

## The Adventure Zone Balance: The Eleventh Hour, Chapter One

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

**Director:** That is where you come in, the Reclaimers. This is actually a very hard position for us to fill, because most of the time, anybody who discovers one of the Grand Relics is unable to fight off the temptation to claim it for their own.

**Boyland:** [gruff voice] My name... is Boyland.

**Clint:** [wheezes]

**Travis:** [high pitched voice] Excuse me?

**Griffin:** You see a crystallized figure, a dwarven figure with a cigar in his mouth—

**Travis:** Oh God, it's Merle!

**Griffin:** No, you actually recognize this crystallized figure as Boyland. The Director draws a curtain, and you can see the window into the, uh, Cerebro chamber, like you've seen three times now. Uh, these huge columns of light stab through the— the ball. Um—

**Taako:** So that's four, so that's the glove, the belt, the stone—

**Director:** The Oculus.

**Taako:** That's, like, halfway, right?

**Director:** More than half—

**Taako:** Over halfway.

**Director:** —we're more than halfway there, yeah. That's—

**Taako:** More than halfway!

**Director:** I, um—

**Taako:** Good for us!

**Director:** This is going better than I— I ever could have expected. You— you three—

**Merle:** [through laughter] Us too!

**Director:** Yeah.

**Announcer:** Can our heroes recover the final three Grand Relics before they're crushed by the weight of their incompetence? No, they can't! It's The Adventure Zone!

[theme music plays]

**Griffin:** New story time!

**Clint:** Yayyy!

**Griffin:** New story day!

**Justin:** Crack— crack open the dusty volume.

**Griffin:** Crack this dusty volume right open.

**Justin:** The tales... of—

**Travis:** [singing] Crack that dusty volume, hey!

**Griffin:** Well, hold on, no. It's— it's *new* story time. If there's dust on the volume, then that's a manufacturing error.

**Justin:** I like to— I like to imagine you pulling down a— a tome.

**Griffin:** Mm-hmm.

**Travis:** Yeahhh.

**Justin:** From the— a— an age-ripened tome from the shelves.

**Griffin:** [crosstalk]

**Travis:** And maybe the book's alive, like in *The Pagemaster*, and it's screaming as you rip it open.

**Justin:** Another tale of the McElroy boys, you say?

**Clint:** Bound in human skin, yeah!

**Griffin:** Just like in *The Page*— just like in *The Pagemaster*, all of the voices of this arc will be Whoopi Goldberg. Please enjoy.

**Clint:** [laughs]

**Griffin:** Um, I'm gonna start this arc off on, uh, a somewhat dour note. The three of you— it's been— let's say it's been, like, um... a month and half, maybe two? Uh, so it's late winter, early spring. Uh, and the three of you are attending the Rites of Remembrance for... [holding back laughter] everyone's favorite character, Boyland.

Uh, the— the Director has been putting this off. The Rites of Remembrance are, uh, when a Bureau member goes down in the line of duty. Their information is fed to the Voidfish, so as to avoid uncomfortable questions from the world below as to their whereabouts. Um—

**Travis:** So Boyland is gone, but not yet forgotten. But soon! But not yet.

**Griffin:** But, like, in— like— in, like, no joke, like, in a minute and a half, both of the things. Um, and you're— you're in the Voidfish's chambers, where you actually— you haven't been in a while.

Uh, and it is just as you remember it. You got the big tank with the Voidfish, uh, jellyfish-lookin' giant guy, uh, floatin' in the, uh— floating in the tank. Uh, and pretty much everybody from the Bureau is here, and—

**Travis:** Even Pringles?

**Griffin:** —uh, no. Pringles is in jail.

**Clint:** [sighs] Still.

**Griffin:** Where he bel— where he belongs.

**Travis:** One— one of these days—

**Justin:** God, I hope this arc is about freeing b— prison breaking out Pringles.

**Clint:** [laughs]

**Griffin:** Um—

**Travis:** Are we eventually gonna find out what happened to Pringles—

**Griffin:** Maybe.

**Travis:** —and what the justice system is like in this organization?

**Griffin:** Maybe I just put him in jail 'cause of his bad name. It's impo— it's entirely possible. Um—

**Justin:** Hey, Griff. Can I ask a canon question?

**Griffin:** Yeah, please.

**Justin:** Uh—

**Travis:** [holding back laughter] How do cannons work?

**Justin:** —uh, no— yeah, is it sparks, or gunpowder? What's up in there? Suction? Uh, no. When somebody is fed into the Voidfish, in the—

**Griffin:** The people aren't fed into the Voidfish. That's ghoulish.

**Clint:** Oh, man!

**Justin:** Okay, what do you— what— they write their names down or whatever. What happens to, like, physical evidence of that person's existence on Earth? Like, how are— how are physical, uh— uh—

**Griffin:** Yeah, no, I'll br— I'll break down some of the, like, Voidfish, um— 'cause I've been thinking a lot about the Voidfish lately. Um—

**Justin:** As have we all.

**Griffin:** The— I think the Voidfish has kind of, uh, an ability where not only do they erase information, right? When they— when they fed infor—when they're fed information, they erase it from the— from the world. Ooh, it's storming outside! This'll add some nice ambiance.

Um, not only does it disappear from the world, uh, except for those who are inoculated, I think the Voidfish's powers are a bit broader than that, in that they sort of implant whatever you need to kind of, um, write your own narrative as to— write your own way around that information.

So it's not like the stuff just disappears, because that would be weird. And I did kind of set up that that is how Angus joined the Bureau of Balance is because, like, people kind of knew.

