

## The Adventure Zone: Amnesty – Episode 31

Published July 11<sup>th</sup>, 2019

[Listen on TheMcElroy.family](https://www.themcelroyfamily.com/)

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

[theme music plays]

**Griffin:** And you are being whipped around the room. You're caught in just this whirlwind storm, emanating from the center of the room. And right there, at the center, you see a bright, red sphere. Duck, you see the top side of town. It is 9:35 PM, and this makeshift canvas installation just explodes. And then, it's gone. Minerva nods, and she holds her blade aloft, and then a small rift opens in front of you, and then others, all around town, open.

**Duck:** Let me see if everybody's on board with this. Seems like, first up, we gotta get the Hornets, and then we gotta get them distracting the FBI so we maybe can get Agent Stern back on our side, so he can help us get Mama back on our side. We need... about a million things to go exactly right before we even get a chance to go to the nether realm and die.

**Indrid:** Yes, and it's a fine plan, folks.

**Griffin:** You see, in the doorway, Indrid Cold, who says...

**Indrid:** It could probably use a bit more work.

[theme music plays]

**Griffin:** Uh, let's jump right in.

**Justin:** I'm in already. I actually got in before you did, just to make sure the water was okay.

**Griffin:** Oh, how is it? How's the scene doing?

**Justin:** The scene is good. I'm already in it.

**Griffin:** Yeah.

**Justin:** But because the narrator has not joined us, we are locked in stasis. We are characters in search of an author, as in the Pirandello play.

**Griffin:** So they've been there for two weeks, or what's up?

**Justin:** Been there for two weeks, locked in perfect stasis until time itself shall turn its gaze upon us and let us resume our merry roles in this play called existence.

**Clint:** By the way, when you hear thunder and rain and stuff, those are all sound effects.

**Travis:** That's the angels bowling.

**Clint:** [laughs] We've added angels bowling to add to the oncoming storm. It's kind of a device.

**Griffin:** There's tears in the floor. There's holes in the floor of heaven. Uh, let's unfreeze everybody. Indrid Cold has just walked into the Cryptonomica, and he just kind of strides right in, past the uh, the circle of uh, citizens of Kepler. What's that?

**Justin:** The circle of life. [laughs]

**Griffin:** Yep, he strolls right through it, where a zebra's eating a dog or whatever. And uh...

**Justin:** [laughs]

**Griffin:** Walks up to you, Aubrey, and Duck, and uh, he says, uh...

**Indrid:** Aubrey, Duck, it's, uh... it's good to see you. I uh... I'm so sorry about Ned. If I had seen that coming, please trust that I would've contacted you earlier.

**Duck:** Oh... yeah. Indrid, none of us really... saw it comin' either. Um, how are you, man? What did... what of the light?

**Indrid:** Uh, I'm doing well. Not grea—how should I... I'm doing fine now.

**Duck:** Uh-huh.

**Indrid:** But if we don't do anything else, I'm going to be pretty dead tonight, as will everybody. Hey, uh...

**Griffin:** And he leans in really close.

**Indrid:** Uh, is everybody here cool?

**Aubrey:** You mean like, are they a narc?

**Indrid:** I mean, are they cool?

**Duck:** Oh, you—oh, my man, I don't know how long you been out the game, but like... everybody knows, now.

**Aubrey:** Yeah.

**Indrid:** Oh. Okay.

**Duck:** Yeah, it's kinda... the cat is out of the proverbial bag.

**Aubrey:** The very large cat... it's out of the very small bag.

**Duck:** Yeah. The interdimensional cat is out of its bag. [laughs]

**Indrid:** Has Heathcliff made his way over to earth? That would be quite a surprise.

**Aubrey:** Might as well have.

**Duck:** Yeah, basically.

**Indrid:** Um, well, okay. This might expedite things.

**Griffin:** And he turns to the crowd, and he says...

**Indrid:** Hey, everyone. I'm the Moth Man.

**Griffin:** And he pops his glasses off, just for a second, and turns into the big, hideous, horrifying Moth Man, and then pops his glasses back on. He says...

**Indrid:** Uh, I can see the future.

**Travis:** Everyone just nods solemnly. Yes.

**Indrid:** This probably isn't the weirdest thing that you've seen in the last couple of months. I just wanted to... we have a tendency to just kind of tell people in a trickle, one at a time, and we don't have that kind of time. So, Moth Man. Mystic. See the future. Everybody... everybody cool with that?

**Duck:** It's weird, right?

**Thacker:** Yeah. Nice to meetcha. I'm Thacker. Just... that's it.

**Indrid:** Uh, Thacker. What a wonderful introduction. Uh, rich... rich character, you seem to be.

**Travis:** [laughs]

**Thacker:** I'm brand new, so y'know, gimme time to uh, to flourish and develop.

**Griffin:** The Moth Man turns to everyone. I think he's like, standing in the center of the circle, just spinning, talking to everybody. And he says...

**Indrid:** Okay, I trust that your own home-grown prophets here have given you the general run down. This evening, the Quell is going to burst through the gateway between your worlds and lay siege to earth, and Kepler's going to be destroyed, and the rest of the planet will follow in the coming weeks.

And if I follow the basics of your plan, you're going to distract the FBI with some... motorbike stunts.

**Duck:** Stunts. Yup.

**Indrid:** Good so far.

**Aubrey:** Y'know, when you say it like that, though...

**Duck:** You make it sound silly. Dismissively, you said it.

**Aubrey:** Yeah.

**Indrid:** No, it has a decent chance of making it... making it through. Um, then you will sneak into the FBI compound, you will breach the archway, you will confront the Quell, and cease the destruction of both of your worlds. Is that... more or less what we're dealing with?

**Aubrey:** Yeah. I don't like when I hear people simplify a plan. It always makes it sound silly.

**Duck:** Yeah, it took us a whole... like an hour to come up with it. And um, did you get the part where we're gonna find the Quail, and just crush its heart, or whatever? Like, destroy its egg or whatever it lives?

**Thacker:** It's *Quell*, champ.

**Duck:** Yeah, that's what I said. Quail.

**Thacker:** You said Quail like a big ol' bird.

**Duck:** Yeah, Quail.

**Aubrey:** Wait, what are you saying?

**Thacker:** No, Quell.

**Duck:** Quell?

**Thacker:** Quell.

**Duck:** Quail.

**Aubrey:** Quail.

**Thacker:** Quail. Listen—listen to me. Quail.

**Aubrey:** Quail.

**Thacker:** See the diff—you said Quail.

**Duck:** Yeah, man, Quail.

**Aubrey:** Quail.

**Thacker:** You said Quail. It's Quell.

**Griffin:** The Moth Man grabs your wrist, Duck, and looks at the watch on it. He says...

**Indrid:** Boy howdy, I sure hope that those aren't several minutes that we will need to prevent the apocalypse, because they are gone now. I came here to tell you, there's a problem with your plan, and the problem is that it will fail, and—

**Aubrey:** `Cause it's too good?

**Indrid:** Everyone will die. No, it's not that, Aubrey. The Quell is a tangible thing, and right now, it's using everything under its power to try and knock down the door leading to your world. Think of it like, uh, pressure squeezing against the hull of a submarine.

**Aubrey:** Mm-hmm.

**Indrid:** If you open the hatch, the main... I don't know that much about submarines, actually, so this is not—

**Aubrey:** So why did you invoke submarines?

**Indrid:** Yeah, there's not that many other great... an airplane? You open the main hatch of an airplane. I'm gonna stick with submarines. Not only will the water come rushing in, the difference in pressure could cause a cataclysmic decompression. If you do that – if you open the door to the Quell – it will instantly lead to Kepler's destruction.

Unless you can find some way to reduce the pressure that the Quell is putting on the gateway between your worlds, I'm afraid that all the futures that I see are not going to be rewritten.

