

## The Adventure Zone: Graduation – Ep. 16, Give Me a Hand

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**Gary:** Heyyy, it's me, Gary! Previously, on The Adventure Zone: Graduation...

[theme music plays]

**Gary:** The Thundermen were sent to help settle a dispute between two centaur herds. See, this tree that usually grows two apples, only grew one. So they were trying to find a solution that would make both herds happy, but also, they've been tasked by Higglemas Wigenstaff to steal the apple and bring it to him, so he could cure his brother, Hieronymous Wigenstaff, who had been turned into a dog.

And then, everything went off the rails. They spoke to a magical spirit of the woods, Fitzroy got cursed, the Firbolg led a manhunt, and they got framed by an evil wizard. They're workin' with the Heroic Oversight Guild investigator, Althea Song, and another student named Rhodes the ranger, but other than that, our three heroes slash villains have pissed off more or less everyone.

[theme music plays]

**Travis:** Fitzroy, you are examining the brand you now have on your right collarbone. It is overlaid geometric shapes. You recognize what it is, because you have seen it many times. And especially present in, uh, in Higglemas' office. It is some sort of ward.

**Griffin:** And it's like a—when you say 'brand,' you mean like, she has literally like, cattle brand... branded me?

**Travis:** Correct.

**Griffin:** Okay.

**Travis:** And Althea is explaining it to you; though, admittedly, you are a little bit distracted by the fact that you are now... branded.

**Griffin:** Sure.

**Althea:** It's an emergency ward. It's—it's a temporary stop for a wide spectrum of curses. But it—it doesn't undo them. I—[sighs] It's kind of an 'in emergency, break glass' kind of situation... to give you time, in case you're too far from help, if you get hit by something. And... you were pretty... far gone, uh, by the time I was able to administer the—the ward. And so, we have about... six hours, uh, to figure this out.

And... you're—you're gonna feel... a little weak for the next six hours. Um... and then, after that... you're gonna need to rest. You're gonna have a hard time doing anything for... about a day. But... that's assuming... that we're able to break the curse before that six hours is up. Because otherwise... well... you'll be dead.

**Fitzroy:** [pause] Listen. I appreciate... you saving my life, Althea. And... and Argo. Um... but... was there no sort of... ink-based sort of—like, maybe even like, a henna tattoo solution? When beach season rolls around... do you understand what a mark on my persona this is going to be?

**Althea:** I mean, yes, but you—

**Fitzroy:** [loudly] I have worked so hard to sculpt this bod! And you—and you have besmirched my incredible torso! I guess it's—thank you. Yes. Thank you. I almost died. That was weird and bad. Um... and... where's Calhain? 'Cause I'm gonna kill hi—I'm gonna so—I'm gonna kill him so bad.

**Argo:** Um, well, right after you, uh, collapsed, somewhere between there and, uh... me reading to you, Firbolg set out. He went to go find Calhain. I don't know what he was gonna do to him. Uh, he may have been going to kick his ass. He may have been—I don't know. Uh, but...

**Fitzroy:** I hope he saved me a cheek!

**Argo:** You know the Firbolg. He probably would just beat him within an inch of his life and let you have that last inch.

**Althea:** Now, you also mentioned, Argo, that you went and spoke to the spirit of the Scarlet Woods this morning? Did it—were you like, reading signs, or was there... how—

**Fitzroy:** Mmm...

**Althea:** Spoke how?

**Argo:** Oh, well, we were—we were there to uh, find out what's goin' on, and um, this—this Scarlet Woods spirit came and talked to us, and told us that uh, it would tell us some stuff if we did some stuff. Uh, y'know. Yeah, it—

**Althea:** Wait. It spoke—spoke to you? Like...

**Argo:** Yeah, had a real raspy, uh... almost like a Willem Dafoe kind of sound. Uh, it was... yeah, it spoke to us. I mean, it was... pleasant enough.

**Althea:** Spirits do not... speak to mortals. Do you mean, like—you used like, scrying bones, or you used some kind of like—

**Argo:** No, no. I'm a good listener. And so, I listened reeeal hard, and... at first, I was the only one that could hear `em. But then, they spoke loud enough, and you heard `em Fitz. Right?

**Fitzroy:** Yeah. We talked to a ghost. Uh, I—I—I really urgently want to beat the shit out of, uh, out of Calhain. So...

**Althea:** Yeah, so—[sighs] I'm just trying to get a full picture, here. Uh...

**Fitzroy:** You're saying we've been bamboozled, because spirits don't talk, and so maybe—

**Althea:** No! It's not that. It's just that... they're old. That's old magic. That's wild magic. They don't... care about mortals.

**Fitzroy:** Well... guess we're special.

**Argo:** Oh, we are.

**Griffin:** I'm gonna roll—I'm gonna roll a perception check, just to see if like, y'know... Firbolg's pretty big. Like, I am tired of, uh... waitin' around. That's an 11 plus three, 14.

**Travis:** Well, you don't need much more than that, because you hear, um, coming down the way from Malwin's tent, uh, towards you, *very* angry voices. You see Arturis, who, at this point, you have only heard about, as well as Diana and Malwin, pushing the Firbolg and Rhodes, tied up, at spear point, towards you. At which point, other centaurs move forward to grab you, Fitzroy, and you, Argo. And you see, stepping up behind them, Calhain.

And roll another perception check for me, all three of you.

**Griffin:** That is... ten plus three, 13.

**Justin:** Siiix.

**Clint:** Okay, I know I'm gonna have to start—

**Justin:** Plus seven. 13. Woohoo!

**Travis:** Whoa, damn!

**Clint:** I know I'm gonna have to start having photo documentation of this. But I rolled another nat 20.

**Travis:** Damn, son!

**Justin:** Wow.

**Griffin:** Wow, holy shit!

**Justin:** So perceptive.

**Travis:** Okay. Uh, it doesn't—it doesn't take much to notice that Calhain is carrying himself... differently. Gone is the meek, unsure visage. Whatever performance he was putting on for you in his tent. He is carrying himself with a bit of swagger, now. A bit of confidence. And Argo, you also notice that, now, he is wearing on his right hand, a black leather glove. And, with a nat 20, you are able to see that it is black on black embroidery with runes sewn into the glove.

**Griffin:** Uh, we are being held at spear point now by centaurs?

**Travis:** Correct.

**Griffin:** Okay. Uh, I put my hands up and grit my teeth, and look at Argo, and I say...

**Fitzroy:** Uh... CCO? Maybe it's time to communicate?

**Argo:** Um... hi, everybody! I'm glad you could come. Um... I called this meeting to... to kind of, uh, kind of clear the air.

