you were, uh, incorrect when you sort of first like, looked in the window and thought there was a piece of paper stuck to the wall. There is no paper stuck to the wall – there are many pieces of paper that are suspended in the air, just floating weightlessly, statically, like, pinned all around this room, held up by these very, very small pinpricks of white light, all over the room.

And some of them are stacked up nearly against the wall—

**Travis:** Is this a conspiracy dungeon?

**Griffin:** Uh, again, there's no like, red rope connecting them. It's just like, a... it's just like magic floating paper of different types, all over, everywhere.



**Travis:** But it's a bunch of notes. Are they written? Is it clippings? What am I looking at?

**Griffin:** I mean, yeah. There's newspaper... I think you uh, this is not a roll. I think you're able to see with your finger flames, there are some newspaper articles about the uh, recent disasters. Uh, there is a... there are flyers for the Cryptonomica. Uh, there are uh, a bunch of like, articles and clippings and uh, flyers about the Green Bank Telescope, with a map showing it, and uh, y'know, newspaper articles about it.

There's one newspaper article about it... apparently, it collapsed back in 1988. Uh, and then, I think most concerningly, there are photos of you and Duck and Ned that are all attached to what appear to be dossiers. And at the bottom of each of those, you notice, are signatures from Agent Stern.

Uh, that is what is in this room.

**Travis:** Okay. Well, I'm gonna say, she just starts grabbing stuff out of the air.

**Griffin:** Okay. Yeah, you're able to do that. It's not a problem.

**Travis:** Um, and once she feels like she has a significant amount, I feel like this is a pretty good find to take on back to the lodge and seek some help.

**Griffin:** Okay. You leaving?

**Travis:** She made a find and she's hurt, so yes.

**Griffin:** Sure. There—as you are walking out toward the back door that you came in, you walk through the rift room again, and... there is one. There is a rift that is open. And you see inside of it. I think this is—it's open enough for you to see through, and you see, um, what appears to be the currently closed main room of the Cryptonomica.

**Travis:** She jumps through it.

**Griffin:** Okay.

**Travis:** That's exactly what I would do.

**Griffin:** Okay. Um, yeah, you're—

**Travis:** 'Cause if it's open, that's where it is. That's where the thing is.

**Griffin:** Okay. Uh, you jump through it, and then, I think you also smell that like, sulfur-y smell as it just like, vanishes behind you. And now, you are standing in the Cryptonomica. And sure enough, it's closed. You don't appear to see anybody here. I'm not sure where Billy is. I'm not sure where Billy goes when it's closed, but um, there is... there's nobody in here.

**Travis:** Then I head towards the back. But I've got Snitch in my hand, ready to go.

**Griffin:** Okay. We see Aubrey walking in the darkened room, holding a knife like she's in the Warriors. You head towards the back, and there is a door in the back of the room that every other time that you've been in the Cryptonomica, it has been securely sealed shut. And for whatever reason, right now, it is open. And you see a small, faint light coming from inside.

**Travis:** Uh... I mean, yeah, shit. I'm not gonna stop walking now.

**Griffin:** Uh, you—

**Travis:** But I'm trying to be quiet, even though like, also limping.

[ambient music plays]

**Griffin:** Yeah. Uh, you walk into this room, and it is... it's just... it's just full of stuff. Uh, the first thing that stands out is that light that you saw from outside – it's the screen of Thacker's laptop. The one that Mama asked Ned to get earlier today, and then he just vanished. But like, that is not even the most wild thing in this room.

You see... you just see all these things. Ned's always talking about his like, his treasures and trophies, right? But like, this is the first time that you've actually seen them all, like, arranged, and that he's not lying. Uh, there is an Oscar. There's some movie props that you actually recognize. There's like, actually a lot of valuable stuff in here.