**Aubrey:** Hmm...

**Duck:** So what's the... I mean, what's the play?

**Indrid:** Oh, that's all I have.

**Aubrey:** Well...

**Indrid:** Oh, I see several dozen futures, and all of them lead to the destruction of the world when you just pop open the door between yours. I was hoping that – and I don't know where your future sight comes from – but uh, Duck and company, and the Chosen few, did your...

**Thacker:** And Thacker. Thacker's the name. Thacker.

**Indrid:** Well, I meant the ones who have psychic visions. Do you have psychic visions, Thacker?

**Thacker:** I have some psychic powers, yeah. Yeah, thanks for askin' ahead'a time. I thought you knew all this. Aren't you like a fortune teller?

**Indrid:** I was being glib, but um... I guess fuck me, I guess. Have your psychic visions revealed anything more optimistic, Thacker?

**Thacker:** Yeah, smarty pants. I see a uh... a future where we succeed, and everybody's happy, and uh, the Sylvain people is safe and happy, and the Quell is, y'know, behavin'. And this uh, this forest ranger here gets a nice promotion, and his nice—

**Duck:** Well, okay, well, what sort of—

**Thacker:** Magician person—

**Duck:** This is all great. What happens between now and then? I mean, in your vision.

**Indrid:** Yeah, show your work, Thacker.

**Thacker:** Well, I ain't Nostradamus. I ain't got it all writ' down or nothin'. It's just, I just have a general feelin' everything's gon' be alright. Sue me.

**Duck:** Thacker, I know we don't know each other that well, but what you're talkin' about is optimism. And frankly, we don't have much room for it, currently. Um, what... [sighs] Indrid, what could lower the pressure, I guess? I don't know. Our metaphors are a little bit labored at this point.

**Aubrey:** So we need to... just to recap. There's pressure pushing on that side of the door, right? If we open the door, dead. So we need to do something to distract, or to pull the—take the pressure off, but we can't get over there to do it without opening the door.

**Duck:** Alright. I had a vision. And I know I don't put a lot of stock in 'em either, honestly. They've been... [snorts] Pretty much bummers at this point. Um, but it was... Minerva, you opened a bunch of different doors all at once. Maybe that could make a vent.

**Griffin:** She looks surprised. She looks surprised when you say that.

**Duck:** Why are you look—why do you look surprised when I say that?

**Griffin:** [laughs] She says...



**Minerva:** Uh, because I did not... have that vision, Duck Newton. I assumed that the source of our visions were the—Leo? Dr. Drake? Did you see this vision?

**Justin:** Every time... every time you say Dr. Drake... [laughs] I get so confused.

**Griffin:** Why?

**Justin:** 'Cause I think you're saying Dr. Dre.

**Griffin:** [laughs]

**Justin:** And I... I get so excited.

**Travis:** I'm also pretty sure Dr. Drake Ramoray is Joey's character from Friends on the soap opera he's on.

**Griffin:** Okay.

**Clint:** [laughs]

**Griffin:** There's also Professor Ludwig Von Drake, which is a different...

**Travis:** Mmm.

**Griffin:** This is Dr. Sarah Drake. Um, both of them shake their heads—

**Travis:** It is interesting to think about, we have characters named Pigeon, Duck, and Drake.

**Griffin:** Yeah, sure. Uh, they both shake their heads no, and Minerva turns and says...

**Minerva:** Duck, it seems like you have had... I watched a VHS of a movie called Minority Report, and it was delightful, and there was a science-fiction adventure that took place, and it also had sci-fi future psychics in it, and it was different from how I do it, but um, it seems like you did one of those,

and now, I guess, you're going to have to stop being framed for your own wife's murder or something?

**Aubrey:** No.

**Duck:** Well, no, that's the thing about the precogs is that they would sometimes have different visions about how the future would play out. That's what the Minority Report was.

**Aubrey:** Y'all, we're missing the most important thing. Minerva, what did you think of all the eye stuff in Minority Report? 'Cause it really bothered me.

**Minerva:** Yucky, yuck, yuck, yuck.

**Aubrey:** Yeah, right?

**Duck:** That's yucky, right?

**Minerva:** I've disemboweled plenty of opponents in my time, but even that... you hate to see that happen.

**Duck:** Hey, was Peter Stormare a bit much, or what?

**Minerva:** A little bit.

**Aubrey:** I thought he was nailing it.

**Duck:** Honestly.

**Minerva:** I... I suppose I could... open several rifts to Sylvain, but not... not without some sort of knowledge of where it is; without some sort of connection to the world. The only way I see that happening is, if I am able to open them simultaneously, alongside of the archway.

If we can find some way to get to the archway and open it up and synchronize perfectly the opening of that gate, and all of my rifts, then...

possibly, I could do it. We're still going to get a lot of Quell coming out, if I understand the physics of this entity correctly.

**Aubrey:** Yeah, but at that point, we then can have, instead of one point, several points, and like, a whole bunch of people fighting, right? Instead of one thing, right? Isn't that better?

**Griffin:** As you say that, Indrid's like, head leans backwards, and you see him just kind of like, freeze in place. And then, he—

**Travis:** Does he have to sneeze?

**Griffin:** [laughs] He sighs, and he looks around, and he says...

**Indrid:** Interesting. You're trading one trouble for another, if I'm being honest. You are going to invite the Quell in large quantities over into our... well, I guess your world, technically. Uh, and you're going to have to find some way to stop it from running wild. But if you do that, then the away mission may have a chance of success.

**Aubrey:** What about a mote? [pause] No? Okay, that's fine. Yep. Cool. Even as I said it, I knew that wasn't it. That's fine. Keep going.

**Griffin:** Minerva says...

**Minerva:** I will have to put them somewhere, though. I will have to open these doors somewhere, and they will have to be defensible positions, and we will need people at them to defend. They have to also be within my line of sight, if I'm going to open them. I can open as many as we need, but uh, I will need to be able to see them all in order to do so. So, I will need a vantage point.

I do not know this town as well as other people in this room. I don't know why I said that like that. But finding those places and finding those defenders seems like a task for the locals, yes?

**Aubrey:** Yeah.

**Duck:** Yeah.

**Thacker:** Sure.

**Aubrey:** Y'know, it's making me wonder if maybe... ooh... would it be a mistake to pit the Quail against the FBI?

**Duck:** Yeah. I mean, that seems bad. To hear it. When you said it, didn't it feel bad?

**Aubrey:** Yeah. It felt bad to say it.

**Duck:** Alright, so what's the plan here, y'all? We're gettin' a little... really bogged down in mumbo jumbo.

**Aubrey:** It seems like if we need a high vantage point, even without its top, that's Mount Kepler, right?

**Thacker:** It's kind of a mesa now, though, right? I mean, it ain't really much of a mountain anymore.

**Aubrey:** Sure.

**Griffin:** Uh, Kirby says, uh...

**Kirby:** I mean, the problem with that is, there's no way up to topside. Funicular's the only way up, or um, I mean, I guess you could take a pretty long walk through the Monongahela and get there. Y'know, the tramway is locked down by some FBI types, so there's no goin' up there. Um, I mean, you can see the whole town from topside. That ain't a problem. It's just, the question of gettin' up there is not a guarantee.

**Thacker:** Hey, can any of you superheroes fly? I mean, like in 'em Marvel movies? By the way, did anything ever come of those? Did they—did those turn out alright?

**Aubrey:** Oh boy, Thacker... Alright, hey, let's postpone this apocalypse. We got some movies to watch.

**Thacker:** Nah, I was just askin'. So, none of y'all fly?

**Duck:** No.

**Thacker:** Ya got all these powers and magics and stuff...

**Aubrey:** Okay.

**Griffin:** Moth Man raises his hand.

**Indrid:** Technically, yeah. I uh...

**Duck:** Aw, great. Perfect. Hell yeah, Moth Man, you can just carry us up there in a big basket.

**Indrid:** Um... we can—

**Thacker:** See, that's the kind of thinkin' outside the box that I like outta you, Duckman.

**Aubrey:** That would definitely speed this conversation up.

**Indrid:** Um, I mean, I've been doing a bit of hot yoga, so I imagine my endurance has increased somewhat.

**Clint:** [laughs]

**Indrid:** Um... if you'd like, I could also just like, grab the guard watching the funicular train and fly him way high up and drop him.

