

## **The Adventure Zone: Graduation – Ep. 5, What’s Yours is Mined**

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**Travis:** Previously, on The Adventure Zone...

[theme music plays]

**Travis:** The six of you are headed out on a real-world assignment with Buckminster and Rainer. Just south of Last Hope, there is a crystal mine. Currently, the mine is at a standstill.

**Griffin:** Let’s all of us go talk to the boss of the mining company.

**Jaryd:** Yes, I am Jaryd Reginald, owner of Reginald Ore. This is an insurance liability issue.

**Travis:** There is also someone sitting at the table behind him. This person is dressed, as you might expect someone who works in a mine to be dressed. And Candice says...

**Candice:** And so, he told us to dig further than we’d ever dug before.

**Argo:** What if there was someone who took all the responsibility?

**Jaryd:** Who exactly would you mean here?

**Argo:** The monster!

**Firbolg:** The glasses... aahhh... that take a picture. I will have this.

**Fitzroy:** We will deliver the subpoena to the monster.

**Travis:** And you see about a dozen magmen step out behind it.

[theme music plays]

**Travis:** Everyone turn your headphones down as much as you can and try and like, chew and sniff and drink away from the microphones.

**Justin:** Says Mr. Muckbang for the past few minutes.

**Travis:** Well, I'm done, now! See, I did it before the recording.

**Clint:** [laughs]

**Travis:** I enjoyed my cherries, berries and nuts before the recording. And now we can begin all of the D&D magic. So, as you might remember, you were sent by the school to try to solve a conundrum happening outside of Last Hope, the town right by the school, that basically, uh, the circumstances of which were, there is a magical ore mine outside of town that has been beset by a monster called a xorn. X-O-R-N.

And it has led to an insurance liability issue where the workers say that it is the fault of the owner of the mine, and the owner of the mine says that it is the fault of the workers. And until that issue is settled, no one is getting paid. And so, you all went and talked to them, and they said that it was each other's fault, so you decided to sue the monster.

**Griffin:** [snort]

**Travis:** You went—

**Griffin:** That was dead—that was deadass one month ago. Can we change it?

**Travis:** Nope! Too late now!

**Clint:** [laughs]

**Travis:** You and your fellow... adventurers? Question mark? Went to a lawyer, got a subpoena for a monster, and you have taken it to the mine. You've met back up now with the hero, Buckminster, and the villain, Rainer.

Um, and as you kind of discussed the situation outside of the mine, you were attacked by 12 little magmen. And now we're mid-battle, so let's rooll for initiative!

**Griffin:** We've been standing there for one month. Like, swords drawn, like, "Y'all just chill. I'm opening presents."

**Travis:** "Ohh, when this fight comes... ooh..."

**Griffin:** Uh, I got a—

**Justin:** We're celebrating the birth of our lord and savior, but as soon as that's settled...

**Travis:** Oh, when we're done, ooh... Once we're done celebrating the birth of Santa, watch out.

**Griffin:** Uh, I got a big eight-er-ooski.

**Clint:** I got a tenner.

**Justin:** I'm lookin' at six plus one. Seven.

**Travis:** Okay.

**Clint:** Oh wait! I have to add six to my initiative. I'm sorry.

**Griffin:** Holy Jesus God.

**Clint:** 16. 16.

**Travis:** Oh boy. Okay.

**Griffin:** Is that like a skill? Is that like a rogue skill that you get like, hot ass initiative?

**Clint:** You're asking *me*?

**Griffin:** Yeah, sorry. I'll... [laughs]

**Clint:** I'm just lookin' at—I'm just lookin' at the sheet Travis made for me!

**Griffin:** The sheet don't lie.

**Clint:** Sheet don't lie.

**Travis:** Uh, at the top of the order is Leon. And Leon is gonna... take a swing at... get this... one of the magmen. So he has a big ol' beefy battleaxe. Takes a swing with that bad boy. Uh, oh—but it's a swing and a miss! Leon misses, but just barely. So up next is—

**Fitzroy:** You should keep your—keep your elbows in!

**Leon:** Oh, yeah. Okay, thank—thank you so much.

**Fitzroy:** Keep them in tight!

**Leon:** Oh, I'll remember that next time. Uh, okay. Cool.

**Travis:** Uh, and next is Argo. What are you doin', Argo?

**Clint:** Okay, I'm gonna attack with Florence.

**Travis:** Okay.

**Clint:** My new sword [pronounces the W]. And that—

**Travis:** It's pronounced S-word.

**Clint:** And the—[laughs] The S-word?

**Travis:** Uh-huh.

**Clint:** I rolled a 13 plus six, which is my—my hit thing. And another three for Florence, sooo... 22!

**Travis:** Now, I will say, I will give you the option, because I am a kind and benevolent DM, that you do not have to expend that three if you don't want to. Right? Because 13 plus six, a 19 is a solid swing. So, 'cause you only get to use that plus three twice a day.

**Clint:** Oh, that's right.

**Travis:** So if you want to save that, you can.

**Clint:** Thank you good and benevolent DM.

**Travis:** You're very welcome.

**Clint:** I will hold off on my plus three with Florence.

**Travis:** Okay, well, you miss.

**Clint:** So, instead—

**Travis:** No, I'm just kidding. [laughs] You hit. It hits.

**Clint:** [laughs]

**Griffin:** [laughs]

**Clint:** So maybe instead of using Florence... so I can use Florence without using the plus three?

**Travis:** Correct.

**Clint:** Or do I—should I use my other rapier?

**Travis:** No, you can just use the Florence and it's fine.

**Clint:** Okay, I use Florence. So it's 19 total.

**Travis:** Okay. And you connect. You make that hit. Uh, so now, roll damage.

**Clint:** That's 1d8 plus four?

**Travis:** Correct.

**Clint:** It's a four... plus four.

**Travis:** So that's eight. Uh, it is still standing, but baaarely.

**Griffin:** Oh my god.

**Travis:** But baaarely. But barely!

**Griffin:** I thought these were gonna be like Storm Troopers, 'cause there's 12 of them.

**Travis:** They a—Griffin. They are.

**Griffin:** Okay.

**Travis:** Um, now, up next is Rainer. Rainer is going to use *shocking grasp*, and is going to shocking grasp one of the magmen. That is an 18, which hits, and then, that's 2d8... uh, eight... and fifteen. It, uh, gets shocked real good, and falls down. Now the lava has stopped flowing and is just kind of a onyx husk. Smoking husk.

Um, up next is Fitzroy!

**Griffin:** Uh, I tuck my elbows in, looking at Leon...

**Travis:** Nice. Uh-huh.

**Griffin:** Uh, I start, y'know, in my mind, visualizing the jock jams that I need to do my thing.

**Travis:** And how do those go?

**Griffin:** [sings a vaguely Space Jam-esque tune] Doin' it—I'm doin' it while my elbows are just very slowly pinching inward. Uh, I'm going to, uh, just instinctively, leap into the fray, and uh, when I do so, I'm pretty excited, and some rage is gonna come out of me.

**Travis:** Excellent.

**Griffin:** Uh, and what's exciting about that is, now, when rage comes out of me... silly stuff happens.

**Travis:** Like what?

**Griffin:** Well, I'm gonna tell you. My mouse is, uh... my mouse is raging against me. Okay.

**Travis:** Wow. The machine rages against you. How ironic.

**Griffin:** Right. Whenever I enter my rage, I roll on the wild surge table to determine the magical effect produced, in addition to the usual rage stuff of extra strength and all that jazz. Uh, so, I'm going to roll a 1d8 on this table that has eight different magical effects, and we'll see what it says.

[pause] Uh, it says, uh... You teleport up to 20 feet to an unoccupied space you can see. Until your rage ends, you can activate this effect again on each of your turns as a bonus action.

**Travis:** Oh! Hell yeah!

**Griffin:** So I—

**Travis:** We got ourselves a teleportin' barbarian!

**Griffin:** I think I—but yeah, but I just like, jumped into the fray, and clicked on rage. I think, Travis, I just teleported 20 feet out of combat. And I look behind me like...

**Travis:** Yes. You Tomorrow People'd away.

**Griffin:** Can I still do something? I, embarrassed, I throw a handaxe at one of the slugs.

**Travis:** Okay. It's not a slug, it's a magman.

**Griffin:** I figure they're like... slug—

**Travis:** No, they're like little lava-y devils.

**Griffin:** Okay. Well, I look at the one that is looking injured from, uh, from Argo's attack, and throw... that is, uh, an 11 plus five. 16.

