

## **The Adventure Zone Balance: The Crystal Kingdom – Chapter Two**

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**Griffin:** Previously on The Adventure Zone.

**Director:** Lucas, our scientific advisor, who has helped us, uh build—

**Magnus:** Ohhhhhh!

**Director:** — Build this base.

**Magnus:** The guy who was an asshole to the Voidfish!

**Director:** Oh, so you have met him. He's gone too far. He— He's found a Grand Relic and has apparently been experimenting with it behind our backs. It's the Philosopher's Stone.

**Magnus:** The *Harry Potter* book?

**Lucas:** Listen, it's not me who's doing this, okay? Something has... taken over the Philosopher's Stone, and it used it to turn the exterior of my lab into... into crystal. Specifically solid pink tourmaline, and uh, whatever is channeling that Relic is still somehow using it. Meaning everything that the gem touches is also gonna get coated in gemstones.

**Travis:** If his lab touches the ground, whole planet, crystal.

**Director:** It's time for the Regulators to roll out. We're sending you in to detain and extract Lucas for his abuse of confidential information. Standard protocol applies. These suits allow you to cancel out a particular school of magic.

**Leon:** Any transmutation magic that tries to affect you or any of the belongings you brought are going to be impervious.

**Killian:** This is Carey Fangbattle. She's a— She's a rogue, and she's damn good.

**Boylard:** My name... is Boyland.

**Justin:** [giggles]

**Clint:** [laughs]

**Justin:** Excuse me?

**Announcer:** Does anyone have Anthony Michael Hall's phone number? Because we're about to encounter some weird science! It's *The Adventure Zone*!

[intro music plays]

**Griffin:** So the three of you are currently sitting in a gondola, which is a fancy word for a little boat! On...

**Travis:** [sings] The more you know!

**Clint:** [chuckles]

**Griffin:** [chuckles] Sort of a makeshift dock in the Bureau of Balance hangar. Uh, sitting just across from you, in other gondola, is the Regulator crew. You got Casey Fangbattle, you got Killian, and you got Boyland, who um, clarified over Twitter that the name is pronounced "boy-lind", but I received explicit permission to go ahead and call this character "boy-land", and so canonically that's what it is, from now on.

**Justin:** Fair enough.

**Clint:** Good.

**Griffin:** Um, and the Bureau of Balance base has moved through the night sky, uh, to the point where it is about 50 or 60 feet up and about 30 feet sort of away from the laboratory of Lucas Miller. And now you—

**Travis:** Do you mean "lab'ratory"?

**Griffin:** Uh, whatever you wanna call it.

**Travis:** This is America, so we're gonna say "lab'ratory".

**Griffin:** Okay. Well, it's, um... It's not like America in the game, so I think I can call it whatever the fuck I want. You're in my world now!

**Travis:** Alright.

**Griffin:** So you—

**Travis:** [in a dramatic, fancy voice] We're in the laboratory!

**Clint:** [wheezes]

**Griffin:** You're getting your first look at this—

**Justin:** Hey, what level are we now?

**Clint:** Eight.

**Griffin:** Uh, eight?

**Justin:** `Kay.

**Griffin:** I can't see why that's like important to the situation.

**Justin:** Home boy, home boy didn't save his uh character sheet, so he's just trying to generate some of his stuff.

**Griffin:** Oh great!

**Clint:** Well, I gave him that extra dry erase board, so that'll help.

**Griffin:** Okay.

**Justin:** Is that the dry erase board available for sale at maxfunstore.com?

**Clint:** Yeah. Well, it's made by TopatoCo. Did you know that? Or "to-pa-ta-pa"—

**Justin:** I don't— Listen. That's not in fiction.

**Clint:** But it's a wonderful product. I have two of them. I'm giving one to Taako.

**Griffin:** Okay, well, I know what those look like when you just get them from the store, and they don't have Taako's vital stats on them, so I guess you're just gonna be making a lot of this shit up. Boy, I need to save your guys' character sheets for you, because you're children.

**Clint:** Not mine!

**Travis:** I've got mine.

**Clint:** Mine's great.

**Travis:** I do my own work.

**Griffin:** Okay, well.

**Justin:** Dad, yours is literally on the most like ephemeral way it could be possibly.

**Clint:** [laughs]

**Justin:** Please do not act like you are king shit—

**Clint:** I—!

**Justin:** — because that could be erased with like a stiff breeze.

**Clint:** Nah, it's— no! This is great! Are you criticizing the product, Justin?

**Justin:** No, it's a great product.

**Clint:** Alright.

**Griffin:** So you're getting your first look at the lab now. Um, and it's kind of similar in scale to the Bureau of Balance lab. It was kind of the prototype for the Bureau of Balance headquarters. It was kind of the prototype for the base you are currently stationed at. Um, only it is, as Lucas suggested, covered in pink crystal. Um, and there's kind of a gnarly winter storm happening outside, and so there's—

**Travis:** Griffin, I'm sorry, gnarly as in awesome? Or gnarly as in bad?

**Griffin:** As in like— Well, if you like the winter weather. If you were hoping for like—

**Travis:** Well, you could say like "They were gnarly waves, dude!"

**Griffin:** Yeah, okay, so like if you were snow-surfing, they would be gnarly waves.

**Travis:** Got it.

**Griffin:** Um, there's a lot of snow accumulating, and it's actually caused some like weird... uh uh like spiky build up? All around the exterior of—

**Clint:** Oh, I hate spiky build-up.

**Griffin:** — of the lab. Yeah, you're gonna need some grime... spray of something for that. But otherwise, it looks kind of like the Bureau of Balance headquarters, except it's all sort of contained in a single, gigantic dome. There's no like outdoor quad area. There's no, you know, lush field of grass. It's all just one sort of enclosed space

**Travis:** So like we got the LS model, and he just got the standard, off—

**Griffin:** Yes.

**Travis:** — You know, off the lot.

**Griffin:** Exactly. Right.

**Clint:** No seat warmers.

**Justin:** Mm-hmm.

**Griffin:** The Bureau of Balance headquarters benefitted from being the second iteration. Um, and uh, the Director walks up to the six of you in your two gondolas, and she says...

**Director:** Now, we've had to... um, get kind of creative with your approach. Uh, we can't have you connected in any way because if, say for instance you rappel down, if the rope touches the crystal, it could travel up here, and we could lose the base. So, we've cast a *Levitation* charm on both of these gondolas, and we're kind of gonna need to... just sorta... hurl you down there.

**Magnus:** Nice.

**Justin:** Nice.

**Merle:** Hurl?

**Director:** Just gonna— Yeah. We're gonna like... Well, I'm not gonna do it. Avi's gonna do it, but we're just gonna kinda push you off.

**Merle:** Mm-hmm.

**Director:** And angle yah. And then just kinda do like a... like we're throwing a lawn dart.

**Merle:** Mmm. Mm-hmm.

**Justin:** Okay.

**Director:** I would be lying if I said this was the safest thing like we've ever co—

**Magnus:** I'm on board with it.

**Director:** Okay.

**Merle:** Has OSHA cleared this?

**Director:** Absolutely not.

**Merle:** Mmm.

**Director:** But we've only got— we've only got 36 minutes left—

**Magnus:** OSHA? More like oh shit. Let's do this.

**Merle:** [laughs]

**Director:** Oh, okay. And with that, Avi, if you'd do the honors.

**Griffin:** And uh, Avi goes behind the Regulators gondola and grabs onto the back of it and kinda just gives it a running push off the edge—

**Travis:** And he forgets to let go! Oh no!

**Griffin:** — of the deck. Oh no, bye! Avi's dead. No he's not. He's not dead.

Uh, he pushes the other gondola off and you watch it very slowly, very diagonally, start moving through this winter storm. And then Avi comes and grabs the back of your gondola and says...

**Avi:** You guys ready to go?

**Magnus:** Feel the rhythm! Feel the rhyme!

**Avi:** Get on up! It's fantasy... bob-sled time! I don't know why I added fantasy to that. Anyway, bye!

**Merle:** [hollers] To the extreeeeeeme!

**Griffin:** As you holler that, into the abyss, you are pushed off of the, pushed off the Bureau of Balance hangar, and it's a bit terrifying because now you're kind of free-falling. Kind of sinking slowly, kind of floating, uh diagonally towards the... uh the laboratory.