**Aubrey:** Yeah, let's do that.

**Duck:** Love that. Well, hold on, now... shit.

**Indrid:** I'm just saying, there's lots of ways to skin a cat.

**Duck:** There's no—there's no reason to send this innocent man off to beef city. [laughs] Just because... just because we want to ride the sky train. That doesn't seem very nice.

**Aubrey:** We could probably just knock him out.

**Duck:** Yeah, can—yeah, we'll just knock him out.

**Indrid:** Sounds good to me.

**Aubrey:** Y'know, I bet—I bet, with Indrid's ability to see the future, he could judge exactly how high to drop the guard from to just knock him out and not squish him.

**Griffin:** [laughs]

**Thacker:** Or, look in the future and see when he has to take a pee...

**Aubrey:** Also that.

**Thacker:** And then when he goes to take a pee...

**Duck:** I love that.

**Thacker:** You sneak in, jump on the 'furnarkinar', and up the hill ya' go.

**Indrid:** Hey, just real quick, 'cause I've been gone for a hunt or two now. Um, are all of your plan making sessions this sort of um... slapstick, or...

**Aubrey:** Yeah.

**Indrid:** Is the... or do you only get this uh, this zany when it's time for the apocalypse?

**Aubrey:** You can always tell how big the challenge is by how zany we are. It's a direct correlation, one for one. So, here's the plan. We're going to hijack the funicular, at which point we're gonna head up to topside. We need to get Minerva to a good vantage point where she can see. She's gonna

open the portals to vent, after we've distracted the FBI agents, and we've gotten close to the gate.

She will open them as we cross through the gate, and everybody left on this side is gonna fight the Quell and distract it while we try to find the heart of the Quell. Uh, and I'm still holdin' out hope of maybe finding Sylvain, too. Balancing that whole mother effer out, and making that okay.

Does that sound about right to everybody?

**Leo:** I mean, it sounds like the stuff we've been talking about. I don't know that I'd use the word right. [laughs] Sounds like we are opening up several doors to hell, and inviting the demons and what have you over into Kepler. But I mean...

**Duck:** Yes.

**Leo:** I mean, we got swords and stuff. The three of us are covered, sword-wise. Actually, Dr. Drake, remind me. Gotta get you a sword. But um, uh... I think we may be a little bit shorthanded. We're gonna need some help. Ideally, we could get the whole town. Although, we'd have to do so without the FBI findin' out, and we got, what, half a day to get everybody organized and set up in these discreet battlefields around town?

Y'know, if we're gonna do this, we need to get movin'.

**Aubrey:** Well, sounds like we need a montage! Dun dun, dun dun na dun dun dun dun...

**Clint:** Punchin' meat, runnin' up the steps...

**Griffin:** Indrid's washing the Crepes by Monica van in a tank top.

[montage music plays]

**Duck:** I think we should try... I think we should try for the um... I think we need to try for the Hornets, first.

**Aubrey:** I agree. They're pretty...

**Duck:** Right? I mean...

**Griffin:** Okay. So that's where you all are going first? Are you all traveling as one unit?

**Travis:** I think that would be more narratively interesting.

**Griffin:** Okay. Yeah, for sure.

**Justin:** Yeah, I agree. I think it's like... it's easier. Does it—I mean, is the FBI not gonna get distracted when we open up crazy little holes to the nether realm?

**Griffin:** If the vents open up at the exact same time as the archway, then you would need the distraction before the vents.

**Travis:** Yeah. It has to happen at the same time.

**Griffin:** Right.

**Travis:** So we do still need the motorcycle super stunt show.

**Griffin:** Right. You could also use them to help fight, but... y'know, they do—

**Travis:** After—

**Clint:** Are they not—are they not in on this meeting?

**Griffin:** No.

**Clint:** Hollis and Keith?

**Griffin:** No. I mean, you guys haven't—haven't—we haven't had that moment of reconciliation with them yet.



**Travis:** So we agreed that the next important part is, we go talk to the Hornets, and then we go talk to Winthrop and Muffy, the next most important part. Right? We can all agree.

**Griffin:** [laughs]

**Justin:** Winthrop and Muffy is number two. Is it best if I talk to Hollis and Keith, or...

**Travis:** I mean, if...

**Clint:** I got a flyer I could take. I got kind of an angle to take, maybe.

**Justin:** What are you thinkin', Dad?

**Clint:** Maybe uh, Thacker knew them when they were younger. Maybe when they were kids. Maybe they came out and did some of the Kepler Expeditions.

**Griffin:** I think that's for sure true. Yeah, I think that that would be true.

**Justin:** I think it's probably our best—considering our current relationships with all the Hornets, like, that's probably our best play. [laughs]

**Griffin:** Uh, okay. so you all are going to the destroyed rubble that used to be the Hornets' Nest?

**Justin:** Yes.

**Travis:** They're probably somewhere else, right? It's been two months. They're probably—

**Justin:** Why are they sitting in rubble?

**Griffin:** Well, actually—

**Travis:** They're probably not just like, "There used to be a jukebox here..."

**Griffin:** Actually, you do find them at the remains of the Hornets' Nest. The sort of road off the main drag that led to this uh, this bar, has been sort of crudely rebuilt after just being obliterated by the falling mountaintop. The ground has been, y'know, manually leveled out, and there's just a bunch of gravel leading to this, y'know, makeshift construction site where the Hornets are now sort of working to uh, rebuild their headquarters.

And you can tell as you show up here that their ranks have uh, have thinned since the collapse. You see Keith and Hollis, and they're hard at work alongside uh, ten or so other Hornets. There's a group of Hornets, and they're all sitting in the shade of a nearby tree, eating an early lunch, and um—

**Travis:** What are they eating?

**Griffin:** Uh, sammiches. And they, uh... this group probably is the one that notices your approach, and they set their food down, and um, uh, they start walking in your direction.

**Aubrey:** Hi everybody! It's really coming along.

**Griffin:** Keith and Hollis turn to face you, and uh... Hollis is like, instantly kind of upset that you are there, Aubrey. Keith just looks like, so fuckin' tired. Uh, and he just turns back to his work. And Hollis walks over and joins the group of Hornets that have sort of come to confront you all, and Hollis says...

**Hollis:** The fuck do you want? [sighs]

**Aubrey:** Hey, Hol-Hollis. Could we maybe talk to you? Y'know, in private, just one on one? It's of a big conversation, y'know?

**Griffin:** Uh, Hollis grabs a rag and wipes some sweat off their brow, and uh, sets it down, and... looks at the three of you, uh, and looks at you Thacker, and says...

**Hollis:** Thacker? Thacker, where the fuck have you been?

**Thacker:** Hey, Hollis. How you doin', sport?

**Hollis:** Oh, uh, not crazy about that. But uh, as you can see...

**Griffin:** And they gesture backwards to the ruins. Uh, and Hollis says...

**Hollis:** Yeah, not great. Not great. Uh, yeah, thanks to these two, Kepler finds itself in a state of disrepair, you might say. Not sure how much you missed.

**Thacker:** Yeah. I don't remember you bein' such a pain in the ass, Hollis. I mean, y'know, six, seven years ago, you uh, seemed a little bit more open minded than ya' are now. Listen – these folks... I haven't been here, but from everything they tol' me, these folks been doin' the best they can. They got a pretty big situation to deal with, and y'know, instead of bein' a jerk about it, why don't you flash back to that person that I knew years ago?

You were excited about life. You were excited about workin', and when there was a bad situation, you always told me. You always said, "Mr. Thacker, when something bad happens to Kepler, I wanna make sure I'm there to make it better." So here's your chance. These folks have been doin' the best they can. So instead of fightin' 'em every step of the way, why don't you help 'em out a little bit?

