

## **The Adventure Zone: Hootenanny – Live in Nashville!**

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[theme music plays]

**Griffin:** Well, s'been about 90 years or so since Earth found its way up into the stars and earned a spot in the galactic assembly. And as you can imagine, the hundreds of interstellar civilizations that make up that assembly... they don't give two shits what new baby brother, Earth, has got to say.

And yet... certain parts of our culture have become in vogue throughout the galaxy. Most of all... our music. This is The Adventure Zone.

[theme music plays]

**Audience:** [cheers]

**Griffin:** We got a lot to do tonight. [laughs] Welcome, everybody, to the tentatively titled...

**Justin:** No, it's permanent! Say it!

**Clint:** Not tentative.

**Griffin:** ... The Adventure Zone, colon, Hootenanny.

**Audience:** [cheers]

**Clint:** You gotta own it!

**Griffin:** If you follow the naming convention of our show, you'll noticed we skipped G. Travis called dibs on G, so we'll get back to G. This is The Adventure Zone: Hootenanny, a new story. It's our first time – well, second time, technically, doing a live show not set in Balance. We've been talking

about doing this for a while, and are very excited to present to you, Hootenanny.

**Audience:** [cheers]

**Travis:** It's great, 'cause the more you say it, the more it reminds me that it sounds like a weird euphemism for like, genitals.

**Griffin:** Yeah.

**Audience:** [laughs]

**Travis:** Like, I'm really excited you get to see our hootenanny!

**Clint:** And I want you to know, more planning went into that than anything else that we've done. Trying to decide which H word to use.

**Justin:** Hey, Dad? Before we go any further, can you put your Diet Coke can on the floor? 'Cause it's blocking one person's view of the goods.

**Clint:** Ah.

**Justin:** Hellooo.

**Clint:** Ah, yeah. Sorry.

**Justin:** I see you. Put it on the floo—yeah. Anywhere. Yeah. Hellooo.

**Clint:** If I put it on the floor, it's gettin' kicked over.

**Griffin:** Alright. Uh, we're just gonna hop into it and explain the rules. We're playing a game called Lasers and Feelings.

**Audience:** [cheers]

**Griffin:** Uh, oh, good.

**Travis:** Which, by the way, I want to thank my friend Amy Dalan, who was the person who suggested it—

**Justin:** Thank you, Amy.

**Travis:** --to us when we were looking for a game. So thank you, Amy.

**Griffin:** Uh, yes. Uh, so—

**Clint:** And John Harper, who created it.

**Griffin:** Yes.

**Travis:** Yes.

**Griffin:** We are, uh—

**Justin:** In a tribute to the Double Clicks, a fine organization of music, if you are not familiar. Anyway.

**Griffin:** Uh, it's a super simple game. You will be able to follow along very easy. There's basically just the one rule, so don't worry about following along. Uh, and uh, I mean, anything else that we need to...

**Travis:** I'm gonna try to stop winking, but the makeup makes me just want to move this one eye.

**Audience:** [laughs]

**Griffin:** Yes. Two other things – the idea for this whole sort of game and universe came about when somebody said the words together. I forget which one of us it was. Space opry? And we were like, that's good shit.

**Audience:** [cheers]

**Justin:** It was me. Space opry. Think about it.

**Griffin:** Uh, also, Lasers and Feelings makes you roll to randomly generate what the story is going to be, so if it seems weird...

**Audience:** [laughs]

**Clint:** It is.

**Griffin:** Let's begin. Last week, the three of you received the letter that every performer of earth music hopes to one day receive: your invitation to... the big show. The Interstellar Opry Festival Station, a traveling super structure that brings the biggest names in human music to a new planet every week. Anyone lucky and talented enough to perform on the opry finds themselves an overnight success in that sector of the galaxy.

Nobody knows who owns and operates the festival – only that week in, week out, the show goes on without a hitch, to the delight of the various civilizations that make up the Galactic Assembly. You've received one such invitation, but... there's a catch.

**Clint:** [gasp]

**Griffin:** You're just the openers. So...

**Audience:** [laughs]

**Griffin:** You have to pay for your own way out there.

**Travis:** Oh.

**Clint:** Ooh.

**Justin:** Before we go further, I thought we'd settled on the Grand New Opry. I thought we loved that joke, the Grand *New Opry*, 'cause it's in the future?

**Griffin:** Yeah, that's—that's the uh... that's the colloquial name. That's what everybody calls it.

**Justin:** Okay. Okay, got it.

**Griffin:** Uh, you have set off to rendezvous with the Grand New Opry at the planet they're visiting this week – a far flung, outer rim destination called Shuckstack, which...

**Audience:** [laughs]

**Travis:** Sorry, one more?

**Griffin:** Shuck... Shuck... Stack.

**Justin:** Now, did the game randomly generate that name, or is that—

**Griffin:** It's actually the name of a beautiful mountain in the uh, Smoky Mountain range.

**Justin:** [laughs] Okay.

**Audience:** [cheers]

**Griffin:** A planet named Shuckstack, which, before this letter, you had never heard of. It's a bit of a trek, and you're making it on a Cruiser Class vessel you've chartered for the journey. Its name... the Delta Dawn. It is...

**Audience:** [laughs]

**Griffin:** It's one of the more affordable ships you've chartered during your career.

**Clint:** [laughs]

**Griffin:** The Southwest Airlines of space travel.

**Travis:** [laughs]

**Audience:** [laughs]

**Griffin:** It's a bit of a junker, but well maintained. It's got a lightweight, nimble frame, some genuinely impressive, state of the art shield projectors and stealth reflection plating... which are things that they decided on ahead of time... uh, though, the technology on the bridge seems ancient and unreliable, as evidenced by the constant banging and yelling you hear from that bridge on your journey.

Your pilot is one Captain Hargrave, an ex-military freelancer who hasn't gone out of his way to make your trip especially comfortable. Now, the three of you have spent several—

**Travis:** By the way, it has just occurred to me that in—we each took one of the descriptions of the ship. We each picked the thing that would make the ship better at running away.

**Griffin:** Yeah, sure. [laughs]

**Travis:** Like, there are options for like, weapons, and we're like, "No! Shields, it can hide, and it can dodge!"

**Audience:** [laughs]

**Griffin:** Yeah. Uh, you've spent several days soaring through an FTL slipstream. Who are your characters, and what have you been doing aboard the ship to pass the time? Let's begin with, uh... let's begin with Dad.

**Audience:** [cheers]

**Clint:** Well, um... my character is Benedict Eugene Esserit. He goes by Benny Gene.

**Audience:** [cheers]

**Griffin:** Wait for it. Wait for it.

**Travis:** Benny Gene Esserit.

**Clint:** So the name is Benny Gene Esserit.

**Griffin:** Keep going.

**Audience:** [cheering]

**Clint:** And, uh... um...

**Justin:** It's nerd shit, y'all. I don't get it.

**Audience:** [laughs]

**Griffin:** We told Dad, I said, "Dad, we're gonna be doing a spa—" And he was like, "I'm doin' a Dune thing!!" And we were like, okay, he's doing a Dune thing.

**Clint:** Benny Gene is from uh, the planet Marrakis.

**Griffin:** 'Cause it's Arrakis, and the... okay.

**Travis:** Okay.

**Clint:** Okay, you don't have to explain all of `em!

**Griffin:** Well, I don't think anybody here has read Dune, so...

**Clint:** What?!

**Audience:** [cheers]

**Clint:** Thank you! And the main export from the uh, the desert planet, Marrakis, is a spice that uh, enhances your sense of rhythm.

**Audience:** [cheers]

**Clint:** And Benny Gene is from the royal family, and y'know, he's a big time guy. But y'know, he just wants to be treated like everybody else. He doesn't want any special treatment.

**Griffin:** I love—[laughs] I love the idea of a super star solo alternative percussionist.

**Audience:** [laughs]

**Travis:** [laughs]

**Griffin:** Your albums are just like... [imitating maracas] Shka shka shka shka shka... and people are like, "Oh, this is my jam!!"

**Clint:** And they love me in New Branson.

**Griffin:** Okay. [laughs]

**Audience:** [laughs]

**Griffin:** Uh, Travis, who are you playing?

**Travis:** Oh, and what's he been doing on the ship?

**Griffin:** Oh, what have you been doing on the ship?

**Clint:** Uhh, let's see... uh, returning emails.

**Griffin:** Okay.

**Audience:** [laughs]



**Griffin:** Fair. I think—

**Justin:** Evocative! Come, enter into my Dad's world! It's amaziing!

**Griffin:** No, it's great. When you actually answer emails while you're in the FTL slipstream, they arrive before the email went out.

**Justin:** [laughs]

**Clint:** That would work very well for me.

**Griffin:** Yes it would. Alright, Travis.

**Travis:** Uh, my character's name, Shoots McKracken.

**Griffin:** Okay.

**Audience:** [cheers]

**Travis:** Uh, and Shoots McKraken is an android.

**Griffin:** Right, I figured.

**Travis:** Um, who originally was an arcade quick draw machine.

**Griffin:** Right.

**Travis:** That was like a robot that you drew against.

**Griffin:** Right.

**Travis:** But he gained sentience... because of his deep desire to play standup bass.

**Griffin:** Right.

**Audience:** [laughs and cheers]

**Travis:** As... y'know, that old chestnut.

**Griffin:** Right.

**Travis:** Um, and so, now, he travels with the band, playing—

**Griffin:** Just kind of a session musician, or is he a—

**Travis:** Yeah, listen.

**Griffin:** Alright.

**Travis:** He's happy. He's happy for the work.

**Griffin:** Sure.

**Travis:** And to occasionally quick draw against people.

**Griffin:** Right.

**Travis:** He is an android soldier.

**Griffin:** Right, and what, uh, are you doing aboard the Delta Dawn?

**Travis:** Mostly monologuing into a mirror as he quick draws against himself.

**Griffin:** Sure, perfect.

**Audience:** [laughs]

**Travis:** And it's super cool. It's not dorky at all.

**Griffin:** Uh, Justin, let's do it.

**Justin:** Uhh, I'm... uh, one of the last great balladeers, and I remain cryogenically frozen whenever America is unpopular. And my particular flavor of patriotism is out of vogue, but brother, she is burnin' up right now. America fever has swept the galaxy.

**Griffin:** Right.

**Justin:** People are wiild about this great country. So I have been unfrozen. My name is Pepsi Liberty.

**Audience:** [cheers]

**Clint:** [laughing]

**Griffin:** Yep.

**Justin:** You can see why I saved the name for last.

**Griffin:** Right.

**Travis:** As a co-host, I love it. As a younger brother, it makes me mad that you consistently create the best characters in the show. [laughing]

**Griffin:** Yeah.

**Audience:** [cheering]

**Justin:** Yeah. Also, uh... deeply conservative, so just heads up.

**Audience:** [laughing]

**Griffin:** [laughing]

**Travis:** Now you feel bad for cheering!

**Griffin:** Yeah!

**Justin:** Yeah.

**Griffin:** Uh, what are you doin' on a ship, Pepsi?

**Justin:** Deep in prayerrr!

**Audience:** [laughing and cheering]

**Travis:** [laughing uncontrollably]

**Justin:** Yeehaw!

**Griffin:** Oh god, this is gonna be good... Alright. The Delta Dawn is nearing its destination, and Captain Hargrave has retired to his quarters for a spin in the turbo nap pod.

**Travis:** [laughs]

**Griffin:** He has established two rules for you, his passengers: stay off the bridge, and do not interrupt him while he's in his turbo nap pod. You are occupying yourselves in various ways as you feel the Delta Dawn begin to decelerate, and with a flash, you exit the slipstream, and you see the planet Shuckstack down below.

It is a peculiar looking planet a single, enormous red landmass floating in an expanse of light lavender oceans. You see a single cluster of lights gathered around what you assume to be the Metropolitan heart of Shuckstack, but you also see another ship, about a stone's throw away from your own, orbiting the planet, and you've never seen one like it. It is a bizarre, diamond-shaped structure with bright green, like, circuitry pulsating across its hull.

And that circuitry flashes as the Delta Dawn approaches it, and then you hear a hail incoming from the bridge. What do you do?

**Travis:** Oh, this is—oh, we gotta make character choices now!

**Griffin:** Yeah, so this is still a roleplaying game.

**Audience:** [laughs]

**Travis:** Okay. Uh... Shoots is headin' towards that bridge.

**Griffin:** Okay.

**Travis:** 'Cause he rushes in. [laughs]

**Audience:** [cheers]

**Justin:** Oh no! No, no!

**Clint:** No, you promised! You promised! You said you'd wait ten minutes!

**Griffin:** Yeah. Uh, Pepsi and Benny, what are you doing?

**Clint:** [in a deep, southern accent] Well, I think Benny would uh, go look at the monitors, and kind of see what's shakin'.

**Griffin:** Okay.

**Clint:** Bacon.

**Audience:** [laughs]

**Griffin:** Pepsi?

**Justin:** Uh, I'm real deep in prayer.

**Griffin:** Okay.

**Audience:** [laughs]

**Griffin:** Uh...

**Travis:** Dear space Jesus...

**Griffin:** [laughs]

**Clint:** [laughs]

**Audience:** [laughs]

**Griffin:** Uh, Benny, since you're like, reading the monitors to get a read on what this ship is, let's do our first roll of the game. So, in Lasers and Feelings, here's how it works. Each of them has chosen a number between two and five. They are going to roll six-sided dice, based on one of two stats – lasers, or feelings.

**Audience:** [laughs]

**Griffin:** Uh, lasers, you would roll for anything that is sort of cold and calculated, and scientific, and also... lasers. If you're shooting lasers, you would roll against lasers. And you would try to roll below your chosen number. So for instance, Shoots has a four. That's Travis' number. He would want to roll below a four, as for lasers, and it would be a success.

If you rolled feelings, which is anything just raw passion, or intuition... basically, the easiest way to break it down is uh, feelings is Kirk, lasers is Spock. This is a very Star Trek inspired game. If you're trying to do that, you want to roll above your number. Uh, Pepsi has a two, so all Pepsi needs to do is roll above a two when he rolls against feelings, and then it's a success.

If you roll your exact number, then it's laser feelings, and we'll cross that bridge when we come to it. [laughing]

**Audience:** [laughs]

**Travis:** So, just to catch up, two, four, three.

**Griffin:** And three. So, you are rolling lasers. You want to roll below your number, which is a three. You get one dice, just for basics, and I don't think you would be skilled in this. Uh, so I think it's just the one.

