

## The The Adventure Zone Zone: Post-Grad!

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[theme music plays]

**Travis:** [singing] As we go on...

**Justin:** Nope.

**Travis:** [singing] We remember...

**Justin:** Nope. Nope nope nope.

**Travis:** [singing] All the times we... had together...

**Griffin:** Ooh, little pitchy.

**Clint:** [laughs]

**Travis:** [singing] As our lives change...

**Justin:** Whoa! Where are we going here?

**Griffin:** Wow! Now make it minor key.

**Travis:** [singing] Come whatever... We will still be... friends forevrrrr.

**Griffin:** Oh, that got scary and unresolved, and I hated every second of it.

**Travis:** Hi! Welcome to Post-Grad! It's The The Adventure Zone Zone. Following up Graduation. I'm, uh, your former dungeon master and best friend, Travis McElroy.

**Griffin:** I'm Griffin McElroy. Are we doing—are we doing this?

**Justin:** This is it.

**Travis:** I don't know. Yeah.

**Justin:** Yeah.

**Griffin:** No, I mean, introducing ourselves. This is something we never, ever do on the show.

**Justin:** Oh, hey, I'm Justin. I play the— I played a lot of different roles on the show. But uh...

**Travis:** My favorite was Festo. You did great.

**Griffin:** You did a really good job with Festo.

**Justin:** Thank you.

**Clint:** And I'm Clint McElroy, and I was Argonaut Keene. And... confused.

**Travis:** Okay, great. Perfect. Dad, welcome. We're gonna be discussing, y'know, overall questions. And we have some questions from listeners. And we'll be discussing... [gasps] The next arc of The Adventure Zone! But first, I wanted to open it up, 'cause we haven't really talked about it after finishing the finale. Did you guys have any like, unresolved questions for me about, uh, Graduation?

**Griffin:** I'm curious about the sort of shift that I feel like happened, uh, maybe halfway through the season, where the sort of school format was... and we had talked about this. This is not, uh— this is not, y'know, some new discussion. But the format of us being students in a school became a little bit of an albatross, of like, how do we actually make that..

**Travis:** Yeah!

**Griffin:** How do we D&D-ify that? How do we make that a game? And there were a few different levels of that. One, like, we were upgraded from just

pure henchpeople pretty quickly, because we had like, one quest where we realized like, playing somebody's assistant was just tough for us to do this show as. [laughs] But then it seems like, we sort of shifted over to something else. Something less structured in the way that school is structured, and I'm curious how you kind of thought about that shift.

**Travis:** Yeah, so, from the beginning, I mean, this was originally designed as a kind of spoof of, uh... I hate— and I hate that this is true. But of Harry Potter. Mostly—

**Griffin:** When you say 'spoof,' also, you're not talking about like, this wasn't the Scary Movie of Harry Potter.

**Travis:** No no no.

**Griffin:** Okay.

**Travis:** It was meant to kind of— and not just Harry Potter, I guess. More to say like, uh, a lot of the tropes of like, the school. Y'know, uh, adventurer thing. Sky High, Descendants, a lot of that kind of thing.

**Clint:** Riverdale.

**Travis:** Riverdale, yes, exactly. Sabrina. And pretty quickly, it did, as you said, begin to feel very restrictive as far as like, going on adventures went. Because I think that the school setting is great for like, interpersonal dramas and conflict and stuff, but not so great about like, task-oriented things.

And I think what I kind of realized, that I'd always kind of taken for granted is, if you watch or read those stories, they move out of classrooms pretty quickly. Unless you're like, Saved by the Bell, you're not like, sitting in a classroom once an episode or whatever. They kind of establish, 'they are in school,' and then you spend less and less time in the building every time.

But for me, I think it just... making you guys have more agency as characters became more important, and I think the student kind of structure was limiting in that regard, because I didn't want you guys to feel like you

were locked into like, a class schedule, or like, worrying about getting in trouble with teachers or whatever the shit.

**Griffin:** Right. Do you— you have talked a lot about like, what you would do differently.

**Travis:** Ah, so many things.

**Griffin:** Which is very natural, I feel like. I feel the very same way about Amnesty, like, if I could go back and, y'know, replan the first half of Amnesty, like, I absolutely would to kind of limit character creep, and um, bloat. Like, plot bloat and stuff like that.

But I'm curious like, if you could go back, would you... what would you do differently about like, the school structure? Like, what would you do differently about that?

**Travis:** So, I think it would still be similar, but I think instead of like, a school, it would be kind of a guild thing. Where there would be training, and there would be, y'know, like, people running it and everything. But I think it would be a lot less traditional school structured.

Because I think the other thing, my other kind of big thing I changed right from the beginning is, because it was a school, I was so worried about it feeling empty. And so, like, I had all these teachers and NPCs and other students and stuff in my head, because I wanted it to feel fully populated, right?

**Griffin:** Right.

**Travis:** Like, there's a lot of people here, and oh, who teaches this? And who teaches this, and who teaches this? And I think in worrying so much about that, I tried so hard right at the beginning to make it feel populated, that it was just way too fuckin' many characters.

Um, and I think with a guild kind of structure, I could've loosened that up a lot, while still having the... we're going out on adventures, and this person's

gonna train you in this thing, and still kind of had a similar idea with how making it like, class schedules, and this person's the bursar, and that kind of thing.

**Griffin:** Right. [laughs]

**Travis:** Dad, Justin, anything you guys want to ask before we get into the listener questions?

**Clint:** Justin, how much of Firbolg was fully formed when we went into Graduation?

**Justin:** Mmm, what are you referencing specifically?

**Clint:** Well, I mean, his philosophy. His...

**Justin:** His philosophy was easy, because it was almost— in every episode we ever recorded, I always had the Firbolg code pulled up. I always had it there. And would refer to it any time that— I mean, it was almost like a cheat sheet, right? Any time, like... I mean, eventually, I just had it by heart, so I didn't need it like, there in front of me.

But anytime that there would be— I would be unsure about something, I would think, "Bravery, effort and honor over birth, tribe's honor over yours, the blood of the run is the blood of the king, give a thousand for nothing, truth is the honor of the tribe." And that is the guiding principle that I used for him.