**Hollis:** Did they tell you what I tried to do?

**Thacker:** I've heard bits and pieces. I'm in and out. What—what does it matter what you tried to do? What does it matter what—

**Hollis:** Because, Thacker, I fucking tried to do exactly what you just said. The problem is that they decided that they were the only ones who were allowed to help Kepler out. They were the only ones who were allowed to save Kepler in their hour of need, and...

**Duck:** Hey. Straight up. Like, straight up, Hollis. We might've been fuckin' wrong. I mean, I...

**Aubrey:** Yeah.

**Duck:** I don't know. We might not have been... right about it. Here's what I'm sayin' now, right? Shit's about to break real bad. I can see the future a little bit.

**Hollis:** You can what?

**Duck:** I can see the future a little bit. Not great. I have dreams that come to pass or don't. So, but my friend, the Moth Man, is like wild—

**Hollis:** Your friend the Moth Man?

**Duck:** My friend, the Moth Man. Hey, listen. Listen, Hollis. You want to play in the Twilight Zone, here we go. Come on. My friend, the Moth Man, can see the future. And it's gonna break real, real fuckin' bad. I—here's what I'm gonna say. Maybe we were right, maybe we were wrong about cuttin' y'all out. I have absolutely no clue. But, I do know that if y'all don't help us, um, come beat some ass, uh, against the forces of evil, we are all just tremendously screwed.

**Griffin:** Um, I think we've reached the inflection point of manipulate someone. And I think... I feel like Duck's the one to... I feel like Duck is the one who first laid out the—this plan. And I think Aubrey, if you want, roll help out. And Thacker, you too. I think all of you have helped out.

**Clint:** Yeah.

**Griffin:** So let's get those rolls first, actually. Let's get Aubrey and uh, Thacker rolling help out, which is plus cool.

**Clint:** Oh.

**Travis:** Uh, we—I have rolled a seven, plus zero. A seven.

**Griffin:** Uh, okay. That is going to he—

**Clint:** Thacker—Thacker has rolled a seven, minus one, which is a six.

**Griffin:** Mm. Okay.

**Travis:** Thacker ain't cool.

**Griffin:** Yeah, that's... Hollis just says...

**Hollis:** Thacker, you were uh, a pretty cool sort of camp counselor. I don't know how to describe your job, but like, if you think that's gonna make me forget about uh, monsters coming in and slaying my friends, then uh, I don't owe you quite that much. Um...

**Thacker:** Okay, that's fine. I did teach ya' how to make lanyards, but that's fine. That's fine.

**Griffin:** [laughs]

**Travis:** [laughs] The lanyard you're wearing right now.

**Thacker:** That lanyard around your neck...

**Griffin:** Uh, Duck, roll manipulate someone plus one, plus cool.

**Clint:** Come on... come on, Duck...

**Justin:** Oh.

**Clint:** Ooh.

**Griffin:** Plus cool.

**Travis:** What's your cool, Duck?

**Justin:** Two. Seven.

**Griffin:** Plus one is an eight.

**Justin:** Mixed success.

**Clint:** Plus one.

**Justin:** Plus one is an eight. But I mean, seven and eight's still both mixed success, right?

**Griffin:** Uh, yes. A mixed success, they will do it, but only if you show them something right now to show that you mean it. You start explaining to Hollis what is going on, as per what Aubrey suggested. And Keith walks over, and y'know, similarly like, grabs a bottle of Gatorade and starts to cool off from this job. And pretty soon, just like, all the Hornets are listening in as you describe what's going on, and describe the plan. And... once you get close to the end, Hollis, you can tell, is still just like, has their guard up. And Hollis says...

**Hollis:** We're not like... antagonists in a Disney channel original movie. Like, the idea of us stunting over some law men to try and buy you all time to fight the big bad... I don't... [sighs] I want to save Kepler. I don't want to risk my neck and the necks of my whole crew for Sylvain and the people from there, because as far as I know, they came to our home and started killing us without reservation. Uh, the magic and monster stuff that y'all are into? We... We don't want anything to do with that.

**Griffin:** And then you all hear the gravel behind you, uh, crunching, and turn back to see Jake Coolice, who just walks into the center of the circle where you all are describing all of this stuff to the hornets. And Keith and Hollis both look at Jake, and he says...

**Jake:** Uh... Alright.

**Griffin:** And he pulls his wrist cuff off, and his face just becomes this bulbous mound of white fur with this big, beady black eyes, and a protruding snout with a wet, black nose, flanked by long whiskers hanging over a wide, thin mouth. His hands just become these flippers that are barely poking out of his shirt sleeves. Jake Coolice has transformed into his true form – a bipedal, enormous harp seal.

**Aubrey:** Huh.

**Griffin:** And he says, uh...

**Jake:** It's not us, Hollis. Whatever's doing this... it's not us.

**Aubrey:** Yep. What Jake said.

**Duck:** Yeah, I mean... there you go.

**Thacker:** Did y'all know he could do that? Did you know he could do that?

**Aubrey:** Yeah.

**Duck:** Yeah.

**Aubrey:** Not that exactly that, but something... yeah, I assumed.

**Thacker:** So you knew he could turn into something like a seal?

**Aubrey:** Yes. Listen, Hollis, I mean... you know Jake. You know a lot of folks around here. I'm betting you'd be surprised how many of them could pull that same trick. It's... the fact of the matter is, we need you. And there are people here that live in Kepler, that are Kepler citizens, that need you. Maybe they're not from Kepler, but they live in Kepler now. They are Kepler citizens, and they need your help.

And I think when it comes down to it, no matter what our differences are, and how you might feel about, y'know, the monsters who have hurt people, I think when it comes down to it, you want to help people who are good.

**Griffin:** Hollis sighs, and is just kind of frozen, and says...

**Hollis:** Look, I just... I don't...

**Griffin:** And as they're saying that, Keith walks over to uh, a nearby bench and picks up his helmet and walks back over to the group. And he says...

**Keith:** I'm in.

**Griffin:** And Hollis kind of freezes as they look at Keith, and look back at the whole group, and sees other people walking over to grab their helmets. And Hollis smiles and looks down at the ground and just kind of shakes their head and then looks back up and says...

**Hollis:** Well... I guess that's a consensus. Where do you need us?

[music plays]

**Griffin:** Hey, everybody. This is Griffin McElroy, your dungeon master, your best friend, and your big time big party boy. All about it, all about dancing and having a good time.

Thanks for listening to episode 31 of TAZ: Amnesty, as we are sort of building up to the climax. God, there was no way out of that sentence, but this is the final arc, and we've actually recorded... we've got a little bit of stockpile prepared, because we're about to go on our book tour, and uh, I'm very excited about where this arc is going. So uh, I hope you are excited to hear that, and I also hope you're excited to hear about our sponsors.

Our first sponsor is Quip. Quip is the toothbrush that everybody is talking about. Real slick, real stylish, good for packin'. Not a big deal. And hey, if summer vacation season, y'know, catching your flights, packing your bags, all that garbo, gets you stressed out, take a little two minute mouth vacation by brushing your chompers with Quip.

Uh, I've got a Quip. It goes with me whenever I travel, because I has this cool little holster you can stick to your bathroom mirror, and then you can just pop that right off, and it acts like a travel cover, and I don't know why I said it acts like a travel cover. It pretty much is a travel cover. It's really slick.

And uh, I'm gonna take it on book tour with me. Excited to keep my teeth clean as I uh, pitch everybody on why they should buy a nerd-ass train mystery comic funny book. But anyway, Quip starts at just \$25 bucks, and if you go to [GetQuip.com/adventure](http://GetQuip.com/adventure) right now, you can get your first refill pack for free. That's your first refill pack free at [GetQuip.com/Adventure](http://GetQuip.com/Adventure).



Also want to tell you about Blue Apron. As long as we're in the mouth zone, we're gonna talk about Blue Apron. Because uh, they will send you a box, and the box will have ingredients and recipes in it that you can use to make delicious, home cooked meals at home. You can develop your skills. You can experience the joy of cooking something new. Uh, and just make cooking fun again with Blue Apron.

