

## The Adventure Zone: Graduation – Ep. 32, By a Hair(cut)

Published on January 14<sup>th</sup>, 2021

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[theme music plays]

**Gary:** Heyyy, it's me, Gary! Previously, on The Adventure Zone: Graduation... The Thundermen are schemin' the day away, plannin' for the big heist. See, in order to prevent an all-out war that will drag an entire hell dimension into ours, they've gotta cause a little destruction at the Heroic Oversight Guild. If they fail, countless innocent folk will die.

Their first step? Getting a haircut, of course! But, before he could be shorn, Argonaut's mortal enemy, The Commodore, arrived. The last time Argo saw him, it was revealed that The Commodore was working with the demon prince, Gray. Oh! The Firbolg also buried an ice knife in his shoulder. I'm sure he doesn't hold a grudge, though... right?

[theme music plays]

**Travis:** The Commodore turns to you, Argonaut, and smiles. And says...

**Commodore:** Aw, Argonaut! Long time no see, lad. How are ya?

**Travis:** And reaches out his hand for a handshake.

**Argo:** I'm excellent, s-sir. Um... that's not true. Uh... no, I'm not excellent. I'm...

**Commodore:** Oh?

**Argo:** I'm full of regret, to be honest with you.

**Commodore:** Well, that's a pity to hear. What's wrong, lad?

**Argo:** I regret on the way we parted company. I...

**Commodore:** Oh, don't worry about that.

**Argo:** No, no, no, let me get this off my chest. I... I feel like... I accused you, I—

**Commodore:** Don't. *Worry* about it, son.

**Argo:** Falsely, and—and you've done so much for me...

**Commodore:** Son. *Son*.

**Argo:** And how did—I just spit in your face!

**Commodore:** Okay! Ar—*Argonaut*. [through gritted teeth] Don't. Worry. About it.

**Argo:** Well...

**Commodore:** We're great. This boy, oh. I trust him, ohh, I love him!

**Travis:** And he's talking to the administrator who's been walking with him.

**Commodore:** Oh, one of the best... best guys I know, Argonaut Keene.

**Travis:** Roll a... roll a perception check for me.

**Clint:** Perception check. That would be a nine... but! Thanks to my brand new skill, of whatever it is, Decent Ability... I kick that up to a ten.

**Griffin:** Whoaaa!

**Travis:** Oh, there it is.

**Clint:** Because you said it would never happen!

**Justin:** So cool, dude.

**Travis:** I never said that.

**Clint:** It's up to a ten, plus three perception. So it's 13.

**Travis:** Dad, do you think that I said that you would never roll below a ten?

**Griffin:** That's wild.

**Travis:** That I didn't think—why would I say that?

**Griffin:** There's a 50% chance.

**Clint:** I think it was implied that I would, uh, not roll a nine. I think that was...

**Travis:** I don't think... that happened.

**Griffin:** I don't remember that. That doesn't sound like our brand of humor.

**Clint:** [laughs]

**Justin:** [laughs] We prize nothing if not statistical probability.

**Travis:** Yeah! Uh, so, the Commodore... you can't quite get a bead on it, but he's, uh... he's looking at you in a pretty intense way. There's something, uh, that you're just not picking up on here.

**Argo:** Um... I'm glad you feel that way, sir, because it's... knowing you has changed my life.

**Commodore:** Oh. Good to hear it. Ohh.

**Travis:** And at this point, Bailey Kern returns and says...

**Bailey:** Oh, hey! How's it going, Mr. Johnson? Are you ready for that haircut we talked about?

**Argo:** Um, yes! Uh, indeed. Uh, I—I am. And I appreciate you seeing me so quickly. Uh, Comm—um... Admiral? Is it Admiral Commodore?

**Commodore:** Uh, it will be The Admiral. But not until tomorrow. Keep that under your hat.

**Argo:** Oop! Zip, zip! Throw away the key.

**Commodore:** Oh, excellent.

**Argo:** Uh, alright. Uh, Bailey, I'm ready to be shorn!

**Commodore:** And you, Miss Kern, you take good care of him. This is one of the best people I know in this world. I trust him with my life.

**Argo:** Those are proud words to me. Blofeld Johnson.

**Clint:** And I give him the same look back that he gave me a few minutes ago.

**Commodore:** Okay? Okay.

**Griffin:** [laughs] Just—I didn't think I'd be rooting for The Commodore, but get him out of there, Trav. He doesn't deserve this. Get him out of there!

**Travis:** Yeah, he heads off with the administrator. Uh, so you and Bailey, uh, y'know... you don't go far. You go and sit. She spreads out a little towel, and you sit down at one of the little café tables there. It's late in the afternoon at this point, so mostly, it's cleared out. Maybe I wouldn't make you roll an insight check for this one. You maybe get the impression, she has no idea who you are, and she's not gonna go to a private place with you. She's gonna stay here in a public place, where everyone can see what's going on.

**Clint:** Sure. I understand that.

**Griffin:** And she also needs that accountability to do a great haircut.

**Clint:** But she also just saw Argo talking to an extremely powerful person, so...

**Travis:** Oh, yes. Oh yes. It's almost like it would give you advantage on any kind of rolls you wanted to make.

**Clint:** I think it would, yeah.

**Travis:** Yeah, I would think so, too.

**Bailey:** So what kind of style are you goin' for? You want just like, a cleanup, or anything in particular? Y'know, mullet is really popular these days.

**Argo:** I—I like—y'know, mullet's kind of what I got now. I was hoping for something, uh... I want bangs. Uh...

**Bailey:** Oh, of course, yeah.

**Argo:** I really want bangs. And then, maybe feathered at the side? Sides...

**Bailey:** Oh, okay!

**Argo:** Like a shag. I want a shag haircut is what I want.

**Bailey:** This is my first haircut on somebody else, but sure! I'll do all these complicated things that you're talking about.

**Argo:** Well, okay. Just go with the shag, and whatever feels like a shag haircut to you, I would love it. And...

**Travis:** I want you to know, I am right now going to roll a d20, and I'm not going to tell you.

**Griffin:** Please, yes, I was gonna ask.

**Travis:** Oh. My. God.

**Griffin:** Fuck him up.

**Travis:** It is a nat 20.

**Justin:** Whoaaa!

**Griffin:** No wayyyy! Man!

**Travis:** I'm sorry. I was so hoping it would be bad, but... it's amazing.

**Griffin:** What's that mean, DM?

**Travis:** It's an incredible, incredible—y'know what? Y'know what? Y'know what? It's gonna give you advantage on like, your next three charisma-based rolls.