And you're moving— Uh, your target is this hole, uh, towards the top of the base. The skylight in the conservatory that Lucas mentioned in last week's episode, that you probably forgot about, and you're kind of sinking towards this. You see Carey Fangbattle like kinda standing up in her gondola, just kinda like hootin' and hollerin'.

**Travis:** Mm-hmm.

**Griffin:** Havin' a good old time. But this, it's a pretty upsetting experiencing, this sinking.

**Travis:** Magnus is actually pretty on board.

**Griffin:** And this decent lasts for about a good 30 seconds or so, you're getting pretty close to the base, um... but suddenly a squall from this winter storm presses up against your boats, and your boat starts a'rockin' and a'rollin'. In the uh, in the sky.

And so does the Regulators' boat. You actually see them get a little more altitude, like the storm is like picking them up a little bit and sort of throwing off Avi's trajectory. And as you approach the base, they've actually gained a lot of altitude, and you watch their gondola just sort of sail over...

**Clint:** [wheezes]

**Griffin:** ... this sort of craggy sort of crystalline mountain range that has sort of built up, as the snow collects on top of the base, and you watch them sort of disappear out of sight. Uh, while your own boat gets rocked around a little bit but the trajectory doesn't get thrown off too much, uh and you guys skid to a halt on top of the uh, on top of this lab's dome. Kind of precariously teetering over the edge of this hole into the conservatory below.

**Merle:** Wow, what a ride!

**Justin:** Yeah, that was thrilling.

**Clint:** I feel bad for the other guys.

**Griffin:** As soon as your boat touches down, it turns to crystal.

**Travis:** Aw, man.

**Griffin:** Not as soon as it does. There's kind of a slow transformation process, but it turns to crystal, and now how you were sort of precariously positioned, it's actually uh... it's actually getting a little teeter tottery.

**Magnus:** I just named that boat. Okay, so we hop in the hole? No?



**Merle:** Wait! I say we move towards the back of the boat, very carefully.

**Travis:** Well, Griffin, when it crystallizes, does it like... attach?

**Griffin:** No, it's not fused. It's not fused, no, it is, it's just on there and it's now just covered in crystal.

**Travis:** Yeah... I'm with Merle on this one then.

**Griffin:** Okay. Uh, yeah, you scoot very carefully to the back of the boat. Um... Is there a check I can make you do? Yeah, I think I need to. What would this fall under, if you're carefully scooting. Is there a scoot modifier?

**Travis:** Dexterity?

**Justin:** Athletics, for balance, I guess, right?

**Clint:** Dexterity.

**Griffin:** Uh, yeah I'll let you guys do either Athletics or Dexterity. Whichever one you want.

**Travis:** Okay. Athletics. That is an 18 plus seven, 25.

**Griffin:** That succeeds.

**Clint:** Alright.

**Griffin:** Looking for two successes.

**Clint:** That's a 19—

**Griffin:** That'll do it.

**Clint:** — Plus four, that's 23.

**Justin:** [in a dramatic announcer voice] S-s-s-s-seven!

**Griffin:** Okay, well the other two got you covered. They very dexterously back up to the edge of the boat and it comes down with a thud on the top of this solid base, and you are not in danger of falling in this solid hole.

**Travis:** Nice.

**Justin:** Great.

**Travis:** We solved the hole puzzle.

**Griffin:** That was not a puzzle.

**Travis:** Oh, okay.

**Justin:** It was, 'cause we could have fallen in, but we didn't.

**Clint:** 10 experience points!

**Justin:** 10? 11 for me, thank you.

**Griffin:** [chuckles] Wait, you fucked up. Why do you get more?

**Justin:** What?

**Travis:** 'Cause he needs them more.

**Justin:** 'Cause it's a handicap. I'm handicapping.

**Griffin:** Okay. So yeah, you can see down in this hole now. It's about a 30 foot drop down into the conservatory. It's a pretty cavernous room, um, and it is completely— You can't see much from where you're at, but you can tell this uh... this conservatory that was full of all these towering trees is— has been completely crystallized.

**Clint:** Can we rapple down the wall?

**Griffin:** I think rappel is like how a human being would pronounce that word.

**Clint:** Nah... I think it's rapple. I think the accent's on the first syllable.

**Justin:** [chuckles]

**Travis:** But I think— I think the problem is if the rope touches anything, it's going to turn to crystal, right?

**Justin:** Can we “robble-robble” down the wall, like the Hamburglar does?

**Griffin:** [chuckles]

**Clint:** Could we use a gra-ppelling hook?

**Justin:** We could use a gra-ppelling hook.

**Griffin:** All of the belongings that you have brought with you have been treated uh with the same stuff that went into your null suits. Um, which I don't think I did a great job of explaining last week. It's basically like a spacesuit? I wanted you guys to be wearing spacesuits.

**Justin:** Yeah.

**Griffin:** So you're wearing— okay.

**Justin:** No, I got it. I totally got the visual.

**Griffin:** Cool. Uh, so yeah, if you had a rope with you, you could try to climb down it or, you know, do whatever.

**Clint:** Hmm.

**Travis:** We do that.

**Clint:** [laughs]

**Griffin:** Okay. Well, there's uh there's a few rocky or crystally outcroppings that you could tie a rope to and uh, you all three are going to need to make some Athletics checks. It'll be pretty bad if you fall down this. It's a 40-foot drop, that's a ton of damage, but—

**Travis:** 13 plus seven, 20.

**Clint:** Again with the Athletics?

**Griffin:** Okay.

**Clint:** Uh... Nine plus four, 13.

**Justin:** Athletics check, that's gonna not be great for me. Let me do a quick...

**Clint:** [chuckles]

**Justin:** A quick... Maybe Acrobatics?

**Griffin:** Uh, no, it wouldn't really be Acrobatics, unless you're doing like some fuckin' Cirque du Soleil shit. Like, a si—

**Taako:** Five.

**Griffin:** — a single angle.

**Justin:** Five. Five.

**Travis:** Juice, do you have a spell you could use, instead of using the rope? Don't you have a feather duster or something?

**Justin:** Uh... *Feather Fall*. I sold that. [chuckles]

**Clint:** [laughs]

**Travis:** Cool, cool.

**Griffin:** No, you have a— In your, in your umbrella. That's one of the effects it had.

**Justin:** That's why I sold it, yes. Yes, *Feather Fall*. Excellent. That's a great idea, Travis. Thank you. Or—

**Travis:** You're welcome.

**Justin:** Should I say, Fantasy Travis.

**Griffin:** Magnus, like a... veteran gym teacher just goes down a rope, just like hand over hand, upside-down. Like totally ballin'.

**Clint:** He's the greatest.

**Griffin:** Um, and reaches the crystalline forest floor below. And Magnus, you see Taako and Merle try to do this, but they get like two hands down and just like both fall. And you shout "Feather fall". Yeah, your umbrella has group *Feather Fall*, which you got from one of the staves—

**Justin:** One of the bosses.

**Griffin:** — that your umbrella ate. Yeah.

**Justin:** It was either Cut Man or Fall Man or...

**Griffin:** [chuckles]

**Clint:** [wheezes]

**Griffin:** Uh, so yeah, it safely enshrouds you and Merle in a silvery light, as you slowly descend to the floor below.

**Clint:** I want it stated that I rolled a 13. I mean, he got five. I shouldn't have needed that much help, should I?

**Griffin:** Uh, no actually, you probably wouldn't have fallen, but you would've gotten some bad burns on your hands.

**Clint:** Oh, okay. I don't want bad burns.

**Griffin:** And you— you need those hands. So you've made it to the floor of the conservatory and uh... it's full of these— It's basically a forest, a uh, artificial forest of these crystalline trees. And uh, you're sort of surrounded. You can see two paths from where you landed. You can see a path out to a pond that has also been crystallized. It's basically just a big pink clearing now, and it's—

**Travis:** Now Griffin, are we safe to assume that everything has been crystallized? Just to save you a little time in describing everything.