**Griffin:** [laughs]

**Argo:** I know that there's some difference of opinion, but I think, as in all things, good communication is gonna solve them. So, here's what I'm thinkin'. What the hell are you doin' to the Firbolg? Why is he all tied up? Uh, why are you, uh... why are you comin' at us with all this aggression? And uh... and then, we—I—in fair return, will express to you, that uh, we have uh, uncovered some serious shit that you're gonna want to know about.

**Travis:** Malwin looks at you with venom in her eyes, and says...

**Malwin:** We have heard enough of your lies, Argo. You conspired with the other students to steal the apple for yourself. We found, in your pack, the magic apple that has been stolen from the tree. One of ours was killed, one of theirs is missing, and then, shows up the Firbolg and this ranger, bursting into our tent with what intention, we do not know, but with violence in their eyes. No more of your silver tongue!

**Fitzroy:** It—it does—it does look like they flipped the tent over. Is that... is that true?

**Firbolg:** I flipped the tent.

**Fitzroy:** Yes!

**Argo:** [laughs]

**Fitzroy:** That is so good! Ohh. That was...

**Argo:** I wish I—I wish I could've seen that.

**Firbolg:** In hindsight, it was hasty.

**Argo:** [laughs]

**Fitzroy:** I think it was—I think it was tasty. Um, yeah, so anyway, Calhain there? He cursed me, and I think everybody literally standing around me who has been watching for the past five minutes can attest to that. Um... not to make it sort of your word against mine, but uh... yeah. Calhain has, uh, almost certainly been the architect of this entire situation. So, um...

**Malwin:** Calhain came to tell us of your sick, dire deeds, while you distracted the crowd, so that the Firbolg and Rhodes could kill our sentinel and steal the apple, and spirit it back to your tent!

**Argo:** How did we kill `em, exactly? How did we kill whoever it is we killed?

**Malwin:** Some sort of magical nature spell that crackled his skin, and burned him from the inside out. You are *monsters*.

**Argo:** Fir—Firbolg, did you do that?

**Firbolg:** No. How were the wards... passed by?

**Malwin:** You must have some kind of... magic that allowed you to pass!

**Firbolg:** You think that we... students... were able to pass by your magical wards?

**Malwin:** You must be working with someone else.

**Travis:** And suddenly, you see her turn with suspicion towards Arturis.

**Arturis:** Why—why would you look at me, Malwin? I would never. They have stolen the apple from me, as well!

**Malwin:** Yes, but perhaps they were bringing the apple *to* you. Are you conspiring as well, Arturis?

**Travis:** And you see them take a step back from each other, and they begin to eye each other warily.

**Griffin:** Does everyone seem kind of distracted by the lovers' quarrel that is now happening? Even a little bit?

**Travis:** Uh, roll a perception check for me.

**Griffin:** Oh, good. 16 plus three. 19.

**Travis:** Yeah, definitely. This is—the quarrels between Malwin and Arturis are famous amongst these centaurs. Like, they know how quickly it can escalate, how heated it can become, and so, as soon as the tension starts to

boil, everyone becomes on edge. Everyone's waiting for it to boil over, and they are momentarily distracted.

**Justin:** Um, can I actually—I actually had a similar thought.

**Griffin:** I mean, I was going to sort of try to slyly... nudge the two of you to let you know, like, we're gonna have a very limited window of opportunity to do some shit. Y'know what it is? I start very quietly humming the Thunderman LLC theme song.

**Travis:** And how does that go?

**Clint:** [laughing]

**Fitzroy:** [hums an awkward tune]

**Justin:** We can—we can take this action at the same time. [laughs]

**Griffin:** Yeah, that's what I'm saying. I can do a thing to, uh, get us a window. But it will be a very, very limited window, and if we don't sort of pull it off, then it's gonna be extremely bad for us.

**Travis:** You, Fitzroy, cue them that something is about to happen. That there is going to be some kind of action you are taking that should cue them to take an action as well.

So, Fitzroy, let's say your action is first.

**Griffin:** Yeah, they don't have to wait very long. Because I... kind of grimace. Like, last time this happened, it didn't go so great, but it's our only sort of option, and I clap my hands together, and cast *Thunder Wave*.

**Clint:** Oh! [laughs]

[music plays]



**Griffin:** Uh, "A wave of thunderous force sweeps out of me. Each creature within a 15 foot cube, originating from you, must make a constitution saving throw." Apologies for this.

**Travis:** Okay.

**Clint:** So, since he had cued us ahead of time... would we have advantage?

**Travis:** Uh, yes. I am going to say that you—you guys, uh... not Rhodes, because Rhodes maybe didn't catch the cue. But uh, Argo and the Firbolg, for sure, have advantage on this saving throw.

**Justin:** Okay. Good thing I have advantage... okay. Uh, 14 plus one, 15.

**Griffin:** Uh, 15 saves.

**Clint:** My first one was a four. This is a 17.

**Griffin:** Saves. Yeah, my DC is a 14.

**Travis:** So... ehh, ehhh... Calhain is the only one who saved. [laughs] Um, so what is—

**Griffin:** Perfect!

**Travis:** So what happens?

**Griffin:** Uh, well, okay. Everyone does take 2d8 thunder damage, and on a successful save, they take half as much. So, that's... y'know. Everyone around me takes five thunder damage. Whoopsies. And my two compatriots take three. Um, but more importantly, everyone except for Calhain, Argo, and the Firbolg, are pushed ten feet away. Which hopefully is just enough distance to, uh... make some sort of move, here.

**Travis:** You have definitely cleared a space for yourself. Argo or Firbolg, who goes next? And we're gonna say that these next two things are going to happen simultaneously anyways, so it really doesn't matter who goes next.

**Griffin:** Sure sure sure.

**Justin:** Right. Where's the apple?

**Travis:** Uh, last—it is in the pack that Calhain is holding.

**Justin:** I mean, was it dislodged? Did that dislodge it, or is he still—

**Travis:** He was not pushed. He saved.

**Justin:** He saved. Okay.

**Clint:** You have a way of—does Firbolg have a way to get out of his bonds?

**Justin:** Hmm... [clears throat] Oh yeah! [laughs] Sure. I have a fuckin' way of getting out of my bonds.

**Clint:** Okay. Then I think Argo is going to... uh, run over to Calhain, take Slapsidian off his wrist, turn it into a dagger, and... cut through the uh... cut through whatever the straps of the bag are and grab the bag.

**Travis:** What Fitzroy has given you is like, a surprise round. Right?

**Griffin:** Yeah.

**Travis:** And so, you can take one action. Um, so, you can either move to Calhain, or you can like, attack from a distance. But you are not within melee range of Calhain at this time. And by the time you would run over there, especially since he wasn't pushed, um, you would be in... uh, you would be in combat at that point. So, if there's something you can do from where you are to attack him, if you want to throw Slapsidian, or throw something, or attack at a distance...

