

The Adventure Zone: Amnesty – Episode 33

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Griffin: Previously on The Adventure Zone...

[theme music plays]

Agent Stern: I'm here to put an end to a threat that few people, even within my own department, believes exists in the first place. All I ask is that the next time I ring your bell... you come running.

Aubrey: We're gonna head up to topside, she's gonna open the portals to vent, after we've distracted the FBI agents, and we've gotten close to the gate.

Griffin: And then your perspective changes, as if you've just jumped into this void, and you go down and down, and you see the bright, red heart of the Quell.

Thacker: That had nothin' to do with peyote...

Griffin: [laughs] You see like, silhouettes of these guards, catching each other in their flashlights. And then, 12 headlights illuminate, all at once, and they slip in formation, down the far bank of a creek, and then launch out of the opposite side. And the moon illuminates the trajectory of the Hornets' last flight.

[theme music plays]

Griffin: The cricket song of the Monongahela National Forest erupts into chaos. Flashlights and headlights dance between the trees, scored by panicked shouts and roaring engines. The Hornets complete stylish, taunting laps around Amnesty Lodge, leading the FBI response unit on a wild goose chase, deeper into the woods.

The three of you, along with the three other Chosen, Barclay, and Janelle in tow, use the distraction to spring toward the lights of the main facility ahead. Thacker hacks through the brush, carving an unseen path in the wilderness toward their destination. Minerva holds up a meaty hand, and your party pauses. Hollis screams by, pursued by a half dozen armed guards. They pass, and you proceed.

Finally, you arrive at the source of the brilliant, white light you followed through the forest. It's a vast, makeshift installation built of rigid canvas and thick sheets of secure paneling, illuminated from within, and without mirroring the full moon that has begun to peak over a crumbling Mount Kepler. A slender metal door is the only interruption of this light, and the only means of access into this facility.

Beside it, a keypad is bolted to the wall, and Dr. Drake says...

Sarah: Well, guess that's it. Uh, noble effort, y'all, but y'know, the door's locked. So... go get a sixter of brewsters, and we can head on back to my place. We can play some board games or something.

Duck: Yeah, I mean, we had a good run, but hey.

Aubrey: What—I—no—what?

Duck: Win some, lose some.

Aubrey: We've literally just encountered the first obstacle.

Sarah: Well, I'd argue—

Duck: Yeah, but it's a keypad. Look at it.

Sarah: Yeah, I'd argue the first obstacle was the gate with the cameras that you and the other Harry Potter kind of screwed the ol' pooch on.

Aubrey: We have reached the second obstacle.

Duck: Now, let me try. Hold on. Uh...

Justin: And I press seven.

Duck: No, it's not seven.

Aubrey: Try one, two, three, four, five.

Thacker: Try one, two, three—yeah! One, two, three, four, five.

Duck: Yeah. One... two... three... four... five...

Justin: Do I notice any... I'm pressing through those numbers. Do I notice any sort of like, different reaction that would give me an idea of like, how many numbers I'm supposed to enter?

Griffin: I have just realized... hi, this is Griffin. I just realized that the last time I gave you a keypad lock puzzle was at the end of Balance, and you all just... I forget what wild solution you came up—but I also remember, it took you 25 minutes to get through it.

Travis: It was the pull.

Clint: Thacker has an idea.

Griffin: Okay.

Justin: Wait, I want an answer to my question first.

Griffin: Uh, no, you don't. It's probably one of those things where you have to press the star button at the end of it, so you really don't even have any way of knowing how many numbers it's supposed to be.

Justin: Okay. Alright.

Clint: You said it was made out of canvas. Could we not, like, cut through it?

Griffin: Uh, you could certainly try. It's like, a... it is a, um... it's not like a tent. It's not like a canvas tent. It's like rigid, uh, like, cemented canvas material. But, if you did—

Clint: I knew that was too easy, yeah.

Griffin: If you did want to try and smash through, it's fine.

Travis: Aubrey's gonna lightning bolt the key pad.

Griffin: I mean, it worked so good last time.

Travis: Well, we're gonna try. And away... we go.

Griffin: Let's see that number. Let's see that big number. Okay, that's an eight.

Travis: Uh, and then I have a plus three to magic, minus one, but it's still a ten.

Griffin: Uh, okay.

Justin: Heyyy!

Griffin: Yeah.

Travis: That's a success.

Griffin: Yeah, that's a success. I think that that is... we're kind of fudgin' it a little bit, because I don't think Kick Some Ass is even appropriate, because it's not like this keypad's gonna be like, "No, y'know what? Fuck you!"

Travis: [laughs]

Griffin: Pull out like a gun. That is definitely enough to uh, shock the door. And the keypad just like... sparks come shooting out of it, and it pops out of the wall cartoonishly. And with that, the door slides open. And with that, Minerva turns to you, Duck, and she says...

Minerva: It's time, Duck Newton. I must take my position to open the vents at your signal. May I, um... may I pull you aside for a moment?

Duck: Yeah, sure. What's up?

Griffin: And she grabs you and walks you a little bit away from the facility while everybody else kind of crowds up around the door, and she says...

Minerva: I have a confession, Duck Newton. And you... you must not share it with Dr. Drake or Leo Tarkesian. Do you understand?

Duck: ... Yeah.

Minerva: I can understand your hesitation. Last time I made a confession to you, it was how I obliterated an entire planet. But this one's not quite as bad. It's pretty bad—it is.

Duck: Yeah, that would be—

Minerva: It's kind of bad.

Duck: Is it bad? It's still bad?

Minerva: It's still kind of bad.

Duck: Alright.

Minerva: When I made contact with this planet... when I chose a champion with which to share my powers and expertise, my ability to select that recipient was... limited.

Duck: Mm.

Minerva: You... you must understand. That process is complicated and taxing, and, well... the people I chose... which is to say, you and Leo and Dr. Drake... they were essentially within a radius of a few dozen miles... completely random.

Duck: O... kay.

Minerva: You doing okay?

Duck: [sighs] So it's like... you sti—did you—was it ran—was the—okay, now, wait. This is key. Is it like... the... the area of the radius was random, or your selection within said radius was random?

Minerva: The latter one. Which one would make you feel better?

Duck: Well, like, if you had to pick everybody at my high school, I would still feel pretty good, right?

Clint: [laughs]

Duck: Like, that would still feel—that would be like, herodictorian, right? Like, I would still be like, the most heroic person at my high school. Which is fine. Um, the other one, complete randomness, is a little jarring. Uh, that would be a little bit tougher to swallow, yeah.

Minerva: I must also admit, it was jarring to me. It caused me no amount of consternation when you decided to completely shrug off your destiny, Duck Newton. Um...

Duck: Yeah, but it seems like... one, you didn't answer the question, which is cool, I get it. Second, um...

Clint: [laughs]

Duck: I mean, it doesn't sound like it was much of a destiny. It sounds more like a dice roll to me.

Minerva: Now, listen. I did believe that for some time. But after seeing what you have done... seeing what you are capable of... I no longer believe that. I no longer believe the process actually *was* random. For whatever reason, by whatever providence, I found *exactly* the right person for this impossible task.

Duck: Y'know, it's funny, Minerva... I been in the mix here for a while, now. And just by keeping my own eyes open, y'know what I think?

Minerva: What's that?

Duck: I think that sometimes, if we... believe in people enough, and we tell people that they can do great stuff, that a lot of times, people surprise ya. I don't think it's... you don't know a lot of humans, but uh, from what I've seen, if you tell 'em that they're capable of great things, uh, a lot of times, they'll get there.

Minerva: I agree, Duck Newton. Will you... will you kneel, Duck Newton?