**Griffin:** Uh, everything in this room has been crystallized.

**Travis:** Got it.

**Griffin:** So yes, if you want me, I can stop saying that word. As much as I have been.

**Travis:** I'm just afraid it will begin to lose meaning.

**Griffin:** Yeah, sure. In the opposite direction, you see a small sort of clearing that looks almost like a garden.

**Travis:** Has it been crystallized?

**Griffin:** It has actually been crystallized.

**Travis:** Great.

**Justin:** Can you start describing things by what hasn't been crystallized yet?

**Griffin:** [chuckles] Okay.

**Justin:** Like, if there was air in a room, you wouldn't say like "And there's air, everywhere, and it's like all around you".

**Travis:** Great point.

**Justin:** "And it's above you and below you in parts." Like, let's just assume crystals are like air.

**Griffin:** Okay.

**Justin:** And there's just crystals like, crystals crystals crystals crystals crystals.

**Griffin:** Crystals, crystals everywhere. Beautiful, beautiful pink.

**Clint:** And tinkl— Wouldn't that be cool.

**Justin:** And they're tinkling.

**Clint:** If they're just tinkling all around us.

**Justin:** Crystalline.

**Travis:** How's the tinkle, Griffin? Tell us about your tinkle.

**Griffin:** There's act—

**Justin:** Put some tinkle in those crinkles.

**Griffin:** There's some ambient crinkle tinkles.

**Clint:** [wheezes]

**Travis:** Okay.

**Griffin:** It's kinda like you're in like a Mario ice level.

**Travis:** Is there just a sprinkle of crinkle tinkles?

**Justin:** [chuckles]

**Griffin:** Yes.

**Travis:** Okay.

**Griffin:** Um, and uh, so anyway, there's a frozen garden. Crystallized. There's some um, there are actually some robots in it, that are holding like various garden tools. A watering can.

**Clint:** Crystallized robots?

**Griffin:** Some shears. Yeah, they've all been crystallized.

**Clint:** Everything.

**Griffin:** It's all crystal, baby.

**Clint:** Oh.

**Justin:** And they're non-functioning, I assume, right?

**Griffin:** Uh, no, they're actually screaming a— No, yeah, they're non-functioning.

**Justin:** Okay.

**Griffin:** They're— They are dormant.

**Clint:** Should we attack them? Do you think?

**Travis:** No.

**Justin:** I don't think so.

**Clint:** Should we kill 'em?

**Justin:** They're wrapped in air, by which I mean crystals.

**Travis:** Ditto, do we have...

**Griffin:** Yeah.

**Travis:** ...any kind of map or understanding of where to go from the conservatory, or did they just drop us off and figure that we'll just like intuit the way?

**Griffin:** Lucas said that you need to move toward the interior of the base. The conservatory's sort of on the outside. Um, and you need to move toward the center, because that's where he is. In a med-bay, holed up in a med-bay. Uh, that is not crystallized. Um, and he needs you to get to him and help him out.

**Clint:** Could I suggest a Perception check to help us figure out where to go?

**Travis:** Yes, you may.

**Clint:** I suggest a Perception check.

**Griffin:** [chuckles] Okay.



**Travis:** Good call.

**Justin:** 20. There's my good roll. I've been waiting for those good, good rolls, and it's when I need to look at a bunch of fucking crystals.

**Clint:** [cackles]

**Justin:** Just exactly what I hoped for.

**Travis:** I rolled an 18.

**Justin:** What?

**Travis:** I rolled an 18.

**Justin:** We're bringing all those big points.

**Clint:** I rolled a three.

**Justin:** Dad falls over and a crystal goes through his eye socket.

**Clint:** [laughs]

**Griffin:** [laughs]

**Clint:** Oh wait! No, I had to add three for Perception check, so it's a six.

**Justin:** It very nearly—

**Clint:** So it got both eyes out.

**Griffin:** The secrets of the universe are exposed to you.

**Clint:** [laughs]

**Griffin:** Um, no. Uh, Taako and Magnus. You make out across this uh pond... and you know that pond is made of crystal, right?

**Travis:** Oh, okay. Yeah yeah yeah.

**Justin:** Yeah.

**Clint:** Also everything's crystal.

**Justin:** I'm literally appending crystal to every word you say.

**Griffin:** Okay, great. Uh, across that pond, you actually see something that doesn't have the same sort of pink hue that everything else around you has. You actually see a faint circle of white light, um, and you can see some metal inside that circle that is just metal. It's not, it is not crystallized.

**Travis:** I would like to move closer to that.

**Griffin:** Okay. Um, as you guys move across this pond, um... That crinkle tinkle that you've sort of been hearing the whole time you've been in this room, starts to get louder. Until it's almost like a consistent like hum. And pretty soon that hum is forming like a melody. It's forming music, and it's coming from— It's not like there's a loudspeaker anywhere. It's coming— It's resonating through the crystal.

[tinkling music plays]

**Griffin:** Um, and you can hear it, and eventually on top of that hum, you hear... a voice. And the voice sounds weird. It sounds, um... It doesn't sound real. It sounds synthetic in a way. And that voice sings the following.

**Tinkling Voice:** [singing in a vocaloid voice] Pulled from my home inside a cloud. Lost to the dark, I drift alone. Now I return beyond the shroud. Ever to reign upon my throne. Here in my crystal kingdom.

[music stops]

**Travis:** Now, Griffin, is this something I need to write down? Is it like a direct clue? Or is it just like, okay—

**Griffin:** Uh, it's not gonna be like the password to a safe later on, word for word, that you have to like sing it back to it.

**Travis:** Okay, great.

**Griffin:** It's what I like to call foreshadowing, and maybe character development.

**Taako:** What the fuck?

**Griffin:** [chuckles] Okay, that's what I was looking for. Uh, as you shout that... A... a rift appears in the air, directly in front of you.

**Travis:** Aw, tits.

**Griffin:** It's not very big. It's pretty small. Uh, about the size of a tennis ball. Just kind of tears itself in the fabric of space, um... And from it, a small uh, light pops out. A small little ball of light pops out and drops into the pond that you're standing on. And then shit gets really really raw, very very quickly.

Uh, it feels like there's an earthquake in this room, and you hear the sound of trees just falling over and shattering as they hit the ground. And shards of those trees are flying at you, toward where this light dropped in. And from the pond that you're standing on, like a huge chunk of crystal comes flying up, and uh... I actually need all of you guys to make a Dexterity saving throw to dodge all of these crystal shards as they fly in your direction.

**Travis:** 18 plus two, 20.

**Justin:** 16.

**Clint:** 10, plus zero.

**Griffin:** Okay.

**Clint:** 10.

**Griffin:** Taako and Magnus, you uh, you dodge `em. But uh...

**Travis:** [imitates a ricochet sound effect]

**Griffin:** Merle, you are not as lucky. A pretty sharp, like almost blade of crystal comes flying in your direction, that's been sheared off of a... uh,

sheared off of a tree nearby, uh and hits you for... seven damage, uh, and knocks you to the ground.

Uh, but it doesn't do, uh, weirdly enough it doesn't do like slashing damage to you. Your space suit is not cut open. It almost feels like the suit converted it to like blunt damage. Whatever this suit is made out of is sort of protected against slashes.

**Clint:** But that's gonna leave a nasty bruise, isn't it?

**Griffin:** Yeah. A seven HP sized bruise.

**Clint:** Argh!

**Griffin:** And all of these crystal shards are flying together and sort of floating in air and self-forming to create a pretty horrifying sight. It's a, uh... It is a creature, and it stand at about 15 feet tall. It's got four razor-sharp claws that are extending off of its arms, that are nearly the length of its body. It's got these long legs that end in, almost in points. It doesn't appear to have traditional feet, um, it seems to just be sort of suspended in the air somehow.

It seems to just be sort of suspended in the air somehow, and its torso is comprised of a large, single piece of tourmaline that's about as broad and tall as a refrigerator, with these nasty looking spurs poking out of it and uh— Its head is these— More of these crystal blades, coming together to form like a pyramid-like peak.