Um, and I guess—

**Griffin:** Is that from the like, from the source materials? Like, from a book, or... where is that from?

**Justin:** Um, it's from the Forgotten Realms Wiki.

**Griffin:** Okay. [laughs]

**Justin:** And it's translated, of course, from the original—

**Travis:** Firbolognese.

**Justin:** Jotun. Giant language.

**Griffin:** Okay, sure.

**Justin:** So that was like, always the guiding principle. And then I just introduced this one idea of... but also, agency. But also, what if someone in there, like, came up with a better way of doing things? And that was really informed by the idea of commerce in this world. The importance of commerce in this world. Because I wanted to see, like, if that was going to be a very important tenet, how would that idea of economics and market forces and all that stuff, like, affect him.

**Griffin:** You say a better way of doing things, though, and I'm not entirely convinced that that ended up being true for the Firbolg.

**Travis:** Well, it was from the Firbolg's point of view, right?

**Griffin:** Well, maybe, but to a limited extent, right? Because I feel like there was a certain amount of his mercantile nature that was like, pretty way backpedaled by the end of the season. And I don't know if you felt the same— if you felt the same way, but I don't know. It felt like you were going so hard in that direction when you were taking the economics classes, and sort of brushing up on the lingo, so to speak. But... after— especially after the scene where Firbolg's father dies, I feel— I don't know. That's what it read to me, as if you were sort of backing away from that pretty dramatically to lean on those tenets.

**Justin:** For me – and I would love to say that this was all, like, 100% intentional – but y'know, there's all kinds of... anything like this is littered with thousands of happy accidents. And in hindsight, you can craft a narrative that justifies pretty much anything.

But I would say that, for me, I think what that reflected was a very college experience of, that the Firbolg had, of being introduced to a new idea that was incredibly inspiring to you, that soon became like... the center of almost every conversation, every thought you had...

**Griffin:** Right.

**Justin:** ... was guided by this one thing, right? It's like, he was like the person that took philosophy 101, and then, in every conversation was like, "But what does truth *mean*?"

**Griffin:** Right. [laughs]

**Clint:** [laughs]

**Justin:** Y'know what I mean? But then, as he got longer in the story, and as he was sort of like, drawn back to his own culture, what I tend to think of it as is... he found ways to synthesize that, as like, not his totality of his personality, but rather, a facet of him. And it helped him sort of integrate into the Garys in a way that made a lot of sense.

**Travis:** I just want to say, I think I am... I think I enjoy being a player more than I enjoy being a DM. And this is not a judgment call, right? I think that some people have strengths and weaknesses and everything, and I think I'm a stronger player than I am a DM. And I just want to say that right off the bat.

One of the things, though, that I am very proud of as a DM in this is that... the college experience thing was something that I was kind of quietly doing the whole time.

**Griffin:** Yeah.

**Travis:** And so like, for example, The Unbroken Chain, right, represented a fraternity to me. Right? And then trying to separate Argo out from the other two, and make it about them, and we're your friends now, right? And that kind of thing, of trying to excise him out, and then Argo making the choice

of like, "No, I'm just gonna tell them everything. I care more about them than I do with you," was like a choice that Argo made.

And that thing of like, I knew how much Firbolg was looking to belong, so I introduced him to this dynamic teacher of economics and accounting. And that caught on, and then, seeing the Firbolg marry that into his own beliefs, and bring it back to a point where he felt comfortable.

The idea of like, everybody trying to push the Firbolg to lie, and the Firbolg continually standing up to them, and continually being like, "That is not who I am," like, that idea of being tested as you like, make that transition into adulthood, and not just doing things... y'know, doing things because you believe in it.

And one of my happiest moments, the moments when like, I had this little tiny explosion of joy inside, is when Griffin, completely on his own, made the decision to basically change majors, and say, "I don't wanna be a knight anymore." And I was like, yes, yes, yes!

**Griffin:** Yeah.

**Travis:** It was like, so perfect of that, of like, I went into college thinking knowing what I wanted to be... and then like, realizing, no, that's not actually it. Like, that was what I wanted to be when I was a kid, and now that I'm growing up as an adult, I see what I really want to be.

**Griffin:** It was even more than that, 'cause what I felt for Fitz was this deprogramming of thinking of other people— like, judging them based on their value. And as a result, like, judging myself based on my value. And I think that's a big reason like, he wanted to go into the knighthood, and y'know, we didn't necessarily get to explain like, the origins of all that. But you saw some of the dissonance of like, y'know, he is not exactly who he says he is based on these letters that, uh, Argo wrote to his mom.

And I think a lot of that was just like, posturing, and a lot of that was just like, that's how he thought to conduct himself. And that's how he thought, like— that's how he thought of success. And over the story, like, I just feel



like that was revealed to him, that that is not the healthiest way to judge people, or judge yourself, or think about life, or any of that.

And so, him stepping down from being a knight was just like, yeah, that's— I don't have to be a knight to be... like, to think of myself as worthy or whatever anymore.

**Justin:** Um, now, I want to ask a question to you, Griffin. Travis just said that he feels like he is a better player than a DM. Now that you've done both, where do you think your skills—

**Griffin:** I'm exceptional at both.

**Travis:** Oh, wow.

**Clint:** [laughs] Oh, you're channeling Fitzroy now! Okay.

**Griffin:** Yeah. Uh, god, I don't know. It's hard to say. I will say that I had more fun being a player, by a pretty huge margin.

**Justin:** Oh, yeah, baby. It is so much easier!

**Travis:** Yeah, so jealous.

**Griffin:** It is waaay easier. Uh, and also, like, I don't know, that drive you all had to fuck with me when I was running stuff in Balance and Amnesty, to like, see how far you could push it... when I had occasion to do that in Graduation, it was like, genuinely exciting. And I get it now. It's not for like, this...

**Clint:** Felt good, didn't it?

**Griffin:** Yeah, but it's not like a misanthropic energy. It's just like, exciting to... I don't know, to rest authorship a bit on the fly, as you go. I thought was really fun. But that said, like, I don't know. I did... there's something more comprehensive about DMing, and like, making the music, and that was, uh, kind of a challenge this time around. Like, scoring stuff. And me

and Trav can talk about that. Like, not knowing what was gonna come next, or what the context of the scene was gonna be, and et cetera et cetera.

I don't know. My own sort of control freaky nature, I feel like, found a lot of satisfaction in DMing and production and all that stuff. But there is an amount of dread that I felt every time I sat down to record when I was in charge of the show, right?

**Travis:** Oh, yeah!

**Griffin:** And uh, there were certainly high stakes episodes, and episodes that I felt like, y'know, there's a dramatic beat here that we need to stick the landing on. But I did not feel that dread at all. So, yeah. It's— y'know, it's different. Different stuff.