Duck: In subservience to you, my new overlord?

Minerva: No, no—

Duck: Finally, the alien takeover has arrived. It is happening. The conquest starts with me, slave numero uno. Duck Newton, organ farm. Let's go. Put me in a tube.

Minerva: It just—humor me. It's for a ceremony, Duck Newton. You've spoiled the moment somewhat.

[music plays]

Duck: Well, that's alright. I'll go ahead and kneel, then.

Griffin: She draws her sword and places it on your shoulder, and she says...

Minerva: Duck Newton, your powers... I believe they've begun to rival my own. As hard as that may be for you to believe. You are my ward no longer. By the light inside, between, and around, I name thee a herald of the astral mind.

Griffin: And Leo and Dr. Drake are looking at you like... "Okay? Okay. This is cool. This is cool." And she leans down—Minerva leans down, she's like...

Minerva: That's a—I know that's new stuff. That's a big deal.

Duck: Oh. Awesome. Yeah, that sounds great. Yeah, for sure. In for a penny, in for a pound. That's what I say.

Minerva: Yeah. So, um...

Griffin: And she stands you up. She says...

Minerva: I don't know what you're gonna face today, but... I trust with my whole heart in your ability to decide what is right and true, and make that decision your reality. So... good luck, my dear friend.

Griffin: And she just crushes you with a big bear hug.

Justin: Which I return, obviously.

Griffin: M'kay. She says...

Minerva: Ooh! Those arms are getting beefier, friend!

Duck: Yeah. I got a regular gun store, here.

Travis: Now – it's a hug battle!

Clint: [laughs]

Travis: Roll to hug some ass!

Justin: [laughs]

Clint: [laughs]

Griffin: [laughing] Now, if you roll a ten plus, you can hug extra ass. You suffer no hug at all. Now, this is the makings of a new, hot RPG.

Justin: Now we got a game!

Travis: Yeah!

Griffin: Uh, she steps back away from you, and Leo takes her side, and he says...

Leo: Yeah, um... yeah, I'm gonna go with her. Not that I think she's gonna need any help, but... y'know, just in case. I don't want her trying to defend her position on her own. Two swords are better than one, right? That's just math.

Duck: Yeah, that's a math.

Griffin: Uh, and he puts a hand on your shoulder, he says...

Leo: Uh, I was gonna tell you to make us proud, Duck, but I... I don't think you're capable of doing anything but that, so... uh, do, uh, do good work in there. Keep your elbows up, remember. Keep them a little bit tighter. And uh... yeah, you're gonna do fine.

Duck: Hey, listen. I think... I don't know, really, what to say, other than, um... you're a old guy, who has taught me everything he knows, and narratively, it would make a lot of sense for you to beef it. So I need you to have your head on a super swivel in there, alright?

Clint: [laughing]

Leo: I'm pretty sure I tried to cash my beef it chip already, and it bounced, so uh... I think I'm good.

Duck: You're mixin' a fuckin' lot of metaphors here, bud.

Leo: There were like four metaphors in there, yeah.

Duck: There was like four combined into one delicious slurry, but um... and there's a fifth. Just go ahead and take care of yourself, okay?

Leo: Yeah, you got it.

Griffin: And he reaches into his pocket, and he pulls out, um... he pulls out a Slim Jim, and he hands it to you. He says...

Leo: I know you like these. You're always comin' by and gettin' `em. You can, uh... I don't know, if you need to—if you need to get some juice back in the tank, I just—y'know, I don't—some protein. Jam some protein in your hour of need. I don't know. This is nothin'.

Travis: Wait, is this like a healing potion?

Justin: Fuck.

Clint: Magic Slim Jim.

Justin: I could roleplay a gay elf with magical powers... I don't think I can roleplay someone who likes beef jerky. That may be like, too much for me, frankly.

Clint: [laughs]

Leo: You told me that beef jerky's your life, and that you eat it with every meal.

Justin: I just don't—I don't understand—

Travis: Every decision you've ever made...

Leo: Technically, it's not even beef jerky. Slim Jim was like, some sort of reconstituted beef tube.

Duck: Minerva just declared me one of the Mystic Knights of Tir Na Nog, and I can no longer, uh, sully my body. My vessel of that charge with any more of this... this stink meat.

Clint: [snorts]

Leo: I understand. I guess—

Duck: Keep it as a treasured gift.

Leo: Yeah, the gesture—the gesture's done. It's fine.

Duck: No, I appreciate it. That's really nice. For sure.

Clint: If Randy Macho Man Savage were still alive, he would be so pissed right now.

Justin: Yeah, that's fair.

Griffin: And with that, uh, Leo jumps up on Minerva's shoulders as she just charges through the woods, just barreling through trees.

Travis: Wait, what? [laughs] He just hops up and gets a piggyback ride?

Griffin: Yeah, he does. Uh, and yeah, the door is open. Inside, you can kind of see a uh, a small little entry chamber where there appears to be some sort of security outpost that is, uh, now deserted, thanks to the motorbike stunts that are still happening out in the distance. And at the edge of this

chamber, you see like, um... you see some plastic sheeting that is sort of acting as a door.

And beyond it, you can see some lights, and you hear some activity from behind that plastic sheeting. What do you do?

Travis: Um... just based off of like, our kind of understanding of, y'know, direction and geography, is that the way towards the gate? Or is that like—

Griffin: Oh, yeah, yeah. So, let me explain – you have now breached into the main facility. It is one, large, uh, sort of... it's one large building, essentially, that was sort of quickly constructed here by the FBI. And it is right, like—it's right behind Amnesty Lodge, so yes. At the center of this facility, you assume, is the where the archway is.

I think there's probably enough sort of like, arboreal landmarks around you for you to like, know which way you need to go inside the building, right? Like, at least which heading you need to take. Um, so this is the entryway. This is like... you essentially just have the one option, moving forward here.

Travis: Okay, but like—

Clint: Thacker—

Travis: It's clear there are some people behind this plastic sheeting, right?

Griffin: You would assume. You hear—it is so obvious, I would tell you, you hear, like, keyboard typing back there.

Clint: Thacker uses Psychic Event.

Griffin: Oh! Okay!

Clint: Opening his mind to try and figure out where Mama is, since they have a connection, and they're friendly.

Griffin: Oh, for sure.

Clint: He opens his brain to the psychic environment, and tries to figure out where Mama is.

Travis: Can you describe how it looks when he does this?

Clint: He squints up like he's takin' a big crap, and...

Travis: [laughs]

Griffin: Good. This is good finale stuff.

Justin: There was a moment of hesitation there where Dad was trying to decide whether or not he should say that, and then he just said it.

Griffin: Yeah, yeah. But he did say it, and that—we're really on some Story and Song level shit, so thanks for that, Dad.

Justin: [laughs]

Travis: [laughs]

Clint: And uh, he squinches his faces up real—it's real ugly, and he concentrates very hard. Alright, so, here we go.

Griffin: So... okay.

Clint: It's eight, plus weird?

Griffin: Yes.

Clint: Which is two...

Justin: Wow.

Clint: And that's a ten.

Griffin: Good rolls!

Justin: Good job, Dad. Good psychic powers.

Griffin: What's up? You open up your mind to the psychic environment, which, uh... I think I had a pretty clear idea of what that looks like, whenever you were trying to spy on the Quell. Here, I don't think it is like this crystal clear picture like it was when you were sort of trying to commune with this supernatural entity, right? You are just trying to get like a... you're echo locating, essentially, and you are using your relationship with Mama as sort of the anchor for that.