**Travis:** You've never looked at a monitor before in your life.

**Clint:** Let me see if I understand. You *want* me to roll a low number.

**Travis:** Correct.

**Griffin:** Yes. Three or below.

**Clint:** I love this game!!

**Audience:** [cheers]

**Griffin:** Yeah.

**Travis:** Okay.

**Clint:** What a great game! Alright, here we goooo! It's a five.

**Griffin:** Alright.

**Audience:** [laughs and cheers]

**Griffin:** Cool. Cool cool cool cool.

**Clint:** That's great.

**Griffin:** That is a complete failure. Uh... you are—

**Travis:** A great start.

**Griffin:** You have taken, uh, a little bit too long to answer this hail, so they ping you again, and uh, you sense their annoyance, because you also see a very small, green light come flying out of the diamond, and then it plunks against the hull of the Delta Dawn.

**Justin:** I've stumbled into the deck at this point.

**Griffin:** Okay.

**Justin:** I've just remembered, I'm supposed to be, uh, a dangerous explorer, so I want to get into the action.

**Griffin:** [laughs]

**Clint:** [laughs]

**Audience:** [laughs]

**Griffin:** Uh, okay, you see the machine. It is getting another hail. What do you do, Shoots?

**Travis:** Uh, Shoots says...

**Shoots:** Hey, computer! Answer hail.

**Griffin:** Nothing... [laughs]

**Travis:** Is there a button?

**Griffin:** There's several.

**Justin:** Are we the only people on the bridge of the ship?

**Griffin:** Yes.



**Justin:** Okay.

**Travis:** Okay, uh, Shoots tries to decide the right button the answer the hail.

**Griffin:** Alright. I say, uh, roll against lasers, and you want to roll two dice, I think, because you have some experience with this. You are an android.

**Travis:** Below, right? I got two threes.

**Griffin:** Uh, yes. That is two successes. So, you do what you're trying to do, and you do it well. Good job. Uh...

**Clint:** [mockingly] Nyeh nyeh nyeh nyeh nyeh!

**Audience:** [laughs]

**Griffin:** You find the right button and press it, and the holo-projector on the bridge turns on, answering the hail. You see just a like, big, empty, dark room with nobody there. And you hear a voice say, uh...

**Voice:** Just a minute. Hold on. [gruff, mumbling] Humans? We got any humans? Oh, yeah, yeah, yeah, that's great, that's great, that's great.

**Griffin:** And then, uh, a man, human man suddenly walks into view, a little too close to the projector for comfort, and his skin is gray and mottled, just hanging off his bones, and he looks at you with a blank expression and says...

**Man:** Can help I you? [sighs]

**Shoots:** Seems legit.

**Audience:** [laughing]

**Travis:** I need to nail down that character voice, huh? I'm floatin' around.

**Griffin:** I think we decided on wild prospector backstage.

**Travis:** That's right.

**Pepsi:** Hey, partner.

**Clint:** [laughs]

**Audience:** [laughing]

**Pepsi:** Hey, partner. What's goin' on over there, bud? You're lookin' a little run down.

**Audience:** [laughing]

**Man:** Got the um, uhh... gimbavitis?

**Pepsi:** Oh, man.

**Man:** But everywhere. All over.

**Pepsi:** Oh, man.

**Shoots:** Now, listen here. I might be an android what was once an arcade game, that then gained sentience because of his deep desire to play the standup bass, but—

**Man:** Tale as old as time!

**Clint:** I like how Travis assumes we've already forgotten his elaborate backstory. [laughing]

**Shoots:** But I'm startin' to suspect that maybe... this might be a trick.

**Man:** There's no tricks here. It's just me, your new friend, Rich... berg. Rich... Rig... pttchard. Rick!

**Audience:** [laughing]

**Pepsi:** Hey, partner, let me ask one more time. What's goin' on over there?

**Justin:** And I'd like to roll about it.

**Griffin:** Okay. Yeah, I think your intuition is kicking in. Uh, you uh, roll two dice, I would say. I don't know that you're prepared, necessarily.

**Justin:** This is feelings, right?

**Griffin:** Yes. You just have to beat a two.

**Justin:** A two, 'cause I'm very good at feelings.

**Griffin:** And really bad at lasers.

**Justin:** Really, so bad at lasers. That's two sixes. [laughs]

**Griffin:** Uh, yeah.

**Audience:** [cheers]

**Justin:** So, if we have two successes, I did it well.

**Griffin:** Yes. Uh—

**Justin:** Good job.

**Griffin:** You know that something is wrong. Uh, you also see Rick turn his head to the side, as if to talk to somebody. And you notice, uh, something. You catch just a flash of it, just for a second. Hanging off the back of his head is this bright green bioluminous slug, about the size of your forearm,

and you see it wriggling and pulsating, and then uh, Rick turns back towards you and says...

**Rick:** Yeah, it's, uh... Shuck—Shuckstack is closed for remboventions. So... gotta go.

**Travis:** Uh, I think between that and him seeming tense, I think Shoots is going to prepare for battle.

**Griffin:** Okay. [laughs] Uh, what are you doin' over there, Benny?

**Benny:** Well, y'know, in my experience... not that I've lived that special a life, nothin' special about ol' Benny Gene... but uh, I'm—I've seen this before.

**Griffin:** Alright.

**Shoots:** You have?!

**Benny:** Yeah, yeah, yeah. This is—

**Shoots:** Where?!

**Benny:** Oh, happens all the time.

**Justin:** [laughing]

**Shoots:** It *does*?!

**Benny:** Well, now, in our—in our neck of the woods, in our neck of the galaxy, we have these people show up all the time. And they are—yeah. And my daddy, he was like the king of our planet, I don't know if I mentioned that or not...

**Griffin:** Sure.

**Pepsi:** A few times, yeah. A few times.

**Benny:** My daddy used to always say, "Son..." And I always believed him, what he said. He said, "Son, if you ever see somebody with a green worm hang out the back of his head... you need to run like a scalded dog."

**Audience:** [laughs and cheers]

**Griffin:** You just—[laughs]

**Pepsi:** Hey, that was... listen, partner. That was nothin'. But... I love the idea of gettin' out of here.

**Rick:** Actually, sorry guys, I need, uh—we gotta check your ship for contra... contrindand. So um...

**Benny:** We are a country band.

**Shoots:** Yep.

**Griffin:** Oh, shit!!

**Audience:** [cheers]

**Travis:** Boom! That is... the most historic thing that has ever happened on the Ryman stage.

**Griffin:** That was—that's delivery. Alright.

**Audience:** [cheering]

**Griffin:** Alright.

**Clint:** That one's for Minnie Pearl.

**Travis:** Yeah, like, I need a minute to think about that. That was so good.

**Griffin:** That's really good. Rick says, uh...

**Rick:** So uh, go ahead and dock in here with us, and that'll be good. That'll be good.

**Shoots:** ... You got it!

**Travis:** And then uh, Shoots punches it and drives away. Towards the planet.

**Griffin:** Towards the planet? Okay. Uh, go ahead and make a las—well... uh, yeah, I say lasers roll. You're operating a ship. Uh, and you are prepared, as you said, so uh, I would say you have three on this one.

**Travis:** I'm not gonna roll that one. That's the weird dice.

**Griffin:** Okay, here we go. Gotta beat a four. Under a four.

**Travis:** I have a four and a five and a three.

**Griffin:** Okay. That's two successes. You do what you set out to do. Uh, you start flying towards—

**Travis:** Now, I did—I could call laser feelings there, 'cause I matched the four.

**Griffin:** Oh yeah! So, when you roll your exact number, it's called laser feelings, and uh, you can basically spend that success dice, 'cause it counts as a success, to uh, ask me a question about what's going on. Do you—would you rather do that?

**Travis:** No. I would like—I'll take the success.

**Griffin:** Okay, take the full success.

**Travis:** I'm pretty sure I've seen through your veil, and I figured out what's going on.

**Griffin:** [laughs] Uh, you start flying away, towards the planet. And as you do so, these green tendrils of just like, green light start like, shooting out of this diamond-shaped ship at you, but you deftly steer around them. Uh, and uh, the Delta Dawn is weaving in and out of these tendrils, but you successfully get through them. However, the door behind you opens up, and in enters Captain Hargrave, who is a mantoid. Half mantis, one of the mantis races. One of the like, 17 mantis races in the Galactic Assembly. Uh, and he—

**Travis:** Is he one of the cool ones?

**Griffin:** Right now, you can see, on top of his head is perched a brain slug, so... no, not one of the cool ones right now. Uh, and he charges in to attack. You are flying the ship. Uh, Pepsi and Benny, what do you do in response to this oncoming mantis with a brain slug on its head?

**Justin:** I'm uh... I'm gonna stab the captain with the giant knife that I always have strapped to my hip.

**Griffin:** [laughs]

**Audience:** [cheers]

**Griffin:** Alright. Uh, is this—

**Pepsi:** Hey! If this knife makes you feel uncomfortable, that's your problem!

**Griffin:** [laughs]

**Audience:** [laughs and cheers]

**Pepsi:** It's my right to have this giant knife strapped to my hip!

**Griffin:** Yeah. Roll feelings. I'd say you have the knife because you're an explorer, so that's one dice, and...

**Travis:** Not feelings. That would—that must be—

**Griffin:** It's not lasers. This is a fuckin' knife!

**Audience:** [laughing]

**Clint:** I think Benny Gene is going to help.

**Griffin:** Okay. Uh, how are you helping? Do you also have a knife? [laughs]

**Clint:** No, no. He's gonna point at the, uh—because he has all this knowledge, he's gonna point at the most vulnerable spot on the brain slug.

**Griffin:** Okay, yeah. Uh...

**Benny:** Right there.

**Audience:** [laughs]

**Griffin:** I'll say, roll—

**Benny:** Right—right there.

**Travis:** No, wait, hold on. Dad... what's the most vulnerable point of a slug?

**Clint:** The thorax.

**Griffin:** Alright.

**Audience:** [laughing]

**Griffin:** Roll three.



**Clint:** Roll three?

**Griffin:** Roll three, Justin. You've helped out.

**Clint:** Okay.

**Griffin:** When you help out, you give 1d6 to the roll, if you can justify it.

**Justin:** So I'm just trying to get above a two.

**Griffin:** Above a two, yep.

**Justin:** Above a two. That's a four, four, two.

**Griffin:** Okay. Uh, yeah. That's an extreme success.

**Travis:** Unless you want to spend it...

**Griffin:** Unless you want to spend that two to ask a question.

**Justin:** Uh, yeah, I will actually spend that two to ask one question. Now, if you get three that succeed, it's like a critical success?

**Griffin:** A critical success, and you get to decide what happens next, yes.

**Justin:** Uh, of these three, I—y'know what, with one of those, though, rather than getting a critical success, I'm gonna use my laser feelings, since I got an exact two...

**Griffin:** Yes. [laughing]

**Justin:** To ask, um... is it... mmm... is it possible to remove the slug without killin' this cat?

**Griffin:** Uh, no. If you kill the slug, you kill the captain. It is not just sort of chilling on his head – it's like, in therrre.

**Travis:** Can I—this is separate. Do we like Hargrave? [laughs]

**Justin:** Yeah, how do we feel about...

**Griffin:** He has—

**Clint:** Do you have a backstory for him yet?

**Travis:** Has he been kind of a shit?

**Griffin:** Let's see, uh...

**Travis:** Y'know, enough that you would feel okay killing him?

**Griffin:** Your pilot is one Captain Hargrave, an ex-military freelancer who hasn't gone out of his way to make your trip especially comfortable. Yeah, that's what we—

**Travis:** Yeah, kill him.

**Griffin:** [laughs]

**Clint:** Yeah, kill him.

**Justin:** Yeah. Yeah.

**Audience:** [laughing]

**Griffin:** Okay.

**Benny:** Right `der. Right `der. Right `der.

**Griffin:** He tells you where to stab the man. [laughing]

**Travis:** Hey, hey! Free ship!

**Griffin:** Yeah.

**Benny:** Stab him in the slug!

**Pepsi:** We gotta get to this show, y'all! Come on!

**Griffin:** Alright. What do you do?

**Justin:** I stab him in the head!

**Griffin:** Okay. It goes right through the worm, and then some!

**Travis:** [laughs]

**Audience:** [laughing]

**Travis:** To be fair, our tray of cold cuts is getting warm. We've gotta get down there.

**Pepsi:** I told you—listen. I know that looked savage. But you gotta know, I knew that there was no way of saving his life, somehow. I knew it. So I just went for the gusto.

**Shoots:** You must'a used your laser feelin's!

**Pepsi:** I must'a used `em.

**Griffin:** [laughing] Uh, okay. Yeah, you stab him real good, and uh, his eyes roll back, and he, uh, falls over. The slug gives a little squeal of protest as, uh—

**Travis:** Hey! [laughs]

**Griffin:** Captain Hargrave hits the ground. "Hey, what the fuck?"

**Travis:** [laughing]

**Audience:** [laughing]

**Justin:** And I whisper in his ear...

**Pepsi:** Hey, I'm so sorry about this, partner. Say hi to Space Jesus. Thank you.

**Audience:** [laughs and cheers]

**Griffin:** [laughing] Uh, as he falls, you get the sense that your knife in his brain did something to his nerves, and he pulls the trigger on the gun he was holding, and a laser bounces around the bridge comically for like, 30 seconds...

**Justin:** [sings Yakety Sax]

**Griffin:** ... before it collides with the terminal that you were using to fly the ship. He falls over, dead, and the space slug disintegrates. What do you do, now that you're flying the ship with a mostly broken console?

**Pepsi:** Hey, robit. Robit. Certainly, you know how to pilot this thing, right?

**Shoots:** I mean... yeah, I was doin' it, but now we done blowed up the steering wheel.

**Pepsi:** Just... plug into it!

**Shoots:** We're gettin' more and more comical with every second! [laughs]

**Benny:** By cracky!

**Pepsi:** Plug in—just plug into it! Plug into one of the holes of it with your finger. I don't—

**Benny:** And make some beep bop boop bop boop bloop noise.

**Pepsi:** Hey, I'm not a—

**Shoots:** Hey, y'know what? Both of those things is offensive!

**Audience:** [laughing]

**Pepsi:** Hey, I'm sorry—

**Shoots:** First of all—hold on, stop this plane. I don't say beep bop. And I wouldn't stick my finger in without asking.

**Griffin:** You crash into the surface of the planet.

**Audience:** [cheers]

**Griffin:** Jump—jump cut. Jump cut to the three of you like... the three of you just standing in this red clay badlands, looking at the Delta Dawn just half submerged in this pit of—

**Shoots:** I can't believe we survived!

**Griffin:** [laughs] It's half submerged in this pit of soft, red clay. You get the impression that the impressive shields on this ship absorbed most of the blow, so it's not destroyed.