We used it for a long time, and I am very grateful to it, because it's how I learned how to cook, which I now really love doing. And it makes it like, a really sustainable part of your weekly routine. You will have the time to cook a delicious meal, because you won't have to like, run out and get everything.

Menu's got a bunch of stuff that you can like, customize based on like, your dietary preferences or whatever. Stuff like fresh basil, fettuccini, and spiced chicken and saffron rice, and a whole bunch more. So if you want to start making delicious, brag-worthy meals at home without the hassle, try Blue Apron. Check out this week's menu and get \$60 off when you visit [BlueApron.com/Adventure](http://BlueApron.com/Adventure). That's [BlueApron.com/Adventure](http://BlueApron.com/Adventure). Blue Apron: A better way to cook.

Hey, thank you to everybody who has been tweeting about the show using the #TheZoneCast hash tag. Y'all have been real kind to us. Well, you've been kind to us, for, y'know, as long as we've been doing the show, but especially as we move into the finale of Amnesty. Y'all have been so, so, so supportive, and uh, it means the world. This is very stressful for all of us as we uh, try to wrap this up in a satisfying way, and your support has been just lovely.

If it's not asking too much, we could also use your support in helping our second graphic novel do really well and make a big splash whenever it comes out. It comes out next Tuesday, so that's July 16<sup>th</sup>, and that will be when we kick off our book tour, which you can find details about at [McElroy.family](http://McElroy.family). If you live in New York or Portland or Austin or LA... And I think the San Diego shows are sold out, but I think the rest might still have tickets.

You can find details at [McElroy.family](http://McElroy.family), and you can preorder the comic book now at [TheAdventureZoneComic.com](http://TheAdventureZoneComic.com), or y'know, go to your local book

stores, ask if they're getting copies in. Anything you can do like, really, really helps. It is because of the efforts of y'all that we managed to be a number one New York Times best seller last year with the launch of the first book.

Not only that, I just got in my copy of the second book, and I am probably biased, but man, it's good. And I think everybody's really gonna like it, and yeah. Again, that's TheAdventureZoneComic.com.

Next episode is gonna go up in two weeks, in two Thursdays, so that is gonna be on... July 25<sup>th</sup>, so we'll see you then. Bye.

[music plays]

**Griffin:** So, y'know, you got limited time. What all do you all want to get done next? Like, what's... what resources are you gonna try and shore up before it's business time?

**Travis:** Uh, I... Aubrey would like to go talk to Sheriff Zeke, and Ghost Dewey.

**Griffin:** Uh, okay. Yes, that is sort of the sheriff's department faction. Uh, and that, I think, makes sense. Are you all going with them?

**Clint:** Um, y'know what? I think that there's gonna be a lot of shit going down in the woods, and y'know, in the... in the park, more or less. Why doesn't Thacker go talk to the people with the forest service? 'Cause I assume Duck's gonna be busy dealin' with something else.

**Griffin:** Uh. Yeah, I mean, Duck, how do you feel about that?

**Justin:** Uh, yeah, that's fine. You go talk to Juno. Yeah, I know who I need to talk to.

**Clint:** Ju—Ju—wait a minute.

**Thacker:** Juno Devine?

**Duck:** Yeah, she's—

**Thacker:** Juno Devine is—she's in the forest service?

**Duck:** Yeah, believe it or not.

**Thacker:** [laughs] Well, that makes a lot of sense. Makes a lot of sense. She... she loved the forest. Aw, I love it when something happen—

**Travis:** Did you just do a player to character crossfade?

**Griffin:** That was so fuckin' wild. I've never seen anything like that on this podcast before.

**Travis:** That melted my brain. [laughs]

**Griffin:** It was like Clint started the sentence, and then Thacker ended the sentence.

**Clint:** [laughs]

**Griffin:** Uh, okay, so, Duck, you want to talk to somebody else?

**Justin:** Yeah, I want to talk to Muffy and Winthrop.

**Travis:** Of course.

**Clint:** [laughs]

**Griffin:** Sure.

**Travis:** The most important... yeah.

**Griffin:** Hardened soldiers. Uh, okay. Uh, Thacker, you make your way toward the forest service station in the Monongahela. And I think it's probably... it's pretty tricky getting there. First of all, I know that you know these woods. It was sort of your job to know these woods. But it's been six

years since you've had to do it, so I don't know how much sense memory is guiding you through.

But also, like, you kind of gotta take a weird route if you don't want to hit the, y'know, the checkpoint on the west side of town, going off the highway. And since topside is out of service as well, there's just... you're not going through a well-worn trail. You're kind of having to blaze your own. Um, but after, y'know, quite a bit of hiking, you find the uh, the ranger's service station building. And through the windows, you see, it is unoccupied, save for Juno Devine, who you see looking at something intently on a table in the center of the building.

**Clint:** Thacker taps on the window.

**Griffin:** You scare the shit out of her.

**Clint:** Yeah, that happens. And he kind of gives a little wave, and kind of a sheepish little grin.

**Griffin:** She takes a second. You get no recognition from her for just a flash. And then, her eyes open wide, and she mouths an expletive, and uh, she rushes to the front door and throws it open, and runs up to you, and stops for a second, and then jumps in and gives you a big bear hug.

**Thacker:** [laughs]

**Griffin:** And she pulls herself away, and she says...

**Juno:** Where the hell have you been, Thacker?!

**Thacker:** Well, I was on a little adventure. And that's kind of what I'm here to talk to about.

**Juno:** Uh, I mean, where'd you—like, the Adirondacks?? Like, it's been six years, Thacker! You couldn't have written me a letter or something?

**Thacker:** No, no, the postal service kind of sucks where I was. I was... I crossed over into Sylvain. Um, I had me a little mission to do, and uh, it kind

of... went down the ol' toilet. And uh, took me 'bout six years to get back. Uh, and when I got back... ho, as you know, things have just... the pooch has been thoroughly screwed. [laughs]

**Travis:** Gross.

**Thacker:** While I was gone. And uh, and so... yeah, I was... I was incommunicado. And now, look at you! You're in the forest service! How neat is that?

**Griffin:** Uh, this like, warm reception she's given you... as soon as you mention that you crossed over into Sylvain, it just vanishes instantly. And you are speaking to her, sort of excitedly like this, to y'know, a fairly grim expression, now. And she says...

**Juno:** Yeah... it's been a big six years. Why don't you come inside, Thacker?

**Griffin:** And she—

**Thacker:** Oh, yeah.

**Griffin:** She saunters back into the station, and uh, shuts the door behind you. And you see a map of the Monongahela National Forest, uh, with sort of Kepler down in the corner of it. And uh, you can see that she has this... this big sort of uh, oblong shape, that it takes you a second to like, figure out what it is. And then you realize, it's the perimeter that the FBI has drawn around the archway. It's the section of topside, and of the forest, that they have kind of uh, closed off.

And um, she walks over to uh, a little cabinet next to a stove, a small stove that's in here, and she says...

**Juno:** You want some coffee? Tea? What's your jam now? Did it change when you crossed over into that alien planet, or what's up?

**Thacker:** Nah, I would love some tea. Do you have any of 'em Milanos? I love them Milanos. I haven't had any for a long time, and y'know, they come

in the package, and they're real fancy, and they got their own little white paper cups that they sit in? Mmm.

**Griffin:** She walks over to a stool in the corner and grabs it, and then stands on it, and then, on top of the cabinet, she has hidden a secret stockpile of Milano cookies, which she walks over and pops open and sort of holds the open package towards you.

**Justin:** I feel like everybody hides their Milano cookies.

**Travis:** Oh yeah.

**Justin:** I feel like if you have Milanos, they're hidden.

**Travis:** 'Cause there's only like four in a package.

**Justin:** Mine are hidden from myself. But...

**Travis:** Mm-hmm.

**Clint:** [laughs]

**Griffin:** She says...

**Juno:** Uh, gotta be honest, Thacker. It's good to see ya. It's less good to find out that uh, you've been tied up in all this alien monster business, 'cause... have you seen what they have done to our forest?

