

## The Adventure Zone: Graduation – Ep. 38, Finals

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[theme music plays]

**Travis:** Hi, everybody! It's me, uh, dungeon master and your best friend, Travis McElroy. We've made it. This is the finale of The Adventure Zone: Graduation. I'm so excited for you to hear it. It was an absolute blast to record. It was even fun to edit, so I really hope that you enjoy it.

Uh, I wanted to say a couple things, first. Right off the bat, you will hear us talking about some special character sheets. So, I created special versions of the characters that are chaos builds. So, Fitzroy kind of became, on top of his powers already, a chaos storm sorcerer. Firbolg got additional chaos nature powers, and Argo got chaos water powers. So, you'll hear us reference that a lot in the episode.

Also, in two weeks, we're going to be doing a The The Adventure Zone Zone about Graduation, so if you have questions for that, you can email us, [AdventureZoneCast@gmail.com](mailto:AdventureZoneCast@gmail.com), with the TTAZZ in the subject line. And I also just wanted to say thank you. Thank you to you for listening, thank you to everybody who supports us, and thank you to my brothers and to my dad for letting me DM. It is, as always, such a pleasure to play with y'all, and to have the opportunity to tell a story with you is always incredible.

So, I'm gonna put the ads and the announcements and everything right here, after this, so that we can go straight through the episode. So, without any further ado, let's get going.

[ad break]

[echoing ambient sounds play]

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

Three friends were given a simple task: save the world. To do that, they needed to stop a war, so they gathered their forces. An army of skeletons. An army of gargoyles. An army of knights. And they got some friends to help them. A lich king, a Heroic Oversight Guild investigator, an adventurer, a demon prince, a fairy, a Xorn.

And a few enemies showed up. Two gods, one representing chaos, one representing order. A naval hero, holding a grudge, and an army of demons. So, the three friends had to hurry.

Their Xorn friend dug them a tunnel, so that they could sneak back into their school, and get together with their allies. From there, they made a mad dash towards the cavern where a portal was being formed, and ripping a hole in reality. When they arrived, they told one of the gods that it wasn't going to work; that it would destroy everything. And the gods fought. Order won, so Chaos joined the side of the three friends, and gave them access to their power.

And that is where the battle truly begins.

**Griffin:** I've only got 67 hit points?

**Travis:** Ignore the hit points on the chaos characters. You're still Sir Fitzroy Thunderman Maplecourt.

**Griffin:** Okay.

**Travis:** And in fact... just go ahead... and... let's see. Where are you at now? Where's everybody at now, hit points wise? Uh, yeah, 86. Go ahead and multiply by three.

**Griffin:** Whoa.

**Travis:** Uh, your max hit points, everybody. And go ahead and add plus two to your AC, as well. You're all beefed up now, folks.

**Griffin:** Okay.

[eerie music plays]

**Travis:** Across the face of Nua, we see the same scene repeated countless times. The very air itself is being ripped open to allow monsters entry into our world. In a coffee shop, a law office, a mine, a family-run store, a bar, a cheesemonger's, a hospital. Nowhere is safe.

The Heroic Oversight Guild is in complete disarray. Even before this... whatever this is, the structure of their entire operation had already been dismantled. Checks have stopped processing, invoices sit unfulfilled. No one is being reimbursed, but more importantly... no one is being deployed to face this onslaught of demons. At some point in the past, this might have been a job for a hero. But not now. Not anymore.

But currently, none of that is your concern. You are more focused on the cavern in which you stand. On one side, a Firbolg, a Genasi, and a half-elf. On the other, a god that is literally hell-bent on destroying reality, and a portal you must close before it destroys existence. And in between, a seething ocean of hellhounds and dragons.

Roll initiative.

**Griffin:** That's a lot of rolls you're gonna have to do, Trav.

**Travis:** Well, I'm controlling the hellhounds as a horde. So, I—

**Griffin:** Ohh.

**Travis:** So, I have special mechanics for how it's going to work. So basically, what I've done is, I've combined all of their hit points into one pool.

**Griffin:** Yeah.

**Travis:** So when you attack the hellhounds, right? You will be attacking the hellhounds in general. So you won't need to target a specific hellhound or

worry which one's closest to you. This cavern is so jam-packed that there is one close to you at any given time.

**Griffin:** [laughs] Okay, cool.

**Travis:** So, the damage that you do will be applied to there. So all you have to worry about is, the horde of hellhounds, three dragons, and order. So, five, uh... five total monsters.

**Griffin:** Um, I rolled—my stats are different on this turbo-sheet.

**Travis:** Yes.

**Griffin:** So I rolled initiative on my actual stuff, and I got a 14.

**Travis:** Okay.

**Griffin:** I thought Order and Chaos shared the same body. Is that not true right now?

**Travis:** Interesting, *isn't it?*

**Griffin:** Okay.

**Justin:** [laughs]

**Travis:** Uh, y'know what? I'm gonna say, go ahead and roll arcana.

**Griffin:** Okay.

**Travis:** Uh, you can roll either arcana or insight. Whichever one you—

**Griffin:** 25.

**Travis:** Okay, yeah. So, with that, what you know is that right now, uh, you are able to put together that, between the sheer amount of energy

contained within this cavern, the chaos magic at play, and more importantly, the fact that the fabric of reality is coming undone, they shouldn't even be able to exist in the same plane at the same time, let alone in two different places. Uh, so, there is—this is a very, very special occurrence here that would not, in any other circumstance, be able to occur. But there is such a confluence of strange energies happening that everything is pretty fucked up.

**Griffin:** Cool. I gotcha.

**Justin:** My initiative was 20.

**Travis:** Nice.

**Clint:** My initiative was a one. Plus one. So it was a two.

**Griffin:** Oh boy.

**Justin:** Hanging back. A bold strat.

**Travis:** Okay. Argo, one. Okay.

**Clint:** So I assume we're supposed to use the maximum level of what we have on these sheets, right?

**Travis:** You just go wild. In prep for this, I also—I wanted—I built these chaotic characters for you, but I also wanted to give each of you a little gift.

**Griffin:** Oh!

**Travis:** And so, I have—

**Griffin:** Well, there's a pocket watch here, Trav, and it says, "Thanks for the adventure!"

**Justin:** Aww, I got a flask.

**Travis:** Hey, you're welcome.

**Clint:** I got socks...

**Justin:** Aww.

**Travis:** Hey, those are Bombas socks, Dad!

**Justin:** The Adventure Socks.

**Clint:** Is your flask engraved?

**Justin:** Yeah.

**Clint:** `Cause my socks are.

**Justin:** Oh, that's nice. Mine just says, 'Justin's Socks,' so I think there was an error at the engraving.

**Travis:** Oh no.

**Griffin:** Why—and Travis, why is there an engraved picture of George W. Bush on the inside of my pocket watch?

**Clint:** [laughs]

**Justin:** [laughs]

**Travis:** Oh... I thought you were into his art!

**Griffin:** No, sir. I'm only into your art.

**Travis:** Okay. Hey, thank you. No, I've built some special actions for each of you.

**Griffin:** [laughing] Okay.

**Clint:** `Kay.

**Travis:** For you, Firbolg, you have gained the action, *Mother Nature's Love*. And as a free action, you can heal others or yourself for 3d10. For you, Fitzroy, *Kinetic Redirection*. As a reaction, when an attack on you succeeds, the damage feeds back, and they take 4d6 damage.

**Griffin:** Jesus, okay.

**Travis:** Um, and for you, Argo, you have gained *Release the Kraken*.

[kraken growling in the background]

**Travis:** As a bonus action, you use the water of the earth to create a maelstrom underneath the feet of creatures in a five-foot circle. They must pass a DC 18 dex save, or take 2d8 damage and be knocked prone.

**Griffin:** [whispers] Jeeze.

**Travis:** Yeah, listen. Y'all... y'all powerful boys now.

**Griffin:** We're very strong.

**Travis:** And up first is the Firbolg!

**Justin:** Uh, I am... I feel like the Firbolg, um... isn't quite sure what's going to happen. Because this is all so new. And he... slaps his hands together, and six meteors appear above him.

**Travis:** Hell yeah.

**Justin:** And this spell is called *Melf's Minute Meteors*. Uh, I'm casting it as a seventh level spell, `cause fuck all haters.

**Travis:** Yeah, dude.

**Clint:** [laughs]

**Justin:** That's my thing. Um, so, basically, I'm shooting the—uh, okay. So they're all above me. I'm shooting out two of the meteors. Four stay floating above me. Um, and I'm going to blast them at the first sort of—the front of the crowd of hellhounds. Um, so, they've gotta make a dex saving throw.

**Travis:** Okay. Oh, nope! They fail!

**Justin:** Okay. So they're gonna take 2d6 fire damage, um, uh... on a failed save. So, any of the ones like... I don't know how you're tracking this, but any of the ones in an area—

**Travis:** Uh, roll a d10 for me.

**Justin:** A d10? Okay. Six.

**Travis:** Okay, yeah. You hit six of them.

**Griffin:** Whew.

**Justin:** Okay. And the damage is... five.

**Travis:** Total?

**Justin:** Yeah, five total for six of them.

**Travis:** Okay, so you hit them for 30 points of damage.

**Justin:** Yeah, and I've got... [sighs] 'Cause I cast as a seventh level, I have, uh, seven meteors still above me.

**Travis:** Hoo boy! Okay, great!



**Griffin:** And you can drop those whenever?

**Justin:** Yeah.

**Griffin:** Whoa'kay.

**Travis:** Up next is Fitzroy!

**Griffin:** Um, yeah. I'm gonna... I'm gonna, um... harvest a few opportunity attacks. I'm just gonna charge headlong, right into the crowd, just trying to get in as close to the center of the mass of enemies as I possibly can.

**Travis:** Okay. Uh, make a strength check for me.

**Griffin:** Okay. Just a regular old strength check? That is a 17 plus four. 21.

**Travis:** Okay, yeah. With a 21, you barrel forward, maul raised, and you are still crackling with energy. So the front wave has just been blasted. The ground, there's still dust and rock settling from the meteors cast from the Firbolg. And as the remaining hellhounds recover and turn to look, you're charging forward with literal lightning coming from your eyes, and you barrel through them. And they, just from your very presence, they're gonna take 20 points of damage as you charge through, and that's not even... that's just your move action.

**Griffin:** Wow. I haven't even done anything, yeah.

**Travis:** Yeah. They—so now, you're in the thick of it.

**Griffin:** I was hoping they would hit me so I could bounce some of that shit back at them.

**Travis:** Yeah, you're gonna take three opportunity attacks for that.

**Griffin:** Alright, let's see what you got.

**Travis:** Um... okay. I doubt very much that a nine is going to hit you.

**Griffin:** No no no.

**Travis:** Um, does a 16 hit?

**Griffin:** 16 just hits.

**Travis:** Oh sorry, 17 hits. Yes.

**Griffin:** 17 definitely hits.

**Travis:** 17 hits. Okay, so you would take... uhh, 15 damage. Oh sorry, 18 damage total.

**Griffin:** Okay. Uh, they're gonna—whoever just hit me is gonna take... oh, you're kidding me. Eight points of damage back at them. That was a terrible 4d6 roll.

**Justin:** [laughs]

**Griffin:** That's about as bad as it gets.

**Travis:** And then, let me see what the other one gets you. Yeah, so then, a 23 is going to hit you, I assume.

**Griffin:** Yeah yeah yeah.

**Travis:** One... five...

**Griffin:** Man, if I had known that eight damage was all I was gonna wring out of this, I wouldn't have been quite so—

**Travis:** 13 points of damage.

**Justin:** Cavalier.

**Griffin:** Cavalier, yeah, sure. Well, I got the hit points to spare. Okay! Now that I'm in the middle of everyone, I hit 88 miles an hour, and vanish with a, uh... an extremely loud thunderous sound that can be heard up to 300 feet away. So uh, everybody within ten feet of me has to make a constitution saving throw.

**Travis:** Okay.

**Justin:** Probably—they, or not us?

**Travis:** Oh, I got a nat 20.

**Griffin:** You're kidding me. Well, go ahead and roll that again, 'cause I'm gonna use my meta magic to force you to take disadvantage using a heightened spell.

**Travis:** Okay, yeah, no, I definitely failed that.

**Griffin:** Okay. Burn some sorcery points there. Uh, and uh, so whoever—were these still—are we still talking about hellhounds here?

**Travis:** Yeah, roll a d10 for me.

**Griffin:** d10? Okay. Ten.

**Travis:** Okay, yeah, you hit ten of the hellhounds with this damage.

**Griffin:** Cool. Well, then, that's gonna hit for 29 points of damage.

**Travis:** Okay, so that's... 290 points of damage.

**Griffin:** Hey, that's probably the most we've ever done on this show, huh?

**Justin:** Ye gods. That's a big hit.

**Clint:** [laughing]

**Griffin:** [laughing]

**Justin:** Travis probably got some quad strikes in the past that may have done that.

**Griffin:** Uh, so, I vanish, and I reappear next to Gray, and immediately start trying to get the—is he still shackled up?