**Travis:** Oh, thank god! [laughs]

**Griffin:** It's not destroyed, but it is not going anywhere soon unless you get some help pulling it out of the ground. Uh, so you make your way to Shuckstack. We're gonna move quick, 'cause that was a long discussion about robot ethics.

**Audience:** [laughs]

**Griffin:** And you can tell that something has gone terribly wrong here in the major city. For starters, there's almost nobody here. It's a fairly rustic environment with large homes made out of painted, hardened clay and weathered metal. And it would be charming, except for the really harsh environment that it has sprung up in. But you only see a few dozen folks of various Assembly species, just kind of... shambling around.

And you can see that all of them, from the humans to the mantoids to the shark people, uh... they all have these iridescent brain slugs just hanging off the backs of their heads. What do you do?

**Travis:** Ohh. Leave?

**Pepsi:** I'm—I only got—I've only got the one knife, fellas.

**Audience:** [laughs]

**Benny:** Allow me to strike up a rapport with them.

**Pepsi:** Alright.

**Griffin:** So you're trying to talk—you're just giving a speech to the crowd?

**Clint:** Yeah. I mean...

**Griffin:** Okay, very good, very good, very good. Um...

**Clint:** Since I had a lot of diplomacy training...

**Griffin:** Yes, you are an alien envoy, so you definitely are prepared for this. That's two dice. Roll two dice, and let's see what the fuck happens.

[laughing]

**Benny:** Yeah! So, I'm just gonna walk up to them and say, uh...

**Travis:** Wait, hold on. If I may...

**Griffin:** Yeah?

**Travis:** Make him give the speech first, and if it's good enough, give him a bonus die.

**Griffin:** No no no, this is fine. Roll feelings. You want to roll above a three. Three or above. Here we go.

**Clint:** Four and a six.

**Griffin:** That's a success.

**Travis:** Yay!

**Audience:** [cheers]

**Griffin:** Uh, what do you say to the crowd? [laughs]

**Benny:** Hey, y'all. Listen, I know you probably recognize me. Y'know, 'cause I'm... I'm kind of a big deal. Y'know, my family, they done pretty well for themselves, and from that planet, y'know...

**Griffin:** The crowd starts shambling towards you.

**Benny:** Yeah. Good, yeah. No, I'll sign later. After the show, I'll sign. Uh...

**Griffin:** They're all holding space slugs. [laughing]

**Benny:** Yeah, no, we ate on the ship earlier.

**Audience:** [laughing]

**Benny:** So uh, listen, if y'all could just show us to where the hell we're goin', uh, we'll all—we'll give you some, uh, merch later.

**Justin:** The op—the Grand New Opry is not on this planet, correct?

**Griffin:** It is.

**Justin:** Oh, it is!

**Griffin:** It is stationed on this planet.

**Justin:** We're crushing it!

**Griffin:** This is where you're coming to rendezvous. Yeah, you're killin' it.

**Justin:** Crushin' it.

**Griffin:** Uh, here's—since you rolled a success on that, here's what I will give you. Uh, a woman, an Ungulan woman, another one of the species that is part of the Assembly, just this, uh, gazelle-looking woman with horns, uh, and a brain slug, walks up to the three of you, and you can see she has these like, gear shaped devices in her hand. And really quickly, she slaps them on the three of you, on the backs of your heads, and a hard light projection of a space slug appears. A fake spa—and you realize, she also has one. And uh, she says, uh...

**Woman:** Oh, don't worry, y'all. Got `em. Slugged `em real good. Totally cool.

**Griffin:** And the crowd dissipates.

**Audience:** [cheers]

**Griffin:** And uh, she turns towards you and says...



**Woman:** Who the hell are you guys? Are you here from the Assembly Corps?

**Shoots:** I'm Shoots McKraken!

**Pepsi:** My name's Pepsi Liberty!

**Benny:** And I think you know who I am.

**Woman:** Is that Benny Gene Esserit?

**Benny:** [laughs]

**Woman:** Damn.

**Benny:** I can't go nowhere!

**Travis:** I think I'm gonna change my character voice. [laughs]

**Woman:** I thought—I mean, I guess you're not from the Assembly Corps. That's Benny Gene Esserit right there. I've been tryin' to hail them for days. What are you doin' here?

**Shoots:** We're a band.

**Pepsi:** Yeah, I know what you're thinkin'. Don't these guys have a name for their band? And they thought they'd come up with it on stage.

**Griffin:** [laughs]

**Audience:** [laughs and cheers]

**Shoots:** We're... the River Bottom Nightmare Band.

**Griffin:** No. [laughs]

**Benny:** Um... we're the Wiggles.

**Travis:** Nope.

**Griffin:** No.

**Audience:** [laughs]

**Benny:** Is that—is that—well, I was thinkin' the slugs...

**Pepsi:** The New Wiggles.

**Benny:** The New Wiggles.

**Shoots:** The New Wiggles.

**Benny:** Wiggles 2.0.

**Audience:** [laughing]

**Woman:** I'm guessin' y'all are here—

**Benny:** I really can't stop doin' this damn voice.

**Griffin:** It's so good.

**Justin:** I gotta put—still, we gotta be able to put out merch. We can't put Wiggles 2.0 on a t-shirt!

**Travis:** No.

**Griffin:** [laughs]

**Travis:** Nobody would get it!

**Woman:** If y'all are a band—

**Shoots:** We're Shoots McKraken and the Band!

**Woman:** Okay. I'm guessin', 'cause y'all are musicians, you're here for the opry?

**Pepsi:** Hell yeah!

**Woman:** Well, I think you're gonna have some trouble doin' that right now.

**Pepsi:** Wouldn't be much of a story if we didn't.

**Griffin:** [laughs]

**Audience:** [laughs]

**Griffin:** She says...

**Woman:** Yeah, I went to bed a couple nights ago, everything's hunky dory, opry had just landed planetside, whole town's gettin' ready for the festival. Next morning, whole town has these slugs on their heads, starts armin' themselves to the teeth and headin' out on hoverskiffs over towards the opry, starts mountin' the techs, tryin'a breach the hull. You ever heard of such a thing?

**Travis:** [laughs]

**Pepsi:** How did you avoid, uh, gettin' converted?

**Woman:** Oh, I'm a bit handy with some holoprojections, and most other tools. I run the tow truck here in tow—well, it's more of a mech. But I run the tow mech here in town, so I know my way around a doohickey gadget and what have you. Name's Dolly, by the way. I got yours, 'cause you won't stop sayin' it.

**Audience:** [cheers]

**Benny:** So, is that D-O-L-L dash E?

**Dolly:** No, it's with a Y. So, um...

**Clint:** Well, again, I'm thinkin' merch. I'm thinkin' t-shirts.

**Dolly:** Yeah, I'm afraid y'all's big debut on the opry's gotta get put on hold for a minute.

**Shoots:** Well, listen here. The Space Boys have gotta—what do you think?

**Benny:** Mmm...

**Pepsi:** No, I don't think so...

**Shoots:** Nope.

**Benny:** No.

**Shoots:** We gotta get to that opry and play!

**Justin:** Space Horny Boys?

**Travis:** The Space Horny Boys!

**Audience:** [cheers wildly]

**Clint:** SHB, baby!

**Justin:** No.

**Shoots:** Listen. Hooty and the Nannies gotta get over there. [laughs]

**Griffin:** [laughs]

**Justin:** Hooty... [laughing]

**Clint:** Hooty and the Wiggles?

**Travis:** I'm feelin' pretty strongly about Hooty and the Nannies on this one.

**Griffin:** Yeah, sure.

**Audience:** [cheering]

**Griffin:** Dolly says...

**Dolly:** Only way we're gonna get up there is if—oh. Wait. Y'all are here. Y'all got a ship?

**Shoots:** Well...

**Pepsi:** Well... that's a complex question. Um, when you say 'ship,' you mean one that lifts off the ground and zooms around and shit, right?

**Dolly:** Yeah, yeah. The opry's still hoverin', so we would need a—

**Shoots:** Mmm.

**Pepsi:** Errr.

**Dolly:** ... ship to get up to it.

**Shoots:** Hey, you got a mech!

**Dolly:** Yeah. What's—why, did y'all fuck up your ship?

**Shoots:** Mmmmmm... yes.

**Pepsi:** I—y'know what? In one sense, space God did, 'cause it was in his grand plan.

**Audience:** [laughing]

**Pepsi:** But in another sense... in another sense, I did stab the captain the head with my big knife.

**Griffin:** [laughing]

**Benny:** But you did it beautifully.

**Pepsi:** It was part of the plan.

**Shoots:** And we said, "Space Jesus, take the wheel!" And he crashed it.

**Clint:** [laughs]

**Audience:** [laughing and cheering]

**Pepsi:** What I'm sayin' is, there's no bad guys here.

**Griffin:** [laughing]

**Dolly:** So y'all got a ship or not? I got that you murdered a guy.

**Shoots:** We got ourselves a ship, but we done need your help towin' it out of the clay.

**Dolly:** Aw, dang story of my life!

**Audience:** [laughs]

**Griffin:** Jump cut, to...

**Travis:** [laughs]

**Griffin:** The submerged Delta Dawn. Dolly is in this just big, boxy mech suit with these two large just metal clamps attached to these thick cables, which she shoots out towards the ship. And the cables are starting to retract, but it's a big ship, so she's gettin' pulled in, so these hooks swing out of her mech legs and plant into the ground, giving her some support as she's trying to pull the Delta Dawn out of the clay. And she says...

**Dolly:** Dang, y'all really got this wedged in here, huh?

**Travis:** Do I have like, some kind of robot super strength that I can help?

**Griffin:** Do you have robot super strength that you can help? You are a sentient arcade game...

**Justin:** That would be a weird feature.

**Travis:** I rolled a four and a one, but I'm gonna use my four to ask... do I have robot super strength?

**Griffin:** Oh, that's great.

**Audience:** [laughing]

**Griffin:** 'Cause I have to do is answer it. No.

**Travis:** Okay.

**Audience:** [laughs]

**Travis:** I choose not to help.

**Clint:** Do *I* have robot super strength?

**Justin:** [laughs]

**Clint:** [pause] Apparently not. Okay.

**Travis:** You die.

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

**Dolly:** No, it's just gonna take me a few minutes. Y'all stop tryin'a use your robot super strength. It's embarrassing. My tow mech has robot super strength. That's what it was designed for.

**Justin:** Isn't it just robot regular strength?

**Griffin:** Yeah, I guess so. You hear a sickening schlorping noise as Dolly tries to pull your ship out of the clay, and then you hear another noise – a rumbling from beneath. And then you feel it, too. And then the clay, just off the side to this pit that your ship is stuck in, starts to bubble up. And Dolly looks over at it with alarm. And then, a ten foot tall, two-tailed scorpion-like beast—

**Travis:** Quick draw!

**Griffin:** ... bursts outward, shrieking at your party, sending acidic spittle flying in all directions. I'll say you're prepared for that.

**Travis:** I quick draw'd.

**Griffin:** Alright.

**Justin:** Whoa!

**Clint:** Wait a minute, wait a minute! There's the band name. Acidic Spittle.

**Griffin:** Alright, that's not bad.

**Audience:** [laughs]

**Travis:** I feel like that gives a promise we can't deliver on.



**Griffin:** Yeah. Uh, roll 2d6. 3d6, because—yes.

**Travis:** Oh no! Ooh! [laughs] Sorry about your nard—sorry about your hootenanny, Dad.

**Audience:** [laughs]

**Travis:** Uh, a five, a six, and a four.

**Griffin:** Uh, yeah. That's three successes, or two successes and a question.

**Travis:** I'm gonna go with three successes.

**Griffin:** Alright, that's a critical success.

**Justin:** Wait, wait, wait. Why? I thought he had to roll *below* for lasers.

**Griffin:** No. Wait.

**Justin:** Yes!

**Griffin:** Yes, below for lasers, you're right! That's three—that's one success. Or you can ask a question.

**Travis:** I'll take that one success.

**Griffin:** Okay. Uh, it's a mixed success. How do you shoot this thing? What's that look like? Everybody, by the way, Lasers and Feelings includes inventory. A uniform with built in vac-suit for space walks, a super sweet space phone camera communicator scanner thing with universal translator, a variable beam phase pistol, set to stun, usually.

**Travis:** Yeah, I'm gonna say that with the mixed success, I hit it, but it's on stun.

**Griffin:** No, I'll decide what the mixed success is.

**Audience:** [laughs]

**Travis:** I hit it, then I quick draw from the hip, pew pew.

**Griffin:** Right.

**Travis:** Don't want him to see my hand where my hip be at.

**Griffin:** Right.

**Travis:** We can all agree.

**Griffin:** Where are you aiming for? There's lots of aim-able places.

**Travis:** I mean, I'm aiming for the head.

**Griffin:** Okay. Uh, yeah, you hit the head, and uh, I think it just scorches off one of this thing's eyes. And it gets really pissed off when that happens, and it spits some spittle towards—

**Travis:** Where's the success part of that mixed success?

**Griffin:** You blew his eyeball off.

**Travis:** Okay. Thank you.

**Griffin:** You're welcome. [laughing] I just said it.

**Travis:** Well, when you said 'scorches off,' I thought you meant like, 'glances off.' But now I realize that doesn't make any sense.

**Griffin:** Some spittle lands on your space suit and burns a hole in it. You can no longer use it in the zero G vacuum.

**Travis:** I'm an android.

**Griffin:** Yeah, you're probably okay there.

**Justin:** [laughs]

**Griffin:** Uh, it gets really pissed off after he does that, and uh, starts charging toward Dolly, 'cause in her mech suit, she is the biggest sort of thing here. Uh, with uh, both of its tails dripping this bright, red venom. Pepsi or Benny?

**Benny:** I—I have an idea.

**Griffin:** Okay.

**Pepsi:** Great! Act on it!

**Benny:** Music have charms that soothe the savage breast. So...

**Justin:** Wh—okay, a few things. One, we're literally under attack in this moment. Are you monologuing, or are you my dad, Clint McElroy, who is talking to me?

**Travis:** I can't tell anymore.

**Clint:** Alright, he is going to play one of his solo album cuts.

**Griffin:** Right.

**Clint:** To try to calm the beast and soothe him.

**Griffin:** I hope it's [imitating a maraca] shk shk shk shk shk.

**Clint:** Yeah.

**Travis:** No, I want it to be, [imitating some other percussion instrument] tchk tchk tchk, tchk tchk tchk tchk!

**Clint:** How many roll—how many do I roll?

**Justin:** Negative one.

**Griffin:** [laughs] Definitely, uh, you get the one. You get the extra if you're an expert. You're an expert in this, and another one if you're prepared. I think you're always prepared to bust out the tambo, or the maracas, or...

