

The Adventure Zone Balance: Lunar Interlude III: Rest & Relaxation

Published on May 19, 2016

[Listen on TheMcElroy.family](#)

Griffin: Previously on *The Adventure Zone*.

Killian gives you guys some gifts too. Hand carved personalized whetstones. But they're nice. They're carved in the shape of... ducks.

Travis: Aww.

Killian: They're my favorite.

Griffin: She says.

Justin: [laughs]

Merle: You're chopping off my damn arm! Seriously! [tired] God... lied.

Griffin: [laughs loudly]

Magnus: God lied to you?

Griffin: Uh, Angus is off in a corner. He gives you guys a big thumbs up.

Justin: I give Angus a thumbs down.

Angus: Oh my god, sir! Have you become— have you been learning wizardly magics?

Travis: I take his nose.

Magnus: Got your nose!

Angus: Oh my god!

Announcer: What kind of nasty things do our boys get into betwixt adventures? I'm almost afraid to find out, in... *The Adventure Zone*!

[theme music plays]

[slow music plays]

Griffin: Um, so it's been a few weeks since you successfully completed the crystal kingdom mission.

Travis: What have I done with my down time, Griffin? Paint me a word picture.

Griffin: That's up to you, dog. Maybe you're into puzzles. Maybe you're into— maybe you did a little bit of long-overdue self-grooming. Those sideburns, man. They need some—

Travis: Okay, I definitely brushed up the sideburns. Maybe got a little sideburns perm.

Griffin: 200,000 nits fall out.

Travis: I don't see Magnus doing puzzles, but I see Magnus wanting to do puzzles.

Griffin: Magnus kind of is a puzzle.

Travis: That's so deep, Griffin.

Griffin: Thank you. I can tell you what you're doing right now.

Travis: Pooping.

Griffin: This was the scene that you wanted to do for your first solo sort of character development—

Travis: Oh, I thought you meant what I was doing in real life.

[pause]

Griffin: I have so many questions. Like, how would you even get the mic stabilized—

Travis: That's my whole recording setup.

Griffin: Okay, wonderful. The scene that you have decided to do with Magnus is, uh, let's just hop right into it.

Travis: Okay.

Griffin: You, uh— so you walk into the private training moon base dojo of Carey, Killian, and new regulator team member Noelle. Um, and you see the three of them performing some pretty impressive acrobatic violent maneuvers. And it looks like Killian and Carey are kind of, like, breaking in Noelle, like, teaching her the new maneuvers. Every once in a while Killian will shout, uh...

Killian: Orange 11!

Griffin: Er, that's not her voice.

Killian: Orange 11!

Griffin: And then, uh—

Travis: Did you accidentally do a character voice when the character voice is your voice?

Griffin: Is my own, yeah.

Travis: Yeah.

Griffin: And then Noelle will, like, grab Carey and do, like, a fastball special with her. So they're running through some routines and they see you walk in, and stop their practice sesh. Killian throws the two girls some towels. Noelle says...

Noelle: Well, I don't need that. 'Cause I'm a robot.

Griffin: And Carey walks up to you and says, uh...

Carey: Oh, hey, Magnus. What's going on?

Magnus: [stammers] I'm... I'm— I didn't— I didn't mean to interrupt.

Carey: Oh, no, it's fine. We've been at it for a few hours. She's really coming along fast.

Magnus: I— I— I can... I can come back. I didn't, uh— if there's a better time, don't—

Carey: No, spill it. What's going on?

Magnus: Carey, can I talk— can I talk to you in— in private, please?

Carey: I just became instantly pretty nervous, but, uh, yeah, I guess so. Uh, ladies, take 10.

Griffin: And Killian and Noelle waltz out of the room. Literally, they waltz, which is weird.

Travis: That's beautiful.

Magnus: Okay. I don't know how to say this. Um, so, in the lab, um...

Carey: Yeah?

Magnus: I— I really liked your moves. I thought you— you lead a really—

Carey: Okay, I'm gonna stop— I'm gonna stop you right there, Mag, because you're a good dude, and had a lot of fun in that crystal kingdom killing a bunch of robots with you, but I, uh... you're not really my... cup o' tea, um, so to speak.

Magnus: Oh! No, no. No, no, no.

Carey: No? No?

Magnus: No. No!

Carey: [relieved] No. No.

Magnus: No, no, no, no. No. No! No. I... I want you to train me.

Carey: What do you mean? Like... in the ways of love? 'Cause...

Magnus: No. [laughs] No. Carey, I have just always punched, and kind of rushed, and done... you know, kind of thrown myself into everything.

Carey: Right, right.

Magnus: But I saw you move, and finesse, and... almost dance your way through battle. And... I want to be more precise. I want... I've done some things in the last couple missions that, looking back on, some might say were suicidal. And I think—

Carey: Yeah, you've done some— you've done some goof-ass stuff.

Magnus: I think that I—

Carey: You want me to take you to thief school is what you're saying.

Magnus: Yes! Yes. I want to learn to fight smarter.

Carey: Okay. Um... I think you're a great guy, Mag, but you are also the— just the loudest single person I think I've probably ever met. So, I— I can totally train you. But the question is, are you willing to be trained?

Magnus: Yes?

Carey: That was the first test. You passed it.

Magnus: Yeah!

Griffin: Okay. So over the— why don't you roll a persuasion check, just to see if, like, she's gonna require anything from you. I don't know. Is there a persuasion skill?

Travis: Um... that's such a good question, Griffin. Let me see here. Yes, there is.

Griffin: Okay. Go ahead and roll that, just to determine if she's gonna require anything from you.

[dice roll]

Travis: Probably, 'cause that was a 3.

Griffin: Okay.

Travis: Plus 1, 4.

Carey: Um, listen. I'm into it. I'm into this idea. Um... the question is, I think it would be only fair if you could teach me a little sum'n sum'n...

Travis: Okay.

Carey: ... on the side, too. Um... and again, I know I said "Sum'n sum'n." I mean it in a strictly platonic sense.

Magnus: Great. Great, great, great. Good, 'cause I'm not... you're not my— yeah.

Carey: What kind of— sure. What kind of skills do you bring to the table that you think ol' Carey Fangbattle might benefit from?

Magnus: Well, I know a lot about animals. I know a lot about vehicles. I can build stuff.

Griffin: [laughs quietly]

Magnus: I'm a carpenter. Do you wanna learn carpentry?

Carey: Bing, bang, boom. Bing, bang, boom. I need a, uh— I'm actually in need of a birthday present. I could use, I don't know, some sort of special box, or a neat chair, or a really nice bookshelf or something.

Magnus: Tell me about this person. I like to craft the thing specifically for the person.

Carey: She's— she's super big.

Magnus: Uh-huh?

Carey: It— it's Killian.

Magnus: Okay. Yep. Great, great, great.

Carey: She likes ducks. She likes— she's a duck fan.

Magnus: Yeah! Would she like a puzzle box shaped like a duck?

Carey: That sounds— yes.

Magnus: Alright, we can do that.

Carey: That's such a good gift I'm gonna teach you the secret thief skills that I wasn't supposed to— that my sensei told me not to divulge to anybody.

Magnus: And you know what? If we butter him up a little bit, Taako might enchant it so that it quacks when you solve it.

Carey: Ohh, yes!

Magnus: I know. That's pre— it's pretty good.

Carey: Bazinga.

Magnus: Everyone's gonna want one.

Griffin: Okay. So, uh, she is convinced, and over the course of the next couple of weeks Carey takes some time out of her regulator training schedule to teach you some of the thieving arts.

Travis: Now, Griffin. Would you say that it is simultaneous montages of her teaching me thieves' arts and us carving a duck?

Griffin: Uh, yes. It's side by side.

Travis: Concurrent montage.

Griffin: She starts off and carves a duck, but it's more of just sort of a ball.

Travis: Mm-hmm.

Griffin: With, like, a face but no neck. So it's just, like, on the front of the ball. And she says...

Carey: I know this isn't my best.

Travis: And it's just a shot of, like, as music plays with Magnus putting his head down and shaking his head back and forth.

Griffin: Yeah. Uh, I do want to run through some thievery training with you.

Travis: Okay.

Griffin: So you're sitting in the regulators' dojo dome, and just sort of sitting cross legged on the floor, and she's holding a bean in her hand.

Travis: Like a bean? Like a food bean?

Griffin: Yeah, like a little pinto bean. And she says, uh...

Carey: If you're able, snatch this here bean—

Travis: I take it.

Griffin: Okay. Roll a, uh...

Travis: Oh, oh, sorry.

Griffin: You can roll whatever you want. Maybe a sleight of hand check would be appropriate?

[dice roll]

Travis: That's a 19... plus 2. 21.

Griffin: Okay, yeah. You snatch that bean right out of her hand and she says, uh...

Carey: Okay. You didn't let me finish, but fair's fair. That was a good bean grab, my boy.

Magnus: Thanks.

Griffin: She holds up her left hand, and in it is your wallet.

Magnus: Aww...

Griffin: She says...

Carey: Ha ha, that was lesson number two! Being speedy's really important, but so is whipping up a good distraction from time to time.

Magnus: You got me.

Carey: I need that bean back.

Magnus: I need my wallet back. Same... same time?

Carey: One... two...

[both laugh]

Griffin: Later on, a few days later, same montage. She's just walking in circles around the room as you sort of prowl on the shadowy outskirts of the room, and she has challenged you to pick her pocket.

Travis: Okay. I do that.

Griffin: Okay. That would be... what check would that be? Like, stealth, do you think? And then probably...

Travis: It's pre-training, pre-leveling up?

Griffin: Oh, yeah, yeah, this is pre-leveling up.

Travis: So my stealth is still bad.

Griffin: Yeah.

Travis: Okay. Uh, my stealth is plus 2, so let's see.

[dice roll]

Griffin: That's actually not bad.

Travis: Oh yeah, it's another 19. So 19 plus 2, 21.

Griffin: Alright. You sneak up behind her and sort of walk in step with her, very silently. Uh, and go ahead and roll... sleight of hand? Is that the best, like, pick—there's not a pickpocket check, is there?

Travis: No, I think it's gotta be sleight of hand, too.

[dice roll]

Travis: That's not as good, but 13, uh, plus 2, so 15.

Griffin: Okay. Yeah, she's wearing a loose-fitting robe which is not really her style, but sort of giving you an easier time. And you reach in and you pull out a smoke bomb, which explodes in your face. And she says...