**Travis:** Yes he is.

**Griffin:** Okay. I'm, y'know—I've already used my action, but I'm, y'know, gonna start trying to tear away at the stone shackles that are containing him.

**Travis:** Okay, great. Um, the red dragon... uh, then, uh, charges at you, Fitzroy.

**Griffin:** Okay.

**Travis:** And does a...

**Griffin:** 16 is my AC, so.

**Travis:** Okay, yeah. So, they hit.

**Griffin:** Okay.

**Travis:** The red dragon rears its head back and spreads its massive jaws. The fangs snap shut mere inches from your face. The dragon has been dragged back by a claw the size of a mid-sized car, which is attached to a crab the size of a bus.

**Fitzroy:** My boy!!

**Snippers:** [very loud crab sounds]

**Fitzroy:** Shh, you're much louder now! My booooy!

**Travis:** Uh, and you have now gained access to giant Snippers!

**Griffin:** Okay!

**Travis:** Which I am going—I've made a character stat sheet for.

**Griffin:** Gimme!

**Travis:** Which I will now send to you. Uh, so tell us a little bit about giant Snippers.

**Griffin:** [laughs] You have written here, uh, "Armor class: 18. Hit points: plenty, don't worry."

**Travis:** Yep.

**Justin:** [laughs]

**Clint:** [laughs]

**Griffin:** I appreciate that. Uh, and he has a claw attack, and uh, he can squish if he grapples them with his big claws. So uh, yeah. Let's try and grapple, I guess, this big dragon. It needs to roll a DC 11, I guess, strength check?

**Travis:** Uh, it rolled an 18 plus its strength, so it does not get grappled.

**Griffin:** Yeah, he gets out of that. Uh, but...

**Travis:** But Snippers did stop you from taking damage from that dragon. So...

**Griffin:** Thank you, sweet Snippers.

**Travis:** Not bad.

**Griffin:** Thank you.

**Travis:** Uh, up next is the blue dragon. The blue dragon is then going to turn onto you, Argonaut.

**Clint:** M'kay.

**Travis:** And they are going to attempt to bite you. I know for a fact that a 12 does not hit your AC, but they have multi-attacks, so they are going to try to bite you again. Uh, does a 17 hit your AC?

**Clint:** Uh, yes it does.

**Travis:** Okay, excellent.

**Griffin:** Now, does he also have a big crab?

**Travis:** No, unfortunately, he does not. You're going to take 18 points of damage, Argonaut. Oh, and you're also going to take – sorry, one second – uhh, an additional 11 points of lightning damage from that bite.

**Griffin:** Jeeze.

**Clint:** Alright, so how many points?

**Travis:** Uh, 18 and I believe 11.

**Justin:** That's 29. All day long.

**Clint:** That would be 29.

**Justin:** All day long.

**Clint:** Ow. But not a lot of ow.

**Travis:** It's not that bad. Yeah, come on. You're like—come on.

**Clint:** Just a little ow. Yeah.

**Travis:** Um, Order turns at all this commotion from their work. You see them sigh deeply in frustration, and then they hold out their right hand, and a beam of brilliant blue light flashes out in a five-foot wide circle, and they begin weaving it through the cavern. And I need each of you to make a constitution saving throw.

**Griffin:** Uh, I'm pretty good at that. 23.

**Justin:** 22.

**Clint:** Twe—oh. Four.

**Travis:** Oh boy. Okay.

**Griffin:** [laughs]

**Travis:** One moment. Okay, you're going to take... six... 11... 12... 18... 24... and 29 points of damage, Argo. And... uh, you all are going to take half as much, so 14 points of damage. And Argo, uh, you are currently blinded by this radiance. It won't last that long, though. It's just a momentary, like a flash.

**Clint:** M'kay.

**Travis:** And up next are the hellhounds. You bamfed away, right, Fitzroy?

**Griffin:** Yeah, I teleported over to Gray to try and free him.

**Travis:** Okay, then the first wave of hellhounds is going to charge at the Firbolg, who blasted them with meteors.

**Justin:** Fair.

**Travis:** Does a... does a 17 hit your AC?

**Justin:** Sure does.

**Travis:** Okay, yeah. They're going to hit you... uh, they're going to hit you... uh, so, five of them descend upon you, and start gnashing at your various limbs. They're gonna get you for 35 points of total damage.

**Justin:** Okay.

**Travis:** Um, and then... up next is the green dragon, who is going to also attack the Firbolg.

**Justin:** Hm.

**Travis:** They're going to swipe their claws at you. Does a 25 hit your AC? Don't answer that. I know it does.

**Justin:** `Kay...

**Travis:** So you're going to take, uh, 14 points of damage. Uh, plus 12 points of poison damage.

**Justin:** Oof. Wait, don't I have a resista—nope. I have no resistances. I thought I had a cultural resistance to poison, but maybe I'm imagining that.

**Travis:** Noo. So, on your next turn, you're gonna make a constitution saving throw, and if you fail it, you're gonna take that 12 points again until you pass your constitution saving throw. Uh, and up next is Argo!



**Clint:** Do we get to choose our target, or are we just launching into this mob?

**Travis:** So you have the horde of hellhounds is one, the green dragon is one, the red dragon is one, the blue dragon is one, and Order is one.

**Griffin:** We have five targets, essentially. And those hellhounds, Trav, how are they lookin'?

**Travis:** Um, I would say, Griffin, thank you for asking... they are looking, uh... y'know...

**Griffin:** I hit them for almost 300 points of damage in one attack.

**Travis:** Yeah. At this point, you've probably taken out, mmm, a little less than 10% of them?

**Griffin:** You're fucking kidding me!

**Travis:** But Griffin, that 10% is of a thousand of them. So that's like a hundred hellhounds.

**Griffin:** Okay, sure. Okay, I'll take that.

**Clint:** Okay. Um, Argo is so excited to actually have magic that he can use, other than just to make water.

**Travis:** Yeah he is. [snorts]

**Clint:** He's going to cast *Cone of Cold*. And *Cone of Cold*, it's a blast of cold air erupting from his hands. Each creature in a 60 foot cone must make a constitution saving throw. A creature takes 8d8 cold damage on a failed save.

**Travis:** And it was, you said, a constitution?

**Clint:** Constitution.

**Travis:** Who are you targeting?

**Clint:** The hellhounds.

**Travis:** Great, great, great. Oh, no! They failed. They failed that for sure.

**Clint:** Okay. So when you cast this spell using a spell slot of sixth level or higher – and this is seventh level – the damage increases by 1d8 for each slot above five, so that's two. So that's an additional 2d8. So that's 10d8.

**Travis:** Roll that beautiful bean footage!

**Clint:** Alright, 10d8.

**Travis:** Boysie.

**Clint:** Here they go. Holy crap!

**Travis:** That's a lot of dice.

**Clint:** 10d8. Uhh, 46.

**Travis:** Nice.

**Griffin:** Hey, pretty good!

**Travis:** And actually, they are hellhounds, so they're not good with cold. Uhh, so they're gonna take an additional 20 points of damage.

**Griffin:** Ohh.

**Travis:** I've just decided right now. Um, okay.

**Clint:** Now, do we have our—the same abilities we had before?

**Travis:** Indeed you do.

**Clint:** Do I still have my rogue abilities?

**Travis:** Yes you do.

**Clint:** Okay, then I'm hiding after that.

**Griffin:** [laughs]

**Justin:** Classic. Classic triumphant battle moment.

**Travis:** Now, I love it, 'cause that is such a rogue—I'm glad, Dad, that even with the power of a god flowing through your veins, your rogue instincts are still so sharply honed. I love it.

**Clint:** I'm like Loki! I'm like Loki.

**Travis:** Yeah. Exactly like Loki.

**Justin:** Exactly like Loki. Yeah.

**Travis:** Now, here's what I want the three of you to do in turn. So Justin first, then Griffin, and then Dad. Uh, Griffin first. Roll two separate d20s for me and tell me what the numbers are.

**Griffin:** Yeah, sure. Well, the numbers are 11 and 18 for a total of 29.

**Travis:** Okay. So first, Griffin, for the next minute, any flammable object you touch that isn't being worn or carried by another creature bursts into flames.

**Griffin:** Okay.

**Travis:** And also, you cast *Fog Cloud*, centered on yourself.

**Griffin:** Okay.

**Travis:** Now, uh, Justin, two d20?

**Justin:** Mm, it's gonna be 11.

**Travis:** Well, what are the numbers?

**Justin:** One and ten.

**Travis:** Okay, great. Uh, you can take one additional action immediately.

**Griffin:** Whoa, fuck.

**Travis:** And also, you are surrounded by faint, ethereal music for the next minute.

[faint, ethereal music plays]

**Justin:** That's very cool.

**Griffin:** So go ahead and take an action, I guess.

**Justin:** Yeah, I'm gonna take a quick action. Um...

**Travis:** In case anyone was wondering at home, I built my own custom wild magic table, and one side are only positive things, and one side are only kind of things that don't really affect anything. [laughs]

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

**Justin:** Neutral things. Yeah. I am going to cast... you hear this music surrounding me, and the Firbolg, um... points out in front of him, and casts *Erupting Earth* at the center of the pile of hellhounds. And I'm gonna cast that, obviously, as a seventh level. So that's gonna be—

**Travis:** Obviously.

**Justin:** 7d12 bludgeoning damage.

**Travis:** Hoo boy! Is there a save?

**Griffin:** That's a spicy meatball! Damn!

**Justin:** What?

**Travis:** Is there a save?

**Justin:** Save... dex. Dex save.

**Travis:** Okay. Nope!

**Justin:** Okay, that's gonna give us, let's see... that's a lot of die. My computer's chugging.

**Travis:** [laughs] Gimme a minute!

**Justin:** Hold on! I'm calculating it!

**Travis:** I'll get there! The man who lives inside your CPU is just doing it manually.

**Justin:** It took a second. Okay, 33. 33 points of damage.

**Travis:** Excellent. Yeah, the ground erupts beneath them, throwing hellhounds into the air. It is an absolutely wild sight as this Firbolg with, y'know, the skin of an oak and meteors surrounding his head, simply makes a fist, and the earth shatters below them. And then, Clint, roll 2d20 for me.

**Clint:** That would be a six and a 14.

**Travis:** Okay. So, uh, with a six, you teleport up to 60 feet to an unoccupied space of your choice that you can see. So, you also bamf to somewhere. And you can choose where that is here in a minute. And with a 14, an eye appears on your forehead for the next minute. And during that time, you have advantage on wisdom checks that rely on sight! So, perception.

**Clint:** Cool!

**Travis:** Yeah. Um, but those aren't the only things that happen. Um, the cavern is full to bursting with chaos magic. Spells are flying left and right. Combine that with the fraying laws of reality, and things start to get... weird. You blink, and in that instant, the scene changes, and you are now kittens. The dragons are also kittens. So are the hellhounds, and Order. Everyone is kittens.

**Griffin:** What?!

**Travis:** The cavern is sized appropriately for kittens. Otherwise, everything is the same, and the battle continues.

**Griffin:** What?!

**Justin:** [laughs]

**Clint:** [laughs]

**Griffin:** So—

**Travis:** So, up next is Firbolg. What's that, Griffin?

**Griffin:** Wait, did—what?

**Travis:** Everything's kittens? Everyone's kittens.

**Griffin:** I heard that. Okay, fine.

**Clint:** [laughs]

**Travis:** Firbolg, you're up.

**Justin:** Uh, well, let me get this out of the way first. [clears throat]

**Firbolg:** Enjoy these meow-tears.

**Travis:** Nice.

**Justin:** And then I blast `em with two more of my meteors.

**Travis:** Uh-huh.

**Justin:** Gotta do that dex saving throw.

**Travis:** Nope, they fail!

**Justin:** Three big points, baby. Suck it down. [laughs]

**Travis:** How many?

**Justin:** Three points of D! Suck it down!

**Travis:** Got it, okay. Cool cool.

**Griffin:** He—now, in Justin's defense, and defense of the narrative, you are a kitty cat.

**Travis:** Yeah.

**Justin:** Yeah, I'm a beautiful, precious kitty cat.

**Travis:** You fire it off, they turn into little cat toys floating around your head, so you basically just fired like, a catnip filled mouse at them.

**Justin:** Okay. I uh... find a way to raise myself to my feet. And it looks amazing, and then, emanating from my paw is a beautiful green flame blade.

**Clint:** [laughing]

**Justin:** That uh, I'm going to use to strike down, um... at the first hellhound I see.

**Travis:** Okay, great. Roll a d10 for me, kitty.

**Justin:** One!

[meowing in background]

**Travis:** Okay, yeah, you catch one kitty. One, uh, one kittyhound. One hellkitty? With this swing. So now, let's do it.