And so, you can just kind of make out shapes. You can mainly make out emotions. She is... exhausted. She is... uh, you assume, like, tranquilized to some extent. And you also have picked up on like, what she has experienced in the last couple minutes, especially since the Hornets distraction ploy went off. There was a loot of action here in the facility, a lot of alarms going off, and a lot of people running around.

Uh, so you assume, just based on that, that there... you have cleared out maybe, y'know, most of the security forces in here. Uh, she was moved when the distraction ploy kicked off. She was moved from whatever holding chamber she was being kept in, and now, she is being held, uh, in a different room. She is being held—no, I mean, she would—she would know what she is near, and she would know, like... she would be thinking about that and communicating that in a way you understand. She is near the archway, now. But she is not alone.

Clint: So she's not in the actual building?

Griffin: She is in the building, yeah. The archway is inside the building. They've sort of constructed it around it as sort of a secure location, yeah.

Clint: Okay.

Travis: Much like in Thor, when they built it all around Mjolnir.

Griffin: Right. When they built it around 'majolninur'.

Travis: Mm-hmm.

Griffin: Uh, so that is what you have. You all are still standing in front of this plastic sheeting.

Aubrey: [whispering] Okay. So, I'm gonna say... we just... start going. And don't stop 'til we get there.

Duck: [sighs] Yeah... I was just thinkin', man, I'm not gonna be... I don't want to kill anybody, y'know?

Aubrey: [whispering] No, that's what I'm saying. We just like... you just start slicing through plastic, and we just like, skedaddle.

Duck: Right.

Thacker: One of the keys is acting like you belong there. So if we just act like we belong here, that almost always works.

Aubrey: Okay, yeah. As Duck slices through plastic with a sword, you yell, "We're supposed to be here, don't worry."

Griffin: [laughs]

Thacker: Could we pretend to be exterminators or something?

Duck: That's good. We lost our keys. So we used the sword to get in.

Aubrey: Yeah.

Duck: Somebody's gonna need to fix that later.

Aubrey: Okay. We've got a plan.

Griffin: Janelle says...

Janelle: I don't believe this plan is going to work very well. You all know earthlings better than I do, though, so...

Aubrey: Listen. At this point, I want to know who these fools are that, as alarms are going off, they're still typing away on their keyboards.

Clint: [laughs]

Duck: Y'know, this is boring. Let's just go.

Aubrey: Okay!

Duck: [laughs] Let's go in, and I'll figure it out. I'm a duly appointed federal agent... basically.

Thacker: That's true. That's true.

Duck: So I'll cut in, just be like, "Hey, there's a flower emergency," or something. Y'know.

Aubrey: Yeahhh.

Duck: The ol' rigmarole.

Aubrey: The oool' rigmarole.

Duck: It's fine, I'll be real—I'll be real smooth about it.

Griffin: Alright.

Duck: Wait. Let me just knock. Why are we even wasting our time here? Let's just knock.

Aubrey: Okay. Go for it.

Justin: Okay, I knock on the door.

Griffin: You knock on the—your fist passes through the plastic sheeting, and somebody on the other side said, “Hey, what was that?”

Justin: Alright, so I'll just go ahead inside.

Duck: Hey, everybody. Uh, my—

Speaker 1: What the fuck?! Hey, who are you?

Duck: Nah, it's okay. My name is Duck Newton, I'm a duly appointed federal agent, and that is a nickname. My legal name's not Duck. And I am—

Griffin: You see one of them stand up and start walking toward the back of the room.

Duck: Hey, listen. Hey bud.

Justin: I'll take out Beacon and point it at their throat.

Duck: Hey, bud. We got some things to do tonight, alright? You don't know me, and I wouldn't kill any of you.

Beacon: But I—

Speaker 1: You hear that? He's not gonna kill us!

Speaker 2: Let's get out of here!

Beacon: I, Duck Newton, would thrill at the idea of slicing—

Speaker 1: His sword's talking! What the fuck!

Beacon: Yes, I am. Yes, flesh bag, take your seat.

Griffin: Uh, the person sits back down. There's about, uh... there's like, four people in this room. You can now see, it's basically like a computer lab. This is where like, they—whatever research they are doing on the uh, on the archway, they're not doing it like, right next to the thing. They have their computers like, networked, running into here, and you see, uh... there are more computers than there are people in here, so you assume some people already took off. But these four are, I guess, the cool ones who weren't scared by the alarms and people running around.

Travis: Aubrey steps in there with Duck, um...

Aubrey: Hey, you all seem nice. I'm betting you don't want to fight us. We don't want to fight you. He's got a talking sword. I can do real ass magic.

Duck: It's true. So let's—I'm bad at lying, so let's just, uh, go for it. What are y'all doin'? Let's start there. Anybody answers. Anybody wants to answer, just go for it. What are y'all up to?

Griffin: Nobody is... [laughs] Inspired to answer that question.

Duck: Okay, well, listen. I'm a human being. I don't want to hurt anybody. But my sword here loves this game called fingers and toes, and he's just gonna start takin' `em, and I can live with that, `cause we got a lot on the line. Uh, and I'll let him have... well, let's start with one finger, and then we'll just kind of go from there. So, who wants to volunteer? Who's not a big tennis buff that can spare a pinky?

Clint: [laughs]

Griffin: [laughs] Uh, this is—believe it or not, you need to roll plus charm to mani—you're being very charming right now.

Justin: What a smooth operator.

Griffin: Yeah. This is for sure Manipulate Someone, I think.

Justin: It's not—okay. It's not a—I'm not bluffing, and I'm not manipulating any—[wheezes] I mean, I guess it's a manipulation in the sense that—anyway.

Griffin: Well, wait. Is this something that you are willing to follow through on?

Justin: Fuck yes I am.

Griffin: Okay. [laughing]

Justin: Absolutely. No question.

Griffin: Alright.

Travis: I would argue it's Act Under Pressure, then.

Duck: Yo, listen. Okay, I know y'all don't know me very well. And I know I'm threatenin' a lot of stuff that sounds like a lot of macho bullshit. Um, just a quick check, though, with my two compatriots who know me a little better than you all... am I lying right now?

Aubrey: Oh, no, you'd know. You'd know if he was lying.

Duck: You'd know in a fuckin' heartbeat if I was lyin', bud.

Thacker: I'm goin' from the gut. This seems to be you bein' honest.

Duck: Yeah, this is a legitimate situation we got goin'. And we honestly are running out of time. So, uh, I'm gonna...

Justin: You still—you want me to roll manipulate?

Griffin: Yeah, I mean, you're trying to get information out of them, and this is the reason you are giving them for it. Or else I will cut off your fucking toes.

Justin: Okay.

Clint: And I would suggest that, by him asking us and us chiming in, that we are helping?

Griffin: Uh, yeah, we can do that. I forget—

Justin: They were back of the play, for sure.

Griffin: Can we do help out—you can do it before or after the roll. So do you want to let him roll and see what happens first, and then you guys can roll to aid if you want?

Travis: Yeah, sure. Let him go first.

Griffin: 'Cause there's no need to open yourself up to consequences if you don't need to.

Clint: Okay.

Justin: That is a three.

Griffin: Woofa doofa.

Justin: Plus charm.

Travis: I don't know how much we could help.

Justin: Plus charm is one, that's a four.

Griffin: Can't help. That would get you up to six if you both succeeded. Uh, the... person who was uh, in the—the person that you kind of convinced to

sit back down in his chair, uh, he stands back up, and he charges for an alarm button at the back of the room. And he is—he is just gonna—he is going to press it here in a second, because—

Travis: Aubrey acts under pressure.

Griffin: Okay?

Travis: And pulls off Barclay's wristband.