Carey: That's lesson three, homie. Gotta always carry a smoke bomb. Smoke bombs are great.

Magnus: But— now, okay. Hold on, though, Carey. I did do the thing. Like, I did pick your pock— like, that's just mean.

Carey: That's that basic— those are the basic. Those are the fundamentals.

Magnus: So rule number three is always be aware that when you're picking someone's pocket they might be a dick.

Carey: It's a good thing to remember.

Magnus: [laughs]

Carey: There could be—they could have just loose pudding in there.

Magnus: Who walks ar—

Carey: And then you pull your hand back and—

Magnus: Who walks around with loose pudding, Carey?

Carey: Taako definitely. [through laughter] I've had some of his pocket pudding before.

Magnus: Yep. Okay. You know, asked and answered.

Griffin: Uh... and then I think later on in this montage a couple days later, I think you guys are probably just, like, fighting? Um... but she doesn't, like— no weapons, no phantom fits. Just, like— just straight fisticuffs fighting. So go ahead and make an attack roll on her.

[dice roll]

Travis: Uh, that's probably not good. 8. I mean, plus 7, 15.

Griffin: Uh, no. She easily like, dodges out of the way of that and grabs your arm and, like, jujitsu flips you. And, like, carries your momentum.

Travis: Wait, I'm gonna do an acrobatics saving throw. Hold on.

Griffin: Okay, cool.

[dice roll]

Travis: Or is that athletics saving throw?

Griffin: It'd be acrobatics.

Travis: Okay. Well, that's not gonna do it. That's a 2 plus 2, four.

Griffin: Okay. You try to land on your feet, but you overcorrect and land directly on your face and your wiener.

Travis: [laughs] At the same time?!

Griffin: The same time. And she says, uh—

Travis: What kind of pill bug roll am I in?

Griffin: She sits down and she says...

Carey: Oh. Sorry. That was— I was just supposed to dodge it. That was just kind of reflexive.

Travis: "Sorry about your wiener."

Carey: Uh, sorry about your ween. Um... yeah. It's... how'd you get that scar over your eye?

Magnus: Uh...

Carey: This is an important part of the lesson.

Magnus: I got it in a fight.

Carey: No, that m— I figured that. I figured it wasn't, like, a big paper cut filing some documents. You got hit, though, right?

Magnus: Yeah.

Carey: That's the biggest thing for you. Like, not getting hit is, like, the whole job. A good thief doesn't have—

Magnus: To be fair, when I got the scar I was pretty drunk.

Carey: Okay. I think that's gonna be the hardest thing for you, Magnus. Like, you've always struck me as the big, brash guy willing to take the big hits 'cause somebody else doesn't have to. And there may be a time when you aren't able to do that, if you really want to pursue this lifestyle.

Magnus: When I can't protect someone?

Carey: When you don't take the big hit, and let somebody else do it. You're surrounded by pretty strong people. You don't gotta be the— the damage sponge all the time, you know?

Magnus: Yeah, but like... I... I don't wanna lose Merle and Taako.

Carey: Yeah. Yeah, they're pretty good. I guess I understand what you're saying. Hey, you know what? I think I learned a little bit of something else from you too.

Magnus: Makin' a duck?

[pause]

Carey: No, you— the—

Magnus: Oh, yeah, okay.

Carey: I think duck-making is probably beyond my capabilities.

Magnus: No, you're doing great! It's really coming along.

Carey: Don't you bullshit me.

Magnus: No, it's good!

Griffin: She holds up a duck, but it's got two asses. No head this time.

Carey: I got the— I flipped the thing upside down accidentally while I was mid-carve.

Magnus: A lot of people would prefer that version.

Griffin: Yeah. So, uh, you spend the next couple weeks learning from Carey. Not mastering the art of thievery, but getting on enough that you feel a little bit more comfortable, a little bit more confident. And Carey holds a little impromptu graduation ceremony for you.

Travis: [singing graduation theme]

Griffin: Right, except you're not really wearing a graduate's cap and robe. You actually have to sneak to her to steal your diploma. It's a very— it's a very on-brand ceremony. And at the end of it, Carey's also holding her enchanted hand-carved duck box. You did a lot of the work on it. You did the— she did the butt half, like, really good. Um, but enlisted your help on the head half. She seems really happy with it. And she says, uh...

Carey: Magnus, I've actually had a pretty great time hanging out these past couple weeks, and I wanted to give you something.

Griffin: And she hands you a... small leather pouch with some belt loops on the back of it that you might, like, string a belt through. And when you open it up you find a set of fairly old looking but pretty sturdy thieves' tools.

Travis: Ooh.

Griffin: There's, like, a lock pick, some— a bunch of sort of tools that you don't really understand what they are. Like, metal loops and rings, and some sort of small hooks. Um, she says...

Carey: I can show you how to use those, but I bought those when I decided to become a thief. And I've gotten a way better set now, but I want you to have 'em.

Magnus: Well, I have something for you too, Carey.

Carey: Another— a second duck?

Magnus: Well... well, hold on.

Travis: And Magnus reaches in his pocket and pulls out a wooden ring that he's carved with, like, a rose on top, and it's carved out of rosewood.

Magnus: Um, I made you this. I had to guess at the size, but I think this would fit Killian, if you would like to put it in the box for her. It's completely up to you. I won't say a word.

Carey: That's a real sweet thought.

Griffin: She says.

Carey: Hey. High five me right now.

Magnus: High five!

[slap]

[music plays]

Griffin: Um, so you have been off duty for a couple weeks now, Merle. You've basically been put on injured reserve essentially, because of sort of the trauma

that you went through in the crystal kingdom saga. And again, I apologize for that.

Clint: No, I think it all worked out. I think it's made me more of a mythic figure.

Griffin: But yeah, you have been granted sort of special leave. Oh, that was a tree pun.

Clint: [laughs] Oh, I feel like a sap for not getting that. [laughs]

Griffin: Oh-oh-oh-oh-oh-oh-oh! That's the only— that's my genuine laugh.

Clint: Oh.

Griffin: If I do it any other way, uh, I'm being sarcastic.

Clint: I don't wanna hear the genuine one anymore then.

Griffin: Okay, fantastic. Don't say any more funny stuff. So you've been given special leave due to sort of the trauma of the last mission, and were granted an all expense paid weekend long spa resort visit.

Clint: Shut up!

Griffin: Uh, yeah, congratulations. This is a special bonus on top of your regular payment for the mission. You were given a plus 1 for this spa stay. Um, I should mention, this was a scenario that you came up with, and the person that you chose to go with you as your plus 1 surprised basically everyone. You chose the Director of the Bureau of Balance to go with you for a spa visit with you.

Clint: Yeah.

Griffin: And let's say you're about a day into this spa visit. You've gotten a— you've gotten a thorough scraping. You're kind of a crunchy individual, so I imagine there was a lot of...

Clint: Yeah.

Griffin: ... cruft to be removed in nice, long, aromatic hot baths. Um... and I want to hop in—

Clint: You mean I got exfoliated?

Griffin: Oh, you got exfoliated. You got— you got scrubbed down with a fantasy loofah. It's— you've been getting the works, cleaned up inside and out. There's a colonic element.

Clint: What? Huh? What?

Griffin: So for this scene you and the Director are— by the way, it's been maybe a little bit uncomfortable between you two. Just because, like, she's, like, your boss, and wasn't quite sure why you picked her to go with you, and she's not really one for rest and relaxation, so it's been a little bit uncomfortable. But you guys, I think you guys are both getting the same spa treatment right now. What kind of spa treatment would you be getting?

Clint: Well, I think, um... I've been exfoliated and we've done all that.

Griffin: You've been cleansed.

Clint: Something that gets rid of the toxins, you know? Now that I have tree sap flowing in my veins along with the blood, I figure I gotta get some stuff outta there.

Griffin: Okay. How about a, um... like a macrobiotic mud sort of situation. So it's like a hot macrobiotic mud bath.

Clint: Yeah. Yeah, yeah, yeah.

Griffin: And you and the Director are in side by side sort of baths, and you get the impression that this is maybe set up as a couples' activity, which is just really... really driving home the discomfort of this situation. And let's say your arm is off and in its own small potted plant mud bath.

Clint: Oh yeah. Because if it was gonna be anywhere it'd have to, you know. If anything was gonna be in the mud, it would be ol' tree arm.

Griffin: Ol' tree arm. And somebody's actually, like, spraying it with a sweet-smelling fluid out of a spray bottle and, like, pruning it and just, like, seeing to it.

Um... and it seems to be really enjoying that. Do you have any refreshments? They have a lot of refreshments here.

Clint: I would love some refreshments, yeah.

Griffin: What do you— like a— like a tea sand— tea sandwich?

Clint: Tea sandwiches, yeah, and maybe some cucumber water.

Griffin: Okay, yeah. You get the whole cucumber suite, and the Director's drinking, like, a huge, like, Tammy Taylor-sized glass of dark purple wine. And so, it's been a little bit uncomfortable, but she finally breaks the silence after the sort of attendants, the spa attendants leave the room and it's just the two of you. And she says, um...

Director: Merle, I, uh... I suppose I should thank you. It's been a bit stressful for the past, oh... like, seven, eight years? Um... so I guess I could use a break away from it all. I appreciate you choosing me. I guess... [sighs] I guess my question is why did you decide to take me on this spa trip with you?

Merle: Uh, well... you know, you are my boss and, you know, we haven't really hit it off very well. And, you know, you and I, we got a lot in common. You know, a little bit more in age than the other two young whippersnappers.

Griffin: She laughs.

Director: [laughs quietly] I suppose that is— that is true.

Merle: I mean, you're still much younger than me, but you know.

Director: Well, thank you for that.

Merle: You're very mature. You're a mature woman, and I'm a mature... ish... man. And, you know, I read women pretty well. Women and trees. And, uh, and I was able to say, you know, this lady needs a break, and a friend. I can be the friend, and I can help her get the break.

Director: I appreciate you being considerate like that. You understand... I try not to be cold. It's just I have to keep a professional distance from my staff members. I hope you—

Merle: You got a tough gig! Tough gig.

Director: It is a tough gig. I wish I could, you know, go on adventures. Eat macaroons all night long and gab about, you know, stories—

Merle: Macaroons or macarons? 'Cause I really love the macarons. You know, there's a difference.