**Clint:** So am I doing this to roll under three?

**Griffin:** You are trying to roll for feelings. You are trying to roll over three.

**Clint:** Over three.

**Griffin:** Yes.

**Clint:** That would be a one, a one, and a six!

**Justin:** Yay!

**Audience:** [cheers]

**Clint:** Which one did you want to hear?

**Travis:** Shka shka shka shka.

**Justin:** Shka shka shka shka!

**Clint:** Okay. Alright.

**Travis:** Shka shka shoot!

**Clint:** Okay.

[sounds of a tambourine, presumably being played by Clint]

**Audience:** [cheers]

**Travis:** A little flat. Have you tuned that?

**Griffin:** Alright. Here's the mixed success – it gets distracted by what you're doing, because it's fucking wild. And in that moment, it sort of slows its attack over on the uh, towing mech, which has, uh, nearly pulled the Delta Dawn out of the quagmire. However, you have caught its attention, and it is now charging your band—your hence unnamed band.

**Justin:** Hooty and the Nannies!

**Travis:** Hooty and the Nannies. I feel like we nailed it.

**Clint:** Yeah.

**Justin:** I'm gonna take a—uh, I think Peps is gonna take a flying leap at him with his knife and try to bury it in his side.

**Griffin:** [laughing] Okay. Roll feelings. Uh, I don't know that you could argue that you're prepared.

**Justin:** I don't think I'm ever prepared to fight a space...

**Griffin:** Scorpion. [laughs] Yeah.

**Justin:** Scorpion with a knife.

**Griffin:** Yeah. Roll 2d6.

**Justin:** Okay. And I'm at—and you're saying that, because the second one, this is because I'm an expert in fighting scorpions with my space knife?

**Griffin:** You're an explorer. I think you have to shank some shit from time to time.

**Travis:** If I may, if I may – I would say I'm helping, because I shot one of its eyes off.

**Griffin:** Yes. Absolutely. 3d6.

**Justin:** 3d6. Okay.

**Griffin:** Thank you, Travis.

**Travis:** I've really affected its depth perception.

**Griffin:** Above a two.

**Justin:** Above a two. I have two fours. So that's an unqualified success.

**Griffin:** Uh, yes. You succeed. You stab this thing right and the side, and when you do that, one of its tails just like, goes limp. You get a sense that you got some nerve stuff in there, whatever it is.

**Travis:** [laughs]

**Pepsi:** Hey fellas, I think I hit some nerve stuff!

**Shoots:** Whoa whoa, slow down, Dr. Spock!

**Griffin:** It also skitters backwards, in sort of—

**Justin:** It Skynyrds backwards?

**Griffin:** It Skynyrds backwards—

**Clint:** Free Bird!

**Griffin:** In, uh...

**Travis:** It knocks a bird's nest loose.

**Justin:** And it's free!

**Griffin:** Reflexively, it skitters backwards, and buys you all some time. And you all hear this loud, still kind of gross pop from the clay pit as the Delta Dawn, still having a decent amount of clay all over its hull, is retrieved from the pit. And you see Dolly start just like, charging towards the uh, the cargo bay door at the back to board. What, uh... let's get back to, uh, let's get back to you, Shoots. What are you doin'? You still have the scorpion.

**Travis:** I say, uh...

**Shoots:** Hey, you all head for the ship! I'll cover you!

**Travis:** And I shoot at the scorpion once more.

**Griffin:** Are you just trying to do like, suppressing fire, or...

**Travis:** Well, I mean, I'd like to kill it.

**Griffin:** Okay.

**Travis:** But if nothing else, distract it.

**Griffin:** I will say, killing it will be harder than suppressing fire. If you want the trophy of this thing, uh, that's fine. [laughs]

**Travis:** No, no, no, I'm just trying to get them to the ship.

**Griffin:** Okay. Go for it.

**Clint:** Can I help again?

**Griffin:** Um... sure, if you tell me how.

**Benny:** Right `der!

**Audience:** [laughs]

**Clint:** I'm showing him where to shoot it.

**Griffin:** No. I'll let you do that once per game.

**Clint:** Okay.

**Benny:** Right `der!

**Griffin:** Right. The other one. Roll 2d6 for me.

**Benny:** Well, I tried.

**Griffin:** 2d6.

**Travis:** A five and a two.

**Griffin:** That's one success.

**Travis:** One success. Uh, yeahhh. So I... I think I shoot its other eye.

**Griffin:** You have distracted it, right? And you have bought time for Pepsi and uh, and Benny to get to the ship. Which, uh, by this point, Dolly has pried open the cargo bay door with her big mech and gotten inside. The two of you following suit, after you attempted to help out Shoots?

**Clint:** Has she pulled it out of the goo?

**Griffin:** Yeah, yeah, yeah.

**Clint:** Oh, yeah.



**Justin:** Yeah, I make a run for it.

**Griffin:** Okay. You two have boarded the ship. Shoots, you distracted it and managed to get it away from the ship a little bit, but its one surviving tail, uh, it jabs right into your left shoulder. You are an android—

**Travis:** I'm an android!

**Griffin:** You're an android, but it doesn't hurt, but you uh, your left arm is starting to lose...

**Travis:** That ain't my shootin' hand.

**Griffin:** Okay. [laughs]

**Clint:** Is it your bass playin' hand?

**Shoots:** Oh shiiit!

**Travis:** [laughs]

**Audience:** [laughs]

**Shoots:** I'm ambitextrous!

**Griffin:** You still need two to play bass.

**Justin:** Gotta have two to play bass, my friend.

**Travis:** It's a computer bass.

**Griffin:** Uh, you uh... now, Benny and Pepsi, you see your... well, not friend, but bandmate... maybe friend.

**Travis:** Hey, don't make that decision for them!

**Griffin:** Sure. Pinned down outside, with a scorpion tail, uh, buried in his shoulder.

**Travis:** Wait, hold on. So the scorpion stakes me, and then it just stays there as we both look at each other?

**Griffin:** We're in bullet time, Travis.

**Travis:** Okay. [laughs]

**Justin:** [pause] How long have these guys been together?

**Audience:** [laughs]

**Griffin:** You tell me.

**Justin:** I mean, are they buds for life? Or like... what do you thi—I'm just trying to gauge the... I don't know if they're like, session musi—okay. Is the um...

**Benny:** Y'know, as a leader of men... I don't think we should leave him behind. For one thing, the song we got playin' is pretty heavy. We need that bass.

**Travis:** And I'm the only one with a gun!

**Pepsi:** Dolly! You know something about ships, right? Activate the lasers on this sunuva bitch!

**Dolly:** Alright! [beeping] There's no lasers! There's a shield, a cloaking device, and it's nimble.

**Audience:** [laughs and cheers]

**Benny:** Run into it!

**Pepsi:** Yeah, blast it!

**Benny:** Yeah, run into it! Make it road kill!

**Pepsi:** Slowly, in a way not to break the ship. This is askin' a lot, I'm realizin', as I'm sayin' it.

**Travis:** Shoots yells...

**Shoots:** Get close enough, and I'll grab on!

**Benny:** It's got shields.

**Dolly:** Oh yeah, that's a good point. I'll turn on the shields and run into it.

**Pepsi:** Hey, yeah! Activate the shields!

**Dolly:** That's cool.

**Griffin:** She flips on the shield, and the scorpion is half inside of it when it turns on, and you see it just cut in half. [laughs] And just... fall to the ground.

**Audience:** [cheers]

**Griffin:** It is—it is mere inches away from Shoots' face when it turns on, and she says...

**Dolly:** Oh, shit! Oops, shit! Shit, shit, shit!

**Griffin:** And she turns it off, and uh, the scorpion has been cut in half.

**Justin:** Yay! Say it!

**Clint:** [sings the Final Fantasy victory fanfare]

**Justin:** Say it!

**Griffin:** I solved my scorpion puzzle. [laughs]

**Audience:** [cheers]

**Clint:** I said shields!!

**Griffin:** You helped, yes, definitely.

**Audience:** [cheering]

**Griffin:** Uh, the Delta Dawn, after a few sort of false starts as it tried to burst the clay out of its engines, finally gets airborne. Who's flying this thing?

**Travis:** Well, it seems like Dolly.

**Justin:** Dolly.

**Griffin:** Uh, I don't think she's like... she took a lucky guess, there. I don't know that necessarily—

**Travis:** Shoots is using the backup terminal to pilot the ship.

**Griffin:** Okay. It's not quite as good, but uh, yeah. Go ahead and roll.

**Justin:** [laughs]

**Travis:** Yeah, it's a backup terminal!

**Justin:** It's got left, up and down, but not right.

**Clint:** [laughing]

**Griffin:** [laughing] Roll lasers—

**Travis:** You gotta make a biiiig circle. [laughing]

**Justin:** You gotta make a big circle if you miss it.

**Clint:** Three left turns!

**Griffin:** Roll lasers. Roll 2d6 against lasers. You want to roll under a four. Four or below.

**Travis:** I rolled a three.

**Griffin:** Okay. Uh, yeah. You get there. It takes you a while. Uh, you— that's the drawback. It takes you... a bit.

**Travis:** But it's time to recover.

**Griffin:** Uh, no.

**Travis:** Fuck.

**Griffin:** Does anybody have android repair experience?

**Pepsi:** Hey, listen, I don't know a lot about repairin' androids, but I'm gonna roll a dice on it anyways, see how it turns out.

**Griffin:** Yeah, roll lasers. [laughs]

**Travis:** It can only go bad!

**Griffin:** Roll 1d6, and you have to roll a two or below.

**Travis:** Maybe I can help by saying, "Sew me up!"

**Justin:** Alright, I pick up a wrench. And I'm just like, poking into it.

**Griffin:** [laughing]

**Justin:** And here's what happens. ... Oh, I roll a six. It's unimaginably just so bad.

**Audience:** [laughing]

**Griffin:** He jams a wrench in there, and you hear like a... pop! And your arm just falls completely off.

**Audience:** [laughing]

**Clint:** That is so appropriate!

**Travis:** Wait, falls *off*?!

**Audience:** [cheering]

**Clint:** So his arm is off.

**Griffin:** Yes.

**Clint:** [laughs wildly]

**Griffin:** Okay. [laughs]

**Audience:** [cheers]

**Clint:** [cackling] Not so fun, is it?!

**Travis:** I mean, it's... it's a collaborative game, Clint, I don't...

**Griffin:** You're holding the rudder or whatever when one of your arms falls off, so you make a quick turn to the right, and then correct. You now are flying the ship with just your one robot arm. Still your shootin' arm, so...

could be worse. Uh, as you approach the opry, you see it. It's a few miles away from the main city, here in Shuckstack, and it is just this massive construct.

It is mostly just like this big, saucer-shaped deck. Just this one single, bright, metallic deck with a large, transparent, retractable dome covering its top, through which you can see the enormous amphitheater where all the performances take place. And there's this big, long antennae just hanging off the bottom of it with engines scattered hither and yon, keeping it up off the ground.

And the Delta Dawn picks up a signal from the shuttle bay, and you are relieved as automated docking procedures commence. The ship sails in sideways and comes to a sudden halt in a large chamber that, through the bridge viewport, you can see is devoid of life, but is chock full of these hastily parked hoverskiffs. And you see a handful of small Roomba-shaped robots who quickly approach your vessel and begin scrubbing up the clay that you've just plopped everywhere when you landed.

**Travis:** Well, that's nice!

**Justin:** So nice.

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

**Dolly:** Let's be careful out there. We don't know how many of them slugs made it up onto the station.

**Shoots:** Yeah, I agree. Hey, if we could just take a second, I'd looove to put my arm back on.

**Griffin:** You gonna do it yourself?

**Travis:** Yeah.

**Griffin:** Alright, roll.

**Travis:** Listen, only one of us is good at lasers. And it seems to be me.

**Griffin:** You, as a former, again, sentient arcade machine, would you say you have experience attaching robot android parts?

**Travis:** I will say that I had self-diagnostics as a computer, Griffin.

**Griffin:** Okay, yeah.

**Justin:** I want to help, too.

**Griffin:** [laughs]

**Justin:** I'm gonna say...

**Pepsi:** Hey, listen, whatever you do, don't poke a wrench there.

**Griffin:** Alright. Roll a 3d6.

**Travis:** I feel like it would be 4d6. Go for it.

**Clint:** Can I help, too?

**Griffin:** Uh...

**Clint:** I want to, y'know, ask Dolly, since this is her area of expertise, to just give him some guidance on how to reconnect his arm.

**Griffin:** Dolly says...

**Dolly:** There's a big difference between mechs and androids, man.

**Travis:** I just want to say, um... neither one of you thought, "I'll hold the arm in place."

**Griffin:** [laughs]



**Audience:** [laughs]

**Travis:** Which would've been super helpful.

**Justin:** But let the record show, no one's doing that.

**Griffin:** Okay. Right.

**Audience:** [laughing]

**Griffin:** Yeah, roll 4d6 against lasers.

**Justin:** [laughing] So what does this look like? Are you—

**Travis:** I pin my arm between a wall—

**Justin:** Are you screwing it back on with your dick?

**Griffin:** [laughing]

**Audience:** [laughing]

**Travis:** I lean against a table real hard.

**Justin:** [laughing]

**Clint:** Wow.

**Travis:** And I'm going below. A one, a three, a one, and a one.

**Griffin:** Yeah, you fuckin'—

**Audience:** [cheers]

**Griffin:** [laughs] You...

**Travis:** Wait, it's bigger than it was before!

**Griffin:** Yeah, that left arm is now—you don't know what the fuck you touched in there, but your left arm is now swole as hell.

**Audience:** [cheers]

**Griffin:** [laughing] Which may still get in the way of your bass playing.

**Travis:** [makes some kind of weird murmuring sound effect]

**Griffin:** Yeah.

**Travis:** Whoa!

**Griffin:** Uh, yeah. You all exit the Delta Dawn. You're now in the shuttle bay with all of these skiffs parked hastily. You see this massive gateway leading into the enormous bazaar, featuring these holographic storefronts for merch and food and drinks that have these large suction transit tubes up to the various seating sections overlooking the stage.

Off to the side of this archway is a large, steel shutter door.

**Travis:** Have we seen anyone yet?

**Griffin:** No. Uh, there is a small sign hanging next to this big shuttle door that says, "Loading tunnel – authorized personnel only." And it appears to be locked. What do you do?