Griffin: Uhh, I don't think you would need to act under pressure to do this, but you are opening up Barclay to significant danger, I would say. I think he took it off whenever he like, broke down the fence or whatever. He's definitely slipped it back on, 'cause he does not want to just be wandering around as Bigfoot, but... so you're ripping off his wristband?

Travis: We need a distraction. [laughs]

Griffin: Uh, okayyy...

Justin: I don't—okay, I want to question—I guess I don't really have time in the moment to question the internal logic. But like, if I'm on a flowchart of logical actions, a bunch of dumbasses threatening me, I'm gonna go for the alarm, like... what is the reality in which, I see Bigfoot and think, "I can handle this on my own."

Griffin: [laughs]

Travis: That's fair. Um...

Justin: I don't need an alarm for this.

Clint: Could Thacker throw his spiked stick at the uh, the alarm button?

Griffin: Uh, yes. I think it would take a very good roll to do it. I think this would be an act under pressure, uh, to make this move. If memory serves,

Cool is not Thacker's strongest suit, but if you want to give it a roll, give it a shot, um, then, please, have at it.

Clint: Okay.

Griffin: You chuck your—oh, damn!

Justin: Ho damn, he rolled a ten!

Griffin: You rolled a ten, but I think it's minus one, innit?

Clint: Yep. Makes it a nine.

Griffin: Uh, I will give you a, uh... a price to pay, but it's not your price. You throw it, and you pin this guy's hand to the wall. And he just starts like, screaming.

Justin: Oh, shit!

Speaker 1: Ahh! What the fuck, why—oww, my god, this hurts really bad!

Duck: I'm tellin' you all, we're not—we're not fucking with you!

Travis: [laughs]

Duck: I'm serious! We're not fucking around! This is end of the world shit! I've done the train problem, y'know what I mean? The truck—the trolley problem. I can run the numbers here, guys. You gotta help me out.

Thacker: And to be honest, I was aimin' for yer head.

Justin: [laughs]

Griffin: Uh, okay. The guy is like...

Speaker 1: Do I take it—do I take it out or leave it there?! I'm not—

Thacker: Oh, take it out. I'm gonna need it later.

Speaker 1: But is that bad or good? Is it holding my blood in, or what's up?

Duck: [sighs] I always forget that. Yellow on black, leave it in... red on black... I can never remember.

Speaker 1: Oh my god. Oh my god.

Aubrey: Alright. Thacker, pull it out.

Speaker 1: I'm'a go to—I'm'a go to sleep.

Thacker: Alright. [slurping sound]

Duck: Yeah, you should faint. If you can faint, you should do that.

Speaker 1: I'm gonna go to—I'm gonna go to sleep now.

Duck: Goodnight. Yes.

Travis: Uh, and Aubrey's going to attempt to heal the wound.

Griffin: Okay. Boy, I hope this fails.

Justin: [laughs]

Duck: Alright, while my friend's tending to that, um... does anybody else want to talk? 'Cause I feel like even less time than before.

Travis: It's a ten total.

Griffin: Okay, Aubrey heals his hand. It heals up. He's still asleep.

Thacker: Yeah, and I'm not even gonna wipe the blood off the spike. I'll just go—

Griffin: Nasty, nasty, nasty. Uh—

Thacker: Wave it in your faces.

Griffin: There is a, uh, bespectacled woman who stands up, and she's like...

Woman: I—I—I—what do you—what do you want to know? What's end of the world stuff? What's going on? Is there something happening with the door?

Duck: No, Geraldo, I'm not—I'm not answering questions here. You're gonna tell me, what are you doing? Come on.

Woman: We—we were brought here by the Bureau of Unexplained Phenomena, and we were brought here to study this archway after some cataclysmic event that happened here in Kepler, and we haven't really learned anything. It hasn't opened up. But we've been trying to study, like, the patterns of energy that it's been giving off, and—

Duck: Great. Okay, that's way too much. That's plenty. Um, where is, uh... Mama?

Woman: Who?

Aubrey: The woman that was being interrogated?

Woman: Are you talking about Ms. Cobb?

Duck: Yeah. Yeah, Ms. Cobb. Where's she at?

Woman: She was in a, uh—there was like, a holding room that they were keeping here in. She's been in there for... way longer than I think they're allowed to keep people, but... she's in there. It's just back through that door to the left. Can we please go?

Aubrey: Yeah. Oh, yeah. The four of you need to, uh, get as far as you can. Because like, a planet-devouring evil is about to like, bust through the door. So you're gonna want to be like... distant.

Duck: Yeah, none of y'all are wizards or anything, right?

Aubrey: Oh, that's a good question! Can any of you fight? 'Cause if so, maybe stay.

Duck: Maybe it won't be that bad. [laughs]

Aubrey: Yeah.

Duck: [laughing] You'll be okay.

Thacker: Better than gettin' stuck in the hand.

Duck: Yeah. That—that dude should go, though. That dude is cash.

Aubrey: You need to get to the hospital.

Griffin: Uh, the bespectacled woman says...

Woman: I LARP sometimes, but I think this is probably gonna be a little bit heavier than that...

Aubrey: Eh... yeah.

Duck: Ehh... yeah. Yeah. That's cool, though. Where do you do—is that a local group, or what's...

Aubrey: Hey, we can exchange information later. Uh, everybody get the fuck out.

Griffin: Uh, yeah. Two of the other folks in the room pick up the guy who you speared, and uh, along with that woman you were speaking to, they all uh, leave the room. And uh, yeah. Now there is just sort of the door beyond, uh, deeper into the facility. Um, and while you were sort of like, finishing up that negotiation, you see uh, Dr. Drake, and she like, slides into one of the computers. Rather, she sits down in front of one of the computers. She doesn't leap into the screen like a Ghostwriter or something.

Travis: [laughs]

Griffin: Uh, and you see her—she's just been like, sort of typing away, ignoring the man's screams as you spear his hand into the wall. Uh, and after a while, she taps on the enter button, and she says...

Sarah: Alright, uh... I got into the um... I got in the—

Aubrey: Mainframe? Mm-hmm.

Sarah: Yeah, I hacked into the FBI mainframe—no. It's just like the facility's op system. I got in there. Uh, there's not a map or anything like that, but I'm pretty sure I can get you through whatever doors you need to get through, but I gotta stay... I gotta stay here to do it. Um... do we have like—can we telepathically speak or something? What's the deal with that, Duck?

Duck: I mean, we got walkie talkies.

Sarah: That is good. I forgot about... yes.

Duck: Yeah. Y'know, it's alright. You get caught up the wizardry and all that stuff, but yeah, we'll just use regular communication devices.

Sarah: Alright, well, I'm gonna go ahead and lock every other door in the facility, except the ones y'all need to move through, so hopefully, we can limit the sort of uncomfortable discussions like the one we just had.

Aubrey: I don't know, I thought we made some new friends.

Sarah: It's... yeah, we'll see about that later. We'll see how many, uh, y'know, hits on FB we get after we get out of here. Um... but uh, yeah. And also, I guess, if all y'all die, I can be sort of like, last bastion of hope for humanity out here in the entryway. I got this battle axe that I guess I can use, so um... this should be—this should be good. This is a good plan.

Aubrey: Yeah.

Duck: Alright.

Aubrey: Uh-huh.

Thacker: Now, I can't tell if she's bein' sarcastic or not.

Aubrey: No one can.

Sarah: Almost always, yeah. Constant. It's like a constant stream. I actually—I haven't been sincere about anything since like, 2004. So...

Aubrey: [snorts] That's when sincerity died.