Um, and that light has risen out of the pond you're standing on and is now spread throughout this entire crystal golem, making it appear like its insides are all just white fire. And uh...

**Clint:** [sighs]

**Griffin:** It's pretty— It looks pretty menacing.

**Travis:** I whisper to my shield "Did I ever tell you about the time I fought all those crystal monsters?"

**Griffin:** Okay. Uh, go ahead and make a bluff check.

**Travis:** Okay.

**Clint:** [chuckles]

**Travis:** That is a not good enough.

**Griffin:** Okay. That's one strike.

**Clint:** What was it? Come on.

**Taako:** Hey shield, he's lying.

**Clint:** [laughs]

**Griffin:** While you did that, very discreetly, this giant razor-sharp crystal monster is just kind of eyeing the three of you over. He's standing still, for the time being.

**Taako:** Hail and well met!

**Clint:** [laughs]

**Travis:** Beat me to it.

**Griffin:** It turns its head.

**Merle:** Yoinks and away!

**Taako:** My name is Taako, and you look like you're made of salt.

**Griffin:** Uh, it flies at you, Taako, and puts its head just like inches away from your own and gets real real close.

**Magnus:** Don't mention alt-say.

**Taako:** Little hard of hearing, huh.

**Clint:** [chuckles]

**Taako:** Well, that's okay. Come on in. We're uh, adventurers.

**Justin:** I don't sound like this. I don't know what's happening.

**Griffin:** No, that's pretty good. I don't think it's that bad.

**Justin:** It's not bad.

**Clint:** That was, that was pretty Taako.

**Justin:** It's okay. Pretty close.

**Clint:** Yeah.

**Taako:** [makes indistinct noises] Where's the interior? Hey. Hey, Salt.

**Griffin:** Uh, it backs away from you, Taako. It sort of moves back a little bit.

**Taako:** What's up now, Geodude?

**Merle:** I believe his name is Morton.

**Griffin:** Um, Magnus, it turns to you next, and it sort of flies up on you next, and gets real real real close, and just kind of eyes you over, um... And it's glowing, it's glowing a little bit brighter inside. That white light—

**Travis:** I eye it right back.

**Griffin:** Okay. You don't move, you steely— Steely gazed.

**Travis:** Yeah.

**Griffin:** Do you wanna try and intimidate it?

**Travis:** Yeah! Now that you mention it, I do! That's a nat 20!

**Griffin:** Okay. You crit, and it backs up like a millimeter. So little and maybe your two cohorts didn't notice, but you know.

**Travis:** I know.

**Clint:** You know.

**Griffin:** You know what the fuck's up.

**Clint:** [chuckles]

**Griffin:** Uh, and he backs away from you too.

**Travis:** Kingpin ain't got shit on me.

**Griffin:** Like he backs away from Taako. Um, and then Merle, he moves to you next. And he gets all up in your business. He gets all up in your grill.

**Clint:** I start to, very subtly and very easily, cry.

**Justin:** [snorts]

**Clint:** Big tears are rolling down my cheeks. Because I'm sure he's going to kill me.

**Travis:** [chuckles] That's a clever move, Dad.

**Justin:** He'll never see that one coming.

**Griffin:** Uh...

**Justin:** I know I sure didn't.

**Clint:** And then, with a quivering lip... I cast *Meld Into Stone*.

**Travis:** [quietly] Here we go.

**Justin:** Wait a minute, why are you doing this?

**Clint:** I can meld with him.

**Justin:** He hasn't attacked us yet.

**Clint:** Well, this is—

**Travis:** He hasn't attacked us. Let's not instigate with the big crystal monster.

**Clint:** Well, it doesn't attack him. It doesn't hurt him.

**Griffin:** You just wanna become— You just— [laughs]

**Clint:** I just— Or maybe I can understand it a little bit.

**Griffin:** You just wanna stop saving the world and meld with him.

**Clint:** If I meld with him, maybe I'll know what he's thinking!

**Travis:** It's not *Mind Meld With Stone*.

**Clint:** Alright, I won't *Meld Into Stone*.

**Griffin:** That white light inside of him, Merle, is now glowing even brighter. Uh, and this big crystal golem moves away from all three of you now, and... surveys all three of you one more time, and then holds out one of its long sharp claws and points it at... Merle.

And you hear stones in its head rub together, uh, to form a sound that sounds vaguely like...

**Crystal Golem:** [in a deep, raspy voice] You...

**Griffin:** And then we're gonna roll initiative.

**Clint:** Did he finish the statement by saying [imitates the Crystal Golem] "Suck".

**Griffin:** [chuckles] [imitates the Crystal Golem] "You are a jerk."

**Clint:** [chuckles]

**Travis:** [imitates the Crystal Golem] "You're great."

**Justin:** [imitates the Crystal Golem] "U... 2 is one of my favorite bands."

**Clint:** [laughs]



**Justin:** “No, their late work doesn’t get enough credit, but they’ve been in something of a renaissance for the past half-decade. Bono is still one of the most electrifying front men in the business today. I saw their show in Leeds. It was amazing.”

**Clint:** [continues laughing]

**Griffin:** “Don’t get me started on Slash.”

**Justin:** “And The Edge.” Who’s— Why Slash?

**Griffin:** “Forget about— Forget all about Bucket Man.”

**Clint:** [laughs]

**Justin:** [chuckles] These are not people in U2.

**Griffin:** I guess I don’t know as much about U2 as I thought I did. What do you want, an apology?

**Justin:** Did you confuse Edge wi— The Edge with Slash?

**Clint:** Well—

**Clint & Travis:** [simultaneously] You slash with an edge.

**Travis:** Yeah.

**Clint:** Yeah.

**Griffin:** Both are blades. I don’t know...

**Travis:** And their friend, Blunts.

**Griffin:** Uh— Wow, that would actually be a way better band.

[chill lo-fi music plays]

**Griffin:** He everybody, this is Griffin McElroy. Your Dungeon Master, your best friend, and your long-lost uncle. Lost yo— Lost me in the

Adirondacks, hiking about two decades back. Ain't seen yah in a while, but yah grewed up real nice.

Thanks for listening to *The Adventure Zone*, episode 30! The second part of our Crystal Kingdom arc. Hope you enjoyed it. Let's get into the advertisements.

[ad break]

**Griffin:** I have a call to action for everybody listening to the podcast this week. I hope you're enjoying our Dungeons & Dragons podcast, here's my call to action. Go listen to another Dungeons & Dragons podcast. I'm not saying you replace our show with theirs, more you supplement it, 'cause you can't have enough real-play D&D podcasts in your life. The one I want you to go and listen to is called *Drunks & Dragons*. That's *Drunks & Dragons*. You can find it on iTunes, or assumedly where all podcasts are sold. *Drunks & Dragons* is a fun, light-hearted, real-play D&D podcast, with a huge back catalogue to listen to. *Drunks & Dragons* isn't just a podcast, it's a welcoming and inclusive community of gamers that are waiting to become your best friends. Again, not to replace me as your best friend. Still waiting on that Christmas card, best friend. But to supplement it with more best friends, more dungeons, more dragons, more drunks. We don't record the podcast drunk, so that'll be like a new energy they bring to the table. Anyway, the show's called *Drunks & Dragons*! And go look it up on iTunes and check it out, and listen to it.

Got a personal message here. If you wanna get a personal message or a business message on *The Adventure Zone*, just go to [MaximumFun.org/jumbotron](http://MaximumFun.org/jumbotron). We got spots available for folks who want to give a little shout out on the show. It's easy to sign up for one, you can find the details again at [MaximumFun.org/jumbotron](http://MaximumFun.org/jumbotron).