**Travis:** I shoot it.

**Audience:** [laughs]

**Griffin:** Uh, no need to roll for that one. It bounces off and uh, shoots around the room.

**Travis:** And knocks my arm off. [laughs]

**Justin:** I'll pound on it.

**Pepsi:** Hey, let us in! We're a band!

**Griffin:** Uh...

**Shoots:** Hooty and the Nannies?

**Griffin:** Roll... [laughs]

**Benny:** Hail! Hello, it is I! Wait a minute, who am I talking like now?

**Griffin:** What the fuck was that? Yeah. I'll say roll feelings, I guess. You're trying to convince somebody on the other end of the door to...

**Clint:** Okay, how many?

**Griffin:** No, I'm talking to Pepsi, who was...

**Justin:** One or two? Am I prepared? Am I an expert in convincing people I'm in a band?

**Griffin:** Uh, you're in a band, so I'll say yes. I'll say that's two.

**Justin:** Okay. And I'm trying to get, uh...

**Griffin:** Feelings above a two.

**Justin:** Yes. I got a five and a three.

**Griffin:** Okay.

**Clint:** I think you gotta do it musically, Juice.

**Griffin:** You, uh...

**Justin:** [sings] I'm in a baaand...

**Audience:** [laughs and cheers]

**Travis:** Whoa! Only someone in a band could sing like that!

**Audience:** [laughing]

**Griffin:** You uh, you hear a voice come over a nearby loudspeaker, and that voice says...

**Voice:** Yeah, I wasn't born yesterday. I see them slugs hangin' off the back of y'all's heads. Uh, yeah. And uh, yeah. Not fallin' for that one.

**Griffin:** And uh, also, because you've just yelled, you do see from the bazaar a horde of brain slugged folks start marching out of the bazaar in your direction.

**Justin:** Ohh.

**Pepsi:** Alright, I understand where the confusion's come. You want to help us out, Shoots?

**Shoots:** Yeah, watch this!

**Travis:** Woop woop, woop woop. And just wave the hand through the slug.

**Voice:** I mean, I don't know brain slug physiology. They may be—

**Shoots:** Okay, but you understand how matter works!

**Justin:** Dolly's still with us, right?

**Griffin:** Yeah.

**Pepsi:** 'Ey, pull 'em off, Dolly. Show 'em we're legit.

**Griffin:** She says...

**Dolly:** Oh yeah! [claps]

**Griffin:** And they just shut off. [laughs] The holo-projections shut off, and they are gone. He says...

**Voice:** Okay, so you ain't brain slugged. What are you doin' aboard the opry?

**Shoots:** We're Hooty and the Nannies?

**Benny:** Do we not have a driver waitin' for us?

**Shoots:** We should be on the list?

**Benny:** All we had to do was get our asses here. We ain't—somebody should take us in there.

**Pepsi:** Yeah, if you check the list...

**Shoots:** Have you checked the list?

**Voice:** I ain't never heard of Hooty and the Nannies. Hold on.

**Shoots:** What?!

**Pepsi:** We just came up with it!

**Audience:** [laughs]

**Griffin:** You hear papers shuffling, and he says...

**Voice:** I have an untitled country western band opening up?

**Shoots:** That's it!

**Benny:** That's us!

**Shoots:** Yeah, yeah, yeah! Please open the goddamn door!

**Pepsi:** Table for three!

**Voice:** Uh, looks like you got four. Is she with you? She your roadie, or...

**Pepsi:** Yeah, um...

**Voice:** She's loadin' in? What's... she got your amps, and...

**Shoots:** Manager!

**Pepsi:** Manager! She's our manager!

**Dolly:** Yeah, I'm the manager.

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

**Voice:** Alright, alright, alright.

**Griffin:** And the shutter door starts to open as the horde begins pouring into the shuttle bay. And just as you slip through, it goes closed, and you hear him say...

**Voice:** Alright, follow the arrows.

**Griffin:** And all along the loading tunnel, there are these holo-projections leading you to different areas. One to the stage, one to the green room, one

to the back rooms of the shops, and one to the main office, which you all follow and—

**Travis:** Green room.

**Griffin:** Uh, okay. You head to the green room.

**Travis:** I want to see if they got my writer and there's a basket of microchips.

**Griffin:** Okay, sure. The green room is on the way to the main—

**Justin:** Wait. To eat, or what? Okay, so robots eat microchips in this... okay.

**Travis:** But don't let the name fool you – they're just tiny chips.

**Griffin:** Right.

**Travis:** They are not electronic at all.

**Griffin:** The green room—

**Travis:** It's just a fun name.

**Griffin:** It's just little Lays.

**Travis:** It's just little chips.

**Justin:** You know—you know—

**Travis:** And they're different flavors. Don't worry.

**Justin:** You know so many times they're like, "Oh, we were supposed to get microchips. Aw, just fuckin' smash 'em up. They don't know."

**Audience:** [laughs]

**Justin:** "Smash up the regular chips."

**Travis:** I can tell the difference 'cause of the edges!

**Justin:** Okay.

**Travis:** Some of them are green.

**Griffin:** Are you hungry? Is that what's—

**Travis:** No.

**Griffin:** No? Okay.

**Travis:** I just want to make sure they got the writer right.

**Griffin:** Right, right. Okay. The green room's on the way to the main office, so you can definitely just pop to check in what's going on there.

**Travis:** Are... should I roll to see if there are microchips?

**Griffin:** Uh, no. As you go to open the door to the green room, you hear that it is locked.

**Travis:** I break down the door.

**Griffin:** Okay! This is a... I would say an impulsive action. You're gonna be rolling feelings on this one. Uh, you're a soldier, so I'd say you're pretty meaty. I'll give you two dice on this.

**Shoots:** You guys want to help?

**Benny:** No, 'cause I think you're makin' a mistake.



**Griffin:** [laughs]

**Pepsi:** Yeah, I'd like to move on with the narrative, please.

**Travis:** Is it below or above?

**Griffin:** Uh, above a four. Four or above.

**Travis:** For feelings?

**Griffin:** Yep. Rolling two.

**Travis:** Yeah, I rolled a three and a five.

**Griffin:** Uh, that is a mixed success. Uh, okay...

**Justin:** You break the door open, but it's the wrong door. [laughing]

**Audience:** [laughing]

**Clint:** And then someone says, "Hey, I'm in here!"

**Justin:** "Hey!"

**Griffin:** No, okay, here's the mixed success. You kick the door open, your strong, robot—you use your one new swole arm to punch the door down. And as you do so, you see some of the biggest names in country music inside. I'm talkin' about fuckin'... Kacey Musgraves the 14<sup>th</sup>, and...

**Audience:** [cheers]

**Clint:** Hank Williams the 33<sup>rd</sup>.

**Griffin:** Hank Williams the 33<sup>rd</sup>, uh, fuckin' Travis Junior, who looks amazing.

**Travis:** [laughs]

**Clint:** Little Big Planet.

**Griffin:** That's a... that's actually a video game. That's—we'll talk about that back stage.

**Clint:** Is it really?!

**Griffin:** Yeah.

**Audience:** [laughing]

**Griffin:** Uh, and they all look up with... yeah. It's great. I'll tell you all about it. You can make your own levels. It's sick.

**Justin:** Yeah, you'll love it.

**Clint:** Okay.

**Griffin:** You notice two things. One, your writer has not been filled. Two, they all have brain slugs attached to them.

**Justin:** Fuck!

**Griffin:** They all turn and stand up, and you hear a voice over the intercom say...

**Voice:** What the fuck are you doing?! Get over here to the office! What are you—I locked them in there for a reason!

**Travis:** I close it.

**Justin:** It doesn't stay. [laughing]

**Griffin:** [laughing] You pick it up and close it, and it just falls right back in. Kacey Musgraves the 14<sup>th</sup> looks at you like... "Fuckin' idiot."

**Justin:** [laughing]

**Audience:** [laughing]

**Clint:** And what century is this?

**Travis:** It's uh, 1800s.

**Griffin:** Yeah, it's a—[laughs]

**Travis:** Twist!!

**Griffin:** Yeah. He says...

**Voice:** Just run! Y'all need to run right now!

**Travis:** I'm running.

**Justin:** We're running.

**Griffin:** Okay.

**Justin:** I've already continued the narrative somewhere else. [laughing]

**Griffin:** You all run towards the main office, and the door slides open as you get near it, and slams shut as you approach, and you hear the banging of the fists of the country music stars of the 18<sup>th</sup> century, as you make the—

**Travis:** Oh no, Buck Owens is gonna kill us! When was Buck Owens alive?

**Griffin:** It doesn't matter. This room is a room that kind of stands apart from the rest of the station that you've seen so far. It's not this sleek, metal, modern design. It is... there's like, wood floors, and walls just papered with

posters of old earth acts. And there are like, filing cabinets against the wall. There's no computer in here. There's just like, papers on a desk, uh, and like, paper star charts on the walls.

And there is a door into an antechamber into this office that slides open, and this imposing figure comes crawling out. It's a six legged, just like, spider-like mechanical body, topped with this large, opaque, white glass sphere like a snow globe that looks like it's filled with swirling fog. And a voice comes from inside of it, and he says...

**Voice:** So I have, uh... I've been a bit occupied with staying alive up here. Can y'all brief me on what's goin' on?

**Benny:** Yes. [clears throat] Yeah, somebody let all the slugheads out, and uh...

**Audience:** [laughs]

**Benny:** We come runnin' down here—

**Voice:** That was you. I was watchin' y'all.

**Shoots:** Yeah, it was me.

**Benny:** No, well, he's got a—he's got a bug. He's got a virus. He's got—'cause he's an android, and he's got, uh, corrupted files.

**Shoots:** Oh, once again, let me stop—that's offensive.

**Benny:** Yeah. Well, maybe you ought'a not kick doors in without talkin' to your bandmates.

**Shoots:** I wanted my chips!!

**Pepsi:** We're Hooty and the Nannies, and we're supposed to perform tonight.

**Voice:** Right. We covered that. At the door? A few minutes ago?

**Pepsi:** That was you!

**Voice:** Yeah, that was me.

**Pepsi:** Aw, man, alright.

**Benny:** Oh, you're doin' that whole Wizard of Oz, guy at the door...

**Pepsi:** Yeah yeah, horse of a different color.

**Benny:** Yeah, right, right.

**Shoots:** There seems to be slugs everywhere.

**Voice:** Yeah, yeah.

**Benny:** So we figure we will—we ought to be the headliners now, if everybody else is slugheads, right?

**Voice:** Well, uh, we'll... talk about that. I'm sorry, I'm bein' rude. I should probably, uh, introduce myself. Give me a second.

[guitar music plays]

**Griffin:** And these vents on the mech body open up, and this white fog comes pumping out of them, filling the room in seconds. And then these other vents in the ceiling kick on and start pulling the smoke out of the room, and the smell in here is fuckin' wild. And as the last of the smoke is drained away from the sphere, you can see a figure within. It's the top half of a human man. And then everything clicks – the posters on the wall, the smell of this dank kush that has flooded the room.

**Audience:** [cheers]

**Griffin:** This man inside of the mech body says, uh...

**Willy:** I'm Willy. Willy Nelson.

**Audience:** [cheers]

**Griffin:** We'll be right back!

[guitar music plays]

**Griffin:** Hey, this is Griffin McElroy. Right now, I'm just your best friend. No other job titles. Really very excited about that, and uh, thank you so much for listening to The Adventure Zone: Hootenanny. Did this one quite a while ago now. I want to say like, May or June? In case you're missing some context, we performed on the Ryman Stage, which is where they did the Grand Old Opry, hence the whole space opry aesthetic. I can't remember if we actually said that in the show.

Anyway, got a couple sponsors, couple programming notes, let's get to it. First one is Squarespace. Squarespace is the website platform that you use to um... well, you don't—it's confusing, right? But it's not confusing. It's a good service. But you don't surf the web on it. It's not a platform like a surfboard, you freaking silly goose. It's a platform that you can use to build a cool website, showcase your work, blog or publish content, sell products and services of all kinds, and more.

They got beautiful, customizable mobile-optimized templates created by world class designers, built in search engine optimization, and analytics to help you grow and 24/7 award-winning customer support. Folks, that's just a lot of business. That's a lot of great business.

We've used this to make a few websites in the past, and it really is super slick and easy. Go to [Squarespace.com/Adventure](https://www.squarespace.com/Adventure) for a free trial, and when you're ready to launch, use the offer code 'Adventure,' and you're gonna save 10% off your first purchase of a website or a domain.

Also want to tell you about Quip. Quip is a great little toothbrush. It's sleek, stylish, it is sexy, it is futuristic. Looks like a space ship, like you're gonna—like a little space capsule you're gonna use to fly up into the stars and hang out with the moon. But you're gonna use it to brush your teeth.

So if you ask your dentist, they're gonna tell you that better brushing is less about the brush and more about how you use it, and Quip is designed to help you build better brushing habits. They got a built in timer in this toothbrush, and it's gonna vibrate, telling you when to move around. And uh, it's got these little—every 30 seconds, you're just gonna swing on another vine to another part of your mouth, and it ensures an even clean.

And it helps make brushing something you actually want to do twice a day. I like it a lot. Keeps my chompers lookin' real clean. Anyway, they start at just \$25, and you'll get your first refill pack for free at [GetQuip.com/Adventure](http://GetQuip.com/Adventure). It's a simple way to support our show and start brushing better! But you have to go to [GetQuip.com/Adventure](http://GetQuip.com/Adventure) to get your first refill for free. So, go right now to [GetQuip.com/Adventure](http://GetQuip.com/Adventure).

That's it for the sponsors. Thank you so much to everybody who was so kind about the Amnesty finale. It has been a profoundly busy season for all of us, and being on the road and seeing all of your reactions to the finale was genuinely heartwarming. That story, it means a lot to all of us, and to see it resonate with y'all was so great.

But now we're onto the next one, aaand... I'm not gonna announce what that is right now. I think Travis is gonna wanna announce what it is, so I'm not gonna steal his sunshine. But, just a quick programming note – in two weeks, we're gonna be putting up another live show.

We are, uh, as of right now, not quite certain which one it's gonna be, but we are leaning towards publishing our most recent live show, which was the, uh—Travis' take on a TAZ: Amnesty prequel, colon, The Ballad of Bigfoot. So, it was a lot of—it was a wild, wild show, as anyone who was there will tell you, and I think that's gonna go up next, just for proximity for Amnesty.

But uh, we are hoping to get the new season up and running very, very soon. We're also planning on maybe doing an off week episode, The Adventure Zone Zone, so keep an eye out on our Twitter stuff when we call out for questions for that about Amnesty. And uh, we're gonna also probably talk about what comes next in that. So uh, a lot of stuff's up in the air basically, and we are going to be announcing very, very soon what the next season is, and stay tuned.