[music plays]

Thacker: I have a rough idea of where Mama is from my psychic stuff, so... follow me!

Sarah: Cool. So we *do* have psychic stu—oh, just him. Okay. Bye.

Aubrey: Yeah, he does—I can.

Sarah: Alright, bye y'all.

Aubrey: Bye.

[pitter-patter noise in the background]

Travis: [laughs]

Griffin: [laughs]

[music plays]

Griffin: Hello, dear friends. This is Griffin McElroy. I am known as your dungeon master 'round these parts, and also, your best friend, and this is episode 33 of The Adventure Zone: Amnesty. And we're doing this one far, far off in advance. We're weirdly ahead of schedule now with having this one prepared. By which I mean, like, a week ahead of time, which is really something for us.

Uh, thank you so much for listening, and uh, we're really getting to the end, here. Thank you all so much for stickin' with Amnesty. Uh, I hope you have enjoyed it, and uh, enjoyed the conclusion. I still don't know what it's gonna be, so I hope I enjoy it too, but uh, we'll find out together at the same time.

Got a couple sponsors to tell you about. First off, Squarespace. Squarespace is this thing that you use when you need a website that you want to be the next best website, um, available on the worldwide information super highway. You can turn your cool idea into a new website, no problem. You can blog or publish content, you can sell products and services of all kinds, you can do whatever the hell you want.

Uh, we built a bunch of websites using the Squarespace service. The Squarespace family of products. And uh, they got these templates that are—they look, like, real good. They look like real good. They're made by like, real good, world-class designers. Uh, everything is optimized for mobile right out the box. You can buy domains or choose from over 200 extensions. They've got free and secure hosting.

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Also want to tell you about Queeep. Quip is the toothbrush that shakes in your mouth, and it scares off all the grime and dirt and mud and gravel that you have in there, and it makes you spit it out into the sink where it goes away into the sewer, where, with the dookie, where it belongs.

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They got sensitive sonic vibrations in this toothbrush. They got a built-in two minute timer, and a multi-use cover that I just told you about. They get you brush heads that you can get automatically delivered on a dentist-recommended schedule every three months for just five bucks, and it's a real nice way to keep in mind when your toothbrush has gotten old.

Quip is one of the first electric toothbrushes accepted by the American Dental Association, backed by over 25 thousand dental professionals, so you know it's not bullshit. It's designed to be perfect for getting back into a tooth brushing routine.

Quip starts at just 25 bucks, and if you go to 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.

Thank you to everybody who has been tweeting about the show using the #TheZoneCast hash tag. Uh, spreading the word, not just about the show, but about, um, y'know, about Balance, and everything else we've done on this podcast, and about, uh, the graphic novel, which, thanks to y'all, became another number one New York Times best seller, because y'all are out of control, and you must be stopped.

Uh, it really means so much to us how much support you've shown us over the years, and I hope you continue to enjoy this stuff that we make. Thanks also to Max Fun for having us on the network. You can go to MaximumFun.org, check out all great shows there like uh, Story Break, or Stop Podcasting Yourself, or Judge John Hodgman. Uh, or so many more, all at Maximum Fun.

We have other stuff at McElroy.family, including some new TAZ merch. We got a cool Moth Man pin, and we got a... oh, we have a fanny pack. [laughs] We have a fanny pack now. If you want to play your own home game of Dadlands, you're gonna need a fanny pack. This one's got all kinds of TAZ iconography on it. It looks really cool. I want one, and this is the first time I've ever wanted a fanny pack before, so it is legit.

Yeah, you can check all that out at McElroy.family. We are now back on schedule, so I'm gonna let you get back to the rest of the episode. Next one will be up in two weeks, which is gonna be on... well, it's gonna be in August. I'll tell you that much. I know for sure that it's in August. But the real question that scientists are still trying to settle—the 22nd. It'll be up on August 22nd. So we'll talk to you then. Bye.

[music plays]

Griffin: You all pass through this computer lab, and uh, you enter this long hallway. And as soon as you enter in, you see doors, like, in this hallway, that kind of curves around this circular, central structure. Boy, that was a mouthful. And as you like, enter the hallway, you watch these lights above those doors just like, all instantly turn red as Dr. Drake executes some sort of command.

And then, sort of around the hallway, leading toward the center of this circular chamber, you see one of the doors kick on and turn green. And uh, Dr. Drake says...

Sarah: Alright, that's the, um... that's the decontamination room. Uh, pass through there, and it—I think that's just it. I think that leads you right into where the archway thing is that you told me about. So, uh... yeah, you

better get. I don't know how long it is before somebody comes in here and y'know, tries to start something. Tries to get froggy.

Aubrey: Thacker, where's Mama from here?

Thacker: In that room, I think.

Griffin: Yeah, the center of the uh, of the facility is where you sort of saw the archway.

Aubrey: Okay. Well, then... what are we... y'know, waiting for?

Travis: We move in.

Griffin: Okay. You all head into the decontamination room. It's a... it's like a long hallway, and uh, you see... it is illuminated. Sort of, the walls are illuminated in the same way that a lot of the areas in this facility are, and there are um... there's some nozzles everywhere. There's like a short little uh, path where there's some sort of like, liquid on the floor. Uh, there's a little like, um... locker built into the wall for you to just like, put your clothes and put on like a uh, a biohazard suit or something. They are taking every precaution with this thing, you assume.

Uh, but right now, the decontamination protocols do not look active as you step inside. And you begin making your way down the decontamination room?

Travis: Okay.

Griffin: I'm asking. That was a question.

Travis: Yes.

Justin: Oh, yes. Absolutely.

Griffin: Okay. Uh, as you and your party... which, just as a reminder, is now the three of you, with uh, Barclay and Janelle. Uh, as you sort of move

in through the room, you see the door in front of you, the light above it, turn red. And you hear Dr. Drake say...

Sarah: What the—what the hell?

Griffin: And then, her walkie... you can't hear it anymore. Uh, and then the lights in this room, and the hallway, uh, just sort of like, built into the walls, they... fade. Uh, and are just nearly out, and now there's just sort of a dim light in here.

Then you hear a mechanical noise, off to your right. And when you look over, you see a panel slide open, and behind a thick, you assume, bulletproof window, you see Agent Stern in a room alongside the decontamination chamber.

And... he looks at all of you for a while. Uh, looks at Thacker with a little bit of confusion. I don't think y'all have met. And uh... Agent Stern says...

Agent Stern: I... figured. I figured it was you. What are you all doing here?

Aubrey: Uh, saving the world. Open the goddamn door.

Agent Stern: Anybody else want to try and take a different tact with that?

Duck: Um... I mean, we're... we are here, um, to save the world. That's accurate. And opening the door would be... hellaciously rad of you. Uh, but that's just kind of a nice way of saying what Aubrey just said. Uh, listen – we need Mama, and we need your help. We—we've got like, a razor thin chance of keeping earth on the rails, here, and if you could do us a solid here, just get on board, it would be... you always seemed pretty cool. Uh... It'd be real helpful.

Aubrey: Yeah, uh... to extend what I was saying earlier, uh... the world is about to be invaded by a force that was killing the world *it* was in. And if we don't stop it, it will kill *this* earth. And we're the only ones who can stop it, and we need to go through the gate, and we need Mama to do that, and we

need you to make sure everyone's kind of guarding this side of the gate, or... let me check my calculations... tick tick tick tick tick... everyone's gonna diiie.

Agent Stern: You all have known about this stuff for... the whole year I've been here with you. You've known about all this, right?

Aubrey: Yyyes.

Duck: Yup.

Agent Stern: And you kept it... from me... why? I could've helped. I could've done something. We could've stop—we could've stopped Ned, the mountain, everything.