There were, like, these edges of the periphery of their memory that something was wrong, somebody was missing, and in investigating those missing persons, that's how Angus ended up there.

But I think the Voidfish has an ability where it's just, like... Boyland is gone, and it's like— there's a big chair here that they can't read the name that's etched into the chair, of Boyland. Um, so, like, maybe that chair is just for a family friend that they also can't remember? Do you know what I mean? Like, they—

**Travis:** You just brain fog over it.

**Griffin:** It's— there's a— yeah, fog is a good way of putting it. Like, there's— there's— not only does the Voidfish erase information, it fills in the gaps, or it enables you to sort of fill in the gap.

**Justin:** Uh, and you— but that does not apply to those of us who have been inoculated.

**Griffin:** No, you— you— no. They don't disappear from you, they just disappear from everybody else in the world, which is a lot of people.

**Justin:** Many.

**Clint:** Like Marty McFly's brother and sister.

**Griffin:** Right.

**Justin:** Yeah, exactly.

**Clint:** Just gone, yeah.

**Griffin:** So, uh, it's been a couple months. You're at the Rites of Remembrance. Everybody is here. Uh, except for Pringles.

**Travis:** It took us a couple months to get the Rites of Remembrance together?

**Griffin:** Yeah, the Director's kinda been putting it off. Um, and everybody's here. A— Avi's actually not here. Avi's been, uh, missing for, uh— a week or so. I said "missing," that sounds ominous. He just hasn't been around.

**Clint:** Foreshadowing!

**Griffin:** And here's the thing about this— this ceremony. Everybody is so sad! Like, everybody is so bummed out. And you get the impression that maybe you guys were the only people in this whole organization that were not, like, gigantic Boyland fans.

**Justin:** Boyland Boys—

**Griffin:** Everyone—

**Justin:** —as he preferred to call them.

**Clint:** [laughs]

**Griffin:** —this room is full of Boyland Boys. And, like, everybody's crying and, like, sharing their favorite stories of, like— and Boyland sounds— like, listening to these stories, Boyland sounds like a dope dude!

Like, he always brought in donuts to the office, and people loved that. And he had, like, a lot of fun jokes that were, like, not o— offensive. They, like, really— they were people pleasers. Boyland was a people pleaser, and people seem, like, really bummed out. And, uh, people are getting up there and giving some speeches.

Killian and Carey, who, uh— who served with him as, uh, Regulators, have some, like, totally rad war stories.

Um, and just, like, everybody seems super upset, and you [holding back laughter] are clued into the fact that maybe you guys should've gotten to know Boyland a little bit better, 'cause he sounds like a total party animal.

**Justin:** Wow!

**Travis:** You know... you know what? I stand by it. I think that they were all blinded by— they were too close to the situation, and we were able to see him for what he really was: a dick.

**Clint:** A *giant* dick.

**Griffin:** [holding back laughter] Is this your speech? Is the speech you're giving to the room?

**Clint:** [laughs]

**Travis:** No.

**Griffin:** Okay.

**Travis:** Magnus would never say that.

**Griffin:** You wanna say—

**Travis:** But Travis would.

**Griffin:** —do you wanna say anything? Is there anything you wanna do in this— in this scene?

**Travis:** Um, I'm gonna raise— oh, this is great, 'cause I haven't gotten to use this a lot— my fla— my, uh, flagon that makes everything, like, doubly potently alcoholic?

**Griffin:** Okay.

**Travis:** And I'm gettin' real drunk at this wake.

**Griffin:** Mmkay.

**Travis:** Uh...

**Magnus:** [slurring slightly] To Boyland!

**Griffin:** [through laughter] Okay.

[classical music plays]

**Griffin:** Uh, everybody joins you.

**Crowd:** To Boyland!

**Griffin:** They all shout. And, uh, raise their own flagons, that they all have for some reason.

Uh, so the Director walks in— uh, walks sort of close to the tank, and she has a few rolls of parchment, which she hands over to Johann, uh, who's been playing sort of an accompaniment to this scene. He's been playing a— a slow, sad tune on his cello. Um, probably that he wrote specifically for Boyland.

**Clint:** Good God!

**Griffin:** And, uh, he— yeah, he's really weepy. And, uh, Johann takes it and puts it into the tank and pulls a lever, and you see these three rolls of parchment float up into the tank, and the Voidfish wraps some of its tendrils around these three rolls of parchment and pull it into its body.

And, uh—like, suddenly, instantly, as soon as these— these parchments that contain information about Boyland are consumed, uh, the Voidfish illuminates from within in a way that you've never really seen before.



The— the— the Voidfish has always had, like, a sort of faint spiral galaxy, uh, like, nebula of stars floating around inside of it that you can see. But this is like— this is like all of those galaxies, like, explode at once, and you see these bright, uh, strands of red and yellow and green, um, just sort of zipping around inside of its body.

There's a lot of, like, light activity in there. And as soon as that happens, Johann, like— he steps back and he's like—

**Johann:** [choked up] Oh, I've never seen a reaction like this before.

**Griffin:** And—

**Travis:** I lean down to Taako and Merle.

**Magnus:** You guys see this too, right?

**Griffin:** Everybody sees it. Everybody's like— everybody's actually kind of scared, a little bit? They're, like, stepping back. 'Cause it's like— the— the Voidfish is, uh— there's, like, a fireworks show going off inside of it. And the Director says, uh— um—

**Director:** Oh my God. It's, uh... it's his comically large family, Johann.

**Griffin:** And Johann's like—

**Johann:** Oh— oh, oh God that's horrible. [sighs] Sorry. Whenever the Voidfish blocks information that it's consumed, that's what—that's what causes those lights inside of it.