So, the next episode is going to go up in two weeks. So that is gonna be on the 17<sup>th</sup> of October, and yeah. We'll talk to you then. Bye!

Hey, actually, it's Griffin again. I forgot to mention. At the end of this episode, we sang a song, and we—we did it, and we practiced it for about 25 minutes before we performed it live on stage at the Grand Old Opry, because hubris is our sin. The song itself is great. It's by, uh, it's by Future Folk who were kind enough to let us use it, even though Dad forgot to credit them while we were on stage. So the song is by Future Folk. Great band. Made an incredible movie, The History of Future Folk. Real good tunes, and uh, yeah. Check 'em out, and yeah. That's it. Now I'm gonna let you get back to the episode. You have been warned.

[applause]

**Speaker 1:** Macho Man to the top rope. The flying elbow! The cover! We've got a new champion!

[music plays]

**Speaker 2:** We're here with Macho Man, Randy Savage, after his big win to become the new world champion. What are you gonna do now, Mach?

**Speaker 3:** I'm gonna go listen to the newest episode of the Tights and Fights podcast! Oh yeahhh!

**Speaker 2:** Tell us more about this podcast!



**Speaker 3:** It's the podcast of power! Too sweet to be sour! Funky like a monkey! Woke discussions, man! And jokes about wrestlers' fashion choices, myself *excluded*. Yeahhh.

**Speaker 2:** I can't wait to listen!

**Speaker 3:** Neither can I! You can find it Thursdays on Maximum Fun! Oh yeahhh, dig it!

**Pepsi:** Holy shit, Willy Nelson!!

**Willy:** Yeah, that's right. Well, technically—

**Shoots:** Wait, hold on. *The Willy Nelson*?

**Willy:** Technically half of Willy Nelson, but it's the good half, if you ask—

**Shoots:** Will Nel.

**Audience:** [laughing]

**Willy:** You could just say Willy, is also half the name. But um... s'pose that's android humor, but yeah. It's me, Willy Nelson, with a robo spider mech legs. So uh, seems if I'm not mistaken, we're lookin' at your usual brain slug infestation situation, yeah?

**Shoots:** Yep, that old chestnut.

**Willy:** Wish I could say it's my first time, but uh... hoo boy. For me, it was brain snails, back in '62.

**Benny:** 2162.

**Willy:** 2162, yeah. Thank you, uh... what was your name, partner? Is that Benny Gene Esserit?

**Benny:** Yes, oh man. That never gets old.

**Willy:** So uh... Hooty and the... what is it?

**Shoots:** Hooty and the Nannies!

**Willy:** So, such a bad name for a band, but I hear your music's good, s'why I booked ya.

**Shoots:** So, when do we go on, and then... leave?

**Willy:** Well, I don't know that you could call this a receptive audience, since they either want to kill ya, or turn you into a... some sort of brood spawns. So um... I think the concert may be cancelled, fellas. Sorry—

**Benny:** Nooo! No, no, no, no, no.

**Pepsi:** No! We gotta do a show!

**Shoots:** If we don't perform, we can't claim this on our space taxes!

**Audience:** [laughs]

**Travis:** [laughing]

**Justin:** Stupid. That's a stupid thing to say. [laughs]

**Audience:** [still laughing]

**Travis:** Do I need to roll for lasers for space taxes?

**Justin:** [laughs] Roll for losers. What?

**Clint:** Here, let me roll for ya.

**Griffin:** He says, uh...

**Willy:** Well, we make most of our money on merch, and y'know, beverage sales, and I don't think that they need beverages. So, uh... I don't have the money to give ya, unfortunately. Uh, unless we can find some way to put a stop to this brain slug thing.

**Pepsi:** Well, how did you solve this one in '62, Willy?

**Willy:** Salt. But uh...

**Pepsi:** Salt...

**Willy:** Yeah. But I tried that already. Did not—

**Pepsi:** That's it! Space salt!

**Willy:** No, that's just salt, friend. It's NACL. You can't fix it.

**Pepsi:** God, alright.

**Griffin:** Dolly says...

**Dolly:** My question is, like... why Shuckstack? It's pretty out of the way. Like, what do they want from us?

**Pepsi:** Maybe they love music?

**Dolly:** Maybe they love music. Didn't think about that. Thanks, Pepsi.

**Audience:** [laughs]

**Pepsi:** There's only one thing I love more than music. [pause] Did you guess Jesus?

**Dolly:** I guessed Jesus, yeah.

**Audience:** [laughing]

**Benny:** Space Jesus, or just regular Jesus?

**Pepsi:** Space Jesus, of course.

**Shoots:** I have to ask you this—

**Pepsi:** He beat the last Jesus.

**Audience:** [laughs and cheers]

**Benny:** In Jesus Endgame.

**Pepsi:** No! He beat him in space basketball, and then he gets to be...

**Benny:** Oh yeah!

**Shoots:** That's the—wait, the Great Space Jam?

**Pepsi:** That's the Great Space Jam.

**Griffin:** Alright.

**Audience:** [laughing]

**Clint:** Now, let's not blaspheme.

**Griffin:** Yeah, not here.

**Pepsi:** Come on and slam, and welcome to the new dawn of our risen savior, Space Jesus!

**Griffin:** Sure.

**Audience:** [cheering]

**Travis:** [laughing]

**Pepsi:** I'm sorry if my conservative views aren't welcome here!

**Griffin:** [laughing]

**Pepsi:** I love my celestial lord!

**Audience:** [laughing and cheering]

**Clint:** [laughing]

**Griffin:** Mecha-Willy says, uh...

**Willy:** Here's what I'm—here's what I'm thinkin'. Here's my institutional knowledge about space snails. Again, it's a different genus or whatever, but uh... they all seem to be followin' orders. They all seem to be movin' all coordinated-like. Makin' me think that the uh, order-giver's somewhere up on that weird diamond-shaped mothership. If we can make it up there and bust 'em up, maybe we'll be able to turn everyone back. Maybe not. Maybe they'll all suddenly die.

But either way, I can't really take the opry nowhere until we get this situation sorted, so uh... y'all four are the only non-brain-slugged people in shoutin' distance, so uh... I think it falls to us to figure this out.

**Shoots:** So here's the thing, Willy. Our ship, which we could fly up there and fight that there brainslug diamond, eh... it doesn't have any weapons. Because we made poor choices backstage.

**Audience:** [laughs]

**Benny:** Look at this sheet. No weapon.

**Shoots:** So do you have any kind of weapons we might affix to the Delta Dawn?

**Willy:** Um... I mean, I am kind of a weapon. [laughs] I don't mean to brag.

**Shoots:** So can we fuse you...

**Pepsi:** Weaponized Willy Nelson...

**Shoots:** That some kind of smoke screen has. [laughing]

**Willy:** Possibly. I tried to make an escape attempt here on the opry, and that thing's got these weird green tendrils. Whipped me right out of the sky. So I don't know that any, uh, my humble mecha body's gonna be much of a threat against this thing. Uh, we don't have to blow it up – we could, y'know, get it from the inside out, if we could find a way on board.

**Shoots:** Like the power of music!

**Willy:** That seems to be where most musicians go, just from the start, and I gotta just let you down gently, here. Music's not gonna solve all your problems, son.

**Audience:** [laughing]

**Willy:** Take it from me, the real Willy Nelson.

**Pepsi:** How about we—how 'bout we fly up there and see what's what? What could it hurt?

**Shoots:** Yeah, we've got a uh, cloaking device.

**Pepsi:** Yeah!

**Benny:** Oh, yeah. 'Cause we didn't go with any weapons.

**Shoots:** So we can cloak our way on up there.

**Dolly:** Y'all had a fucking cloaking device this entire time, and I'm just now findin' out about it?

**Pepsi:** Alright, yeah. Um, sorry.

**Dolly:** Yeah!

**Pepsi:** Sorry.

**Dolly:** Yeah, you're sorry!

**Pepsi:** Sorry. Uh, can you get us outta here, Willy?

**Willy:** I mean, I could'a before you kicked open the green room!

**Pepsi:** Oh nooo...

**Shoots:** I'll kill Kacey Musgraves the 14<sup>th</sup>!

**Willy:** Don't you dare! She's a national treasure!

**Audience:** [cheers]

**Griffin:** I—I, Griffin, got upset about that. So don't fuckin' even...

**Audience:** [laughing]

**Willy:** We gotta—I mean, we can either just try and, y'know, flyin' V through the lot of `em, or uh...

**Shoots:** Oh, wait! Let's take the back door.

**Audience:** [laughs]

**Pepsi:** That there is...?

**Griffin:** Roll...

**Benny:** Do we—wait a minute, now. Do we... [clears throat]

**Clint:** Do we know whose ship it is? Do we know anything about the big green diamond ship?

**Griffin:** Uh, no. You know that a man named either Rickbpchard, or Rick tried to intercept your hail, but you have not—

**Clint:** Wait, wait a minute. What was the first pronunciation?

**Griffin:** Rickpchbchard. [laughs]

**Audience:** [laughs]

**Griffin:** Nah, that doesn't seem quite right. Uh, yeah, I guess roll 1d6 against lasers as you're trying to inspect for some sort of way out. And you—

**Clint:** What do I want—

**Travis:** I rolled a three.

**Griffin:** I'm talking to Travis. You wanted to roll below, so yeah, that is a partial success. Uh, uh, shit. Uhh... [laughs] He says, uh... uhh... shit.

**Justin:** I don't think you can—I don't think you should be able to roll to bend fate around you. Right? That doesn't seem right.

**Travis:** [laughs]

**Griffin:** Uh, you have found a... a vent that uh, will be able to get the four of you, including Dolly, out. But uh, Mecha Willy Nelson will not be small



enough to get through the vent. You will have to leave Mecha Willy Nelson behind.

**Audience:** [laughing]

**Griffin:** The audience has turned against you so quickly.

**Travis:** We'll come—[sighs] We'll come back for him!

**Audience:** [booing quietly]

**Travis:** Whoa!!

**Clint:** Y'know what, I bet we could stay in touch with him on our fancy shmancy, uh, communicator scanner sweet—super sweet space phone camera.

**Willy:** I got a Nokia, man, it's not gonna work with that.

**Audience:** [laughing]

**Clint:** Well, if it's super sweet. That way, we could still have the character involved, and wouldn't have to take him.

**Griffin:** It's up to y'all, if you want the audience to stay on your side or not.  
[laughing]

**Justin:** Alright, he's fi—yeah, he's fine. We'll just leave him a phone.

**Griffin:** Okay.

**Justin:** Alright. One of our—

**Travis:** We don't—we're not committed to these characters with no merch or nothin'. You can hate them all you want.

**Griffin:** [laughs]

**Audience:** [laughs]

**Clint:** Although, they could be.

**Willy:** Alright, I'll run comms for ya. I got powerful satellites built into my thing, so I can try and scan the ship, give you some intel.

**Travis:** [laughing] "Built into my thing."

**Willy:** Built into my fuckin', y'know, my legs. My legs got radar dishes and shit. I don't know, man.

**Travis:** [laughing] That was great plannin' on my part!

**Willy:** I'll be real honest with y'all for right now, and I'm not gonna bullshit ya, 'cause we're in a whole heap of trouble. I'm mighty high right now.

**Audience:** [laughing]

**Willy:** This is not a good time for me. Ever since I've enclosed my torso, arms, and head inside of a big, glass ball, I've been able to hotbox it real powerful.

**Audience:** [laughing and cheering]

**Travis:** [laughing]

**Willy:** But listen – you got a Willy Nelson guarantee, I'll do my best.

**Shoots:** Okay.

**Travis:** And I go out the vents.

**Griffin:** Alright.

**Justin:** Yeah, I follow.

**Griffin:** Alright, you all make your way out the vent.

**Willy:** Hey, y'all made it out the vents yet?

**Pepsi:** Yeah.

**Shoots:** Yep.

**Benny:** Yep, we're out the vents.

**Shoots:** We done did it.

**Willy:** Y'all on the ship?

**Shoots:** Yep.

**Pepsi:** Yep.

**Benny:** Yep. On the ship.

**Shoots:** Made it safe. No problems.

**Willy:** Alright.

**Audience:** [laughing]

**Willy:** Ooh, the door is lookin' mighty weak and fragile. I hope they don't bust in here and tear ol' Willy limb from limb...

**Audience:** [screams]

**Travis:** Okay. I would like to roll to distract them by blasting our like, speaker system that I assume, as musicians, we have on the ship.

**Griffin:** Okay.

**Travis:** To try to distract down to like, the hangar bay.

**Griffin:** Sure. Roll... this is a, uh, y'know, a scientific solution for this. I would say roll two laser.

**Travis:** Uh, mmm...

**Griffin:** Below a—four or below.

**Travis:** I rolled a four and a six.

**Griffin:** Okay, that's a partial success.

**Travis:** I will take one success.

**Griffin:** Uh, okay. Here is the mixed success – you do so, and these brain slugs, they are not, like, the sharpest slugs in the drawer. Y'know how you keep slugs in the drawer?

**Audience:** [laughs]

**Travis:** And you organize them from sharpest to dullest.

**Griffin:** And so, the crowd, uh... the crowd starts marching towards you, and that gives Willy the opportunity he needs to come through the door. And you see him climbing on the ceiling of the loading tunnel, and he makes it to you. But just as he gets into the cargo hold of the ship, he says...

**Willy:** I thought y'all were leavin' me behind. What a weird reversal of fortune.

**Griffin:** Uh, you see some of the people like, diving at the ship, and you have some hangers-on as you take off.

**Justin:** I stab `em in their fuckin' heads.

**Audience:** [cheers]

**Griffin:** Okay.

**Pepsi:** This I can do!

**Griffin:** Roll, uh, feelings plus... are you prepared for this?

**Justin:** To stab space worms that are stuck to our...

**Griffin:** Roll two dice then, and uh... tryin' to beat a two.

**Justin:** Uh, six! Partial success!

**Griffin:** Okay. Uh, you go on a stabbing party. [laughs]

**Audience:** [laughs]

**Griffin:** There's like, six of them. Uh, and you stab, and you go into one of your many, y'know, your stabbing rampages.

**Justin:** A stabbing fugue, yes.

**Griffin:** A stabbing fugue state. And uh, the door shuts, and nobody got inside, and you're *pretty* sure you got all the brain slugs.