**Clint:** Well, I have a sling. I have a sling.

**Travis:** Great.

**Clint:** Uh, use the sling to... to plunk him in the noggin with a ball bearing.  
[laughs]

**Travis:** Okay. Give me, uhh... give me an attack with the sling.

**Clint:** Okay, the sling is... plus seven. That's a 16. That's 23.

**Travis:** Oh, that definitely hits! Uh, roll damage for me.

**Clint:** That is a three.

**Travis:** Okay.

**Clint:** Plus—wait a minute. Wait a minute. 1d4 plus four. So, it does seven.  
It wasn't really even to—

**Travis:** No, absolutely.

**Clint:** Hurt him.

**Travis:** Because of the surprise nature of it, I am going to say that it definitely is one of those things where like, it's a distraction, for sure. He did not see this coming, and who would? And so, immediately, y'know, he kind of does like, hand to forehead, uh, and definitely is distracted for a moment.

**Clint:** Does he drop the bag?

**Travis:** No.

**Griffin:** Firbolg.

**Justin:** I am going to... use *Wild Shape* to transform into a blood hawk.

**Travis:** A what?!

**Clint:** [laughs]

**Travis:** What's a blood hawk?!

**Justin:** Hold on one second. I will send...

**Griffin:** Sounds metal as fuck!

**Travis:** Yeah, dude! Uh, so, the Firbolg... transforms into a blood hawk. Do you need to roll anything for that, or you just do it?

**Justin:** No. I just do it.

**Travis:** Sick. And because you are changing size to a small beast, uh, the bonds that you were in slip off your little birdy feet. Um, and now, you are... a blood hawk!

**Justin:** Cool.

**Travis:** What—yeah.

**Justin:** I mean, that's my action. I'm a hawk. That's a pretty good action. I mean, as far as actions go, it's a cool action.

**Travis:** Yeah, it's pretty good. And I'm gonna say, like—in the changing of it, you have also – I'll just go ahead and say this – taken to the sky. You're not like, a hawk just standing there on the ground within reach of anybody. Like...

**Justin:** Yeah, that would be not cool.

**Travis:** Yeah. You have fully taken advantage of this distraction, and you are now, uh, up and in the air.

Uh, everyone has now recovered. You still have this like, y'know, 20-foot-wide circle around you. Now it's just you and Calhain. But I will say that now, uh, uh... everyone is... pretty pissed.

**Griffin:** Oh yeah, yeah yeah yeah. No, for sure.

**Justin:** Oh, yeah yeah yeah. For sure, for sure, for sure, for sure, for sure.

**Travis:** Umm, and... Calhain is still, I will say—uh, because it was a successful attack, Dad, I'm gonna say Calhain is dazed for this next round. Y'know, he got plonked on the noggin, right? Dead square between the eyes.

**Justin:** Nobody likes that.

**Travis:** Um, so... uhh... let's... roll initiative.

**Justin:** Alright.

**Griffin:** Fuck. [laughs] I was really hoping that wouldn't be the thing you were gonna say. We're gonna hear Travis rolling 300 d20s in the background, as all of these centaurs prepare to trample our poor bodies.

**Clint:** I rolled a 14 plus a six. That would be 20.

**Travis:** Yeah, y'know, I caught—yes. Thank you. I did catch that.

**Clint:** Dirty. Dirty, dirty, dirty.

**Travis:** A dirty 20.

**Griffin:** Uh, I got a 15.

**Travis:** And Firbolg?

**Justin:** Uh, 19. Plus two. 21.

**Travis:** Alright. [sighs] There's a lot of people involved in this! [laughing]

**Griffin:** [laughs] Yeah.

**Travis:** I have made the centaurs one kind of group, so that I don't have to roll like, 20 things. One, two, three, four, five, six, seven, eight... niine different parties! Okay!

**Griffin:** [laughing] Okay.

**Travis:** Up first is the Firbolg! Now, to paint a picture for you...

**Justin:** Yes, please.

**Travis:** At this point, uh, at the top of the scenario, we have, um... Malwin, Arturis, and Calhain. Malwin and Arturis are pushed back from Calhain. So the fir—the closest one to you is Calhain, who is still, at this point, ten feet away from you, and then, Malwin and Arturis are ten feet farther than that.

**Justin:** Okay.

**Travis:** Right with them is Rhodes. The Firbolg has taken to the sky. And then, there is... uh, Argo and Fitzroy. Althea got pushed back from them. And then, the rest of the centaurs are kind of surrounding you in a larger circle.

So, directly in front of you, you are still facing, Argo and Fitzroy, Malwin, Arturis, and Calhain. So! Up first is the Firbolg! Or should I say, the blood hawk!

**Justin:** I—my goal is... as the blood hawk... I'm trying to...

**Griffin:** Find worms. Eat those.

**Justin:** Find worms. Catch cool updrafts.

[someone makes a high pitched hawk sound]

**Justin:** That's my whole thing. No, I am gonna, um... I want to try to wrench the bag away from Calhain.

**Travis:** Okay.

**Justin:** That is my goal. Um... yes. That is my... I want to like, latch onto it with my talons and just start pulling.

**Travis:** Make a... strength check. We'll do a contested strength check, here.

**Justin:** Now, I am a bird.

**Travis:** Yes. I'm looking here in your attributes, and your strength is... six.

**Justin:** Yes. I'm actually gonna—I just realized that. Right before, as I was about to ste—I'm gonna poke him in his eyes, actually. With my beak.

**Travis:** Okay.

**Justin:** That is what I'll do.

**Travis:** Now, he didn't roll very good. Are you sure?

**Justin:** I want to loosen him up a little bit. Yes.

**Travis:** Okay. Okay.

**Justin:** I'm gonna loosen him up a little bit. [laughs]

**Travis:** Well, here's what I will say. Uh, to—you don't need to. Because he is still dazed from the hit from Argo. Um, so I will say, he is at disadvantage now.

**Justin:** Okay.

**Travis:** So, he is already loosened up.

**Justin:** Um... okay, perfect. Aw, damn. 17 minus two, 15.

**Travis:** Oh yeah, you beat him!

**Justin:** Nice!

**Travis:** You pull that bag right out of his hand.

**Justin:** Okay.

**Travis:** Um, he is pissed.

**Justin:** Sure.

**Travis:** And now, let me say this... you are now burdened by this bag. So you are flying slower. You are able to get out of his reach, but you are not like, swiftly darting around the way you were before as a blood hawk.