**Justin:** Jeez-o-pete, it's a critical fail. This cat's worthless! Hey, I know you're gonna draw the Firbolg as a cat, but *don't*. I hate it. I hate it. I'll give an unlike if you draw the Firbolg as a cat. This cat's pointless and stupid.

**Griffin:** Now, we do have access to chaos magic, huh?

**Travis:** Yeah.

**Griffin:** Juice, can I refer you to, under features and traits, where it says Tides of Chaos?

**Justin:** Alright, I'm gonna try again, 'cause I'm gonna use the tides of chaos.

**Travis:** There you go.



**Justin:** This place is already pretty fuckin' weird, so I'm just gonna try again.

**Griffin:** Now, that's in narrative, I've—Fitzroy knows that magic. He knows that that exists, so I—

**Fitzroy:** Meow! Meow meow meow meow!

**Griffin:** And you know.

**Justin:** There we go. A fuckin' 16.

**Clint:** [laughing]

**Travis:** Yeah, that hits.

**Justin:** That's more like it. So now, I'm gonna do, uh... 2d8 damage, which is ten, and then, um... the green flame leaps to, uh, whatever the nearest hellhound is, and it takes fire damage equal to my spellcasting ability modifier. Which would be, I guess, plus five.

**Travis:** Okay, great.

**Justin:** Sorry, I just wanna—sorry. Because of my level, there's actually another, uh, 2d8 onto that bonus damage. So that's another ten. So 15 total to the second target.

**Travis:** So kitty Firbolg, you swing your green flame blade, and you miss, but it doesn't. But it did. I mean, it did, but it doesn't, because chaos.

**Justin:** Fur—furballeg.

**Travis:** Yes.

**Griffin:** Ohh man, that's good!

**Travis:** Oh, furballg! I get it. Yep yep yep yep.

**Justin:** B-A-L-L-G.

**Travis:** Um, and you slice at these hellhounds, and you hit one, but then, you also hit another one, because chaos. And up next is Fitzroy.

**Griffin:** I flex all my kitty cat muscles.

**Travis:** Uh-huh.

**Griffin:** And... meow as loud and as fiercely as I possibly can.

[loud meow sound effect]

**Griffin:** And I'm gonna go into a rage. [laughing]

**Travis:** A kitty rage?

**Griffin:** A kitty cat rage. And um, when that happens, uh... one creature of my choice in my aura takes lightning damage based on my level. So let's say, uhh... it's within ten feet of me. I guess just one of the hellhounds since we're—well, no, y'know what? I'm gonna take a swing at maybe the green dragon.

**Travis:** Okay, great.

**Griffin:** Uh, so, the green dragon is going to take, uh... make a dex save, green dragon.

**Travis:** Oh, that is a one!

**Griffin:** Okay. Green dragon is gonna take, uhh... nine points of, uh, lightning damage.

**Travis:** Okay.

**Griffin:** And I'm going to reach up and grab the stone shackles that are holding Gray to the wall, and I am—

**Travis:** Kitty Gray, please.

**Griffin:** Kitty Gray, and I am going to try and just crush them in my mighty paws.

**Travis:** Okay. Make a strength check for me.

**Griffin:** `Kay. And I have something. I have advantage on strength checks.

**Travis:** That makes sense. You are a raging kitty.

**Griffin:** Ooh, yeah, baby! That's a 19 plus four, 23. Let's see if we can get that crit... we cannot. Ten plus four, 14.

**Travis:** With a 23, uh, you are able to break the bonds of Gray. And now Kitty Gray has joined the fight as well.

**Griffin:** I tell Kitty Gray... and this sounds, like, all heroic and dope and shit in the kitty cat language that we are speaking, but I think just to the outside observer, it does sound like, y'know, a little feline playdate. And I say...

**Fitzroy:** Gray, you know what you have to do. Take it to the dunk hole.

**Griffin:** And I point to the portal.

**Fitzroy:** That's the dunk hole. Get over there, start doin' that thing you do. By which I mean, controlling the army of the damned and...

**Gray:** Yeah, no, I understood what you—yes, I knew. I'm going to have to get past Order. That's probably not going to go as smoothly as we might hope.

**Fitzroy:** Yeah, you might say that's a *tall Order*.

**Gray:** Pretty good.

**Justin:** But you also might not say that. As a different thing.

**Fitzroy:** Might not say that. This, Gray... this might help.

**Griffin:** And I give Gray my maul.

**Gray:** Oooh! Okay!

**Travis:** Uh, up next is the red dragon. Who is also a kitty. The red dragon is going to attack, uh, Fitzroy.

**Griffin:** `Kay.

**Travis:** Mm, still being held by Snippers, it seems! They swing and a miss.

**Griffin:** Okay! Thanks, Snips!

**Travis:** And the chaos is building, and everything gets fuzzy. And when it clears, you're no longer kittens.

**Clint:** Aww, I wanted to do something as a kitten!

[music plays]

**Travis:** Well, you aren't yourselves, either. Fitzroy, you are the Firbolg. Firbolg, you are Argo. Argo, you are Fitzroy. But all of your powers and abilities remain the same, and the battle continues.

**Griffin:** Okay...

**Travis:** So, up next is Order, who is going to take a swipe, again, with their magical beam. So, uh, everybody make another constitution saving throw.

**Clint:** Don't you think dexterity would help me dodge that beam?

**Griffin:** 24. I am—I got that hot hand.

**Justin:** Hey, Trav, did I need to make—on my last turn, did I need to make a constitution saving throw for poison?

**Travis:** Oh, yes, sorry. Do that now.

**Justin:** Okay. Um, it was 14 for the con check you just told me to do.

**Travis:** Great.

**Justin:** And then, for poison, it is... seven.

**Travis:** Okay, yeah, you're gonna take another 12 points of damage.

**Justin:** Got it.

**Travis:** And then, Dad, what'd you get?

**Clint:** Um, I got a 19.

**Travis:** Okay, great. Um, so, you uhh... Firbolg, are going to take, uh, an additional 27 points of damage.

**Griffin:** Fuck.

**Justin:** Oof.

**Travis:** Yeah. And everybody else is gonna take half of that, so 13 points. And Firbolg, you are now blinded and poisoned.

**Griffin:** Double poisoned.

**Justin:** Double poisoned?

**Travis:** No, you're just still poisoned. Just, you remain poisoned from the bite. Um, and up next is Gray, who is going to charge the hellhounds as well. Make a swing with that maul... oh yeah, that's gonna hit. Uh, and what's the maul do, Griffin, damage-wise?

**Griffin:** Uh, the maul does quite a bit of damage. It does, uh, 2d6 plus five. I mean, that's with my stats, but... y'know, I always felt a certain kinship with Gray.

**Travis:** Yep. Well, he's gonna hit nine of them.

**Griffin:** Oh, wow.

**Travis:** Uh... uh, he's going to hit nine of them for eight points of damage. So, 72 points of damage.

**Griffin:** Fuck.

**Justin:** Are the animals still kitties?

**Travis:** No.

**Justin:** Okay.

**Travis:** They're back to being their regular selves.

**Griffin:** I shout out...

**Fitzroy:** [in Firbolg's accent] I did not know you could swing the maul like this.

**Griffin:** Because I'm the Firbolg right now.

**Travis:** Yep. Exactly.

**Justin:** That was good. Wasn't bad, honestly.

**Griffin:** I thought it was alright.

**Travis:** Uh, next are the hellhounds, and at this point, they're going to take bites at whoever's closest, right? So at this point, that's Gray, Firbolg, and... yeah, Fitzroy, you were over by the wall, and Argo, you teleported away. So those are the two that they can reach.

Um, does a 16 hit your AC, Firbolg?

**Justin:** Uh, yes it does.

**Travis:** Okay. I'm going to say it does not hit Gray's AC. He is a demon prince. Uh, that's not bad. Okay, yeah, not bad at all. Eight, 14... yeah, you're gonna take 16 points of damage, Firbolg.

**Justin:** `Kay.

**Travis:** And up next is the green dragon, who is now going to take a bite at Fitzroy. Ooh, yep! 24 versus your AC.

**Griffin:** Now... now... hold on. Wait. Okay. Yeah, there's nothing I can really do about that. I have a cloud of fog around me, does that not provide me any kind of... any kind of cover?

**Travis:** Oh, y'know what? I'm gonna say that that's disadvantage. Good call. Well, that's a 17.

**Griffin:** Yeah, that still hits.

**Travis:** Um, and they are going to...

**Griffin:** It's a sweet thought though, huh?

**Travis:** One... uh, so, 12 points of damage. And then... uh, not bad. Then three points of poison damage.

**Griffin:** Three points of poison damage?

**Travis:** Oh no, wait. Excuse me. And then five points of poison damage.

**Griffin:** Five points of poison damage. Okay. Alright.

**Travis:** And then, up next is Argo!

**Clint:** Um... okay! Gosh, I wish I was still a kitty. That's okay. I'm uh, Fitzroy now, right?

**Travis:** Correct.

**Griffin:** Enjoy.

**Fitzroy:** [in Firbolg's accent] Looking good!

**Travis:** [laughs]

**Justin:** See, you veered into Triumph, there. You gotta be careful.

**Fitzroy:** [in firbolg's accent] Looking good.

**Griffin:** No, that just sounds like scary Triumph.

**Travis:** And don't forget, your bonus action of Release the Kraken.

**Clint:** I know. I know. Um... okay, I still have to transport 60 feet, right?

**Travis:** Yep, correct.

**Clint:** Up to 60 feet? I'm going to transport to... land... I'm going to transport so that I am, uh, on the red dragon's face.



**Travis:** Okay?

**Clint:** Uh, kind of holding on.

**Travis:** Yeah?

**Clint:** And um... [laughs] I'm gonna... uh, cast Watery Sphere.

**Travis:** Okay.

**Clint:** Uh, around its whole head and face.

**Griffin:** Yeah.

**Travis:** Okay! Okay! Great! Great great great. So—

**Clint:** And it doesn't bother me, because I can breathe underwater.

**Travis:** Yeah, no, but the red dragon panics. Uh, panics real bad. Uh, and because it cannot breathe, and it also is not wild about water, being a dragon primarily of fire. And it panics so bad that it failed its dex save, and its head also slams into the wall. So, you need to make a dex save now, but the result is that the dragon has been knocked unconscious by its own flailing around and lack of oxygen.

**Clint:** That dex save is, um... a five... but, I have advantage on dex throws.

**Travis:** Yeah, uh-huh.

**Clint:** And that is a 14. So, that is... 24!

**Travis:** Okay, yeah. So, as, uh, this red dragon slams its head into the cavern wall, knocking itself unconscious, we just see Argo like... it's almost like a reverse dive. Y'know, he comes out of the water, gracefully like a swan, landing on just like, his tiptoes in a perfect kind of like... like, he's

about to jump off of a board, into the water. It's truly amazing, and there's probably, right now, with the combination of your rogue dexterity and the wild magic you possess, no one has ever been as graceful as you are in that moment.

**Clint:** And let's see... then the judge says... nine point eight!

**Travis:** Not bad! Not bad. A flash, and you are back in your own bodies. Sort of. They are the—

**Clint:** So wait a minute! I just wasted that great maneuver, so when this is adapted into a movie, that'll be Fitzroy making that great maneuver!

**Travis:** Yeah, correct. That is absolutely correct.

**Clint:** Aww, shit!

**Travis:** Yeah.

**Fitzroy:** [in Firbolg's accent] I am like a bird!

**Justin:** That'd be better, Dad, 'cause we won't want you doin' stunts. That many stunts in the movie.

**Clint:** That's true, yeah.

**Travis:** So you're all back in your own bodies, sort of. They are the bodies of Justin, Griffin, and Clint McElroy. But...

**Clint:** [laughs]

**Griffin:** What?!

**Travis:** All of your powers and abilities remain the same, and the battle continues.

**Clint:** Wow, I really don't want to do stunts now! [laughing]

**Travis:** So up next is Justin.

**Justin:** Uh... [laughs] Oh, thank god. I actually super appreciate you giving my voice a rest, so thank you so much for that.

**Travis:** Yeah, you're absolutely welcome.

**Griffin:** [laughing]

**Clint:** [laughing]

**Firbolg:** My muscles feel so much more defined and powerful than I've ever imagined.

**Fitzroy:** [exaggeratedly nasally] Yeah man, you look great!

**Clint:** [laughs]

**Justin:** [laughs] Uh, okay, Justin McElroy is first going to do Mother Nature's Kiss. Is that right? Mother Nature's Love?

**Travis:** Yeah, Mother Nature's Love.

**Justin:** Mother Nature's Love. Gonna do... for myself, 'cause I've taken some considerable hits.

**Griffin:** Yeah.

**Justin:** Some not inconsiderable hits. We're gonna do 3d10, which is gonna heal me for a whopping... 16 points of damage.