Director: Is that what you call macaroni?

Merle: No, no, no, no. Macarons are like the cookies but they've got, like, a little icing in the middle. Mm-hmm!

[pause]

Director: This has been pretty confusing so far. Merle, I want to know a little bit more about sort of... you always seem to keep kind of an irreverent attitude, I think it's safe to say. Where does that come from?

Merle: Uh, basic insecurities about my appearance, my height, uh, my, you know, only having one damn arm now. Uh, I've just always been that kind of guy. Hey, you know, why worry about things? Have a light attitude. We're not getting out of this life alive anyway. Why not enjoy the process?

Griffin: She takes a big sort of gulp out of her giant glass of wine and says, um...

Director: I'm surprised to hear you can keep things sort of that lighthearted and still be a man of the cloth.

Merle: Well, I'm glad you brought that up. I've never been a traditional man of the cloth. I'm more like a... well, I don't know if you ever saw the movie *Poseidon Adventure*, but Gene Hackman. That's more of my role model, the Gene Hackman, you know, priest who, you know, curses a lot and, you know, really doesn't get himself tied down. And hey, I'm gonna be honest with you, Director. Because I've been having some... some doubts. I've been having some, uh... some conflicts, some tests of faith here over the last, uh...

Director: To be frank with you, Merle, we've both seen some pretty existentially horrifying things. I'm— how do you go about keeping the faith when you see such horrible things?

Merle: Well, like I said, try to keep an open mind. Uh, and you know, I think that having that faith is important because you need to have that relationship. And you need to have some idea about, you know, some idea about a higher power, a higher purpose. I've never been much of a church guy.

Griffin: [laughs quietly]

Merle: I know as a priest that's sounds a little weird. [laughs] But, uh, yeah. I think it's more important to just kind of embody the— the ideals and the things you want to do and not make a bunch of rules for people, you know?

Director: So how did you settle on Pan as your patron deity? Is there a story there?

Merle: Cool beard. Pan's got a cool beard, like a goatee kind of beard.

Director: That's— sorry. You've based your sort of theology and life direction...

Merle: On a beard, yeah. Yeah. Uh, and, you know, the cloven hooves are kind of cool. I'm a very shallow person, Director. I'm just really— I'm as shallow as a mud puddle. But, you know, cool beard. Hairy legs. I have hairy legs. I want my beard to be cool.

Director: I see. There's some synergy there.

Merle: There is. There's a connection there. I grok Pan. Um, so you know at first it was "Yeah, that guy's cool. I'd like to be like him." And I was like a lot of other young dwarves. You know, when I was a kid and the Pannites would come around with their— their literature and, you know, and their... their songs, their contemporary Pan songs and, you know, it was all really cool, and we had Pan camps. You'd go to Pan camp and learn about Pan, and it was fun. It was a great way to socialize with people.

Director: Yeah, no, a lot of I guess important values being imparted there.

Merle: Sure, yeah, yeah. Playing the pipes. Cavorting. There's a lot of cavorting at Pan camp. So, you know, that's how I kinda got dragged in, and next thing you know, I'm learning more about it, and boom bang boom, I'm wearing the collar, and... well, I don't really wear a collar, but you know what I'm saying.

Director: I guess... I'm jealous, in a way. I wish I could have the sort of... comfort that your deity brings to you, that your faith in Pan brings to you, but I don't... I just don't think I'll ever be able to make that leap.

Merle: Well, it's kind of a— let me tell you something. It's pretty much a one-way street. [laughs quietly]

Griffin: [laughs]

Merle: Oh— old Pan, I don't think Pan really cares, doesn't really give a shit whether or not I'm, you know, his buddy or not. But it's all about how it makes me feel.

Griffin: You hear, uh— you hear...

[tapping]

Griffin: And she says, uh...

Director: Oh, I don't— I don't know about that.

Griffin: And you look over and your wooden arm is sort of impatiently tapping its fingers.

Merle: Ooh.

Griffin: On the side of the tub.

Merle: Ooh, well, maybe Pan does give a shit. [laughs] But you know what? Here's the thing. Here's my feeling on faith, and maybe this'll help you. I'm not trying to convert you— although I do have a couple of those Pan tracts if you want to take a look at 'em. Um, but my thing is if my faith and believing in Pan helps me get through the tough times, hey, what's the harm? If it helps me get through stressful things and helps me get past all the goo and the blegh and the blood and stuff, hey. Worked to my advantage.

Griffin: Um, she drains the rest of her fishbowl of wine and sets it down.

Merle: Whoa, easy! Easy going, Sister Sue!

Griffin: She says, uh...

Director: I appreciate you telling me more about this. I... I want you to understand, my whole life, I dedicated myself to the study and the service of other people's discoveries, of other people's adventures. I was a supporter. But one day I made the decision to stop championing other people's heroism, and to take the direction of my life into my own hands. And I lost... dear, dear friends because of that decision, but it was the only one to make. So I admire your faith, Merle. I do. But I think I'm done waiting on anyone to fix my problems for me.

Merle: Oh, no. Pan doesn't fix problems. Let's take a look at the stub where my arm used to be. I think it's more problem-causing. But hey! You gotta—

Griffin: You hear that...

[tapping]

Merle: Yeah, yeah, yeah. Hey, you gotta stand for something or you're gonna fall for anything. So listen, you have got faith. It's— it's faith in you.

Director: I guess that's a good way of putting it.

Merle: Yeah.

Director: Let's get some more booze up in here.

Merle: Yeah, let's do that. Here. Let me pour that for you. Glug glug glug glug [laughs] glug glug! What is this, by the way? What is this purple shit that you're drinking?

Director: Grape juice.

Merle: Oh. [laughs] How old is it?

Director: 125 years.

Merle: Ahh. You know, there's a name for grape juice that 120-some years old.

Director: That was what my jokes sound like.

Merle: Yeah! We're gonna— we're gonna work on that.

[music plays]

Griffin: So you, Taako, are also— you got some downtime after finishing the crystal kingdom campaign. And you've decided for your time off— and maybe you can talk a little bit more about the motivations that have led you to do so, 'cause I thought this was a surprising character choice— you decided to give young Angus McDonald, boy detective, some tutelage in the ways of magic after he expressed some interest in it in the last episode.

Justin: Yes. Um, I feel guilty about the whole silverware thing.

Griffin: About all of the— just the— oh, just the silverware. Not, like, the constant ceaseless bullying of this ten-year-old?

Justin: That's kind of, like, fun ribbing. Just, like, two equals... ribbing each other. I don't feel particularly guilty about that, no. I feel a little guilty about stealing his family's silverware, and then lying about it.

Griffin: And pawning it off for, like— I think you bought, like, a soda pop with it.

Justin: [laughs] Nothing, I did nothing with it. In the grand scheme of our adventures, it was not a lot of money.

Griffin: Um, yeah. Okay, that's fair. And so you've decided to give him some magic lessons. So it's mid afternoon, and you are in the Bureau of Balance cafeteria, the mess hall. Um, and it's between meals. There's kitchen staff cleaning up in the back. You can hear 'em clinking and clanking around back there as they wash dishes and prepare for the dinner service. But basically you've got a big open room right now. You've moved some of the tables out of the way. And in walks little five foot nothin' Angus McDonald, wearing his Sunday best. And he's holding a little dinky wand. And he just, like— he's just— he just prances into the room. He's very excited. And he goes, uh...

Angus: Hello, sir! It's magic day! It's magic day!

Taako: I suppose... I'm already regretting this.

Angus: Oh. I'm sorry! I can tone it down if you'd like! I'm just so excited to begin my magic— my magic adventure into the arcane arts!

Taako: Okay, alright. Let's calm down a little bit.

Angus: What kind of spells am I gonna learn today?

Taako: No spells today. The first day isn't about spells. It's about where— the spells you don't learn. Really, on the first day. How many spells don't you know?

Angus: All of them?

Taako: Mm-hmm, good start.

Angus: I mean, I know all about, like, the principles of arcane interaction, and the sort of— the different schools of magic and how they behave. I've done a lot of studying up, but for some reason I just can't seem to get the dang magic to come out.

Taako: Sure. Here's your first problem. What is this your holding, here?

Angus: In my... magical wand?

Taako: I— yes. What is this you have here? Where— where did this come from?

Angus: Uh, Leon gave it to me, because I helped him solve a couple mysteries on the side. Those didn't make the episode cut, but there was a whole little— there was a whole little campaign we went on together.

Taako: Okay. See, the problem is a lot of people get wands and they think, "Well, magic time baby." Like starting a car. But really a wand is just a conduit for the magic that has been inside you all along.

Angus: That's wonderful!

Taako: Yeah, it's pretty inspirational and shit. So—

Angus: So how do I get the magic to come out of me, sir?

Taako: Put the wand down first.

Angus: Okay.

Taako: Okay?

Griffin: He very gently— very gently sets it down. Like very, very, very. This thing is more precious to him than his family's silverware.

Taako: Now—[laughs quietly]

Griffin: He sets it down gently on the ground.

Justin: Ironically, ironically.

Taako: So the first thing is, what if you don't have your wand? Well, that's a good question. It's on the table, right? So you don't have it. So here's the first spell I'm going to teach you. Are you ready?

Angus: Yes sir.

Taako: Mage Hand.

Angus: [excited laughter] I've heard of— I've heard of Mage Hand.

Taako: It's good. Mage Hand is a— it is a cantrip, which is one of the easiest things to cast, and it's conjuration, which just means making something out of nothing.

Angus: I know what that— I know what the words mean, sir. [pause] I'm sorry, I didn't mean to step on your— please.

Taako: We gonna have a problem here, or?

Angus: No, no, please teach me.

Taako: Is this a problem? Trying to salt my game?

Griffin: Um, you run him through sort of the incantation that conjures Mage Hand up out of nothing. And after a good, like, ten minutes of him just kind of, like, standing with his hands, his open palms, like, an inch apart, a very, very small spectral hand with just a single finger, just the ring finger, appears, and instantly just, like, falls on the ground and starts twitching. And Angus sees this, like, monstrous, uh, just pained hand, and he starts—

Angus: Oh— oh God!

Taako: Kill it!

Angus: What did I make?!

Taako: Kill it, quick! Angus, kill it. Stab it with something.

Griffin: He picks up a fork from the table and stabs the hand.

Taako: Stab it with the fork, quick!

