

## The Adventure Zone Balance: The Crystal Kingdom, Chapter Six

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

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

**Director:** We're sending you in to detain and extract Lucas for his abuse of confidential information. Standard protocol applies. These suits all you to cancel out a particularly school of magic. Any transmutation magic that tries to affect you or any of the belongings you brought are going to be impervious.

**Griffin:** The shards, they were all targeting Merle when they flew in your direction.

**Travis:** Man.

**Clint:** Well, that's just ridiculous! Why—

**Travis:** These— these gemstones, they done hate Merle.

**Griffin:** The whole airlock tunnel is just a sheet of ice. Uh, you see Killian and you see Carey just mercin' some robots in there.

**Clint:** They're really better than we are at this stuff.

**Travis:** Super better at is. So let's check out the fizzy lifting room.

**Griffin:** Things in this chamber are just floatin'. Just floatin' in space. You see three shapes start to move upward toward the three of you very slowly.

**Lucas:** Oh, they're just tardigrades. They're just— they're just little guys.

**Magnus:** It's pretty big.

**Lucas:** They're, like, micros co—

**Taako:** Some water bears have been known to eat entire live organisms, like rotifers or other tardigrades.

**Griffin:** Or elves— or elves, humans, and dwarves.

**Announcer:** Hey, gang. I've got to keep my voice down because I just put the spooky kids to bed. Anyway, enjoy the episodes. It's *The Adventure Zone*!

[theme music plays]

**Griffin:** So you're in the zero gravity trash room. Um, and—

**Travis:** Fat angry manatees.

**Griffin:** Yes. And these guys have just shot out their probosci at the three of you, and unfortunately Merle and Taako you missed your saving throws, and you have been grabbed by these proboscises. Um, Taako— er, Magnus, you push off of a box or something and manage to get out of the way of it.

**Travis:** It's real cool.

**Griffin:** Let's roll initiative real quick.

[multiple dice rolls]

**Travis:** Oop, not great. That's a 6!

**Justin:** Also 6.

**Clint:** Also 6.

**Justin:** Fuck me.

**Griffin:** Oh shit, no!

**Clint:** 6-6-6!

**Travis:** We're going to die.

**Clint:** Yeah, but I roll twice. Remember?

**Justin:** Oh, thank god.

**Clint:** 19.

**Justin:** Nice.

**Griffin:** Damn. Alright.

**Travis:** I turn my special belt to tardigrade.

**Griffin:** Okay. Yeah, it has a setting for fire, ice, lightning, and microscopic water bears, so you're good.

**Clint:** [laughs]

**Griffin:** Uh, who's got the higher dex between Taako and Magnus?

**Travis:** My dex is 2, 2 modifier. 14.

**Justin:** You're not in this fight anymore.

**Griffin:** Yeah you are.

**Justin:** No, I'm saying he's, like, can't even compete with my dex, 'cause it's, like...

**Griffin:** What is it?

**Justin:** I mean, my dexterity is 18. My modifier is 4.

**Griffin:** Yeah, okay then.

**Travis:** Is it really?!

**Justin:** Yeah.

**Travis:** Shit! You're dexterous as a motherfucker!

**Justin:** My— I have really good acrobatics. I've just never used it for some reason.

**Griffin:** What the fuck!

**Justin:** Yeah, I have a plus 7 to acrobatics.

**Griffin:** You're a fucking flip wizard and you haven't done anything with that!

**Justin:** [crosstalk]

**Travis:** Cool— wait! Oh, shit, sweet flips.

**Justin:** Yeah. Well, that's what I was getting around to with this episode, but I didn't really get to unveil that part of my... it didn't have the—

**Travis:** Good news. You're in anti-gravity now.

**Clint:** And you're an underachiever. [laughs quietly]

**Griffin:** Yeah. Okay, first in the order is Merle. You are— you have been grabbed, so if you want to try to get out of this thing's slimy grasp, you're gonna have to make a strength check. It's starting to pull you towards it, though. It's retracting this proboscis. It's about 10 feet away from you and it's kind of, like, eating its own tongue, pulling you backwards into it.

**Travis:** Gross! Like— like...

**Clint:** Okay.

**Travis:** ... bubble tape?

**Griffin:** Yeah.

**Clint:** And I don't want you to feel like you're railroading me, but I'm gonna make a strength check.

[dice roll]

**Travis:** I don't think you know what railroading is.

**Clint:** 18 plus 2.

[dice roll]

**Clint:** That's 20.

**Griffin:** I got a 13. So you— you've managed to wriggle free of this things grasp. You are still kind of slowly moving towards it, just because of, you know, inertia. But you are no longer restrained by this thing.

**Clint:** Are they moving towards us as well, still?

**Griffin:** Uh, yeah. This one was also moving a little bit towards you.

**Clint:** Alright. I am going to cast Spirit Guardians.

**Griffin:** Okay. Is this the Della Reese spell?

**Clint:** No. No, that's, uh... that's different guardians.

**Griffin:** [snorts]

**Clint:** No, this is— no, no, wait a minute.

**Travis:** [laughs] No, hear me out.

**Clint:** This is—

**Griffin:** No, I'm not laughing— I'm not laughing because I doubt you. I'm laughing because, like, clerics just have 20 different guardians. You're basically a Pokémon master of angels.

**Clint:** Okay, so these are a bunch of little spirits that flit around in a sphere of, like, 15 feet.

**Griffin:** Okay.

**Clint:** Around me. And any creature... [stammering] is— oh, for one thing their speed is halved in the area, and when they enter the area for the first time they have to make a wisdom saving throw. On a failed save, the creature takes 3d8 radiant damage.

**Travis:** Whoa!

**Griffin:** Okay. And that's your turn, right?

**Clint:** That's it.

**Griffin:** Okay. Tardigrades are up next.

**Justin:** Pshh. Fuck.

**Griffin:** So the two that managed to Yoshi tongue you, Merle, and you... Mag—wait, who didn't get tongued?

**Travis:** I did not.

**Griffin:** Okay.

**Clint:** Taako's the only one still tongued.

**Griffin:** Yeah. Those two tardigrades are definitely gonna be in that field, just because they were sort of pulling you towards them, so you four are kind of in the same area. So, uh, they're gonna roll a wisdom saving throw?

**Clint:** Mm-hmm.

**Griffin:** Alright. I'll roll the one that tongued Taako.

[dice roll]

That's a 19 plus...

[dice roll]

1. So 20. Uh, that beats it. And then the one that had you, Merle...

[dice roll]

Rolled a 4. That did not save it. So he takes what?

**Clint:** I roll 3d8.

[dice roll]

2.

[dice roll]

8.

[dice roll]

8! So 18.

**Travis:** Nice.

**Griffin:** Uh, okay, yeah. You burn him up real good. Your little guardians— are they actual, like, little butterflies?

**Clint:** Um...

**Travis:** They're tiny Della Reeses. [laughs quietly]

**Clint:** They're— they're, like—

**Griffin:** [laughs]

**Clint:** [laughs] They're little, tiny... no, who's— Roma Downeys. These are little tiny Roma Downeys.

**Griffin:** Okay. 100 little Roma Downeys speaking in 100 unintelligible accents all just pierce this thing all at once, and it looks really, really, really bad off. So they're all going to take turns now. This thing, Merle, is now, because of sort of the inertia has Carey'd it forward, it's pretty close to you so it's just gonna try and take a big bit outta you.

**Clint:** Ha!

[dice roll]

**Clint:** Good luck.

**Griffin:** That is a 14 plus 6, 20— 20.

[multiple dice rolls]

**Clint:** So there's where I take my armor class, that's 18, so I guess that's a hit.

**Griffin:** Yeah, that is 12 points of damage.

**Travis:** Oh, that's not bad. You'll be fine!

**Griffin:** As this thing kind of bites under your arm. It didn't get through your suit, but I guess you're taking crushing damage. Uh and then...

**Clint:** Did you say under my arms, so it bit my pit?

**Griffin:** Yeah, it bit your armpit. 'cause it's a fuckin' nasty, nasty boy.

**Justin:** Nasty!

**Clint:** That's awful.

**Griffin:** Uh, Taako, the one that has you all tongued up is going to quickly retract its tongue, bringing you right into its mouth zone, and he's gonna take a big bite of you, too.

[dice roll]

Uh, gosh. That is 21. It's gonna hit your AC?