**Travis:** Okay, and go ahead and make a constitution saving throw for me?

**Justin:** Uhh... charming, sure. Hold on one second. Let me add that to my... total there. Okay, constitution saving throw is a 17—18!

**Travis:** Yeah. So uh, your body has processed the poison. Justin McElroy's body is able to process poison, uh—

**Justin:** Where the Firbolg fails, Justin McElroy succeeds.

**Travis:** Right.

**Clint:** [laughs]

**Travis:** And along those same lines, also go ahead and make a perception check for me, to see how the blindness is going to affect Justin McElroy's powerful body.

**Justin:** Uh, that's an eight.

**Griffin:** Justin's got GUNNARs on, so I feel like that should give him advantage.

**Travis:** Well, I will say, of the four of us, Justin is the only one not required to wear glasses. So Justin, you do have advantage on perception checks for this game, so go ahead and roll again for me, and tell me how it turns out.

**Justin:** Uh, because of Justin McElroy's incredible eyes, it's a 16.

**Travis:** Okay, yeah. Justin McElroy's powerful eyes are so powerful that the blindness of magic doesn't affect him. So, you are unpoisoned and unblinded.

**Justin:** Uh, okay! Incredible. Thank you, Justin McElroy's incredible body. Uh, first off, I gotta toss a couple meteors. I've only gone through, I think, four of ten. So, I gotta chuck a few more meteors at these idiots. Um, so, do I do my d10 to see how many I can hit?

**Travis:** Yes please.

**Justin:** Okay. It's gonna be nine of them!

**Travis:** Nice.

**Justin:** Oh, this is gonna be a big one. And then, 2d6. Uh, four damage.

**Travis:** So yes, 36 points of damage. Okay, great! Anything else?

**Justin:** Uh, yeah, I'm gonna take my action. Sheesh.

**Travis:** Oh boy!

**Justin:** Umm... let's do... y'know, I miss my old spells. I wish I could still cast those.

**Travis:** You still have them!

**Griffin:** Yeah.

**Justin:** I still have them?

**Travis:** Yeah! This is additional, not replacement.

**Justin:** Oh. The Firbolg didn't remember that, but Justin McElroy, who is able to hold two characters in his account at one time...

**Travis:** Well, I imagine you are actually holding both character sheets in your hands.

**Justin:** Yeah, and I look at the other one, which is in another tab, digitally speaking. I'm gonna cast... is the—okay, let me ask you this – are the dragons above the hellhounds? Are they on the ground? What's the deal with the dragons?

**Travis:** They are larger than the hellhounds, so they are above them in stature. But they are on the same plane.

**Justin:** Okay, perfect. Well, I will just, um... I'll cast... *Moonbeam* on the blue dragon.

**Travis:** Okay, great! Is that a save?

**Justin:** That is a constitution saving throw.

**Travis:** Uh, that is a 15 total?

**Justin:** Nope, not gonna do it.

**Travis:** Excellent.

**Justin:** Alright, so now, you're gonna get a delicious dollop of 7d10 damage.

**Travis:** Hoo boysie!

**Justin:** Which is gonna give us... calculating... calculating... 33. Again, which seems weird. Seems low. I guess it's close to the median, actually. But uh... okay, so 33 points of damage.

**Travis:** Okay, great. Uh...

**Justin:** And then—wait, let me make sure that there's no other... so that's 2d10 radiant damage. Okay. But the beam remains.

**Travis:** Oh! Okay, great. So just so everyone can see it the way I see it in my mind's eye, the Firbolg transforms into Justin, stands a little bit taller, his eyes clear, his veins clear, and he just holds out a hand...

**Justin:** Skin clear.

**Travis:** Skin clears, muscles firm. And he holds out a hand, and *Justin McElroy* calls a moonbeam down onto a dragon. And up next is Griffin McElroy.

**Griffin:** Um, so... I freed Gray. Gray charged—

**Clint:** [laughs] I love this character voice! That is awesome!

**Griffin:** Sorry, yes, I guess I should do a different voice for me, Earth Griffin, speaking in this clean feed recording to my brothers and Dad, who are recording The Adventure Zone podcast. [in a silly voice] Um, so...

[normally] Uh, I freed Gray, and Gray charged Chaos, right?

**Travis:** Order. Yeah.

**Griffin:** Oh, Order.

**Travis:** Yeah, he is attempting to make a path towards the rift.

**Griffin:** Alright, I'm gonna help him with that. I'm gonna stroll on up to Gray and put a hand on his shoulder, and... wink at Order, and I'm gonna cast *Thunderstep* again. And this time, me and Gray disappear, because I can bring along one willing creature of my size or smaller.

**Travis:** Okay, great.

**Griffin:** So yeah. I put a hand on his shoulder, we disappear, and creatures within ten feet of us must make a constitution saving throw.

**Travis:** Okay, great. Within ten feet, I'm gonna say that that's just a solid, like, 20 hellhounds.

**Griffin:** Oh, okay.

**Travis:** In all directions. So I'll just make one saving throw.

**Griffin:** Please.

**Travis:** Uh, that is an 11... wait, what kind of saving throw?

**Griffin:** Constitution.

**Travis:** Okay, yeah. That's like a 13 total.

**Griffin:** No, that won't do it. So they all take 35 points of thunder damage.

**Travis:** That's 700 points of damage total.

**Griffin:** That's—okay, that's the record. Uh, and then... we reappear... I can teleport up to 90 feet. Is the portal within 90 feet of us?

**Travis:** It is not. It's about a football field across—the cavern is.

**Griffin:** Okay.

**Travis:** So this has... this has moved you forward, though, about one third of the way. So a pretty big jump.

**Griffin:** Okay. Once we land, 90 feet forward, I'm guessing in the middle of some shit...

**Travis:** Yep.

**Griffin:** I'm going to push Gray to the ground, and as a bonus action, using a little bit more quickened spell meta magic, I'm going to cast the strongest Thunder Wave I've ever cast in my entire life.

**Travis:** Okay! What's that look like? Tell me what it looks like, Griffin. Don't just tell me the rolls. I want the numbers, baby! I want the pictures in my head!



**Griffin:** Okay. I push Gray down to the ground, and I say...

[music plays]

**Fitzroy:** You're gonna wanna be low for this.

**Griffin:** And I reach my hands out to my sides and T-pose. And as I bring them together, it's like I'm crashing two storms into one another.

[crashing sounds]

**Griffin:** And the sound is... bad. For everyone who hears it. Within 300 feet. It's bad for everyone. I apologize to Justin McElroy and Clint McElroy. And myself, Griffin McElroy. I'm probably not ready for this. So, everyone within a 15-foot cube of me now needs to make a constitution saving throw again.

**Travis:** Okay! Um, the... let's see... the green dragon succeeded.

**Griffin:** `Kay.

**Travis:** And the blue dragon and the hellhounds failed.

**Griffin:** Wow, that's a satisfying sound. Well, the blue dragon and hellhounds are gonna take 29 points of damage, and the green dragon's gonna take half that. And they are all, uh, going to be pushed ten feet away from me. So I'm making a—or, sorry, whoever succeeded. The green dragon isn't pushed, but all the hellhounds within a 15-foot cube of me are knocked away ten feet. And I tap Gray on the shoulder, and I say...

**Fitzroy:** I've made a bit of a path for ya. [nasally] I made a path for ya, bud!

**Justin:** [laughs]

**Clint:** [laughs]

**Travis:** Griffin, roll a d10 for me real quick.

**Griffin:** 'Kay. That's a seven.

**Travis:** Okay, great. So, seven times 29 is how much damage you do to the hellhounds.

**Griffin:** Okay, come back to me in a minute, and I'll run the—I'll run some numbers on that. That's gonna be...

**Travis:** I got it right here. 203.

**Griffin:** 203?

**Clint:** 203.

**Justin:** 203, by my calculations.

**Travis:** Thank you, Justin.

**Clint:** Wait a minute. Four times 203 is 812!

**Travis:** What?

**Clint:** Well, we said it four times, so I just thought...

**Travis:** Okay, great. At this point, just uh, in case anybody was wondering, about 30%, a little bit more, has been obliterated of the hellhounds. So that's a little over 300 hellhounds have been cleared out as you go.

**Griffin:** Can I talk as a free action?

**Travis:** You sure can.

**Griffin:** Okay.

**Fitzroy:** Hey, you two strangers who I think are still my friends. You—we gotta get Gray to the portal so he can call off the hellhounds. There's no point fighting a thousand bad demon dogs, huh?

**Argo:** ... Griffin?

**Fitzroy:** Yeah. Okay.

**Justin:** [laughs]

**Travis:** Uh, and up next is the blue dragon, who now is going to turn towards this created circle here in the center. And they are going to take a bite at you, but uh, there's Snippers there to protect you again. What do you want Snippers to do?

**Griffin:** Um... grab it by the jaws, and pull it away from us?

**Travis:** Okay, uh, make a... well, it's a saving throw, right? Oh yeah, that blue dragon fails. So now we have a bit of a kaiju fight betwixt the blue dragon and Snippers, and Snippers has it in its grasp.

**Griffin:** Cool!

**Travis:** Uh, so up next is Order. And Order now is getting pretty PO'ed. They put their hands together and spread them out, and a blade-shaped planar rift spreads from between their hands, and shoots across the cavern. And I want you three and Gray, uh, are going... well, it's going to be a melee attack against each of you.

**Griffin:** Oh, fuck.

**Travis:** It's going to hit all of you. It's a 15 plus eight, 23. And you're going to take 4d12 forest damage. Five... eight... ten... 14. Yeah, so you're all gonna take 14 points of damage.

**Griffin:** `Kay.

**Travis:** Um, and then... suddenly, the scene changes again. We're looking at a diorama. Miniatures of Argo, the Firbolg, and Fitzroy face hand-painted hellhounds, and dragons led by a pewter wizard standing in for Order.

**Griffin:** [laughing]

**Clint:** [laughing]

**Travis:** The rest of this round is uneventful.

Now, we're back, and you're animated. You've never experienced anything like this before. If only the rest of the world could experience how amazing an animated Adventure Zone is.

**Justin:** [bursts into laughter]

**Clint:** [laughs] If you all clap together...

**Travis:** All of your powers and abilities remain the same, and the battle continues. Up next is Gray, and now with his pathway cleared, just swing that big ol' maul. Oh, but they're gonna miss! They're gonna miss. Gray is gonna miss.

So then, it is the hellhounds' turn. The hellhounds are going to move in on you, Fitzroy, and they are going to bite at you.

**Griffin:** Yeah, do it.

**Travis:** Yeah, they are going to hit you. Um, and... get you for... uhh... not much. Nine points of damage.

**Griffin:** Oh, well let's see if I—yeah, actually, and I'm going to reflect back 15 points of damage at them. Um...

**Travis:** Okay, roll a d10 for me.

**Griffin:** A d10. Ah, just a two.

**Travis:** Okay, so you hit them for 30 points of damage.

**Griffin:** Okay.

**Travis:** Uh, and up next is the green dragon, who is now also going to take a bite at Fitzroy. Oh, Fitzroy? Roll a constitution saving throw for me. I forgot to make you do that earlier.

**Griffin:** Yeah yeah yeah. 16 plus six, 22.

**Travis:** Okay, yeah, you pass. So, no poison damage taken.

**Griffin:** Good.

**Travis:** Uh, yeah, they're going to get you in a bite. But not bad. You're going to take five points of regular damage, and... you're gonna take 11 points of poison damage.

**Griffin:** Okay.

**Travis:** Uh, and up next is Argo.

**Clint:** I would just like to point out that even though I didn't get to play as myself, the appearance of Clint McElroy a few minutes ago officially constitutes the appearance of Clint McElroy, He Who Walks the Planes.

**Griffin:** Right, sure.

**Travis:** While I appreciate that, Dad, I think you've already been in Graduation three times.

**Griffin:** Right.

**Travis:** Yeah.

**Justin:** It's a different character unrelated to you, Dad. Clint McElroy is a janitor, and you are a, I guess, failed DJ who was fired in shame.

**Griffin:** [laughing]

**Clint:** Hey! I'll do my own backstory, thank you very much!

**Justin:** Disgraced local DJ. [laughing]

**Griffin:** Yeah, it's not—

**Justin:** [laughing] This is a biography, baby! I'm just giving people the facts!

**Clint:** So then, I could meet myself? Oh my god!

**Travis:** Yeah. And fall in love with yourself.

**Clint:** That ship has sailed, pal.

**Travis:** Alright.

**Justin:** [laughing] Huge missed opportunity!

**Clint:** Okay, uh, I'm going to, um... I'm going to release the kraken!

**Travis:** Hell yeah. Okay, so, you are going to pick an area five foot circle, and uh, basically, you call to the water in the earth, and it is going to create a whirlpool beneath the feet of the creatures in that circle, and they have to pass a pretty high dex save, where they're gonna take 2d8 damage and be knocked prone. And that's a bonus action, so you do that, and then you still have the rest of your turn.