Message here is for Marvie. I'm wondering if that's the same Marvie that I made a character in *The Adventure Zone*, and then my family murdered. Um, but I hope not, because this message is for Marvie and it's from Alden. And Alden says "Merry Christmas, Marvie. I am so proud of you for following your dreams and going to grad school. I know the transition is hard, but you are so strong and are handling it great. I love you and know you will be the best, Alden." Or "You will be the best Alden." No no, there's a comma in there. "You will be the best,comma, Alden." Sincerely, I assume, Alden. Unless, maybe Marvie is going to Alden school

and Marvie is going to ta— take you over. Gonna take your job. And then you're gonna have to change your name to something else. Like Bo or something. Merry Christmas, Marvie! And good luck with the grad school.

Got another personal message here. This one's for Nicole and it's from David. And Daveed says "Nicole, thank you for helping me through a rough time. You've always been there for me, and I'll always be there for you. You're the best not-a-girlfriend a guy could ask for. Just always remember, Josh loves Donna." And that's from David. Some spoilers in there. Some *West Wing*, mid-series run spoilers in there. Um, will they? Won't they? Who am I to say? I don't know who I am to say, but go watch *The West Wing* because it's a really really really wonderful television show. Anyway, Nicole, David. Congratulations on your arrangement. Not quite sure what it is. I had to reread the email a couple of times to sort of understand it. It sounds like there's a lot of... There's a lot of love there, and that's, you know, that's all you need in this crazy, mixed-up, dum— dumb world of ours.

[ad break]

[chill lo-fi music plays]

**Travis:** I rolled an 18. I'm sorry I'm rolling so well, everyone. I know.

**Clint:** Mmm.

**Travis:** I know it always seems sketch.

**Justin:** Quite the conspiracy theorists.

**Clint:** Alright, that was an eight. But I get to roll again and add two to the highest one.

**Travis:** Uh, yeah, my final number is 20.

**Clint:** 12 plus two, 14.

**Justin:** Eight.

**Griffin:** Uh... first in the order is Magnus.

**Travis:** I'm gonna—

**Clint:** So we're fighting now?

**Griffin:** I'd say that's typically what initiative means.

**Travis:** Yeah.

**Justin:** Yeah, we're not rolling initiative to see—

**Clint:** So I was right.

**Justin:** — to see who hugged first.

**Travis:** I'm going to two-handed slash him with Railsplitter.

**Griffin:** 'Kay.

**Travis:** Let me get my accoutrement here. 'Kay, that is 14 plus seven, 21?

**Griffin:** Uh yeah, that does it.

**Travis:** And that is 1d10 plus six. That is a seven plus six, 13. And I am going to use one of my new skills called "Goading Strike". When an attack lands... um, it is the damage, plus... my thing, so 13. Plus four, so 17. So, Ditto, you gotta roll a 17 or better, and on— A Wisdom saving throw, and on a fail, the target has disadvantage on attacks not against me.

**Griffin:** 'Kay. Uh... 15. Not gonna do it.

**Travis:** Nope.

**Griffin:** Okay, and how much damage did you deal?

**Travis:** I did 13.

**Griffin:** Okay, you actually did six.

**Travis:** Okay, well good news, I'm going to attack again with my second attack.

**Griffin:** Okay.

**Travis:** Two-handed strike. That's a 16 plus seven, 23.

**Griffin:** [from a distance] That does it.

**Travis:** What?

**Griffin:** That does it.

**Clint:** That hit it.

**Travis:** Great.

**Griffin:** That's a hit.

**Travis:** And that does... three plus... No, yeah. Three plus six, so nine damage.

**Griffin:** Okay, that's four damage.

**Travis:** Cool. So, this guy is strong, y'all.

**Griffin:** Uh, yeah. And uh, next in the order, you see him, uh— Is the crystal golem. You see him like start to like... he wants to attack you because of that attack you did to him, but he actually turns towards Merle. And Merle, he's going—

**Travis:** That's what I thought.

**Griffin:** He's going to float over in your direction and uh, rake one of his claws at you.

**Travis:** Remember he has disadvantage.

**Griffin:** That's a natural 20. Oh manzies. Uh, that is a 15 plus seven, 22 versus your AC.

**Travis:** Yeah.

**Clint:** Well, that's definitely a hit.

**Travis:** Okay.

**Travis:** But at least he didn't hit you with a crit.

**Griffin:** That is true. Uh, he hits you for 19 damage, and again, your suit sort of catches those blades and sort of converts it into blunt damage.

**Justin:** Nice.

**Clint:** Can't believe my blunt got hurt.

**Griffin:** Um... Yeah, it's a— He hit yah real real real hard. Um... Next in the order, who rolled the 14?

**Clint:** Uh... I did.

**Griffin:** Okay. It's you.

**Clint:** Alright. I am casting one of my new spells, *Guardian of Faith*. A large spectral guardian appears and hovers for the duration in an unoccupied space of my choice. Which will be right next to me.

**Griffin:** 'Kay.

**Clint:** Uh, and we can see it. It occupies that space and is indistinct, except it holds a gleaming sword and shield.

**Griffin:** Fuck yeah.

**Clint:** Emblazoned with the pipes of Pan.

**Travis:** Nice.

**Griffin:** And what is it— Can you say what this thing looks like, and can it please be Roma Downey?

**Clint:** I thi— I— Oh.

**Griffin:** I kinda want like a *Touched By An Angel* thing.

**Clint:** Yeah. Let's do it. Let's do it.

**Griffin:** No no, you— It's your game and I want you to—

**Clint:** No no no! I was gonna— I was gonna go with Hacksaw Jim Duggin, but I think Roma Downey would be better.

**Griffin:** Okay. I just really want some *Touched By An Angel* fanfiction stuff going on in the game.

**Clint:** Well then, I say it looks like Della Reese.

**Travis:** Oooo.

**Griffin:** Fuck yes, even better. Slam dunk.

**Clint:** Della Reese.

**Justin:** Yeah.

**Clint:** Now, any creature that's hostile—

**Travis:** To Della Reese.

**Clint:** — that moves within 10 feet of the guardian, which is standing right next to us, for the first time on a turn, has to make a Dexterity saving throw. It takes 20 radiant damage on a failed save, or half as much on a successful one.

**Travis:** Wow.

**Griffin:** Jeez, okay.

**Travis:** How long's it last?

**Clint:** Until it deals 60 damage total.

**Travis & Justin:** [simultaneously] Wow.

**Griffin:** Wow, damn, Della Reese! Holy shit!

**Clint:** Della Reese is a badass!

**Griffin:** Yeah, no kidding. Okay, but this thing can't move. It's sort of like a stationery...

**Clint:** It's staying— It's standing right next to us, yes.

**Griffin:** Okay, cool. That's a neat spell.

**Clint:** Yeah!

**Griffin:** Okay, so you've built a little security person for yourself.

**Travis:** It kind of makes my swinging an axe at a guy look pretty pathetic, doesn't it, D&D makers?

**Clint:** No, no, no, no.

**Griffin:** Uh, okay, but that's your turn, right? 'Cause you cast a spell.

**Clint:** That's my turn.

**Griffin:** Next in the order's Taako.

**Justin:** So like what's this guy vulnerable to? Do we know?

**Griffin:** Insults.

**Clint:** [snorts]

**Justin:** Aw, okay.

**Travis:** Global warming.

**Justin:** Okay. Um...

**Griffin:** Just time. Just the erosion of time.

**Travis:** The bite of a jealous lover.



**Clint:** Huh?

**Justin:** Huh?

**Travis:** Well, more like poetic bite. Not like an actual bite. That'd be weird.

**Griffin:** I will go actually—

**Travis:** You know what, don't worry about it.

**Clint:** [chuckles] "Nothin'. Forget I said anything."

**Griffin:** I'm conf—

**Travis:** I'm on a lot of cold medicine.

**Griffin:** I will confirm immunity to biting damage. Don't try to bite this fuckin' thing.

**Justin:** Um... [snorts] I mean like...

**Clint:** Kill it.

**Griffin:** I guess I'm just kinda like bored by—

**Clint:** Do you have any sonic spells?

**Justin:** I mean I got *Sonic the Hedgehog* on Genesis. I brought the tape.

**Travis:** Do you have anything that lets you meld with stone?

**Clint:** Aw, crap!

**Justin:** Um, a lot of people have been talking about that lately and I don't think it makes any sense. I'm gonna cast... Um, you know what? I'm gonna ca— I'm gonna try this. I'm gonna try, uh, *Shatter*. That sounds good for a crystal thing.