It's like a little alarm, if you will, showing the people out there trying to think of the things that the Voidfish blocked. So that's all... that's, like, his 400 kids, and wives and husbands and stuff. That's, uh... God, that's rough.

**Taako:** Yeah, but they don't know, right? I mean, they— it's not— it's only rough from sort of, like, a, um... ethical perspective.

**Magnus:** Yeah.

**Taako:** 'Cause practically speaking—

**Merle:** They've already forgotten him.

**Taako:** —to think about— maybe the— maybe the Voidfish created for them a brand new Dad.

**Griffin:** He says— he says—

**Justin:** A better Dad.

**Clint:** Who wasn't a giant dick!

**Griffin:** Johann says, uh...

**Johann:** Yeah. Really if you think about it, his family has it easy, 'cause the rest of us have to go one knowing what a great dude we lost. [sobbing]

**Merle:** Yeah, yeah.

**Taako:** As I've always said in every situation, I'm the one hurt most by this.

**Clint:** [laughs]

**Magnus:** Yeah. Is— is that— is this, like, a physical strain for the Voidfish? Is this...

**Griffin:** Uh, the Voidfish doesn't seem—

**Magnus:** That seems like a lot of work.

**Griffin:** No.

**Clint:** Is it grunting? I mean—

**Griffin:** No, it's not— it's not— it doesn't seem especially—

**Travis:** I'm not asking you, Griffin. I'm asking Johann.

**Griffin:** Oh. He says, uh—

**Travis:** I did it in character voice, dammit!

**Clint:** [laughs]

**Johann:** Um... I mean, he doesn't— the Voidfish doesn't seem like it's... particularly distressed by all this. It's just... whatever reaction is happening inside of there, it's— it's— the Voidfish is blocking a lot of information right now. It's rough.

**Taako:** Johann, do you know— does he need this? Like, does the Voidfish get antsy if he doesn't get fed from time to time?

**Johann:** I don't know that it's a he. But, um... I— I feed it my compositions from time to time, to just kinda keep him— keep— keep *it* fed... and happy, and fat. I love the Voidfish very much.

**Taako:** I guess you could see he's your number one fan!

**Merle:** [laughs]

**Taako:** Hey—hey Johann, do your t-shirts come in XXXXXXXXXXXXXL?

**Johann:** Yeah, and they have hundreds of arm holes.

**Taako:** [muffled laughter]

**Johann:** [still choked up] You've cheer— you've cheered me up.

**Clint:** [laughs]

**Griffin:** Um, the, uh— the Director, who is, like, very— she's really upset, uh— you see the, uh, Stone of Farspeech that she has around her neck, her pendant, start to light up again.

Uh, and she— she turns and talks to, uh, the voice coming from inside of it, and you actually hear that it's Avi. Um, and, uh—

**Travis:** [Navi impression] Hey! Listen!

**Griffin:** [snorts] Sh— she has a short conversation—

**Clint:** [laughs]

**Griffin:** —with Na— with Na-Avi. Uh— and, uh, she turns to the three of you and says, um...

**Director:** It's time. Collect yourselves, and then meet me—

**Travis:** "You have to die." [laughs quietly]

**Director:** —meet me— [laughs quietly] meet me in my office for a briefing.

**Travis:** Uh, before I do that, Magnus just puts his hand on the glass and stares at the Voidfish, just mesmerized by the flashing lights inside of it.

**Griffin:** Uh, *very* quickly it puts up one of its tendrils, and puts it up against your own, and then you hear it actually sing that song again, that it sang a few lunar interludes ago.

[music plays]

**Griffin:** That one that's just—

**Clint:** Well, let's listen.

**Griffin:** —it's just seven notes. Yeah, let's listen in... to the Voidfish's—

**Clint:** Seven note song.

**Travis:** The dirge of the Voidfish.

**Griffin:** Um, yeah. It— it does have some sort of reaction to that, Magnus.

**Magnus:** Hmm. I love this Voidfish, you guys.

**Griffin:** So, uh— uh— I should—

**Merle:** You're also hammered.

**Magnus:** Well... yeah.

**Griffin:** —the—[laughs quietly]

**Magnus:** I have animal proficiency. I don't know what to tell you.

**Griffin:** —the D— the Director mentioned to you that it's time. Uh, about a week ago, she mentioned that—

**Travis:** Can I— I would like to jump in here real quick, by the way—

**Griffin:** Please.

**Travis:** —and thank all of our listeners— and I mean this sincerely— [holding back laughter] for finally explaining to me what it means to have proficiency in stuff?

**Griffin:** [through laughter] Yeah.

**Travis:** Somebody explained to me how proficiency in— in thieves' tools work and I was like, "Oh, duh."

**Griffin:** Yeah.

**Travis:** And it all made so much sense to me. Thank you, everyone.

**Clint:** And you didn't know that?

**Travis:** Well, I didn't know, like—

**Griffin:** Please. Please. Please.

**Travis:** —what it translated to actually have proficiency in, like, a tool.

**Griffin:** Dad practically wrote these rules, so...

**Clint:** Yeah, I mean—[laughs]

**Griffin:** If you ever need to—

**Clint:** I would like you to be a little bit more, uh, informed in the future.

**Griffin:** If you ever need to go to Dungeon School, you can take Clint McElroy's Correspondent's Course.

**Travis:** Dungeons & Dragons & Daddies.

**Clint:** [laughs]

**Griffin:** Yeah. Um, so—

**Travis:** Ooh, actually that sounds weird.

**Griffin:** —that's not great. The Director mentioned that it's time. About a week back, um, she mentioned that she had a beat on a job comin' up. Uh, and she mentioned that it was big. Uh, but it was gonna be a little while before she could figure out how to, uh, get a plan of attack going, and to keep it under your hat.