**Griffin:** And she gestures towards the map.

**Thacker:** Um, yes I have. I have, Juno, and it's... it's sad, and it sucks. Uh, and I got... I got a way that you can help make it better. How's that sound?

**Juno:** I mean, I can appreciate that, but we are the Monongahela National Forest Service. I don't think we outrank the FBI, there. We're getting absolutely trampled on, here, Thacker. Uh, they're just...

**Thacker:** How do you feel about that, Juno?

**Juno:** I mean, it's bullshit. Like, I know... this is a sort of unprecedented... there isn't necessarily an order of operations from the Monongahela National Forest Service to the Federal Bureau of Investigation, but I'm pretty sure that it's not supposed to work like this.

**Griffin:** And she gestures to the map. And she says...

**Juno:** They don't have jurisdiction. They can't just come in and, y'know, fuck up the forest whenever they want to.

**Thacker:** And... you should do something about that, then, right?

**Juno:** What... what am I gonna do, Thacker? [laughs] Again, it's the FBI. I work for the Forest Service. Is it—

**Thacker:** I realize that. But here's what I want to know – are you so locked into protocol? Are you so locked in the bureaucracy that your love of this forest is gonna be dictated by a bunch of rules by a bunch of people sittin' in Washington DC?

**Griffin:** Uh, this is probably where you are manipulating someone. Unless... I don't know what the uh, Searcher's like, move sets are. I don't know if you have some special thing that allows you to, y'know, try and compel somebody to have you...

**Clint:** No, he's got nothin'.

**Griffin:** He's got no charm? Okay. He's the anti—

**Clint:** He's got no charm, he's got no... I mean, he... no. Most of his stuff is sensing stuff.

**Griffin:** Okay. Go ahead and roll manipulate someone, plus charm. You are asking for her help in the plan, and uh, y'know, using her love of this forest and disdain for the bureaucracy that is sort of ruining it as the fulcrum for that.

**Clint:** Okay. God.

**Griffin:** Plus charm?

**Clint:** It's a six. No charm. Zero charm for Arlo Thacker. That's a six.

**Griffin:** Uh, that is a hard failure, unless you want to use a luck point.

**Travis:** You do have all of your Thacker luck points back.

**Griffin:** I guess you started—I guess I—

**Justin:** The luckiest guy on earth.

**Clint:** Oh! I do, don't I? I'll use a luck point, then.

**Justin:** Don't use it if you don't wanna.

**Clint:** I'm using it. I'm using that luck point. Don't try to stop me.

**Griffin:** Okay.

**Clint:** Oh my... yep.

**Griffin:** Uh, that bumps it up to a 12. You see Juno... [sighs] Sigh, and then she like... she pounds on the map on the table, and then she does it again a second time and pulls her hand away and says...

**Juno:** Alright, fuck it. Yep. Sorry for cussin'. Yep. Let's... yep. What is the— what's the plan? Are we gonna like—

**Thacker:** Alright, here's—listen. This is the thing. You—

**Juno:** No bombs, right? No bombs?

**Thacker:** No, no, no, no—

**Juno:** Not like an armed insurrection? Okay.



**Thacker:** No. No, this isn't—this is not—you do not have to take a proactive move. I'm just saying. We're gonna be trying to get past the FBI. We're trying to find out, y'know, things like, where is Agent 'Sturm', and I really want to find Mama, but I don't know how high that is on the priority list. But we're gonna be in and out of this forest... I only came to you because I am trying to show you respect, and I'm trying to keep you in the loop. You don't gotta do nothin', except maybe, if you see us skulkin' through the woods, y'know, look another way.

**Juno:** Well, I mean, I—

**Thacker:** And! And bein' ready in case things go south. Which they probably will.

**Juno:** I mean... I can keep an eye out for ya, but if you go skulkin' through the woods, tryin' to get toward that compound, then their sensors are almost certainly gonna find ya first. Unless...

**Thacker:** I bet a clever person like you could figure out a way around those sensors, though. Right?

**Juno:** Y'know, Thacker... I think a clever person like me may be able to find a way around those sensors.

**Thacker:** I thought so. Y'know, from that day we sat by the stream and looked at your sketchbook, I knew there was something special about you, Juno Devine.

**Juno:** That I'm gonna help you do a federal crime.

[music plays]

**Griffin:** Aubrey, you make your way over to the sheriff's station, which is... it was just kind of just off the path of destruction when the mountaintop fell, as you can see. And so, you can see that sort of off in the distance as you approach. Um, and you walk into the front door, and at the main desk there, you see detective Megan walk out from the back room, and uh, she says...

**Megan:** Hi, welcome to the Kepler sheriff's sta—

**Griffin:** And she locks eyes with you, and I think the last time you saw her, you did magic with your hands, and it made her black out. And she says...

**Megan:** What—what—how—what do you... how can I... help you?

**Aubrey:** Hi! Um, I'm looking for Sheriff Zeke, please.

**Megan:** Well, you gonna... you gonna burn him up? You gonna...

**Aubrey:** No! I just—I need to talk to him. I need his help. And if I'm being honest, detective, probably your help, too. And if Dewey's around. Is he around? I admittedly should've checked in on that a lot sooner than now.

**Megan:** You gonna avada kedavra me? You gonna take me right to Chicago with your spells?

**Aubrey:** No!

**Clint:** [laughs]

**Justin:** [laughs]

**Aubrey:** You can stay right here. No one needs to go to Chicago.

**Clint:** [laughs]

**Griffin:** Uh, I think Sheriff Owens opens the door into his office, and you see him poke his head out, and he looks at Detective Megan and just kind of sighs and looks at you and says...

**Zeke:** Get the hell in here, Aubrey.

**Aubrey:** Okay!

**Griffin:** And retreats inside. Uh, and you step into his office, and he shuts the door behind you and walks over to his desk. And it is a... it's a mess. It is, uh, full of paperwork that you assume is coming from sort of the federal level that he maybe doesn't know how to deal with. And he looks up at you from just this pile of red tape, and he says...

**Zeke:** Not to like, lay it on, but y'all know this is your fault, right? You told me about this way sooner, we could've dealt with it ourselves instead of losin' half our town to the fuckin' powers that be.

**Aubrey:** Listen. There is a part of me that wants to just sit here, uh, and say, yes, you're right, you're right. But I will say – that's some Monday morning quarterbacking. That's easy to say that now. But if things had gone really well, before—and you all hadn't known about it, you'd be sleepin' a lot better at night. You all wouldn't be have so much to worry about. Uh, and it would've been fine.

So yes, things have come to a head. Uh, and maybe it would've been different if we included you sooner. But... that wasn't really up to me at that point, and uh, we're including you now, which seems like we're taking a step forward.

**Zeke:** Oh, you're including me now!

**Aubrey:** Yes.

**Zeke:** Awesome. Oh, great. Cool. Yeah. Cool. So what is it? What's the big plan? We gonna strap on proton packs and go get 'em?

**Aubrey:** Well, I don't care for the tone, Sheriff.

**Zeke:** It's just—I don't know what kind of fuckin' harebrained scheme you and the rest of them Cryptonomica folks are whippin' up. But like, if you think that—

**Aubrey:** We're Amnesty folks. Please, don't brand us as Cryptonomica folks. That makes it sound, like... weird. Amnesty. That's nice. That's a nice word.

**Zeke:** Look, I can appreciate you thinkin' of me, Aubrey. Oh, gosh, I do. But just banish the thought of me being able to do anything to help out. I'm not gonna make an enemy of the fuckin' FBI. That's nonsense.

**Aubrey:** You wanted us to let you in on it sooner, right? You wanted us to tell you what's up, right? And we didn't. And you're pissed.

**Zeke:** Yes. Yes.

**Aubrey:** I get that. Okay. Cool. Here's your chance. If we don't do something tonight, our world is going to end. So I guess the question you need to ask yourself is, what's worse – making an enemy of the FBI, or everything suddenly being nothing?