Duck: Hey, bud? Like, nothin' personal, right? But look around you. This is the reality where the government knows what's going on. Right? Like, you have proven, withholding information from you was the 100% right path. `Cause this is reality we were trying to avoid.

Aubrey: Mama has been, let's be honest, *kidnapped* by y'all. And our friends have been put in danger, because you have locked them away from their home, Amnesty Lodge. And you have basically locked down the entire town, and put the inhabitants at risk, and turned this into a literal federal case.

Griffin: Uh, you catch him off guard with that last part. You see like a... when you mention Mama especially, you notice like a... a... [sighs] He loses his breath for a second. And he says...

Agent Stern: ... I suspected you all knew more than you were letting on. And... because I got to know you... I assumed that you weren't using that information for... any ill intent. I just... I just wish you'd told me. That's all.

Griffin: I think—I think one of you is gonna need to—I think you're making a good case here, and I think he is very, very sympathetic to what you're saying, but I still think this has to be a manipulate someone.

Justin: I got a seven plus one. Eight.

Griffin: Uh, I mean, if Aubrey and—or you could use a luck point.

Travis: I got a six plus one, so a seven.

Griffin: That would bring it up to a nine. If Thacker wants to roll to help out, too, you have not—

Clint: Eh, no help whatsoever. It's a four.

Griffin: Uh, okay. That is a nine. They'll do it, only if you do something for them right now to show that you mean it. Agent Stern says...

Agent Stern: I apologize. I know that... I know that... apparently, we're under time constraints. It's just... this has been my entire life, and there's—I feel like there's still so much that I do not know. And... I mean... [sighs] Barclay, I didn't expect this from—from you.

Griffin: And Barclay looks at you, Aubrey, and Duck, and at Thacker and Janelle, and he says...

Barclay: Ah, what the fuck?

Griffin: And he takes his bracelet off and turns into Bigfoot. Uh, and Agent Stern like, takes a step back, and he puts his hands—he like, clasps his hands around his mouth. And like, looks at all five of you in the face, like, "What? Really? What? What? This whole—what?"

Uh, and then, the—

Aubrey: That's right. Your best friend has been Bigfoot the whole time.

Griffin: And he takes a minute, and he sort of collects himself, and then he just... smiles, and the panel slides shut, and the lights come back on, and the door at the end of the room opens up, and Agent Stern says...

Agent Stern: You better hurry.

Griffin: And he gestures to this large, metal door beyond the quarantine zone.

Travis: Do we know Agent Stern's like, first name?

Griffin: Agent Stern's first name iis...

Travis: Daniel.

Griffin: Not Daniel.

Clint: Rodger.

Griffin: Not Rodger. God, I have a lot of characters in here. Uhh... here we go. Uh, Joseph.

Travis: Joseph.

Clint: Aww.

Travis: I don't know why I asked. I would feel weird—I just thought about it, and it would feel weird saying Joseph.

Griffin: Yeah. Well, how about this? He says...

Agent Stern: Um, I'm probably not gonna be an agent after they find out what I just did, so, um... I'm just Joseph now. [laughs]

Aubrey: Alright, Joseph, listen. We're gonna go through the gate. On this side, you *have* to get your people ready, because shit *will* come through. Shit is going to happen. And they are going to need a voice of reason. They are going to—because we don't want is panic, or wildfire, or anything like that. We want everybody to stay, y'know, head on a swivel. Have some idea

of what's going on. And you're gonna be that voice of reason, alright? You're going to be the one who, y'know, if it breaks bad, get people out of here. But like, hold the line as long as you can. Do you understand?

Joseph: Um, I do. I—a lot of my people are out in the woods, as far as I know, chasing a bunch of stunt bikers around, but I will see what forces I can muster.

Aubrey: Yes.

Joseph: Um... what—how—you mentioned a time limit. How long do we have?

Griffin: Uh, and Duck, you look at your watch. It is uh... it's like 9:29. You are just, like, uh... I forget what time exactly we said it pops off. It would probably be good if—

Clint: 9:35.

Griffin: 35. Yeah. You have...

Clint: 9:35.

Griffin: Not very long. Uh...

Aubrey: Not long. Like, six minutes. We need to hustle and flow.

Thacker: And where is Mama, Joe?

Joseph: I... suspect she's in here. Um... let me—let me try doing the talking, okay?

Griffin: And he places his hand on a scanner, and uh, puts his face on this retina scanner, and these alarms all around this huge metal door start blaring, and it slides open.

And there's grass at your feet. And the whole room here is without proper flooring like the rest of the facility. At first glance, you could be fooled into thinking that you're outside, standing in that lush clearing in the woods with the archway standing tall in front of you.

But then, you would realize that this clearing is surrounded by those thick, uh, like, plaster walls with a ceiling made of that same sturdy paneling as the rest of the facility. And all those ceiling panels are leaning in toward this open porthole window at the center of the room, directly over the arch. And there are—there are various monitors and like, sensors all scattered around the lawn here, all printing out readings of some sort, all wired into the gate. Uh, and there are several like, long, black crates of some sort, stacked in neat piles against the far wall.

And between you and the archway is Mama. And her hands are uh, are bound behind her, and she's sitting in a chair, and her head is drooped downward, and... standing behind her, with a rifle pointed directly at your party, is a tall man in a black suit.

[music plays]

And uh... Agent Stern says...

Joseph: Agent Hanes... we need to let these people through.

Griffin: And Agent Hanes responds...

Agent Hanes: I'm relieving you of duty, Stern. All of you, put your weapons down on the ground very slowly.

Griffin: Stern says...

Joseph: Hanes, you... you don't want to do this. Trust me.

Griffin: And at that point, Mama kind of rouses and looks up at all of you, and... then she sees you, Thacker, and... she says...

Mama: No fuckin' way.

Thacker: [laughs] Hey, Maddie. How you doin'?

Mama: [weakly] That name sucks, and I've told you that. A lot.

Thacker: I know. I know. I know.

Griffin: Hanes says...

Agent Hanes: Your weapons. Down. Now.

Travis: Aubrey holds out Snitch.

Griffin: Yo, if you draw a knife, this man is going to shoot at you.

Travis: No, holds it out, just like, pinky, y'know—

Griffin: Oh, I see. I see.

Travis: Like, to set down the weapons, right? And drops it.

Griffin: Okay.

Travis: Aaand... he goes flying.

Griffin: Okay. [laughs] Uh... this is...

Travis: I'm not trying to kill him, let's put it that way.

Griffin: It may be act under pressure to see if you can kick some ass without him just like... no, y'know what? He doesn't know that this is a fucking magic knife, right? Go ahead and roll to kick some ass. I think you're using magic to hurl it, so I think it's probably just plus magic.

Travis: Yeah, correct.

Griffin: Okay.

Travis: Which is fairly good, 'cause I rolled a six, plus weird, right?

Griffin: Yes. That brings it up to an eight, correct?

Travis: Correct.

Griffin: Okay. Uh, you hit him in the shoulder. Um, and because it is a, uh... because it is a kick some ass roll, and you did not fully succeed, he is going to get you, too. So, while he is—you knock him off balance, right? You get him in the shoulder, and uh, he takes two harm. Uh, but as he kind of reels, a shot rings out, and you get hit in, uh, in your shoulder. And the vest catches some of it, but you still take two harm.

Travis: Oh, even with the vest? Hoo, boysie.

Griffin: It's a bullet. Yeah, I think we've established that bullets are—

Travis: [laughs] It's a bullet. Yeah.