**Clint:** Nice!

**Travis:** This haircut looks so good.

**Justin:** [laughing]

**Griffin:** I thought I was the face. Now I gotta give him my mustache wax.

**Travis:** Well, he's the hair, now!

**Griffin:** Yeah, I guess so. [laughs]

**Justin:** You guys wanna know something? I used to get jealous when other actual play podcasts would succeed, often in fashions that seemed more pronounced than ours. Y'know, your Critical Roles of the world. But now, like... I feel like I get it at this point.

**Clint:** [laughs]

**Justin:** Y'know what I mean? Like, y'know, it's like... we talk a lot about haircuts and bags of scones and stuff. Probably more than most people want to hear about. I think—like, I'm just saying—[stammers] I'm just saying I get it, y'know? I get it.

**Travis:** I haven't listened to other actual play podcasts. Is that not what happens in every...

**Griffin:** It's mostly scone-ba—it's a scone-based medium.

**Travis:** Haircuts and scones and job interviews? Is that not... the norm?

**Griffin:** I mean, just make a ogre come in. Critical Role is always like, "And then a ogre comes in."

**Travis:** Then a ogre comes in, and oh, *Fireball!*

**Clint:** So, that—is that "role" as in... a piece of bread? Because...

**Griffin:** Wow.

**Travis:** Oh, no, Dad. So "roll" is like a dice thing, that, uh...

**Clint:** Ohh! Oh, okay!

**Griffin:** Because they do have a—

**Clint:** 'Cause I was makin' the connection with scones there. So...

**Travis:** Oh, I see.

**Griffin:** Ohhhhh. I see.

**Justin:** Oh, okay. Yeah.

**Travis:** No, it's just that Matt Mercer is a really mean DM who, when his players want to do something wild...

**Justin:** I'll say—I will say this... I see their fans upset a lot in a sad way. There's a lot of sadness there, I feel like, in that community.

**Travis:** Yeah. Well, they're invested in the characters in a way that I don't think people care about you dipshits.

**Justin:** That's your first mistake.

**Griffin:** Yeah.

**Justin:** [laughs]

**Clint:** Thank you for not loving us.

**Travis:** Yeah, yeah. No, your characters are... ugh, not even two dimensional! One dimensional haircut boys. So... [laughs] Anyways, the haircut goes great. But during it, there's also some conversation.

**Bailey:** So, how do you know The Commodore?

**Argo:** I can safely say that he... he has shaped my life. I mean, it's like, if it weren't for him, I would not be the person I am today.

**Bailey:** Well, that's so lovely to hear! He is such a good guy. Y'know, always comin' in, smile on his face. He gives wonderful little presents on everybody's birthday. He's such a thoughtful fellow.



**Argo:** How long—I mean, obviously, I didn't know he was so closely connected to, uh, to the Guild. Is he...

**Bailey:** Oh, yeah! He's one of the greatest heroes in history. He's the greatest naval hero Nua has!

**Argo:** Mm-hmm. And how long has he been hangin' around here in like, the building? You said you've been seeing a lot of him.

**Bailey:** Oh, he comes and goes. Y'know, he comes in on a regular basis, special occasions, or... y'know, anytime we want to make some big proclamation. They're always makin' these big proclamations here. And uh, so yeah! We see a lot of him. Y'know, he's been comin' in pretty often over the years.

**Argo:** And he's got a big day tomorrow! I mean, I'm not supposed to say anything, but that's why—that's why I'm get—

**Justin:** I did not think that D was gonna be followed by any sound.

**Travis:** Me neither. There was a moment where I was like, "Whaaat?"

**Justin:** I had a moment. Where are we going?

**Clint:** That's why I'm getting a haircut. I wanna look good for the big... day.

**Travis:** Oh! Okay. Wow. Things are getting a little crossed wires, here. Are you trying to seduce The Commodore?

**Griffin:** That would be hugely inappropriate.

**Justin:** Don't suggest things that we're not gonna follow through on, please. We've fallen into that hole.

**Clint:** Argo's already got a bad rep. Y'know, the whole Three's Company dating two women at once thing. So...

**Travis:** Well, yeah. Just seemingly—

**Griffin:** Is that ha—

**Travis:** Well, at this point, it seems like he asked out Barb, and he may or may not have asked out Fitzroy's mom. No one's quite sure, because we're not willing to go back and listen to that episode to remember what he said in the letter. So that's where we're at! It's kind of a Schrodinger's date.

**Clint:** Yeah, please don't listen to the very special spring break episode. Because then that'll ruin everything for you.

**Travis:** Oh boy. Oh boy. Okay. So... is there something else you wanted to accomplish in this haircut, or did you just want to look stylin' and profilin'?

**Clint:** Here's the thing. I'm—what is the popular cut here among, y'know, the employees?

**Travis:** It's too late now. We're already doing a shag. We're halfway through the cut.

**Clint:** Well, I'm assuming that, due to my tremendous roll, that it was a popular—

**Travis:** Uh, it wasn't your roll! It was Bailey Kern's roll, thank you very much.

**Clint:** Well, due to your amazing roll, I assume that, y'know, shag is a popular haircut here.

**Travis:** Oh yeah. Like I said, it looks great. Everyone loves it. Even if it's not popular, it soon will be.

**Clint:** Excellent. That's what I want to be.

**Griffin:** I guess my question is... how has Dad's haircut, which has now occupied two episodes, furthered our heist effort?

**Travis:** Well, see Griffin, at some point, I think Dad had the intention of trying to steal a badge during the haircut? But I think—I think he's lost track of that one. [laughs]

**Clint:** Oh, *has he?*

**Justin:** A haircut like that, though, will make you reexamine everything. Maybe I don't need the help. Y'know what I mean? Like, maybe I could be a champion of my own story.

**Travis:** [laughs] Sooo... Dad, just before I go and check in on the Firbolg... you're good?

**Clint:** Um...

**Argo:** Actually, y'know, I could use a blow dry.

**Bailey:** Okay? Um... okay. I just gotta find somebody with some magic, I guess.

**Argo:** Oh. That—yeah. Okay. A fantasy blow dry? [laughs]

**Bailey:** Yeah. Somebody who can make like, a hot wind spell.

**Argo:** Mm. Yeah, I can't do that. I can't do that. I can make water to wash my own hair.

**Bailey:** You can?!

**Griffin:** We all can make water.

**Clint:** [laughs]

**Travis:** [laughs] We really shouldn't be washing our own hair with it, though.

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

**Argo:** Listen, I—oh, y'know what?

**Bailey:** What?

**Argo:** You don't really have a, um, a mirror or a shiny surface for me to look at the haircut, do ya?

**Bailey:** Oh, I didn't think of it!

**Argo:** Your badge... how shiny is that?

**Bailey:** Oh, it's pretty shiny.

**Argo:** Could I use it as a mirror to kind of look and see?

**Bailey:** Um... [sighs]

**Travis:** Make a charisma check.

**Griffin:** With advantage!

**Travis:** Yes.

**Clint:** Charisma...

**Griffin:** I mean, it would be one of the...

**Travis:** Yeah, I'm gonna say, uh, deception.

**Clint:** Okay, that is 12 plus... you said deception?

**Travis:** Correct, yeah.

**Clint:** That would be 12 plus six, which is 18. But, I have advantage...

**Travis:** 'Cause of your cool hair, yes.

**Clint:** And that's another 12? Wow. 18.

**Travis:** Well, uh, I'm gonna say an 18 is enough for her to say yes. But... in a, like, very tentative, "I'm not comfortable with this" kind of way.