**Travis:** Uh, do we want to start doing some of these audience questions? And if anything else pops up, go ahead and roll with it.

**Justin:** Yeah. Yes. Yes.

**Griffin:** Sure.

**Justin:** "What have you learned from being the DM in Graduation?"

**Travis:** Whew.

**Justin:** "Do you think you'll play D&D any differently now that you have been a DM?" That's from Angela.

**Travis:** Well, so, two different questions there. What have I learned as a DM? Y'know, it's funny, because I think that the times when I felt like I was doing a good job, or doing the best job I was doing, and the times I was having the most fun, is when I had the loosest grip on the reins.

**Griffin:** Yeah.

**Travis:** Yeah, but the thing about that is, that is also... horrifying. Like, right? Like, there is not a lot of security there. So like, uh, the last two episodes, Mission Imp Hospital, uh... there were like, a couple other episodes in there where I was like, "Oh yeah, this is going great! But... if anything misfires, I have no fucking clue what to do." Right?

And so, the feeling of like, running while leaning forward, where it's just like... and so, I think that that is the... maybe where the lack of strong suit lies, is like, if you are someone with like, underlying control issues...

**Griffin:** Yep.

**Travis:** Yeah, you might have a good time telling your friends a story, and you might not have as easy a time letting other people play that shit out as much.

**Griffin:** Yeah. And we've— me and Travis have talked about this off-air a lot, and this is like... doing an actual play show, like, this is the thing, is this balance between prep and authorship, and playing the game. And I fully feel the same way about, uh, Balance. I feel the same way about Amnesty. And I know you feel the same way about Graduation, of just... I wish I had the... I don't know if it's confidence? I don't know what that— the character trait is. But it's fuckin' terrifying to go in without a, like, beat-for-beat plan. Without knowing exactly what's gonna happen in the episode.

But, like, that's the— that's the nature of the game. And that's the... that's like, what makes the medium work so well. And I know people get frustrated at us for this exact thing, too. But yeah, I feel the same way. That it is— this show, and really, this medium is at its best when you are... when you have just enough planned, and not a beat more, and I think that that's something that, y'know, I think you and I both know a lot better now. [laughs]

**Travis:** Yeah, and I also now, having this be my first time DMing like, a full arc... I think the thing that I would do is, I would kind of reverse the way I planned things. Because I went into it with— when I was thinking about not over-planning, I was thinking about a goal that I wanted the story to go to overall, right?

**Griffin:** Right.

**Travis:** And so, I would plan episode by episode. But then, the problem with that is, I would flip that, right? And I would have said like, this is where I'm heading, and then, I would've done less prep for each episode.

**Griffin:** Right.

**Travis:** Because the thing is, like... and I— I think that I could've smoothed out the whole season a little bit more if I had known what was going to happen in it, that I know now. Because there were just like... for example, Chaos wasn't like, a planned character until like two episodes before I introduced them.

**Griffin:** Right.

**Travis:** And then, I like, had that idea of like, I think Chaos is a character in it, and that's where all this stems from. And then, it worked out great! Um, and— but like, that was kind of how it kept going, is like, "Oh, okay, I think this is what's gonna happen now. Okay, great." And that, when those clicked, was great. Was like, "Oh, that makes so much sense. I'm so excited about this thing." But then, to get to that point, I would have to take a heavier hand in guiding each episode. Which, I think felt more restrictive.

I think there were a couple of times, I mean, off-mic, where we had a conversation of like, "Hey, what are we supposed to be doing?" And I was like, "Oh, I don't have anything planned for you," but I gave off the energy that I was expecting you guys to do something.

**Griffin:** Yeah.

**Travis:** Because I kept narrowing the passageways you were walking through, metaphorically speaking. Um, and I think, in retrospect, I would've kind of reversed that and given you more room to move, but known what the big overall evil thing was going to be better. Y'know what I mean? If that makes any sense.

**Griffin:** Yeah.

**Travis:** As far as changing the way that I would play the game, uh, as a player... no, not really. I would just try hard not to meta game that way, right? Because I think trying to play the game as a DM player would get in the way of the DM, I guess, if that makes any sense?

**Griffin:** Mm-hmm.

**Travis:** Uh, I have a question for Dad!

**Clint:** Yeah!

**Travis:** "Clint, how did you decide that Argo was going to go through with the revenge and not try to let The Commodore live? What about the character led you to that choice?" And that's from Nicolas.

**Clint:** Um, I prepped Argo more than any character I've ever done before.

**Travis:** I love Argo, by the way. I don't know if I said it. Argo was very fun to DM for.

**Clint:** Thank you. I enjoyed playing Argo. It was— and I decided on the revenge thing pretty, I mean, from the get-go. Before we even started. And that was always kind of in the back of his mind. Um, and when we first encountered The Commodore, it was kind of a... y'know, I'm doing this for his mom. For Shabbie. For Shabbie's memory, to get revenge. It was very much a revenge thing.

**Travis:** Yeah.

**Clint:** And y'know, I might've waivered a few times. Should I make that choice? Should I not make that choice? As we progressed. [laughs] Him, uh, wanting revenge on The Commodore morphed into extreme hatred of The Commodore, and just...

**Travis:** Yeah!

**Clint:** He was so reprehensible on every possible level.

**Travis:** Thank you!

**Clint:** Trav, you leaned into the reprehensibility, um, of the character.

**Travis:** I don't think we've had a lot of, like, truly hate-able characters. I think we've had a lot of bad guys who, y'know, if you squint hard enough, you can see where they're coming from. And I wanted a character that was just a real piece of shit. [laughs]

**Griffin:** Yeah.

**Clint:** I knew that he was going to— to honor Shebrie. He had to honor his mom, and I think that's why, y'know, didn't let him off the hook. Besides, y'know, I think if he had spared him, there was always the chance that he was gonna come back, regain his power.

**Griffin:** Damn, Dad. Fuckin' capital— Mr. Capital Punishment over here. He didn't get a second chance, huh?

**Clint:** Yeah. I broke bad on it.

**Griffin:** Yeah, I'll say. Wowzers.

**Clint:** So, yeah, I kind of stayed— I didn't waiver much, but there... y'know, it got to that point, and it just— as in a lot of the things that we do, and I especially do in playing this game is, to try to be in the moment, and not force things. And at that exact moment, that's what it felt like Argo should do.