**Griffin:** Holy shit.

**Justin:** Uh, a sudden loud ringing noise, painfully intense, erupts from a point of my choice within range. Each creature in a 10-foot radius sphere within that point, I'm just aiming for like its head, um, creature takes 3d8 thunder damage on a failed save, or half as much on a successful one.

**Griffin:** Uh, read the next part.

**Justin:** Creature made of inorganic material, such as stone, crystal, or metal, has disadvantage on this saving throw. Yeah, that's why I cast it.

**Griffin:** Fuck yes. Okay. I had no idea this spell existed when I wrote this whole campaign arc.

**Clint:** [chuckles]

**Griffin:** Okay, so, here's the problem. Um, this thing has gotta be close to at least Merle. 'Cause it just moved and attacked Merle. So Merle, you're gonna have to be a part of this save as well.

**Justin:** How big is the thing?

**Griffin:** It's a 10-foot-radius—

**Justin:** No, how big is the creature?

**Griffin:** Oh, I did say it was 15 feet tall, didn't I?

**Justin:** Yeah, so I aimed at its head.

**Griffin:** Okay, I'll give you that. No way is Merle five feet tall.

**Justin:** No, absolutely not.

**Griffin:** Okay, cool.

**Travis:** Four foot eleven and a half, tops.

**Griffin:** Cool. Uh, okay, so this thing has to... save against your spell saving throw.

**Justin:** Yeah.

**Griffin:** Which is... uh eight plus your spellcasting modifier, which is either six or seven. You don't know—

**Justin:** Seven.

**Griffin:** Seven, okay. So I have to beat a 15?

**Justin:** Yip.

**Griffin:** Uh, I got a 17, but I have fucking disadvantage. 14.

**Justin:** Alright!

**Griffin:** Uh, shit. Okay, this thing's about to take a ton of damage.

**Justin:** Here it comes.

**Clint:** Here it comes. It's gonna be a d8 that won't deviate.

**Justin:** Okay.

**Clint:** I'm just tryin' to give yah time.

**Justin:** 'Kay, so, wait. Is the diamond— Yeah, it's a d8. Five. Eight. Eight. Wah!

**Clint:** 21.

**Justin:** 21 points of damage.

**Griffin:** Okay. Um, not only that, one of its arms just explodes.

**Justin:** Sweet.

**Griffin:** You just reduce it to pink dust.

**Travis:** Quick question. Was it his favorite arm?

**Griffin:** It was, let's just— I'll say this, I don't wanna get blue. If you're a child and you're listening to this, legally you have to tell me, or it's entrapment. It was his baitening arm.

**Travis:** Oh, got it. For baiting fishhooks.

**Griffin:** Exactly.

**Clint:** Oh, I thought you meant masturbating.

**Griffin:** Dad.

**Travis:** Clinton!

**Clint:** What?

**Justin:** You don't know what that is. Shut up.

**Griffin:** Uh...

**Justin:** Gross-a-roonie.

**Griffin:** Uh, yeah, so as his— His arm explodes, um but from behind the three of you, you hear more moving, and more pieces of crystal tree fly at this thing and build an even more deadly looking, razor-sharp clawed arm.

**Justin:** Jeez...

**Travis:** Cool. Is running an option?

**Justin:** [snorts]

**Griffin:** I mean, it's always an option, yeah.

**Travis:** I see. Mm-hmm.

**Griffin:** Uh, it is your turn. It is your turn, Magnus.

**Travis:** Sometimes Magnus rushes out.

**Griffin:** [laughs]

**Clint:** [laughs]

**Griffin:** It would be the first time I've heard of it. Although, I suppose... you know, this podcast hasn't encapsulated sort of the entirety of your characters' lives.

**Travis:** Yeah, you don't know.

**Griffin:** Sure.

**Travis:** Magnus is 400 years old!

**Griffin:** Well, we don't know about that.

**Justin:** Taako has a peanut allergy.

**Griffin:** [laughs]

**Travis:** [laughs]

**Justin:** Haven't even gotten to that yet.

**Clint:** Merle likes long walks on the beach.

**Travis:** I don't know, this just— It seems... [sighs] Pointless. There's all this crystal around. What are we really hoping to do here? Fellahs? Anything?

**Clint:** Hey, you're on your own.

**Justin:** I mean, I hit his head really hard with a shattering spell.

**Travis:** Yeah, no, and I thought that that like went great.

**Justin:** Me too.

**Travis:** And then he made like a tree arm, or something.

**Justin:** I mean, I'm into running. I to— Let me say that in my character voice.

**Taako:** I'm into running. Uh, that's fine by me. If you guys want to bolt, let's do it.

**Magnus:** Uh... yeah. Looks like we are skedaddlin'.

**Griffin:** Uh, okay.

**Taako:** Home boy? Are you okay with that? Magnus?

**Magnus:** Yeah.

**Taako:** Merle?

**Magnus:** I don't know if you saw, I hit him and did like six damage. That is not something I am used to.

**Taako:** Merle? You good with running?

**Merle:** I, I think that this— You're a bunch of honeys!

**Taako:** Okay.

**Magnus:** Okay, you can stay.

**Merle:** I think this is the first time we've faced anything that was actually tough.

**Magnus:** Uh-huh.

**Merle:** That we weren't assured of beating.

**Magnus:** Yeah.

**Merle:** And you're gonna run away.

**Magnus:** Yup.

**Taako:** You know that if w—

**Merle:** Wah, wah, wah! Run away!

**Taako:** You know that if we all die, there's no more podcast, and we don't get the money from the MaxFun donations anymore, right?

**Merle:** Run!

**Griffin:** [laughs]

**Merle:** Run away! Run away!

**Griffin:** Okay, the—

**Travis:** Griffin, wait. Wait, wait. Before we do this. Is this not what we're supposed to do? Because it really felt like we were supposed to run away.

**Griffin:** But, there's no like—

**Justin:** There's no "supposed to". There's no— This is our adventure.

**Griffin:** Yeah, there's no like—

**Travis:** Well, I wanna win D&D.

**Griffin:** Yeah, sure.

**Justin:** Don't chop off— Don't chop off the kimono.

**Clint:** [laughs]

**Justin:** Just let it go.

**Travis:** I ripped open the kimono, whether you like it or not.

**Griffin:** Okay, we'll say you guys are— start moving away from this big crystal golem, um, and we'll use Magnus' turn as sort of the basis of that group action. And, um, on the start of this crystal golem's turn, he watches you— Uh, where are you running?

**Travis:** Uh... Remind me of the options.

**Griffin:** Uh, back to where you dropped in, or that white circle of light behind the metal hatch.

**Travis:** White circle of light, please.

**Justin:** Yeah, let's go for it.

**Clint:** Are we ever gonna know why he pointed at Merle and said "you"?

**Travis:** Oh, 'cause you just have one of those faces, you know?

**Justin:** One of those faces.

**Travis:** That people see and they're like "Oh, that guy. Hmm..."

**Griffin:** Um, the three of you make a break for that white hatch, um and on its turn—

**Clint:** Wait a minute. Can we please at least go "Woop woop woop woop woop woop woop woop woop!"

**Justin:** [chuckles]

**Griffin:** Yes. I will assume that that is what you— the sound that you created as you did that.

**Clint:** [imitates more cartoon sound effects]

**Griffin:** And uh, as you uh, as you bolt on this crystal golem's turn, uh Della Reese is gonna get a, uh, a strike with her heavenly sword on it. And this thing makes a Dexterity saving throw. Well, that's a nine, so I doubt that's gonna clear it.

**Clint:** No.

**Griffin:** So, uh, yeah. Della Reese just stabs this thing right through its—

**Clint:** 20 radiant damage.



**Griffin:** For— For uh for, yeah. It gets stabbed right through the old chest, and it actually takes 40 radiant damage. And you hear it scream, through that, that crystal beak that it intimidated Merle with earlier. You hear it just scream, um, and the... The light in this thing kinda pops out of its chest and leaves that crystal golem, and the golem just falls to the ground.