**Justin:** Yep.

[two dice rolls]

**Griffin:** For 15 points of damage.

**Taako:** Okay, alright.

**Griffin:** As this thing takes a big ol' bite outta you.



**Justin:** Alright.

**Griffin:** And then, Magnus, the one that missed its tongue attack on you looks kind of sad. He's just gonna... hawk a big black tar-like loogie in your direction. Um... so make a... uh, dexterity saving throw to get out of the way of his projectile black spit.

**Travis:** Uh, it's 13 plus 2, 15.

**Griffin:** That is not gonna do it.

**Travis:** Dammit!

**Griffin:** Yeah. You are hit by this— this poison spit.

[dice roll]

**Travis:** Two points of damage.

[dice roll]

**Travis:** It actually heals me!

**Griffin:** Weird, it heals you. It was healing poison. Um, no, that is— that is 19 points of damage.

**Travis:** What the fudge!

**Griffin:** As this black goo sort of sinks into your suit and gives you bad feelings all over your skin. But it also kind of recoils because of that spit, and is now sort of floating backwards into the big pile of debris that it climbed out of. It's sort of floating backwards. There's some— there's a couple— let me explain some of the things that are in this room, um, that if you want, you could take advantage of.

Like I said, a refrigerator, a large pane of glass, three broken cages, some microscopes, two fire extinguishers, a set of weights, a giant industrial fan blade, wooden crates, and a red barrel.

**Travis:** Great.

**Griffin:** That's it for the tardigrades. Next up is fuckin' flip wizard McGee, Taako.

**Travis:** Flip Wilson.

**Justin:** Popular flip wizard.

**Clint:** [high pitched voice] The devil made him do it!

**Justin:** Okay. That was a hit Flip Wilson impression for everybody.

**Griffin:** [giggles]

**Justin:** For everyone to enjoy. Something the whole family can enjoy. Flip Wilson impressions.

**Travis:** I do flips.

**Clint:** I love it when you do your From DJ voice.

**Justin:** Uh, comin' over next...

**Clint:** [wheezes loudly]

**Justin:** More Flip Wilson impressions. Um... [clicks tongue] I am going to cast one of my famous, as they say, spells, if you're ready. This spell is called Phantasmal Killer.

**Clint:** [wheezes]

**Justin:** It's the coolest spell I could find.

**Griffin:** You cast— you cast spells like Perd Hapley.

**Clint:** [laughs]

**Griffin:** "I am now going to cast a spell."

**Justin:** The spell I'm casting has a name.

**Griffin:** "And the name of the—"

**Justin:** Um, okay. So I just want to educate real quick everybody about tardigrades, okay? They can survive a few minutes at 304 degrees Fahrenheit. They can survive 30 years at -20 degrees Celsius. They can survive a few minutes at -1000 degrees Kelvin. They can survive a few days at -328 degrees Fahrenheit. They can go without water for ten years. These are savage beasts, and I am going to haunt them with the only thing that can stop them: their own fears? What does a tardigrade fear? I can't fathom it, because it's unkillable.

**Griffin:** [laughs]

**Clint:** How about a dentist? 'cause of all these teeth.

**Justin:** It is unfathomable what I am about to conjure, but it is a Phantasmal Killer. I'm gonna tap into its nightmares, and create— of the one that fuckin' attacked me, natch. And it will create an illusory manifestation of its deepest fears, visible only to that creature. It must make a wisdom saving throw, which if tardigrades are wisdom-rich, you can go fuck yourself.

**Griffin:** Okay.

**Justin:** On a failed save, the target becomes frightened for the duration. At the start of each of the target's turns before the spell ends, the target must succeed on a wisdom saving throw or take 4d10 psychic damage.

**Griffin:** Fuck me!

**Justin:** On a successful save, the spell ends.

**Griffin:** So at the start of its next turn it would take that damage?

**Justin:** Yes, correct.

**Griffin:** Okay. Uh, but I have to make a save right now to see if I can get away from you. Jesus.

[dice roll]

That's a critical failure!

**Justin:** Great.

**Travis:** He's super scared.

**Griffin:** This thing— this thing makes a noise— because, like you said, they're unkillable just, like, emotionless monsters. This thing makes a noise that makes you think that the Satan that Satan's afraid of just appeared in front of it.

**Justin:** And who is it he's dreaming of? Why, it's none other than Johann August Ephraim Goeze, his discoverer.

**Clint:** [laughs]

**Griffin:** This thing is scream-gurgling and it's a horrible, horrible, horrible sound. And it actually unlatches its tongue from you and kind of, like, pushes you away from it to try and, like, get away from this double Satan.

**Taako:** Enjoy your taste of Taako.

**Clint:** [laughs]

**Justin:** That's what I say to it.

**Clint:** Is that the new catchphrase?

**Justin:** Well, only for things that bite you in the dick.

**Clint:** Is that where it bit you?

**Justin:** Right in the dick.

**Clint:** Oh my gosh.

**Griffin:** I edited it out, but yeah, it bit him right in the dick. Um, Magnus. You're up.

**Travis:** How close are the fire extinguishers?

**Griffin:** One is right next to you.

**Travis:** I grab it.

**Griffin:** Okay.

**Travis:** And I'm going to use it.

**Justin:** Won't do shit.

**Travis:** To propel me... at, like, Wall-E style at, um... I don't know. Let's say the one that just bit Merle's armpit. No, that one took some damage already. The one who's sad about not getting to bite me, with my shield in front of me. So I'm basically, like, canon balling into it.

**Griffin:** Okay, yeah. I like the— I like the Wall-E comparison.

**Travis:** Thank you.

**Griffin:** Uh, yeah. So you're gonna launch yourself at this thing. I'll give you advantage on the attack, 'cause this is cool.

**Travis:** Great. What— how— hmm. What kind of attack do you think it would be? Um...

[dice roll]

**Griffin:** It's up to you. If you want to try and, like, hit it with your axe as you go flying by it or if you want to, like, try and just bash it with your shield.

**Travis:** I wanna bash it with my shield in the face.

**Griffin:** Okay.

**Travis:** Real good.

**Griffin:** Uh, I don't really know how attacking with the shield— go ahead and make the— you're definitely proficient in shields, so.

**Travis:** Um, that was not great.

[dice roll]

Okay, that one's better. So that's... 15 plus 7, 22?

**Griffin:** Yeah, that's a hit. And we'll say... let me think. What's your axe do?

**Travis:** Um, one-handed is 1d8 plus 6.

**Griffin:** Why don't you just do 1d6 plus 5. We'll just take it one dice down.

**Travis:** Great.

[dice roll]

That is 5 plus 6, 11?

**Griffin:** Okay. Uh, this thing takes 11 points of damage and, uh, you send it, like, flying backwards. Uh, towards the big sort of thing of— of flotsam and jetsam that the other guy ran off to. Um... so yeah. They're all kind of towards the bottom of the room now. Um, that's it for—

**Travis:** Well, I get a second attack. Come on!

**Griffin:** Oh yeah. Well, you—

**Travis:** We've got tiny Roma Downeys, we've got Phantasmal fears, I get to attack twice, please don't take this away from me.

**Clint:** [wheezes loudly]

**Griffin:** Okay. Uh... do you have a throwing weapon or a bow or something?

**Travis:** I'm going to let the fire extinguisher keep shooting towards them.

**Griffin:** Okay.

**Travis:** Let go of it, and then I'm gonna shoot the fire extinguisher with my bow and arrow, with my crossbow.

**Griffin:** Okay.

[dice roll]

**Travis:** That is 16 plus 7, 23 against the fire extinguisher.

**Griffin:** You send the fire extinguisher flying at all of them, and you shoot it with your crossbow, and it does burst and send white— white foam all over the three of them and the bottom of the room, and that white foam, uh... is going to blind them, but they're not gonna take much damage from it, 'cause it was just a little fire extinguisher.

**Travis:** Yeah, but now they got disadvantage.

**Griffin:** Well, they're blinded. I think that's a different thing.

**Travis:** But that would *probably* give disadvantage, wouldn't you say?

**Griffin:** Yeah, sure. Merle, you are next in the order. All three of 'em are actually pretty clustered up right now. Um...

**Clint:** Okay. So they're more than 15 feet away.

**Griffin:** Umm... they're about 15 feet, like, below you. But they're not in your— your sphere, no. They've moved out of it.