Griffin: It's fairly dangerous in this world. Uh, okay. He has been like, definitely knocked off balance. And Thacker or Duck, I'm gonna let you all decide what happens next. I think your reaction time is pretty on point here.

Clint: Uh, I think Thacker would probably run over and try to... she's sitting in a—Mama's sitting in a chair, right?

Griffin: Mm-hmm.

Clint: I think he would run over and like, body tackle her in the chair to try to get her out of the line of fire.

Griffin: Okay, cool. Uh, act under pressure. [laughs] Come on, cool boy. Let's see what you got.

Clint: Wait a minute, wait a minute. Okay... [mumbling] Give me just a second, okay?

Griffin: Are you trying to see if you can psychic blast her out of the way?

Clint: No, no, no, no. He has other things.

Griffin: He's got moooves.

Clint: Alright, wait a minute. You have encompassed the soul of the universe.

Griffin: Holy shit!

Clint: You never—

Griffin: Thacker!

Clint: You never need—you never need to act under pressure, due to feelings of fear, despair, or isolation. It's called Cosmic Insight.

Justin: Now, do you have this? Is this one of the moves that you have?

Clint: Yeah. Yes. One of them is uh, the uh, psychic event.

Griffin: Yeah.

Clint: One of them is cosmic insight.

Griffin: I think you've got a little bit more juice, because Thacker doesn't have the levels that... yeah, we figured that out. So, uh, okay. I think you're afraid, right? You could act—you could uh, you could make that case. I think that you are afraid for your friend Mama, right? Is that the argument that you're making?

Clint: Yeah. Yeah.

Griffin: Okay. Then yeah, no roll required. You run and jump, and while he uh, while Agent Hanes is caught off guard, you run and uh, tackle Mama, and sort of do a roll move in mid-air, and uh, land away from uh, the melee.

Um... uh, Duck. What do you do?

Justin: Uh, okay. So, he's got Mama...

Griffin: Mm-hmm.

Justin: Bullet... uh, Mr. Guns. Is that...

Griffin: Agent Hanes.

Justin: Agent Hanes. Is he down? Or is he—

Griffin: He has just sort of been spun. He's just sort of been reeling. He is starting to, uh, in the time that it took Thacker to do his thing, uh, he has started to regain his composure.

Justin: I'm gonna give him a forearm shiver, try to knock him out against the wall.

Griffin: Okay. [laughs] It would probably be easier to do that against the archway, 'cause you're kind of at the center of this room.

Justin: Sure. Okay.

Griffin: Uh, go ahead and... uh, go ahead and kick some ass.

Justin: Gladly, Griffin. Happily kick some ass. Um, let me pull up my ass kicking panel.

Griffin: Click the button that says 'kick ass' on it.

Justin: To kick ass.

Griffin: Just click it once. Don't click it twice.

Justin: Eight, plus... two. Ten.

Clint: Boom!

Justin: Points.

Griffin: You have kicked ass.

Clint: Out go the light!

Griffin: Okay, you—what is the thing that you said?

Justin: I'm just giving him, y'know, forearm shiver.

Griffin: [laughs]

Justin: Just kind of trying to knock him—

Clint: It's a sports term.

Justin: Yeah, just kind of knock him against the thing, just trying to take him out. Take him down.

Griffin: Uh, okay. I think you have chosen... you're trying to like, incapacitate him, rather than actually hurt him, right?

Justin: Yeah. Yeah, yeah.

Griffin: Okay. Then I'm gonna say you do zero harm, and uh, he manages to like, hit you with the butt of his gun for two harm, which you, y'know,

shrug off. No big deal. And in lieu of doing harm, uh, you choose one extra effect. I guess you're doing force them where you want them, right? To...

Justin: Yeah.

Griffin: Okay. Uh, yeah, you plow him against the side of the archway, and he crumples and goes down like a sack of bricks. And...

Travis: Um...

Griffin: Yeah?

Travis: Just FYI, Aubrey is unstable. Unless she was fully healed before going into this encounter.

Griffin: Yeah, you—I mean, you didn't suffer any harm in this arc, right? You had recovered—this is two months after the events of you getting a big chunk of wood in your leg.

Travis: Oh, okay, cool.

Griffin: Yeah, so everyone should be fresh.

Travis: We're at two harm, then, so I am okay.

Justin: Um, I'm gonna search his pockets for like, ID, badge, anything like that. Keycards, whatever.

Travis: Keys, yeah.

Griffin: Yeah, I mean, he has keycard for sure. Um, you are... you are at the archway. You don't necessarily have anywhere else to go, necessarily, in the facility. I mean, I guess you could poke around, and I could make some bullshit up, but yeah. You have his—you have his stuff.

Justin: I'd rather—I'm just—listen. I used to play a lot of video games.

Griffin: Right, sure.

Justin: And I'm not gonna leave any resources behind.

Griffin: Yeah, he's gotta—

Travis: Yeah, you never know when you need to like, use fish on...

Clint: So you're looting. You're looting him.

Griffin: He's got a—

Justin: Looting the body.

Griffin: He's got a bologna sandwich, he's got a, uh...

Travis: We can use that against the bear in the cave so that we can get the singing flute!

Griffin: He's got a pulley, he's got a brown chiton protector, so you're gonna love that...

Justin: [laughs] I like that. Love that BCP.

Griffin: That BCP is gonna treat you so right.

Thacker: What—what—what—what time is on your watch there, Duck?

Griffin: Uh, it's 9:31. It's uh... you're up against it. I assume, Thacker, you are untying Mama and getting her back on her feet?

Clint: Yep. Yep.

Griffin: Uh—

Clint: And giving her some of my special GORP, with the pepperoni and the peanut butter chips.

Griffin: Yeah.

Travis: Did you say with pepperoni?!

Griffin: There's rough stuff in there.

Justin: It's vulgar.

Travis: Yeah, God.

Griffin: As you sort of get Mama back on her feet and hand her this horrible bag of just nasty garbage...

Travis: Just stink fruit.

Justin: [laughs]

Griffin: She says, uh...

Mama: Oh my god, Thacker... Thacker, not right now, please, okay? You have no idea what kind of time I've been—

Thacker: You need the protein.

Mama: I do not need that! I do not need that protein, Thacker! I do not need that—oh my god.

Thacker: Fine. Y'know, I give, and I give, and I give... [sighs]

Griffin: Uh, she's like...

Mama: Alright, hold up.

Griffin: And she takes a fistful and eats it, and really struggles with it, but it seems to snap her out of whatever tranquilized funk she was in. She says...

Mama: Good god, Thacker! That is potent.

Thacker: I know, I know! [laughing]

Griffin: She says, um...

Mama: So, let me guess... you're uh... you're going back in? You're going back through?

Thacker: Yeah. We're gonna, uh... I remember how to get to the heart of the Quell, and I'm gonna lead this rag-tag band, and we're gonna go do... something. Well, we haven't really quite figured out what, but uh...

Mama: Yeah.

Thacker: Yeah, we're goin' back in. Into the hinterlands.

Mama: So you know how much trouble I went through, findin' your sorry ass over there, and now you're just gonna—

Thacker: I know.

Mama: Just traipse on back in?

Thacker: Yeah. [laughs] It sounds nuts, don't it?

Mama: I mean, you want me to print you off a MapQuest or something, Thacker? I'm worried you maybe lost that trailblazin' edge there, Arlo.

Thacker: No, no. Listen, I got it burned in my memory. I know exactly... I know exactly where we're goin'. I do want to tell everybody something real

quick. Last time I done this, especially when I went right into the heart of the Quell... uh, I kind of got, uh, like, possessed.

Aubrey: Mm-hmm.