**Clint:** M'kay.

**Travis:** So she kind of goes...

**Bailey:** Oh—yeah. I mean, I guess.

**Travis:** And hands you her badge, but like, kind of in a like, see with your eyes, not with your hands kind of way. Y'know?

**Argo:** Thank you. Thank—Bailey, you're the best. Oh!

**Justin:** [whispers] Kill 'em.

**Travis:** Whoa!

**Griffin:** No! [whispers] Mac, don't.

**Justin:** [whispers] Mac, it's me.

**Griffin:** [whispers] Wicked don't do it.

**Justin:** [whispers] It's me, your mom.

**Travis:** [whispers] No, please don't kill her.

**Justin:** [whispers] It's me, your mom.

**Clint:** [whispers] My precious!

**Justin:** [whispers] Kill her, Mac.

**Griffin:** It's not Nonnee.

**Clint:** Nonnee's speaking in my heaad!

**Travis:** It's not really Nonnee, Dad!

**Clint:** It's Gray! Gray is speaking to me in Nonnee's voice!

**Justin:** [whispering] No, it's just regular Nonnee! And I say kill her, Mac.

**Clint:** Get thee hence!

**Argo:** No, that looks great. That looks great. Here, let me pin it back on your uniform.

**Clint:** And when I do, I use sleight of hand to palm the... card.

**Justin:** What are you pinning on, then?

**Travis:** Yeah, what—

**Justin:** [laughs] That's a—

**Clint:** There's a clip! There's a little clip.

**Travis:** No, but I'm gonna say this, Dad. I will allow this. I think it's a good move. But you need to replace it with something, or you're only gonna have like, five minutes before she notices.

**Justin:** Quick, look through your inventory, Dad. There's gotta be something that you forgot you have.

**Clint:** [mumbling gibberish]

**Griffin:** Do you have cards? Like, playing cards?

**Clint:** No, no... uhh... I got a pendant. That's it. I don't have any—wait wait wait wait wait! No no no no no! Wait, hold—that's so smart. Okay. Equipment. Wait a minute. Equipment... [mumbling]

**Justin:** Usually, when Dad's this excited, he's about to really chunk up an air ball, so I'm pretty excited. [laughs] I'm pretty stoked.

**Griffin:** [laughing]

**Clint:** Unidentified item. In my—in my equipment.

**Griffin:** Fuckin'...

**Travis:** Uh-huh.

**Justin:** Oh Dad, did you maybe start to fill something out in the D&D Beyond character sheet, and then—[laughing]

**Travis:** No no! Hear him out! Justify yourself.

**Clint:** Um... I would say that they're probably playing cards. Because... uh, playing cards would be pretty standard in all the bars and stuff we've been hanging out in.

**Travis:** Mm-hmm. Mm-hmm.

**Clint:** That's not gonna work, is it? Um... okay. In Thieves' Tools, wouldn't you think that in a bunch of Thieves' Tools, there would be something in there like a... card-like thing that you would use to jimmy a lock? To...

**Griffin:** Oh, ooh! Ooh! I think I might. What about a pack of hot mint gum? I mean, you canonically have that, yeah?

**Clint:** If it's like an Orbit! If it's like Orbit. Because those are rectangular.

**Griffin:** If it's an Orbit situation...

**Travis:** Here's what I will say. You got a good look at it earlier, and you've had a break between these two encounters. I think that, if this is your plan, I'm willing to accept that you took some time to like, make a replica of it out of stuff like the gum wrappers and things you have. Right? Like, that makes sense to me. I can justify that without—

**Justin:** You sweded one.

**Travis:** Yeah. Right, exactly. Yes yes yes.

**Griffin:** Although, I did like the play of doing a pendant. Like you're fuckin' Christopher Walken in Catch Me if You Can.

**Travis:** Yeah. Did you drop this outside?

**Griffin:** Must've slipped...

**Clint:** Alright, so I used the foil, and it made it real silvery. That was a good Walken. And made it—and so, I clip it back on there, and pump—do I need to do a sleight of hand check?

**Travis:** Uhh, yeah. [laughs]

**Griffin:** Uhhh, wicked yes. [laughing]

**Travis:** Uhh, yes you do.

**Clint:** Well...



**Justin:** [laughing] You would think, as good as this bad thing is...

**Clint:** There's an 18, plus 13.

**Travis:** Damn!

**Clint:** So that's... 31.

**Travis:** God. I forgot. Yeah, you do it super good.

**Clint:** I have a plus 13 in sleight of hand.

**Travis:** You do it, and not only do it – you do it in such a way that she doesn't notice. You do it in such a way that, yeah, she kind of maybe like, giggles a little bit that like, it's this very kind of gallant, y'know, overly dramatic kind of moment that's almost like...

**Bailey:** Oh, you silly! Oh, you are such a silly guy.

**Travis:** Kind of way.

**Argo:** [laughs] Thank you, Bailey.

**Travis:** She suspects nothing.

**Argo:** Oh, well, thank you, Bailey.

**Griffin:** Well done.

**Bailey:** Anytime! Tell your friends. I think it's gonna be a real popular look!

**Argo:** I will, and maybe this will be a side gig for you! Cuttin' hair!

**Bailey:** Oh, I can only dream!

**Travis:** Uh, speaking of dreaming. At this point...

[music plays]

**Travis:** The Firbolg has woken up from his drug-induced slumber.

**Clint:** [laughs]

**Travis:** No more dreams of giant pigeons attacking him for the remaining scone crumbs in his face bag.

**Firbolg:** Wh... I am cool.

**Clint:** [laughs]

**Hollifer:** Are—are you cool?

**Travis:** Hollifer is kind of still standing over you.

**Firbolg:** I am cool.

**Hollifer:** Do you need any like, uh... do you need any orange slices, or...

**Firbolg:** I would love an orange slice.

**Hollifer:** Okay. Maybe take a break from the scones for a while?

**Firbolg:** Ehh... I suppose, yes. Although, now I want a scone more than ever.

**Hollifer:** Ugh. Man, that's how they get you. But sometimes, you need to take a break. They'll dry you right out. You doing okay? Do you need me to get somebody for you? I can call somebody down here.