[theme music plays]

[ad break]

**Griffin:** Um, I have a question for Justin.

**Justin:** Yes.

**Griffin:** "So, On Earth My Nina. Loved hearing such a prominent TMBG reference during such a prominent story beat for the Firbolg. That band was huge for me during my cultural development, so I found it very touching. Just can't help but wondering, was there a rationale behind it, or was it a spur of the moment thing?" And that was Ned asked that.

**Justin:** Uh, it was not a spur of the moment thing. Um, it was something I had thought about for a long time, actually. Um, if you listen to the episode where they're planning a scam to run on the centaurs, but I— they don't want to Firbolg to know, 'cause he won't be able to lie about it. Do you know what I'm talking about?

**Griffin:** Yes. Did we talk about this in the last The The Adventure Zone Zone? This feels familiar now, actually.

**Justin:** Maybe. I was humming that tune, the tune to the song. It's something I've always loved. I love the idea that it was a... it sort of challenges the idea of what it— this is gonna sound so ridiculous. But it sort of challenges the idea of what is art, because it is the reversal of an existing song that then has like, lyrics that sound like the reversal of the song, sort of juxtaposed onto it. So like, they are the result of phonetic circumstance, and not necessarily like, an artistic choice.

I liked it, because it also kind of sounds like a different language, because it is not, uh, y'know... the lyrics are very abstract.

**Griffin:** Because it is reversed. Yeah.

**Justin:** Yeah, exactly. And the melody also is very sort of...

**Griffin:** Fuckin' sucks to compose music to.

**Travis:** Yeah, haunting.

**Griffin:** Wowzers. Wow, that was a tough one.

**Travis:** But still one of my favorite. I loved that. The music, and Justin using it, I think, made that a really cool moment in the show.

**Justin:** Yeah. I felt good. I knew I was gonna deploy it at some point. I just didn't know... y'know, you have some things that you want to try to get to as a character, and I think that one of the challenges of that, like... I'll give an example. When Amnesty, revealing that his name was Wayne, I knew his name was Wayne. And I knew that it was like, a lever I could pull. It was a payoff I could deliver when the moment was right.

**Travis:** Yeah.

**Justin:** And finding the balance of like, not rushing stuff like that, and just trusting that the moment will come, and that, when you deploy it, it will—the longer you wait, the more you've sort of built to it. And this is not exactly that, 'cause it's not like I left a bunch of like... y'know, breadcrumbs towards this song. But I knew that I could use it. I knew that, at some point, like, it would be part of the thing.

And it was nice. And I knew that with the Gary thing, too. Like, I knew, uh—I made the connection in my head pretty early on, between the Gary hive mind and the Firbolg sort of like, community above all else ideas, and that that was sort of like, a fit that could make sense.

**Griffin:** Yeah.

**Justin:** Um, so...

**Travis:** I kind of— you mentioned having something like, in your head that you're like, "I will use this when the time is right." The second Griffin said that Fitzroy belonged to this like, knighthood thing that he didn't know if it was real or not, I instantly was like, "It is real, and they will be showing up."

**Justin:** [laughs]



**Travis:** It was just like, I immediately knew like, yes yes yes. And I don't know if it came across in the end, 'cause I kept saying 'floating.' And now, in retrospect, listening to it back, I'm worried that that makes it sound like it's a floating, like, island or something. But I was thinking about it more in the terms of like, Guys and Dolls, where—

**Griffin:** Wherever you are, there is home.

**Travis:** Right, it's a floating crap game. Right right right.

**Griffin:** Right, sure.

**Travis:** Is that there is no physical place of Goodcastle. It is that you belong to Goodcastle, and Goodcastle is—

**Griffin:** Whenever you're somewhere where a castle is good...

**Travis:** Right.

**Griffin:** That is how you know.

**Clint:** [laughs]

**Travis:** So that when Goodcastle is called upon, they— you come together as Goodcastle, and then you disperse back to your individual places.

**Griffin:** Mmm.

**Travis:** Kind of what I was going for. But soon, I was like, "I cannot wait for the army of Goodcastle to appear! It's all I want!"

**Clint:** Um, as long as we're talking music, I have a question for Griffin.

**Griffin:** Hmm.

**Clint:** "What was your inspiration for the music for Graduation? It always was perfectly fitting to the situation, and really helped set the scene." That's from Tyler.

**Griffin:** Um, it was... there were a few different ones. I feel like, for... when I was doing Amnesty, I found like, some different weird kind of scary synthetic stringed instruments that I was like, really into. And so, that was sort of the defining sound for a lot of that.

But that led me down to this path of, uh, a lot of different, uh, sort of uh... I don't know, instruments I hadn't messed around with before, like a koto, and like some other, uh, non-western stringed instruments, which was sort of a departure from the Appalachian dulcimer from Amnesty.

I basically just— I purchased a whole bunch of different acoustic instrument sounds and started to mess around with those, and um... I think a big inspiration was Chrono Cross. I don't know if you guys ever played that one, but it had this very, like, lively acoustic sound, using a bunch of different sort of world instruments.

And that was a big inspiration for a long time, uh, and then... uh, I don't know, I started to mess with loops again. Not sort of the Garage Band loops that was the bread and butter for TAZ: Balance, but other forms of looped instruments.

I'm rambling a lot. Honestly, I feel like I started pretty coherently – both this question, and the music for TAZ: Graduation.

**Justin:** [laughs]

**Clint:** [laughs]

**Griffin:** But then, over time, I don't know. Especially as the game changed and the story changed, as we leaned more into this like... concept of chaos and change, then, I felt a little bit more empowered to, uh, mess around with different sounds. But uh, yeah. The Chrono Cross inspiration, also, I realized this well after we had started the season. But the theme song for

TAZ: Graduation sounds kind of a lot like the theme song to Chrono Cross, so I feel like maybe...

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

**Griffin:** ... there was a bit of, um...

**Clint:** An homage.

**Griffin:** Osmosis. Yeah. Homage makes it sound intentional, which it wasn't, which... then, I think it's just pure theft at that point.

**Clint:** [laughs]

**Travis:** Uh, actually, 'cause you mentioned chaos... that was inspired by Griffin's choice, not the other way around. Like, Griffin deciding to play the chaos wizard barbarian, Fitzroy, kept giving me ideas. Like, I liked that idea so much.

**Griffin:** Yeah.

**Travis:** And like, it was such a fun element in just scenes and combat and everything, that like... I just kept doing it more and more, until we invented— like, until I invented the character of Chaos.