Griffin: He stabs the hand with the fork, and it dissipates back into smoke. And he goes...

Angus: That was terrible.

Taako: No, it was great. That's a— you did a nothing— you did a something out of nothing. That's magic, baby!

Angus: I guess these true. I'd like to make a full, big hand last time. Hey, Taako. Can I ask you a question?

Taako: Yeah, sure.

Angus: Who taught you how to do magic?

Taako: Uh, that... that's a long story. I didn't so much learn. I used to be a chef, a long time ago. Long.

Angus: That's right, you made me those macaroons.

Taako: Yeah.

Angus: And those tasted so good. I ate it as a Candlenights treat for myself by myself in my room.

Taako: [laughs quietly] Uh-huh. Good.

Angus: Yeah, I just cuddled up next to the Candlenights bush, and there weren't so many presents under mine, but that's okay. And I ate the macaroon, and it was the highlight of my holiday.

Taako: I tried to learn, um... I was a chef, and I thought transmutation magic would help, uh... you know... spice things up a bit, right? Nobody's impressed if you put mustard on a hot dog, because you had the mustard. But what if you went into a box with just mustard and a hot dog and came out with, like, chicken cordon bleu? Like, people would be really impressed by that, right? They would think you were the chef—

Angus: That would be amazing, sir.

Taako: —chef du jour. Uh, so yeah, I tried to do that, and I wasn't really that, um... competent at first. And then I sort of lost control, and I was transmogrifying things sort of left and right without, um, really thinking about it. Which was a bad scene. And then...

Angus: Well, absolute power corrupts absolutely, as my grandpa said.

Taako: That's not relevant here. But... a fine point, and well observed.

Angus: So why don't you cook very much anymore, sir? I— you— the macaroons you made were so delicious, and I wonder why you don't cook for your friends more often, sir.

Taako: [sighs] Well, Angus, um... one time I transmogrified something that, uh— I transmogrified it into something you really shouldn't eat, ever, for life, to live, I mean. And a lot of people ate that. And that went... so sideways. And, um... I just decided that I would never again cook for people I cared about, because I couldn't risk, um, you know, something happening to them. Until I get this under control, I guess.

Angus: That's very sad, sir. I'm sorry for making you— for making you bring that up. I can tell that upset you.

Taako: Yeah, that's okay. You know, I'm, I just don't cook for anybody who's... who's close to me, that I care if they live or die, I guess more specifically. Um...

Angus: You did let me eat the macaroon.

Taako: I did! I did.

Griffin: [laughs]

Taako: Hm. That must've been a lapse. I guess— you know what? In hindsight, that was a lapse of judgment. I was actually just really excited about making macaroons, and I'm fairly certain that I didn't, umm... poison. Poison.

Angus: Didn't goof that one up.

Taako: Didn't goof that one up, as near as I could tell. I mean, you're here, right? You're fine. Have you always been this height?

Angus: Um... I have shrunk, like, four inches in the past couple months.

Taako: Not related. I'm sure that's not related.

Angus: I though it might just be weird moon gravity stuff.

Taako: Weird moon gravity stuff! That's exactly— I was about to say that when you said it. That's amazing.

Griffin: You spend the rest of that day conjuring up Mage Hands with different numbers of fingers on it, and we did a montage in Travis's bit, so we'll do just a very fast one here, and just kind of jump to the end of it. It's been about a week and a half and you've given him several lessons, and you're back in that cafeteria between meals again, and Angus says...

Angus: Sir, sir! Check it out, check it out!

Griffin: And he holds out his hand, and a small but pretty steady flame appears in it. And he has cast a very competent version of the cantrip Produce Flame. He's holding it up to you, looking for approval.

Taako: That is awesome. Congratulations, Ang— Agnes.

Angus: Thank you, sir!

Taako: Mm-hmm.

Angus: Did you say Agnes?

Taako: [laughs] You have done an amazing job. You know, if you keep it up, then someday you might be a better wizard than I am.

Angus: That— that's very kind of you to say. I hope some—

Justin: And I grab him by his lapels.

Taako: When that day comes, little man, oh, when that day comes. I will summon whatever powers I still have at my disposal that you have not siphoned away from me, and I will take all of my canny and all of my cunning and all arcana still within my reach, and I will use it to strike you down, little man. Don't ever— ever!— again challenge my power.

[pause]

That's a monologue I'm working on, Agnes. I'm sorry. That wasn't actually directed at you.

Angus: Okay. [sighs]

Taako: That's from a one man show I'm doing.

Angus: [shaky] Okay, so that was just from— you're playacting, then, sir.

Taako: You peed your loincloth there, Agnes! I know you got a little suit. Peed Your Loincloth is the name of the show. You Peed Your Loincloth is the name of the show I'm working on.

Angus: [shaky] Can I get tickets?

Taako: [laughs] Oh, can't you just conjure them, Mr. Wizard?

Griffin: [wheezes and laughs loudly]

Taako: Mr. Big tough magic boy?

Griffin: He says, uh...

Angus: This is kind of, uh... uncomfortable now.

Griffin: But he holds out a small... like a small, uh, cardboard box with a small ribbon around it, which he undoes and opens up, and there's some macaroons inside. He said...

Angus: I made these for you, sir, to thank you for the magic lessons.

Taako: Oh, hell yeah! Thank you so much, Agnes. I am going to enjoy these. Uh, in my bunk.

Angus: You don't want to eat one right now, sir?

Taako: Yeah, sure, I'll eat one right now. What the hell? Only going around once, right?

Griffin: You take a bit into it. The texture's fine, and the texture's hard to nail in a macaroon. Uh, it is completely flavorless. It's just there's no flavor it in whatsoever.

Taako: It's fine. It's just fine.

Angus: I know I'm probably— I probably goofed up on the flavor profile a bit.

Taako: I'll tell you what. You got the texture exactly right, and really with a macaroon, that's the hard part. You gotta make sure to rise. One thing that might help is if you give the pan a little shake after you actually dollop out the meringue. You can remove some of these peaks, and also sugar. Any sugar at all would be great.

Angus: Dang, that was it, yeah.

Taako: That's the one, yeah. That helps the structure.

Angus: I was wondering if you could maybe, um, use prestidigitation to get some better flavors on these bad boys.

Taako: I... [sighs] you could. But really the— you shouldn't cross those streams, little man. That got me into some bad trouble, and I wouldn't recommend it.

Angus: I was just hoping maybe you could just show me how prestidigitation works.

Taako: [sighs]

Angus: But I understand if... no, I understand.

Taako: No, it's fine. Yeah, prestidigitation. Um, so this has two components, V and S.

Griffin: [laughs]

Taako: Here you go. I'll just make these sort of taste... better.

Griffin: You point your umbrastaff at the box of macaroons and begin to cast prestidigitation. Boy, that's a hard spell name to say. But prestidigitation does not come out of your umbrastaff. It feels like actually your umbrastaff is sort of exerting a will of its own. Uh, and prestidigitation doesn't come out of it. The spell Scorching Ray does.

Justin: Aw, dag.

Griffin: Uh, and you blast this little box full of macaroons into dust with a powerful version of the spell Scorching Ray. And you actually have to, like, hold your elbow to, like, prevent the recoil. This is a powerful-ass version of this. And once you do this Angus goes...

Angus: Well, oh... okay. I can understand if you didn't like them, sir, but that's all you had to say. You didn't have to burn 'em all up.

Taako: No, it— I— that's not what I cast!

Griffin: Scorching Ray comes out of your umbrastaff again. And this time your umbrastaff, like, pulls your elbow so that it's pointing in a straight line, and it's firing the spell Scorching Ray into the wall, and you can just feel the umbrastaff, like, making you trace a shape. And it carves out the letter L in fire in the wall, and then it does a U, and then it does a P, and then the staff shuts down. And you feel it, like, just kind of lose any power, um, that it was exerting over you in that moment. So your staff, you lost control of it and you blasted the letters L-U-P into the wall.

Taako: Why? What does that— what is L-U-P?

Griffin: Angus takes out a notebook and he says, uh...

Angus: Sir, I appreciate the magic lessons. It sounds like you've just given me an even better gift. A new mystery to solve!

Taako: Aw, fuck.

[music plays]

Griffin: Hey everybody, this is Griffin McElroy, your dungeon master, your best friend... your worst enemy. Don't cross me, bud. Not today. Not today of all days. I'm just not feeling it. Thanks for listening to The Adventure Zone episode 40. Kind of a weird episode, huh? I kinda decided that I wanted to do something different for this lunar interlude, I couldn't really come up with an idea for what to do between arcs, so I thought I'd give it over to the boys and do some smaller sort of character development based scenes with them. Um, I hope you liked it. It was fun to do and um, maybe we'll do it again later on in the future. But the next arc starts in the next episode, so I'm looking forward to getting into that.

I wanna thank everybody who's been tweeting about the show using the TheZoneCast hashtag. We don't pay to advertise the show at all, so the only way that we have to spread the word and grow and get bigger and bring in new listeners is for you to tell your friends who might be interested in the show. We work really hard on it and I appreciate everything you can do to help us spread the word around. If you tweet about the show using that hashtag, you might end up as a character on the show. Um, we are gonna record a couple episodes for the new arc, probably in the next week or so, so get those tweets in now. Got a

lot of characters in this new arc that I need to name, so I've been scouring Twitter. Got a few that I've picked out, but plenty of slots available. Use that TheZoneCast hashtag, might end up as a character on the show.

[ad break]

Griffin: Got a few personal messages on this episode of The Adventure Zone. If you wanna get a personal message on the show, just go to maximumfun.org/jumbotron and you'll find out how to get a message on the show there. First message here is for Mike, our benevolent god of DM. It's from Mina, Jamison, Thoradin, Lamey, Rupert and also named Rupert and Dan Halen, which is a good DnD name. They say,

"Hi fellow DM! I'm also a DM. Happy birthday. We know it's hard DMing us, but you do it so well. Remember when Lamey killed a girl, Thoradin took a nap instead of saving us from the dick cream shop and Jamison tried to kill a dragon by putting on a Spyro costume? Thanks for being a benevolent DM. Please don't kill us. Love, the worst DnD players ever."

Based on the few scenarios you've laid out there, and I'm thinking that was probably your squad at their worst, um, I think that might be a fitting sort of superlative for you guys to have.