**Travis:** Oh, okay. So we know what's up. When she says "It's time," it's, like, a fi— a finger to the nose—

**Griffin:** You know that she has a job.

**Travis:** —like, [clicks tongue] gotcha.

**Griffin:** Uh, do you wanna move into her office and get briefed?

**Magnus:** Goodbye, Voidfish!

**Griffin:** Uh, it does its little song again, but quieter this time. Uh, but those lights inside of it are still poppin' off.

**Travis:** I sprinkle some food on— onto the top of its bowl. [laughs quietly]

**Griffin:** Okay. Well, its food would be, like... "When I was a little boy, I had a— a— a, you know— I had a rabbit named Douglas."

And it'd be like, "Mmm, thank you! Om nom nom nom."

Douglas is gone.

**Justin:** [laughs]

**Travis:** This is fun, though, 'cause I wouldn't forget it. I could feed the Voidfish any— like, if it was like, "One time I slighted my friend Jim— like, we were supposed to split it 50/50 and I gave him 40 and he never forgave me," I could put that in there and Jim would not remember—

**Griffin:** Yeah, for sure.

**Travis:** —that I did that, right? So maybe—

**Griffin:** There's— there's a— there's a million times that you probably farted, and it was ba— just a bad situation, and you could just, like, purge that.

**Clint:** Is our immunity to this selective? Like, if we wanted to forget something, could we ask the Voidfish—

**Griffin:** No.

**Clint:** —to let us forget it?

**Griffin:** No, you've been inoculated.

**Clint:** 'Cause I'm so sick of hearin' about damn Boyland!

**Justin:** [snorts]

**Griffin:** Okay. [laughs]

**Clint:** I could puke!

**Justin:** It's been, like, five minutes!

**Clint:** I know!

**Griffin:** Um, if you clone— if you cloned the Voidfish—

**Travis:** I do have a—

**Griffin:** —and then— if you cloned that Voidfish and then fed it the name "Boyland," you might be able to... get out of the—

**Travis:** Griffin?

**Griffin:** Please.

**Travis:** Is— this does lead— Magnus has got a backstory, and has got a dude that does not like him.

**Griffin:** Yeah.

**Travis:** Could Magnus make that guy forget him? I'm not asking this in character, 'cause I don't think this has occurred to Magnus yet.

**Griffin:** Yeah, for sure. I mean, that is how it works, yeah.

**Travis:** Okay.

**Griffin:** Something to keep in mind.

**Travis:** That might occur to Magnus later.

**Griffin:** Yeah. Okay, so, uh, you've moved on to the Director's office. You've been in here a few times now. Uh, the last time you were here it was actually a little bit uncomfortable, because there was some tension between you and the Director. Um, but she, uh—

**Clint:** She and I worked that out.

**Griffin:** Yeah, you guys really squashed that beef.

**Travis:** Oh, that's a good question. Have we caught each other up on what happened in our individual things?

**Griffin:** Yeah, if you wanted to. Uh, maybe— I don't know if Taako told you guys about his umbrella acting up. I don't know if— I don't know if you guys listened to the last fuckin' episode. Maybe you didn't. Um—

**Clint:** It still might be fun to tell each other, 'cause—



**Griffin:** Yeah.

**Travis:** I think I definitely told them about, like, training with Carey, but I don't think I told them about, like, the box and the whole thing with Killian—

**Griffin:** Yeah, sure, sure, sure.

**Travis:** —and I don't think I'd betray that confidence.

**Justin:** Oh my God. I'm hearing about the things that I may or may not know from a podcast I did, in fact, listen to, and it's the most boring thing that's ever happened—

**Travis:** [laughs]

**Griffin:** Okay. So, you're in the Director's office. Let's move on. You're in the Director's office. Uh, she seems bummed out. Um, and she says, uh—

**Director:** Have you collected yourselves? Are you— are you emotionally prepared to— if you need to take a day, I think we could probably give you some— some leave.

**Merle:** Is it paid? Paid leave?

**Justin:** [laughs]

**Director:** Only—

**Merle:** I mean— I mean, I'm— the whole thing with Boyland has just... I'm pretty shattered.

**Director:** Yeah.

**Justin:** [laughs]

**Merle:** But I don't wanna lose a day of pay!

**Director:** If that's what you desire, if that's what you need, then I completely understand. And I'm willing—

**Merle:** [sighs] Oh, boy, boy, Boyland.

**Director:** —um, if you are ready to—

**Travis:** I— wouldn't it be great if the whole rest of this episode and, like, the next three episodes, was us taking a paid leave day off?

**Clint:** [laughs]

**Griffin:** [through laughter] Just fucking watching Orange is the New Black—

**Travis:** [simultaneously] Before starting the thing.

**Griffin:** —season four or whatever. Just, like, chilling. Doing some binge watching.

**Director:** Um, assuming you're okay, I'm ready to tell you about the next mission.

**Merle:** Are we okay, guys?

**Magnus:** Hit it!

**Taako:** I feel good.

**Merle:** Yep, we're good!

**Director:** So... [sighs] sorry, I... I'm— I'm worried about the three of you on this next mission, because the— the last one we sent you on ended up being much more dangerous than we initially expected.