**Travis:** I knew we could do it.

**Clint:** Way to go, Della!

**Griffin:** And a rift opens up back in space and the light flies into it and disappears.

**Travis:** I never doubted us for a second.

**Clint:** I knew we could win!

**Griffin:** Della Reese—

**Justin:** Yeah, I—

**Griffin:** Della Reese looks at you and says...

**Guardian of Faith:** Looks like someone just got touched by an angel.

**Griffin:** And she sheathes— She sheathes her sword and disappears.

**Clint:** [chuckles]

**Justin:** Yeah, that's pretty good.

**Clint:** Wow. That was an excellent adventure.

**Travis:** So what, what kind of loot do we get?

**Griffin:** Uh, I mean a bunch of virulent crystal. Basically everywhere.

**Justin:** Fuck yeah. Finally some crystal.

**Griffin:** This place is probably worth about like 20 trillion gold pieces, just like in total.

**Travis:** Okay.

**Justin:** Should we—

**Travis:** I still wanna make our way to that, to that glowing hatch thing.

**Griffin:** Okay.

**Justin:** Yeah, I'd like to go check that out too.

**Griffin:** Okay, yeah. It is a circular hatch, with a uh a... gap in between these two semi-circle doors. And there is a—

**Travis:** Oh, wait.

**Griffin:** Huh?

**Magnus:** Merle.

**Merle:** Huh?

**Magnus:** That's why it was you, 'cause you're the holy man. Because you have some kind of religious thing. Radiant did double damage.

**Merle:** Oh...

**Magnus:** That's why he singled you out.

**Griffin:** Okay.

**Clint:** [laughs]

**Merle:** Let's remember that.

**Griffin:** Uh, yeah, so you— This hatch has a small panel on the door of it, and it is not crystallized. And you hear actually Lucas come in through the pendant that the Director gave you before you departed from the Bureau of Balance headquarters. You hear Lucas say, uh...

**Lucas:** Uh, first of all, what the hell was that? What just happened?

**Taako:** It was—

**Lucas:** I heard a bunch of crumbling and cracking and tin— crinkle-tinkles.

**Taako:** That's— We, uh— There was a crystal monster. We lured him into a trap that we had set.

**Merle:** Yeah, we pretended we were running away.

**Justin:** We pretended we were running away.

**Magnus:** And he fell for it.

**Taako:** And he fell for it. Dingus.

**Merle:** And then we killed it.

**Taako:** We killed— Well we, well we trap— Sort of yeah, we killed it. Yeah, we did.

**Lucas:** Okay.

**Magnus:** Yeah yeah yeah yeah yeah!

**Clint:** 20 experience points.

**Taako:** We gave ourselves 25 crisp experience points.

**Griffin:** [laughs]

**Lucas:** Well, that shouldn't— There shouldn't be anything here. Anything that was in the crystalized rooms should have just gotten, just shoulda gotten frozen. I don't under—

**Merle:** Well, you weren't here, were yah? You weren't here.

**Magnus:** Hey, hey. Hey, Lucas?

**Lucas:** Yeah. Yeah.

**Magnus:** Uh, Magnus here. Um, in your experiments with these crystals, did you uh... ever hear a voice? Or... sounds like something was talking to you?

**Lucas:** Um... No, I don't— I don't know what you're talking about.

**Magnus:** [dubious] Okay. Alright.

**Taako:** Us either.

**Magnus:** I don't believe you, but that's fine.

**Merle:** Uh-uh. Noooo.

**Taako:** I didn't happen to us either.

**Clint:** Uh-uh!

**Magnus:** Nope. No no no.

**Lucas:** Okay, you made it to the exit to the conservatory. To the first arcane airlock?

**Magnus:** Is it the glowing hatch?

**Lucas:** Yeah, that's what it would look like. Yeah, sure.

**Magnus:** Then yes.

**Taako:** Hell yeah.

**Lucas:** Okay. Just put your hand on the panel and I'll channel enough energy into it and let you guys through. And then once you're through that chamber, I'll be able to shut down that airlock and buy us a little bit more energy, and a little bit more time.

**Travis:** I do that.

**Griffin:** 'Kay. Um—

**Magnus:** Wait. Is this gonna affect how the Reclaimers... All their shit? And them being able to get in and stuff? Will it screw—

**Merle:** I thought we were the only Reclaimers.

**Griffin:** Are you saying that into the pendant?

**Travis:** No, I've got my hand over the pendant.

**Griffin:** Okay.

**Travis:** Talking to Merle and... whatshisface.

**Taako:** Um, I forgot who they are and what they're doing.

**Merle:** Yeah, and I don't care about 'em anyway.

**Magnus:** Yeah, that Regulators? The ones that were supposed to back us up and like arrest—

**Merle:** Yeah, they're doing a great job so far, aren't they?

**Taako:** Where are they?

**Magnus:** They got blown away, in the gnarly storm.

**Taako:** Oh man, like *The Martian*. Love that book. Listen.

**Clint:** [chuckles quietly]

**Taako:** Okay? We're done here.

**Griffin:** [laughs] That was a good conversation, guys.

**Taako:** I think that we've already proven that we can't keep really good track of them.

**Clint:** [laughs]

**Taako:** Just from like a narrative, human bei— Like, I don't think we can keep tabs on 'em. They've got— Really gotta fend for themselves, 'cause we need the time.

**Magnus:** You know what, I can't fault your logic.

**Travis:** Alright, I uncover the pendant. I put my hand on the thing.

**Taako:** Here's what I'm saying. Either they die—

**Travis:** [quickly] Okay, I recover the pendant.

**Clint:** [chuckles]

**Taako:** Either they die, or we forget them. Either way, they're not going to—

**Magnus:** Probably both.

**Taako:** Yeah, probably both.

**Lucas:** [makes muffled noises from the pendant]

**Travis:** I uncover the pendant.

**Lucas:** Oh, thank god. It was getting a little stuffy— Wait. That doesn't make sense.

**Justin:** [snorts]

**Clint:** [laughs]

**Magnus:** No, that's not how that works. Are you in the pendant?

**Taako:** Can you live in the pendant?

**Merle:** He is independent!

**Lucas:** Oh, that's a good joke. Anyway, just put your hand on the panel, on the door, and it should open up for you.

**Clint:** [laughs]

**Lucas:** And and and, um— You'll be protected from the uh... Fr— From that crystal thing. The next chamber should be clear, as far as I know.

**Travis:** Cool. I do that.

**Clint:** W—

**Justin:** Well, hold on, Dad. Merle— Magnus.

**Clint:** That's okay.

**Justin:** God. Son of a damnit. Could you two not have gotten together on the letters with which your names begin?

**Clint:** Should I be Perle?

**Travis:** Mine actually is a silent "p".

**Griffin:** Shit, then you're Perle and Pagnus.

**Clint:** [chuckles]

**Griffin:** You guys really are the worst two people.

**Magnus:** What were you gonna say, Taako?

**Justin:** Dad was gonna say something. I'm just calling him Dad.

**Griffin:** Okay.

**Justin:** He's my dad.

**Griffin:** Dad, what were you gonna say?

**Justin:** He was gonna say something.

**Clint:** Well, I'm in character.

**Griffin:** Okay.

**Clint:** So I don't answer—

**Griffin:** Holy shit.

**Justin:** Fuck me running. Okay.

**Clint:** [wheezes]

**Justin:** Merlgnus is gonna say something now.

**Merle:** I just... was wondering if it might be a trap.

**Lucas:** Nope.

**Merle:** But... we're obviously in a hurry to get through the airlock.

**Lucas:** Nope, not a trap.

**Justin:** Oh, god.

**Merle:** Eat me! We don't know you!

**Justin:** [chuckles] You're a real— You're a real dingbat too, I don't like you at all, but I say let's go through. This is getting boring and this is a podcast. Let's go.