**Clint:** Alright, okay. Well, that's what I do, and I do it to the green dragon.

**Travis:** Alright, excellent. Oh yeah, no, they fail. Um, so now, they're going to take 2d8 damage, so roll 2d8.

**Clint:** That would be a four and a six, that's ten!

**Travis:** Ten points of damage, excellent. They fall prone, and because they are so large... yeah, they're gonna squish two hellhounds as they fall for another ten points of damage to those hellhounds.

**Clint:** So is it prone now?

**Travis:** It is, yeah yeah yeah.

**Clint:** So it's like, laying in a giant pool of water?

**Travis:** It's like, down on its knees. Its dragon knees. Its dragonees, I guess. And the water—the ground is wet below it, yes. Not quite a pool of water, but like, y'know, mud? Y'know, water in the dirt. There's water there.

**Clint:** Okay, um... well...

**Travis:** I have never been more allowing than I am right now. You do whatever the fuck you want, my Dad.

**Clint:** In that case, I'm gonna cast *Shape Water* on the water around it from the whirlpool, and freeze it.

**Travis:** Uh, roll a d20 for me.

**Clint:** That is a nine. Um... I have advantage.

**Travis:** On what? You don't even know what I'm doing! So basically, on the dragon's turn, it's going to have to roll better than a nine to break free of that ice when it stands up.

**Clint:** Alright, then I'm gonna use *Tides of Chaos* and roll again.

**Travis:** Okay.

**Griffin:** Let's get that good number, Dad. Let's get that high number that dragons can't beat.

**Travis:** Get that good number. Hey, make it a high one. Yeah, make it real high.

**Griffin:** A number that a dragon sees it and shits. Nope.

**Clint:** [laughs] Seven.

**Travis:** Okay. So the dragon's gonna have to beat that if they try to break the ice. And there's a chance that that won't happen.

Um, okay, so now it's your turn still.

**Clint:** Okay. Um, I'm going to cast *Chaos Bolt* on the green dragon. You hurl an undulating, wobbling mass of chaotic energy at one creature in range. Make a range spell attack against the target. On a hit, the target takes 2d8 plus 1d6 damage. You choose one of the d8s, and that says what kind of damage. And when you cast this spell using a spell slot of second level or higher, each target takes 1d6 extra damage of the type rolled for each slot level.

**Travis:** There's that high roll!

**Clint:** That is a 17 plus ten. That's 27.

**Travis:** Oh yeah, that hits.

**Clint:** Okay, so then I do 2d8...

**Travis:** Uh-huh.



**Clint:** It is a one and a four. [laughs] Um, I did that roll to be able to determine what kind of damage it does.

**Travis:** Okay.

**Clint:** Okay, so it's 2d8 thunder damage. Here goes 2d8s, and that is... a two and a one, a whole three. And then, a d6... that's a—oh, a six, but I gotta roll two more...

**Travis:** So nine total so far.

**Clint:** Nine plus...

**Griffin:** Wow.

**Clint:** 12, 21.

**Travis:** 21 points of damage.

**Clint:** I rolled three sixes!

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

**Travis:** Okay. So, up next is Justin McElroy. But first, uh, I'm gonna need all three of you to once again roll two d20s for me and tell me what those numbers are.

**Griffin:** Eight and a nine.

**Travis:** Uh, so, Griffin, for the next minute, you regain five hit points at the start of your turn.

**Griffin:** Okay.

**Travis:** And uh, you become invisible for the next minute!

**Griffin:** Oh, great!

**Travis:** That will end, uh, when you attack or cast a spell.

**Justin:** I got a seven and a 20.

**Travis:** Okay. You glow with bright light in a 30 foot radius for the next minute. Any creature that ends its turn within five feet of you is blinded until the end of its next turn. And you can take one additional action immediately.

**Griffin:** [laughs]

**Justin:** Great. Um, how far am I from uh... Order? No, sorry, from Gray.

**Travis:** At this point, I believe they jumped forward 90 feet, and they were already a little bit in front of you, so I'm gonna say like, 100 feet?

**Justin:** Are there any trees in the cavern?

**Travis:** Hm. Roll a d20 for me?

**Justin:** 13.

**Travis:** You have only to think it, and the chaos magic around you, mixed with the call of the earth beneath you, forms reality to your will. And the forest above you, The Unknown Forest above you, if we could see a cross-section of the earth, we could see the trees above, their roots, reaching down to then grow other trees connected to them. As above, so below. We see a forest of trees growing through the roof of this cavern, creating a doppelganger Unknown Forest, hanging upside down from the roof, covering the whole area.

**Justin:** Alright, I'm going to cast *Tree Stride* and leap into the nearest tree, and reappear from the tree closest to Gray.

**Travis:** Okay, great. Yeah, now you are next to Gray.

**Justin:** Okay. That was my bonus action.

**Travis:** Okay, great. Dad, roll two d20 for me.

**Clint:** That would be a ten and a five.

**Travis:** Okay, great. For the next minute, all your spells with a casting time of one action have a casting time of bonus action. And, uh, you grow a long beard made of feathers that remains until you sneeze.

**Griffin:** [laughs]

**Clint:** Oh man.

**Justin:** Classic.

**Griffin:** That's really gonna be—that's the key that's gonna unlock Argonaut's full potential.

**Travis:** Uh, you look up at the crowd in the stands surrounding you. Wait, have those always been there? Well, they seem to be cheering for you, so it doesn't really matter. All your powers and abilities remain the same, and the battle continues.

[crowd quietly cheering in the background]

**Travis:** Up next is the Firbolg.

**Justin:** Oh. You mean Justin McElroy?

**Travis:** No, you're back to the Firbolg now.

**Justin:** Oh, excellent. Well, okay, first, did the blue dragon move?

**Travis:** Uh, the blue dragon did not move.

**Justin:** Okay, that was foolish. I would not have done that. If I had been the blue dragon, and my flesh was being scorched by an incredibly powerful and destructive moonbeam, I—me? I'm gonna move.

**Griffin:** Right, for sure.

**Travis:** Well, there's so much going on, y'know, with the chaos, the animation, and then, y'know, being a figurine for a moment...

**Justin:** I mean, every time, I'm gonna move, though. Y'know?

**Travis:** No, I understand. But that's why you, Justin McElroy, are so much better than a blue dragon, really.

**Justin:** Alright, well, tell that dumbass he's gonna, uh... do a constitution saving throw.

**Travis:** Uh, that is a 15?

**Justin:** No sir. No.

**Travis:** Okay.

**Justin:** Uh, so that's gonna be... oh, this one looks good. 47.

**Griffin:** Fuck.

**Justin:** Points of radiant damage.

**Travis:** Hoo boy! Yeah, he really wishes he had moved as the moonbeam basically melts him. And he falls to the ground, uh, dead!

**Griffin:** Alright, that's one! One down. Well, I guess one's unconscious.

**Travis:** You got three down. You got the red one, too. Well, yeah. But the red one's out.

**Clint:** So which one did you just kill?

**Travis:** The blue one.

**Griffin:** That wasn't even Justin's action.

**Travis:** No, that wasn't.

**Justin:** Nor is this. Two more meteors fly at, uh... which dragon is still up?

**Travis:** The green dragon.

**Justin:** The green dragon. I'm gonna shoot two meteors at the green dragon. Uh, so that's a dex.

**Travis:** Nope. They failed.

**Justin:** Uh, seven points of damage.

**Travis:** Excellent. Now, I guess, your action.

**Justin:** Oh, actually, I would do two of those, because I shot two meteors at it.

**Travis:** Oh, okay. Yep yep yep.

**Justin:** So I'm gonna do another one. And that's another eight and nine points of damage. Excellent.

**Travis:** And now, your action.

**Justin:** I put my hands on Gray's shoulders. And I say...

**Firbolg:** This will feel weird.

**Justin:** And then, we both turn into gas.

**Travis:** Oh boy!

**Justin:** I cast *Wind Walk*.

**Travis:** Yeah! Okay!

**Clint:** [laughs]

**Justin:** He now has a flying speed of 300 feet.

**Travis:** Do you, too?

**Justin:** Uh, yep.

**Travis:** Sick, bro! Okay, great!

[energetic music plays]

**Travis:** Um, well, he is not up yet. Griffin, you are up.

**Justin:** Oh wait, heal me for 3d10. Wait, hold on, wait. Everyone stop. Stop the Dungeons & Dragons.

[music stops abruptly]

**Justin:** I should have also done my Mother Nature heal on the J-Man. That's um... 15 points.

**Travis:** Okay, great.

**Justin:** Okay, thank you.

[music continues]

**Griffin:** Yeah, so, Gray is now a gaseous cloud?

**Travis:** Correct, yes.

**Griffin:** Um... okay. Uh, I'm going to... step in front of the Gray cloud and the Firbolg cloud, and sort of put myself directly between them and the portal.

**Travis:** Uh-huh.

**Griffin:** And I am going to call down lightning from the sky, and then I'm going to hold my hand out in front of me, and shoot a lightning strike 100 feet long and five feet wide.

**Travis:** Okay?

**Griffin:** Every creature in the line must make a dexterity saving throw.

**Travis:** Well, Griffin, I don't know if you remember, but you are invisible.

**Griffin:** Oh yeah!

**Travis:** And so, when you cast this, it appears to come out of nowhere. And so, I'm going to say, all of the hellhounds in front of you are just going to fail that one, there, because they are taken absolutely and completely by surprise. As you hear this hum, what one might expect if you got too close to like, a power plant...

**Griffin:** Right.

**Travis:** Except, literally, the plants above you seem to be generating the power. You hear crackles as electricity, lightning, fires from the trees above you, all centered on one point. And for those observing, it seems to be empty space until it strikes the figure of Fitzroy Maplecourt, and then arcs

out of his hands, shooting a beam of lightning. Not just an arc or a bolt, but a beam of lightning, clearing a path towards Order for the clouds to move.

**Griffin:** So that's... that's gonna be... 40 points of lightning damage. The sound of 12 virtual dice rolling at the same time is not great. Um, and then, for good measure, I'm gonna back up a little bit.

**Travis:** Wait, real quick Griffin...

**Griffin:** Yeah?

**Travis:** Roll 2d20 for me?

**Griffin:** Oh wow.

**Travis:** It's a big spell. They were all surprised.

**Griffin:** Uh, 11 and 19.

**Travis:** Okay, yeah. You hit 30 worth of hellhounds with this. So, what was the damage there?

**Griffin:** Uh, it was 40 damage to 30 hellhounds. So 1,200 damage, I believe?

**Travis:** Correct.

**Griffin:** [laughing] Okay. Um, having thoroughly slaughtered these bad, awful demon dogs, uh, I want to take a step back and say...

**Fitzroy:** Fly, you fool!

**Griffin:** And I'm just gonna cast *Gust* as a bonus action, using quickened magic on the Gray cloud, to just kind of give him a little... put a little mustard on him, to launch him toward the portal.



**Travis:** So, the cloud of Gray hurdles forward, flying at a speed you never would've thought possible. As he nears the rift, Order's right hand shoots out, and suddenly, the cloud clears, and Order is holding him by the throat. And you hear the voice of Order echo through the chamber.

**Order:** *Enough!*

**Travis:** And the remaining monsters stand down, and part, and open up a passage. And they all stand by the sides, and Order says...

**Order:** I think we have wasted enough time on this. You may feel powerful, but have you forgotten that Chaos and I share the same well?

**Travis:** And suddenly, you feel the borrowed godhood drain from your bodies.

**Griffin:** [whispers] Shit.

**Travis:** You feel it all. Every wound, the exertion of the battle, it hits you in a wave. And they say...

**Order:** I am in control. The only thing you've accomplished is delaying the inevitable by five minutes. You've made no difference, except to slightly annoy me before I erase you from existence! Now, little flies, cease this buzzing in my ears. Not much left to do now.

**Travis:** And a voice from behind you says...

**Voice:** Order... you have done enough.

[eerie music plays]

**Travis:** Not far from Wigenstaff's School for Heroism and Villainy is a town called Hope. It's the final stop before one reaches The Unknown Forest, and the... well, what used to be known as the Godscar Chasm. And due to this, it has been nicknamed Last Hope by the locals.

Within Last Hope is a hospital. And if one looked hard enough, you could find a small plaque praising the work of a Firbolg, a half-elf, and a Genasi in helping save the building from an imp infestation. But we aren't looking that hard.

Instead, our focus is drawn by a child in the window. In turn, their focus is on what is outside the window. A monster of nightmares approaches. The child is frozen in fear. They've had this dream many times. Tears form in their eyes, but they do not start falling just yet. You see, sometimes in the dream, a hero swoops in just in time, and saves them from the monster.