And then, I thought of... oh, this is so dumb. But the thing that made me think of Order was, there is a line in Mel Brooks' Blazing Saddles where I believe Howard Johnson says, "Y'know, Nietzsche says, out of chaos comes order." And I thought of that— that line popped in my head, and I thought, "Oh yeah. There's gotta be a balance. There's another side."

**Griffin:** Yeah.

**Travis:** And so, then, Order came out. And y'know, I think one of the things that... the final battle is maybe one of my favorite— might be like, the culmination to me of like, my favorite thing from the whole season.

**Griffin:** Same.

**Travis:** 'Cause it just felt like, "Oh, yep, this is— everything has added up to this."

**Griffin:** Well, it's just a fuckin'— it was a lot of fun. You asked about being a player. Like, that was some of the most fun I've ever had playing Dungeons & Dragons. 'Cause it was just like... it was bonkers. It was, uh, unapologetically bonkers in a way that I—

**Travis:** I think that that— y'know, I think my biggest regret, uh, of DMing this season was that—

**Justin:** "Travis, do you have any regrets leftover from this season?"

**Travis:** Oh, thank you for asking.

**Justin:** This is from Jeff. "Putting aside the division from fans and outside opinions aside, are there things you wish you had the time, energy, and capacity to do this season?" Jeff. That's a Jeff original, baby.

**Travis:** That's a Jeff OG. Um, I went into this trying to DM like Griffin. I went into this trying to make it feel like Balance and Amnesty. And I think that there's, uh, an inherent problem with switching DMs 120-some episodes in, right? But I was trying to make it feel like that. And if I could do it again, I think I would go back and say like, hey, you need to figure out your own kind of style.

Because I think in that final fight, that was the time where I think it felt most like just me doing it. Where it's like, yeah, it's absolutely bonkers, right? There's fuckin' lasers shooting everywhere, and you're turning into cats, and figurines, and there's a thousand hellhounds, and it's absolutely wild, and there's trees growing in the ceiling... like, that kind of shit, like... [laughs] I'll always think of the 'Bigfoot Stole My Car' live show where Griffin turned into his character, who I think was 11-year-old Griffin, turned into a car.

**Griffin:** Yeah.

**Travis:** And that kind of shit is like, when I have the most fun DMing. But I also think that, inherently, if I had played that way from the beginning, it would've felt like a different show in its own way? I don't know. Y'know, I think that that was a tricky needle to thread, and I didn't thread it from either direction. [laughs]

**Griffin:** Well, but in your defense... Amnesty suffered in the— I'm so proud of where Amnesty ended up. But I was trying to be... end of Balance DM Griffin when we started Amnesty.

**Travis:** Mm.

**Griffin:** And that was— and that led me to not giving you guys enough agency, it led to a lot of monologuing setup for different concepts, and world rules, and introducing too many characters that I would never come back to. And like, these are the same complaints that people have leveraged at Graduation, and it's... it is a desire, I think, to... I don't know, return to a kind of storytelling that we hit at the end of a season, at the beginning of a season, and I don't think that works. [laughs] Like, I straight up just don't think it works at all in this format.

**Travis:** Well, and I will say... small spoiler for the next season, 'cause people will be listening and saying, "Well, if it's a problem, what are you gonna do?" I think that the way that we have started the next season addresses that. I think it will fix that. Um, because of the transition into it. Y'know what I mean? I think we have changed the way we have done world building, and I think that that will give us a cleaner start, without that kind of rebound relationship feeling.

**Griffin:** And we can talk more about that at the end.

**Clint:** I also noticed that nobody ever says, "I was really trying to DM like Dad did in Commitment." [laughs]

**Griffin:** Or like Justin did in, uh...

**Justin:** I had never— I'd never— this— if Graduation taught me anything, it's that I'm definitely still never, ever, ever, ever, ever going to DM. It seems so hard. And it seems really hard, and stressful, and there's just no way, and I'll never do it. [laughs] Never ever ever.

**Travis:** Yeah, I think for—

**Justin:** I don't have the guts, I don't have the courage, I don't have the work ethic, don't have the creativity, don't have any of the things that it would require to make it a good experience for anybody, above all the listeners. I'll never, ever do it. Thank you to Travis for biting that bitter, bitter pill, 'cause I'll never do it myself.

**Travis:** I'm glad I could be here for you, Justin.

**Justin:** "At this point, it seems like Balance was a particularly long arc. But do any of you have a preference for the length of the arcs?" That's from Julie. And I think probably best position to...

**Travis:** Okay, so please. Please.

**Justin:** No. I'm not. [laughs]

**Travis:** Okay, great. My original plan for Graduation was 50 episodes. I wanted, uh, it to be in five chunks, ten-episode chunks. And y'know, if you want to make God laugh, make a plan.

**Griffin:** [laughs]

**Travis:** So, I will be honest, right? There came a moment, if I may open my heart for a moment... there came a moment, uhh, I think about 20-some episodes in, where I just wanted to stop it. Where I didn't want to keep making it. Uh, because I didn't feel like I was doing a good job. I knew that there were some people out there who really did not like it. Um, and like, I even entertained the idea of seeing if we would be able to like, uh, bring someone in to finish up a season, and I would step—

**Griffin:** A cleaner. A Mr. Wolf.

**Travis:** Yeah, and I would just step away from it, and then they could finish it, and we could move onto something else. Um, and that was, uh, a very hard place to be. And then I thought, that is not fair to the people who have liked Graduation. That is not fair to Dad and Justin and Griffin, who have put a lot of work into these characters. And there are aspects of this that I like, and there are aspects of DMing that I like doing.

And so, instead, I just kind of redoubled my focus on the story, and the things that I liked, and working with the characters, and that kind of thing. And I think by the end of it, it got to a place that I was very, very, very proud of, and that I really liked.

The finale, I thought the finale was exactly what the finale of Graduation should be. Like, editing it, listening to that last episode, I mean, y'know, 20 times while I'm editing it, and every time, I thought more and more, like... this feels right for, not only the battle, but also like, where everybody ended up, and like, the final scene just felt so tonally right for Graduation.

**Griffin:** Yeah.

**Travis:** And so, as far as the length goes, I mean... I don't think it's about a number of episodes, right? Or length, right? Some books, when you write them, are 700 pages. And some books, when you write them, are 300 pages. And I think it's just about the story being told. Where I think Graduation had a much more— or, sorry. Balance had a much more epic, universe-sweeping story...