Got another one here for Erica round Seattle, and it's from Zack round Francisco, who says,

"Saying goodbye to a longtime friend, the McElroys seemed like the best vehicle to deliver how sad I am to be leaving. We'll miss our bad movie days more than I can possibly express. You're an awesome friend and I hope by the power of the interwebs that doesn't change. If you ever need to see a cat talk again, you're always welcome in Cali."

Wondering... this is a sad message and it sounds like it's gonna be a sad goodbye, but you know, you'll always be friends no matter what. Um, but— and that's all great and all, I'm more interested in hearing the cat magic that this person apparently possesses. And I will get my answer off the air.

This message is for Cosmos Craig, and it's from Mom and Dad,

“Hey Cosmos! That’s right, buddy, you just heard your name on The Adventure Zone podcast!” Hell yeah, here’s a few bonus ones: Cosmos, Cosmos, Cosmos. “Why? Because your parents rock of course. We couldn’t get your name as a character because we have exactly zero interest in tweeting, but here it is on the podcast anyway. Cosmos, Cosmos, Cosmos.” See, they threw in a few too. “We hope when you are older you realize how cool we were for letting you—” and then the message got cut off because you ran out of characters, but I’m gonna assume that ends with, “Let you listen to this foul, foul podcast program.” And I can’t help but agree. You got some cool folks there, Cosmos. Cosmos. Cosmos. That’s a good name.

One last message here, this one’s for Stephanie and it’s from Dana, who says,

“Thank you for the last few years of love, fun and creativity. I’m so lucky to be marrying you this October.” Awesome. I love that on this show we get messages in, like, way before nine months after they are relevant. “I love you with all my heart. P.S. Let’s get those wedding invitations for Travis and Griffin and Justin in the mail ASAP.” Yes, if you want to send wedding invitations, uh, you can actually find all of our PO box information at McElroyshows.com. That’s a good place for those to go. And congratulations on your upcoming nuptials.

Go listen to the other shows on the maximum Fun network. There’s a lot of really, really great programs on there, including a new one called The Greatest Generation, which is a podcast about Star Trek. Uh, if you’re just sort of a general nerd, that sounds like one that you might be able to sink your teeth into. If you’re not a Star Trek fan, there’s a ton of other shows on the network that I’m sure one of them’s gonna tickle your fancy. Just go to maximumfun.org, check them all out. You can check out all the other projects that we McElroys do at McElroyshows.com, like I mentioned earlier. Um, all of the video stuff that we do at Polygon and all of the podcasts, the many, many podcasts we do, you can find them all there.

I don’t wanna go on any longer cause this episode’s already gonna go on for... forever. And I wanna get back into it. But thank you all so much for listening to it. The response to the last story arc was like, genuinely moving and I’m really excited about the places we went in that arc. I really enjoyed, you know, exploring making music for the first time and using it in the show. You can find all that music on my soundcloud account. It’s just Griffin McElroy on soundcloud. The whole Crystal Kingdom soundtrack’s up there now. So yeah, thank you all so much for your kind, warm reception to basically all the stuff that we try to do on

this show. Um, so we're going to get into the character development part of the podcast, that's gonna be the back half of this episode, and then the next episode is gonna go up on, oh nancy... June 2nd. So we will see ya then. Bye.

[calm music plays]

Griffin: We're back all together again, and I hope that went okay. We're recording this part— we're recording the second half of this episode before the first half of the episode that you just listened to, so... if it was a fail— if it was a colossal failure, should we apologize in this part of the show?

Travis: No, you know what? I'm gonna say you're welcome.

Griffin: Whatever it was, I'm sure it went really well. So, the three of you have sort of regrouped back at Bureau of balance, and I don't know why you didn't do all this stuff immediately after the Crystal Kingdom arc, but you're doing it now—

Travis: Yeah, well cause everyone was on Christmas break, Griffin. We had to wait for Leon to get back—

Griffin: Fuckin' fantastic, yeah. Leon was out— his family celebrates elven Candenights, which as we all know, lasts twice as long and... that's the end of the goof.

Justin: [laughs] I wish more goofs had that. That's so nice.

Clint: When they're done, they're done.

Griffin: But Leon—

Travis: [crosstalk] bookend, and then the joke-teller says, "And that's the end of the joke."

Griffin: And now you know the rest of the goof.

Clint: The rest!

Griffin: So, Leon is back in the gashapon artificer chambers, where the three of you find yourselves now with a shiny gashapon token. And as soon as you walk into the room, Leon just goes uh,

Leon: Ah fuck. Ah, no.

Travis: No, we've got it this time.

Leon: You've said that every time that you come in here.

Travis: Leon. Look me in the eyeballs. I've got it.

Travis: And I hand my token to Taako.

Griffin: [laughs]

Leon: You're gonna give Taako two goes at it, then?

Magnus: Well, he's gonna do it for me.

Leon: No, that's not how it works. Double—

Magnus: No, I don't—

Leon: No, no, no. No, you shut up. Here's the thing.

Griffin: He reaches into his robes and he pulls out three shiny, sparkling wrapped delicious-looking pieces of candy. And he says uh,

Leon: You guys get it right on your first try, and you'll be rewarded with the most delicious leftover Candlenights sweets that your sweet little mouths have ever tasted.

Magnus: Point of order, do we all three have to get it right to get a candy, or does each person get a candy for getting it right?

Leon: No, do you know that? Let's raise the stakes. Yes, it's an all or nothing game, Magnus.

Magnus: Ooh, you got me, Leon.

Leon: Put the coin in the gashapon machine by yourself. Turn the wheel. Get your prize. You do it good, ooh, tasty candies in there.

Magnus: Okay.

Leon: Hey, let me ask you a question. Let me axe you a question, that's a fun Magnus joke.

Magnus: Uh huh?

Leon: What's your favorite candy?

Magnus: Turkish delight.

Merle: Marzipan! Marzipan!

Leon: And you, Taako?

Taako: Uh, I like Ferrero Rochers.

Leon: Oh, wouldn't you just know it?

Griffin: He waves his hand over these three sweets and they transform magically into the three things you said.

Magnus: Alright! Let's do this!

Travis: I put my token into the machine myself.

Leon: Hell yes, one for three.

Travis: And I got...

[dice roll]

Travis: A 2. Is that good? Should I roll again?

Griffin: The number does not matter.

Travis: Is it good, Griffin?

Griffin: This is actually very good for you, Magnus.

Travis: Okay.

Griffin: You hear a loud ka-chunk come out of this machine as a pretty sizeable package falls out of it.

Travis: Tell me more about my sizeable package.

Clint: [laughs]

Griffin: We're just gonna say— there's... every one of those. You're not gonna let any of them sail by.

Travis: Nope.

Griffin: It is a very— you know what? I just changed my mind. It's an empty package. You get nothing.

Travis: No, no, no!

Griffin: No, it's a pretty big package. It is, uh, you pull out a capsule from this machine and as you pop it open you see what appear to be dark grey feathers.

Travis: Ooh!

Griffin: And they're not actually feathers, they seem to be made of some sort of like, studded leather? Like, super light leather. And as you sort of unfurl it, it looks like some sort of very light piece of torso armor, chest armor, with this light grey feathered design.

Travis: Yeah! I am on board!

Griffin: And you take it back to Leon, who flips through this book and very quickly locates this item. He says, uh,

Leon: Okay. That is the featherweight cuirass. And it's uh, an interesting piece of armor that increases the wearer's flexibility and mobility. The featherweight cuirass, it has the same AC as the armor that you are currently wearing, which is actually kind of impressive, because it's definitely lighter, but it gives you +3 on every acrobatics check from now on.

Travis: Oh!

Griffin: So any feats of flipping, things like that that you wanna do, you can now go have an easier time doing them. So I expect more stunts in the future from Magnus.

Travis: Yes! Especially since, as people who listen to this after the fact will know, I'm gonna train in that with Carey.

Griffin: Yeah. Unless you trained bad, I dunno.

Travis: Oh, maybe I trained real bad.

Griffin: He says,

Leon: Okay. Please, who's next? Who's gonna keep this streak alive?

Travis: What if— Griffin, just so I know, is it like a cape or is like a chest piece—

Griffin: It's like a chest piece.

Travis: Okay.

Griffin: Yeah.

Travis: I just wanna give our fanart people...

Griffin: Well, and also, you didn't know what it was.

Justin: I think fanart sounds diminutive. I think, like, co-creators.

Travis: Yeah, let's just say the artists—

Clint: Collaborators.

Justin: Collaborators, that's good, Dad.

Clint: Oh yeah. I want artistic collaborators.

Travis: Collabo-artists.

Justin: Because they put more work into it.

Griffin: Than we do, absolutely.

Clint: And we make all the money.

Justin: We don't make any money.

Clint: Oh, we don't make any money. No... mm-mm.

Justin: We don't. You're saying it like the way you say things.

Griffin: [laughs]

Clint: No. No. We don't make *any* money.

Travis: Dad, did I inherit my inability to sound sincere from you?

Griffin: [laughs]

Clint: That's it. You have my insincere sincerity.

Griffin: But you do it for things that make you sound good. Dad does it for things that make him sound actively worse.

Justin: When you're telling the truth!

Clint: Yeah.

Justin: You sound like the devil, Dad.

Clint: No...

Justin: [laughs]

Leon: Who's up next from the candy train...?

Griffin: He says and shakes the candy.

Magnus: Alright, you can do this guys! All or nothing.

Leon: [crosstalk] the candy train pulling into candy town...

Clint: I'll go ahead and go.

Taako: Who are you? I don't recognize your voice.

Merle: I'm diabetic Merle!

Taako: Alright.

Merle: Candy means nothing to me!

Griffin: That's a real— I don't know if it's a real character choice, it's a real Clint choice. I'm not saying— hold on, I should backpedal. Diabetes isn't a choice.

Justin: [laughs]

Clint: No, it's not.

Travis: It's a lifestyle.

Justin: In Dad's case, it was more of a lifestyle.

Clint: Yeah, yeah. Thanks, Krispy Kreme! Okay.

Griffin: Still shaking his candy in his hand.

Leon: Ooh, chugga chugga chugga, here it comes.

Clint: I extend the coin...

Griffin: He's biting his nails.

Clint: I'm getting closer and closer to Leon with it...

Travis: I shake a no-no can at him.

Griffin: [laughs]

Justin: [laughs]

Clint: [imitates a dog whining] I put it in the slot.

Griffin: Okay.