**Travis:** That hits.

**Griffin:** Uh, and that is 1d6 plus three... uh, five plus three. Eight.

**Travis:** Yeah.

**Griffin:** Oh wait, is this a strength weapon? It is. So uh, it is actually plus... five.

**Travis:** Well it doesn't matter, 'cause he's super dead either way.

**Griffin:** Cool!

**Travis:** The handaxe catches him right in the center of his forehead. Uh, his lava, it stops a'flowin'.

**Fitzroy:** The prestige!

**Travis:** The prestige! Uh, we got two down, and ten to go! Um, so, up next is the Firbolg, Dr. Mushrooms!

**Justin:** [grunts]

**Travis:** How do you feel about that moniker, there?

**Justin:** You saying Dr. Mushrooms makes it feel more canonical than I'm really comfortable with.

**Travis:** Okay. We can just go with Doc?

**Justin:** Doc Mushrooms? It's not up to me. I don't actually care. It's up to you guys.

**Travis:** Okay.

**Justin:** Uh, I want to try to stay true to my conceit. Um, how—what's the orientation of these cats right now?

**Travis:** I mean, at this point, they're just kind of fanned out, kind of as they walked out of the opening of the cave. They kind of spread out into a semi-circle. Um, and now, we've kind of taken two out, but they're still pretty much... kind of curved line.

**Justin:** Okay. Um, I am going to... uhh... get as many of them as I can in a moonbeam.

**Travis:** Ooh!

**Griffin:** Whoa!

**Travis:** That sounds like some Care Bears shit, and I'm here for it! What's that?

**Clint:** [laughs]

**Justin:** Yeah. So you're gonna—we're gonna see a five foot radius, 40 foot high cylinder centered on a point. I'm just gonna like... however, y'know, the best placement I can get, in terms of getting as many, y'know, as I can.

**Travis:** Uh, I think at a five foot radius, that gives us, what, a ten foot circumference? Uhh, you're probably gonna catch... I would say five of them.

**Justin:** So let's say the left five.

**Travis:** Okay.

**Justin:** Let's say that. How's that grab ya?

**Travis:** Sure.

**Justin:** Uh, the left five.

**Travis:** That was the meanest five, too. I wasn't gonna say anything.

**Justin:** Yeah, they looked really surly.

**Griffin:** [laughs] They've all got backwards baseball hats on.

**Travis:** Oh yeah, they're poppin' their bubblegum in a really threatening manner.

**Clint:** [laughing]

**Justin:** Oh, no. One of them just spit.

**Griffin:** Oh no! Is that a cigarette?!

**Clint:** [laughing]

**Justin:** So it's—they're engulfed in ghostly flames that cause searing pain, and they're gonna make a constitution saving throw.

**Travis:** Oh boy. Okay. Uh... what's the saving throw number?

**Justin:** 14. It's 14.

**Travis:** Okay. Only one saves. What happens to them?

**Justin:** To the one that saved?

**Travis:** Well, sure. What happens to the one that saved and the four that didn't?

**Justin:** So, they're gonna take 2d10 radiant damage. Um, I'm just grabbin' it. What's a d10 look like? It's the pyramid, right?

**Griffin:** Uh, abso—

**Justin:** Yeah. Kind of like two pyramids with five sides.

**Griffin:** Yeah, with their butt—two pyramids with their butts touching.

**Justin:** Uhh... so that is... ten and a seven. So 17. The other one takes... I don't know, eight.

**Travis:** Okay. Well... a palpable hit. Um... that... so, the magmen have a special ability called death burst. When the magmen dies, it explodes in a burst of fire and magma. Each creature within ten feet of it must make a dexterity saving throw. So I'm gonna say, a big group like this? I need all of you to make a dexterity saving throw.

**Griffin:** I mean, I teleported 20 feet away.

**Travis:** Oh yeah. You're solid. You're out. You're right.

**Clint:** Okay. Dexterity saving throw...

**Justin:** So that is a seven...

**Travis:** Oh...

**Justin:** Plus...

**Travis:** Oh!

**Justin:** One. [laughs] Eight.

**Travis:** Ohh. What about—

**Clint:** So that is a 15 plus... six for dexterity, don't I? Okay, so it's 21.

**Travis:** Okay. So, Firbolg, you take seven damage. Uh, and the other four, not including Fitzroy, that saved, take half of that. So they're all gonna take three damage.

Um, but with that, we're down to six left, and they scatter. Because they are, mmm...

**Justin:** They're bored of listening to a combat encounter.

**Travis:** No, they're scared!

**Justin:** Oh, my mistake.

**Travis:** They're troublemakers, and you guys, like, rolled up and like, wrecked shop, and they're like, "Oh, I thought this would be fun." But it wasn't fun. It was scary.

**Griffin:** They don't have the bad boy lava monsters to serve as the obvious targets anymore.

**Travis:** Yeah! The bad boy lava monsters were the ones peer pressuring the like, what I'll say, chaotic neutral lava monsters into some shenanigans. But now that most of the bad boys are gone, smoking husks on the ground, they all run away.

**Fitzroy:** Make new lives for yourselves!

[magman chattering sounds]

**Argo:** Learn from your mistakes!

[magman chattering sounds]

**Travis:** ... they say as they run away. Uh, so now, the entrance to the cave is wide open.

**Firbolg:** Shall we... head in?

**Argo:** Yes. I will, uh... why don't you let me skulk? Let me skulk first.

**Travis:** Wait, what?

**Clint:** Skulk. I'm gonna—

**Travis:** No, I know the word.

**Clint:** I'm gonna sneak in and check out the sitch! Right? Isn't that something a rogue would do?

**Travis:** Yes, very much so.

**Firbolg:** Yes. Take a look around.

**Clint:** Yeah! So I'm gonna skulk, very secretively, and stealthfully, I might add. I'm gonna—real, real stealthy.

**Travis:** Okay.

**Clint:** I have a plus eight in stealth.

**Travis:** Oh, that's very stealthy.

**Fitzroy:** That's a pretty big number!

**Justin:** [laughs]

**Argo:** So let me—let me go scout it out just a little bit.

**Firbolg:** Stop talking and do it.

**Fitzroy:** I just want to put on the table, I could teleport. 'Cause apparently, that's a thing I can do now. But I might end up in the rock, and I think I would be sort of destroyed at the atomic level.

**Travis:** Now, when does your—when does your rage end, Ditto?

**Fitzroy:** Well, it lasts a minute, so it's—ahh! There it goes. Oh, man.

**Travis:** Okay. Go ahead and skulk.

**Clint:** Alright, I'm skulking. So I kind of crouch down, almost comically, but it still looks really cool.

**Travis:** Uh-huh.

**Clint:** And I slowly—do I have to roll anything to skulk?

**Travis:** Oh yeah, give me a stealth check for sure.

**Clint:** Stealth check. That's a 12...

**Travis:** Oh, that's good!

**Clint:** Plus eight.

**Travis:** Dirty 20!

**Clint:** Another dirty 20.

**Travis:** Okay, and you skulk into the—into the main first room, there?

**Clint:** I skulk in. I kind of hug the edge of the opening to the cave.

**Travis:** Nice.

**Clint:** Y'know, if there were music playin', it would be going... [sings a stealthy tune] Dun dun dun dun drrrrdundundundun...

**Griffin:** Yeah, some real Ocean's Eleven shit.

**Clint:** Yeah!

**Travis:** Yeah, totally. The room is empty.

[music plays]

**Clint:** Oh.

**Argo:** [yells] Okay, all!

**Travis:** You have entered—[laughs]

**Argo:** [yells] It's cool!

**Travis:** You have entered the magical mine. The walls are lined with mining equipment, all securely chained together and bound to the wall. The floor is covered with chaotic footprints, and it's clear that the workers left in a hurry, but not at the risk of losing any expensive equipment. You see before you three seemingly identical paths with no clear indication which is the correct one to follow. Both the room you are in and the pathways are lit by magical, ever-burning lanterns.

**Griffin:** Can I steal one of those? No. That's not in-character.

**Travis:** No, they're firmly attached to the wall.

**Griffin:** I know, but it's a magical, ever-burning lantern, Travis. That sounds hot as hell.

**Travis:** Well, it's gonna be really hot, Griffin. It's an ever-burning lantern.

**Griffin:** Whomp whomp whomp whomp.

**Fitzroy:** Well, I mean, there's three of us—well, sorry, no. There's like six of us. How many of us is there?

**Travis:** There's six of you.

**Fitzroy:** Okay. Weeellll... what do you think?

**Travis:** And Buckminster says...

**Buckminster:** Okay, so, what we learned is that, uhh, let's see... the miners dug too deep, right? So we just have to figure out which is the... y'know, one... the new one. The deep one. And follow that one. Right?