**Clint:** My Zone of Romas. They're not in my Roma Zone.

**Griffin:** Not in your Roma Zone.

**Travis:** If it helps, Dad, they have a single gonad located above the intestine.

**Griffin:** [laughs loudly]

**Clint:** Am I the only one that didn't go all Kratt brothers on these things?

[all laugh]

**Griffin:** Travis has a point.

**Clint:** [simultaneously] Um, I have a question.

**Griffin:** They're like— they're like putties from *Mighty Morphin Power Rangers*. You just hit 'em once in their single hidden gonad.

**Travis:** [through laughter] Their single gonad.

**Griffin:** They can live for a billion years at 300,000 degrees Fahrenheit., but one good nard shot...

**Clint:** [laughs] Um... I have a question. Is Magnus still poisoned?

**Griffin:** No, no.

**Travis:** Okay.

**Griffin:** [stage whisper] Largely because I don't know how to resolve that.

**Clint:** Well, I was gonna protect him from poison, because I... but I won't waste a spell on it if that's—

**Travis:** Oh, no, that doesn't sound like a thing you'd do.

**Clint:** I was going to!

**Travis:** [laughs]

**Clint:** Okay. So they're all kind of clustered together, right?

**Griffin:** Yep.

**Clint:** Tell me again what's floating around?

**Griffin:** Uh, once again. Um, there's a refrigerator, a large pane of glass, three broken cages, some microscopes, one fire extinguisher, a set of weights, a giant industrial fan blade, wooden crates, and a red barrel.

**Travis:** Griffin, does the refrigerator still have its door on it?

**Griffin:** Yeah, sure.



**Travis:** Okay. Well, I chastise Lucas heavily. Never throw refrigerators with the door on. Learned that from Punky Brewster.

**Lucas:** Okay, but we're not really afraid of, like—

**Magnus:** Hey, Lucas?

**Lucas:** We're not really afraid of, like, babies playing hide and seek up here or whatever.

**Magnus:** Well, were you afraid of a crystal creature? 'Cause that happened.

**Lucas:** I guess you're right. I guess—

**Magnus:** Boom.

**Lucas:** You know what? Point for Magnus.

**Travis:** Do I have advantage now?

**Lucas:** Yeah, in future arguments with me you have advantage.

**Clint:** Okay. I have another question. Do these vagina dentrata things— do they actually have eyes?

**Griffin:** Um... they— yes, but they're covered in fire cream. What's inside of a fire extinguisher? Does anybody actually know?

**Travis:** Anti-fire.

**Clint:** Whipped cream? Oh, gosh. We've gone from Kratt brothers to Bill Nye the Science Guy.

**Justin:** Well, no, I mean I feel like this is something a lot of people— I mean, it's a dry chemical, carbon dioxide, or water. I mean, it's one of those three.

**Travis:** It depends on if its an A, B, or C.

**Justin:** Right.

**Griffin:** Okay. So when I said fire— when I said fire cream it was pretty, like...

[all talking over each other]

**Griffin:** That's sort of, like, the colloquial term for it.

**Clint:** Okay. The one that was all chewed up from the Roma Zone...

**Griffin:** Yeah.

**Clint:** I'm gonna take that crummy axe with all of the names...

**Griffin:** [laughs] Okay?

**Clint:** Of what's his name.

**Griffin:** The child axe.

**Clint:** The child axe. With all of the power— this is like a Stephen King novel, you know?

**Griffin:** Sure.

**Clint:** Where a kid at the end does something.

**Griffin:** [laughs]

**Clint:** I'm gonna throw that hand axe, and I'm gonna throw it right down the ugly gaping toothy maw... of that one that's all beat up from the Roma Zone.

**Griffin:** Okay. Um... cool.

**Justin:** The Roma Zone. [laughs]

**Travis:** You probably have to roll something.

**Griffin:** Yeah, you're gonna—

**Clint:** Hey, Trav? Listen. Do I—g—I—do I give you hell—

**Travis:** [crosstalk]

**Griffin:** No, no, no. [crosstalk]

**Travis:** You know what? You're right. Go for it.

**Griffin:** No, that is going to be a ranged attack.

**Clint:** [through gritted teeth] Oh, god, Travis. God!

**Griffin:** I'm just gonna make— it's a ranged attack! You want a freebie?

**Clint:** No you weren't. No you weren't. It's just 'cause Travis said so.

[dice roll]

Oh, great.

[pause]

**Travis:** [laughs]

**Justin:** 20...

**Clint:** No. It's a 6.

**Travis:** Plus...?

**Clint:** Oh yeah, plus 14.

**Travis:** There you go.

**Griffin:** [laughs loudly] No, that's a 6. Yeah, you throw the axe of children, the child's axe of wounding, but you don't throw it very hard? And so [wheezes] it just very slowly— it takes, like, ten minutes as it just kind of floats towards this water bear.

**Clint:** [laughs loudly]

**Griffin:** And it hits it, and just, like, bink!

**Clint:** No, doesn't it go in his mouth?!

**Griffin:** Yeah, it opens its mouth and it fuckin' eats it.

**Clint:** Okay. It is a choking hazard, then.

**Griffin:** It's fine. He digests it and shits it out, and the shitty axe comes out and kills you.

**Justin:** [muffled laughter]

**Clint:** That's fine. Everybody else is allowed to think outside the box... not—

**Griffin:** No, you can think outside the bun all you want, Taco Bell! You just have to do the shit good!

**Justin:** [laughs]

**Clint:** He's Taako Bell.

**Justin:** It still comes down to the rolls.

**Clint:** [sighs]

**Griffin:** Next in the order are these tardigrades. Um... I guess I'll roll a saving roll against fire cream.

[dice roll]

Uh, the one that got chewed up by the Roma Zone is saved.

[dice roll]

Um, the one that— well, the middle one that attacked Taako did not.

[dice roll]

And the one that attacked Magnus did not, so those two are gonna be blind.

**Justin:** They also— I'm gonna need the middle one to roll a wisdom saving throw.

**Griffin:** Oh, fuck, that's right!

**Justin:** 'Cause spooky Johann is stalking his dreams right now.

[dice roll]

**Travis:** Gettin' real spooky ooky.

**Justin:** Real spooked.

**Griffin:** Uh, 13?

**Justin:** No. What? No.

**Griffin:** Okay.

**Clint:** [laughs] Hell no.

**Griffin:** So he takes... oh, shit. Okay.

**Travis:** 4d10.

**Justin:** 4— hold on one second, my lovelies. Let me give you 4d10 of damage.

**Griffin:** [laughs]

**Clint:** [laughs]

[dice roll]

**Justin:** We got... 3...

[dice roll]

10...

[dice roll]

S— uh, fi— si— 16...

[dice roll]

And... 24.

**Griffin:** Okay. Yeah, that middle tardigrade tries to wipe the fire cream off his eyes and fails to do that, and he looks really pitiful. And then his head just Scanners-style explodes.

**Justin:** [laughs]

**Griffin:** So that's one down.

**Justin:** Nice.

**Taako:** Well, that's mine, fellas!

**Griffin:** So the other one that did save, Merle, he's going to push off the floor of this room, away from the big ball of debris and come at you. And as he flies at you he's going to try and take another bite.

[dice roll]

Uh, that is a 19 versus AC?

**Travis:** Now, to be fair—

**Clint:** Ah, yes.

**Travis:** When he enters the zone, isn't his speed halved?

**Clint:** Yeah.

**Griffin:** Well, it's the first— it's the first time a creature enters the zone.

**Travis:** No, but any time it's in the zone their speed is halved.

**Griffin:** Yeah. I haven't really been tracking speed, because we're in a weightless zero G, like, inertia—

**Travis:** But that's what I'm saying. So he would slow down enough.

**Griffin:** Okay, yeah, no, that's fair. That's fair. Fair play. He's not gonna be able to get close enough to take a bite out of you. So instead he's just gonna try and Yoshi tongue you to try to bring you in range. So make a dexterity saving throw, Merle.

[dice roll]

With disadvantage, because you don't have anything to get your body off.

**Travis:** [snorts and giggles]

**Clint:** So I roll it twice?

**Griffin:** Yep. Take the worse result.

[dice roll]

**Clint:** 15.

**Griffin:** Uh, yeah, that does it. You get out of the way of this things tongue. It actually licks back and misses you with its tongue, and its tongue keeps going, and it actually sticks on to the big refrigerator. And you hear him go like, "[muffled] Ahh! Ahh!"

**Justin:** "Not again!"

**Griffin:** "[muffled] Ahh!" Uh, and the one that is blinded is going to... uh, try and spit acid at Taako. Um, with disadvantage.