**Justin:** Yes, correct. Okay, good. I flew away as far as I could, which obviously, like, is limited. I can fly 60 feet. So probably 30 feet, I guess?

**Travis:** Correct. Yes.

**Justin:** Okay.

**Travis:** Uh, and up next is Argonaut Keene!

**Clint:** Can I retro—no, I'm gonna retro say, and then you'll tell me I can't.

**Travis:** Okay. Sounds like a deal.



**Clint:** Now, I have a thing called Cunning Action. Which, at the end of a turn, I can use Dash, Disengage, or Hide. So, can I say that at the end of my last turn, where I hit him with the sling, that I dashed towards him?

**Travis:** No. Because it was a surprise round, you only get to take one action, and so, you do not have a reaction to use on that round. So, no. It is—it is not about not being able to retroactively do it; it is that you wouldn't have been able to do it then, even if you tried.

**Griffin:** Yeah.

**Clint:** And how far away am I from him?

**Travis:** Uh, away from Calhain? So you were still with Fitzroy, so you are about ten feet away from him.

**Clint:** Okay. [laughs] I wanna cut his hand off.

**Justin:** Jesus!

**Clint:** The gloved hand with the runed glove.

**Justin:** Spicy!

**Travis:** Uh...

**Justin:** Things are getting spicy here!

**Travis:** Okay. Make an attack roll.

**Clint:** So is that just a basic attack?

**Travis:** Correct. I would say, trying to cut someone's hand off would count as an attack.

**Clint:** Okay. I'm attacking him with Slapsidian. Which adds one to my attack.

**Travis:** Now, this is kind and benevolent DM time. If you're trying to chop someone's hand off, why aren't you using your big sword?

**Clint:** Well, for one thing, it's a rapier, and it doesn't have a cutting edge.

**Travis:** Uhh... I mean, this is not a... okay. This is not a rapier in the sense of like, a like, dualist fencer nowadays.

**Griffin:** Épée? It's not an épée?

**Travis:** This is a classical rapier, where it's like, y'know, an inch wide blade.

**Clint:** Well, then I'm gonna use Florence.

**Travis:** Yeah.

**Clint:** Which, I assume Florence has a cutting edge.

**Travis:** It does, yes. It is not just for poking. It's also for slicing. That's what it says—

**Justin:** And I have the—I have *The Cutting Edge*, on DVD.

**Travis:** Yeah, that's true.

**Justin:** Just, as long as we're bragging. Topic.

**Travis:** And don't push me, 'cause I'm close to the edge!

**Griffin:** Not anything.

**Justin:** Nothin'.

**Travis:** Okay.

**Clint:** So, that is a... 13. 13 plus three. That's 16.

**Travis:** So, 16 plus seven, 23. And y'know what? I'm also going to have you make a strength check for me. To see if you can actually sever the hand. You definitely hit.

**Clint:** Well, it kind of depends on how sharp the blade is, right? Maybe that would be more of a speed...

**Travis:** No. No, because if a baby swung a super sharp sword at someone, they wouldn't cut off someone's hand, would they?

**Griffin:** [laughs]

**Clint:** Alright, strength check. Again, 13, plus one. 14.

**Travis:** Um, you make a solid swipe. I'm going to say that it is—it is hanging loose now.

**Griffin:** Oh god!!

**Travis:** You do not—

**Justin:** [fake gags]

**Travis:** —completely sever it. Um, but... when you make this connection, uh, Fitzroy... you feel better. Not completely, 100% back up, but better.

**Griffin:** Okay.

**Travis:** Uh, and next up in the order is Rhodes.

**Clint:** Let me kind of—let me set the scene a little bit.

**Travis:** Oh, please! Yes, of course! Make it gross!

**Clint:** Leaps forward, swings the uh—swings Florence in like, uh, an arc at his face. But then, does like, a figure eight with it, whacks through the wrist, cutting it most of the way, and then uses Disengage to pull the blade out and dance back nimbly.

**Travis:** Um, so, blood sprays in the air. And Calhain, I would say, uh, is pretty pissed. He's pretty angry. He definitely was not ready for that, but who ever is?

**Clint:** Should I have done damage?

**Travis:** You did do damage, yeah. Roll damage for me.

**Clint:** That is a... four... and... on Florence, plus four. Eight.

**Travis:** Up next is Rhodes. Rhodes is still bound. Um, and uh, she was also pushed back, so she is prone. So she uses her move to stand up. Um, and she does that cool thing that people do in movies, where they like, jump over, y'know, the rope, so that her hands are back in front of her. It's really cool. She doesn't even have to roll for it. That's how cool it is.

And uh, she positions herself between, uh, the centaur guards and Fitzroy.

**Griffin:** Cool. That's nice of her.

**Travis:** Uh, and then, up next is... Malwin. Yeah, Malwin is gonna draw her bow, and aim for the blood hawk carrying the bag.

**Justin:** [quietly] Fucking best of luck, dude. You can't get me. I'm a hawk.

**Travis:** But she rolls like shit.

**Justin:** [quietly] Told you.

**Travis:** Uhh, yeah. And she whiffs it.

**Justin:** [quietly] That's the incredible power of a hawk.

**Travis:** Now, up next is Calhain. And as I said, he is... pretty pissed. Uh, so, um... Argo, make a dex save for me.

**Clint:** That is an 18 plus seven. That's 25.

**Travis:** You lucky S.O.B.

**Clint:** No, I'm just very dexter... ious.

**Travis:** And then, uh... well, y'know what? Everybody, all three of you actually make a dex saving throw, as I'm looking at this spell.

**Griffin:** Is what is about to come out of him... visible?

**Travis:** I mean—well, yes. He is definitely making some magical maneuvers. Y'know, like he's about to cast a spell.

**Griffin:** That I can see?

**Travis:** Yep.

**Griffin:** Okay. Then I—

**Justin:** 13, um, plus two. 15.

**Griffin:** I got 11 plus two, 13, but I have advantage on dex saving throws against things I can see. Oh, and that's an... 18 plus two! Dirty 20.

**Travis:** Okay. Um, so, all three of you save. And now, I need to roll a bunch of dice.

**Griffin:** You could just fudge it.

**Travis:** Okay, hold on. Okay. Okay. Uh, you take... half damage, so you each take 17 points of fire damage, as a fireball ignites the area in which you are standing.