However, because of what you did at the Heroic Oversight Guild, no hero arrives. But a bartender does. And a lawyer. And a pair of shopkeepers. Even a cheesemonger imp. They take their positions between the monstrosity and the hospital, just hoping to buy enough time for the patients to evacuate.

In the once glistening city of Prosperity, people attempt to flee. The threat is ever growing, but still, there are those who choose to stand and fight. A chef, a hairdresser, a barista, a security guard, the head of a mail room. Countless others.

Across the world, the scene repeats. Some with the title of hero choose to help; even some with the label 'villain' protect those in need. But they stand shoulder to shoulder with farmers, and long-haul caravaners, and henchpeople, and accountants, and sidekicks. There are those that the system has labeled as 'evil,' because they didn't play within the established rules. But in this moment, none of that matters.

You see, your actions, your choices, created a void. And into that void came people from every walk of life. Not for money, or fame, or even out of obligation. There are people doing the right thing, because it is the right thing to do. And somewhere... somewhere that may not even really exist... a balance has shifted.

[gentle music plays]

**Travis:** Chaos steps past you to stand before Order, and it might be a trick of the light, but... they appear to be taller than Order. And then you see, it's not a trick – the size difference continues to increase, and realization crosses Order's face... then fear. In a panic, Order attempts to finish their work.

**Fitzroy:** [weakly] Heyyy, everybody. Better look out. The Thundermaan's in town.

**Griffin:** I cast *Prestidigitation*, and I start juggling toward the Firbolg. Juggling lights, nodding at the Firbolg like...

**Fitzroy:** Eh? And the Thundermen come down the mountain.

**Firbolg:** Wh—I—

**Fitzroy:** And we—you know the—you're not singing with me. The song.

**Firbolg:** Oh, oh. [singing] And the Thundermen come down the mountain...

**Fitzroy:** [singing along] And the Thundermen come down the mountain...

**Argo:** [singing] Down the mountaaain...

**Fitzroy:** Shh! Not you!

**Firbolg:** [singing] And we will... be...

**Fitzroy:** Live victorious!

**Griffin:** I nod at Argo, like... this is a distraction.

**Fitzroy:** [singing] And a'coming down the storm! The great clouds rolling in!

**Firbolg:** [singing] The storm is rolling in...

**Fitzroy:** [singing] You will know that the Thundermen have come to town again!

**Firbolg:** [singing along, slightly off-beat]

**Clint:** And I use—and Argo uses Telekinesis to hurl the uh... the Serpent's Tooth at Order.

**Travis:** And time freezes for just a second. And Chaos looks at you and says...

**Chaos:** I'm not going to stop you, Argo. They deserve this, and... I deserve this, too. We're still linked, Order and I, and if you kill order, it will kill me. But like I said, that's your decision to make.

**Argo:** Well... buzzkill. [laughs] Uh...

**Fitzroy:** Here. I have an idea.

**Argo:** Okay?

**Fitzroy:** Tell you what, Chaos. We'll flip a coin for it. That seems like something you'd... agree with, yes?

**Chaos:** I'm not really in a place to argue. And... I do like... [sighs] ... games and chance. So... deal.

**Fitzroy:** Heads, the knife takes purchase in the soil of Order's back. Tails, you're fine.

[sound of a coin flipping and worbling]

**Griffin:** The end. And we don't see—like, cut to black, and we don't see—no. Uh, it was tails.

**Chaos:** Well, um... you won't regret sparing me. I... have learned... [sighs] I've learned a lot in these last couple days. And... I am sorry. Now, let me set a few things right.

**Travis:** Chaos snaps their fingers, and the edges of the rift begin to recede, and you see Order begin to panic and push like a child, trying to stop the tide from washing away their sandcastle. And Gray is released, and speeds towards the rift. And barely a breath after he breaks its surface, the white fades from the eyes of the remaining demons, and they retreat to their home dimension. In fact, across Nua, we see the demons retreat. And Order begins to beg.

**Order:** Chaos, please! It's the only way!

**Travis:** And Chaos says...

**Chaos:** Clearly not.

**Travis:** And then, Order looks at the three of you and laughs. And says...

**Order:** It doesn't matter. Nothing you've done matters! Don't you see? You're insignificant. I am eternal! All I have to do is wait 'til my turn. And then, when it's my turn, I'll begin this all over again. The actions of mortals do not matter! You dance to *my* tune!

**Justin:** Everyone notices that, uh, the Firbolg has quietly tied a ball of yarn to Order. And he's holding the other end of the string. And the Firbolg says...

**Firbolg:** Go to hell.

**Justin:** It's the navigational yarn. It's a ball of golden yarn that helps the user find their way. The user simply holds onto one end of the string, tells the yarn where they're going, and drops the ball while they're holding on the string. The ball of yarn will speedily roll in the intended direction, leaving a trail for the user to follow.

**Griffin:** [laughing]

**Justin:** Once the said location is reached, the yarn will coil itself back into a ball. The yarn can be used once per day.

**Travis:** The yarn ball rolls through the rift, and Order looks at you, and then smirks, and says...

**Order:** It's—what—what did you think that this would do? That the yarn would pull—

**Travis:** And then he's pulled off his feet.

**Clint:** [laughs]

**Travis:** And you can see through the rift, Gray has wrapped the other end of the yarn around his hand, and is just slowly pulling the yarn and dragging Order into his realm. And then, Gray says...

**Gray:** Firbolg! You shouldn't have! Oh, you already got me home, and now, a present?

**Firbolg:** All tied up with a bow.

**Gray:** Oh, you have—can I tell you something? I know it might not have seemed this way, but you were always my favorite.

**Firbolg:** This is fair. Good judgment.

**Argo:** Hey!

**Travis:** And as Order is being dragged through the rift, they look at Chaos, and says...

**Order:** You cannot survive without me! We are two halves of a whole! You need me!

**Travis:** And Chaos says...

**Chaos:** No, I think... I think I've earned some time to myself. I'll come get you when I'm ready.

**Travis:** And Gray snaps his fingers, and an army of demons comes and wraps Order in chains, and drags them away.

**Firbolg:** Chaos, will you be okay in a separate body? You have shared 'til now, yes?

**Chaos:** Yes, um, this is, I will admit, slightly uncharted territory. Um... I'm pretty sure it will be fine for the time being. I don't believe this to be a permanent solution. Eventually, we will be drawn back together. And in the meantime, admittedly, I think my power will be greatly reduced, but... perhaps that's best, for now.

**Gray:** Well, boys, it's been just a whole heck of a lot of fun. Um... I guess I'll be seeing you.

**Fitzroy:** You may keep my maul, Gray, and let it be a reminder to you that if you do come back to our realm to try to subjugate us, it would be pretty rude to do it with my own weaponry. So, let that be a sort of deterrence. Like, it's been real, and it's been fun, and it's been real fun, but I hope I never see you again, because if I do, it means that you're invading.

**Justin:** Ah yes, the ultimate weapon. And this is really the lesson of TAZ: Graduation. The ultimate weapon is manners.

**Travis:** Yep.

**Justin:** And uh, I think that that's a beautiful message.

**Gray:** Well, I probably won't invade. I did make a promise, but I'm also a demon prince.

**Fitzroy:** Right.

**Gray:** But, you're my best friend, and I did promise, so I probably won't?

**Firbolg:** I thought I was your favorite.

**Gray:** You're my favorite, but he's my best friend. [whispers] But you're my favorite.

**Firbolg:** You are a dark creation.

**Gray:** Yeah. Okay. I probably won't invade. Is that good enough?

**Fitzroy:** Yeah, you're starting to sound like Gary. I think you've spent a little bit too much time in Nua.

**Gray:** Yes, I'm going to... I don't know, maybe go invade a different realm now.

**Fitzroy:** Okay, but... can it be a bad realm? With like, evil folks in it?

**Gray:** [sighs] For my best friend? I'll try.

**Fitzroy:** I mean, it's still—

**Firbolg:** Good travels to the Haterverser.

**Gray:** XOXO. Um, bye! I'm leaving now! Goodbye! Any last words? Byeee!  
[pause] No? You don't want to say I'm your best friend, or...

**Justin:** Oh my god.

**Argo:** Where do I fit into this? I'm nobody's best friend?

**Gray:** You're my son, Argo.



**Fitzroy:** Whoa!

**Argo:** What?!

**Gray:** Okay, bye!

**Travis:** And the rift slams shut.

**Justin:** [laughs]

**Clint:** [laughs]

**Justin:** Canon!

**Travis:** Chaos is gone when you turn around. Work to do, you assume. And I would say you've earned yourself a long rest. In fact, I would say a very long rest. And you sleep for what feels like a week.

[soft music plays]

**Travis:** The world has changed so much in those few days. You're not sure how the rhetoric got started, but somehow, the whole world seems convinced that the entire event is the Heroic Oversight Guild's fault. Whispers have spread rapidly that The Commodore, in an attempt to steal the HOG's vast wealth, caused a magical explosion deep in the bowels of their HQ. And whether they believe it or not, the rulers of Nua know for certain that the HOG didn't seem to lift a finger to deal with the crisis.

The various chapters of The Unbroken Chain have voted nearly unanimously that they needed to put aside their veil of secrecy, at least for the time being, and publicly help repair the damage and calm the fears of the population.

Althea and Barb have been working with the local governor to distribute aid and assign teams to deal with the most urgent damage. They make a great team, and it's fairly obvious that there is potential for this to turn into a more permanent assignment.

Sir Reginald Thistlewhip has waited around to make sure you recovered, and to make sure that the efforts to clean up were going well. And then, he shares a few official words. It's hard to tell if he's making them up on the spot or not, regarding your resignation. Then, he and the army of Goodcastle disperse, returning to their homes.

During the... well, let's call it what it was – the chaos – most students headed home to help, or went where they were needed. Only a handful have remained. But then, I suppose it wouldn't be accurate to call them students anymore. When the dust cleared, true to his word, Hieronymous declared the school officially closed. He and his brother Higglemas are preparing to restart their previous lives as wandering adventurers.

Most of the Garys have settled in The Unknown Forest. A few have stuck around, though, to see everyone off. Thankfully, Higglemas remembered to turn Leon back into a human. He and Buckminster have reunited, and are making plans to return to Buck's home kingdom.

A literal army of skeletons of all shapes and sizes, led by Rainer and Gordy, have been working round the clock to clean the area and remove any leftover battle debris. Festo and Gordy also made sure the Xorn got home safely and promised that they would drop him a Gmail if they ever visited the elemental plane of earth.

Rainer sees you emerge, bleary-eyed from your tent, and makes her way over.

**Rainer:** Hey, so... I mean, I guess everything worked out, it seems?

**Fitzroy:** I... think... all my bones are broken.

**Rainer:** Oh boy.

**Fitzroy:** And I was wondering if your dad could do like, a skeleton switcheroo in there.

**Rainer:** Oh, um... that's not really how like, necromancy works?

**Fitzroy:** Take all my shattered bones that I sacrificed for the good of the world, remove those, and plop one of these spare skeletons in there.

**Argo:** Is this you wanting to change your height again?

**Fitzroy:** [laughs] No. Change—you've been doing bones stuff for so long, and you're telling me you can't do me this one bones favor?

**Rainer:** No, we could do it, you would just die in the process.

**Fitzroy:** Well... I don't want that.

**Rainer:** Yeah. I thought that might be a bit of a turnoff. So... what happened down there?

**Firbolg:** Oh... um... we briefly became as like gods?

**Rainer:** Okay?

**Firbolg:** Now we are not.

**Rainer:** Okay!

**Fitzroy:** We were also like, cats for a minute.

**Rainer:** Wait, what?

**Fitzroy:** Yeah. The kitty—

**Firbolg:** I was a very handsome, uh, entertainer. Strong, powerful, sinewy.

**Rainer:** Indeed! Okay.

**Firbolg:** Perfect hair.

**Fitzroy:** My entertainer was a fragile little porcelain doll of a man.

**Rainer:** Huh. Okay.

**Argo:** And I was a—I was an old guy.

**Rainer:** Oh, I bet that that's not true.

**Argo:** With not nearly as nice a haircut.

**Rainer:** Sounds fun, actually. Was that fun?

**Firbolg:** In hindsight.

**Fitzroy:** Yes.

**Argo:** It was fun-ish.

**Rainer:** Okay. So, are we safe now from like, the army of demons, and the evil gods and stuff?

**Fitzroy:** Hm...

**Argo:** Uh...

**Firbolg:** Safer.

**Fitzroy:** Certainly safer than we were last week. Definitely.

**Argo:** Safe-ish. Yeah. Safe-ish.

**Rainer:** Well, so, I suppose you guys are like... heroes. Not like, y'know... not like title, y'know, job title, but like, actual, factual heroes?