**Fitzroy:** Hmm.

**Firbolg:** Hmm.

**Justin:** How many different holes are there?

**Travis:** Three.

**Justin:** Uhh, I'm gonna—I'm gonna ease on up to them, and then like, look down, see what I can see.

**Travis:** Uh, roll me an investigation check.

**Justin:** Okay... oh, nice. 18...

**Travis:** Nice!

**Justin:** Plus... nothing. 18.

**Travis:** Okay. Uh, with that investigation check, you were able to see that the far right passageway, the kind of dig marks, the dirt, the rock around it, seems freshly dug. Seems newer than the other ones. The other ones seem well-worn, like they've been passed through many times, where the edges of this one are still a little sharp. A little fresh. So this seems like the newest passage.

**Firbolg:** We will go this way.

**Buckminster:** Oh! Okay. Uh... that seems... as good a one as any. Sure.

**Fitzroy:** I mean, did you use druidic magic and sense the depth of...

**Justin:** I'm halfway away.

**Fitzroy:** Oh, okay.

**Travis:** [laughs]

**Justin:** I'm headed down.

**Buckminster:** Okay.

**Travis:** You follow this passageway down. Uh, you feel the air get slightly colder as you go, and you reach the first chamber. Now, laying all over this chamber, you find chunks of unprocessed, magical stone. Uh, it ranges in different colors, in different glints. Some of them are shinier than others. Some of them are still half-buried in rock.

**Griffin:** My arcane skills are like, nonexistent. But I would like to know what's going on here, so I'd like to use one of my new features called *lingering magic*.

**Travis:** Mm-hmm.

**Griffin:** Which is basically *detect magic*, except my skin changes colors to show me... well, it glows a different color, depending on what I detect.

**Travis:** Your *skin* does?

**Griffin:** Uh, I—it says, "You faintly glow a color corresponding to the school of magic you detect. You choose the colors."

**Travis:** Okay.

**Griffin:** I can only do it twice a day.

**Travis:** Go for it.

**Griffin:** But it's a free casting. Uh, that is... wait, what do I...

**Travis:** I think you just do it.

**Griffin:** Yeah, I don't think I have to roll anything. "For the duration, you sense the presence of magic within 30 feet of you. If you sense magic in this way, you can use your action to see a faint aura around any visible creature or object in the area that bares magic, and you learn its school of magic, if

any. It can penetrate most barriers, but is blocked by one foot of stone, one inch of..." Blah blah blah blah blah.

**Travis:** Um, so, your aura—your skin starts going crazy.

**Fitzroy:** Whoa! Whoa!

**Travis:** You're basically like an electric light show, because all of these different stones seem to correspond to different types of magic. The different colors, uh, the different compositions of them all seem to be, um, based off of some different school of magic.

Now, they are all very weak. These seem like they weren't the top priority. These were maybe some chunks that like, fell off of carts as they were moving to the front. None of these stones are very big. We're talking, y'know, uh, fairly small chunks of stone.

But there is, y'know, magic all over the place in this room. But they're all like, little, like, dots of magic.

**Griffin:** Okay. Nothing—no, like, one thing that is hugely, like... dangerous and super powerful.

**Travis:** No, mostly just, uh, that this is, y'know, full of some kind of buzz of magic that this whole cave seems like it was dotted with these stones at one point. You can see some more faint aura and outlines in the walls, where maybe some bigger veins were removed.

**Griffin:** Okay.

**Travis:** And uh, Fitzroy and Argo, roll a perception check for me.

**Clint:** By the way, this is proof that the Firbolg was right, right? This is the right way to go.

**Travis:** Sure.

**Griffin:** Nine.

**Clint:** Okay, I rolled another 15. Perception?

**Travis:** Yes.

**Clint:** Plus one. So that's 16.

**Travis:** Excellent! Out of the corner of your eye, uh, it draws your attention and you notice that the Firbolg is picking up a green stone with silver veins and placing it in his pocket.

**Griffin:** Hey. What?

[music plays]

**Argo:** Wh—what are you—what are you doin' there, Furby?

**Travis:** Uh, now, Firbolg, roll a wisdom saving throw for me.

**Justin:** You've come to the right place. 11 plus... six. 17.

**Travis:** You remember that you need this stone, that it is very important that you return to the school with this stone, but you cannot remember why.

**Justin:** Okay... am I picking it up compulso... compulsorily?

**Travis:** Yes. Yes.

**Justin:** Thank you. Against my will.

**Travis:** You are picking it up without—against your will.

**Griffin:** This is an interesting—this is an interesting conundrum. Because now Justin knows this. Does the Firbolg—does Dr. Mushrooms?

**Travis:** Yes. The Firbolg knows now, like, "I need this stone. I am picking up this stone. I am aware that I'm picking up this stone." But does not know why.

**Justin:** So did you actually call out to me, or was that Griffin talking?

**Clint:** No, that was me.

**Travis:** Yeah, he saw.

**Clint:** Argo—Argo asked you what you were...

**Argo:** Wh—what's up, little buddy? Big buddy?

**Firbolg:** Iii... need this. For... project.

**Argo:** Ah.

**Justin:** That's a—that was not a lie. That was me, like... I mean, I don't know why. That seems a good a guess as any. I figure that's the gap my brain might've filled in. I need it for school. I need it for a project or something.

**Travis:** Excellent.

**Fitzroy:** Gut check, it feels like stealing. But I guess we are on... villain team? So...

**Argo:** Yeah. And I'm a rogue! So hey, I admire your actions! I think it's—good job.

**Firbolg:** I... I would... if I would twiiirl my mustache.

**Argo:** Do you—do you want—do you need us to pick up some other rocks for you?

**Travis:** Oh! I thought you were about to offer him your mustache! I got very confused for a second there, Argo.

**Firbolg:** This is a...

**Justin:** Do I need more? [laughs]

**Travis:** Nope.

**Justin:** Okay.

**Firbolg:** This is... your decision.

**Griffin:** Uh, I pick up a rock, too, and put it in my pocket.

**Fitzroy:** Yeah! Bad guys stuff!

**Travis:** And Rainer says...

**Rainer:** O—okay, yeah. If this is what we're doing, I'll pick up—oh, I like this purple one!

**Fitzroy:** Hell yeah!

**Rainer:** And I'm gonna—maybe this orange one!

**Fitzroy:** Oh, just take one.

**Rainer:** Oh, okay. Just the purple one!

**Fitzroy:** Two feels...

**Firbolg:** Greedy.

**Fitzroy:** Unnecessary. Yeah.

**Argo:** One's a souvenir. Two is kleptomania.

**Fitzroy:** A crime.

**Justin:** As Dad has pointed out accurately, you can take one of anything, and it's a souvenir.

**Travis:** This is true. That's true. Like when you have a souvenir of visiting Walmart. Y'know?

**Justin:** Right.

**Travis:** That's fine.

**Justin:** It's a souvenir.

**Clint:** Souvenir candy bar, just to remember that good time you had!

**Justin:** A souvenir 12-pack of diet Mountain Dew.

**Travis:** Yeah.

**Clint:** So, what we're saying is, crime is good, boys and girls.

**Travis:** Well, only in small chunks.

**Justin:** At Walmart.

**Travis:** No big crime.

**Clint:** At Walmart. [laughs]

**Travis:** No big crime. Uh, so, other than that, in this room, all you see is an entryway on the other side. This is clearly, uh, a room that was for, y'know, mining. And once they'd removed all the large veins and all the big chunks,

they dug deeper. And uh, to the Firbolg's point, this time, you can see that there is a definite, dramatic, downward slope in the next passage.

**Justin:** Ummm... I'm gonna take a look. I'm not that good at it, but I figure since I'm sort of in the front, uh, I'm gonna take a look down that way and see if I spy any danger.

**Travis:** Uh, about half—well, give me, uh... well, you can see, 'cause it's clearly there. About halfway down this passageway, you can see that it has been sealed. There is a large locked door. You can't quite make out the locking mechanism from here, but uh, there is no danger that you can see in the ten feet between you and the door.

**Justin:** Alright, well, I'm gonna go ahead and push the door open.

**Travis:** Well, as you head down to the door, Leon stops you, Fitzroy, and says...

**Leon:** Um... can I talk to you for just a second? We'll catch up. But, uh... [sighs] Uh, may—no. Y'know what? Maybe now isn't the right time. But—

**Fitzroy:** No, what's on your mind? Come on, now I'm curious.

**Leon:** That was weird, right? With the—with the Firbolg? It's weird, right?

**Fitzroy:** I figured he was just sort of getting, um... uh, y'know, method about his villainous sort of role that we're supposed to fulfill. I'm struggling with it myself. I wish I had had the thought to just start picking things up and putting them in our pockets. Um, but no—why? Did you think it was strange?