[dice roll]

That's a 17 plus 6, so 23, but disadvantage...

[dice roll]

10 plus 6, 16? [pause] Versus AC? Taako?

**Justin:** Uh... that will... hold on, let me grab my sheet real quick. I knew offhand that—

**Griffin:** Oh, no. I'm sorry, I'm sorry, I'm sorry, I'm sorry. I fucked up. This is a dexterity saving throw, not an attack, not a ranged attack.

**Justin:** Okay.

**Griffin:** Um, but I'll give you advantage, since he's blinded.

**Justin:** So I need to make a dexterity saving throw?

**Griffin:** Yes. To try and get out of the way of this big black ball of spit.

[two dice rolls]

**Justin:** Uh... 13?

**Griffin:** That ain't gonna do it.

**Travis:** Plus your dex.

**Justin:** He has disadvantage though, right?

**Griffin:** Yeah, so I'm gonna give you advantage, 'cause I don't know how to do disadvantage if you're the one making the roll, except just to...

**Justin:** I gotcha.

[dice roll]

**Justin:** And then we have 16.

**Griffin:** Uh, nope. Neither of those are gonna do it.

**Travis:** Well, but plus your dexterity. Are you doing that?

**Justin:** Yeah, I added it.



**Travis:** Oh, okay.

**Griffin:** Okay, you are hit by this poison spit as well.

**Justin:** Uh.

[two dice rolls]

**Griffin:** Uh, 14 points of damage for Taako.

**Justin:** 'Kay.

**Griffin:** And that's it for the tardigrades. Taako, you are up.

**Justin:** I am going to... cast... are they still clumped, or what's the deal? How close are they?

**Griffin:** Not really, not anymore. One of them is... they're probably about ten feet away from each other? One of them has a tongue attached to a big refrigerator, and the other one is sort of still back towards the big pile of debris.

**Justin:** Okay. And how close are they to me?

**Griffin:** Uh, they're both about... they're about ten feet away from you, also.

**Justin:** Then I am going to cast this is a... I'm gonna cast third level Thunderwave and hit both of them.

**Griffin:** Okay. Alright.

**Justin:** So... you have to make a constitution saving throw. For both of them.

**Griffin:** Okay.

[dice roll]

**Griffin:** Uh, 12. We'll say that one was for the one back near the debris. That's not gonna do it.

**Justin:** Okay, no.

**Griffin:** And then the one that— the Roma Zone.

[dice roll]

Wow, Jesus, rolled a 7.

**Justin:** Certainly not.

**Griffin:** No, okay.

**Justin:** Uh, so now they are both gonna take...

**Travis:** 1000 points of damage.

**Clint:** [laughs]

**Justin:** 4d8 thunder damage.

**Griffin:** Fuck me, wow!

**Travis:** Man, really makes my axe seem not so great. [sighs heavily]

**Griffin:** This isn't really Magnus's area to really shine.

[multiple dice rolls]

**Justin:** 17.

**Griffin:** 17 points of damage. Okay, the one that was in the Roma Zone— you blast him backwards with your wave of Thunderwave. Isn't there a push effect, too?

**Justin:** Uh... yes. Uh, ten feet away.

**Griffin:** Okay, yeah. The Roma Zone one gets blasted backwards. He just collides with the wall, and you see some pink fluid come out of his snoot, and he stops moving. Um, dead. He's dead. He died.

The other one that was back towards the pile is pretty bad off, and—

**Travis:** Magnus yells...

**Magnus:** Push him towards me!

**Griffin:** Uh, well, no, you— I don't think you can choose which way to push 'em, I think you just push them away.

**Travis:** [simultaneously] Yeah you can!

**Griffin:** Uh... can you? Can you Thunderwave pull it?

**Justin:** No. I think it would be—

**Clint:** It's not telekinesis.

**Justin:** —in the trajectory away from me.

**Griffin:** Yeah. So—

**Travis:** Oh, any time I've done push with Phantom Fist I got to choose where they went. Sorry.

**Justin:** You're the one in control of Phantom Fist. Thunderwave is more like an explosion.

**Travis:** Oh, I feel you.

**Griffin:** Yeah, imagine like a Fus Ro Dah. You can't be like [through an inhale Fus Ro Dah!

**Justin:** Fus Ro Dere! Over dere! No, Fus Ro Over Dere!

**Travis:** [snorts]

**Griffin:** Uh, also, all of the debris in the back of the room has also broken up, and now this room kind of has, like, a snow globe thing going for it where just, like, there's just shit flying around all over this spot. Um... uh, yeah. So... next in the order is Magnus. You got one grade left.

**Travis:** I got what? Oh, gotcha.

**Griffin:** One— there's— tardigrade.

**Travis:** Um, I'm going to... is there anything I can push off towards it?

**Griffin:** Uh, yeah. You're pretty close to the giant industrial fan blade.

**Travis:** Okay, I'm gonna push off of that towards the tardigrade.

**Griffin:** Okay.

**Travis:** And I'll just tell you what I want to do, and you tell me what I have to roll to do it.

**Griffin:** Mmkay. This is the tardigrade that— oh, no, no, no. The... tardigrade that just died was the one that was attached to the refrigerator. Okay, yeah.

**Travis:** I wanna grab it and throw it at Merle.

**Griffin:** Okay.

**Clint:** Ugh. [laughs]

**Travis:** Um, so I bounce off and I grab it.

**Griffin:** Okay, yeah. So he's pretty much right up against the wall, so you push yourself off the fan blade and get to the wall right next to where he is. That would be a strength contest.

**Travis:** Good news.

**Griffin:** Yeah, you're real good at that.

[two dice rolls]

**Travis:** Yeah. So that's 16 plus 7, 23?

**Griffin:** I got a 19, which would've been good against a mortal man.

**Travis:** Yeah. Except I work out every day.

**Clint:** [wheezes]

**Griffin:** Yeah, you get those fuckin' sick gains for throwing microscopic science creatures.

**Travis:** Yeah. So I throw him at Merle.

**Griffin:** Okay. You chuck him real good. You chuck him real, real good. Now Merle, you got a fuckin' fastball special comin' your way.

**Travis:** Well, so it's gonna enter the Roma Zone for the first time.

**Clint:** Exactly.

**Griffin:** Oh yeah, okay.

**Clint:** Yeah!

**Griffin:** So that— we don't even need to get to that turn. Uh, what does he do? Wisdom saving throw?

**Clint:** He has to make a wisdom saving throw, yes.

[dice roll]

**Griffin:** Uh, 21.

**Travis:** Oh, snap!

**Magnus:** Sorry, Merle!

**Travis:** [laughs loudly]

**Griffin:** [laughs loudly]

**Justin:** Fuckin' smart tardigrade, huh? A smartigrade, if you will.

**Clint:** Wait a— wait a minute.

**Griffin:** He had a stroke of— he had a flash of genius.

**Justin:** Does he not still have disadvantage?

**Griffin:** Uh, he does on attacks. Not on Roma avoidance.

**Justin:** [wheeze-laughs]

**Griffin:** Not on angel dodging.

**Justin:** Roma has a way of short circuiting all of our defenses.

**Travis:** I get— I have, um, a special called Commander's Strike, so for my second attack I'm actually going to command Merle to attack, make a weapon attack, and then I add my advantage, my dice to his damage.

**Griffin:** Okay. Yeah, this is gonna be in melee range of Merle, definitely. [pause] So, wait. I don't— what— what the fuck? You're, like, pulling— you're controlling his mind?!

**Travis:** No, I'm basically saying like, "Attack that guy!" And then he's using my second attack to do it.

**Griffin:** Interesting. That's neat. Okay, so Merle make a—

**Clint:** [laughs] Yeah, it's great. It's workin' out as well as the first part, I hope.

**Griffin:** Merle, make a melee attack against this water bear.

**Justin:** If only you still had your romper room axe.

**Clint:** I've got... Little Choppy, my real axe.

**Justin:** [holding back laughter] Lil Choppy?

**Griffin:** I don't know how many times I have to tell you, you don't have an axe. You got that battle wrench.

**Travis:** [simultaneously] You got a hammer.

**Griffin:** You got the battle wrench, you got your warhammer.

**Clint:** I have an axe! I've had an axe from the beginning!

**Travis:** No, *I* have an axe! That's *my* steeze!

**Justin:** I think Dad has an axe.

**Clint:** Alright. I'll hit him with my warhammer, but we will discuss this in the off season.

**Griffin:** Okay. You had an axe—

**Travis:** [simultaneously] We'll talk about it in The Zone Zone.

**Griffin:** You had an axe. And we'll talk about how— how just, like, loosey goosey you are with your belongings. "C'mere, Scuttle Buddy! Bye! Get on that train to hell! See you later! Axe! Oh, axe, I found you, I love you! Bye, I threw you into a monster's mouth and you turned into shit."