**Magnus:** And longer!

**Director:** [holding back laughter] Yes, certainly.

**Merle:** And we didn't kill as many people!

**Director:** Yes.

**Taako:** Yeah, barely any.

**Director:** That will... that will not be the case with the mission I'm sending—

**Taako:** Hell yeah.

**Merle:** Yeah!

**Magnus:** Yeah!

**Director:** Because—

**Magnus:** I crave blood!

**Merle:** [snorts]

**Director:** I know exactly how dangerous this mission's going to be. Which is to say, ext—extraordinarily.

**Magnus:** Okay?

**Director:** But not for the reasons you might expect. To be frank, I— I don't know what's waiting for you on this mission, but I know what's waiting for you at the end of it. And it's—

**Magnus:** Hugs?

**Director:** —the fifth Grand Relic. It is the Temporal Shalice, or Chalice, depending on... just sort of what region you're from. Let's go with Chalice.

**Merle:** So it's a giant— it's like an onion, then?

**Director:** It is a... relic, a cup, that gives—

**Travis:** Dad, I want you to know I got that.

**Clint:** Thank you.

**Griffin:** I *got* it. It's just, like... um—

**Merle:** [laughs] I didn't use the amulet!

**Director:** —Yeah, you— you're lucky. Uh, it is a relic, it is a cup that gives the holder power over the flow of time itself.

**Griffin:** She says...

**Director:** You've— you've been able to withstand the thrall of each of the relics that you've faced so far, and that is commendable; but there— there is no power and no treasure more seductive than that which the Temporal Chalice presents.

It will tempt you in ways that you've never been tempted before, and I have no way to aid you except to warn you that the power to... fix your mistakes is a power that is nearly impossible to resist.

**Magnus:** Do you know anything in regards to the extent of the power of the Chalice, or who's wielding it now? Anything that can clue us in as to what we might face or be up against when we face the person?

**Griffin:** She says, uh...

**Director:** Allow me to brief you.

**Griffin:** And she pulls out, uh, one of those spheres that she showed you all those scenes of destruction from in the last episode, and taps it. And you see another sort of, uh, display pop up over it.

Uh, and this one is showing a large, uh— a brown, dusty canyon. Uh, it's actually a series of— of canyons that are just sort of weaving a bunch of, uh, channels into the ground. Uh, dry channels. They're not— they're not rivers. It's just, uh, dry canyons. Uh, all made of red clay.

And, um, you see one of the canyons, the largest of this network of canyons, has a pretty big opening in it. Uh, right sort of in the heart of this series of canyons.

And inside of that opening, you see, uh, a circle. And it looks like it was actually, like, drawn into this projection. Like, it's a— it is a perfect circle.

And, uh, she says...

**Director:** We discovered this anomaly several weeks ago, and we've been trying to figure out a way to breach it. Uh, we can't tell what it's protecting. Uh, it is— it is a— a... force field. Um, and whatever is powering this force field, the power is starting to slightly wane. That's how we were able to discover it.

Avi has been researching a form of transportation that will be able to get the three of you through the field, and contacted me during the Rites of Remembrance for Boyland to let me know that he's had a breakthrough.

Avi had to miss Boyland's Rites of Remembrance to discover this, so I—

**Merle:** Awww...

**Director:** —I hope you're— I hope you're grateful for this.

**Taako:** I didn't know that was an option.

**Clint:** [laughs]

**Griffin:** He says— she says, uh...

**Director:** I— I have no intel on what's inside of this— this force field, um, save for some information on the bubble itself. It's nearly a mile and a half in diameter. Uh, it is impenetrable, uh, and opaque. We can't get through it through any sort of common methods.

Uh, it's not just a dome. It's perfectly spherical. It extends down into the ground as well. And it's some sort of... I have referred to it as a force field. It's actually some sort of time distortion. It doesn't block force. It blocks time. So you can't move through it for that reason. If you tried to punch your fist through it, your fist wouldn't be stopped by a barrier. It would just... stop.

**Magnus:** Now, hold on. Are you sure? 'Cause I've punched a lot of things.

**Director:** I'm pretty sure that that wouldn't swing it.

**Magnus:** [doubtfully] Okay... we'll see.

**Director:** We can't see through the barrier. Whatever's in there, it could be large. It could be— I mean, it's a mile and a half in diameter. It could be a fortress. It

could be, uh, some sort of... army encampment. It could be a whole city. Uh, we don't know what's waiting for you in there.

All we know is that the Temporal Cha— Temporal Chalice is what is projecting that field, and it is almost certainly where you will find it.

**Magnus:** So how— how—

**Taako:** What's the— what's the main thing the Temporal Chalice does?

**Director:** The Temporal Chalice simply has—for lack of a better term, its powers are broad, and that's what makes it such a frightening force. Uh, it has control over the flow of time, uh, but it can also give the user, uh, a sort of broader dominion over time.

Uh, it was able to essentially create a... a— a barrier composed of time. Which, uh, is new— news to me.

Um, but it's just the more reason why we have to get this out of the hands of whoever's using it, and we need to get it into *our* hands, and then in— just destroyed.

**Magnus:** So... how exactly do you suggest we do that, when it's creating a barrier that we can't move through or see through or get through?