You also see some like, art of different types, and like, the most uh, stand out sort of part of that collection is this like, very ornate sculpture of a tree with a figure sitting under it. And uh, tucked below all these shelves, you see some boxes, one of which is pulled out from the rest. And inside, you see several dozen fake IDs, all featuring Ned's picture, but a bunch of different names and locales.

And then, at the end of this room, there is a coat rack. And hanging on this coat rack, there is a tuxedo that you're pretty sure, like, a Bond wore in one of those movies. But that is not what catches your eye the most. The light, actually, from the monitor catches it and flashes red across your face, and you haven't seen it in years... but it is right here, slipped over the hook of this coat rack.

You find the Flamebright pendant.

[ambient music plays]

**Griffin:** Uh, Ned, what are you doin'?

**Clint:** Well, I think he has to go back and look for Boyd. But again, I think he knows what he's gonna find when he gets there.

**Griffin:** I mean, and why would Ned think that?

**Clint:** Well, because if the Ned before was wearing the scarf, he remembers that he left the scarf. The last time he saw the scarf was with the—

**Griffin:** Oh, yeah.

**Clint:** The shape changing monster.

**Griffin:** That's true. Okay. Yes, fair. Okay, I just figured out how you've connected the dots.

**Clint:** Thank you.

**Griffin:** Uh, okay. You head back to, uh, to Boyd's room at the... Justin, what was the name of the hotel that you stayed at that one time? The...

**Justin:** The Count Gilu.

**Griffin:** Count Gilu...

**Clint:** Hotel. Hotel.

**Griffin:** Beautiful Count Gilu Hotel.

**Justin:** Hotel.

**Griffin:** Uh, and yeah, you show up to his room, and I mean, it's a hotel room with the door shut, so it is locked.

**Clint:** Well, then, guess what I have to do? I have to use my lock picking skills.

**Griffin:** We established in the last episode that you are fuckin' good at this, because you cracked Mama's safe in like, no time at all. So like, I think this would—because of the class you are playing, I think this is just an automatic, like—

**Clint:** Okay.

**Griffin:** Yeah, you pop the lock.

**Clint:** Schproing!

**Griffin:** You're not... you're not—so, the argument is, is it a burglary? Is this a burglary? 'Cause if it's a burglary, you should use your burglar power. But like, otherwise—

**Clint:** Yeah, okay. I'll just open the room and start...

**Griffin:** Okay.

**Clint:** Searching.

**Griffin:** You walk into the room, and the... it's empty. It has not been turned over yet, this room. You can tell, because there's uh, the bed is unmade, and uh, there's some stuff laying around. And the closet door is open. And as you walk closer to the closet door, you find...

**Ned:** Aww, damn it, Mosche...

**Griffin:** ...the body of your former partner, Boyd Mosche.

**Clint:** Okay, now I've got to do some kind of investigate here, 'cause I gotta know what killed him.

**Griffin:** Okay. Roll a uh... roll plus sharp.

**Clint:** Five plus two is a seven.

**Griffin:** Okay. With a seven on an investigate a mystery, you hold one. So you get to ask one of these questions.

**Clint:** What happened here?

**Griffin:** Uh, you said you were specifically trying to figure out how he died?

**Clint:** Yeah.

**Griffin:** You see handprints around his neck, and uh, you can just tell, at the way that he is leaning, and I don't want to get like, grossly descriptive with his death, but his neck was broken. And that is what killed him, and that is what you can tell happened here.

I think you can also... there is a smell in the air, and the smell is a bit sulfurous I think. Uh, not sulfurous... it's almost like, burned steak or something like that? And that is the smell that you have smelled every time that—when you were in the rift room in the hotel, like, you smelled it a lot.

**Clint:** Yeah, like a Golden Corral kind of thing.

**Griffin:** It smells like a—the rifts smell like a Golden Corral. Um, so you definitely get that, too. Uh, and then, you get a knock at the door into Boyd's hotel room.

**Ned:** Um, uh... who is it?

**Manager:** Uh, Mr. Mosche? It's me, the manager. You were supposed to check out an hour ago. You doing alright in there?