**Zeke:** I mean, neither sounds great, if I'm being honest.

**Aubrey:** Yeah, but I didn't really ask that, did I, sheriff? Which one sounds worse?

**Griffin:** You hear a voice come from the supply closet adjacent, and it says, uh...

**Dewey:** I think the world ending sounds worst.

**Aubrey:** The—did you put Dewey in the closet?!

**Zeke:** I didn't put Dewey damn nowhere. That's where he likes to hang out.

**Griffin:** And Dewey just phases through the door, and he's like—

**Clint:** Nobody puts Dewey in the closet!

**Griffin:** Dewey phases through the door, and he says...

**Dewey:** I do like it in there. It's dark. It helps me think my thoughts.

**Aubrey:** Well, that's nice. Hey, Dewey. Do you want to help us?

**Dewey:** Yeah, I guess. You're the one that sort of—you're sort of my um, spectral mom, if you think about it.

**Aubrey:** Eew.

**Dewey:** So I think I do owe you a sort of life debt. So...

**Griffin:** And the sheriff says...

**Zeke:** Dewey, this is weird, man. I'm telling you, you don't want to team up with them. They are harbingers of death, the whole lot of 'em. Listen – I got family. I got my son to think about. I can't just... I can't just throw away my life, runnin' afoul of the federal government, because some magician came into my office and told me that the apocalypse is about—

**Aubrey:** Wizard.

**Zeke:** What?

**Aubrey:** Wizard. I can do real—I guess both. I mean, both are accurate at this point, I guess. Here's the thing. Let's not get hung up on that. You mentioned your son, right?

**Zeke:** Yep.

**Aubrey:** There's lots of lives at stake here, Sheriff. Lots of people's sons. Lots of people's daughters. Lots of people's children. Lots of people. Everyone. Everyone on this world and the next. Literally are in trouble. And... we got a town full of folks who are the only ones who can do anything to save the world. I—I wish this wasn't the case.

Listen, I have a lot of fun going on these adventures and fighting monsters and doing magic and stuff. But... I lost one of my best friends two months ago. I know how scary and permanent this shit can be. And I know how much easier it would be if we could all just keep our heads down and not piss people off, and make the easy decisions, and... but that's not what it's like.

When you have the responsibility of protecting people, you don't get to make easy decisions. You don't get to keep your head down. You don't get... [sighs] You don't get safety. And I think you understand that more than most people in this town.

**Griffin:** I think that that is as strong a case as you're gonna be able to give. I think manipulate someone. Roll plus charm.

**Travis:** [inhales] That is a... [exhales] Seven. Plus one. An eight.

**Griffin:** Uh, they'll do something if you do something for them right now to show that you mean it. He says, um...

**Zeke:** How many other folks have you got on board with this harebrained scheme there, Aubrey?

**Aubrey:** Well... and you might not like this, admittedly. But the Hornets are gonna help.

**Zeke:** Cool. Cool. Great. This is gettin' better and better.

**Aubrey:** Yeah, I figured. Uh, we got a big powerful alien woman. Uh, Leo? Runs the general store? He's actually a chosen warrior. He's gonna help. Dr. Drake, the scientist from the uh, telescope. She's actually a chosen warrior. She's gonna help.

**Zeke:** Okay, cool, you got a whole sort of—

**Aubrey:** Barclay is Bigfoot. He's gonna help.

**Zeke:** Barclay is fuckin' what?!

**Aubrey:** He's Bigfoot. Jake is a seal. He's gonna help.

**Zeke:** Okay, hold up. You don't have to list them all out, it was just... I wanted to make sure you had the muscle.

**Aubrey:** Moth Man's gonna help.

**Zeke:** Okay—hol—you're melting my fucking brain. Just give me a second to say what I'm gonna say, Aubrey.

**Aubrey:** The guy who looks like that movie star? He's gonna help. He's really a billy goat in real life.

**Justin:** Everyone in town knew that one. That one, everyone knew.

**Travis:** Yeah, that one everyone got.

**Justin:** Although, I do like the fiction that maybe Kepler... [laughs] The citizens of Kepler accepted that JD Salinger like, uh, he had just moved to their town, right? And he's just like living there, but if you try—he loves his privacy, 'cause he's happy to be out of the lime light. So if you talk to him, all he'll do is sheep noises.

**Travis:** Have we all forgotten his name?

**Griffin:** Billy?

**Travis:** No, the actor.

**Justin:** No, the actor.

**Travis:** I cannot conjure his name.

**Justin:** Travis forgot it, and it made me forget it.

**Griffin:** Oh.

**Clint:** Ryan Gosling?

**Justin:** Thank you. Jesus.

**Travis:** Ryan Gosling! Thank you!

**Justin:** That was weird, Trav. Your forgetting it made me forget it.

**Travis:** I pulled it out of your brain. I destroyed it.

**Zeke:** I'll make you—[sighs] Oh, God. I'll make you a deal. I'll help you out. I'll do whatever you want. I ain't gonna go to war with the FBI, but... whatever else y'all need... I can lend a hand. But you're gonna leave... [sighs] You gotta leave Calvin out of it. You gotta make sure that he... [sighs] Stays safe. If things really do break bad in Kepler tonight, I'm not gonna... I'm not gonna risk my son's life, y'know, going to bat for y'all. I hope y'all can at least understand that.

**Aubrey:** Yeah. No, absolutely. I totally get that.

**Zeke:** Welp. Alright. Uhh... so, uh, what is my involvement gonna look like, and how many laws am I gonna have to break in order to do it?

**Aubrey:** Y'know, I'd rather think of it as just breaking one big law. Um, that's... that's gonna help me feel better about the whole thing. Um, but yeah, I'll run you through what we're doing. I think probably, we're gonna need you leading the kind of ground forces here to make sure everybody's ready to stop this big evil thing that's coming through. I'll tell you all about it.

Also, and this is just a side note – you don't have any way to like, ooh, get a message to Agent Stern, do you?

**Zeke:** The FBI dude?

**Aubrey:** Yeah.

**Zeke:** Okay...

**Aubrey:** Just let him know that shit might go down, but in a really vague way that doesn't make it so that they come for us ahead of time. Even as I'm saying it, I know it's a big ask.



**Zeke:** It's—it is poppycock. Uh, Aubrey, I mean, I only met the dude once. And I—we didn't exchange numbers or nothin' like that. I don't know how much sway you think I have up with the FBI, but I can assure you, the answer is basically none.

**Aubrey:** Mmm. Okay, okay. Your help with the people on the ground, and y'know, just being there as a calming, well-trained presence, I think will help a lot. Yeah? Great. Dewey, you're in too, right?

**Dewey:** Hell yeah, I'm in. What are we gonna be doin'?

**Aubrey:** Well, y'know, I was just thinking, "Man, y'know what's really distracting and also doesn't have to worry about gunfire? A ghost."

**Dewey:** Yeah, man. Can't kill me twice, I think.

**Aubrey:** Yep.

**Dewey:** I'm trapped on this mortal plane, walking as a specter, for the rest of time.

**Aubrey:** Well, that makes me feel bad, but...

**Justin:** It's like they say – kill me once, shame on you. Kill me twice... don't make sense.

**Clint:** [laughs]

[music plays]

**Griffin:** Duck... [laughing] I don't know where this scene takes place, Duck. Duckalous.

**Justin:** It's at their living room.

**Griffin:** Okay. Where is their living room? I think they—I mean—

**Justin:** In their house?

**Griffin:** Yeah, their house would almost certainly be on topside. Like, I think... we can fudge it. Maybe they're just in a really nice part of riverside.

**Justin:** Maybe it's at his like, office.

**Griffin:** Okay. What is—where does—

**Justin:** On the other side of city hall, near Daryll's Bait and Crossfit.

**Griffin:** Wow, that's a busy block, huh?

**Travis:** Well yeah, it's city center.

**Justin:** Well, bud, we only have the six of them. How about it's across from Saint Francis? How's that? Is that better?