**Justin:** Oh no, that means I didn't!

**Audience:** [laughs]

**Griffin:** But you all take off on the Delta Dawn. Uh, and it uh... are you flying again, there, Shoots?

**Travis:** Sure.

**Griffin:** I think you have enough experience now, I'm not gonna make you roll for it.

**Travis:** Okay, then yes, I am.

**Griffin:** Cool. You all, uh, manage to take off, and uh, fly away from the opry and the whole of Shuckstack, leaving it in your rear view mirror as you approach the mother ship.

**Travis:** I turn on the cloaking device.

**Griffin:** Well done.

**Clint:** Well, ah, ah—it's engage.

**Travis:** No, I turn it on.

**Clint:** No.

**Travis:** As a robot, I seduce the cloaking device.

**Audience:** [laughs]

**Clint:** Hey...

**Justin:** Now, it says specifically, on the sheet, that that is a feelings roll. Seduction.

**Travis:** Well... okay.

**Griffin:** Alright, yeah.

**Travis:** Shit.

**Griffin:** Wait. I'll give you—listen. You're a robot, I'll give you plus one for that, and I think you...

**Clint:** And I'm gonna help.

**Griffin:** I don't want you to help.

**Audience:** [laughs]

**Justin:** I don't want you to help.

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

**Justin:** I've heard you talk dirty to plants.

**Travis:** I'd rather take the failure.

**Audience:** [laughing and cheering]

**Griffin:** Roll 2d6, four or above.

**Travis:** I got, uh... above?

**Griffin:** Yeah.

**Travis:** I got a five.

**Griffin:** Okay. Partial success.

**Justin:** You can see half a ship. [laughing]

**Travis:** No, we look like a bird.

**Griffin:** [laughing] You look like a—[bursts into laughter] You look like a seagull. And so, just like the... the people on this mother ship are like... "What the fuck?"

**Audience:** [laughing]

**Griffin:** "That's pretty high up for a..."

**Justin:** [bursts into laughter]

**Griffin:** "... bird, right?"

**Travis:** [laughing]

**Griffin:** "Can birds fly in... probably not, right? Whatever, man."

**Justin:** [still laughing]

**Travis:** [still laughing]

**Griffin:** "That's a dedicated bird. Birds breathe, right?"

**Audience:** [laughing]

**Griffin:** "I don't know either, I'm a slug man. Okay. I guess birds breathe."

**Travis:** [still laughing uncontrollably]

**Griffin:** As the Delta Dawn approaches the slug mother ship, it remains dormant as you fly near, mostly unaware of your proximity. The massive exhaust port on the side of the ship opens and closes in a rhythmic pattern, and you easily make it through and land your ship inside. The five of you pop into view as you disembark the Delta Dawn, and now you're standing—

**Travis:** Do we just look like five people comin' out of a bird? [laughing]

**Griffin:** Yeah. [laughs]

**Audience:** [laughs]



**Travis:** [still laughing]

**Griffin:** It lays one, big, holographic egg that hatches with the five of you inside.

**Audience:** [cheering]

**Griffin:** And now you're all standing on this hard light bridge, spanning the length of just this enormous, hollow, just exhaust chamber that comprises almost the entirety of the inside of this huge, diamond-shaped ship. And you cross this bridge towards the center of the chamber where this large, cylindrical main deck is hanging in the sky. A door dissipates as you approach, and you slip through into an enormous, circular, pitch black chamber.

You hear the constant whirring of some sort of loud machinery, and see the occasional, like, floating, small light in the distance, moving here and there. And you can also tell, there's some kind of elevator shaft in the middle of the room, just this standalone elevator—

**Audience:** [cheers]

**Griffin:** Calm down.

**Travis:** Yeah.

**Audience:** [cheers louder]

**Griffin:** Uh, it's kind of faintly illuminated, but not really enough to like, brighten up the room so you can tell what's going on and get your bearings in here in this big, dark room. What do you do?

**Travis:** I turn on my android eyes...

**Audience:** [laughs]

**Justin:** Why—okay, stop for one second. Why does the arcade game need to be able to see in the dark? [laughs]

**Griffin:** If you can give me a reason why fuckin' Mad Dog McCree has night vision...

**Audience:** [laughing]

**Travis:** 'Cause it's a black light arcade.

**Audience:** [cheers]

**Griffin:** 2d6. I'll give you 2d6. This is lasers, you want to roll a four or below.

**Travis:** Uh, I rolled a three.

**Griffin:** Okay, partial success. Uh, here is the partial success. You turn on your eyes. Your... your black light eyes. And uh, you can see the room's tremendous scope, and its purpose. Thousands upon thousands of these slimy, semi-translucent eggs are all attached to this rotating turntable floor that's about a hundred yards in diameter. It's enormous. Um, and there are these undulating, organic looking tubes that are pulsating and plopping more and more eggs by the second, down onto this turntable.

**Audience:** [sounds of disgust]

**Griffin:** You also see three hovering, refrigerator sized robots with these huge, metal arms that are tending to the eggs, incubating them—

**Travis:** Aww.

**Griffin:** Moving them from place to place, and depositing the hatching eggs into a large hole in the ground near the back of the room. And you do see that elevator in the center of the room. However, when your eyes clicked on, so did the theme song of the video game that you portray.

**Audience:** [laughs]

**Griffin:** Which sounds like what?

**Travis:** [sings a tune] Time to shoot with Shoooots McKraken! Who's gonna shoot the best? Who's better than the rest? It's time to shoot with Shoots McKrakeeennn!

**Griffin:** Okay.

**Audience:** [cheers]

**Griffin:** Good.

**Travis:** It took me two weeks to write that. [laughs]

**Griffin:** [laughs] Uh, you can now see this whole room. However, the eggs have started to... just sort of wiggle a little bit.

**Justin:** I'm runnin' for the elevator.

**Griffin:** Oh, okay. Roll feelings for me. Uhh...

**Justin:** My feeling is that I made it to the elevator.

**Griffin:** [laughs]

**Justin:** I don't know that you can—

**Griffin:** I will say, because you are a dangerous explorer, this is such a foolhardy move, I will give you expertise on it. Roll 2d6, and you want to beat a two or above. Please snake eyes.

**Justin:** Uh, no, that's a four and a six. That's a success.

**Griffin:** Okay. Yeah, you make it to the elevator.

**Justin:** Hey! It's—

**Pepsi:** Hey guys, come on over, the water's fine!

**Travis:** Okay, I'm going to say Shoots...

**Griffin:** Right?

**Travis:** Starts firing to clear a path through the eggs to get to the elevator.

**Griffin:** You're shooting the eggs?

[pause]

**Justin:** I'm pushin' buttons then, man. [laughs]

**Griffin:** Yeah.

**Audience:** [laughing]

**Griffin:** You ever... you ever do any World of Warcraft raiding? 'Cause this is...

**Travis:** Uh...

**Griffin:** No no no no no, you said it.

**Travis:** No no no, wait wait, now that you've said that...

**Justin:** You've already done it.

**Travis:** What's the ceiling look like?

**Griffin:** It's so high up. It just looks like a ceiling. It's like—

**Travis:** I'm going to juuump!

**Griffin:** Okay. It's probably 50 good yards...

**Travis:** Okay. No, I mean I'm going to like, hopscotch around the eggs and try to avoid them.

**Griffin:** Okay. Uhh... I can see no way in which this is lasers. Unless your robot—

**Travis:** My nimbleness? My robot nimbleness?

**Justin:** Feelings, baby. If it was feelings for me to run through and avoid them...

**Griffin:** It's gotta be feelings. Yeah. This is not your smartest plan.

**Audience:** [laughing]

**Griffin:** So it's your feelingsest.

**Justin:** But it is better than your 'shoot the eggs' plan.

**Griffin:** No, shoot the eggs. If that's where your gut leads you, you're fucking Shoots McKraken. Shoot these fuckin' eggs.

**Travis:** I'm gonna shoot the fuckin' eggs.

**Griffin:** Okay.

**Clint:** Yeah!

**Audience:** [cheers]

**Travis:** Because—here's my justification. Here's my logic that Griffin will have to argue with to prove me wrong. If I saw a chicken egg hatching, and I shot it with a gun...

**Griffin:** Yeah, it's donezo.

**Travis:** Would then the chicken attack me?

**Griffin:** You're good. Uh, go ahead and roll 2d6 trying to get a four or, uh, below.

**Travis:** Uh, I rolled a three and a six.

**Griffin:** Okay. Uh, yeah, you start blastin' eggs like it's no big deal. You massacre hundreds of these slug... babies, so that's cool. How does Pepsi—

**Travis:** To be fair—yeah, Pepsi's fine with it.

**Griffin:** [laughing]

**Audience:** [laughing]

**Pepsi:** Hey. I'm a—I'm a conservative, and I'm not gonna apologize for it. I was raised by my granddad and my granddad before him to believe that all people have a right to choose. That's where I'm at with my conservative beliefs.

**Griffin:** [laughing]

**Audience:** [laughing and cheering]

**Pepsi:** And I believe—I'm sorry! I'm not gonna apologize! I believe that marriage is between a man and a woman! Or a man and a man, or a woman and a woman, or a man and a nonbinary person, or any combination on the gender spectrum...

**Shoots:** I wish I could get alongside your conservative beliefs, but I just can't!

**Pepsi:** I'm sorry! My conservative beliefs tell me—or a man and a man and another woman—any combination of consenting adults that want to get married. Or, if they want to make the choice to not get married, that's fine, too! That's my belief! I'm not gonna apologize!

**Shoots:** No, your conservative beliefs are offensive to me!

**Pepsi:** No, I'm sorry, I'm not gonna apologize to you loony liberals that would have me...

**Audience:** [laughing]

**Benny:** Well, now, as a space alien, I take offense at your remarks.

**Travis:** Now is this the first time we've introduced the fact that Dad's character is an alien?

**Griffin:** Sort of. Well, he's from Marrakis.

**Travis:** Okay.

**Griffin:** Uh, okay, you blast a... a path. A beautiful, slimy path towards the—

**Travis:** I also kick one.

**Griffin:** Alright, cool.

**Travis:** But really hard.

**Griffin:** You make it there. Uh, the eggs are still not fully hatched; they are still like, the same level of undulating. However, the three, uh, incubator robots are very upset at what you're doing, and they start making their way

towards the center of the room towards the elevator shaft. Seeing that, Dolly is like...

**Dolly:** Oh, this—I'm gonna go. Uh...

**Griffin:** And she starts making her way very quickly through the slimy path you've created. Benny.

**Clint:** Uh, Benny decides he is uh, calling upon his years of experience. They used to have these exact same egg handling units...

**Audience:** [laughing]

**Clint:** I mean—

**Travis:** Wait, hold on. The exact same one?

**Clint:** Exact same.

**Travis:** Like, those three used to work for you?

**Clint:** Space eBay. And everybody gets them there. So he is going to... he realizes that they have an override, and he's going to—

**Justin:** I was just gonna—

**Clint:** He's gonna shut down the three floating robots.

**Griffin:** Very good.

**Audience:** [laughing]

**Justin:** I've just realized that by doing a one shot game, we've removed accountability from Dad.

**Griffin:** Yes.



**Justin:** Which is maybe the one tethering force we had keeping him here on earth with us.

**Travis:** So Dad can say, "My character does this!" And we're like, "I don't think he did, but I don't know!"

**Audience:** [laughing]

**Travis:** So we don't have hours and hours of proof against this!

**Griffin:** You get the one default dice. You clearly have experience in this. You roll 2d6. You're trying to go a three or below. [pause] This should be great.

**Justin:** Abject failure. So a two or below.

**Clint:** It's two threes!

**Audience:** [cheers]

**Griffin:** That's either a complete success, or a partial success with a question.

**Clint:** Wait, wait, wait, wait. What about the laser feeling?

**Griffin:** That's literally what I just said out loud with my mouth.

**Audience:** [laughs]

**Clint:** Would you say it again?

**Griffin:** It's a complete success, or a mixed success, and you get to ask a question.

**Clint:** Hmm.

**Griffin:** Hmm.

**Clint:** Complete success.

**Griffin:** Okay. Uh, okay.

**Benny:** Attention!

**Griffin:** What's it—

**Benny:** Units—

**Griffin:** Is it a verbal command to shut it down?

**Clint:** Yeah!

**Griffin:** That's a huge security flaw, it seems like.

**Justin:** You said complete success!

**Griffin:** Alright.

**Clint:** You gotta know the code!

**Benny:** Uhh... hey y'all. Uh...

**Justin:** Is that the code?

**Benny:** Override code, uhh... stop!

**Audience:** [laughs]

**Griffin:** Yeah, that does it. They all fall to the ground, dormant, gooshing a few eggs as they go.

**Benny:** I solved your refrigerator sized floating robot puzzle!

**Griffin:** Sure.

**Audience:** [cheers]

**Griffin:** You all make it to the elevator and head on up.

**Travis:** In record time!

**Griffin:** Nooo problem. Uh, it uh—the elevator shoots upwards as you all ride it to the top, nearly sending you crashing to the floor, but it slows as it approaches its terminus where the walls disappear to place you in what you assume to be the bridge of this ship. Uh, it's another large, circular chamber. Lining the walls are dozens of these pods. Like your standard turbo nap pod, but not quite. And they are all filled with some sort of green goo, and suspended inside of them, you see different brain slug wearing species from uh, across the galactic assembly.

In one of them, you see a human who you recognize as Rickchbpard from before, who you assume has been here... a while. Uh, and at the command station for the ship here on the bridge, you see this enormous, hulking slug being. It's not exactly like the brain slugs that you've seen so far. It's got these four, huge arms, coming out of this big, slimy torso, which is connected to those egg transporting tubes that you saw down below, and they're just pumpin' them out of its body and down through the floor.

And it's reading a huge magazine, which it looks up from and says...

**Travis:** What's the magazine?

**Griffin:** It's a—it's Billboard.

**Audience:** [laughs]

**Griffin:** And the big slug says, uh...

**Slug:** Ugh, dang, what are you all doing here?

**Pepsi:** We came to put a stop to your shenanigans so we can do a concert. Which, now that I say it out loud, sounds a little wild.

**Shoots:** Yeah, we've come to murder... you?

**Pepsi:** Murder you, I guess? Or ask you...

**Shoots:** So we can play... music?

**Pepsi:** I'm gonna ask you politely to head on out so we can do our show. Wait, y'know what? Let me try again more forcefully. I'm gonna ask you to head on our so we can do our show. Aw dang, I said the same thing twice, didn't I?