Leon: Yes! Yes! Yes!

Clint: Spin the prize wheel.

[sound of dice being dropped]

Clint: Oh.

Justin: [laughs]

Griffin: If it rolls on the floor, you don't get anything.

Travis: He got a negative, he got nothing. An imaginary number.

Clint: 17!

Griffin: 17. Have you rolled a 17— hold on. Okay, um, you put the coin in the slot and turn the crank. A much smaller capsule comes out of the machine than the one that Magnus got. This one's actually more ovular, it's a bit longer, and as you open up the capsule, inside of it are some nerd-ass looking glasses.

Clint: [laughs]

Griffin: Like, some real thick boxy, like Elvis Costello brown tortoise-shell shit.

Clint: Okay. Kinda Six-String Samurai kinda thing?

Griffin: Yeah, kinda. Bit Buddy Holly. And you take it back to Leon who flips through— there are actually apparently a lot of glasses in that machine, cause there's several pages of glasses, and he locates the ones that you have pulled out and he says—

Merle: Be x-ray specs, be x-ray specs, be x-ray specs...

Leon: No, no quite. These are, uh, these are called Awareness Frames. And they are some nerd-ass looking glasses,

Griffin: He says,

Leon: That enhance the wearer's ability to perceive the truth and see things previously unseen.

Griffin: Which means that while you're wearing these glasses, you get +2 to both your perception and your investigation checks. So as long as you're wearing these you'll be able to find things a little bit better and sort of discern the truth of things.

Clint: Okay, so +2 to perception...

Griffin: And +2 to investigation. Leon falls to his knees and like, crawls towards you Taako, and says,

Leon: Taako... please. Set me free.

Magnus: [quietly chants] Taako, Taako, Taako...

Merle: Candy...

Justin: Uh, I cast Blink.

Clint: What the?

Griffin: Okay. You disappear from this plane of existence and reappear in the ethereal plane.

Clint: [laughs]

Justin: Alright, and I walk in the ethereal plane over so I'm standing next to him.

Griffin: Okay.

Justin: And then I reappear and snatch the candy from his hand and put my coin into it.

[laughter]

Griffin: Make a sleight of hand check with advantage.

Justin: What?

Griffin: Make a sleight of hand check with advantage.

[dice rolls]

Justin: That's an 18, baby.

Clint: [laughs]

Griffin: Like Indiana Jones, you—

Justin: Wait, hold on, I wanna make sure that I can't add anything to it. Yeah, no, no, no, I add three to dexterity, that's 21.

Clint: 21!

Griffin: Uh...

Clint: [laughs]

Griffin: He, as soon as you do that he just looks at you in stunned silence. And uh, just falls to the ground and curls up in a ball and releases your coin which rolls across the floor, and he just starts weeping on the floor. And he says,

Leon: We were so... we were so close to candy station.

Taako: I'm already pulling in, bubula.

Justin: Alright, I pick my coin up and I pop a Ferrero Rocher in my mouth, and I toss the other boys their candy and I go put my coin in the slot, because I do know how it works.

Griffin: And you sure that you did it in the right order and you put the candy in your mouth and the coin in the slot?

Justin: Yeah, I'm pretty— I'm positive.

Clint: Because he's got fillings, and that would hurt.

Griffin: Roll that d20, my boy.

[dice roll]

Justin: Ooh! 8.

Griffin: Okay. Pretty average-sized capsule rolls down and out of the machine and as you lift up the flap and retrieve it, you pop it open and inside you see a relatively plain-looking slingshot. Carved outta wood with a rubber sling, I guess, on it. And it's— it's carved from a light wood, but there is an intricate etching in the handle of it. And fucking Leon, just like, from the floor, flips around the book that's up on his desk and just like points to the book and tells you to look at it. And uh—

Travis: And says "Fuck you." [laughs]

Griffin: And says fuck you, Taako. No, it actually is open to an entry and you see a picture of the slingshot you're holding in it. Uh, and this entry describes the hole-thrower.

Justin: Okay.

Griffin: Once per day, the hole-thrower can put a perfectly circular hole into any non-living, non-magical object or barrier. Um, you roll a d10— you point the hole-thrower at what you wanna put a hole in, and then you roll a d10 and then the hole's diameter is that many feet, whatever you roll. Um, so you can use this to open up a door in a wall or a hole in a door or a, you know.

Travis: Door in a wall.

Justin: So it is— okay, so it's like a barrier, not um, not a thick thing? For walls and doors, right? Not like, um... I'm trying to— like a—

Griffin: You couldn't shoot it at the ground and open up a hole to the other side of the Earth, no.

Justin: Okay.

Griffin: It would have to be within reason. In fact, let's just say whatever you roll on the d10, it can be that many feet deep as well.

Justin: Okay, got it.

Griffin: Got it. And you can use that once per day.

Justin: Okay.

Griffin: Uh, that's it for your fantasy gashapon visit. Leon says, uh, sits up and he wipes from the tears from his eyes and he says uh,

Leon: I'm not gonna give up on you three.

[laughter]

Travis: "I'll get you next time with my gadgets."

Griffin: He is— Leon's gonna be the big bad at the end of the game.

Travis: [laughs]

Clint: How cool would that be?

Travis: "You made me this."

Griffin: Or maybe the second big bad. Um, it seems like we're all done there.

Justin: Where are we heading to now, Griffin?

Clint: I think I know!

Griffin: I think it might make sense— oh you know what? I actually heard they're having a sale... that's not true, they never have sales. They never have sales at...

[Fantasy Costco jingle plays]

Jingle: Fantasy Costco, where all your dreams come true! Got a deal for you!

Griffin: That's probably anti-climactic for you boys, because I just said "They never have sales at."

Travis: Yeah. No, we got it.

Griffin: Yeah, you're at the Fantasy Costco. Is this the third or fourth time you've been to the Fantasy Costco?

Travis: I think this is the fourth. I'm not sure, though.

Griffin: Okay. Um, so you all got paid 2000 gold pieces in your last adventure. The only other revenue source we had was the bag of gems that Magnus found in Lucas's private quarters. Not sure if you remember that.

Travis: I do, I wrote it down.

Griffin: I appraised that at 1200 gold pieces. It is up to you, I guess, if you wanna share that or not. I think Merle was in the room with you when you found it, so that may be a tricky...

Travis: I'm... I— okay, I'll tell you this. I will... it's like a bonus to buy things that people want to that are more than...

Griffin: Oh, like a pool. Okay.

Travis: Yeah, we'll call it a pool of money.

Griffin: Well then you guys have 2000 gold pieces with this floating pool of 1200 and yeah, I don't know if you have any money left over, but if so you can add that to the total. And then I have emailed you a list of items. Should we go down the list and read off some of the stuff that people sent in?

Travis: Griffin, can we buy just regular stuff too, if we need just regular supplies?

Griffin: Um, yes. There's a— so there's a table in your player's handbook of just like, everyday common objects, and within reason I'll allow you to pick stuff out of that. I think it might—

Travis: I wanna buy a mastiff.

Griffin: A what?

Travis: A mastiff. A dog.

Griffin: Dogs— nice try, but you know there's no dogs on the moon.

Travis: But I want it so bad.

Clint: [laughs] [silly voice] He really wanted it.

Justin: He explicitly said there's no dogs on the moon.

Travis: But I want it so bad.

Justin: Well, if Griffin—

Clint: I want to do something really different.

Griffin: Okay.

Travis: Look in the eyes of my heart, Griffin.

Griffin: No.

Travis: Look at 'em.

Clint: I want to do something that actually makes sense for me to buy.

Griffin: Okay?

Clint: And I know that's kinda out there.

Griffin: Oh by the way, I should mention in addition to the like, dozen or so new items on the menu, everything you have never— you didn't buy in past visits is still available. I have that on this list as well.

Clint: I think with my bad habit of burning through spells slots, I oughta buy Matthias, the living grimoire...rer...er.

Griffin: Yeah, you got it.

Justin: That's a good way to go.

Griffin: So Matthias the living grimoire is a new item sent in by Will Barnett, thank you Will.

Justin: It's like Barrett here, is it Barrett?

Clint: I thought it was Barrett, too.

Griffin: Oh yeah, sorry, I am sitting very far away from my computer. Will Barrett, thank you Will. Uh, "This clockwork owl," it's a clockwork owl, "has been owned by dozens of different wizards throughout its lifespan and can now recite arcane knowledge on command. All arcana checks made by the player who owns this item gain advantage. In addition, a player can use this to prepare a spell they do not know once per day. This spell still takes up a spell slot of the spell's level." So, you don't get extra— you can have a spell that you wouldn't normally be able to learn and have it live in this owl, but whenever you cast it, it does still burn one of your spell slots.

Clint: That's cool.

Griffin: And it also gives you advantage on arcana checks.

Clint: And then I would like to put my 500 remaining into the pool.

Griffin: Okay.

Travis: Ooh!

Griffin: That's very kind of you. Okay, the pool is now—

Travis: We're well on our way to that magical flaming sword thing.

Clint: That's what I was thinking!

Griffin: So the— leftover from last time, we still have John William's 8-year-old son Colin, who sent in this— you can't buy Colin.

Justin: I thought for a second, yeah, I was like— and he's such a talent!

Clint: [laughs]

Griffin: Colin sent in the Flaming Poisoning Raging Sword of Doom, which is a sword with a gigantic blade wreathed in flames with a crooked oozing scorpion stinger affixed to its point. And it just does a bunch of damage. But it's 60,000GP so you're—

Clint: And may I say, the people submitting these are— every time they just get better and better and better.

Griffin: They do. Do wanna say, try and keep those descriptions short. So many people send in so many items that are like, nine paragraphs explaining what they do. And I love it, and I love how much work went into it, we just can't— we can barely keep hole-thrower straight. So, I don't—

Travis: Hey, Griffin?

Griffin: Yo.

Travis: If I pick up a rapier..

Griffin: Yes.

Travis: Just a regular old rapier. Is there somewhere I can go on the moon to pay to have it enchanted?

Griffin: Um, no... that's not really how magic items work.

Travis: Mm. I see.

Griffin: You can buy a rapier, though. We can work that out.

Clint: Get one that looks like a mastiff.

Griffin: Your dog sword. We also have items like the Mockingbird Gum, from Jacob Mau, which is a pack of gum and when you chew it, it allows you to emulate another person's voice for an hour.