**Griffin:** I am, uh, looking very bad. I was not at max health when all this started. [laughs]

**Travis:** Oh, and up next is Griffin!

**Griffin:** Uh, please call me Fitzroy while we're playing.

**Travis:** Yes, of course. Up next is Fitzroy Maplecourt, knight in absentia of the realm of Goodcastle.

**Griffin:** Were we like, knocked back or anything by the fireball?

**Travis:** Uh, no. But now, the uh... the tent that you were standing behind, the um, Calhain's tent is aflame.

**Griffin:** Cool. So like, is there like, a badass Sephiroth sort of effect as I walk towards him, sort of slowly?

**Travis:** Oh, absolutely. Totally.

**Griffin:** Okay, great. Um, yeah. I just kind of walk up to him, and... grab onto his loose wrist.

**Travis:** Yep.

**Clint:** [laughs]

**Griffin:** Uh, and... I say...

**Fitzroy:** Look at my eyes, Calhain.

**Griffin:** And I—as a bonus action, I rage.

**Travis:** Uh-huh.

**Griffin:** And I want to show him... the sort of... the power that I'm drawing from. 'Cause I think he will recognize the face of it. Uh, okay. So yes, my Wild Surge... uh, I rolled a six.

"Arcane energy taps into the minds of those around you. Each creature within 30 feet of you must succeed on a wisdom saving throw, or you see a glimpse of the creature's thoughts, learning how it plans to attack you. As a result, the creature has disadvan—" Uh, it's a lot of stuff, and to save you from rolling, I'm really, I guess, only interested in Calhain. So, roll a wisdom saving throw.

**Travis:** That is a fail! So you see in this briefest moment, uh, that his plans were to, uh, at first, everything is laid out before you. He was tasked with stealing the first apple to start a war, and then, uh, he was tasked with stealing the second apple. He was not told why the second apple also needed to be stolen. Um, but then, he took the initiative, and cursed you, Fitzroy, with the plan to frame the Thundermen.

And Argo spotted it right away that the glove he was wearing is runed, uh, for a curse. And it is the hand that, uh, you bones'd two episodes ago.

**Griffin:** Yeah, fuckin' I knew it.

**Travis:** And this—his hand is the conduit. The glove is the catalyst. And to break the curse, the hand and glove need to be destroyed.

**Griffin:** Yeah, sure. Um, that was my bonus action. Uh, for my action, uh... I look at him, and just really try and show him all the sort of chaos I can muster in this moment. Uh, and really, just to sort of freak his bean, I say, um...

**Fitzroy:** You have failed me, Calhain.

**Griffin:** And I try to rip his arm... off?

**Travis:** Okay! Uh, make a contested, uh, strength check, but he has disadvantage because of the damage that's already been done to him.

**Griffin:** And the excellent news is, when I'm raging, I get advantage on strength checks.

**Travis:** Okay.

**Griffin:** Uh, nine...

**Travis:** Welp.

**Griffin:** ... plus six, 15.

**Travis:** Well, he rolled a nat 20, but also, a three.

**Griffin:** Yeah. I rolled—it's funny. Life is—life is like that sometimes, 'cause I also rolled a critical failure, but I also rolled a 15.

**Travis:** Uh, you make this eye contact with him. You say what you said, that he has failed you. And a look of pure terror crosses his face, as you rip his hand loose from his body.

**Griffin:** Fuckin' idiot. I fuckin' pranked—you just got pranked by the best of 'em, you dummy. Dumb asshole.

**Clint:** [laughing]

**Griffin:** Curse me? In my house? This is my podcast! You come into my house and curse me?! No, no, no!

**Clint:** Let me tell you something. Havin' your hand ripped off of ya is not fun.



**Griffin:** Yeah, isn't. Uh, and I take an extra action – which isn't even allowed in the game – and I fuckin' eat his hand, right in front of him.

**Travis:** You eat it?! Wait, hold on.

**Clint:** [laughs]

**Griffin:** Aghaghagha! [makes a frantic eating sound] Aghaghaghagha!

**Justin:** Homebrew. Homebrew for hand eating.

**Griffin:** Uh, no, I don't. I don't eat his hand.

**Travis:** Um, I am going to say—

**Griffin:** Do I feel—do I feel better now that I have, um... sort of gotten that part of his body off him?

**Travis:** You do feel better. Once again, not 100%. You saw in your flash of vision, thanks to your Wild Surge, it needs to be destroyed.

**Griffin:** Oh, okay. Can I just—again, like a second bonus action, to just kind of tap him with it and be like, "Stop hitting yourself!"

**Travis:** Maybe not.

**Griffin:** No. No, that's... yeah.

**Travis:** But! But...

**Griffin:** Next turn. Next turn.

**Travis:** Yes. Um... roll an intimidation check. Uh, with advantage.

**Griffin:** That's gotta be one of the more intimidating things.

**Travis:** With advantage.

**Griffin:** Uhh, 16 plus six. 22. Uh, five plus six. 11. So 22.

**Travis:** Everyone stops for a moment.

**Griffin:** Yeah!

**Travis:** They see this raging barbarian standing over someone that they would've considered a powerful wizard. You have just ripped his hand loose from his body. And terrified him, as fire burns behind you. You are silhouetted by the flames raging through the tent. And as you look across the eyes of these centaurs, you see the same fear of power that you saw long ago in the eyes of Sylvia Nite.

And everyone falls back a step, and lowers their weapons, afraid of you.

**Fitzroy:** Yeah! That's right! This could be a hoof, too! I could get a—I could get a hoof, also, to match!

**Travis:** You wave the hand in their faces as you say this, and they all recoil. You are splattered with blood as Calhain sits at your feet, weeping, holding the stump of his arm. And everyone takes another step back.

[music plays]

**Griffin:** I lean down to Calhain, and I say...

**Fitzroy:** Uh, typically, this is the part of the mystery where the bad guy sort of confesses everything that they've done. And so, if you could be—if you could project, because I believe I've scared everybody quite a fair distance away from us.

**Griffin:** And I pick him up by the scruff of the neck.

**Travis:** Uh, roll one more intimidation check with advantage.

**Griffin:** Two is bad. Uh, nine plus six? 15?

**Clint:** Anything we can do to help?

**Travis:** I don't know, is there?

**Griffin:** I think Thunderman LLC sort of striking a group tableau could be also a very powerful sort of topping, uh, to this severed hand cake that I'm bakin' up for them.

**Travis:** Okay, yeah. Do you want to do that as well, Firbolg?

**Justin:** I'm a hawk, baby. The problems of the terrestrial world have...

**Griffin:** [bursts into laughter]

**Clint:** [laughs]

**Justin:** Have... [laughs]

**Travis:** Tobias, you've spent too long!!

**Justin:** They've grown increasingly less interesting to me. [laughing]

**Griffin:** Uh, can I hold up my falconry glove that I'm wearing, and just—

**Travis:** You most certainly can.

**Griffin:** —offer it to you?

**Clint:** Ohh!

**Justin:** Yes. Absolutely.

**Clint:** Yeah!!

**Justin:** Yeah, and I'll land on that.

[guitar music playing]

**Justin:** We do have one sort of pressing issue, and it's the bag that I'm assuming is on fire.

**Travis:** The blood hawk swoops in and drops the flaming bag, uh, at your feet, and lands upon your glove. And then, what do you do, Argo?