**Firbolg:** It would be best if you left and I never saw you again.

**Hollifer:** Oh! Well. This is kind of my post. So I can't do that.

**Firbolg:** I should be the one to go.

**Hollifer:** Yeah, I think that's probably the best call here. Uh, but y'know, thank you for the scone.

**Firbolg:** Of course.

**Hollifer:** Uh, take care of yourself, I guess? Watch out for those giant pigeons, huh?

**Firbolg:** That was a hallucination.

**Hollifer:** No, I—I know.

**Firbolg:** There are no pigeons.

**Hollifer:** No, I know. I was making a—

**Firbolg:** There are pigeons.

**Hollifer:** Just not giant ones.

**Firbolg:** Yes.

**Hollifer:** I mean, who knows. It's a magical world.

**Firbolg:** There are giant—maybe giant pigeons.

**Hollifer:** Yeah, who knows.

**Travis:** So what's the Firbolg up to? What's the Firbolg doing now?

**Justin:** Um... Well, see... [laughs] Uh, I should have a plan.

**Travis:** Yeah!

**Justin:** It's not that I don't have a plan. It's just like, at this point... I think I'm just gonna cruise around.

**Travis:** Okay! Are you looking for anything in particular, or are you just kind of scoping the scene?

**Justin:** Um... yeah, I wanna keep watching the atrium for, um... like, I'm gonna—okay. So, Hollifer stays there permanently? Or is Hollifer someone who cruises around? That's kind of what I want to figure out right now.

**Travis:** Okay, great, yeah. Roll me an investigation check.

**Griffin:** Remind me, who is Hollifer?

**Travis:** Hollifer is the guard who is posted out at the top of the ramp, leading down to the archives records department.

**Justin:** 19 plus zero.

**Travis:** Nice. Um, so, Hollifer, that is her main post. But, uh, she does take breaks. And when that happens, somebody comes to relieve her. It's not the same guard every time, it's just somebody who is free to give her a lunch break, or y'know, a bathroom break, or just to like, stretch her legs.

**Justin:** And what badge does Hollifer have?

**Travis:** Hollifer has silver, which shows she is a member of HOG, and an emerald, which is full access.

**Justin:** That's full access.

**Travis:** Yeah.

**Justin:** Yeah, okay. Well, Hollifer seems to—y'know, I briefly considered trying to get that away from her, but for the life of me, I don't have a good reason to think that I would be able to get that done. [laughs] If I'm being honest.

**Travis:** It would be a tough one.

**Justin:** Yeah, it'd be a tough one, and I don't know if I'm really like... my skill set, uh, fits that very well.

**Travis:** Um, with a 19, you also know, uh—like, you see some kind of pattern. It's not like a strict, y'know, like, left, right, left, right, left, right kind of thing, but you see that there are guards who kind of patrol the upper floors, and like, occasionally will stop, look down, kind of scan the area, and continue on. But they seem to have kind of their beats, if you will.

[music plays]

**Travis:** But there are definitely moments where there are less people in the atrium than other ones. Y'know, during the 12 to two block is when people are taking lunch breaks. Y'know what I mean? So there's people covering each other's shifts to go to lunch, but it thins out kind of the areas at that point.

You have lighter in the morning, you noticed earlier, that people kind of coming in, the seven to nine area, there's less security than there is from like, nine to noon. And then, now, it's getting later.

**Griffin:** We should do the heist then.

**Travis:** Now it's getting later in the evening. You can also see that like, as people are going home, there's less security than there was during the busy times at the office.

**Griffin:** Hmm. Another great option.

**Travis:** So, yes. You have three good periods of time here where there is less security in the main atrium. It is seven to nine, 12 to two, and kind of after that five o'clock mark.

**Griffin:** When is this big party for the Admiral?

**Travis:** Ah, thank you so much for asking. That is going to be in that 12 to two window.

**Griffin:** Then a little lunch crime.

**Travis:** Lunch bunch. Yeah.

**Griffin:** Lunch crime. Lunch crime.

**Travis:** Yeah. I call it the lunch crunch.

**Griffin:** We need to—let's talk out of character. We gotta get down to the records. Like, we know what the fuck's up here. We do not know anything about what's waiting for us down in the records floors. And maybe I can try and swing that as Chud-Chud, everyone's favorite cha—I am not on Twitter, but I assume, everyone's favorite character from the season so far.

**Justin:** Uh, yeah, that seems like a good... I've observed a good timing window. We got that. We have some different options vis-à-vis getting in. Yeah. I feel like that's what we need.

**Griffin:** The card that Argo just purloined, though, is not emerald, right? It doesn't get us access into the actual—

**Travis:** The badge that Bailey has is a copper badge, and it is a sapphire, full access to main, escorted access to records. Now, I will remind you that, uh, Althea can also get access to the records with an escort. So if you're just trying to recon, she might be a good ally there.

**Clint:** I could get her to cut my hair and steal her badge.

**Travis:** Oh boy.

**Griffin:** No.

**Clint:** No? Okay, alright, I won't.

**Griffin:** You only have so much hair.

**Clint:** Yeah, true.

**Justin:** That's a great point.

**Griffin:** So, we know—we know, like, how the inner workings of this place... do. Uh, and we know sort of the surface-level security protocols that are just sort of visible to the naked eye. And we know the best window to do it, and have a key card that can get us, y'know, part way there. But we're gonna have to, I think, risk it for the biscuit a little bit, and get eyes down in the records floors. 'Cause we don't know... I feel confident we have a—we could make a plan to get down there, but I don't think we know...

**Justin:** Don't know enough about records itself.

**Griffin:** ... what is going to happen after that. Yeah.

**Clint:** Okay, well, uh, we have a couple options. Um, I have a janitor's outfit, if you wanted to wear that and go down and scope it out. And I also have this keen badge. That was a pun. An intended pun from Argo... Keene.

**Griffin:** I think we got it.

**Clint:** Oh, okay.

**Griffin:** Um...

**Clint:** Are you saying that you're gonna reconnoiter and go down and kind of scope out what the situation is?

**Griffin:** Well, I don't know, Trav, can I—as Chud-Chud the new employee here, can I, uh... can I, y'know, ask for an orientation?