**Director:** Uh, that— Avi has figured something out. So, we're going to send you down, um, to the...

**Griffin:** What's the name of this area?

**Director:** Dry—

**Griffin:** No, Dry Bones is the name of a enemy from Mario.

**Travis:** Mm-hmm.

**Griffin:** That won't do it.

**Justin:** That won't. I don't think that—

**Travis:** Gucci Gulch.

[pauses]

**Griffin:** Gucci Gulch is pretty good? That's something, though, right?

**Travis:** [holding back laughter] I think it's the Taint.

**Clint:** We have to go down to the Taint! [laughs]

**Travis:** We're go— we're sending you to the Devil's Taint.

**Clint:** [laughs] You got ravine, you got gulch...

**Griffin:** Yeah, I'm lookin'. Um...

**Justin:** How about the Blasted Lands?

**Griffin:** The Blasted Lands is from World of Warcraft.

**Justin:** Okay. How about the Not-blasted Lands?

**Clint:** How 'bout the—

**Travis:** Nice. Flavor-blasted Lands.

**Clint:** —the Grand Canyon.

**Travis:** Mm-hmm?

**Clint:** But you spell it with two D's. Grand-d Canyon.

**Travis:** Nice.

**Clint:** The Taco Bell Grande Canyon.

**Justin:** I was about to say the Arid Wastes, and that's a map in Starcraft. Blizzard, can you get off my nuts for a *second*?!

**Travis:** [laughs]

**Clint:** [laughs]

**Travis:** How about Tatooine?

**Griffin:** Uh, no, I've got it.

**Director:** Uh, we'll send— we're going to, uh, send you down to the Woven Gulch. To, uh— to meet up with Avi, and figure out a way of entry. Once you get in there, um— I— again, I don't know what dangers await you. But once you've bested them, just... [sighs] sorry, I'm having kind of a hard day, and I don't—

**Taako:** What's goin—

**Director:** —I don't want—

**Taako:** —hey, what's goin' on with you?

**Director:** It's Boyland. It's...

**Taako:** Oh.

**Merle:** God...

**Taako:** Right, yeah. Uh, we're all pretty—

**Magnus:** Oh, yeah yeah yeah.

**Director:** I don't—

**Merle:** I get control of this Chalice, I'm gonna go back in time and make everybody forget about forgetting Boyland.

**Director:** [simultaneously] No, see, that's— this is explicitly what I'm talking about. That— oh, I thought you were going to say "Save Boyland."

**Taako:** Oh. [laughs quietly]

**Merle:** No. No. Not gonna save Boyland.



**Director:** Listen, but that's what I'm talking about. You goof, 'cause you're a goofer. But that's—

**Merle:** I am a goofer.

**Director:** —you can't— this— this thing's gonna come at you from all sides, and if you give into it, you'll lose control, and we'll have to send in the Regulators after you—

**Taako:** Aw, dunk.

**Director:** —and none of us want that.

**Merle:** Let 'em try.

**Taako:** I kinda want that.

**Merle:** We beat them before, haven't we?

**Director:** Not at all.

**Merle:** Did we beat the Re— oh, okay.

**Magnus:** So the goal is get this Chalice and do not use it.

**Director:** Do not use it, and get out.

**Merle:** Is there a palace where they keep the Chalice?

**Magnus:** Good question. What if we have to use it to stop it?

**Director:** That's goofy talk.

**Magnus:** Well... you— you're not gonna be there.

**Director:** [simultaneously] I'm saying, once you— once—

**Magnus:** You don't know.

**Director:** —to quote your imprisoned friend Pringles, once you pop, the time control don't stop.

**Magnus:** Hmm.

**Taako:** Okay. Uh, do we need to stop by and see Avi, or are we just headed down planetside?

**Director:** Uh, Avi's already planetside.

**Merle:** Is it hot down there? Is it really hot?

**Taako:** [simultaneously] Is it hot?

**Director:** It's probably sticky. If you wanna wear shorts, this is—

**Taako:** Oh, wait a minute! We gotta get new looks! We gotta get summer looks!

**Merle:** Yes!

**Magnus:** Yay!

**Merle:** Shorts! We need shorts.

**Magnus:** Shorts, shorts, shorts, shorts—

**Taako:** Fantasy shorts! Fantasy shorts!

**All together:** [chanting] Fantasy shorts! Fantasy shorts!

**Director:** Okay. This is... yes.

**Travis:** Magnus definitely has cargo shorts. Don't try to tell me I do not.

**Director:** I will set this up—[holding back laughter] I will set this up for you, if you will get on— this will— this will be sort of your signing bonus for this job, is I will secure, for each of you, some cool shorts. Is that—

**Magnus:** Okay, but on one condition: I want a changing room for three— like, three different compartments. I want Killian and Carey and NO-3113 to be there,

all kind of, like, shaking their head yes or no when we come out and display it. Does that sound good to you guys?

**Merle:** Say yes to the shorts!

**Director:** That's—

**Merle:** Say yes to the shorts.

**Taako:** Um, don't— and please don't trip. I'm wearing a skirt. Don't even bug on that.

**Director:** Like a—

**Taako:** Like, of course I'm wearing a skirt.

**Merle:** A kilt!

**Magnus:** Not a kilt.

**Director:** Like a— like a man kilt?

**Merle:** Not a kilt?

**Taako:** Not a kilt. Like, a skirt.

**Merle:** You don't wanna go with the kilts?

**Travis:** No, Merle would have a utilikilt. That's a fact.

**Taako:** No, like a skirt! But, like, a magical one.

**Merle:** Oh, okay.

**Director:** Okay.

**Magnus:** Maybe jodhpurs. We're goin' to the desert.

**Merle:** Jodhpurs!

**Director:** Okay.

**Merle:** Do they make jodhpur shorts?

**Director:** And away you goooo!

**Griffin:** She says sort of—

**Merle:** Whoaaa!

**Griffin:** —she's, like, holding both of her hands out extended, and just kind of slowly walking towards you. Like, pushing you towards the—

**Taako:** Hey—

**Director:** Away—off we go on another adventure!

**Travis:** Griffin, can I ask you a question real quick?

**Griffin:** Yeah.

**Travis:** Just completely out of curiosity and having nothing to do with what's going on right now?

**Griffin:** Please.

**Travis:** What class is the Director? Like, what— what kind of skill set does the Director have?

**Griffin:** [simultaneously] Um, I mean, she definitely— she definitely is magical. Um, she's— she is, uh— you know, either a wizard or a sorcerer or something. She has magic— magic stuff.