**Clint:** Um, create water! I can create water right there, all around the bag, smother the flames.

**Travis:** You create water as you pose defiantly. The steam rises. Smoke pours around Fitzroy as he looms in the face of Calhain. And Calhain says, almost in a whisper...

**Calhain:** ... it was me.

**Fitzroy:** You're gonna have to be louder than that, hun.

**Calhain:** It... it was me! I—I stole the apple! Please, don't—

**Fitzroy:** And? Aaand?

**Calhain:** And I—and I framed them, and I stole the first apple, too.

**Fitzroy:** Aaand?

**Calhain:** And I cursed... I cursed Fitzroy.

**Fitzroy:** Anything eeelse?

**Calhain:** Please don't hurt me anymore... please...

**Argo:** I don't know. I wasn't really buyin' the motivation. Y'know, didn't seem like he bought it. He really bought into it.

**Fitzroy:** No, I think the motivation is pretty much bulletproof. Um... so, yep. There you have it, y'all. Tried to tell ya. Um... so... I guess, uh, mission accomplished. Sorry about, uh, the thunder. But... uh... y'know, play stupid games, get stupid prizes. Y'know?

**Justin:** [laughing]

[somber music plays]

**Clint:** [laughs]

**Griffin:** Uh, I... I want to make a beeline to Althea, if that is—if the centaurs will allow it.

**Travis:** As you move, the centaurs move away from you.

**Fitzroy:** M'kay. We may have some... 'splainin' to do. Uh, Althea? So this is the thing that cursed me. What do we—what do we do with it? Should I just throw it in the tent fire? 'Cause there's a few of those.

**Althea:** Uh... y-yeah. Um... that—that would do it. It just needs to be... destroyed.

**Fitzroy:** You want me to take the hand out of it, first? 'Cause it seems like it's bothering you.

**Althea:** Um... no, the—the—the... the hand needs to be destroyed, as well.

**Fitzroy:** Ooh! Fortunate, then!

**Griffin:** Uh, I walk over to the tent that's on fire, and I just kind of chuck the... chuck the hand and glove into it.

**Travis:** Um, so the hand, the glove, burn. There is a flash of green fire for a moment, and then, acrid smoke rises from where you tossed it. And you feel as if a weight has been lifted. A weight that, perhaps, you were not even aware of during this fight has been lifted from you. And now, you just feel... tired.

**Griffin:** Oh yeah. I think the adrenaline rush has probably worn off at this point. That concludes our business with the centa—well, no, I guess we still need to find out about the apple, huh?

**Travis:** Calhain did mention that he had stolen a second apple.

**Griffin:** Right. But... ultimately, not everybody's gonna end up gettin' the apples that they want.

**Travis:** It does seem like you need to find a solution to that, yes.

**Justin:** And two would be better than one, though, for sure. Statistically speaking.

**Clint:** Yeah. Especially since we're gonna steal one of them. Maybe.

**Justin:** Perhaps.

[somber music plays]

[advertisements play]

**Travis:** Hey, folks! In light of the continuing national and global protests against police brutality, we're donating this week's ad revenue for The Adventure Zone to the Tony McDade and Nina Pop Mental Health Fund. These mental health funds are being used to provide mental healthcare to black trans people who have been participating in the protests against state-sanctioned violence, and/or are coping with the emotional stress of the public murders of Nina Pop, Tony McDade, and the epidemic of trans people being murdered worldwide.

The funds are being run by the Okra Project, which is a 100% grassroots, organizer-led initiative with the goal of combating food insecurity in the black, trans, and gender nonconforming community.

We'll also be tweeting links on our Twitter account, @TheZoneCast. We encourage you to consider donating, um, whether it be to the Nina Pop Tony McDade fund, or to the Okra Project, or to any organization that is helping black Americans, that is helping bail out protestors, that is funding anything that can help combat police brutality and state-sanctioned violence.

Uh, we also have a couple of other announcements. We want to encourage you to go to MaximumFun.org, check out all the other shows there. We also want to encourage you, if you haven't already, to preorder The Adventure Zone graphic novel, *Petals to the Metal*, coming out in the middle of July. You can go to TheAdventureZoneComic.com and preorder it there.

Also, if you go to McElroyMerch.com, we have some new items there, including a really great pin. Absolutely beautiful. 'Phantasmal and Resplendent,' as well as a 'Good Out Here' t-shirt. The proceeds from those are gonna benefit the Trevor Project, so go check those out at McElroyMerch.com.

[music plays]

**Travis:** So, uh, now, as your kind and benevolent DM, it has been a while. May I remind you of a couple different pieces of this that have come to light? Things that you have already discovered, that now, I...

**Griffin:** Yes, please.

**Travis:** ... will remind you. The centaurs of the woods burn the apple in a ritual sacrifice to the spirit of the Scarlet Woods. You spoke with the spirit of the Scarlet Woods. They told you that they demand a sacrifice that is something that the person is unwilling to give. And the more rare, or the more unwilling, the better the sacrifice is to them.

The centaurs of the valley split open the apple to read the seeds, and divine the future. The centaurs, uh, Malwin and Arturis, are the leaders of the two groups. At one point, they were engaged to be married, but neither one was willing to give up control of the herd to be subservient to the other.

**Griffin:** Okay. Um, I think I know how to kind of like, get us to the next scene, if that's cool? I don't want to take the lead too much.

**Travis:** Do it! No, please. Take the lead. At this point? After like, 18 intimidation checks? You are in the lead.

**Griffin:** Yeah. Uh, okay.

**Clint:** [singing] Griffin, take the wheeeel...

**Griffin:** Uh, now that I'm not holding a hand... by the way, is Calhain like, trying to escape at all, or is that something we need to worry about?

**Travis:** He is broken.

**Griffin:** Okay, cool. Uh, I address the crowd, and I say...

**Fitzroy:** Okay. So, I can see that I have brought some serious distress. Myself, and my cohorts, to this little gathering. And for that, I apologize. We are here on a mission to bring the two herds together. And all we've been trying to do since we got here is get your two respective leaders in a room with each other to just talk it out.

And I am wondering, in light of everything that has happened, if maybe we can prioritize that meeting... for like, right now. On, preferably, a tent that has not caught fire. You think that's doable?