**Griffin:** Mm-hmm.

**Travis:** And I think Graduation and Amnesty both had a much more focused, y'know, like, a little more linear story that just didn't take as many episodes to tell.

**Clint:** Well, also, I think that there's also a big difference between calling it an arc and calling it a season. Because Balance was a season, made up of... what, six, seven, very distinct—

**Justin:** Seven.

**Griffin:** Seven or eight arcs, yeah.

**Justin:** Seven or eight, depending on how you count.

**Clint:** —arcs that were very different in, y'know, in setting and tone, and everything else. And y'know, I think that that's a big difference in treating a season that's broken up like that.

**Griffin:** Well, but also, we weren't thinking about Balance as a season while we were doing it, I don't think. Or at least, I wasn't when I was like, structuring it. And that's like— that's honestly the place where I would love for TAZ to get back to, is like... having it— we don't think about MBMBaM as having seasons, right?

So like, in the very same way, I was not thinking about Balance in that way. I was just thinking about it as, this is the show where we come and we play Dungeons & Dragons. And then maybe, y'know, by the time we were getting through The Suffering Game, I was like, "Oh, okay, I see the end in sight now, and now let's start working to it."

But it wasn't like, this is going to be 69 episodes – as funny as that would've been to have that be the target from the very beginning. I feel like it would be fun to just sort of... have the world that we play in, and not sweat so much, necessarily, having, y'know, big, climactic, y'know, uh, sweeps week moments and stuff like that, and just sort of being a bit more... I don't know, kind of organic. I just feel like it would be... easier? Which is, y'know, now my concern, now that I have two children and I'm staring down the barrel of DMing again.

**Travis:** Let's see, um... uh, well, here's one. "Have you considered including guests for shorts arcs and future campaigns, and why or why not?" Um, not



in the show proper. Only because like, I think we've done it once or twice in like, live shows and stuff.

**Griffin:** Yeah.

**Travis:** But the scheduling of it and the planning of it is logistically difficult enough already with the four of us, and our various time commitments to things. But—

**Griffin:** And please know that that's not bullshit. We are recording this The Adventure Zone Zone after having to bump it twice, because we like— it's fuckin' hard for the four of us to get together and record shit these days.

**Justin:** It's also a massive time commitment. It is, um, like... [sighs] It's also like— and this is like, honestly gets down to like, practical logistics. A four-person podcast is *a lot*. A four-person remote podcast is a lot of people for us. I'm sure there are people who are more skilled than I that can swing it better.

We are very fortunate to know each other's rhythms, like, backwards and forwards, but I think that like, trying to insert a fifth body, no matter whose body it may be, into that, a remote, like, roleplaying game phone call is like, a massive challenge.

I think that would be— for one-offs and stuff like that, it's, I think, um, a lot easier to do, because there's less pressure on it, and it can just be kind of fun and free-wheeling. But for like, the day in, day out, like, it's... it would be really tough.

**Travis:** And for those one-offs, I mean, like, live shows, it's always fun to have guests. And I think that, as... if we are able to do more in the future at like, conventions and stuff, I think having more guests for that is a slam dunk. And, uh, started trying to put together more, like, one-off video stuff for YouTube, but that is a lot more production.

We have one, uh, that is being edited right now that... I don't know when it'll be out, but it's super fun that's like, me and all guests. Uh, but more stuff

like that. I mean, trying to. Trying to, y'know... there's so many amazing creators in the, uh, like, RPG world. Trying to get more of them involved would be great. Y'know, it's just, for the show itself, logistically, it's so difficult.

"I was wondering..." This is from Sahara. "Who, one, who is everyone's favorite NPCs? And two, what is everyone's favorite moment for Graduation?"

**Justin:** I really like, uh, Sabour was one that I very much enjoyed.

**Travis:** Named after Paul Sabourin.

**Clint:** That was the turtle, right? The turtle?

**Travis:** The turtle.

**Justin:** That was the turtle.

**Clint:** Mostly because scenes between Sabour and Firbolg... [laughing]

**Griffin:** I straight up went to get a snack. I got a fuckin' Capri Sun and drank all of it during one of those scenes.

**Justin:** God, that was so funny.

**Travis:** I liked doing those. I liked—

**Justin:** Oh, and Festo is obviously the best.

**Travis:** I loved being Festo.

**Griffin:** Yeah, Festo was really the best one.

**Justin:** Best character of the season.

**Griffin:** Um...

**Travis:** I also liked being Snippers, though. Snippers was very fun from my point of view.

**Griffin:** Right.

**Travis:** I loved playing as Snippers.

**Clint:** I liked Gary a lot.

**Travis:** Oh yeah.

**Justin:** Yeah, the Garys are great.

**Clint:** I liked them very much.

**Griffin:** I liked, um... there was a guy in a bar that was like, a janitor at the bar? Who was the guy we talked to at a bar that just like, came out of nowhere...

**Justin:** [laughs]

**Travis:** Oh, right right right!

**Griffin:** Really painted up a lot of fuckin' scenery.

**Justin:** He was like a fake hologram person, right? `Cause it was just for a, um... a lesson thing.

**Clint:** Oh my gosh!

**Justin:** It was like when we were learning—

**Griffin:** No, I'm not even thinking about that. It's like when we got called out by the centaur woman, uh, who... oh, Jesus Christ, I'm forgetting—

**Travis:** Oh, you're talking about Patrick Shortburton.

**Griffin:** Yes. Yeah, that's who I'm talking about. Yeah, he delighted me.

Uh, Festo, of course, and uh, Rainer. I loved every scene that we had with Rainer, and uh, for me, I think it's Gray. But like, I'm a fuckin' sucker for the like, super evil guy becomes reluctant ally.

**Justin:** Yeah, who doesn't love that?

**Travis:** There is— I was thinking about it the whole time. So, in ReBoot, the cartoon, ReBoot, there was a moment... it was Enzo's birthday, when the—

**Griffin:** I think about Enzo's birthday a lot.

**Travis:** The bad guy shows up—

**Griffin:** Megabyte.

**Travis:** And it looks like he's about to attack, but— what's his name?

**Griffin:** Megabyte.

**Travis:** Megabyte shows up, and it looks like he's about to attack. But instead, like, he and Bob do like, a dueling electric guitars thing, and then Megabyte just like, walks away. And I think that that, more than anything, is the clearest inspiration for Gray's character. I wish that that wasn't true, but I think Megabyte from ReBoot is the closest thing to a direct inspiration for Gray's character.