**Ned:** [imitating a British accent] Oh, I'm so sorry, uh, old bean. I um...

[someone claps]

**Ned:** I have taken a bit ill. I've got a bit of the vapors. Um...

**Justin:** Excuse me, time out. Did he just say, "It's me, a manager?"  
[laughs]

**Griffin:** The manager.

**Clint:** [laughs]

**Ned:** Um, yes, I—is there any way possible I could have a little more time, uh... I'm really ill, and you're—

**Manager:** Can you open the—

**Ned:** I really need a little time.

**Manager:** Why are you yelling at me through—open the door and we can talk about it. I mean, I'll have to charge you for another day.

**Ned:** I am covered in vomit, and I don't... you don't want to see me. Gotta go. [gagging sound]

**Manager:** Uh, oh gosh...

**Griffin:** Uh, manipulate someone, I think, definitely.

**Clint:** Okay.

**Griffin:** The reason you are giving them is that there is a yarts situation. This is plus charm.

**Travis:** Plus yarts.

**Clint:** Six plus two. Eight.

**Justin:** So in the fiction of this game, Dad has just charming enough to pull off vomiting all over the room. [laughs]

**Griffin:** Uh, they'll do something for you right now... they'll do it, but only if you do something right now to show them that you mean it. Uh, he says, uh...

**Manager:** Can you, like... I don't know, can you slip some money under the door or something? Just—it's 35 bucks, it ain't gonna break the bank.

**Ned:** You want me to give you...

**Manager:** You have to pay for another day, man. Do you want me, a manager, to get upset at you?

**Ned:** Um, I tell you what. Um—

**Justin:** Do we have the amount of money that we have physically set? Like, we never have to spend money on anything. In the context of this game, money is useless to you.

**Travis:** Just give him 35 dollars! [laughing] It's not like it means you, Clint, have to spend two hours working at the Cryptonomica to earn it back.

**Justin:** Yeah. Yeah, we're not gonna go to Fantasy Costco. Fucking give him 35 dollars. [laughing]

**Clint:** He's got that little barricade thing that keeps the door from opening all the way, and Ned hands him two 20s.

**Griffin:** Uh, okay.

**Manager:** Alright, man, I—

**Ned:** And I expect extra chocolates on my pillow tomorrow!

**Manager:** Why are you eating chocolate if you're barfing and stuff? It's not good for—

**Ned:** What do you—that's what I'm barfing is the chocolate!

**Manager:** Hey, where'd your accent go, man?

**Ned:** Uh—[imitating a British accent] I'm barfing up chocolate, you bastard!

**Justin:** There's a new ringtone for me, thank you. [laughs]

**Manager:** Alright, I'm leaving.



**Griffin:** And he walks away.

**Ned:** [gagging sounds] Good! Good! Begone, knave!

**Griffin:** Uh, now you're just alone in this room with the body of your former partner, and you, uh... how are you feeling? How are you feeling, seeing Boyd in this way?

**Clint:** Ned is not good with sorrow and grief, and he's kind of down. I mean, he hated Mosche on one level, but he was a friend, and he's... he's—okay, alright, here's what it is. He uh, he's flashing back to when uh, when Boyd gave him the key and put his arm around him, and he had a flashback to how it used to be. How they were comrades in arms.

And that's when Ned realizes, wait a minute... that must've been the Bom Bom all along. And the Bom Bom had his arm around him, and was pretending to be all buddy buddy. So I think Ned goes from being kind of sad about Boyd to being grossed out and kind of pissed about the whole thing.

**Griffin:** Yeah. I think as you are sort of galaxy braining and figuring that out, you are... you're just kind of zoned out, and uh, like, y'know, looking at the body, and um... there is a source of light that is still on in this room, and it's the TV. Uh, it's on, and it's muted. And it is turned onto local public access television channel, and you see a, uh, like a stinger, like a splash screen that says, "Community insights." And then the screen disappears, and then, you see yourself on the television.