**Griffin:** [laughs]

**Shoots:** Yeah. Try saying it angry, though.

**Benny:** Dude. Say dude at the end.

**Pepsi:** [gruff] Hey, dude.

**Audience:** [laughs]

**Pepsi:** [gruff] I'm gonna ask you to head on our so we can do our show, dude.

**Travis:** And Shoots lets his hand where his hip be at.

**Griffin:** Okay. Slug, uh, being says, uh...

**Slug:** Weeell, it's a tempting o—is that Willy Nelson? Holy shit!

**Audience:** [cheers]

**Slug:** Holy shit, I'm a huge fan, dude!

**Pepsi:** Why don't you have a conversation with him? A long one.

**Shoots:** A long conversation where you rectify this whole situation.

**Slug:** Aw man, I'd be too nervous. Fuckin' Highway Man? Fuck yeah, dude.

**Shoots:** No, no, he's just people! He's—stars, they're just like us!

**Slug:** Listen, I appreciate the offer, but no can do. Gonna need to control the opry, so uh...

**Shoots:** Quick draw!

**Pepsi:** Why's—wait, hold on. Put your—leave your hand at your hip.

**Travis:** Yeah, to be fair, he just said out loud, the words 'quick draw.'

**Griffin:** Sure.

**Travis:** His hand did not move.

**Griffin:** The slug is like...

**Slug:** Wha—hey, don't just say shit like that, man!

**Audience:** [laughs]

**Pepsi:** What's, uh... what's your—what's your angle, partner? What's the plan?

**Slug:** Have you seen my fuckin' ship, man? It's a big glowing green diamond thing. I show it to a planet, it's this big nightmare diamond in the sky, no one's—it just screams "I'm here to conquer your planet."

**Pepsi:** Alright, alright.

**Slug:** If I had the opry, I could Trojan my horse and my brood onto any world I wanted, not just these backwater shitholes.

**Pepsi:** I love the idea. Listen, in concept, I love it. Why don't you let us do our thing, and then... let us get—let us get paid. And then... do it? I mean...

**Audience:** [laughs]

**Shoots:** It doesn't sound like there's a time limit on it.

**Pepsi:** Yeah. Just wait like... 30 minutes.

**Benny:** And what are you doin' with these planets once you conquer them?

**Pepsi:** Who gives a shit? Like, honestly.

**Shoots:** There's a lot of planets.

**Pepsi:** No, hold on. Go ahead, yeah, alright, answer his question. What, you just rule 'em or what?

**Slug:** Yeah, man, it's my brood. It's my kids. My kids. My slug kids, and I want them to have a good life, good future, and that means havin' them sort of uh, take over the entire galaxy. So... I don't know if y'all are parents, but when you got kids, your life changes.

**Audience:** [laughing]

**Shoots:** Man, you're really makin' it hard to argue against. 'Cause here's the thing – when you watch them nature documentaries, you don't want the zebra to get ate.

**Slug:** Thank you!

**Shoots:** But also, you don't want the lions to die!

**Slug:** Exactly! And y'all are a bunch of delicious zebras, including you, Willy Nelson, who I'm still a big fan of. Highway Man? Fuck yeah.

**Shoots:** What if... what if... we make a deal with you, where you only brain slug and take over shitty people? There's lots of shitty people in the universe. They're not contributin' nothin'. You don't gotta—there's lots of nice people that can just keep livin' their own dang lives.

**Pepsi:** Hey, we're hurdling towards eugenics here, so I'm gonna pump the brakes.

**Audience:** [laughs]

**Shoots:** As an android, I didn't consider this.

**Pepsi:** We've all had a lot of fun here, but...

**Audience:** [laughing]

**Travis:** [laughing]

**Pepsi:** I mean, I like a clean resolution to a narrative as much as the next fella... don't think eugenics is the answer normally.

**Audience:** [laughing]

**Pepsi:** In my neck of the woods.

**Griffin:** [laughing] I'm gonna need you guys to finish the show.

**Travis:** [laughs] Oh no! We broke Griffin.

**Pepsi:** Hey, partner, can I pray with you about this for a second?

**Griffin:** [laughs]

**Audience:** [laughs]

**Pepsi:** This is on my—no, I want to let you get back to your thing, but this is on my heart. Can I pray—can I pray with you for a second, brother? Space Jesus is tellin' me, he's kind of my Jesus, and he's tellin' me that prayin' on you is on my heart. If I could just...

**Griffin:** Roll plus feelings. [laughs] Uh... we'll say this is a 2d6.

**Justin:** Okay. And I'm trying to get...

**Griffin:** Two or above. Should be easy.

**Justin:** Two or above. I got a six and a six.

**Griffin:** Yep.

**Audience:** [cheers]

**Griffin:** That's a success. He says, uh...

**Slug:** I gotta close my eyes and stuff?

**Pepsi:** Yeah, please. We're just gonna go lord and prayer real quick.

**Audience:** [laughing]

**Griffin:** He says, uh...

**Slug:** Alright, but no funny business.

**Pepsi:** Yeah, you got it.



**Justin:** And I put my hand on his shoulder. This is just so we—

**Pepsi:** Dear Lord Jesus...

**Shoots:** Quick draw.

**Travis:** [laughs]

**Pepsi:** No, no, shh! Dear Lord Jesus, we... what was your name again, partner?

**Slug:** Skrrrdch!

**Audience:** [laughs]

**Pepsi:** Dear Lord Jesus up in Heaven, in all the heavens, in all the space, we ask you to just look down here on my brother Scooch, and...

**Audience:** [laughing]

**Pepsi:** And we have—we hope that you will, um, grant him the wisdom to see the problem with his plan, and please lord, we just ask for your blessing in his healing from the knife wound that has been inflicted into his stomach.

**Audience:** [laughs and cheers]

**Griffin:** Uh...

**Benny:** Aamen!

**Pepsi:** Amen.

**Griffin:** That's 2d6 plus prepared, because of your action. 3d6 feelings. Two or above.

**Pepsi:** That's a six and a five. It's a success.

**Griffin:** That's a success. Alright.

**Audience:** [cheers]

**Griffin:** You stab him but good. Uh, he says, uh...

**Slug:** [pained] Oh, you almost had me converted there, partner! Dang!

**Travis:** [laughs]

**Slug:** Well, you done woke up the tiger.

**Griffin:** And all the pods around the room snap open. And now, several dozen brain slugged folks of different, uh, Assembly species start marching towards you and this very injured slug with a knife in his gut. Uh, we all know what you're gonna do. Let's... let's hear it.

**Shoots:** Quick draw!

**Griffin:** Yeah.

**Audience:** [laughs]

**Griffin:** You've been prepared for this. I'll give you a 3d6.

**Travis:** Uh, and I'm trying to get under? That's two threes.

**Griffin:** Four or below, correct. That's a success. How are you shooting, where, what's up?

**Travis:** Uh, I am shooting... [pause] His head.

**Griffin:** Good. Which one? No, you got it.

**Audience:** [laughing]

**Griffin:** Uh, yeah, you blast him, and now this thing is lookin' pretty pathetic. As you shoot him, actually, uh, a few of the uh, the zombies around the room sort of fall to the ground, and the worms disintegrate off their heads. What about you, Benny Gene?

**Clint:** [dejected] How come I don't have a weapon?

**Griffin:** You do. Everybody has a blaster pistol.

**Justin:** Look inside—look to your right on your hip. Look down.

**Clint:** Oh! I call somebody for help.

**Griffin:** Yeah.

**Audience:** [laughs]

**Justin:** No no no, you have a gun. We all had guns the entire time.

**Travis:** You've all got guns.

**Justin:** It was established early on that we had guns. So you can just shoot him with a gun.

**Clint:** [groans] I don't know. How much time we got left?

**Griffin:** Yeah. Or you could use your feelings.

**Audience:** [laughs]

**Travis:** Shoot him with your feelings!

**Clint:** I am gonna shoot him with my feelings.

**Griffin:** What's that look like?

**Clint:** I am going... I am going to talk them out of attackin' and killin' us.

**Justin:** [exasperated] We shot and stabbed the dude!

**Clint:** I didn't say it was gonna be easy! If it was easy, everybody could do it!

**Audience:** [cheering]

**Griffin:** He says—

**Clint:** Just tell me what the hell to roll!

**Griffin:** This slug monster's laying on the ground and says...

**Slug:** [weakly] That Benny Gene Esserit?

**Justin:** [laughs]

**Audience:** [laughing]

**Benny:** My friend... you're in a bad way. And y'know what? If you'd hang on, it's just gonna be embarrassin'.

**Slug:** He shot me...

**Travis:** Wait, are you going to talk him into dying?!

**Clint:** Yes!

**Audience:** [cheers loudly]

**Slug:** Benny...

**Benny:** Y'know, you could still... you could sti—y'know, and y'know what we'll do? I'll tell you what I'll do. Y'know, I come from a pretty well known family, and a lot of, y'know...

**Pepsi:** Here he goes.

**Benny:** We will take care of all your offspring as wards of the—is he dead yet? [pause] Yeah, I didn't even have to roll! [laughs triumphantly]

**Griffin:** You talk to him so long, he just dies. [laughs]

**Audience:** [laughs and cheers]

**Griffin:** Uh, and instantly, the slugs slip off the heads of everybody in the room, and they all stand up, and they look around, and they snap out of it, and they get their bearings, and they all start cheering in celebration. And then... flash forward... and it's later, and you all hear cheering from behind the curtain. And you are standing back stage, and uh, you see Dolly, and she's in her mech suit, and she's hastily like, stacking up amps and getting some stuff ready, and she's like...

**Dolly:** I'm doin' my best. It's a one woman show over here, but uh, uh...

**Benny:** We appreciate ya, Dolly.

**Dolly:** Yeah yeah yeah yeah yeah.

**Benny:** I will always... love you.

**Audience:** [cheers]

**Benny:** Ooooooh. Ooh ooh ooh.

**Dolly:** Yeah, I get it!

**Benny:** Okay. Alright.

**Audience:** [laughing]

**Griffin:** She bounds off, and uh, Robo-Willy comes over to y'all, and he says, uh...

**Willy:** Well, sounds like they're uh, ready for ya. So... all my talent is currently sleepin' off a powerful psychic slug hangover, so uh, y'all just been bumped up to headliners.

**Benny:** Headliner!!

**Pepsi:** Woo!!

**Audience:** [cheers]

**Griffin:** He says, uh...

**Willy:** Y'all ready for this?

**Shoots:** [sings] Bum bum bum bum bum—

**Willy:** Nope. It's a great tune, but no.

**Pepsi:** I mean, we're as ready as we're ever gonna be.

**Willy:** I can tell you're nervous. I'll tell ya what I told Waylon back on his Eur—before he left for his European tour back in '83. I told him, "Waylon... you love these songs, and they'll love 'em too." And then he ate a big fistful of cocaine, he punched me right in the throat.

**Audience:** [laughs]

**Travis:** [laughing]

**Griffin:** [laughs]

**Clint:** Which is why he sounds the way he does on Dukes of Hazard.

**Shoots:** Y'know what, words like that has inspired me.

**Travis:** And uh, I eat a fistful of cocaine.

**Griffin:** [laughs]

**Audience:** [laughs]

**Travis:** Space cocaine.

**Griffin:** Sure, sure, sure. Spice, essentially.

**Benny:** Let's ride!

**Griffin:** The mélange. The sweet rhythm mélange.

**Benny:** And it helps you with your rhythm!

**Griffin:** Sure. Uh, his mech suit walks off to the side, and he says, uh...

**Willy:** Break a leg, boys.

**Griffin:** And the curtain parts. Let's do this thing.

**Clint:** Alright.

**Audience:** [cheers loudly]

[guitar riff]

**Griffin:** We gotta tune our guitar. Hold on a minute.

**Audience:** [cheering]

**Benny:** I am doin' what's called space vampin'. It is indeed an honor, for we here of the Hoot... Hooty and the Nannies... to be performin' for you. Now, don't forget, our bootleg CDs are available out in the lobby.

[sounds of a guitar being tuned]

**Travis:** Bands don't sell their own bootleg CDs!

**Audience:** [laughs]

**Benny:** No, no, we have boots on our legs. So they're boot leg CDs. It is indeed an honor to be the only surviving band here at the Opry.

[guitar music plays]

**Benny:** We'd like to perform an old Hondo ballad about one of the groundbreaking acts of classical country music, made famous on old Earth Prime, pre-desolation. Ladies and gentlemen, we proudly present to you our version of Space Worms.

[guitar music]

**Griffin:** One, two, three!

**All:** [singing] Well, I grew up on my planet farmin' space worms,  
Where space worms can always be found,  
But here on Earth as far as I can discern,  
There just ain't no space worms around.

**Pepsi:** [singing] What can I do, I'm a simple farmin' man,  
Light years away from my home.  
It's mighty hard to farm this planet's land,  
Where space worms refuse to grow.

**All:** [singing] Oh Well, I grew up on my planet farmin' space worms,  
Where space worms can always be found,



But here on Earth as far as I can discern,  
There just ain't no space worms around.

**Shoots:** [singing] Well times are tough, and money's gettin' tight,  
Had to sell my fourteen legged mule.  
Without no space worms, I can't put up a fight,  
This planet can be so cruel.

**All:** [singing] Well, I grew up on my planet farmin' space worms,  
Where space worms can always be found,  
But here on Earth as far as I can discern,  
There just ain't no space worms around.

**Griffin:** [singing] It's been a struggle, but I refuse to stop.  
Farmin' worms is what I was born to do.  
If you can find me a real good space worm crop...

**All:** [singing] Honey, I'll be good to you.

**Audience:** [cheering]

**Paul:** Give us a lil' jug jug. Give us a lil' jug jug.

**Griffin:** [laughs] Thanks to Paul from the earth band, Paul and Storm!

**Paul:** How y'all doin'?

**Audience:** [cheers]

**Paul:** It's a pleasure to be here at the Grand New Opry, is it?

**Travis:** Correct. Yep.

**Paul:** Brand New Space Opry. Uh, we're gonna do this. We're gonna do the chorus two times, we're gonna do one time kind of quiet like, and then we're gonna do it louder. Y'all can clap along the whole time, but let me please introduce you to the two and the four.

**Audience:** [cheers]

**Griffin:** One, two, three!

[guitar music plays]

**All:** [singing] Well, I grew up on my planet farmin' space worms,  
Where space worms can always be found,  
But here on Earth as far as I can discern,  
There just ain't no space worms around.

**Audience:** [claps along]

**Clint:** One more time!

**All:** [singing] Well, I grew up on my planet farmin' space worms,  
Where space worms can always be found,  
But here on Earth as far as I can discern,  
There just ain't no space worms around.  
Oh, there just ain't no space worms around!

**Audience:** [cheering]

**Griffin:** Thank you, Nashville!

**Paul:** Thank you! Thank you very much!

**Audience:** [cheering loudly]

[theme music plays]

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