**Clint:** And I'm gonna get an apology in the next episode from you, because I am right, and you are wrong.

**Griffin:** That seems very unli— that seems super unlikely

**Justin:** [crosstalk]

**Clint:** Alright, I'll hit him with my warhammer.

**Griffin:** Mmkay.

**Clint:** Do I get to name that?

**Griffin:** Yeah, if you want.

**Clint:** Smusher.

**Travis:** Pretty good.

**Griffin:** Okay. I feel like you've already—

[dice roll]

**Griffin:** —busted that out, but...

**Clint:** Okay. What did I just roll for? [laughs]

**Griffin:** Oh my gosh.

**Justin:** Hurting.

**Clint:** 17. And none of my modifiers?

**Travis:** That's what that plus 3 is.

**Clint:** Okay. 17, then.

**Griffin:** Yeah, that's a hit.

**Travis:** Excellent.

[dice roll]

**Justin:** Nice.

**Travis:** My superior dice, so whatever your damage is, plus 4.

**Clint:** Okay.

[dice roll]

**Clint:** 5 plus 4.

**Griffin:** 9 points of damage?

**Clint:** Okay?



**Griffin:** Uh, okay, yeah. You guys basically just did, like, a quick little baseball game.

**Clint:** We need to name it something, Trav.

**Griffin:** In this zero— yeah, you guys have just invented a new hot zero gravity water bear sport.

**Travis:** Mm-hmm.

**Griffin:** Um...

**Justin:** That only works on smart ones.

**Travis:** Yeah.

**Griffin:** Uh, yeah. That's the only way to—

**Travis:** Smart— Smartwater bear.

**Griffin:** Uh, you— yeah, you club this thing with your bat and you hear it grunt, um, and cry sadly, and some pink juice comes out of it, and it hits the wall and is dead.

**Clint:** We just Joey Votto'd that thing.

**Justin:** I'm not gonna have a bunch of people telling me I missed another great Travis joke, so Travis, Smartwater bear is a very funny joke.

**Clint:** Yes it is.

**Travis:** Thank you. Thank you very much.

**Clint:** That is good.

**Griffin:** Well, just because Smartwater's an extant product?

**Travis:** Yeah.

**Justin:** But Smartwater bear, and it was a smart water bear.

**Clint:** This portion of Adventure Zone brought to you by Smartwater.

**Justin:** So Smartwater bear.

**Clint:** And gummy bears.

**Justin:** And it's a smart... water bear.

**Griffin:** Also the National Bear Council. Hey, guys. Can we chill out a bit on bears?

**Travis:** Hey, just be cool on bears for two seconds.

**Griffin:** If you see a bear, it's time to fucking go, man.

**Travis:** [laughs] Get outta there! That's the bear's house! Unless the bear's in your house. Then call somebody. Don't try to take care of it on your own.

**Clint:** Let's not gloss over the fact that we just won a battle.

[victory music plays]

**Travis:** Yeah. And, like, legit won.

**Justin:** Decisively.

**Clint:** 'Cause that doesn't... that doesn't happen all the time.

**Justin:** Normally a much better equipped woman has to come in and save us.

**Clint:** [laughs]

**Justin:** Is typically the way we could do it.

**Griffin:** All three tardigrades burst open, and a million baby tardigrades, a swarm of them— no, just kidding.

**Travis:** Now, they are eggs, and it takes 14 days for the eggs to hatch, Griffin.

**Griffin:** [laughs loudly and applauds] Fuck.

**Justin:** [laughs]

**Travis:** Do your fuckin' research!

**Clint:** [laughs]

[music plays]

**Griffin:** Hey, everybody! This is Griffin McElroy, your dungeon master, your best friend, your partner in crime. Let's do some crime together! Thanks for listening to episode 34 of *The Adventure Zone*, and I have lost track of where we are in the Crystal Kingdom arc, but we're somewhere deep in it.

I want to thank everybody who has been tweeting about the show using the #thezonecast hashtag. If you use that hashtag, you might end up as a character on this show. Um, I don't think there's any new characters in this episode. But in my defense there were, like, nine new characters in the last episode.

But yeah, if you want to end up as a character, like a Jamie Green, or like a John Cook, or like a Chloe Noelle, then tweet about the show using the #thezonecast hashtag. We also appreciate you spreading the word, 'cause we don't advertise this podcast in any conceivable way. And so you telling people about the show who you think might be into D&D, or [laughs] people who know are into D&D, or people you think hate D&D. We really appreciate it. Any of those three ways, and thank you very much.

[ad break]

**Griffin:** I got a few jumbotron messages to read to you before we get started. Well, no, we've already gotten started, but here's some jumbotron messages. If you want to get one on the show, just go to [Maximumfun.org/jumbotron](http://Maximumfun.org/jumbotron). Here's the first one. It's from Evan Jones, who wants you to start your family adventures together at Together Tales. Oh, this is a really neat one. I was on this website, [togethertales.com](http://togethertales.com), and I was researching it. It is... well, I'll let them talk first through these words. I'm gonna actually talk, but they said:

"This is a story about a dungeon master dad who decided storytime could use a little more adventure and created Together Tales. Together Tales is a collection of interactive books that parents bring to life for kids aged 7 to 12. Each adventure

kit includes a book split into chapters, along with treasure hunts, digital games, cute coincidences, and clues that put your child at the center of each story."

I get a lot of people telling me that they listen to *The Adventure Zone* and sometimes they let their kids listen to *The Adventure Zone*, and we are glad that that is happening, although certainly we say some objectionable stuff here on the program. This sounds like a really fun and cute way to do some adventures with your kids without having four adult men cursing at them all the time. [laughs]

It's really neat. They send you an adventure kit that comes with a personalized book. You can get your child's name in the book. And then you can customize, like, little activities that you have to do while reading different chapters of the book.

Go to [togethertales.com](http://togethertales.com). They can explain it a lot better. But it looks really, really neat. Next up I've got a message here for Kathleena Cruck, Esquire. And it's from Mario, who says:

"Thanks for being an amazing friend and DM. I wish I could keep you in Chicago, but wherever you go this year, I know you'll be a zealous advocate for those in need and have fun doing it. Thanks for making me listen to *The Adventure Zone* and *MBMBaM*. Happy birthday! McElroys: would Magic Brian and/or Garyl please wish her a happy birthday?"

Well, Justin does Garyl, but...

**Magic Brian:** It's me, Magic Brian! Back from the grave. I think this is what I sounded like? I forget. It's been, like, two years! Happy birthday!

**Griffin:** [holding back laughter] I'm pretty sure that's just my Emo Philips impression.

And one last message here. This one's for Fergus and it's from Glenn, who says:

"Happy eternal Candle nights, baby brother. You've already got the D&D source book, so the next best gift is well wishes from Griffin on one of our favorite McElroy podcasts. Plus the chance of your name possibly being used in game. Our shared brotherly nerdiness brings me joy and is now stitched into the fabric of podcast history. Garyl lives!"

Um, he does. I mean, he's a ghost... he's a spectral equine being. So if you can consider that being life, then yeah, absolutely Garyl is alive somewhere. In the ethersphere. But happy eternal Candlesnights, Fergus! I think that means I'm wishing you, like, belated happy holidays. And if that's the case, I like that spirit. Christmas in February.

We have the Max Fun Drive coming up very soon here in just a few weeks. We've got a lot of really fun plans in store for the Max Fun Drive, including a bonus episode for donors. The bonus episode involves, like, a one-shot story that Travis actually DM'd with whole new characters, a whole new setting. We recorded it last weekend, and it was extremely super fun, and we're already trying to figure out a way to do more of that.

So, we will let you know more details when Max Fun Drive is coming up. It's gonna run from March 14th to the 25th. We have a lot of really fun stuff planned for it. Um, and last year everybody was so super supportive of the show during the Max Fun Drive.

We are a donor supported network at Maximum Fun, along with the few ads that we do. We really rely on your donations to be able to put more time and energy into this thing, and you guys were all so super, super great to us last year. So, again, coming up March 14th through the 25th. Lots of fun *The Adventure Zone* stuff gonna happen during the drive.