**Griffin:** You move into the airlock, and it is— It's like a... it's like an airlock in a spaceship. Or a submarine. It's a—

**Travis:** Which we have all been in.

**Griffin:** Um... No. Well, maybe?

**Clint:** Maybe in the backstory.

**Griffin:** Probably, probably not. It's just a little chamber and it has two of these white circular hatches on either side, and as you move into the airlock, it is not crystallized. It is uh— It's made of just sort of a white metal, and the uh hatch closes behind you and you hear a hissing sound. There's some s—



**Travis:** Snakes!

**Griffin:** — Smoke in the room—

**Justin:** [laughs]

**Griffin:** — And then the chamber's full of snakes and you drown in snakes.

**Travis:** [chuckles]

**Griffin:** You drown in snakes.

**Travis:** Not again.

**Justin:** [chuckles]

**Griffin:** No there's no snakes, just a little bit of smoke, and then the smoke clears and you hear like a "bing bong!" noise. Maybe I'll put that in in post, maybe I won't. Um, and—

**Clint:** Wait wait wait. You said "smoke" and "bong"? Cheech and Chong are in there.

**Justin:** Aw, hell yeah.

**Griffin:** I thought you were doing a—

**Justin:** And they're covered in snakes!

**Griffin:** [chuckles]

**Justin:** And Cheech is a snake, and so is Chong! They're both snakes!

**Clint:** [chuckles]

**Travis:** It's all snakes! It's snakes all the way down!

**Griffin:** Uh—

**Justin:** Soup to nuts. Snakes, snakes, snakes.

**Clint:** Man, I hope when JJ Abrams remakes this podcast, he takes all this stuff out.

**Justin:** [imitating JJ Abrams] “Uh, what we decided to do guys is just lose a lot of the snake stuff. We know the fans love it, but we worried that it wouldn’t be as approachable, the material. ‘Cause it’s real heavily laden with snakes.” [chuckles] “I didn’t really unders— It becomes hard to follow. Because o—”

**Travis:** Is JJ Abrams a puppet?

**Justin:** [JJ Abrams voice] “Our heroes become snakes and, uh, they are all married to snakes, and they use snakes as weapons.”

**Clint:** Hand me some of that macaroni and cheese with snakes on it.

**Travis:** Snakes in the blood that lets them do magic.

**Justin:** [JJ Abrams voice] “They eat snake for fuel. They become snake robots for a while. It’s very confusin— We got rid of most of the snakes. There’s still a lot of snakes, but I mean—”

**Clint:** [cackles]

**Justin:** [JJ Abrams voice] “It’s just a regular amount of snakes. For *The Adventure Zone*, which for any other thing is still an enormous amount of snakes.”

**Clint:** [laughs]

**Griffin:** So, uh...

**Justin:** [JJ Abrams voice] “And lens flare! That’s the two big things.”

**Griffin:** So, uh... on the other end of this airlock. Is more snakes.

**Travis:** Oh, no!

**Clint:** [cackles]

**Griffin:** On the other end of this airlock—

**Justin:** I knew it!

**Griffin:** It actually— I know I said it was a hatch, a hatch, on the other side, there's actually two hatches. And it branches off, it's forming sort of a wide junction. And hanging between those two hatches is a... uh, a sign. And it is noting which is in either direction. And you hear Lucas say...

**Lucas:** Now you should be at a branch in the path, um and I should be able to buy us more time. We're at— Oh, we're running real low, guys. We're at about 10 minutes before this thing hits the water. So, whichever one you go in, I'll be able to disable the airlock on the other side, um, and buy us a bit more time by giving me a bit more energy to channel into the core. So, so pick, pick a side, and I'll just, uh, after you pick, I'll shut down the other one.

**Travis:** What are the two sides?

**Griffin:** Uh, well, to the left, uh, you see a sign over the hatch that says "Research Materials Storage Chamber". And then on the right, you see a sign that says "The Magical World of Elevators".

**Clint:** [chuckles]

**Travis:** Really?

**Griffin:** Yeah.

**Justin:** Gr—

**Griffin:** That's what it says.

**Justin:** Griffin's really sticking it to the people that say he's not allowed to have elevators in this game.

**Clint:** [laughs]

**Travis:** Um...

**Griffin:** Again, it's the "Research Materials Storage Chamber", or the "Magical World of Elevators".

**Taako:** Uh, this one's easy, it's elevators. Let's go.

**Merle:** Here we go!

**Magnus:** Yup.

**Griffin:** Uh, okay. You walk forward and open up this next hatch, and it spins open to a beautiful, ornate room. Um... A fairly large chamber, that almost sort of resembles like a museum. Um, with these different exhibits lining both sides of this long chamber.

Um, and uh, inside of each exhibit, in little brass and wood display cases, you see different elevators. And you hear Lucas chime in and say...

**Lucas:** Oh, you, you made it to the Magical World of Elevators, huh?

**Taako:** Yeah.

**Magnus:** Yes.

**Lucas:** Well, this lab has been in my family for a few generations. I inherited it from my mom, but there was a codicil in the will, um that required that I keep this museum honoring my grandpa's greatest technological accomplishment intact. He invented the elevator, and honestly most of the technological advancements in our world. That was, yeah, that was Grandpa Roman. So yeah, I couldn't change it, but yeah, go ahead and look around. I think you might learn a little something about elevators.

**Magnus:** Don't we have like shit to do?

**Taako:** Uh, is it har— Is it hard always feeling like you're in his shadow?

**Magnus:** Ooo, good question.

**Taako:** Do you feel like you're in Roman's shadow?

**Lucas:** I mean, a little bit, sometimes. I mean, like...

**Taako:** Yeah.

**Magnus:** Yeah.

**Lucas:** I'm trying to make my own mark on the world, and frankly I feel like—

**Taako:** Sure, sure.

**Clint:** Yeah, it's—

**Lucas:** A lot of his inventions were kind of primitive. And a lot of people just aren't excited about inventions. Like, when the first elevator came round? Forget about it. But you try to invent a new, better elevator and people don't want to hear about it.

**Merle:** Well, it's an up and down business.

**Taako:** People say that about—

**Lucas:** Oh my god.

**Taako:** People say that about, um, Thomas Edison a lot, like, he invented the lightbulb, but like they didn't have 'em back then, right? So if, if I had been around back then, that would've been easy for me, 'cause they didn't have lightbulbs. They didn't have anything back then. So like inventing stuff was way easier. These days I'd have to invent like a double lightbulb, or something to even—

**Lucas:** Holy— Wait. Hold on, just a second. I gotta write that down. Double...

**Taako:** Double lightbulb? You can have that one. That's fine.

**Lucas:** Lightbulb...

**Merle:** No! Don't give it to him!

**Taako:** No, money is no object to me.

**Merle:** [groans]

**Griffin:** That's patently untrue. That's not in character, I'm just telling you. That's— I'm calling horseshit on that on behalf of our listening audience.

**Justin:** No no no no no. No no no.

**Clint:** It's just a façade.

**Justin:** The fact that money is patently important to Taako is patently untrue. That Taako would say that.

**Clint:** Yeah.

**Justin:** Is not.

**Griffin:** Okay, fair.

**Merle:** And I think we've learned a little bit about Lucas today.

**Taako:** Yeah.

**Magnus:** I think we've all— Let's go home and think about what we've learned.

**Griffin:** I gotta say, I think the timing on this episode's a little bit off, 'cause I think we're at the end of it now, and man wouldn't it have been cool to end it with Della Reese stabbing a crystal monster to death, and not the three of you entering a museum and then like having a talk with some guy about his grandpa.

**Travis:** Well, why do— Why don't you recut that in there, Griffin.

**Griffin:** Okay. Della Reese shows up and stabs through an elevator. And she says...

**Guardian of Faith:** Well, I got a taste for it now.

**Clint:** [laughs]

**Travis:** "I just love killin'!"

**Justin:** And hates elevators.

**Travis:** "Hi, I'm Della Reese. And I love killing."

**Guardian of Faith:** Looks like this elevator's got touched by an angel, right guys?

**Clint:** [wheezes]

**Travis:** More like a Della-vator!

**Taako:** This one's going down!

[outro theme music plays]

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