**Travis:** But we have not seen her wield that power yet, right?

**Griffin:** Uh, so—I mean, she has a couple times. She, uh, used— the only thing I can kind of think of is when you guys did— God, this is a pull. Um, when you guys first did the Test of Initiation. She, like, tapped her white oak staff on the ground and it, like— you guys went to sleep, essentially, and woke up in the— in the testing chamber.

**Travis:** So it's safe to assume she's pretty powerful.

**Griffin:** Oh yeah. Yeah. I mean, she's the—

**Travis:** Okay.

**Griffin:** —she's, you know, in charge here. She's got some— she got some skills.

**Clint:** Why don't you ask me? I'm the one that just spent some quality time with her in the mud.

**Griffin:** Gettin' to be best buds, yeah.

**Clint:** We are kinda best buds now.

**Justin:** Mud— mud buds.

**Travis:** Mud buds!

**Clint:** When she's covered with mud, she looks like Charlize Theron in those Huntsman movies.

**Justin:** Never seen— nobody's ever seen those movies.

**Travis:** [simultaneously] I don't know— no.

**Griffin:** [simultaneously] Nobody's ever those movies.

**Clint:** They haven't? Nobody's—

**Justin:** No. They— no.

**Clint:** They just never came out?

**Justin:** Feed those fuckers to the Voidfish.

**Griffin:** Where... would shorts— I guess— not Fantasy Costco. I wanna say, like, maybe Leon is, like—

**Travis:** Fantasy— Fantasy Old Navy?

**Clint:** [wheezes]

**Travis:** Ye Olde Navy?

**Clint:** [laughs]

**Justin:** I guess it would be New Navy, right?

**Clint:** [laughs]

**Travis:** [laughs]

**Justin:** "Have you guys— have you guys heard about our new store? It's just called Navy!"

**Clint:** [laughs]

**Justin:** "We think it's gonna be around... for a *long* time."

**Clint:** [laughs]

**Griffin:** You are in the clothing department of the Fantasy Costco, and Garfield the Deals Warlock is, like, helping you pick out shorts because, like— it's like that scene in The Matrix where, like, a bunch of different shelves of guns come at you, but it's all just, like, shorts and, uh, utilikilts and skirts and, like, lightweight summer fashions.

**Taako:** I wanna— I want one like Jared Leto wore to the 2015 iHeartRadio Music Awards?

**Garfield:** You've got it!

**Clint:** You're welcome for those awards, by the way.

**Justin:** Thanks, Dad.

**Garfield:** Um, what— what colooor? I think a salmon would look good on you, Taako!

**Taako:** Well, his was black, but I think somethin' light for the— uh, the clime would be great. So maybe like a mooav? A mauve?

**Griffin:** Yeah, okay. He gets you the— the— the exact color that you're picturing in your mind's eyes. How— how, uh, how—[laughs quietly] how high or low cut is this— what are we talkin'? Like, at the knee?

**Justin:** I mean, f— I mean, flirty.

**Griffin:** Okay.

**Travis:** Fingertips?

**Griffin:** Flirty length. And, uh, Dad and Travis, what kind of shorts do you want?

**Travis:** Um, I would like some—[clears throat]

**Magnus:** I would like some cargo shorts, but if they could be enchanted in some way that I don't have to worry about sand gettin' up in there?

**Griffin:** Sure, sure, sure.

**Travis:** You know what I mean?

**Griffin:** Oh, that's— yeah, that's— don't worry about that.

**Travis:** Okay. Um, and something that will keep the pockets from leaking if I put—

**Griffin:** I cannot believe how much time we're spending on this. I'm— I'm—

**Travis:** I've— I've put a lot of thought—

**Griffin:** No, I can—

**Travis:** —into my magical cargo shorts.

**Griffin:** Yes. And, uh—

**Garfield:** And Merle, for you?

**Merle:** Jodhpurs. I like the jodhpurs idea, and I want 'em right above the knee, with garters.

**Travis:** I love this.

**Garfield:** De— define that—

**Travis:** 'Cause Merle's, like, short.

**Garfield:** —define that word and use it in a sentence!

**Merle:** Jodhpurs? Uh... give me those jodhpurs with the big flaps at the side.

**Griffin:** Okay, but those are in no way shorts, you understand? These— these— this is arguably the worst possible summer wear—

**Travis:** No, but he will look like a 1950's director.

**Clint:** Absolutely. Yes!

**Travis:** With a second set of knees.

**Griffin:** Um, okay. He gets you some pant—some weird pants that are baggy at the—at the butt and thigh area. These are the least flattering pants I've literally ever seen. They make it—

**Travis:** They're not really baggy. I thought they had built-in angles.

**Griffin:** No, not the jodhpurs I'm seein'.

**Merle:** Think— think of, like, riding pants. Like, equestrian pants.

**Garfield:** No, yeah, definitely! Do you want me to cut these off at the knee for you? Just to give you sort of a—

**Merle:** Yeah, but I want, like, a— I want, like, a— a belt around the— the bottom, so I can fix them, so sand doesn't blow up my hoo-ha.