Hey, speaking of Maximum Fun, why don't you go to the other shows on [Maximumfun.org](http://Maximumfun.org) and just start clicking and listening to 'em? We got shows like *Bullseye*. We got shows like *Getting Curious*, is a fairly new one. We got shows like *Lady to Lady*. We got shows like *Oh No, Ross and Carey*. There's a ton of shows on the network.

Justin and Travis and Dad— well, not Dad. This is the only show Dad does. But Justin and Travis and I have other shows too. We got shows both on and off the network. I have one that I do with my wife, Rachel, called *Rosebuddies*, where we talk about *The Bachelor*. I've got a new video game podcast called *Cool Games Inc* that I do for Polygon, in which me and Nick Robinson come up with pitches for video games. Travis has a brand new show called *Interrobang* that he does with his friend, Tybee Diskin, where they get angry about stuff. And Justin and Sydnee do *Sawbones*, which is a medical history show. Sydnee also just launched a new podcast called *Still Buffering* with her little sister, Rileigh, where they talk about #teenlife. Got our fingers in, like, 16 pies at this point.

You can find all those at [mcelroyshows.com](http://mcelroyshows.com). I have talked for ages. We're gonna get back to the episode now. Uh, the next episode will be up on... March 10th. God, that seems like forever away. I mean, it's not. It's just two weeks, but still. Anyway, we'll see you then, and then a week after that it's Max Fun Drive time. So start getting psyched out of your mind.

[music plays]

**Griffin:** You've exited the zero gravity room and made it through the airlock into what looks to be the main lobby of the lab, which isn't crystallized. It is still in its normal lab-y form. And there's a bunch of different airlocks leading to a bunch of different chambers from this, like, central hub. You can see an airlock leading to the main entrance of the lab.

**Clint:** [laughs]

**Griffin:** What's wrong?

**Clint:** I'm just thinking, this is like our bottle episode where we just reuse [through laughter] the airlock set over and over again!

**Griffin:** Yeah.

**Clint:** With just a little, like, hang a different sign on it.

**Griffin:** Uh, yeah. This is basically like old school *Doctor Who*. Like, "I've only got the one airlock. Uh, one of them is labeled to head to the main entrance. Um, and that airlock is actually shut down, it's powered down. Um, there's another airlock on the opposite end of the room that you can't really make out that's also powered down.

There is the airlock you just came from. There are three airlocks leading to the medbay, one labeled to go to the main elevator, and one heading to a room called cosmoscope. And then, uh, right next to you, right next to the door that you just exited from is the airlock leading into the thermal regulation chamber. Um, which also has a layer of ice around it. But as you enter into the room, you hear coming from that door, you hear some banging and shouting and chopping coming from that iced over door.

**Travis:** I start chopping too.

**Griffin:** Okay. Yeah, you get your axe out and start chopping on the other end of it. You guys hear Killian and Carey going, uh...

**Killian:** [muffled] Merle, Taako, Magnus? Is that you guys?

**Magnus:** Is that you guys?

**Killian:** [muffled] Yeah, it's— it's Killian and Carey.

**Magnus:** Oh, I was thinking of different guys.

**Killian:** No, no, no. We're— can you help us get out of here? We've been chopping at this ice wall for forever.

**Magnus:** I'm chopping too!

**Killian:** Okay, let's just hurry. We're running out of time!

**Magnus:** Hackin' and whackin' and slashin'.

**Clint:** I get my axe ready so I can help him.

**Griffin:** You don't have an axe.

**Clint:** What?

**Griffin:** Um, Taak— you hear a—

**Killian:** Taako! Do you have any, like, fire stuff you can do where, like—

**Magnus:** Oh, sure. What good is an axe when there's magic around!

**Taako:** Yeah, everybody step back.

**Griffin:** [laughs]

**Merle:** I got fire. I got fire. You want me to use my fire—

**Travis:** Yeah, you guys have fun.

**Taako:** Yeah, go for it. My fire arm is a little...

**Merle:** Well, so you don't, you know, burn a spell.

**Taako:** Sure.

**Merle:** And since I don't use mine right.

**Clint:** Okay, I cast Sacred Flame on it.

**Griffin:** Okay. Sacred Flame is sort of fire of a divine origin.

**Clint:** I'm a divine guy.

**Griffin:** I know this. I know this very much about you.

**Clint:** Would radiant damage not help?

**Griffin:** Uh, no, but you did teach the ice a quick parable about Pan and his— his divine guidance.

**Justin:** Okay, fine, I'll use Fireball. Fuck.

**Griffin:** Okay. Yeah, you blast the door with Fireball, and Magnus, you're chopping away with your axe. Merle, you hear a voice in your head. You hear a whisper come from behind you.

[music plays in the background]

**Travis:** [gravelly voice] Kill again. [laughs quietly]

**Clint:** [wheezes]

**Griffin:** No. It's, uh... it's, uh... the voice sounds like...

**Voice:** [echoing] Merle... Merle, behind you! Merle! [laughs quietly] Dammit! Merle, look behind you!



**Merle:** Mm-mm. Nope.

**Voice:** Merle, it's Pan! Look behind you, you fool!

**Clint:** Alright, alright. I turn around and look behind me.

**Griffin:** Um, you look behind you while everybody's busy getting to this door, heeding this voice that apparently only you can hear. And you see a small rift open in space, and you see the crystal with the white fire starting to come through it. Um, and that voice says...

**Voice:** Merle, listen. You have to trust me. It's me, Pan. You have to grab the crystal. Grab it with your hands before it touches the ground! You can stop this room from getting crystallized, you can save your friends! Grab the crystal!

**Clint:** Hmm...

**Griffin:** And the thing is starting to pop out of this rift womb, uh, and make its way out.

**Clint:** Well... that certainly is a conundrum. [pause] Alright! I grab it.

**Justin:** [gasps]

**Griffin:** Okay. Yeah, you catch the crystal before it drops to the ground. Yeah, you— the rift closes up and nothing— nothing gets crystallized. As you grab this white, fiery crystal. Um, and as soon as you grab it you hear that voice again, and it goes, uh...

[music ends]

**Voice:** [Cockney accent] Oh, well this is gonna be a lot easier than I thought!

[music resumes]

**Griffin:** And you hear a sound like a light bulb shattering as the crystal in your hand just kind of... kind of shatters and fractures into splinters, and you feel a sharp pain in your hand. And that sharp pain is kind of replaced by this strange numbness. And as you open up your hand, you realize that you have a few little needles of this crystal sticking out of your hand.

**Clint:** Okay.

**Griffin:** And—

**Travis:** [sing-song] Choppin' away the door. [laughs]

**Griffin:** And your hand is, uh— your hand is starting to get... starting to change. Your hand is actually starting to turn— turn— the suit, I should say, around your hand and your arm, you can feel it. Like, it hurts a whole bunch. I can't even describe how bad it feels. But yeah, your hand is starting to turn into pink tourmaline.

**Travis:** I turn around and chop it off.

**Clint:** Ah, wait! Hold on!

**Griffin:** Okay, yeah. It's grown up to his forearm. Are you— how do you— I guess my question is how would you know?

**Travis:** Well, he's probably screaming by this point. Unless he's just super cas' about the whole arm turning into crystal thing. "Huh, that's weird!"

**Clint:** Alright, what's— what's turning into crystal? The suit or my arm?

**Griffin:** All of it. The whole kit and caboodle. It's growing up, it's up your wrist now. It's about halfway up your forearm.

**Clint:** Would it help if I took the suit off?

**Griffin:** Uh, it's already in your body, it seems like.

**Clint:** Okay!

**Griffin:** It's going up you. It's about to your elbow now.

**Clint:** I turn and say with a calm but manly voice...

**Merle:** Um, Noelle? Check this shit out.

**Noelle:** [panicked] Oh my god! Guys, he's crystallizing! Guys!

**Travis:** I turn around and I chop it off! I chop it off!

**Clint:** Quit chopping me off!

**Travis:** I'm gonna chop it off!

**Clint:** No!

**Travis:** Let me chop it off!

**Justin:** Travis, that seems like a very personal character choice that you're making for Dad right now. I don't think you should decide whether or not he wanders this Earth as a one-armed dwarf.