Thacker: By the Quell. And it really made me kind of funky. So uh, Duckberg, you may want to be ready to go with your sword there, to... y'know, if I start actin' all, um...

Duck: End you? Kind of end you?

Thacker: Yeah. If I go all feral again, uh, please feel free to, y'know, let me have it.

Travis: Now, Justin, is Duckberg Duck's real name? Is Duck a nickname for Duckberg?

Justin: No, it is not.

Griffin: Mama says...

Mama: Yeah, go ahead and belay that one there, Duck, 'cause you can just sort of punch him a few times in the face, knock him out, and drag his ass back to earth like, uh... like ol' Mama did. So...

Duck: Well, y'know, heat of the moment.

Griffin: She puts an arm around your shoulder, Thacker, and she says...

Mama: Hey, for real, though. It's, uh... it is nice to see you again, Thacker. Even though it's here at the end of the world. So...

Thacker: Yeah. Um... how do I look, by the way? Y'know, I was in there six years.

Mama: The beard is—the beard is wild.

Thacker: It's good, innit? Innit nice?

Mama: I think a see a full—

Thacker: I thought about braidin' it. Braidin' it?

Mama: I see a full Twizzler in there.

Justin: [laughs]

Aubrey: Mama, are you—are you okay? Like, how are you holding up?

Duck: Let's go!

Mama: I mean—

Duck: Come on!

Mama: I'm not doin'—

Duck: No!

Griffin: Uh, she—you're checking in with Mama as Agent Stern drags Agent Hanes out into the hallway.

Travis: Uh, Aubrey's retrieved Snitch, by the way, just...

Griffin: Oh, yeah, sure. And Agent Stern has retrieved the rifle that Agent Hanes had. Um, and uh, he points to the back of the room where Barclay is trying to move some of those crates, and Agent Stern yells...

Joseph: Hey—oh, god, careful! Careful! Oh my god.

Griffin: And he runs over and opens up the crate that uh, Barclay was moving, and he pulls out this like... it looks like an orange, like, clay brick. And he gestures to it, and he says...

Joseph: It's... it's Semtex. It's plastic explosive. They were gonna blow the gate as an emergency measure, if things went like, way south. So, let's not maybe put that in the line of fire. Um...

Griffin: And he points at another crate, and says, like...

Joseph: That one's empty. Let me help you carry—

Griffin: And Barclay just like, lifts it off the ground with one hand. And Barclay's like...

Barclay: We'll talk—we'll talk about this later, okay? We're gonna have a big talk later. But like, later.

Griffin: Uh, and they start stacking up these empty crates in front of the, uh, in front of the archway, building like, a barricade. Uh, and Mama says...

Mama: I'm fine, Aubrey, but I don't know that I got my sea legs, here. So I'm probably gonna hang here and just be, y'know, reserved line, in case something makes it through. Which hopefully, if that happens, it means y'all are probably beefed it, so that's gonna be, like, worst case scenario. But... I'm doin' alright. How are you? Haven't seen you in a bit.

Aubrey: [sighs] It's been really, really hard.

Mama: Yeah, I bet. Shit, man.

Aubrey: I just tried to do what you would do, and keep everybody safe, and make sure everybody was taken care of, and... we... y'know, we um... we rehoused some people in different buildings, and we rerouted the water from the spring down to H2Whoa: That Was Fun, and we've been... we've been taking people there to keep `em—

Mama: `Ey. `Ey. It's alright. Listen. It's redundant. I wasn't even gonna ask about this stuff. I knew you were gonna take care of everybody, Aubrey. That's... y'know, I've known you for a while now. I know that's what you do. Hey, it's alright.

Aubrey: I'm just doing my best.

Duck: Can we save... earth?

Griffin: [laughs]

Aubrey: Yes.

Griffin: Uh, yeah, you all have like, a couple minutes. And uh, Barclay walks up to you all and says...

Barclay: Hey, I know we only have a minute. Let's keep this short. I'm gonna stay behind, too. I'm gonna make sure Mama and Stern don't get got with my super Bigfoot powers. But you all are my best friends, and uh, do a good job over there, and uh, proud of you. Glad I met you. And... [claps] Alright.

Duck: Alright, let's do our secret handshake. That we've done a million times before.

Griffin: Okay.

Aubrey: Barclay, if you could do me a favor... and in case I don't make it...

Barclay: Yep yep yep.

Aubrey: Send a letter to eight year old Aubrey, and tell her that she got to be best friends with Bigfoot.

Barclay: Yeah, I will do just that. Okay, alright, alright.

Griffin: And they all stack up behind these uh, crates. And Duck, how are you... how are you contacting Minerva? Is it through walkie talkie? I mean, you all have established that you can sort of hologram into each other.

Justin: Yeah, it's a good question. Yeah, I think... I think probably the psychic bond is still there.

Griffin: Okay.

Justin: I mean, I think that that would make a lot more sense to me than relying on walkie talkies for something like this.

Griffin: Yeah, for sure. Uh, you... you like, y'know, intuitively kind of close your eyes, and... you see Minerva, and uh, her and Leo are standing, like, on the face. The like, crumbled face of Mount Kepler. And you can see that she is just sort of like, sitting on a... like, a bit of broken rock, and she is... she's got her Zweihänder like, just sort of planted into the ground.

And you realize that you are appearing to her as this like, spectral vision, which I don't think you've actually done before. Uh, and she looks a little bit spooked to see you, and she says...

Minerva: Oh! I didn't know that—wow! Okay, you're really coming along, Duck. Um...

Duck: I don't know how I'm doing it either. I'm worried I'll sneeze and fuck it up.

Minerva: Well, don't do that, obviously. Is it... is it time?

Duck: Yeah. It's time.

Minerva: It's gotta be like... pretty much right away, so stay on the line and let me know when she's opened it.

Clint: Just before that happens...

Travis: Whoa!

Clint: Thacker says...

[music plays]

Thacker: Up the airy mountain... down the rushing glen...

Aubrey: ... Okay.

Thacker: We dare not go a'hunting, for fear of little men. You see, nobody ever goes in... and nobody ever comes out.

Aubrey: ... Okay. Uhh...

Thacker: Channelin' Willy Wonka.

Aubrey: Yeah, no...

Mama: That was real weird. Alright.

Justin: That was so weird. I loved it.

Aubrey: Okay. Janelle, I'm gonna open the gate. Don't let anything kill me. Uh, and then when we get in there... Thacker, you lead us towards the Quell, I guess. And Janelle... keep us alive.

Mama: This is a fuckin' good plan, man.

Aubrey: Yes.

Duck: Hell yeah.

Griffin: Uh, and with that, uh, soft moonlight starts to descend from the porthole, and it is illuminating the archway in this just cylinder of dreamy

radiance. And Aubrey, you approach the archway's smooth surface with your hand outstretched, just kind of cautiously.

And on the other side of town, standing on that rocky outcropping on the side of Mount Kepler, Minerva, following your cue, Duck, raises her blade in the air with both hands. And... she closes her eyes, and she takes a deep breath... and Aubrey, your finger touches the cold, smooth stone as Minerva's blade cuts through the air.

[distorted 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 joined 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]

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Speaker 1: Adam Scott and Jane Levy...

Jane: Come on, Corey. She's too serious, too businessy. She doesn't know the hokey pokey.

Adam: Well, she'll learn what it's all about.

Speaker 1: Busy Philipps and Dave Koechner.

Dave: Baby, this is family.

Busy: My uncle Tell, who showed his wiener to Cinderella at Disneyland, is family. Do you want him staying with us?

Dave: He did stay with us! For three months!

Busy: And he was a delight!

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