**Leon:** You're a knight, right?

**Fitzroy:** Uh, yeah. [laughs]

**Leon:** Okay—y'know what, now's not the time. But when this is, um... when we're, y'know, before we head back to school, can I talk to you? Later. Later.

**Fitzroy:** Ahh... I know what this is.

**Leon:** Okay.

**Fitzroy:** You're interested in squireship, yes, Leon?

**Leon:** Um, no.

**Fitzroy:** Leon... Leon...

**Travis:** And Buckminster yells from by the door...

**Buckminster:** Leon! Where'd you go? Come, help me! We gotta figure this one out, big guy!

**Travis:** And uh, Leon says...

**Leon:** Uh, sorry. We'll—we'll talk later, okay?

**Fitzroy:** Say no more, my trusty ward!

**Clint:** [laughs]

**Travis:** Um, so, the door is sealed. It is locked, and the mechanism is this. It is a word code. It is two words, six letters in the first word, and four in the second. And at the end of the word is a lever that you pull to test that your code is correct, and to open the door.

**Griffin:** Give me those letters again. Sorry.

**Travis:** It is—the first word is six letters long, and the second word is four letters long. Uh, and whoever sealed the door reset all the spaces to blank,

except in their haste, the third and fourth letters of the first word were left at T and T. And the last of the second word was left at E.

So, to recap, you're looking at \_\_ T T \_\_, space, \_\_\_ E.

**Buckminster:** Well! This one... hoo. I'm not... if I'm being honest? I'm not so good at the word... puzzles. Now, give me a Sudoku? Ho boy. I'm not good at those either. But I'm... yes. So, puzzle. Who is good at puzzles? I'm lookin' at you, fancy lad?

**Fitzroy:** Oh, god no.

**Buckminster:** Oh boy.

**Fitzroy:** [laughing] Oh, god no! A puzzle of might, perhaps.

**Buckminster:** Okay. Uhhh...

**Fitzroy:** If you need me to puzzle some firewood into smaller pieces of firewood, I can solve that one pretty well.

**Buckminster:** Okay. Uh...

**Argo:** I'll take a shot at it!

**Buckminster:** Thank god. Okay, yes, please.

**Argo:** Okay, so... [clears throat] Six letters and four letters. T, T... It... does that mean that's the only time Ts and Es are used in the two words?

**Fitzroy:** And interesting thought.

**Buckminster:** I don't... know? I mean, I also just got here?

**Argo:** Well, what is the mechanism to solve it? I mean, are we playing Hangman?

**Buckminster:** Well, it looks like we put... we put the letters in, and then we pull that lever.

**Firbolg:** I will try.

**Buckminster:** Oh! Okay.

**Firbolg:** Letter game.

**Buckminster:** Huh. Oh, I see. Those are the—oh, you're saying... okay.

**Firbolg:** It is letter game.

**Buckminster:** Okay.

**Firbolg:** And letter game is what this is. A letter game.

**Travis:** Uh, you input those letters.

**Firbolg:** Letterr... gaaame.

**Travis:** You pull that there lever. You hear a chunk, and nothing happens.

**Firbolg:** This is impossible.

**Clint:** [laughs]

**Firbolg:** This will never be solved. My children's children's children's children will not see the day that this infernal thing reveals its secrets to us. I am sorry. We must go no further. We will return to the school now. We have been defeated by the impossible challenge.

**Buckminster:** Yes, that's the attitude. Very well done, Firbolg. Okay.

**Argo:** I think I know the second word.

**Buckminster:** Okay.

**Firbolg:** We're wasting time. It's impossible.

**Argo:** I say the second word is 'mine,' M-I-N-E.

**Firbolg:** Ahh. This is interesting.

**Argo:** So, but—but what would be the first word?

**Fitzroy:** Butter!

**Argo:** Butter mine!!

**Firbolg:** Butter mine. Yes.

**Argo:** Alright. B... U... E... R... M... I... N...

**Clint:** And I pull the lever!

**Travis:** You pull the lever, you hear a chunk, and this time...

**Griffin:** Globbs of delicious butter begin pour—

**Travis:** Globbs of delicious butter ooze from the walls.

**Clint:** [laughs]

**Travis:** Uh, when it resets, the B stays.

**Griffin:** [gasps] Ohh!

**Travis:** And then, the second letter goes back to blank. The fifth and sixth go back to blank, and the M goes away, and the rest remain.

**Griffin:** So... it's B \_ T T \_ \_ , \_ I N E.

**Travis:** Correct.

**Griffin:** Well, what other—

**Justin:** -ine is right? I, N, E is right?

**Griffin:** Yeah.

**Clint:** I, N, E...

**Rainer:** Hmmm... well, this is a big step forward.

**Travis:** Rainer says.

**Rainer:** 'Cause there's only like, 26 letters, y'know, that could go—well, and we've ruled out M. Um, and probably G, at this point. So 24 letters!

**Fitzroy:** G—Gine? You don't think it's 'gine'?

**Rainer:** Well, 'cause we put in 'game,' and that didn't do it, right?

**Fitzroy:** Oh, I thought you were saying it couldn't possibly—the second word couldn't possibly be 'gine.' [laughing]

**Argo:** What about 'battle line'?

**Fitzroy:** [gasps] Ooh. That's not really a phrase.

**Argo:** Oh. I didn't know we were playing Wheel of Fortune. [laughs]  
Fantasy... Wheel...

**Rainer:** To be fair, we did put in 'butter mine.' Which is another phrase I've never heard.

**Fitzroy:** You've never been to the butter mine? It's an all you can eat buffet!

**Argo:** I'm gonna put in—

**Rainer:** Of but—wait, hold on! Of butter?

**Fitzroy:** Well, it's—you can have—you don't eat just butter. And in fact, if you want butter, you do have to go... excavate it. But some of—their bread is extremely—

**Argo:** [screams] I've got it!! I've got it. I've got it! [laughs triumphantly] I've got it!!

**Firbolg:** I... he seems very excited.

**Argo:** B-O-T-T-O-M... L-I-N-E!

**Travis:** You flip the lever, and the door swings open.

**Fitzroy:** Ahh.

**Argo:** Keepin' with our whole accounting theme! [laughs]

[music plays]

**Griffin:** [gasping for breath] Hey. Oh my god. It's Griffin. Oh, Travis finally let me out of the box that he's been keepin' me in. He's been keeping me in a big box, and he wouldn't let me do the ads since he took over. You all—he's doing such a good job. I'm so proud of him. But I don't know why he has to keep me in the bad box!

But thanks for listening. Travis, uh, and Teresa, uh... they've got two kids now! Teresa had a baby this week, and she's doing great. Kiddo's doing great. Everybody's doing great. We're very excited. But uh, we're gonna be sort of in weird paternity leave mode here for just a little bit. Uh, I think the next episode that goes up will also be another regular episode of TAZ:

Graduation, but uh, just, y'know, programming note – everything's a little bit up in the air as we celebrate the coming of the new child McElroy.

Anyway, I'm gonna do the ad this time. It's for Stitch Fix. I should—I have a lot of experience about, y'know, for this one, for Stitch Fix, so let's see how it goes. If you want to know about Stitch Fix, you've come to the right place, because Stitch Fix is the box of clothes. You are gonna go to the Stitch Fix website, and they're gonna provide you with an online personal styling service, and you're gonna answer some questions.

How do you like to dress? Casual? Sophisticated? Playful? Sexy, maybe, even? Well, it doesn't matter. I mean, it does matter, because then Stitch Fix is gonna like, tailor, like, your style, your sizes, and send you a box of clothes right to your door. Shipping and exchanges and returns are always free. And the \$20 fee that you pay for styling is automatically applied towards anything you keep from your box.

So, it's a... I mean, it's great. We all use Stitch Fix. We're all big fans of it. Uh, and you will be, too, as soon as you use it. So get started today at [StitchFix.com/MyBrother](http://StitchFix.com/MyBrother), and you're gonna get an extra 25% off when you keep everything in your box. That's [StitchFix.com/MyBrother](http://StitchFix.com/MyBrother).  
[StitchFix.com/MyBrother](http://StitchFix.com/MyBrother).

Uh, that's it for ads. I don't think there's a whole lot else to tell you, aside from the usual stuff. Go to [TheAdventureZoneGame.com](http://TheAdventureZoneGame.com), check out the game we're making with uh, Twogether Studios. We're very, very excited about it, and preorders for that, I think, are gonna be ending kind of soon. So don't sleep on it. We had a chance to play test it when we were all together recently, and it's a lot of fun. We're all really happy with it.