**Travis:** No, I'm— but I want you to know that Magnus, in character, is screaming "Let me chop it off."

**Justin:** That's fine, but you can't say you chop it off.

**Travis:** I'm saying that in character I have a history of arm removal.

**Griffin:** [laughs] It's— I will give Travis advantage on this roll. He is an arm removal specialist.

**Justin:** [laughs]

**Clint:** Wow, that's a really good point.

**Taako:** Merle, do you want me to freeze it? Maybe I should freeze it?

**Merle:** I don't know if freezing it would do any good!

**Taako:** I mean, it's better than chopping it off, no?

**Clint:** Wait, is that all Noelle did? You bitch at us for not using her and then I try to use her and she just goes, "Hoh, pooppy!" that's it?

**Noelle:** Well, I can't— I can't, like— I can't anti-crystal you! Somebody do something!

**Merle:** Chop the damn thing off. Chop it off. Just chop it off. I don't care.

**Magnus:** Yeah!

[dice roll]

**Travis:** I roll—

**Merle:** Chop it off. Hey, wait, no! I got an idea.

**Magnus:** Nope, too late!

**Merle:** Chop my head off, then I won't suffer!

**Travis:** I roll 15.

**Griffin:** [laughs]

**Merle:** Here! Chop of— here, right here, chop it off here. Leave the tattoo.

**Travis:** I rolled a 15 plus 7. It's a 22.

**Griffin:** Okay.

**Justin:** [wheeze-laughs]

**Clint:** You're chopping off my damn arm, seriously!

**Griffin:** Noelle floats over to you, Merle, and opens up your helmet and puts a little wooden spoon in your mouth.

**Noelle:** Bite down on this! You're not gonna like this next part!

**Justin:** [muffled laughter]

**Merle:** Why did Pan lie to me?! Oh, it wasn't Pan, was it.

**Justin:** [continued muffled laughter]

**Griffin:** Uh, that—

**Merle:** Shit!

**Griffin:** And that is your last thought as a two-armed man, as Magnus brings rail— Mag—[holding back laughter] Magnus brings Merle-splitter down just above the elbow. And you hear a grisly... kersnump.

**Justin:** [continued muffled laughter]

**Clint:** Wait, at lea— wait, wait, wait. At least below the elbow, come on. Not above.

**Griffin:** He gets— he actually very artfully carves it just about where the crystal was.

**Magnus:** I'm really good at this!

**Griffin:** And go ahead and roll damage, Magnus.

**Travis:** Okay. Let's see... it's two-handed.

[dice roll]

That is 7 plus 6, so 13.

**Justin:** I feel like damage should be reduced, though. Because it's— he's not... aiming to cause damage to Merle.

**Clint:** I don't want him to half cut off my arm!

**Justin:** I guess. But, like— okay. Well, I guess that's true, yeah. Alright.

**Clint:** Matter of fact, when he brings the axe down, I'm throwing the arm up in its direction. I'm leaning into the chop.

**Travis:** Okay.

**Griffin:** [wheeze-laughs] Okay. Whew! Clink-clink-clink-clink! Uh, your— your arm falls to the ground. And Merle, make a constitution saving throw just to see if you can, like, stay conscious during all of this. 'cause this is like—

**Clint:** No! I don't wanna be conscious!

**Griffin:** This is fucking—

**Clint:** I don't wanna look down to see my arm!

**Griffin:** Okay.

**Clint:** No, I'll do it. Constitution.

**Justin:** This'll be a sick roll. Watch this. Natty 20, I can smell it.

**Clint:** No.

**Griffin:** [laughs]

**Clint:** Look at it, Juice. Look. What is it?

**Justin:** That's a critical miss.

**Travis:** [laughs loudly]

**Clint:** It's a 1.

**Griffin:** Merle, you're down.

**Justin:** He blacks the fuck out.

**Clint:** G'night!

**Griffin:** Yeah, you're down for the count. Merle is unconscious now. He just falls backward— sees what's just happened and faints. And Killian and Carey have just, like, gotten through the ice, and look over and it's like...

**Killian:** Oh, I'm so glad that you guys—[yelling] what the fuck?!

**Magnus:** Step two! Somebody heal him.

**Noelle:** I don't— I don't have any— my— have my med— my medspray ready yet.

**Magnus:** Ah, shit.

**Noelle:** Ah, shit.

**Clint:** Shit.

**Griffin:** You hear Lucas say...

**Lucas:** What just happened?! Get it— you're close to the medbay! Bring him in! Did you just cut his fucking arm off?!

**Magnus:** Yes.

**Merle:** [miserable groaning]

**Travis:** Okay, I pick him up and I run in the medbay.

**Merle:** [crying]

**Griffin:** You pick him up *Rescue 911* style and run him over to the medbay. Um, maybe singing a sweet lullaby to him? Because he's scared.

**Magnus:** [singing] Oh shit, sweet flip...

**Clint:** Wait, who's carrying me? The guy that just chopped my arm off?

**Griffin:** You did ask—

**Clint:** Or the guy that just let it happen?

**Griffin:** You basically just begged him to.

**Justin:** It happened really fast.

[all laugh loudly]

**Justin:** In— in fiction it happened really fast. I don't know how— uh, I will— as we're running, um, I mention to Merle that if we need a new arm, the good news is he's got lots. So if we could figure out a way to make that work that would be rad.

**Clint:** Yeah. I'm unconscious, thanks!

**Justin:** I'm not— okay, that's not what unconscious people say, but let's keep moving.

**Clint:** [laughs]

**Justin:** Hey, if you wanna get some input from me you're not gettin' it, 'cause I'm out of it!

**Travis:** I'm totally unconscious over here. Nothing to add.

**Justin:** I'm unconscious as hell.

**Griffin:** Your whole party, the three of you— Merle, you're unconscious— with Noelle and Carey and Killian rush in through the airlock towards the medbay as just chunks of this room that has become crystallized start to break up and start to— it looks like this thing is self-forming again, but you don't really stick around long enough to watch it put itself together into some sort of grisly monster.

**Travis:** With Merle's arm floating in the middle.

**Griffin:** Yeah, Merle's arm is actually part of the mix. You see this thing using Merle's arm as part of its form, but you don't really see how it ends up in the production. And yeah, you hoof it through the medbay. As you go through the airlock, before you actually get into the medbay, you reach a sign that says decontamination chamber. And as you open it up, it's actually a pretty small chamber. Um, that has some medical equipment in it and what looks like an observation bay, but this whole room has also been completely crystallized.

**Travis:** Aw, bummer.



**Griffin:** Um, and as you pass through that and through another airlock, you do actually make it into the medbay, and there you see Lucas for the first time since you met him in the Voidfish's chambers.

**Magnus:** Lucas, fix my friend! I don't know what happened!

**Clint:** [wheezes]

**Griffin:** Uh, Lucas—[laughs] Lucas has a big bandage on his head. He has a big, like, bloody bandage on his head. But he says, like...

**Lucas:** What did you do to that dwarf?

**Magnus:** Well...

**Taako:** Well, you said you needed us to give you a hand.

**Magnus:** Ah!

**Clint:** Ah, ah!

**Lucas:** Seriously, what did you guys—

**Griffin:** Before he can finish that sentence, Killian actually grabs him and picks him up and is like...

**Killian:** This has been the worst, shittiest day ever. We are two people down. [through gritted teeth] Your lab sucks!

**Magnus:** Fix my friend!

**Griffin:** He says...

**Lucas:** Y-you better put me down if you want me to help him.

**Magnus:** Killian...

**Griffin:** And Carey's like...

**Carey:** Yeah, guys. Let's— can we take this thing— just bring it down just a little bit. Let's figure out how to help Merle out right now.

**Clint:** Meanwhile, bleed, bleed, bleed, bleed.

**Griffin:** Lucas grabs you. He's like...

**Lucas:** Help me— help him— help me put him up on this table. Magnus, use your big strong— your big strong—

**Travis:** Fish lifters.

**Lucas:** —arm-removing arms.

**Travis:** I do it.

**Lucas:** How ironic that your big strong arms are only good at one thing, and that's removing other people's arms.

**Magnus:** Yeah. It's very ironic.

**Travis:** I put him on the table.

**Griffin:** Okay. Yeah, he starts to rustle around in a drawer—

**Travis:** [laughs] Full of spare dwarf arms.

**Griffin:** Full of spare dwarf arms and he just, like, sticks on one, and you're just fine. Uh, no. He actually pulls out a syringe and jams it into Merle's arm, and you— it regrows. No. The bleeding starts to slow a little bit. Merle, you actually wake up a little bit, you gain a little bit of consciousness as you feel this needle go into you.