**Griffin:** When are we gonna do that ReBoot— that ReBoot season?

**Travis:** Oh boy, I would love that. Are you kidding me? Ugh. I love it.

Um, I think my favorite, as far as like, moment, was when you guys decided to serve the Xorn with a subpoena. Like, that, to me, that represents a moment of like, tonally, how Graduation was so different from past arcs, of that moment of just like, "We are going to give the Xorn a subpoena." Was so wonderfully weird to me, and like, really worked for me.

There was also a moment in uh, in Mission: Imp Hospital where Ian the imp like... you guys killed another imp so hard that Ian decided to stop being evil and take up cheese mongering. And that made me really happy, too.

**Griffin:** Can we do a lightning round so I can return to my shrieking child?

**Travis:** Yeah yeah yeah. Let's do a— we'll do a lightning round, and then we can talk a little bit.

**Justin:** This is one. This is an easy lightning round one. Favorite character that you have played. "You've all got quite a few character sheets under your belt." This is from Inverted Crab. "Who is the favorite character you guys have played in all of TAZ?"

**Travis:** Uh, mine is still Magnus. I love all my characters a lot, but Magnus is like, the most fun I think I had.

**Clint:** Uh, Ned for me. As much as I love Merle, um, and I really enjoyed playing Argo. Argo was hard for me to play, because, uh, I don't think I was very good at playing a rogue.

**Travis:** I disagree, sir.

**Clint:** Rogue is not—

**Griffin:** No, he's talking mechanically, it is a complex thing.

**Clint:** Yeah, it's not an easy class. I admire— and a had a lot of people who would say, "Okay, here's what you do." And I admire people who can do it. But it was difficult for me, and I think it was difficult... I think if you're playing a game, and rogue fits into dungeon crawling and standard stories.

But in a narrative function like this, I thought it was hard for Trav to fit in rogues.

**Griffin:** And it was a— it was, by virtue of how this season kind of was, which is to say like, there wasn't a ton of fighting. There wasn't a ton of combat. And that's not a knock against it – it's just like, that was not— that was not what we were doing.

**Travis:** No, I do want to say— Andrea asked about that, and the thing is like, I think that I will take some responsibility for that. It took me a long time to figure out... and I think I'm still working on it – how to make combat interesting in an audio format. I think that it is a challenging thing that I'm not good at. And so like, I always kind of shied away from it, because I didn't know how to do it well.

**Griffin:** Um... but yeah, but rogue is such a mechanical class. Like, they are the skills class. The rogue exists to roll very, very— to roll very, very well.

**Travis:** Yeah, do challenges.

**Clint:** And I'm glad I did it. I'm glad I tried it. And I mean, we always – at least, I do – I always try to pick a different class when we're playing something that's, y'know, D&D based, just to experiment with it and see what it does to kind of shape the character.

**Griffin:** Right.

**Travis:** Uh, Justin and Griffin. Characters.

**Griffin:** Yeah, I mean, Fitzroy. I don't really have another... I have enjoyed all of the like— I liked playing, um... I liked my... Christopher, I think his name was? My character in, um, Commitment. No, wait, what was his name? Shit.

**Justin:** Springheel.

**Travis:** Tony?

**Griffin:** Tony Bologna was his name. His name was Tony Bologna. Oh, god.

**Clint:** What about Dust? What about the werewolf in Dust?

**Travis:** Oh, that was a good one.

**Griffin:** Yeah, I fuckin' really liked playing him. I don't know. I was so— I didn't plan for like, the kind of—

**Justin:** Errol Ryehouse.

**Griffin:** Errol Ryehouse. That's a pretty fuckin' good name.

**Justin:** That's a hell of a name.

**Griffin:** Uh, I didn't have any designs on Fitzroy. Like, I had very little intention while playing Fitzroy. I just tried to make decisions based on how I thought that Fitzroy would make decisions. And seeing how he sort of organically turned out was a really fuckin' cool thing for me, because that is one thing you don't get from DMing.

When I was DMing, y'know, both seasons I've DMed at this point, you can't be necessarily free wheelin' like that with character development. Just because you don't have the time for it. But with Fitzroy, I don't know, it was so... it was so cool to make decisions as Fitzroy and be like, oh shit, I didn't think that that is where I would, y'know, where this character was gonna go.

And so, I don't know. Errol Ryehouse is objectively a much cooler name, uh, but I loved playing Fitzroy. I genuinely did. I am very grateful to have gotten to play him.

**Justin:** I think the most fun for me was, um... probably Duck Newton.

**Clint:** [laughs]

**Travis:** I love Duck.

**Justin:** Just because Duck was a... Duck was a, um... is very close to my heart, as like, somebody— I feel like his rhythms are— that I really grew up with a lot of people who are in the Duck mold. I think it's a fun character. Um, I mean, I love Chip Hugginsby and Pepsi Liberty, and some of my other like, one-off.

**Griffin:** Pepsi Liberty is my favorite character of yours.

**Justin:** It's a good single joke character. Y'know what? I have been thinking about it a lot, and it's something that I've been thinking about as I go into like, the next arc, is... I think I've kind of cheated with characters that I've played to this point, where... not cheated, but it's definitely like a form or whatever.

But like, almost every character I've played is someone who defines themselves as being outside the main action of the thing. Right? Like, y'know, Taako's good out here. The Firbolg is someone who is like, very much an outsider who sticks to like, his own code of ethics before the narrative thrust of the thing. And even Duck, who was sort of like, arguably the—

**Griffin:** The chosen one.

**Justin:** The chosen one, right? Was the thing that made Duck interesting was his refusal to take the lead in the narrative.

**Griffin:** Yeah.

**Justin:** It's kind of something I think I've leaned on too much is like, waiting to see what the story is going to be, what the other characters are going to be, and then picking someone who is like, interesting in contrast to the main narrative and the other characters. Rather than somebody who is like, there to serve the base narrative, rather than their own, uh... their own interests. I think it's something that I've leaned on too much in the past, um... [blows raspberry] Seven years.



**Griffin:** I don't know, Rick Diggins was a pretty far cry from what you're describing.

**Travis:** Rick Diggins was—

**Justin:** Rick Diggins was not a TAZ character, but would be my answer.

**Griffin:** Yes.

**Travis:** There's— I can answer a bunch of questions all at once. 'Cause a lot of people want to know about like, "What would've happened if the Firbolg had realized that Hieronymous was the dog?" That's from Eric.