Travis: I'm gonna pick up the Magnetic Charge.

Griffin: Okay, that was—

Travis: Drew Davenport.

Griffin: Thank you, Drew.

Travis: Uh—

Griffin: Uh— read what it does?

Travis: You want me to read it?

Griffin: Yeah, please.

Travis: “A fist-sized glass ball with a blue button on top. Once the button is pressed, the ball will begin to glow and produce a magnetic field that lasts two rounds of combat. The field repels any metal object within ten feet from the ball. Take one day for enough charge to be built up to use.”

Griffin: Um, let’s put a check on that later. Just to sort of— I think that’ll be more interesting. Because also, we’re gonna get in an argument if a big fucking tank rolls up and you throw this magnet at it and say like, “Oh, it should blow the tank away.” We should have some way of determining how powerful it is.

Travis: Yeah.

Griffin: But we can figure that out later. Okay. Please do the math on your own—

Travis: Working on it.

Griffin: Okay. That was another item. There is the all or nothing coin, which actually a lot of people sent in. This must be like a... like, DnD staple? But anyway, once per day when you’re supposed to roll a d20, instead of rolling a d20 you flip a coin and if it’s heads it’s a critical hit and if it’s tails it’s a critical miss.

Justin: Yikes.

Travis: What do you think, boys? Do you like that Astral Shell? Is that something you think we need?

Clint: Is that the one from Henry Segal?

Travis: Yeah.

Griffin: It's a conch shell that allows you to interrogate the souls of the recently dead.

Travis: I feel like we accidentally kill a lot of people and that could really come in handy.

Clint: Yeah, cause when we wanna apologize and stuff.

Justin: Right.

Travis: Yeah.

Griffin: I added this to the list thinking it'd be so cool, but that's a good point. Like, I had the exact same thought process, like that time you accidentally murdered Barbara and then wanted to get some information from Barbara. How would that conversation go? Like, "Aw dog, sorry we murdered you. What's the password to your fort?"

Justin: Um, Trav you think about it for a second, cause I know the two things I wanna get.

Travis: Go for it.

Justin: I'm gonna grab the Mockingbird Gum from Jacob Mau. "A pack of green and blue speckled minty sticks of chewing gum, allows anyone chewing it to emulate another person's voice for one hour."

Griffin: Cool.

Justin: That's 200GP.

Griffin: What's the next?

Justin: And I'm also gonna get the Arcane Trickster's Glove.

Griffin: Okay, yeah, this one's neat.

Clint: [low whistle]

Justin: It turns my Mage Hand invisible and allows it to perform stealthy actions including pick-pocketing, sleight of hand or other actions remotely. For these checks, use your arcana score, not your stealth score."

Clint: Ooh.

Griffin: Now—

Justin: It is not mentioned here, does this have a— I'm guessing— was it intended to have a once a day refresh on it, or is it just whenever?

Griffin: Um, no. This permanently augments the Mage Hand spell. So this is actually— I stole this from the book. This is an item that I came up with. There is a rogue called the Arcane Trickster and it's so cool. I've been messing around with that 5th Edition app and like, looking at all the different builds you can make, and the arcane trickster rogue can't do a lot of the stuff that rogues can do, but it can cast some spells. And one of the, like, benefits it gets is it knows Mage Hand no matter what and it can turn its Mage Hand invisible and use it to pick-pocket from somebody or it can use it to put something in somebody's pocket. And it does it with Mage Hand. But it's not like an instant success, you just— you still have to make a check to do those things, it just gives you some more things that you can do with Mage Hand. And I know this sounds like a powerful thing, but it's also the most expensive thing on the menu, so.

Justin: Yeah.

Griffin: And that's it—

Justin: I think I'm gonna go— and that's 17, so I have 300 leftover to go into the pool.

Griffin: Okay, that's now 2000 gold in the pool, so you guys...

Travis: I'm also gonna grab the Tarantula's Bracelet.

Griffin: Sick.

Travis: Once per day, bestows Spider Climb on the wearer for ten minutes and renders his movements while moving completely silent, granting him an advantage on stealth rolls.

Griffin: I meant his movements while climbing.

Travis: Yeah, thought that might be the case.

Griffin: I wanna be explicitly clear. There's no web-slinging.

Travis: Gotcha.

Griffin: You will sling no webs. But you will slime— you will climb and slime, just like a spider can.

Clint: With great responsibility.

Griffin: Yes. Let me run down some of the other stuff we got. There's Mystery Powder, which was sent in by Brian Mela-bia-nakis. Yeah, that felt good. Sent it in, thank you. It's a bag of powder that has one charge that refills once per day. It's a bag that refills with this powder and when used on a target, whether friend or foe, you roll one d100 and have the effects chosen from the wild surge table from the wild sorcerer part of the player's handbook. So there's a sorcerer class and one of it's, like, paths is wild sorcery and there's a big table of like, weird effects you can do like your skin turns blue or you grow in size by one size or something.

Travis: Yeah, but I don't have a d100.

Griffin: That is a good point. There's some way to fake it. Like, you roll a d10 and...

Travis: I could just buy it and support the flailing dice industry.

Griffin: Well, you roll 2d10 and the first number is the first digit and the second number is the second digit, that's how you do d100.

Travis: Oh. I guess that, too.

Clint: I really want to buy the Strongmouse Laughing Amulet, just so we can use it once.

Griffin: Now, the comedic pressure on Strongmouse's Laughing Amulet, sent in by William—

Clint: I want to do it!

Travis: What's it do?

Griffin: So it is— this is actually a great description, this is one of my favorite ones in this batch. "Traditionally—"

Clint: May I?

Griffin: Yeah please, go ahead.

Clint: "Traditionally worn by high priest to the boisterous and jovial smiling god, the amulet carries the image of a stylized human face, mouth open in laughter. And whenever a foe is defeated, the wearer may activate the amulet by tapping it twice and then delivering the best taunting joke or victorious one-liner applicable to the current situation. If the jest pleases Strongmouse, which is to say if the DM thinks it's funny enough, he rewards the adventurer by recharging up to 1d10+con HP. But Strongmouse is a fickle god. Jokes that fail are punished with a small bolt of lightning, dealing 1d6 lightning damage per failure.

Griffin: This means if you're—

Justin: I didn't hear the name of it. Is it called the Clint McElroy Suicide?

Griffin: [laughs loudly]

Travis: Yeah. William Hughes. That's—

Clint: I see this as a challenge.

Justin: Dad.

Clint: I see this as William Hughes challenging me personally.

Travis: Clinton McElroy. If you're gonna buy this with money out of the pool, I'm gonna put a restriction on it and say that you gotta really try your best. And if you phone it in and make a joke out of getting struck by lightning—

Griffin: Oh no, homie—

Travis: You have to hand it over to me and Justin.

Clint: I wouldn't—

Griffin: Understand, if you buy this thing, my expectation for the one-liners in this game is gonna become just way more stringent. It's gonna take a lot more for you guys to get a chuckle-buster out of me.

Clint: I don't care, I'm up for it. If you don't want me to, I won't get it, but I just—

Griffin: No, I think it's hysterical.

Justin: Yeah, you should get it.

Travis: Justin, I'm looking at the Champion's Belt, which is another 800.

Justin: Yeah, I think that that would be— I didn't really have my eye on anything else, so if you wanted to grab it.

Travis: But there's 800 left, if there's anything else you want.

Justin: You know what, I might go ahead and get from Bianca Rodriguez, the No-Sodium Salt Shaker. It's a salt shaker you can put on food that turns pink if it contains poison.

Travis: I like that.

Justin: It seems like—

Travis: You know what? Let's do that and then we'll take two healing potions.

Griffin: Okay.

Travis: You know what? And the haunted doll. And that's gonna take us even.

Clint: You know, with my big amulet and my glasses I'm gonna look like the guy that sang The Humpty Dance. [laughs]

Travis: Yeah, exactly like... oh...

Griffin: Mr Humpty.

Travis: Thank you. [laughs] Senor Humpty.

Griffin: I'm gonna add a modifier to the No-Sodium Salt Shaker that it actually also makes food just taste really good. It's just like a delicious spice.

Clint: Aww.

Justin: Ah, cool.

Travis: Ditto, can I throw just a regular old rapier in there, too?

Griffin: Uh, sounds like you're gonna go over your budget...

Garfield: Which means it sounds like it's time to deal with me! Garfield the Deals Warlock!

Magnus: Oh no...

Garfield: Sorry, I was back in the stock room while you boys were perusing my aisles! I'm glad I caught you before you go! I have something important to ask you!

Taako: What is it?

Garfield: ... you like deals?

Clint: [laughs]

Garfield: Let's see how we can squeeze this rapier into the mix. Magnus, perhaps you'd like to give me a little bit more blood on some object that you have?

Magnus: Oh God, was there blood on a thing?

Griffin: You signed a shield in blood that you gave to him once.

Travis: Oh, I did do that didn't I?

Garfield: You dirty, nasty boy! I love it.

Magnus: You can have my old chest armor.

Garfield: What even was it?

Magnus: I don't know! Plate mail I think?

Garfield: It smells like you sweated in this a lot!

Magnus: So much. That's a burnside family thing.

Garfield: Add some blood to the mix, maybe I'd think about it.

Magnus: How much blood?

Garfield: A good amount.

Magnus: Ugh. For 25 gold?

Merle: Flip it around and look at it. Because on the inside is the name Thomas Kinkade. So it's probably a collector's item.

Garfield: Yes, this seems very valuable. I'll have to hammer out the weird nipples that you have.

Clint: [laughs]

Magnus: No, that's a dealbreaker, Garfield.

Merle: Those came around naturally.

Garfield: Why do you care whether or not it'll have nipples on it?

Magnus: Because it's an artistic piece as much as it is functional!

Garfield: You give me a little bit of blood on this thing and I'll be good to go.

Clint: [laughs]

Magnus: Alright, done. Here's a little bit of blood.

Garfield: Oh, I'll get it.

Griffin: He gets a weird black dagger with a bone on it.

Garfield: Let's use mine!

Magnus: Oh God.

Griffin: Okay, he pricks your fingers with the knife and rubs it on the chest plate and hands you a rapier in return.

Garfield: Pleasure doing business with you!

Magnus: This seems an awful lot for a 25 gold piece rapier, I'm just saying.

Garfield: It's just blood, homie.

Magnus: Doesn't grow back.