And speaking of things we're really happy of, uh, with, rather, the Adventure Zone graphic novel book three, *Petals to the Metal*, is coming out this summer. You can preorder that at [TheAdventureZoneComic.com](http://TheAdventureZoneComic.com). Uh, and you're just—you're gonna be real into that one, I bet.

Uhh, I think that might be it? We got some shows in Cincinnati. We're doing a TAZ at the end of February. I am honestly not sure whether or not there

are still tickets available for that. But if there are, you can find it at McElroy.family, as well as a bunch of new merch that we have for the new year, all at McElroy.family.

So, go check it out. Thanks so much for listening. Uh, again, in two weeks, we'll be back with another episode. It's probably gonna be a TAZ: Graduation, but y'know, things are... things are a little bit tricky right now, so uh, bear with us. Bless this mess, and uh, we'll talk to you soon. Bye.

[music plays]

**Travis:** So we're back. We're back from the break, and I just wanted to say, uh... I am playing with a new set of dice this time. Um, I'm very excited to have them. They were sent to me by a friend, which is why I'm mentioning them, because they are beautiful Storm Forged dice from Die Hard Dice.

**Griffin:** Whoa.

**Travis:** These beautiful, metal dice. This is the—check this out. This is... the name of this design is Unearthed Leviathan.

**Griffin:** Holy shit, Trav.

**Travis:** They are badass as all hell.

**Justin:** I'm playing with the dice that our agent, Joel, sent us.

**Clint:** I am as well!

**Travis:** Those are also beautiful.

**Justin:** They're very nice. They're beautiful. They have a Bureau of Balance logo for the 20. They're gorgeous.

**Travis:** Hell yeah. So, Griffin, what about you? Tell us about your dice.

**Griffin:** I fished mine out of the game of Life.

**Clint:** [laughs]

**Justin:** [laughs]

**Griffin:** Uh, had just a couple—just got some loosies, is what I call them.

**Justin:** [laughing]

**Travis:** Okay. So, when you enter this room—

**Justin:** Griffin rolls—Griffin rolls his d6 three and a half times every time he needs a d20.

**Travis:** Yes. And then he spins the dial to see if he becomes a doctor or not. [laughs]

**Justin:** [laughs]

**Clint:** I'm using a Pop-o-Matic from a Sorry game.

**Travis:** Oh, nice, nice, nice. Um, I just have, uh, a person in my room who just yells out random numbers.

**Griffin:** Yeah.

**Travis:** Um, so, this room is uh, trashed. Unlike the other rooms, where it seemed like the debris was kind of left over as it fell off of carts or out of packs or whatever... here, carts are overturned. Tools are destroyed, and basically, debris is everywhere.

The lanterns lining the room have been destroyed, and the only light is what is spilling in from the doorway you are currently standing in. You can hear growling, uh, and more destruction coming from the tunnel leading out of

this cavern on the other side. And that other side, that entry, appears to be less mined out, and more like it simply gave way.

**Clint:** Do any of us... oh, wait. [clears throat]

**Argo:** Well... does anybody have like, dark vision, or night vision, or... super vision, or anything?

**Fitzroy:** Uh, I kind of—I got dark vision, sure.

**Travis:** And here's a question—

**Argo:** 'Cause I can't see shit.

**Travis:** Are you still glowing?

**Griffin:** Uh, has it been ten minutes?

**Travis:** Umm... I don't think so. I would say it's been seven.

**Griffin:** Okay. Well then, yes. I'm still very much glowing.

**Travis:** There you go.

**Griffin:** I mean, is there magic shit around?

**Travis:** So you are still picking up, um, ambient magic in the air and in the walls. But um, unlike the previous rooms, all of the rock, all of the magical rock in this room, is completely gone. There's not even chunks on the ground. Um, you can see no points of light. It is completely and utterly cleaned out.

**Griffin:** So I'm not glowing, then. Oh, I guess I'm glowing just from the... I'm faintly, barely glowing.

**Travis:** Faintly. Yes.

**Griffin:** Okay. Um...

**Travis:** Like a glow in the dark t-shirt that's been in the dark too long. Y'know what I mean? Like, it glew at one point. It was glowing. It did glow.

**Griffin:** It *glew*?

**Travis:** It glew.

**Clint:** It glew. [laughs]

**Travis:** You know. You know how it was glewing before. And now, it's only faintly glewing.

**Griffin:** Okay. Uh, yeah. I don't... then there's no information for me to relay.

**Travis:** Um, so, is anybody going to use any magic to create light?

**Griffin:** I can create a faint whiff of smell.

**Clint:** [laughs] I can too!

**Griffin:** [laughs]

**Travis:** Oh, very good.

**Griffin:** Oh no, I can create a... well, I'll tell ya. I can create an instantaneous, harmless sensory effect, such as a shower of sparks. And, as a cantrip, so I can just keep doing it.

**Travis:** Okay.

**Firbolg:** I will light a torch.

**Travis:** Thank youuu.

**Fitzroy:** Ahh, no. Why, when you can have this?

**Griffin:** Fshhh! Fshhh! Fshhh! Fshh! Fshhh! Fshhh! Fshh!

**Fitzroy:** That's super exhausting, actually. Just do the torch. Oh my god.

**Clint:** [laughing]

**Firbolg:** I have lit the torch.

**Fitzroy:** Oh yeah? I use *prestidigitation* to snuff it out! Ha-ha!

**Griffin:** Fshhh! Fshhh! Fshh!

**Fitzroy:** Okay, light it back up. I'm sorry. That was rude.

**Firbolg:** No, now you will light the torch.

**Fitzroy:** Okay. I *prestidigitate* it back.

**Firbolg:** This is correct.

**Travis:** Um, so, are you gonna head through that passageway towards the growling and destruction?

**Griffin:** Uh, yeah. Following the torch-bearing, uh, Shrek.

**Firbolg:** Wait! Wait. [pause] Ready the legal documentation.

**Griffin:** [laughs]

**Argo:** Oh yeah! Yeah. Okay, I open up the little valise. The complimentary valise they gave us. Uh, it's a magic valise. And I open it and fold it... yep. Yep. Here we go. There it is.

**Firbolg:** That was great narration.

**Clint:** [laughs]

**Firbolg:** I would have been so lost, had you not provided an auditory track for your actions.

**Argo:** Well, you're the idea man.

**Fitzroy:** Can we just—I'm starting to get the idea that there should be like, a save point in this room, right before the boss, so maybe we should come up with a plan of how we are going to... issue a subpoena to a big mouth monster?

**Firbolg:** I will hand... it to him.

**Fitzroy:** Well, the mouth monster may not have hands.

**Firbolg:** Ahhh... This is a conundrum.

**Fitzroy:** Boy, this—

**Argo:** Um...

**Firbolg:** Let's go ahead in, huh?

**Fitzroy:** Yes. Let's assess the hands situation. Uh...

**Firbolg:** Secret... secret... set—secret... sneak in.

**Argo:** I think I know what you're saying. You want me to sneak in, so I'm going to re-skulk. So I'm gonna re-skulk and take a look at him, and then, as opposed to last time, maybe get some helpful information before we go into the room.

**Fitzroy:** Just look for some sort of grasping appendage where one might—

**Argo:** Good. Good.

**Fitzroy:** A proboscis of some sort. Something that we can put a subpoena in.

**Argo:** Okay. I uh, I'm gonna skulk into this next room.

**Travis:** Um, so, make a stealth check for me.

**Clint:** Check... that's a 16... plus eight! I'm lovin' the rolls this character gets!

**Travis:** That is very good.

**Clint:** 24.

**Travis:** Um, okay. So as you enter the room, you can see the xorn, the multi-armed, multi-legged creature, whose mouth is atop its head. Um, and it is furiously... so, first of all, you enter the room, and you realize that the cavern is massive. The majority of it is taken up by an underground lake. You see the xorn frantically overturning carts and searching through rocks, and it is simply repeating...

**Xorn:** Hungry. Hungryyy!

**Griffin:** We can understand this thing?

**Travis:** Yes. It speaks common. It is also swiping its arms through the surrounding rock walls, and as it does so, you see that its hands are passing straight through. And then you see the xorn sniff the air, and turn and look directly at you.

**Argo:** Ha! 24 stealth. Good luck!

**Clint:** I didn't say that.

**Travis:** And it starts walking right towards you. Just saying...

**Xorn:** Hungry. Hungry!

**Firbolg:** I will provide berry.

**Clint:** I'm gonna escape. Can I escape and go back out and tell them what I saw?

**Travis:** Yes! You should do that.

**Clint:** Okay. Uh, rewind real quick, and you can hear everything. It's uh, arms, mouth, hungry...

**Travis:** Now, it does follow you in.

**Clint:** Oh.

**Travis:** But when it sees the torch, it kind of, uh, rears back for a second. It wasn't quite ready for the light. But it continues to repeat...