**Travis:** Well, so, the orientation you're scheduled to work with Kai the following morning at six AM. So if you want to wait until then, you can. But...

**Clint:** And they'll give you some kind of badge, I would assume.

**Travis:** Oh yeah. Now, listen. Ugh. Because I am not only a kind and benevolent DM, but a meddler, I will point out that, at this point, you do have the bag with Hollifer registered in it.

**Griffin:** Oh yeah.

**Travis:** Um, so, if you wanted to wait for a period of time where she was, say, on a bathroom break, you might be able to have someone escorted down by pretend-her.

**Griffin:** The idea was to, uh... not do anything too risky until tomorrow, but I think we gotta do a little bit of risky stuff right now in order to actually pull this off.

**Clint:** I have an idea that might help lead to that. Okay. Where is Hollifer?

**Justin:** The atrium.

**Clint:** Okay, I'm gonna stand near Hollifer.

[music plays]

**Clint:** I picked up the cup of, uh, the empty cup of latte. And I'm just gonna stand near enough for her to hear, and I'm gonna make water with my *Create Water* spell, and just keep pouring it back and forth. Just keep pourin' water. The sound of water.



**Travis:** Okay.

**Clint:** Pouring into a cup.

**Justin:** Yes. Now, this is magical.

**Clint:** And she hears that, and you know what happens when you hear water running.

**Travis:** So you're going to use your magic to make someone feel like they need to urinate?

**Clint:** Yes! On the nosey!

**Travis:** And for some reason, we're all super here for it. Okay, great. Um, yeah, y'know what? I don't think you need to roll for that. I think that that is, uh, a fairly...

**Justin:** Wait. Let's talk about something else, though. What role is each person taking in this escapade? Because I...

**Griffin:** [laughs] That's a good point.

**Justin:** ... do not feel well equipped to pretend to be somebody else.

**Griffin:** Um... yeah, I think, uh... I think me and Dad—can't you—[sighs] I feel like you have... you gotta have some sort of stealth capabilities. You gotta have stealth fighter mode. Can't you turn into fucking animals?

**Justin:** It's not the stealthiness. It's the, what are we disgui—if stealth is the play, we're not disguising ourselves for stuff. Like, if the first person who's like, "So, what's your name?" And I have to be like, "Well, my name is the Firbolg, and my people don't have names."

**Griffin:** [laughing]

**Clint:** How extensive—

**Justin:** I know my face is confusing. It's because I've stolen it from a guard.

**Clint:** So it only is the face, right? It doesn't disguise the whole... body?

**Griffin:** Yeah, it's not gonna generate a badge, is it?

**Travis:** No.

**Clint:** Well, I think... it's gotta be one of the other ones.

**Griffin:** Okay, I'll be—I'll be Hollifer, and then, uh... and then Dad, I guess, you can just have the badge, and just be a HOG employee.

**Justin:** No, okay, but we need to be clear about something. Hollifer has a badge that would get us into records. We don't have that badge. We don't have a way into records, currently. We have a badge that can get us, like... right, Trav? Am I understanding that correctly?

**Travis:** Uh, you—okay, so there's a lot going on here that I need to account for. So, you have a badge that would not raise any eyebrows if someone saw you escorted through records, um, by somebody else with an emerald. That said, it depends on how much you're hoping to do. Y'know what I mean? Like, once you cross that doorway, it's not like you are immediately going to have to answer a thousand questions. Right?

So, if you were planning to do a full scoping out of everything that's going on... just getting your head in the door isn't gonna cover it. But if you're like, just trying to get a quick lay of the land of what you're looking at, it seems like you only need to create a moment's distraction, enough to kind of get in and look around.

**Griffin:** Yeah. So, the badge is your badge. And when people ask, I'll be like, yeah, I left mine in the bathroom. I'll go get it now. But I'm Hollifer. I

have the face of Hollifer. So what are they gonna do about it? This is a good plan.

**Travis:** And listen, there's some risk for it. But it's a heist.

**Griffin:** It's a heist. This is what we do.

**Justin:** Thank you.

**Griffin:** I want—Firbolg, will you turn into a little mouse and ride around in my pocket? I don't want to just leave you alone.

**Justin:** It—it would be my honor.

**Travis:** Now, it sounds like Justin feels that way, which I love.

**Justin:** Well yeah, but Griffin asked in Griffin's voice, so like, I thought we were—

**Fitzroy:** Master Firbolg, will you turn into a cute—the cute—

**Justin:** Who is that?

**Fitzroy:** Me? It's, uh, Sir Fitzroy Maplecourt?

**Justin:** Oh wow, this is so cool. I thought you were pretend.

[pause]

**Griffin:** [laughs]

**Clint:** [laughs]

**Travis:** [bad Fitzroy voice] We heard it was somebody's birthday today!

**Justin:** [bursts into laughter] This is one of those singin' fantasy-grams. Oh man, I'm so excited. One of my favorite fantasy characters that isn't on Critical Role.

**Travis:** [bursts into laughter]

**Justin:** To wish me a belated happy birthday.

[music fades]

[ad break]

[music plays]

**Travis:** Let's activate project pee-time. No, there's better than that.

**Clint:** I'm standing near Hollifer, and I do my magic.

[water pouring sounds]

**Travis:** Okay. Oh, no, no, Dad, you can't foley! People are gonna leave!

**Griffin:** Don't do that, actually.

**Justin:** Oh god. It's a bit that he did. Oh no.

**Clint:** And... maybe I need to make more.

**Travis:** No, Dad, no. It's good. It's effective. Is there a check I could make you roll, here? No, like I said, I think... y'know, this is just—it happens. This is a fact of life. We're gonna bring my experience as a loss prevention worker at Best Buy to say, I'd stand up at a stand for sometimes eight hours at a time, and it does not take very much to convince you that you want to leave that stand and go to the bathroom.

So, this works. You see her kind of flag down, uh, a guard. But y'know, at this point, I don't know that she can wait. So like, as soon as she sees him walking, like, gets close enough within sight of where he is heading to, she like, kind of gives him a signal, and she heads to the restroom.

**Clint:** And I look at, uh, at the other two, and I give them both kind of a Ralphie grin and nod my head. Yeah.

**Travis:** Okay. Yeah yeah yeah yeah.

**Griffin:** Uhh... is there a place I can go and change? [laughs]

**Travis:** There are, uh, lots of individual unisex bathrooms that you could use. She's in one, but there is lots of other ones.

**Griffin:** I go very quickly into one, and throw on—I guess we—we have—there's no way we could've done... do this plan unless we all had met up, so I assume—

**Travis:** Yeah, you've coordinated. I picture like, as soon as she hits the doorway in on that one, out comes this other Hollifer from the other doorway.