Griffin: Alright, let's level up real quick.

Justin: Okay.

Griffin: Who wants to go first? We're getting up to level 10.

Clint: I will! I have to buy something.

Griffin: Okay, what does it say?

Clint: It says...

Griffin: Wait, does it say "Pay 2.99 if you wanna level up?"

Clint: 5th Edition character sheet premium version...

Griffin: [laughs]

Clint: Automatic character leveller 1 through 20, purchase now.

Travis: Whoops!

Clint: Whoops.

Griffin: Okay, this is a good application and I think that's a good usage of some dollars, but if you want we can do later and I can just sort of walk you through what you will be doing in the app. Justin, are you okay with spending— because it's your iPad. Are you okay with spending—

Justin: It's linked to Dad's account, so.

Griffin: Oh, okay.

Justin: Yeah, go ahead, Trav.

Travis: Okay so in practical sense, in real-world terms, I'm multi-classing now which was the training with Carey.

Griffin: Yes. Which we have talked about and I've given you explicit permission to do, because we figured out how to do it story-wise.

Travis: Yeah. So basically, I'm now a level 8 fighter and a level 2 rogue.

Griffin: Which I think makes sense for Magnus, cause you do— you're a protecting guardian but you also do— you're kind of a nasty boy out on that battlefield.

Travis: Yeah. Um, and it brings with it a couple of fun new things. The one I really like is Thieves' Cant.

Griffin: So what is that? It's like a secret language?

Travis: Yeah, it's like a secret language which is also like secret writing and symbol language too, that if you talk to somebody or write symbols to somebody who understands Thieves' Cant, they'll understand it. What I found interesting is the book described it as taking twice as long as normal, so I don't know what that means— how that translates in mechanics of like, if I were in the real world using Thieves' Cant would people just like, "This seems like it's taking forever!"

Griffin: [very slowly] "Hey dogs... do you know any good shit?"

Travis: Because I think it's supposed to be like, snuck into your language so that people wouldn't realize you were doing it?

Griffin: Yeah, and I think it's also mostly written. Like, the secret written language of thieves, as well.

Travis: Yeah.

Griffin: Alright, I'm into that.

Travis: It also comes with sneak attack, which basically when I make an attack, if I have advantage or someone is flanking them with me, and that person who is flanking is not unconscious or anything like that—

Griffin: Right, you would get advantage in that situation anyway.

Travis: Yeah. That I— if I'm using a finesse weapon or a ranged weapon, I add 1d6 damage on the attack.

Griffin: Right. So that's what the rapier is for and also that number, I assume, will go up. I like how that actually balances out a lot, like it's a different weapon for a different situation. Because you wouldn't use your rapier normally, it's not as powerful as Railsplitter is, unless you can get the sneaky sneaky drop on it. So like, you really will be playing both roles. I like that a lot, actually.

Travis: Um, I also have Cunning Action, which is once per turn I can take a bonus action and either dash, disengage or hide.

Griffin: Okay.

Travis: Also in, uh, multi-classing allowed me to be proficient in another skill, in one of four— or one of the thieves', rogue skills. I went with stealth. And also gave me a set of thieves' tools. And one of the things you get to do as a first-level rogue is pick either two of your skills or one skill and your thieves' tools and be double proficient in them, it's called Expertise.

Griffin: Okay, cool.

Travis: So I get a plus 10 on stealth checks.

Griffin: Jesus!

Travis: Yeah, and I'm doubly proficient in thieves' tools, if I'm doing it correctly!

Griffin: If we're doing this right— if we're not doing this right... this is actually one of those situations, most of the time like, "circle of healing takes ten minutes to cast", I don't wanna hear it. I actually do wanna know if we have fundamentally fucked up Travis's shit.

Travis: I was googling the shit out of Expertise to find out if it was the kinda thing that stacked, but like, I couldn't find it, so...

Griffin: Multi-class is inherently— it's cool, but it's inherently very complicated.

Travis: Yeah.

Griffin: But if you're— if just being a straight up and down fighter, if there's not enough cool utility stuff there, which I totally get, um, I think you should be able to do it.

Travis: I also realized from going back and listening to other episodes and doing research into the multi-classing that when I'm holding my shield I should be adding +2 to my AC and it should be 20, which I haven't been doing. So that's another thing to keep in mind, if I'm holding the rapier and the shield I don't do as much damage, but I can withstand a lot more damage, so.

Griffin: Sure, okay.

Clint: Okay, I bought the app.

Griffin: Well done!

Clint: Thank you.

Griffin: Were you getting fuckin' Candy Crush ads while we're playing DnD?

Clint: No.

Travis: And I don't think there's anything else that— oh, oh, oh, I take that back. One more thing with multi-classing is even though I'm only a level 8 fighter and a level 2 rogue, it still counts as a level 10 character.

Griffin: Yeah, that makes sense.

Travis: So my proficiency bonus went from +3 to +4.

Griffin: Okay. Dig it. And start thinking of a new name for this hybrid class that you're playing that I can sort of off-handedly refer to. I understand that it's two different sets of level but I feel like a combined class name would be very handy.

Travis: I'm gonna say Bouncer.

Griffin: We can work on it.

Clint: [laughs]

Travis: Okay. Bruiser?

Justin: How about Sell-sword?

Travis: Ooh, I like that. Mercenary, I think mercenary is a good way to go. I'm strong and also a little bit sneaky.

Griffin: What about a Rough Boy? Rough Boy's it, we found it boys, it's Rough Boy.

Travis: Okay. Is it R-U-F-F B-O-I?

Griffin: It absolutely is R-U-F-F B-O-I. Uh, alright, who else is levelling up?

Clint: Well, I did. Do I need to tell you?

Griffin: Yeah, tell me what you did. Did you get any new big things of consequence? I trust that the app— you got some more HP by the way Travis, get your extra HP.

Travis: Yeah, I did. I'm up to 90 now.

Griffin: Make sure that you roll the hit dice on the rogue side when you level up as a rogue.

Travis: I did.

Griffin: Okay.

Travis: You get 1d8 instead of 1d10 when you level up as a rogue.

Griffin: Did you get anything cool, Daddy? Okay, I'm looking, it doesn't seem like you got— it seems like you kinda just got—

Travis: The proficiency bonus goes up, everybody's does.

Clint: Yeah, I'm +4.

Justin: He did that, uh, automagically. Dad doesn't have classes of tutelage as I do, right?

Griffin: Um, you did get some new spells. At level 9 you got Insect Plague and Tree Stride? Yeah, your proficiency bonus went up to 4 so that's gonna affect more or less all of your rolls, which is good. You should have a new cantrip and also you can now cast level 5 spells, 5th level spells. Beginning at 10th level, you can call on your deity to intervene on your behalf when your need is great. Imploring your deity's aid requires you to use your action. Describe the assistance you seek and roll percentile dice, that's 2d10. If you roll a number equal to or lower than your cleric level, your deity intervenes. The DM chooses the nature of the intervention, the effect of any cleric spell or cleric domain spell would be appropriate. If your deity intervenes, you can't use this feature again for a week. Otherwise, you can use it again after you finish a long rest. So, you would have to roll a... you would have to roll a 10 or below on 2d10, which would be pretty tricky, but then again you are asking for—

Travis: You got a 50/50 shot.

Griffin: No, you have a 1—

Justin: 25%.

Griffin: You have a 10% chance. Wow, guys.

Travis: Wait, you have to roll less than d10 on two d10?

Griffin: 2d10, the first number being the first digit and the second number being the second digit.

Travis: Oh, gotcha. I thought you meant add them together.

Griffin: No, that's a percentile dice.

Travis: Okay.

Griffin: We never fucked with percentile dice before, but that's how that works, I think. Um, so yeah, you can roll 2d10 and if you get lower than 10, then you can make Pan do something for ya.

Travis: Like help you move.

Clint: [laughs]

Justin: Seems a poor use.

Travis: I dunno, have you ever moved?

Clint: Cool.

Griffin: So you got a bunch of new spells, you got the ability to cast stronger spells, um, and you can now ask Pan for direct favors. We can even retcon and say that's what happened at the end of the last chapter with the gold leaves.

Travis: That was a little fast-forward.

Griffin: Yeah, yeah.

Clint: Okay.

Griffin: That was when you levelled up. Uh, Taako?

Justin: Yes. So, on the less exciting end of things, my proficiency bonus is also up to 4. I have the d... I'm up to 57 hit points.

Griffin: See, that sounds good to me.

Justin: Yeah, I can take a couple of tasty, tasty hits. Um, my— I have a new— I have the ability now to cast Polymorph. Uh, because of my School of Transmutation. I can cast Polymorph for free once per day. The shape changer feature of my, uh, my tutelage in Transmutation.

Griffin: So you shape change into— so, I'm reading this now. Uh, when you do so, you can target only yourself and transform into a beast whose challenge rating is one or lower.

Justin: Yeah.

Griffin: That's some druid shit, I didn't know you could do that!

Justin: Yeah, uh...

Griffin: So Taako can now—

Travis: So you can animorph?

Griffin: He can animorph.

Travis: You're an animorph now?

Justin: I'm an animorph, is basically it.

Travis: Don't stay in the hawk too long, Tobias!

Griffin: That is important, a lot of people stay in the hawk too long.

Travis: Don't stay in the hawk too long, Tobias.

Justin: Yeah, but that's my stuff.

Griffin: That's cool. And you got extra health. Okay. Wow, that was a big— that was a big level-up sesh. A lot of people got some cool shit. Alright. Well thanks for—

Justin: And I'm ready for whatever's next.

Griffin: You're not ready. You guys want— you guys wanna little preview of what it is?

Travis: Yeah!

Justin: Yeah.

Griffin: What's new in the next campaign arc?

Clint: Yeah, what have you have got, big boy?

Griffin: I'm still figuring it out.

[laughter]

Griffin: [sings theme music through laughter]

[theme music plays]

MaximumFun.org

Comedy and Culture.

Artist Owned.

Listener Supported.

[upbeat electronic music plays]

Speaker: Hi. Are you a fan of Star Trek: The Next Generation? Well, that's weird, because it's a corny show. But my friends Ben Harrison and Adam Pranica do a lovely podcast about it. It's called The Greatest Generation and it's on MaximumFun.org I thought this podcast was a bad idea, but I was wrong. Please listen to The Greatest Generation on MaximumFun.org

[music ends]