**Xorn:** Hungry! Hungry!

**Argo:** Team, Xorn. Xorn, team.

**Xorn:** Hungry.

**Argo:** He's hungry. He's got arms. He's got hands. Obviously. So, I think we just give him the piece of paper, and we're good as gold.

**Xorn:** Hungryyy.

**Fitzroy:** Oh, I've got something for you to chew on.

**Griffin:** And I reach in my bag, and I throw it a ration.

**Xorn:** [monstrous grunts] No! Hungry! Gems!

**Fitzroy:** What, Slim Jims? Does anybody have Slim Jims?

**Argo:** Maybe he wants to go to the gymnasium? He's hungry to work out and get ripped, maybe?

**Firbolg:** Please, do not be thick.

**Travis:** Do any of you want to like, roll something and see if you know anything about Xorns, or... y'know, use D&D mechanics to try to solve—

**Justin:** It's clear what he wants. Clear what he wants.

**Griffin:** Yeah, I think the Xorn want—Xorn want gems.

**Justin:** Xorn want gem. He hungie.

**Griffin:** Xorn want gems. Uh, who—I have a negative one—just a, for Dad and Justin, whenever this situation does kind of arise, I don't have brain... abilities. I have stink—

**Travis:** Griffin's—Fitzroy's brain is not... perfect.

**Griffin:** It's not great. Um... it's uh—

**Justin:** He's got stinkbrain.

**Griffin:** He's got stinkbrain. So like, I don't know... here, let me roll a nature check. Uh, that's a four minus one. So that's a three.

**Travis:** Okay.

**Griffin:** This is... Xorn wants Slim Jims.

**Justin:** Oh good. I rolled a 15 nature check plus zero. 15.

**Travis:** Um, so, you know, of Xorn... you had some time to do a little bit of research since they were named back at the tavern there. Uh, the Xorn feed on, uh, gemstones and precious metals. Now, they're normally fairly... eh, I don't want to say chill, but uh, reasonable. They are not normally violent. But, if they are hungry, they can become violent. It will normally plead or bargain to get the treasure, but if it's starved, it may attack.

**Firbolg:** Give... the Xorn... your stones.

**Fitzroy:** Ahh. Yes. That would be—

**Rainer:** Oh! Yeah.

**Fitzroy:** Yeah, sort of heroic thing to do, though.

**Rainer:** Yes, but remember, if we succeed in this, we get a thousand gold.

**Fitzroy:** That is a lot of good money. Yeah.

**Rainer:** Okay, I'm gonna give him my purple stone!

**Travis:** And Rainer tosses it, and the xorn grabs it out of the air and just, uh, slam dunks it right into his gaping maw.

**Xorn:** [frantic eating sounds] Oh... still hungry! Please!

**Fitzroy:** Oh, well, there's more where that came from. I was just wondering, can you answer one question? And then, this cool stone...

**Griffin:** I pull out my stone...

**Fitzroy:** ... is all yours.

**Xorn:** Y... yes. Stone first.

**Fitzroy:** Okay...

**Griffin:** I look at, uh, Dr. Mushrooms, and point at my own glasses, and kind of... give a big—not a big wink, but a small wink.

**Justin:** Sure. And I will go ahead and uh, on cue, uh... pull out my camera glasses. There's a fancier name for them, but... they are fragile, circular glasses that, when rolling a d20 plus intelligence – oops – should your roll be higher than...

**Griffin:** [laughs]

**Justin:** Should the roll be higher than 12, may capture an image of whatever the user is looking at for later use and research.

**Griffin:** I kind of pose... oh wait, I don't have the subpoena. Who has the subpoena?

**Justin:** I think Argo's got it.

**Clint:** Yeah.

**Griffin:** Um...

**Firbolg:** Uh, here, Argo... to...

**Justin:** Uh, well, hold on. No. There's no need. Everything's fine right now.

**Griffin:** Okay.

**Xorn:** So, can I have the stone?

**Fitzroy:** Yeah, we were trying to set up an incriminating tableaux, and I feel like we've got it sort of... okay, yes. You can have the stone. Just answer

one question. Are you the Xorn who has, uh, destroyed this mine and brought its operation to a screeching halt?

**Xorn:** Oh my god, is that what happened?

**Firbolg:** This is... accurate. Argo, will you give, uhh... Xorn... the... uh, paper?

**Argo:** Absolutely. Uh...

**Firbolg:** Here. Your glasses... there's glasses... to help?

**Argo:** To help...

**Firbolg:** Wiiiith... this? Act?

**Argo:** Oh. Sure. Okay.

**Firbolg:** Take these glasses I have to help with this act.

**Argo:** O-okay. Sure. Yeah. Yeah, I'll put on your glasses—holy shit.

**Firbolg:** Camera glasses.

**Argo:** Okay.

**Firbolg:** Magic picture taking glasses.

**Argo:** Oh, wow. That... this is gonna give me a migraine, I'm tellin' ya right now. Okay. So I got the glasses on.

**Travis:** Hey, this is just Travis the DM saying... they're not prescription. They're just like, cool, fake sunglasses you might get at like, a Walgreens to look cool. Maybe when you're 15, and that's what everyone's doing for the summer.

**Clint:** Aren't they magic? Isn't there some kind of magic involved?

**Travis:** Sure, but not the magic of sight!

**Clint:** [sighs] Still.

**Griffin:** I wave this delicious-smelling rock around, and I say...

**Fitzroy:** Can you just actually say, out loud, "I am the Xorn who destroyed this cave and brought its mining operation to a screeching halt"?

**Xorn:** I feel terrible! I don't want to be the Xorn who—

**Fitzroy:** But you gotta...

**Xorn:** What?

**Fitzroy:** Legally, you kind of gotta say it.

**Xorn:** I have to say what?

**Fitzroy:** That you are the Xorn who destroyed this cave and brought the operation to a halt!

**Xorn:** I'm the Xorn... who destroyed this mine, and brought its operation to a halt?

**Fitzroy:** If you say it in the interrogative, it's not gonna hold up in court.

**Xorn:** In court? Oh no!

**Fitzroy:** You're being, actually, very reasonable about this.

**Xorn:** I don't—I don't want to hurt anybody! I don't want to destroy a mine and bring operations to a halt!

**Fitzroy:** But you—

**Argo:** But you have been, right?

**Fitzroy:** But you did do that, yes? Say that?

**Xorn:** I mean, I guess. It does seem like I have been doing that. Yes, it does seem like I'm the Xorn... who destroyed the mine and brought operations to a halt.

**Fitzroy:** You got served!!

**Argo:** Here ya go, pal!

**Xorn:** What does this say?

**Argo:** Read it and—re—this—it's just a receipt for your performance just now. It's kind of a—like a review. We thought you really did a good job.

**Xorn:** Can I have that rock now? I'm so hungry.

**Fitzroy:** Oh, sure.

**Argo:** Yeah, give him the rock. Yeah.

**Griffin:** I throw him the rock.

**Xorn:** [sigh of relief] Do you know... how I get home?

**Fitzroy:** Oh god. Follow the... tunnel you ate through? I'm guessing? How did you get here?

**Xorn:** I was... [sigh] I was back in the elemental plane of earth where... there's plenty of stones. Plenty of gems. And then, I was here. I don't know. I... [sighs]

**Argo:** You're from another plane?

**Xorn:** Yeah! Why would I come to this place? It's got water, and air, and... eugh! I want to be back home!

**Argo:** Oh, man... if only Clint McElroy, the walker of the planes, could be here to show you the way to go.

**Griffin:** [laughs]

**Xorn:** That embezzling janitor? No thank you!

**Clint:** [laughing]

**Xorn:** We all have heard stories about him! That guy's terrible! He's an absolute monster!

**Fitzroy:** Um, were you—I mean—[sighs] Have you ever left your plane before? Did you just like, go through a door? I'm not really sure how planar travel works.

**Xorn:** I mean, no. [sighs] The only way through is through a rift, or through a spell, but... I didn't think there were any nearby, and y'know, they're pretty established at this point, and I...