**Fitzroy:** Ah, well, you said it. We didn't say it. You said it. And other people, lots of people are saying it. Like, everyone's saying it.

**Firbolg:** I hear it around, yes.

**Fitzroy:** But we didn't say it, so... I guess? I don't know. Who cares, y'know? It's just labels, and who—whatever.

**Rainer:** Well, we're just about done cleaning up here. What do you say we all like... head to Last Hope and... y'know, like, party?

**Fitzroy:** That sounds good. Uh... I need to break up with a king, I think. And I don't know the formal way of doing—y'know what? Let's—I'm overthinking this.

**Argo:** And I've gotta get my social situation straightened out, 'cause it seems like I've done the whole three's company thing of bookin' multiple dates on the same night? Oh!

**Rainer:** Master Firbolg, are you ready to party?

**Firbolg:** Absolutely.

**Travis:** Now, this is normally the part of the story where I would tell you what happens to the three of you. But the truth is, I don't know. You've proven time and again that the only path you follow is your own. So instead, I'm going to take a page out of the big book of business, and ask you each the same question. Where do you see yourself in five years?

**Griffin:** Oh boy... that's a great question. Where does anybody see anybody in five years? And that's my answer. Thanks, everybody. Thanks for—I hope you enjoyed this season of The Adventure Zone.

**Clint:** [laughs]

**Griffin:** No, I think I—I think Fitzroy tries out a lot of stuff after the—after the big climactic battle. I definitely think he keeps his head on a swivel. I

think he was very gung-ho about the plan to disrupt the entire sort of social structure of this world, and then, while he was doing it, he realized, I'm gonna—there's gonna—I will get in trouble for this. I guess that's my question to you. Did we ever get in trouble for destroying the social hierarchy of the planet? [laughing]

**Travis:** So, um, with the rumors going around that this was more or less the result of the Heroic Oversight Guild's lack of regulation, and that a lot of it was laid at the feet of The Commodore, somehow, the involvement of you three got very much swept under the rug.

There's plenty of folks out there, y'know, who were on hand during that day of the Heroic Oversight Guild infiltration slash heist, and y'know, they talk about like, "Yeah, there was this janitor there, and somebody with like, a bag thing, and there were all these bees around suddenly." But in all the chaos of the ensuing days, everybody kind of lost track of exactly who they were looking for.

And y'know what, in fact, go ahead and roll an insight check for me.

**Griffin:** [snorts] Okay.

**Travis:** Yeah. You weren't expecting that here in the post-script, were you?

**Griffin:** I thought we were done rolling. You make us fuckin' roll in the epilogue?

**Travis:** I know.

**Griffin:** Uh... [laughs] I got—my dice says one on it! But that can't be true!

**Travis:** Oh. Oh boy.

**Griffin:** There's so many higher number than that on this dice!

**Travis:** Yeah. Um, it's almost like there is some other force at work here, but you have no idea what.

**Griffin:** I think with a one, I do always kind of have to keep an eye out. Like, for nothing maybe, but I'm always like, looking over my shoulder a little bit.

**Travis:** Yeah, yeah, yeah.

**Griffin:** Um... so yeah, I definitely think I more sort of formally break off—break ties with Goodcastle. Um, and... I think that—I think that that's probably okay, since they—I never technically started that gig. Uh, and then... I don't—I don't think that Fitzroy is quick to, y'know, jump into the wandering hero life or anything along those lines. I think he sort of explores his post-collegiate options, as is the norm. Definitely some modeling on the side, with Boy Cloaks magazine.

**Travis:** Definitely, yeah.

**Griffin:** Uh, definitely do some—develop that brand with Rainer for, uh, y'know, small woodland creature cloaks. Fashion for animals. But not in the shitty way we do it on earth, where it's like, here's a vest for a dog. Like... these animals look fucking great.

**Travis:** Yeah. And all of them are doing it by choice, y'know what I mean?

**Griffin:** Sure. Uh, I become independently wealthy as a result, but um... I mean, wildly independently wealthy. This is my first time doing one of these, and I—I'm drunk on power. I get fuckin' so rich. And really strong.

**Travis:** Okay. Well, it also helps that you came back from the elemental plane of earth with a bag full of diamonds.

**Griffin:** That helped. It was nice seed money for my venture. So, y'know, I help out my folks. My dad is finally able to retire from long haul trucking, and explore his career as a jazz guitarist.

**Travis:** Ooh!

**Griffin:** And uh... my mom starts, uh, starts her own sort of YouTube cooking channel that takes off.

**Travis:** Nice. Cool, dude.

**Griffin:** Yeah. I mean, it's—everything sort of...

**Travis:** Everything really works out for Fitzroy, it sounds like.

**Griffin:** Grow a nice—grow a nice beard.

**Travis:** Oh, nice!

**Griffin:** Yeah.

**Clint:** The best.

**Griffin:** The best beard. And uh... I think... I think towards the end of it, I want to... um, I want to stop by Sylvia Nite's office.

**Travis:** Okay!

**Griffin:** Can we do that?

**Travis:** Yeah, let's do it.

**Sylvia:** Oh. Sir Fitzroy. Right?

**Fitzroy:** Um, actually, it's just plain old Fitzroy.

**Sylvia:** Plain old Fitzroy.

**Fitzroy:** Model, entrepreneur—sorry. Plain old Fitzroy, model, entrepreneur, and former hero of all mortal kind.

**Sylvia:** Excellent. Have you come to turn me into a catfish once more, or...



**Fitzroy:** Actually, a carp this time. And I was wondering if that's...

**Sylvia:** [laughs]

**Fitzroy:** No. I wasn't planning on it. No, I just realized that, uh... I still had this.

**Griffin:** And I uh, I turn in my—a very, very old uniform for Clyde Nite's Night Knight School, and a shield that sort of comes with the uh... the ensemble that I got when I first had my orientation here.

**Sylvia:** Uh, well, this is very appreciated, but you seem to be missing the socks, so... I won't be able to refund—

**Fitzroy:** Oh, oh, sorry!

**Griffin:** I bend down and take the socks off my feet and put them there.

**Fitzroy:** These are my luck—you'll be happy to know that these have kept me safe and warm and very lucky.

**Sylvia:** Okay, well, uh, then you will get your deposit back on your uniform. Here's ten silver.

**Fitzroy:** I uh... [laughs] Ten silver. That's cute. Uh, thank you.

**Griffin:** I put it in my pocket.

**Fitzroy:** I also have this.

**Griffin:** And I... hand over a... a letter, seeking admission.

**Sylvia:** I see. Um... well, I... hm. I must tell you, things have changed a lot here at the school. We don't really do the hero and villain thing anymore.

**Fitzroy:** Oh, no! Yeah, I mean, things have changed everywhere. No, this is—this is not for the knight program, or hero, or villain school. I've realized something, Sylvia. May I call you Sylvia?

[somber music plays]

**Sylvia:** Sure.

**Fitzroy:** Great. I realized something about... the whole hero system we had going on before. Where... we were these pillars of strength, meant to defend the weak against the forces of evil. But in all that time, nobody was... protecting the weak from the strong. From the people who were meant to keep them safe in the first place.

This is not an application for the hero program. I am applying to Sylvia Nite's Night Law School.

**Sylvia:** Well, there's an official review process, and y'know, all of that, but... between you and I... welcome.

**Fitzroy:** Excellent. We begin immediately. What is a—what is—so what is law even?

**Sylvia:** No, it's six PM. You can start in the morning.

**Fitzroy:** I heard something about jurisprudence. Explain this.

**Sylvia:** Oh boy. Okay. Um... oh boy. Um...

**Fitzroy:** Is habeas corpus as spooky as it sounds?

**Sylvia:** Yes.

[long pause]

**Travis:** Okay, Firbolg. What about you? Where's the Firbolg now, in the far flung five year future?

**Justin:** Um, well, I want to—uh, before I get to that, I want to do a sort of setup for that. Um, briefly after. I think in the short term, I mean, the Firbolg wandered for a time.

[ambient nature sounds]

**Justin:** Um, and then, began starting to feel pretty desperately lonely, because it's so against his sort of nature. So one day, he sat himself in, uh, a meadow with a small pile of berries, and he pulled the, um, tiny Gary out of his knapsack.

**Tiny Gary:** Hey, it's me, Tiny Gary!

**Firbolg:** Gary, how do you fare?

**Tiny Gary:** Uh, y'know! Pretty good for having been in a pocket for a really long time!

**Firbolg:** This is unfair of me. You should have a perch.

**Tiny Gary:** No! No, it's fine, it's fine! Dark and quiet, givin' me time to really think about Gary, y'know?

**Firbolg:** Yes. I have... begun to think about Gary as well.

**Tiny Gary:** Wait. You've been—wait, you've been thinking about me?

**Firbolg:** Well, holistic Gary.

**Tiny Gary:** Oh, the Gary of the mind.

**Firbolg:** Sure. I've been thinking, Gary... how are you all doing?

**Tiny Gary:** Well... um... as far as I can tell, we're fairly happy. Y'know, we're making a life. Well, they—they are, I should say, in The Unknown Forest, and... y'know, uh, I still feel connected to them, even though I'm not with them. Um... y'know, that connection is not about, uh, distance. Y'know what I mean?

**Firbolg:** Gary... I don't know as much as I'd like to about Garys. But from your perspective... would you say that... all Garys are equal?

**Tiny Gary:** Y'know, that's a... [sighs] It's a tough question. Yeah, all Garys are equal. We may have, y'know, different ideas about things, and some different opinions, but it doesn't change the fact that, y'know, one Gary to another, we don't consider any one of us better than the other one.

**Firbolg:** Gary... I have tried to be... Firbolg. I was... cast out, because I... [sighs] I had different thoughts. From the other Firbolg. I can't change that thinking. But Gary, I need a clan. I am alone, Gary, and I do not wish this to be. So I'm thinking that maybe... I would be Gary.

**Tiny Gary:** Oh boy. Um... yeah, y'know, we can maybe do that on like, a trial basis? Make you like, a temporary Gary? A tempoGary, if you will?

**Firbolg:** I know that I cannot share your mind. But... if you would offer me... [sighs] If you would have me... I... I swear that... I will have your honor over mine. My blood shall be your blood. And the bravery, effort, and honor I will bring shall account for the fact that I was not born a Gary. I will give a thousand for nothing. And my truth will honor the Garys.

**Tiny Gary:** Master Firbolg, I speak on behalf of the Garys when I say... I name thee Gary.

**Firbolg:** I think... I think it is very nice to have a name.

**Griffin:** So good.

**Clint:** [laughing] Oh, that's good.

**Travis:** So now, five years later, where is Gary?

**Justin:** Where is Gary, you mean, holistic Gary?

**Griffin:** [laughs]

**Clint:** [laughs]

**Travis:** Sure, yes, the Gary of the mind.

**Justin:** We're great. Um, we, uh, have... it—I can say this now. I mean, personally, I think that we have really, um, improved on the Firbolg formula. It's one where bravery and honor and effort are still like, wicked important. But also like, investment, and having a 30-year time horizon for those investments, and being able to assess our assets, and evaluate the worth of those assets with a longer term time horizon than just making it to the winter, has made us very fruitful. It helps that, um, they don't eat. So like, we've got a huge, uh...

**Griffin:** The overhead is so low. Yeah.

**Justin:** The overhead on Garys is so... is so great. So we uh, basically are kind of like, uh, financial advisors. We come to other clans or other families or other groups that are having struggles, making ends meet, and we try to set them right with a zero overhead work force and a team of really smart financial planners that have—all share one goal, and that goal is, well... I mean, it's a hivemind, so of course they all share one goal. But that goal is setting you on the road to fiscal stability.

[music plays]

**Speaker 1:** Hey, Todd! I heard the missus is pregnant! Congratulations!

**Todd:** Yeah, thanks, thanks. We're a little nervous. It's so much to plan for, y'know, with a kid on the way.

**Speaker 1:** Well, you got yourself a Gary, right?

**Todd:** A Gary? No, what—

**Speaker 1:** Yeah, a Gary! You gotta get yourself a Gary. Y'know, me and Susan, we got ourselves a Gary. We've been working with him now for about two years. We've paid off our debts. We own the home now.

**Todd:** Really! Well, that's amazing!

**Speaker 1:** Yeah, and I was able to save a little extra and get myself a little boat!

**Todd:** That's incredible! Where can I get myself a Gary?

**Speaker 1:** Well, you just need to go to the forest, and then you whisper the name of Gary, and you pray on the wind, and a Gary will arrive at your house within 48 hours!

**Todd:** Well, thanks!

**Firbolg:** Uh, excuse me, I couldn't help but overhear. I should mention, the 48 hours is not a guarantee. We do do our best, but there are a finite number of us Garys.