**Ned:** Oh, shit. I look terrible. What the hell?

**Clint:** I turn up the volume. I gotta hear what's going on.

**Griffin:** You turn up the volume, and you hear what's going on.

[ambient music plays]

**Ned:** Are... are we live? Oh, good. [clears throat] Good afternoon, my fellow Keplerians. My name is Edmund Chicane. Some of you know me as Ned [censor bleep] Chicane. Well—

**Speaker 1:** You can't say [censor bleep] on the air. You can't say that on the air.

**Ned:** Well, you may know me as the host of Saturday Night Dead, our local public access channel's premier late night horror review. You may know me as the proprietor as the Cryptonomica, our town's premier monster museum and gift shop. When you think of me, I imagine that you think of monsters.

Well, today... I'm here to tell you the truth. This is not advertising for my work. It is not fiction. You know, in your bones, that something is wrong in Kepler. Disappearances. Sounds in the night. Freak accidents, occurring with impossible frequency. Some of you have seen unexplainable things. Well, consider this the explanation... the monsters are real.

[music plays]

**Ned:** They come through an archway into our world, and wreak havoc on anyone and anything that gets in their way. There are a select few in Kepler who have hidden this truth from you, who are already fighting to protect our forests, our town, our planet.

**Griffin:** And then, this version of you that you see on the television screen, you see him stop talking for a second. And he starts coughing violently. And you actually see a producer like, come in to try and like, check on him, and Ned just waves him off, and you see this Ned, like, look at his hand, and then, very quickly tuck it into his pocket. And then, he continues.

**Ned:** It is time for us all to join the fight. A half mile north of Amnesty Lodge stands the archway, leading to our assailant's world. Tonight, when the moonlight falls upon the gate, it will open. I will be there, armed and ready to defend my home.

[theme music plays]

**Ned:** Will you?

[theme music plays]

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[music plays]

**Allie:** Hi, it's Allie Kokesh, one of the cast members of Mission to Zyxx, a new addition to the Max Fun network. We're blown away by the welcome we've received from the Max Fun listeners, telling us you've discovered the show, and are binging it hard, supporting us during the drive, and just being rad humans all around.

Mission to Zyxx is an improvised, obsessively sound designed, sci-fi comedy epic, following a group of ambassadors as they explore the ass-end of space. I play Darr, the 12-foot-tall, omnisexual security officer, with furry scales, chest talons, and a series of flaps and shoots that are for... well, you know what? You'll figure it out.

We'd be delighted if you would join our crew aboard the aging sentient starship, the Bargarian Jade, as we travel the Zyxx quadrant, meeting all sorts of weird aliens played by brilliant guest comedians. That's Mission to Zyxx, Z-Y-X-X.

[music plays]

**Jo:** Hi, I'm Jo Firestone.

**Manolo:** And I'm Manolo Moreno.

**Jo:** And we're the hosts of Dr. Gameshow, which is a podcast where we play games submitted by listeners, regardless of quality or content, with in-studio guests and callers from all over the world.

**Manolo:** And you could win a custom magnet.

**Jo:** A custom magnet.

**Manolo:** Subscribe now to make sure you get our next episode.

**Jo:** What's an example of a game, Manolo?

**Manolo:** Pokémon or Medication.

**Jo:** How do you play that?

**Manolo:** You have to guess if something is a Pokémon name, or a medication. First time listener, if you want to listen to episode highlights and also know how to participate, follow Dr. Gameshow on Facebook, Instagram, and Twitter.

**Jo:** We'd love to hear from you.

**Manolo:** Yeah, it's really fun.

**Jo:** For the whole family. We'll be every other Wednesday, starting March 13<sup>th</sup>, and we're coming to Max Fun!

**Manolo:** Snorlax.

**Jo:** Pokémon?

**Manolo:** Yes.

**Jo:** Nice.