**Fitzroy:** Where did you come out when you came through the rift?

**Xorn:** Well, when I landed, I was in the water.

**Fitzroy:** Water?

**Justin:** Have you handed him the thing yet?

**Clint:** Yes.

**Griffin:** Oh, I assume we've taken dope pictures, right?

**Justin:** No, he has to roll, is what I'm saying. He has to roll to take the picture.

**Clint:** Ohh!

**Griffin:** Oh, good, yes.

**Justin:** That's why I gave him the glasses, because...

**Fitzroy:** Oh, sorry. Xorn, we—

**Justin:** The—

**Xorn:** Oh, what?

**Fitzroy:** We need to do some business. Hold that paper up by your face.

**Xorn:** Should I smile?

**Argo:** Yes.

**Xorn:** Okay.

**Argo:** Oh, that helps.

**Travis:** It's horrifying.

**Fitzroy:** Oh no.

[pause]

**Clint:** That's a—

**Justin:** Dad, you're now going to roll a d20.

**Clint:** 16.

**Justin:** Plus intelligence.

**Travis:** Damn! Those are some good dice!

**Clint:** Plus intelligence, which is two.

**Justin:** That's 18. That's higher than 12. You captured an image. Uh... alright.

**Xorn:** Can we do a silly one?

**Griffin:** [laughs]

**Argo:** Yeah. Here, wait, let me roll again.

**Clint:** 16 plus two!

**Argo:** Now everybody—now, do one where we all jump up in the air at the same time. Can we do that one?

**Xorn:** Yeah. Are we counting down from three, or do we do it on three?

**Argo:** Three. Three... two... one... jump!

**Travis:** Roll.

**Clint:** I did!

**Travis:** What'd you roll?

**Clint:** 16 plus two!

**Travis:** Aga—wait, you rolled three 16s?

**Clint:** Oh, wait, no, no. Okay. Oh, five.

**Travis:** Okay, that one doesn't come out. Everybody's very disappointed.

**Griffin:** Do it again. Silly photo again.

**Clint:** Alright. Ten plus two. 12!

**Travis:** Okay, that one takes. That one's for the 'gram. That was a good jump. Solid Saved by the Bell moment. Um, so, what you have gathered now... the Xorn, uh, did not mean to come here. It did not come here by tunneling. It fell through a rift. It fell and landed in water. It doesn't know how to get back, and it didn't want to cause any trouble, and it does not know, uh, how to get back.

**Griffin:** Is there water... I mean, do we see water in this huge chamber?

**Travis:** Oh yeah! This is an underground lake. So, you're basically standing on like, a—what would be a stone beach. A solid, y'know, probably 12 feet of stone shelf, and then, out, uh, past that, is a lake.

**Griffin:** Uh, how's my... this has gotta be more than 10 minutes at this point, yes?

**Travis:** Yeah.

**Griffin:** I think butter mine alone probably... put us past...

**Travis:** Butter mine alone... just the side trip you guys took to butter mine.

**Griffin:** Uh, I'm gonna click on lingering magic again, like, walking towards the water, just to see if I can pick up, like, this rift or whatever.

**Travis:** Um, so...

**Clint:** Well, can we do an investigation check?

**Griffin:** I mean, we can do both.

**Clint:** Or perception or whatever.

**Justin:** Just let him... just let him do the thing, and then you can do a perception check.

**Clint:** Okay, cool.

**Travis:** Um, sooo... this go around, it clicks on, and you—your body starts a'hummin'. Um, but this time, it is overwhelmingly the presence of some transportation magic. Um, and gimme, uhh, an arcana check, too.

**Griffin:** Well... hey! Uh, 18 plus one!

**Travis:** Great. So, this, uh—you can see, uh, with your aura sensing and glowing and whatnot, uh, that there is definitely a portal hovering above the water. About, probably, ten feet off of the edge of the rock, and probably about five feet up off the water. And it is a... it was not created by somebody. It doesn't have any kind of artistry or structure to it. It is more like a tear in the fabric of that place.

[music plays]

**Travis:** So like, a... almost rip. Like you would imagine if you were pulling on, um, a worn piece of fabric, and that was just like, the most frayed part of it, that it might tear, simply in the act of existing.

**Griffin:** So you're saying—you're saying that I investigate this thing enough to know that it was not intentionally created?

**Travis:** Correct.

**Griffin:** It just seems to be like a... an organic sort of tear in the fabric of space time?

**Travis:** Correct.

**Griffin:** Okay.

**Fitzroy:** Uh, well, there's the... there's the exit. You could hop—

**Xorn:** Oh!

**Fitzroy:** Hop right through there. Yeah.

**Xorn:** Can you—I—I can't see what—can you kind of like... I don't know, point?

**Fitzroy:** Oh yeah, sure.

**Griffin:** I kind of point above the water where I see this rift floating in the air.

**Xorn:** Well I—I can't reach that! I dig! I walk!

**Clint:** How deep's the water?

**Travis:** Are you asking me, Travis McElroy?

**Clint:** Well, yeah.

**Travis:** Do an investigation check. I'm not just gonna tell you.

**Clint:** Okay. I do an investigation check. I rolled... I rolled a 19, and... plus two intelligence, correct?

**Travis:** I'm gonna have to confiscate y'all's dice. These rolls is too good!

**Clint:** You want me to do a video? I'll prove it to ya.

**Travis:** No, I'm not calling you a cheater! I'm saying these dice are too amazing! You're too powerful for your hands!

**Clint:** I did roll a five for the goofy picture.

**Travis:** That's true.

**Griffin:** Uh, your investigation skill number is what you add to it.

**Clint:** That's what I did. Two.

**Griffin:** Oh, okay.

**Travis:** Uh, so you pick up a rock, you throw it in there, uh, and you calculate that the water, basically, it's a sheer drop off. So it goes to about ten feet deep right at the start. So basically, the Xorn needs some help either getting, uh, I don't know, maybe... a bridge some some kind, or a dock, or a jump, or a throw, or... needs some way to get to this, uh, rift.

**Justin:** What's the size of the xorn?

**Griffin:** Yeah, how big a'boy is he?

**Travis:** Uhh... I'm just gonna Google... size... of...

**Griffin:** Size of Xorn. Google? Google, size of Xorn?

**Justin:** Hey, Siri? Size of Xorn?

**Clint:** [laughing]

**Griffin:** [laughing]

**Justin:** You are being reported.

**Travis:** Uh, let's see. Uh, average Xorns—

**Justin:** Not you, Siri, you motherfucker!

**Travis:** Average Xorns are about five feet tall and weigh about 600 pounds.

**Griffin:** Aww.

**Justin:** Dang.

**Travis:** Well, they're five feet tall and wide. These are wide folks.

**Justin:** Dummy thicc. Alright.

**Griffin:** I mean, I could chuck a Xorn.

**Travis:** You could chuck a Xorn. 600 pounds, you could chuck a Xorn. Maybe a minor Xorn.

**Griffin:** I could chuck a Xorn.

**Travis:** Hmm.

**Griffin:** Depends on if I'm ragin' or not. If I'm ragin', I could chuck a Xorn.

**Travis:** I see.

**Clint:** Chuck'a Xooorn! Chuck'a Xooorn! Chuck'a Xorn, chuck'a Xorn, we be rockin', chuck'a Xorn.

**Justin:** I feel... [laughs] I feel utterly ill-equipped to uh, to help with this issue. Druids are dumb. Do you want me to grow a flower somewhere? I can help with that. That's about it.

**Travis:** I thought you had a spell that like, improved someone's jump.

**Justin:** Umm... I did, and then I decided to forget that spell to make room for other, better spells. [laughing]

**Travis:** Sick.

**Clint:** Um... I have a *shape water* spell.

**Griffin:** Hey!

**Travis:** Hell yeah, my dude!

**Justin:** Huh, alright!

**Clint:** Could I shape water and make, like, stairs?

**Justin:** Mac, in 2020, I want you to stop asking permission.

**Clint:** I make—

**Justin:** I want you to say you're doing something, and then let Travis tell you no.

**Clint:** Is it 2020 already?

**Travis:** Will be when this comes out.

**Clint:** I cast *shape water*, and form a—

**Travis:** Form of...

**Clint:** A gentle ramp that the Xorn can just walk up to the rift and jump through.

**Justin:** I mean, I'll be the one to point out that it's still water, right?

**Travis:** Yeah, it's still water...

**Griffin:** [laughs]

**Justin:** [laughs loudly]

**Clint:** Hmm.

**Travis:** So I mean, I understand...

**Justin:** [laughing] Dad forms a gentle ramp, and the xorn takes one step onto it and plummets—

**Clint:** Well, that would be funny! [laughing]

**Justin:** Into the brine. [laughing]

**Travis:** So, yes, you cast this. Uh...

**Clint:** No, wait a minute!!

**Travis:** Okay?

**Clint:** You can *freeze* the water, provided there are no creatures in it!

**Travis:** Great.

**Clint:** The water unfreezes in one hour!

**Travis:** Sick. See, there we go! Reading is fundamental. Um, so, you create this, uh, ramp, right towards where Fitzroy is pointing, and the Xorn says...