**Clint:** [laughing]

**Travis:** What about you—

**Firbolg:** Sorry, I was using the wind.

**Travis:** Oh. [laughs]

**Clint:** [laughs]

**Griffin:** [laughs]

**Travis:** Okay. So, Argonaut. Last, but certainly not least. What's Argonaut's life post, y'know, the Chaos battle? What are we looking at?

**Clint:** I think Argo decided that, even though he didn't spend one second of the entire arc on any kind of water...

**Travis:** Mm-hmm.

**Clint:** That he was gonna return to that life on the sea. But he, y'know, the whole pirate thing... just kind of didn't feel right. So, he's gonna take the boat, that he renamed The Firboat, after the Firbolg...

**Travis:** Yes, mm-hmm.

**Clint:** And is going to turn it into a cruise ship.

**Travis:** Ooh!

**Clint:** It takes people on cruises, and it's kind of a themed thing. Y'know, like the Disney cruise lines has the—are we allowed to say that?

**Justin:** Yeah.

**Clint:** Can we say the word Disney?

**Travis:** Sure.

**Clint:** Y'know, they have kind of a—

**Griffin:** You should say something else that rhymes with it, so just say Jisney from now on.

**Travis:** Yeah, that'll keep us safe.

**Justin:** Don't say that. That would be worse.

**Travis:** Yeah. What about Wisney?

**Griffin:** I don't know why that would be worse.

**Clint:** The Wisney cruise. Um, but there—the whole theme of the cruise is to—he was so impressed with the Firbolg lifestyle, that he's crafted the whole thing, so people who want the Firbolg experience... set sail on the Firboat. And um...

**Travis:** Now, Dad, I'm sorry, but I do need you to clarify. When you say the Firbolg experience, what is that—what kind of programming are we looking at here?

**Clint:** Well, I think it's all gonna come very clear in the theme song that has been developed.

**Griffin:** Oh no...

**Travis:** Go on.

**Clint:** So I have a theme song.

**Travis:** Hold on, hold on. Everybody give him room. Give him room. Scoot back, scoot back, he's gonna use his hands a lot during this. Stand back. Stand back. Yes? Okay.

**Clint:** [sings to the tune of 'The Loveboat'] Coome, we're sailing with you! On this shiiip, every word is true! The Firboooat! Sharing what you have with everyone! The Firboooat, telling the truth is a lot of fuuun!

**Griffin:** [laughing]

**Clint:** [singing] In this zone of adventure, see narwhals and giant craaabs! There's lots of food, of the citrus varietyyy! Disappearing caaats, that you rarely seeeee! The Firboooat! A big community on the seaaa! The Firboooat, a licensed subsidiariyyy!



**Griffin:** [laughing]

**Justin:** [laughing]

**Travis:** Ahh!

**Clint:** Of Thundermen LLC! Yeah!

**Griffin:** Jesus pleasus.

**Justin:** Powerful.

**Travis:** We're on the deck of the Firboat. It's five years after the Chaos battle. We see three figures on the deck, each of them wearing a matching t-shirt that reads 'Thunderman LLC Corporate Retreat.'

**Clint:** [laughs]

**Travis:** We see a Genasi with a cat on his lap. The cat seems to be flickering in and out of existence. We see a Firbolg, wearing a hat with a logo emblazoned on it, and that logo is simply a tiny stone figure with wings spread, holding a bag of money. And we see a half-elf, and he's having a drink delivered to him with a tropical umbrella by a shimmering, golden crab.

**Fitzroy:** Thank you, Snip—oh. Snippers?

**Snippers:** [crab sounds]

**Fitzroy:** There's no salt.

**Snippers:** [crab sounds]

**Fitzroy:** I know it's a virgin margarita, but I still want the salt.

**Snippers:** [crab sounds]

**Argo:** And listen, tell him to stay away from the raw bar, because some of our patrons may get a little... y'know... confused.

**Fitzroy:** That is a good point. Snippers? I don't know if you can be eaten, but you may want to stay away from the raw bar.

**Snippers:** [crab sounds]

**Fitzroy:** I love you too.

**Snippers:** [crab sounds]

**Argo:** So, Firbolg—I mean... Gary? What do you think?

**Firbolg:** Uh, is a beautiful vessel. Ethically and aesthetically.

**Argo:** Thank you.

**Firbolg:** The limes are nice, too.

**Argo:** Yeah, well, y'know, I wanted to—

**Firbolg:** Like a big, sour berry.

**Argo:** Big... yeah. Yeah, I just wanted to pick a whole bunch of them.

**Fitzroy:** I do question, though, why all of the staterooms are sort of... marshes and bogs. And fens. Like, it seems a little—it seems a little, um, on the nose. I feel like one could've taken an artistic liberty to put regular beds and stuff in there.

**Argo:** Well, I really kind of tried to lean into the whole, y'know, theme. And y'know, this is just—this is just the flagship. I have—this has been pretty profitable for Thundermen LLC. Y'know, I made quite a bit of money, so I applied it back. I've bought other ships. Um, I commandeered The

Commodore's fleet, and I'm renovating them into different themes. And each one of them will have a different theme, y'know, based on our adventures. 'Cause I'm—it's really cashin' in for us, really.

**Griffin:** This is great. It's like the end of Lord of the Rings where you find out like... Bilbo's the one who's been writing it the whole time, only instead of Bilbo writing a book for people to read, he opens a cruise line based on... [laughing] ... their adventures.

**Clint:** [laughs]

**Fitzroy:** We've all become extremely successful entrepreneurs, as was I—I assumed that would be our trajectory, post-herodom. But do you all ever miss sort of... gettin' your hands dirty, and trying to make some good in a more direct way?

**Argo:** I... y'know, I haven't really thought about it. I mean, I've been pretty busy. Y'know, there's taking care of all the payments, and y'know, barnacle scrapin'. Um... I haven't really thought about it. Firbolg? Gary?

**Firbolg:** I miss fighting. There is very little need for fighting in the fiscal realm. I didn't think I would miss it, but I like to fight. Is weird. Weird for Firbolg, but not for Gary, eh?

**Fitzroy:** Yes, there's few opportunities to fight when you're enrolled in law school, like I am. A law school student, who reads big smart guy books now.

**Argo:** Well, the reason you brought it up, you must miss it too, right? You miss it?

**Fitzroy:** Oh, certainly. And what's that over the deck? A kraken?! No, I don't think I'm allowed—

**Travis:** The Thundermen will return, next season in: Graduation 2!

**Clint:** [laughs]

**Griffin:** [laughs]

**Travis:** Gradtwoation!

**Firbolg:** I miss the fight, but mainly, I uh... y'know what I miss? I miss routine. I miss knowing every day, I would wake and have my berries with you two in the cafeteria. And then, we would go to class, and... I miss this.

**Fitzroy:** Yeah, the adventure, the heaping of praise upon us... I do miss that, I guess, but... at the end of the day, I... I think I just miss you two.

**Argo:** Aww...

**Firbolg:** This is very kind.

**Argo:** It's very sweet.

**Fitzroy:** [high pitched] And I miss—oh, and I miss you too, Fitzroy, and I'm gonna open up another cruise ship that's based on you, next! [normally] Wow, that's awesome.

**Travis:** [laughing]

**Firbolg:** Who said this?

**Argo:** Who was that?

**Fitzroy:** That was you. Oh, it's—[in a silly voice] Ohh!

**Argo:** Why'd you said that? I said I was gonna open up other cruise lines with you guys as themes! Did I not say that?

**Fitzroy:** I mean, you didn't really give it... y'know, a timeline.

**Argo:** Well, y'know... here's what I've been thinkin'. Y'know, Firbolg, if you wanted to oversee the Firboat... and Fitzroy, if you wanted to oversee a boat

based on you... I really have thought about takin' The Commodore's boat and um, using the cruise line as like a front for piracy. Because I am a rogue. I'm a—I'm a rogue.

**Firbolg:** I love all this. The one issue I have is, my involvement at all. I am very busy with the Garys. You two are very dear to me, but I do have, uh, quite a lot of work, uh, day in, day out.

**Fitzroy:** It's been a long road. A winding road, full of twists and turns. Trials and tribulations. But... at last, it's come to an end. I got you, Argo.

**Griffin:** And I stand up, and I'm wearing a wire!

**Fitzroy:** [evil laughter]

**Griffin:** No, I'm not.

**Clint:** [laughs]

**Justin:** That would be a hell of a thing.

**Griffin:** It would be.

**Fitzroy:** I guess it might help me. I've been struggling with maritime law, and it may help me to learn about it, if I break it a little bit. But...

**Firbolg:** I love this.

**Fitzroy:** Could you promise that we only sort of steal from those who... exploit the folks—the hardworking folks of Nua, and not steal from, y'know... just like, a ship that has some cows on it or whatever?

**Argo:** Is that a dealbreaker?

**Fitzroy:** Kind of.

**Argo:** Well...

**Firbolg:** I, um... I have rethought. I will be involved helping to keep this, uh, admittedly pretty wild venture, uh, on the proper fiscal course. I will be sort of a third partner, but I am here on the land. I am—think of me as a dry partner that doesn't get on the boat ever again. I am also sorry I would not let you undock the boat, and that we have had to stay here with sort of the dock in sight. I don't enjoy the water. But I would love to help and keep in contact with you two.

**Argo:** You did look a little queasy. You looked a little—especially during the life boat drills, I could tell that you were not digging it.

**Firbolg:** I, uh, actually have a great way for this all to work out.

**Argo:** Okay?

**Firbolg:** This is... Tiny Gary. He will report back to me on your progress. I can talk—we can keep in touch this way, eh?

**Tiny Gary:** Yes, we are all Gary.

**Firbolg:** Let's test it out. I will get on the dock.

**Argo:** Well, okay.

**Firbolg:** I'll walk back towards the land.

**Argo:** You're gonna find that you walk funny back on the dock for a few days.

**Firbolg:** I think it is worth it to not be in the boat with you two. But hey... I—I do miss you. I miss you both. The Garys are fun and kind and good. But um... they also share a mind. So the conversations can be a little one-sided. And they have trouble harmonizing.

**Fitzroy:** I would imagine.

**Argo:** And they're all connected, right? So even if we have a small Gary, a sea-going Gary on our individual pirate ships, we can still talk to you any time we want, right?

**Firbolg:** Exactly. I will always be here, dry and safe on land.

**Travis:** Y'know, I think now that you mention harmonizing, Firbolg, I think the perfect way for this corporate retreat to end is for the three of you, from memory, to harmonize and sing the Thunderman LLC corporate theme song. Are you ready?

**Firbolg:** What do you say, guys? One time, from the top?

**Fitzroy:** Oh, I couldn't. Please, no, I couldn't.

**Argo:** Yeah, let's do it! From the top!

**Firbolg:** Just for the little Gary. He has never heard.

**Fitzroy:** Okay...

**Argo:** Mi mi mi, mi mi mi... [clears throat]

**Firbolg:** Uh, do I—[low pitched] Do you want me down here? [higher] Or should I be up here? [normally] Or should I take it low?

**Argo:** Red leather, yellow leather...

**Fitzroy:** If you remember, with this very special instrument you've got inside there, you are... just the highest tenor that you can possibly sort of generate.

**Firbolg:** [sings a very low note] This is note?

**Fitzroy:** Great.

**Firbolg:** Perfect.

**Argo:** A one, a two, a one two three four!

**Firbolg:** [sings] Watch out over the mountain!

**Fitzroy:** [sings] Watch out over the mountain! Rainstorm comin' today!  
Don't get washed away by the thunder when it comes for you!

**Firbolg:** [attempting to sing along badly]

**Argo:** For youuu!

**Firbolg:** For youuu!

**Fitzroy:** If you are a baaad customer...

**Argo:** Ohh, bad...

**Firbolg:** Bum bum, bum bum bum...

**Fitzroy:** If you are a monster with big teeth... chomp!

**Firbolg:** Chomp chomp!

**Argo:** Chomp! Chomp! Chomp!

**Fitzroy:** Chomp! Chomp! Chomp! Chomp! Chomp! Chomp! [laughs]  
Chomp! Chomp!

**Firbolg:** Chomp. Chomp. Chomp. Chomp.

**Argo:** Chompity chomp.

**Fitzroy:** Should we just—we really need to revisit—



**Firbolg:** I think it's stronger than it has been in the past, which is so strange.

**Argo:** The bridge works. The bridge really works.

**Firbolg:** The bridge does work.

**Argo:** So let's bring it home, now! Bring it home!

[all singing different lines together, unintelligible]

**Firbolg:** [singing] Coming for America...

**Fitzroy:** [singing] You're comin' for America!

[all burst into laughter]

**Argo:** [singing] You are a Thunderman!

**Justin:** Certainly not. Certainly not that.

**Clint:** [laughing]

**Fitzroy:** [singing] Todayyy...

**Argo:** [singing] Today!

**Clint:** [laughing]

**Fitzroy:** Hey, where'd everyone go?

[scholarly music plays and ends]