"As the new DM, how do you deal with times when the player characters make choices you weren't expecting?" That's from Mal. There's another one from Katie on here.

The thing is, like, I did not know what the next episode was going to be when we were recording any given episode. Um, like, not until we got to like, the HOG heist stuff.

**Griffin:** Did you anticipate us deciding to dismantle the Heroic Oversight Guild?

**Travis:** Um, I don't think I anticipated that. I think I had, uh, by that point, I think I was feeling a lot more confident in just saying, "Here is the problem, and it's up to you to come up with the solution."

**Griffin:** Yeah.

**Travis:** Whereas like, looking back at like, the apple for example, I think that that was too much of me saying, "Here is the problem, and here is the solution."

**Griffin:** Here is the solution. Right.

**Travis:** "How are you going to do the solution?" Right?

**Griffin:** Yeah.

**Travis:** Whereas I think, by the time we got to the problems with the Heroic Oversight Guild and saying, "You need to create some chaos," I mostly just said, "Here's the problem."

**Justin:** I have a very quick— a lot of people asked what the name I had written down on the Firbolg's character sheet was. Uh, it was not Gary. It was, uh, Grimlo. G-R-I-M-L-O. And that was not really anything I ever planned on deploying during the show. I just wanted a...

**Griffin:** That's not canon, you're saying.

**Justin:** It's not canon. It's just, I wanted something that was kind of like a secret that he and I had.

**Travis:** Your Glenn Close secret, yes.

**Justin:** It made me feel more connected to him, and so, I had always called him Grimlo in my head. The boys had seen that, 'cause it's on a character sheet, and they saw it in like, D&D Beyond or whatever. But yeah, it was Grimlo.

**Travis:** I just want to say, Andrea also asked, "How much did you consult with other DMs before entering the campaign?"

This is a great opportunity for me to say thank you to Satine Phoenix, and Matt Mercer, and B. Dave Walters, and Tanya DePass, and Brennan Lee Mulligan, and I'm sure I'm forgetting people. But like, anybody who has done, uh, DMing for stuff like this, I consulted. Because like, y'know, there are people out there who have done it for longer, and do it better than I ever could, and to not ask them about it would be absolutely silly.

And yeah, so they were all willing to give a lot of help. So, thank you to you all.

**Justin:** And thanks to you for listening to The Adventure Zone: Graduation. It will always hold a very special place in my heart. I'm proud of the incredible little sparks and flames and lights of creation that radiate throughout the entire project. I think that there's unique characters and people and stories that could only, and will only exist in Graduation, and I will always treasure them. And I hope you take something away from it as well.

**Travis:** There's one last thing I do want to answer. "When the Thundermen turned into their in-real-life McElroy counterparts during the finale, did all the hellhounds and Gary and Order and the dragons turn into Travis?" That's from Jasper. Yes they did. It's all me in different costumes.

**Griffin:** It's fucked up. It's fucked up and scary.

**Travis:** Yep.

**Justin:** It's fucked up.

**Clint:** And they all had Travis' voice. It was amazing.

**Travis:** It was very scary.

**Griffin:** So! One week from today, if my timing is right, the next season will begin. The first episode of the next season. As Travis hinted at earlier, we're starting this season out a little bit differently, with a world building game called The Quiet Year, that is gonna run for a few episodes as we sort of build the skeleton of the season.

And I swear to God, it's so much more fun than that made it sound.

**Travis:** It gets wild.

**Griffin:** It gets wild, and I think it sets a really fun and strong start for this season.

**Travis:** And super collaborative.

**Clint:** We were sorry to see that portion of it end. That's how much fun we had.

**Griffin:** Yes, I wish I could— yeah. I got the idea from Friends at the Table, which did the same thing for their Marielda season, which is excellent. You should go listen to that if you want to get an idea of like, how that game works. Go listen to that. I think it's just the first couple episodes of that season. It's fucking stellar.

And that's— that's what we're doing. I don't want to go into too many more specifics, because on Monday, MaxFunDrive starts. Didn't really talk about that yet. And so, I mean, we'll have a lot more for you, talking about MaxFunDrive, because we are a pledge-funded show, and we're on the Max Fun network, and we've done this for a long time now, and y'know, still need your support to keep doing the show.

But, Monday, we are also gonna drop a trailer for the next season, which will reveal everything. And that trailer is, uh, is from Mimi Chiu, and they have done trailers for Graduation and Amnesty, and uh, they do incredible work, and I'm fuckin' stoked for—

**Travis:** They have outdone themselves once more.

**Griffin:** They have outdone themselves, yes.

**Justin:** Yeah, this one's outta control.

**Travis:** So just to clarify, we'll have that trailer on Monday, and then an episode Thursday, and then another episode the following the following Thursday, and then another episode that following Thursday.

**Griffin:** Yeah, so we'll have, I think, three weeks in a row of, uh, of these world building episodes, which are seriously very fun. And uh, I'm so excited for this next season, and we'll talk more about it then. But I really—

**Travis:** Do we wanna say anything, like who's DMing?

**Griffin:** I'm DMing it. Uh, yeah, I don't know.

**Justin:** D&D rules.

**Griffin:** Yeah. Heavily added to. I've basically made my own sort of add-on module for...

**Justin:** Oh, I was just saying D&D rules.

**Clint:** D&D ruuules!

**Justin:** D&D rules!

**Clint:** To the extreme!

**Travis:** Very modular.

**Griffin:** Yeah. Uh, yeah. It's gonna be fun!

**Travis:** It is. It is wild.

**Justin:** Here we go. Alright.

**Travis:** It's very different than anything we've done before.

**Justin:** Thank you to you, for listening.

**Griffin:** The most characters that we've ever had in a season.

**Justin:** Oh my god.

**Griffin:** Like, I've got fuckin' 500, easy. There's Jeff, there's Derek, there's...

**Justin:** Dumb Jeff.

**Griffin:** There's Dumb Jeff. [laughs]

**Travis:** [laughs]

**Clint:** Stupid Derek.

**Griffin:** Big, Stupid Derek.

**Justin:** [laughing]

**Travis:** Smart Derek.

**Justin:** [laughing] Oh, he's a riot. But he's killed off.

**Travis:** Yeah, played— it's ironic.

**Griffin:** He dies instantly. Okay, so, bye.

**Justin:** Yeah. Episode one. Right, bye!

**Clint:** Thanks, everybody!

[theme music plays]

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