**Merle:** [yelling] Ahhh, shit!

**Griffin:** But the— I can't tell if that was real or not?

**Travis:** He's a very good actor.

**Clint:** That's 'cause I'm an actor.

**Griffin:** Yeah, that was really terrific. Uh, but actually this thing is actually numbing your grisly wound pretty significantly. It's bringing you some pain relief. Not so much HP relief, but you're not in a horrific amount of pain anymore. Um, and Killian's in the corner. She's using— she is speaking to the Director through a stone and just, like, checking in, letting the home base know the situation. And Lucas asks, like...

**Lucas:** What has been going on out there? What are you guys going? What happened to Merle?!

**Magnus:** Well, he— a crystal—

**Merle:** I got disarmed.

**Magnus:** Uh, pretty good. Um, he started to crystallize. We were chopping on a door, and magicking a door. Then we heard Noelle scream, and we turn around, his hand was turning to crystal, and then his arm was turning to crystal, and I heroically, valiantly chopped his arm off, against my— my wishes. He begged me. And I cut his arm off so that he wouldn't all crystal. And...

**Taako:** Hey, listen. Let me stop you right there. Lucas isn't your dad. You chopped your dad's arm off. You don't owe Lucas any explanation. Get us the fuck outta here!

**Merle:** [slurring words] You dirty prick! I can't believe you did this to me.

**Magnus:** And now he's drunk.

**Merle:** Oh, the painkillers!

**Lucas:** We can't get outta here— we can't get outta here until we manage to stop the base from sinking into the sea and crystallizing the whole world! Did you forget why we're here in the first place?

**Magnus:** Oh yeah.

**Lucas:** It's 'cause I— well, I—

**Taako:** It's been, like, four episodes, my dude.

**Lucas:** It's because I fucked up an experiment pretty bad. But we— we're— that's not— this— the arm thing's not on me, I don't think.

**Magnus:** Well, it was crystallized.

**Merle:** [slurring words] I'm on everybody.

**Magnus:** Merle, can you hear me?

**Merle:** [laughs] Yeah, why?

**Magnus:** Why was your arm turning to crystal? What happened?

**Merle:** [slurring words] God... lied...

**Griffin:** [laughs loudly]

**Magnus:** God lied to you?

**Merle:** [slurring words] God... lied to me!

**Griffin:** [pained noise]

**Merle:** You have the prettiest eyes.

**Magnus:** Okay. Yes I do, but focus up. What do you mean God lied to you?

**Merle:** [slurring words] I'll say it a different way.

**Magnus:** Yes.

**Merle:** [very slowly] God... lied to me...

**Travis:** I turn to Lucas.

**Magnus:** Well, there you have it.

**Lucas:** Okay. I guess God lied to him. That's what I'm picking up from the situation.

**Merle:** And then some British guy... [stammering]—threw a crystal at me, and I... I grabbed it... and it hurt!

**Magnus:** Some British guy?

**Lucas:** No, I heard all of that. Um, okay. It's that... it's that being. It's that being that's been attacking my lab. I don't know what the fuck that thing is. But I'm so sorry that you guys had to get mixed up in this. I didn't want any of this, you have to believe me.

**Merle:** [slurring words] I think it was that guy that was married to Katy Perry.

**Magnus:** Russel Brand?

**Merle:** He sounded like that— Russel Brand. It sounded like Russel Brand took my hand. [cackles]

**Magnus:** Lucas, is Russel Brand here?

**Lucas:** No he's not. Hold on.

**Griffin:** He rustles out and gets another syringe out and gives Merle another shot. This one's—

**Merle:** In my butt! Give it to me in my butt! [laughs]

**Griffin:** As you shout "Give it to me in my butt!" you feel much more sedated.

**Magnus:** There's a lot of shit going on, Lucas, that I feel like you're not being honest about? Like this compact?

**Lucas:** You're right. I— yes. Oh god, you went in my room?

**Magnus:** I did. It was a fucking mess, and it looked like somebody stole all your gems before we got there.

**Taako:** Clean your shit, dirty boy.

**Lucas:** Wait, what?

**Clint:** Bleed, bleed, bleed, bleed, bleed.

**Lucas:** All my gems are gone?

**Magnus:** Well, that's what it looked like.

**Lucas:** Listen, let's— priorities. I'll explain the compact, I'll explain what you saw in there, I'll explain everything. We gotta get this guy taken care of.

**Magnus:** He'll be fine! [through laughter] Tell me about the compact!

**Clint:** Bleed, bleed, bleed, bleed, bleed.

**Griffin:** He gets out a— a notepad, writes something down—

**Clint:** I bleed all over it.

**Griffin:** —and hands the note to Carey and says...

**Lucas:** Carey, I need you to get over to the bugbears and tell Jamie Green to bring me these supplies right now, or you can bring 'em back. Tell her to give you these supplies and get back to me as quick as you can.

**Griffin:** And she says, uh...

**Carey:** Oh, you got it!

**Griffin:** And she grabs the note and just, like, darts out of the room with blinding speed.

**Magnus:** Wait, Carey!

**Griffin:** She's gone. And he's doing some work. The bleeding has stopped. He's wrapped a big bandage around it, Merle, so it doesn't seem like Merle's gonna die. And he goes over to a desk in his corner and he starts tinkering with some stuff. He takes off his belt, um, and he—

**Magnus:** [laughs] Whoa, whoa, whoa!

**Lucas:** No, don't worry about it. I've got a plan.

**Griffin:** And he's working with it. He's got this petri dish that he's, like, mixing some sort of fluid in. And he's like...

**Lucas:** As much as I want to, we can't leave, we can't get him out of here until we stop this thing from spreading. I—[sighs] I was down in the lower chambers of my lab...

**Magnus:** Late one night?

**Lucas:** One night. And monster boy... how does it? Anyway.

**Travis:** [laughs]

**Clint:** [laughs]

**Lucas:** Um... I was attacked by one of my robots, and I came up here to the medbay to, you know, treat my wound, and when I tried to leave I found that crystal monster, or whatever it is. It's not—[sighs] the monster itself isn't crystal. It's what inhabiting the crystals. It attacked me in the decontamination chamber. And so I— I made my way back here into the medbay, and I flooded the room with anti-conjuration energy, because obviously he's traveling between planes to move from spot to spot.

**Magnus:** Obviously.

**Lucas:** So I blocked— obviously, come on. That's, like, 101. You guys figured that out by now, right?

**Magnus:** Yep.

**Lucas:** Guys, I'm just so sorry. I promise I'll get him patched up. I have an idea for how to patch him up, and we're gonna be able to— you'll see! We'll get out of this, and we'll get down to my lower levels, and I'll stop the crystal from spreading, and mission accomplished!

**Magnus:** Great!

**Lucas:** And you guys'll say, "Good work, Lucas! Thanks for the good teamwork."

**Magnus:** Sounds like us.

**Taako:** I—I— yeah, that sounds like something we'd do.

**Merle:** Shut up!

**Clint:** Let me say one more thing.

**Griffin:** Okay.

**Clint:** Hello, beloved fans of Adventure Zone. It's me, Clint McElroy. Please write and drastically protest the treatment of your favorite dwarf cleric in this episode. Thank you.

**Griffin:** Um, no, I think— I think—

**Travis:** Listen, we've had a lot of fun here today.

**Griffin:** Listen, we've had a lot of fun here today.

**Travis:** But I really want to just drive home the point. Take the doors off your refrigerators before you throw 'em away.

**Griffin:** [laughs loudly]

**Clint:** 'Cause somebody could get their arm chopped—

**Travis:** That's what it always leads to.

**Lucas:** Hey, everybody. This is Lucas, a fictional character. I do want to step outside of kayfabe for a second and tell you, for real, though. The thing about the refrigerators, that one was on me, and if I had taken it off I'm pretty sure Merle would still have both of the arms. I'm not sure how it's connected, but hey, sliding doors. Have you seen that movie? Anyway, later! This is me... Lucas, on the sliding doors—

**Travis:** Fading back into the ether.

**Lucas:** —the sliding doors council.



**Justin:** Hi. This is Justin McElroy. I'm an actor who plays the role of Taako on *The Adventure Zone*. I just want to say, I don't feel like I really did anything that funny this time around, but hey, you can get 'em next time, I guess?

**Travis:** [laughs]

[chord]

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