**Travis:** And Malwin nods and says...

**Malwin:** Yes. I—I think that we can... we can discuss, yes.

**Fitzroy:** Cool!



**Travis:** Uh, and Althea says...

**Althea:** Wait, hold on. Fitzroy, before you go...

**Travis:** And Althea lays hands on you, and her hands begin to glow lightly. And you feel restored. Your wounds, uh, begin to close up. Your bruises feel less battered. Uh, and you get back 2d8!

**Griffin:** [laughs]

**Travis:** Hit points.

**Griffin:** Uh, do you roll that, or do I roll that?

**Travis:** Uh, I will—I will do it.

**Justin:** I'll do it!

**Griffin:** Oh man!

**Justin:** For myself.

**Griffin:** Yeah, go ahead and roll it.

**Travis:** Yeah, you get back four—

**Clint:** Can we get in on this action?

**Travis:** Yeah, y'know what? Everyone. Let's make this... uh, a mass healing word. And uh, everybody gets back... ten points of damage.

**Justin:** Wow. Very benevolent.

**Travis:** Hey, thanks. And so, then, the... what, the... Rhodes, Calhain, uh, Argo, Fitzroy, Firbolg, Althea, Malwin, and Arturis all move to the tent, uh, for... a slightly more private, less blood soaked discussion.

At this point, Althea has kindly, compassionately, ceased the blood flow from Calhain, so that he is not going to bleed out. He has been bound. He has been shackled, and he is present in the tent with you as well.

**Griffin:** Yeah, I mean, I still would like to talk to him about his... employer. But this takes... precedent. Can we skip the us telling... like, I think we would want to tell them what we saw in this—what we heard from the spirit in the woods. Right? Like...

**Clint:** Yeah. I think—don't you think we can skip right to the whole—the point of the matter, which was, somebody's gotta sacrifice something important?

**Griffin:** Yeah. I would like to just skip the us trying to explain what we saw in the spirit of the woods, and just say that we—we told them there's no reason for us to... there's no reason for us to hide anything anymore, except for maybe that we really would like to take one of them there apples.

**Travis:** So, you relay this information to them, the conversation you had with the spirit of the Scarlet Woods. They are also absolutely, especially Malwin, just blown away by the fact that the spirit directly communicated with you. The spirit doesn't even communicate with the centaurs. The centaur—the—the spirit has never, as far as they know, spoken to mortals.

And they, once again, reference that like, the fact that one of you was able to call to the spirit and actually get its attention is nothing short of a miracle.

**Clint:** Um, then I'd like to do a persuasion check. That is a 19! And I add... two to that, so that's a 21.

**Travis:** That is very persuasive. So! What—what are you attempting to persuade?

**Argo:** So here's what I'm thinkin'. I think that the sacrifice that the spirit needs is for one of you to sacrifice leadership. Let's face it. I mean, you could still do both of the activities with an apple. You could cut it in half, read the seeds, and then burn the two halves! It—at least, seems to me.

But... one of you needs to make the sacrifice of... being in charge. And that should be the sacrifice that'll appease the tree!

**Travis:** And Arturis turns and says...

**Arturis:** I—I'm not willing to sacrifice—I...

**Travis:** And he turns back to Malwin and says...

**Arturis:** I love you. I still do. And I—I would partner with you, still. But... it remains the same. I am not willing to give up leadership. The centaurs of the valley are stronger with me than they've ever been. I am not willing to put my herd at risk, just because I... just because I love you. I can't... do that.

**Travis:** And Malwin says...

**Malwin:** I feel the same, Arturis. I... I cannot risk... the anger of the spirit. I cannot put my herd at risk, even if it means not being with you.

**Griffin:** I ask Calhain...

**Fitzroy:** Um, so... where's the second apple? The other one?

**Calhain:** [sighs] It's hidden in... the camp of the centaurs of the valley. I was going to discover it, and... and cause war.

**Fitzroy:** Okay. Can someone fetch that?

**Travis:** Diana gets the location from him and uh, she heads out to find it hidden. It is buried behind Arturis' tent. And Diana returns with it. So now, both apples are present.

**Fitzroy:** Um, so there's your two apples. We could just hand those over, and then, that would, y'know... that would satisfy your respective rituals, and... that would be all fine and dandy. But it does kind of seem like this division between the two of your herds is not especially... healthy.

[music plays]

**Fitzroy:** Um, so...

**Griffin:** And I pick up one of the apples, and... I take a bite out of it.

**Travis:** They both react in shock.

**Griffin:** Uh, I spit the bite out on the ground, and drop—just, like... disrespectfully as possible, drop that apple. Uh, and I say...

**Fitzroy:** Okay! Now there is one apple. So... you can either go to war and kill each other over it, or you can finally... like adults... talk your whole thing over, and find a way to govern your herd – maybe together – in a way that is best for everyone.

By the way – it wasn't even that good. It was not that—it was pretty mealy, if I'm being honest, and a bit bitter. So like... I know you've been wondering what the apple tastes like. I'm here to tell you, not awesome.

**Travis:** You hear Rhodes kind of chuckle a little bit behind you. She thought that was very funny.

**Griffin:** Oh, thank you, Rhodes.

**Travis:** Malwin looks at Arturis and says...

**Malwin:** I don't... know that I... can change who I am.

**Travis:** And Arturis is...

**Arturis:** I don't know that I would want you to.

**Travis:** And... they begin talks. They begin negotiations of, if there is a way for them both to remain in as leaders of their respective herds, but still work together to become more of a symbiotic herd. Where one relies on the other, instead of this constant bickering. This pushing back and forth, push me, pull you sort of relationship.

And it is not a brief conversation. Time passes. The conversation goes long into the night, past that six hour mark. And you, Fitzroy, are down for the count. You sleep harder than you've ever slept in your life. A dreamless sleep. But not completely.

[music plays]

**Travis:** Occasionally, you see within the pitch blackness of nothing, a pair of all-white eyes... winking.

When you awake the following afternoon, you've been asleep for about 12 hours. You feel rested, but your body is still weak. Your mind, still hazy. And Althea has been keeping watch over you to make sure that you were safe. And so have your friends.

Argo has been standing by your bedside, Firbolg guarding the door.

**Justin:** I changed back into a Firbolg.

**Clint:** [laughs]

**Justin:** Sorry. I kept meaning to tell you.

**Griffin:** Does it hurt when your bones sort of...

**Justin:** Nah. Feels kind of good, like stretching.

**Griffin:** I look up at Argo, and say...

**Fitzroy:** We've got to stop meeting like this!

**Griffin:** Uh...

**Argo:** I spend a lot of time hanging out at your bedside.

**Fitzroy:** I know. [laughs] I'm uh, I'm a frail—

**Argo:** It's a little creepy.

**Fitzroy:** Um, Argo, I heard... what you said to me... in some far off, distant part of my consciousness while I was suffering from the curse. And... we obviously have a lot to talk about. But... I just... I just have one thing to say to you right now, Argo.