**Griffin:** Okay. Um, can I also do it in conjunction with a *Disguise Self* spell of my own, to like—'cause I—we didn't clarify if the mask actually changed my clothes and stuff.

**Travis:** It doesn't, it just gives advantage on any deception checks related to the disguise.

**Griffin:** Okay, then I'm gonna *Disguise Self* also, to really get the H2T experience. That's head-to-toe.

**Travis:** No, I got it.

**Clint:** Oh! Okay, yeah.

**Griffin:** I didn't watch America's Next Top Model. Okay. So, I just roll a straight up d20, right?

**Travis:** Yep. I want you to tell me, Fitzroy, before you cast... what are you doing to like, psyche yourself up and get yourself ready to magic?

**Griffin:** Uh, I'm doing it in the mirror. I have access to the mirror, like, "You can do this." But I'm already wearing Hollifer's face, so it's like, a weird, like, somebody else is talking to me and trying to psyche me up to cast this spell. And you tell me what this means – I rolled a seven.

**Travis:** Hmm. Okay. Uh, well, since you're psyching yourself up and you're taking this moment to build yourself up, you have advantage on the roll.

**Griffin:** Okay. Okay. I appreciate that. We'll see what we get this time. We're spinnin', we're spinnin'... that's a fuckin' nine, man!

**Travis:** Oh boy.

**Griffin:** That's a nine. That's right below it!

**Travis:** Okay.

**Griffin:** It feels like bad... it feels like bad, uh... it feels bad. But it also feels like it would be unfair for me to just keep trying, right? Like, oh, there goes that spell slot.

**Travis:** So you tried—you tried to cast there, and you weren't able to do *Disguise Self*. So now you're relying purely on the mask. But the good news is, your mask still grants you advantage on disguise-related deception, so I think you're—

**Griffin:** But my clothes is different!

**Travis:** Your clothes is different. Listen, for sure. You're gonna have to roll real good to convince.

**Griffin:** Yeah, great. Cool. Cool cool cool.

**Travis:** So I assume, now, you're heading over to where the other guard has taken the post. And he is—

**Griffin:** Oh, yes.

**Travis:** —instantly kind of like...

**Guard:** Uhh... what—what is—huh? What—you just—

**Fitzroy:** What—yeah.

**Guard:** But now you're—

**Fitzroy:** But I—what?

**Guard:** You were only gone for like, ten seconds?

**Fitzroy:** I was wrong. I didn't need to go.

**Guard:** Okay?

**Fitzroy:** That ever happen to you? It's crazy.

**Guard:** Okay... okay.

**Fitzroy:** Anyway, I've gotta go down, uh, and check out something on records. I'm actually taking a new employee on a quick orientation tour, so...

[music plays]

**Griffin:** Griffin has just realized, this won't hold much water when the real Hollifer comes out.

**Clint:** Oh, water? You need some more water?

**Travis:** No, I would say, uh, it—just to set a timer, you've got like, three, *maybe* five minutes. Roll a deception check for me. Y'know, about the whole thing.

**Griffin:** Yeah, sure. I want to change my tactic a little bit. 18 plus eight, 26.

**Travis:** Yeah, okay.

**Fitzroy:** Um, no, you're free to go. I'll take it from here. I'll watch the spot.

**Guard:** Oh, uh... oh—okay. Uh, I mean, maybe next time—

**Fitzroy:** Why don't you take a break? You seem overworked.

**Guard:** Eh, that's not a bad idea. But next time, don't... don't flag me down if you don't need to go potty.

**Fitzroy:** No, sure, I'll take it up with my irritable bowel syndrome. Thank you. That's very...

**Guard:** Oh boy.

**Fitzroy:** That's very kind that you brought that up.

**Guard:** Aw, TMI. Too much irritation.

**Fitzroy:** It's IBS. Yeah. [snorts] Get out of here.

**Guard:** Okay.

**Travis:** Uh, and he heads off!

**Griffin:** `Kay. I wave to Argo, and the Firbolg, who are probably hiding in a very Three Stooges-esque way.



**Travis:** Yeah, so they're heading over. Are you going in with them, or are you going to stay on guard?

**Griffin:** I mean, I'm not gonna stay here!

**Travis:** Okay.

**Griffin:** I guess I should stay here.

**Justin:** It doesn't make sense to stay there.

**Griffin:** No. I gotta stay here.

**Justin:** [laughs]

**Griffin:** Okay, so a few things we've done wrong instantly.

**Travis:** [laughs]

**Justin:** Instantly, instantly.

**Griffin:** Instantly. Uh, the first is, I don't—if we leave here... if I leave here, I leave this spot, and the real Hollifer comes back to an empty spot, all she has to do is talk to the guard and ask why you left, and then, that—that's it. So, I have to stay here. We have made a bed that sucks, but now we have to lie in it, and I do have to stay here. So if we are gonna do the, uh, y'know, the sneaky Mousecapades thing... oh, jeeze! But you need a—you need an escort. Okay.

**Travis:** I mean—

**Griffin:** I guess we just need to be very, very quick.

**Travis:** Yeah.

**Justin:** No. Don't—you stay.

**Griffin:** Me stay?

**Justin:** Yeah, it'll be okay.

**Griffin:** Okay.

**Justin:** I'm going with, uh, Argonaut.

**Travis:** Perfect. You head down the ramp while Hollifer-Fitzroy, you are kind of keeping guard there. Um, it's not too far down the ramp. I mean, you're gonna head to a lower level here. And luckily for you, what you are looking at is the center of this chamber is, uh, a three-story, uh, opening. Much like the atrium was open air. Upstairs, the archives are open air. Downstairs, with the ramp curling around the outside of it, and on each level, the offices are on the outside edge of the ramp, with the inside edge remaining open, because that is where you see the stalactites from the ceiling, and the archives on the basement, the third lowest floor.

Now, that said, there is thick panes of glass separating the ramp into the archive chamber. So you're not able to just like, jump down into it or anything. Um, there is like, some security glass separating it. But because it is glass, go ahead and roll an investigation check for me. Both of you can, since you're both in there.

**Justin:** Uh, three.

**Travis:** Oi.

**Clint:** Let's see... 11 plus three, 14.

**Travis:** Um, so, from your vantage point in the pocket, you're not able to see much. But you, Argonaut, you're not able to kind of suss out everything, but you do see that there, further down the ramp at a couple different locations, there are some of those mechanical eye scanners, much like Fitzroy saw in the atrium.

And you have done enough kind of roguish study at this point that you know that those can not only scan visually, but scan things like badges, anything like that. So they seem like that is a hurdle you would have to overcome.