**Xorn:** Oh, thank you, my friends. I'll never forget you. Do you need me to sign anything, or...

**Fitzroy:** Actually, do we need the Xorn to sign anything?

**Xorn:** I mean, might as—I can.

**Firbolg:** Uhh...

**Justin:** Check the, uh, check the document out there, Mac. How's it look?

**Clint:** Um, let me see. [mumbles as if reading quickly] No, uh, I think our responsibility was initially to solve the problem, so I think if he leaves, we've solved the problem.

**Justin:** We... okay. Let's talk about this for a second.

**Griffin:** That's not the mi—that's not the mission. I walk—I—

**Justin:** That was not—I mean, it might've been the mission at some point. Here's the problem. If we let this Xorn get away, and then we say that the Xorn has liability, they can't collect on that Xorn.

**Griffin:** I got this. I got this.

**Clint:** Ohh.

**Justin:** Okay.

**Griffin:** Fitzroy walks up to the Xorn.

**Fitzroy:** Actually, just if—just as a precaution...

**Griffin:** I pull out the note—the notebook of farspeech. I just open it up to a page, not the one that makes the ink disappear, nice try. Trying to trap me. I bring out a little quill. I say...

**Fitzroy:** If you could just write down, "My bad," and sign it 'the Xorn'...

**Xorn:** Oh, okay. And do you need like, my email address, or like, my AIM?

**Fitzroy:** That would be great, actually, if we can get in touch—I don't know if that data will cross...

**Xorn:** That's earth mail, by the way, 'cause I live... in the—in the ground.

**Fitzroy:** In the earth. Yes. Yes.

**Xorn:** I didn't know if that was clear.

**Fitzroy:** So just 'my bad.'

**Xorn:** 'Cause I use Gmail, which is geology mail.

**Fitzroy:** Okay.

**Xorn:** And it gets—it gets sent through rocks.

**Fitzroy:** Okay.

**Xorn:** Okay. My bad, signed Xorn Xorn from Low Down Deep. Uhh... cool. Uh, friends forever. Have a great summer.

**Fitzroy:** Okay. That's... we can erase that part later, 'cause it's a legally binding document.

**Xorn:** Mm-hmm. BFF.

**Firbolg:** This is good.

**Xorn:** I was the first to sign your crack. Love, Xorn Xorn.

**Fitzroy:** Funny.

**Firbolg:** Please. Enjoy your walk back to your plane.

**Xorn:** Okay.

**Fitzroy:** Um, Ar—Argo? Can you take a—

**Argo:** Mm-hmm?

**Fitzroy:** Can you take a picture of the rift, and...

**Argo:** I was just thinking that would be a good idea. I think somebody back at the ol' school might find that interesting.

**Fitzroy:** I'm just going to stand here while you make intelligence checks until one of them pays off. [laughing]

**Clint:** I rolled an 11 plus two. That's 13. I take a picture of the rift. But I want you guys to get—you were in the picture, too, and you're all smilin' and wavin' and givin' bunny ears. Back of uh, Fitz's head.

**Travis:** You time it perfectly so that you catch the rift, just as the xorn passes through. Um, and so, you get a fairly clear, uh, image of how the rift works as he moves through. And then, all is silent, and you, uh, have solved my miraculous, wonderful, funderful Xorn puzzle.

Uh, so now, at this point, is there anything you all want to do in this mine before this instance closes?

**Griffin:** Do we need to go to like, Walgreens, and get the glasses pictures developed? Or what's up?

**Travis:** Well, you're gonna connect those through a micro-USB.

**Griffin:** Okay.

**Clint:** I give the glasses back to the Firbolg.

**Travis:** Uh-huh.

**Clint:** They are his.

**Travis:** Do you make your way back into town? Do you inform anybody of the happenstance?

**Clint:** Let me ask – does anybody have the temptation to go through the rift? I mean, the ramp lasts for an hour!

**Travis:** Let me just tell you this as a, uh, as your friendly, kind, benevolent DM, so that you guys don't have to do a lot of research. The earth elemental plane is like, 99% rock. Um, it is not advised that people travel through it, because most human being—or most, like, mortal people who go through it end up getting trapped in the rock and dying.

**Griffin:** Yeah. Can't breathe rock.

**Travis:** Not a chill place.

**Griffin:** Tried. It hurt. Uh, yeah, I think we should—I think we should report back to the uh, the miner and the... the owner and the union chief or whatever their position was.

**Travis:** Well, okay, so, I'm gonna say that you do that. If I'm being honest, there's not a lot of new information to communicate here, so we won't waste time doing a whole scene about it. You go back, you let Jaryd Reginald and Candice know that the case is closed. You give them the liability documents, and you tell them that they have proof that will be sent to them once you are able to extract the photos from the glasses.

Um, you... they then go ahead and prepay you, uh, the 10% of the, uh, settlement. So you picked up a thousand gold. They hand that over to Rainer.

**Griffin:** That's team—that's team bad guys?

**Travis:** Correct. Um, and as the villain head of team bad guy, Rainer gets to hold it. Um, and so, you're back at the depot, y'know, where the carts

pick people up to and from school, and you're waiting for the cart to arrive, and Leon says...

**Leon:** Uh, Fitzroy, could I just talk to you? Real quick, just before the... before the cart gets here?

**Fitzroy:** Of course you may, my trusted... student.

**Leon:** Uh, yeah, it's not... really about that. But you—so... [sighs]

**Fitzroy:** Would you mind carrying some of my things?

**Leon:** Um, sorry—

**Fitzroy:** Beloved squire?

**Leon:** We only have a couple minutes. Please.

**Fitzroy:** Okay, sorry.

**Leon:** Um... so, knights have like a code to protect people, right?

**Fitzroy:** Yes, of course. That's sort of the whole shtick.

**Leon:** And it... [sighs] If I... if I tell you something, will you keep it... quiet? Don't tell anybody. Not even Dr. Mushrooms, or Argo, or anybody.

[music plays]

**Griffin:** I rolled a 19 plus five deception.

**Fitzroy:** Yes.

**Leon:** I'm... I'm worried that the school might not be safe. And... I'm worried... not for me, but for Buckminster. I don't want Buckminster to get hurt, and... have you noticed... the school isn't... right. Like, everybody

seems... [sighs] Everyone seems like they're hiding something, or like they're on edge, and... I... it feels... wrong.

**Fitzroy:** I meaaan... squire Leon, it seems sort of like I only am able to compare it to Clyde Nite's Night Knight School, which is a... a, um... an excellent academy. Just well-reviewed in every regard. And we go to school in what is, essentially, a big, wooden toilet. So um... it's tough for me to pick up anything—any funk other than that.

**Leon:** No, it's—I'm not talking about like, what is happening, or what anybody's doing. But... a lot of people think I'm... y'know, they think I'm kind of slow. And I'm not. I'm just big and quiet, and... I listen. And sometimes, when people... underestimate you, they're not always so careful around you? And it's... it's just... facial expressions, and... the way people react when they think nobody's looking, and...

It feels... off. What do I do?

**Fitzroy:** I mean, keep your eyes open, Leon. Do what you're doing. [laughs] I don't know what you expect me to do. I can—I can keep you safe, I suppose, if that's why you've come to me today to speak. Um, but... I suppose we... could reach out to the Heroic Oversight Guild.

**Leon:** Okay. I'll—I'll think about it. I'm not ready... maybe I'm—y'know what? I'm—it's probably not—I'm just very protective of Buckminster, and it's probably nothing, and I... I'm sorry. I'm sorry I bothered you. It's probably nothing.

**Fitzroy:** Maybe.

**Leon:** If you see anything, will you... let me know?

**Fitzroy:** Oh, of course. Yeah. I—Leon, you are now my trusted confidant. That is how this arrangement will work. I am—you will understand, I am elevating you past pageship. You are straight to squire, Leon, because I see so much promise in you.

**Leon:** Thank you? I guess? Um... just don't... don't say—I don't want people to think I'm... y'know, nervous or whatever. And I... just keep it between us.

**Fitzroy:** I already rolled to lie about that. Yes. Of course I will.

**Travis:** Uh, and the cart arrives, and you all load up, and make your way back to Hieronymous Wigenstaff's School for Heroism and Villainy.

[theme music plays]

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[music plays]

**Allie:** Hi, I'm Allie Goertz.

**Julia:** And I'm Julia Prescott. And we host... Round Springfield!

**Allie:** [simultaneously] Round Springfield!

**Julia:** Round Springfield is a new Simpsons podcast that is Simpsons-adjacent. In its topic, we talk to Simpsons writers, directors, voiceover actors, you name it, about non-Simpsons things that they've done, because, surprise, they're all extremely talented!

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[music plays]

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**Speaker 4:** Accomplished.