Tell me you picked up the pieces of the apple that I took a bite out of.

**Argo:** [laughs] Of course I did. Oh, yes. I have very high sleight of hand skills, and when they were all in deep discussion, I picked 'em up. Yeah. I got 'em in my pocket.

**Fitzroy:** Cool.

**Argo:** I even put the piece back on the other piece.

**Fitzroy:** Oh, that's great. If you could hand me that whole sort of situation...

**Griffin:** And I take the apple, and I cast *Mending* on it.

**Clint:** [laughs]

**Griffin:** Uh, which repairs a single break or tear in an object that I touch, such as a broken chain link, two halves of a broken key, or apple. It says here “key or apple.” That’s funny.

**Travis:** Mm.

**Griffin:** As long as the tear is no larger than one foot in any dimension, uh, you mend it, leaving no trace of the former damage.

**Travis:** You have yourself a fixed, whole, perfect apple.

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

**Travis:** As you slip the apple into your bag...

**Griffin:** [laughs] Can I—can I say...

**Fitzroy:** Well, this ought to keep the teacher awa—[fake vomiting noise] Oh, god!

**Argo:** [laughs]

**Fitzroy:** My body hurts so bad! Every bone hurts so bad!

**Travis:** As you exit the tent, you are met by Arturis and Malwin, standing together. Malwin says...

**Malwin:** It’s still early. But... there has been a lot of progress.

**Travis:** And Arturis says...

**Arturis:** The future of the centaurs of the valley has become... a lot more certain with the assistance of the centaurs of the woods. And we don’t need... any seeds to tell us that.

**Travis:** And you see that Malwin is holding the single apple. And Malwin says...

**Malwin:** We are going to aid the centaurs with our resources, and with our stores, and we will be... assisting them in the hunt, and allowing them use of the hunting grounds in the woods, so that they can be prepared for whatever the future brings.

**Firbolg:** Forgive my question, but... what of the love you shared? Is there... any hope of this?

**Travis:** They smile at each other, and Malwin says...

**Malwin:** Yes, I... think so.

**Firbolg:** Extra credit.

**Griffin:** [laughs]

**Clint:** [laughs]

**Travis:** Now, before you leave... would you like to speak with Calhain one last time?

**Griffin:** Yes.

**Travis:** Calhain is brought before you, in chains, now. You aren't quite sure what the centaurs have planned, as far as containing him. But you know it will not be pleasant. And uh, they have said that you can meet with him one last time, because of course, you have questions.

**Griffin:** Uh, it's all three of us, yes?

**Travis:** Yes.

**Griffin:** Did you, at any point, relay what you saw in the mirror, Firbolg?



**Justin:** I mean, we had a long night. I probably—yeah. I mean, I know we didn't—that seems cheap to say like, "Yeah, yeah, definitely." But like, I mean... [laughs] What else are they gonna talk about?

**Griffin:** Yeah.

**Justin:** Yeah, I think he probably mentioned that to... to everyone.

**Griffin:** I don't really know who should take the lead here.

**Justin:** Here, I'll talk—I'll talk to him. Unless you want to, Dad. Do you want to?

**Clint:** No, I was just gonna say that before we enter the tent, that Argo puts on a little performance. So as they approach the tent, Argo, um... says...

**Argo:** Listen, I got a little something that might help. Y'know, chum the water a little bit. Hold on. [clears throat]

**Clint:** This'll be a performance check. That is another 13. Wow. Plus two, so that's a 15.

**Argo:** Oh, listen. We got it all figured—let's just kill him. Just kill him, just go in there, kill him. I mean, he has it comin' to him. He deserves no mercy. I'll do it. I mean, I've got—I'm bristlin' with blades, and I'm a rogue. I could—I mean, and if you feel bad about it, I—he doesn't even have to know, 'cause I have a thing called sneak attack that I never do right. But maybe it'll work this time. So, let's just... whaddya say? Let's just go in and kill him. Okay?

**Firbolg:** We—we did not discuss killing him in certain. It would not be permitted by the centaurs.

**Argo:** Well, y'know...

**Firbolg:** Why was this not discussed, and yet, you act as though it is settled?

**Argo:** Well, I, y'know—listen, if you got—

**Firbolg:** I do not know!

**Argo:** Okay, well, then, I guess it's a bad idea. I'm sorry that I put something before the company! I should'a put it in a memo first!

**Firbolg:** You are acting very strangely. Why was this not discussed until we were out of earshot?

**Clint:** And then he winks.

**Argo:** [quietly] Firbolg, I'm puttin' on! I'm trying to scare him!

**Fitzroy:** [quietly] He's doing a lie. He's doing a lie.

**Argo:** [quietly] I'm lying so you don't have to, see?

**Firbolg:** Ohhhh! This is... subterfuge.

**Argo:** And he'll be a little bit more malleable, and then, if you want to talk to him, maybe he will, y'know... because he's a little scared. Y'know, maybe he'll be more honest with you.

**Firbolg:** Ah, excellent.

**Argo:** I'm sorry, Firbolg! I should've brought it up earlier. My bad! Let's just go in and, y'know, see where the moment takes me.

**Justin:** I throw open the flap of the tent.

**Travis:** Do you flip the tent over?

**Justin:** No. I thought about it, but I don't want to be a hack and repeat myself. So I throw open the flap of the tent, and I stride over to Calhain. And I pull out the mirror, and I activate it. And I say...

**Firbolg:** Tell them.

**Calhain:** Tell them what? Tell them what?

**Firbolg:** Tell them that you have failed.

**Voice:** Calhain. Calhain, do you have it? What—what has happened?

**Calhain:** Um... I uh... I—I had it. And then, I, um... I... cursed... Fitzroy... as a distra—

**Voice:** You *what*?

**Calhain:** I—I cursed Fitzroy as a distraction. And then... I was discovered, and, um... they—they broke the curse, and they g—they got back both—both apples. Um, they—they know... everything.

**Voice:** I see. Are they listening now?

**Travis:** And Calhain looks at you, Firbolg.

**Firbolg:** We are.

**Voice:** I... see. Well... I am... disappointed. And this is going... [sighs deeply] This is going to move the timeline up a bit.

**Travis:** And Calhain begins to shake violently. Black ooze pours out of his tear ducts, and his nostrils, and the corners of his mouth. He tries to scream, but he seems like he is drowning. And then, his body falls over... and is still.

And the voice in the mirror says...

**Voice:** I suppose I'll see the three of you back at school soon.

**Travis:** And the mirror clicks off.

**Firbolg:** I fear we may have detention.

[theme music plays]

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