You also do see other guards kind of moving around. So, if you were to go any further down, you probably would find yourself in a position of having to explain your presence.

And so, at this point, I would also, because your investigation check was not super great, uh, you have drawn a little bit of attention coming in. It seems like maybe somebody was on the tail end of their kind of rotation, moving up and down their section of the ramp, and they do see you. And you see, uh... do an insight check for me there, Argonaut.

**Clint:** Insight check... a seven... but! I have advantage on insight checks, thanks to my Monocle of Misdirection.

**Travis:** Indeed.

**Clint:** And that is a 16.

**Travis:** That's much better. I just want to say, Dad, how proud I am of you for always remembering the Monocle of Misdirection.

**Griffin:** He's really good at it! He's always been good at it.

**Travis:** Really good. I love it.

**Clint:** Thank you.

**Travis:** Um, you can see that he instantly kind of clocks like, there aren't a lot of people who have access to this section of the building. And so, he has like, seen your face, Argo, and... don't get me wrong, there is part of it where, clearly, he is enjoying your new haircut. But he also is like, making his way towards you with kind of his mouth, like, a little open, like he's gettin' ready to do a, "Uh, excuse me..."

**Firbolg:** [tiny and squeaky] Deal with him.

**Justin:** That's from your pocket.

**Firbolg:** [tiny and squeaky] Deal with him!

**Guard:** Uh, excuse me, sir. Can I help you?

**Argo:** Uh, yes! You certainly can. Tell me, is—the architecture in this place is amazing!

**Guard:** I notice your badge.

**Argo:** Uh, yeah.

**Guard:** Uh, you are not supposed to be down here without any kind of accompaniment. How did you find yourself down here? How'd you get past the guard?

**Argo:** Oh! That's quite easy to explain.

**Firbolg:** [tiny voice] We had someone replace him with a bag on—

**Argo:** We had someone replace him at the back of my head.

**Griffin:** Okay. Okay, guys!

**Guard:** Excuse me?

**Justin:** No, you can't hear it. I'm a mouse. That's just for the listeners' enjoyment.

**Travis:** Oh, okay.

**Clint:** Oh, okay.

**Argo:** Well, um, that's a funny story. Um, I uh... have you heard of secret shoppers?

**Guard:** Uh...

**Justin:** [laughing]

**Griffin:** Oh, I just got chills.

**Guard:** No.

**Justin:** [laughing]

**Argo:** Oh, really?

**Justin:** The mouse is currently seeing if he has any mouse-sized guns in his pocket.

**Argo:** Secret shoppers are people who are hired to check up on businesses, and um, it's—it's kind of a very—a big thing. And then, they go in, kind of, I guess, like undercover. Like Undercover Fantasy Boss, and find out about things from the inside, and then post the results later on. And so, I was asked to come in and see if you were doing a good job or not. So...

**Guard:** So you're—

**Argo:** And I can tell you are! [laughs]

**Guard:** So you're here to make sure that I am doing a good job as a security guard?

**Argo:** Absolutely, which you can prove by kicking me out!

**Guard:** Well, that's definitely going to happen. The question is...

**Griffin:** [laughs]

**Guard:** What else?

**Justin:** The mouse leaps out of his pocket and onto the guy's face.

**Clint:** [laughs]

**Guard:** Ahh! Oh, jeeze!

**Argo:** Holy cow, there's mice in here!

**Justin:** Oh, for the love of fuck, Dad, deal with this fool.

**Clint:** Okay. Um... I... hit him over the head with a—

**Griffin:** We are going to have to kidnap this man, now! We are going to have—this is—tomorrow, we're robbing this place! This man is—

**Justin:** No, as far as he kno—okay, listen. We have a—I've bought him a moment.

**Travis:** This is correct.

**Justin:** I've bought him a moment as a mouse where he could be like, "I don't know, I really lost a beat there. A mouse, and then, I don't know what happened after that for a few seconds."

**Travis:** You don't have to necessarily attack him, but there is definitely a window that has been created here by this mouse attack. This gentleman is distracted. As anyone would be if a mouse flung themselves out of another person's pocket at their face.

**Argo:** Oh, Mickey! Mickey, come—oh, I am so sorry!

**Clint:** And I get in real close to him.

**Guard:** Ahh! Ahh!!

**Argo:** Yeah, oh—

**Clint:** And as I make a—pretend to grab—and the mouse is just runnin' all over his face.

**Guard:** He's whispering in my ear!!

**Clint:** He's going crazy.

**Argo:** Ahh, wait!

**Clint:** As I do that, I switch his badge with Hollifer's badge. No, not Hollifer. With, um, with Bailey's badge.

**Travis:** Make yourself, uh, a sleight of hand check please.

**Griffin:** [sighs] Please don't make this the time where you do bad at something.

**Travis:** Well, listen, you got advantage. He is distracted.

**Clint:** That's a 12 plus 13. That's a 25.

**Travis:** I mean, that's pretty good. Roll again.

**Clint:** Okay. That's a nat 20!

**Travis:** Well, there you go. Yeah yeah yeah.

**Griffin:** You trade pants with him!

**Clint:** [laughs]

**Travis:** [laughs] You, uh—with that sleight of hand—

**Justin:** He notices, and he's like, "That was so impressive, I'm gonna let it go."

**Clint:** [laughs]

**Travis:** "Y'know what? I respect the art." Um, you sleight of hand so very good that you, uh, trade badges without him noticing, and you're able to kind of capture, quote unquote, the mouse. And he is still so befuddled, and so, like...

**Guard:** Get that thing out of here! Just get it away from me!

**Argo:** Come here, Mickey. Mickey! Come.

**Justin:** I clamber back into his pocket.

**Argo:** [giggling]

**Guard:** Get it out of my sight!

**Argo:** Sorry, I apologize sincerely. I'm outta here. Let me go. I've seen what I need to see, and I am so sorry about Mickey. Thanks for your cooperation, or lack thereof!

**Guard:** Just go!

**Argo:** Mm-hmm! Gone!

**Clint:** Well, that went well.

**Griffin:** Okay, that worked very well.

**Travis:** That went exactly how you thought it would, except... now, time is out, and everything kind of slooows for a second as you see the bathroom door opening.



**Griffin:** As I see the bathroom door opening, I kind of just like, walk down the ramp, out of eyesight of the people in the atrium, and then I take the mask off, and I cross my fingers as hard as I can, and now I'm gonna try and cast *Minor Illusion* to look like the fill-in guard.