**Griffin:** Yeah, sure. That's the hospital.

**Justin:** Okay. Yeah, he works in like, hospital administration. Doesn't that feel right?

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

**Justin:** Yeah, that feels right. So his office is across the street in an administrative building.

**Griffin:** Okay.

**Justin:** So I asked him and Muffy to come down to the office.

**Griffin:** Alright, adding this to the map. You arrive at this building that didn't exist 15 seconds ago, and it looks like—

**Justin:** Fwoop! Yes it did. It always existed. It was just beneath the stone. We had to chip away the stone.

**Griffin:** [laughs] It looks like a building. No, this is just like a, uh... there's probably a sky bridge connecting the main hospital and the administrative building, and uh, reception shows you up, and I think that the office building is mostly uh, empty at this point. There are probably a lot of uh, commuters into Kepler who are just not allowed in town, but y'know what, Muffy and Winthrop, they are uh, they're staples of the community.

And uh, you find them in uh, Winthrop's big corner office. And uh, they just look at you judgmentally as you enter.

**Duck:** Yeah, nevermind. Nope, I can't do it. I can't do it. I'm out. Sorry to waste your time. Bye. I'm leaving. Bye.

**Winthrop:** Uhh, okay. If that's, uh... I guess that's more time that me and Muffy can spend—

**Duck:** God, listen to yourself, how you sound! God!

**Muffy:** What's wrong with how we sound? We're just talking about playing mancala.

**Justin:** [laughs]

**Clint:** [laughs]

**Duck:** Alright. Alright, y'know what? I'm gonna get myself fuckin' 60 seconds, and I'm just gonna say this, and I'm gonna get the fuck out of Team Rocket HQ. God. Eugh.

**Clint:** [laughs]

**Duck:** Alright, so here's the deal. I know about the hunting club.

**Griffin:** They look at each other nervously, as I look at you, Justin, nervously.

**Duck:** I know about the hunting club. I know that you and all your rich friends are out there in the forest illicitly hunting protected species. I know

about it. My boss said that, y'know, you know this guy, he knows this guy, you know that guy, whatever, on and on and on and on, and I couldn't go after him. But I know about the hunting club. And y'know what? There's no one left to tell me that I can't go after it. That's—let's establish that, alright? I know.

But here's the good news. I'm willing to turn a blind eye. [sighs] And only because, if this doesn't work, there's not gonna be any animals to worry about anyway, so what the fuck do I care? I'm willing to turn a blind eye. And in exchange... I'm offering you and all your garbage friends a chance at the greatest hunt of all.

**Muffy:** Man?

**Travis:** [simultaneously] Man. [laughs]

**Clint:** [laughs]

**Duck:** No. Actually, for a long time, they thought it was man, but uh, it turns out, it's fuckin', uh, angry demons from a hell planet. That's kind of the number one... we're cool as hell to hunt. We're a very strong, very compelling number two. But uh, no, it is demons. I want you and all of the trash people that you associate with to get your guns and your whatever, fuckin' mink stoles or whatever that you dullards wear, and come on out and shoot some fuckin' demons, uh, with us, so we might have a solitary shot of makin' it through the night.

**Griffin:** Man... I think manip—I guess manipulate someone? Unless you... what was the thing you kep—oh, the thing you kept was escape plan.

**Justin:** Yeah, no, this is—yeah, I'm gonna try it.

**Griffin:** This is manipulate someone, for sure. Plus charm.

**Justin:** Yeah.

**Griffin:** Please roll good. God, I want this to work so badly.

**Justin:** Ha ha!

**Griffin:** That's a nine, plus charm.

**Justin:** That's a nine. Plus... charm. Ten!

**Griffin:** That's ten. That's a complete success. Okay. Uh...

**Travis:** Aw, man, all those people who loved Muffy and Winthrop before this moment just found out they were poachers.

**Griffin:** Yeah, it's not great.

**Clint:** [laughs]

**Griffin:** Winthrop—

**Travis:** Oh no, all my Muffy and Winthrop cosplay!

**Griffin:** Yeah. Muffy says...

**Muffy:** Oh dear, Winthrop, it sounds like it could be a real treat, hunting daemons from the other realm.

**Griffin:** And uh, Winthrop says...

**Winthrop:** Oh, I've always treat—mmm, you make a hard case, Duck Newton. And you're willing to turn the other way? Turn the other cheek? That's not what that means, but...

**Duck:** Yeah, I guess. Yeah.

**Winthrop:** Ah... you've convinced me. It sounds like a real hoot.

**Griffin:** And Winthrop gets a key out of his pocket and opens up a drawer in his desk, and you see him pull out and slip on a signet ring that he walks over to uh, a picture of him and Muffy on a speed boat hanging on the wall, and moves it out of the way, and enters the signet ring into a hole, which he

turns. And then, a panel rotates out, revealing a black phone, which Winthrop picks up and presses a single button on, and then you hear him speaking in Latin for several minutes, and then he...

**Travis:** [laughs]

**Griffin:** Pulls his ear away from the receiver, and he mouths, "What time? What time are we?"

**Clint:** [laughs]

**Duck:** Uh, ni—I mean, it's gonna kick off at 9:30.

**Winthrop:** Okay. And we—

**Duck:** But if they could get there a few minutes early, it would be—there's really no need to wait until the last minute.

**Winthrop:** We'll say 9:15, and that way, they'll actually be there at 9:30.

**Duck:** Okay.

**Winthrop:** Sorry. [gibberish]

**Griffin:** I don't know Latin. Uh...

**Travis:** No, that was it.

**Justin:** [laughing] That was it. That's all the Latin there is.

**Griffin:** And uh, Muffy stands up and uh, reaches into uh, her big, big purse, and pulls out another signet ring and hands it to you, and she says...

**Muffy:** Just, um... just in case you... y'know, decide that tonight is uh, fun, and you decide it seems like you can maybe keep a secret?

**Griffin:** And she raises her eyebrows.

[theme music plays]

**Muffy:** Would you like to join the shadow brethren, or...

**Duck:** Jesus Christ. Goodbye.

**Clint:** [laughs]

**Justin:** And I'm walkin' out the door.

**Duck:** Aw, fuck. All hail Muffy and Winthrop...

The last great hope for planet earth.

[theme music plays]

MaximumFun.org.

Comedy and culture.

Artist owned.

Listener supported.

[music plays]

**Janet:** Hey, I'm Janet Varney. And like many of you, some more recent than others, I used to be a teenager. In fact, just about all of my friends were too, including wonderful women like Alison Brie.

**Alison:** I'm dead center on the balance beam. And this is like, a big gym. All the— kids' parents are there, watching. I have to stop, like when you have to pee so bad and you can't even move, and then I just go.

**Janet:** Oh, no. [laughs]

**Alison:** I just pee right in the middle of the high balance beam.

**Janet:** So join me every week on the JV Club podcast, where I speak with complicated, funny, messy humans as we reminisce about our adolescences

and how they led us to becoming who we are. Find it every Thursday on Maximum Fun.

[music plays]

**April:** Listen. We already know that you love genre movies, film craft, and female filmmakers. So, if you love all those things, then by transitive property, you love my podcast, Switchblade Sisters.

Hi, I'm film critic April Wolfe. Every week, I have a conversation with a different female filmmaker about their favorite genre film. Each episode covers the filmmaking process, working in the film industry, and just like, general geeking out about awesome movies.

I've had such great guests like The Big Sick writer, Emily Gordon.

**Emily:** To me, indie movies, as of late, have come to be a catch-all term for a movie that kind of defies genre.

**April:** Billy Madison and Half Baked director, Tamara Davis.

**Tamara:** When a comedian comes and enters onto my set, they're just there to be funny, and we're all ready and waiting for them to be funny.

**April:** Horror industry veteran and actor, Barbara Crampton.

**Barbara:** That's where real drama lies for me. What's between you and I, speaking right now? Where are we meeting, and what's the energy that we create between us?

**April:** And so many others. So check out Switchblade Sisters every Thursday on MaximumFun.org, or wherever you get your podcasts.

[music plays]