**Travis:** Okay.

**Griffin:** There's a very real chance where the spell fails, and I'm gonna have to think of another... fuuuck!

**Travis:** You did good?

**Griffin:** It's a two. That's a two.

**Travis:** Mm-hmm.

**Justin:** Hmm.

**Griffin:** So that did—that plan's—

**Justin:** That might be a success.

**Griffin:** Yeah. That... yeah. That plan's not gonna work. So I guess I just—

**Travis:** Well, at this point, I will say... Argo and Firbolg, you are with him when you see this fail. You both have a support skill, as sidekicks to a hero. To a villain, in this case. You see it fail. If you can think of something real quick that will help and make it work, you can grant advantage to him with a good enough support roll.

**Griffin:** And I want to make it clear. This plan I was doing was already a shit plan. It was the first in a series of bad ideas that were maybe going to get us out of this situation.

**Clint:** And so, what is it you're trying to accomplish?

**Griffin:** I want to look like the fill-in guard, so that when Hollifer comes back, she doesn't suspect anything. But I can't—my magic—

**Justin:** But wait, where's the fill-in guard?

**Travis:** You sent him away.

**Griffin:** He left. If we can pull this off, then there's no... nothing. There's no problem. But I can't do the spell.

**Travis:** He's having a hard time casting magic. He doesn't have the confidence that he can do it.

**Clint:** I am going to look into Fitz's eyes, and I am going to convince him that he can do this. That he should have more confidence in himself. That the reason that it's—he failed on his roll was he didn't have enough confidence.

**Travis:** Do it. You can do it.

**Clint:** And what am I rolling?

**Travis:** It's charisma-based.

**Clint:** Aha! Okay. [yells excitedly] That's a 19! [normally] Sorry, I mean... a 19 plus two charisma. That's 21.

**Travis:** You look him in the eye, and you tell him, "You can do this. You can do this, Fitzroy."

**Argo:** Fitzroy...

**Fitzroy:** I wicked can't. I've tried a bunch of times.

**Argo:** No, look at me. Look at my eyes. My sea-green eyes. See how they roll like waves on the water? Like wa—

**Fitzroy:** Yep. The bathroom door's opening like, wicked right now.

**Travis:** And Fitzroy, you find yourself taken in not by his eyes, but by his beautiful shag haircut.

**Clint:** [laughs]

**Travis:** And I want you to roll again for magic.

**Clint:** I'm gonna do a—I'm gonna do a, uh, MacGyver kind of headshake of my shag.

**Travis:** Yeah. Absolutely.

**Justin:** Um, I'm transformed back into Firbolg, by the way. I don't want to be a mouse anymore.

**Griffin:** Yeah, that's another—that's a—

**Clint:** Oh, god, do it in my pocket?

**Justin:** Yeah, I ripped your pocket all to fuck.

**Griffin:** Uh, that's another 19, baby! So this time, it works.

**Travis:** Yeah. This time, you feel it, and... y'know, because the magic has worked for you, it's going to be a little bit easier next time to cast. So next time you make a magic roll, it's plus one!

**Griffin:** Okay, I appreciate that. Appreciate that.

**Travis:** And so, you now—like, here's what we see, right? Let me break it down. The bathroom door is opening. You go down the ramp. You cast.

Nothing happens. And you see Fitzroy's shoulders kind of slump as the bathroom door continues to creak open. We cut back, and at this point, we see Argo come and grab him as the Firbolg transforms and rips his pocket off. That's distracting for a moment, but not before Argo grabs Fitzroy by the shoulders, says, "You can do this! You can do this!" And it doesn't seem like it's gonna work. But then... he tosses his hair, and those beautiful blue-green locks shake out.

**Clint:** [imitates an angel singing]

**Travis:** And then, we see the bathroom door open all the way open, as Hollifer walks out and turns towards the opening, and there stands the fill-in guard.

**Griffin:** I'm holding the two of them by the scruff of the—or, wait. Where are they now?

**Travis:** They are sti—I like this. You're holding them both by the scruffs of the neck. This makes sense to me.

**Griffin:** Yeah.

**Fitzroy:** And you—and I better never see you—I better never see you two... [trying different voices] I better never see the two of you around, uh, these... wait. I don't want you, actually, to be, uh...

**Hollifer:** What—what's going on here?

**Fitzroy:** Oh, and you two—you—

**Firbolg:** I can explain.

**Argo:** Oh god.

**Hollifer:** Levi? What's going on here?

**Fitzroy:** Oh, it's, um... it was just, they got lost, and they... y'know, these ba—this system of badges thing—

**Firbolg:** She knows me. We—

**Hollifer:** Yeah, Firbolg... [sighs]

**Firbolg:** It is my fault, you see. I will explain.

**Hollifer:** Yeah, please do.

**Firbolg:** I ate... the wrong scone.

**Hollifer:** Again?

**Firbolg:** And saw a giant pigeon. This is my friend, who has tried to help me.

**Hollifer:** I told you, you had to be ca—[sighs] Levi, you can let them go.

**Firbolg:** I know you told me this.

**Hollifer:** Okay, Firbolg, please. Please sober up. Please, go have some coffee or something. You.

**Travis:** And she points to you, Argonaut, and says...

**Hollifer:** Will you get him some coffee or something, please?

**Argo:** Actually, I was thinkin' of trying one of those scones, 'cause it sounds kind of cool. [laughs]

**Hollifer:** No!

**Argo:** No!

**Hollifer:** No one else!

**Argo:** No, no.

**Fitzroy:** I think these two boys would agree that it's time that they just leave this building.

**Firbolg:** Mosey on. I—listen. Sir. You seem very... nice.

**Fitzroy:** They seem cool, yeah.

**Firbolg:** You seem very nice. It would... help to me... if you would show us... the way out.

**Hollifer:** Yeah, go on. Take him out, Levi. I'm good here. Just go on.

**Argo:** And I think he's—he's in no condition to drive, either.

**Fitzroy:** Yeah. And Hollifer, this is kind of embarrassing, so in the future, when you see me, don't mention... that this happened.

**Hollifer:** Okay.

**Fitzroy:** `Cause I'm gonna feign ignorance if you do.

**Clint:** [laughs]

**Justin:** [laughs]

**Hollifer:** Just get him out of here.

**Fitzroy:** Alright, let's go. Let's go.

**Griffin:** And I haul `em outside.

**Travis:** We see you leading them by the scruff of the neck out the front door, and then, you continue on. And we see these three figures walk about another 15 feet, when the one in the middle shifts and becomes Fitzroy Maplecourt. And now, the walking has become a bit of a jog, and then the three of you are sprinting away, back to Althea's house, into the sunset, preparing for your big day tomorrow.

**Griffin:** Oh, shit, that's right. We actually still have to do the thing.

[theme music plays]

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