**Magnus:** [chuckles]

**Griffin:** He, uh— he brings you some jodhpurs, and he cuts them off at the knee to make you jortpurs, I guess? That's a fun one.

**Merle:** Jortpurs!

**Griffin:** And then he, uh, takes out his wand and he goes—

**Garfield:** Now, don't tell the Director about this!

**Griffin:** And he waves it over your shorts and jortpurs and skirt, uh, so that they are protected completely from just, like, hum— humidity, and stickiness, and grit. Um... and says, uh...

**Garfield:** That one's on the freeski, for my most loyal customers!

**Griffin:** And he winks.

**Merle:** [snorts]

**Taako:** Thanks, Garfield. Can we leave now?

**Garfield:** I wish you would.

[pauses]

**Justin:** Well, listeners who are just joining us again—

**Clint:** [laughs loudly]

**Justin:** —we're assuming you fast-forwarded through that last segment. Uh, welcome back to The Adventure Zone! We're still here. Still doin' it, and—

**Griffin:** Important— important question, what—

**Justin:** —we're ready to get ready— busy for you.

**Griffin:** —what color are the jorts and the jortpurs?

**Travis:** Camo. Mine are camo.

**Griffin:** Jesus.

**Clint:** [laughs]

**Griffin:** Daddy?

**Clint:** Plaid.

**Griffin:** What color plaid? That's nothing.

**Clint:** Black, green, and red.

**Griffin:** Okay, cool. *God*, I'm glad we settled all that.

[music plays]

\*\*\*\*\*

**Griffin:** Hey everybody, this is Griffin McElroy, your best friend, your dungeon master, and your... guardian angel. Don't... cli— don't climb up that rickety old ladder in the garage. It's just n'good anymore.

Thanks for listening to episode... 41, Jesus— of The Adventure Zone. Uh, the first part of a new story arc! This one's kind of a buildup, gettin' them in the front door of where the arc's gonna take place. [holding back laughter] Um, and things are really gonna pop off in the next episode. I'm very, very excited for it.

I want to thank everybody who's been tweeting about the show using the hashtag #TheZoneCast. If you do that, you might end up as a character in the show. Um, I went through the past, uh— about the past month or so. Whenever I saw a name that I thought matched up with one of the characters in this new arc, I would grab it. I don't want that to seem like this is, like, a— a raffle, and I hope I haven't set it up like that. Um, I really just picked names that I think sound cool.

Um, but I really appreciate folks spreading the word about the show. The show's been growing, like, really fast, and, uh, we really, really appreciate it. Like, the show's been doing really well, and it's all because of you guys. We have never paid to advertise this show. It has all been word of mouth.

So, everything you can do to help us get the word out, we super duper appreciate.

[ad break]

**Griffin:** We have a couple personal messages and a couple commercial messages on today's episode. If you want to sponsor the show and, uh, get a message out to a friend or a message out for your small business, it's easy to do. Just go to [maximumfun.org/jumbotron](http://maximumfun.org/jumbotron). You can find out all the details there.

For this first message, I'd like to tell you about a webcomic called Little Guardians, uh, which is excited to announce the release of Book Three: Tame and the Spirit Dragon, available now at [littleguardianscomic.com](http://littleguardianscomic.com).

Check out Little Guardians. It's an all-ages fantasy adventure webcomic and graphic novel series about village kids fighting demons badly, which is like— [laughs] which is basically— like, kids fighting monsters is essentially what we go for here at The Adventure Zone as well.

Little Guardians is equal parts humor, action, and suspense, set within a lush, RPG-inspired world, and is perfect for family of fantasy fans looking for a fun story. New pages post every week at [littleguardianscomic.com](http://littleguardianscomic.com).

If you're attending Gen Con this year, visit the author's avenue for a free sketch. They'll sketch you something right up! It's not a big deal. You don't even have to ask! You probably have to ask. They're not... psychic, I assume. Again, that's [littleguardianscomic.com](http://littleguardianscomic.com).

While you're checking that out, as long as you got your browser open, why don't you go to [amazon.com](http://amazon.com) and search for The Girl with the Red Hair? Or you could just go the [mjsauthor.com](http://mjsauthor.com).

Girl with the Red Hair is a fantasy novel that was inspired by the author's own D&D campaign. She was just a lost girl when they found her, but it soon becomes apparent that she is much more. I'm assuming this is the titular girl with the red hair and not, like, the craziest author biography ever.

Uh, it just launched on Amazon June 1st! That was yesterday, so, uh, go check it out! Again, [amazon.com](http://amazon.com). It's The Girl with the Red Hair or [mjsauthor.com](http://mjsauthor.com).

Got a personal message here for Abbot, and it's from Eric, Ian, and Jesse, who say:

It would be hard to find someone willing to sacrifice his party members for a chance at the best loot, but it paid off for you in the form of an unusually roguish hat. Your character and friendship will be missed. Good luck on your new side quest.

I don't know...I don't know what this person has gone off to do that involves a roguish hat. Unless they're, like, a... like, an ambulance driver? Why did I say ambulance?

Anyway, congratulations, Abbot, on whatever life move you've recently made. And good luck to the rest of you, on fillin' that party member-sized hole.

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

Thanks for covering me that weekend when I forgot my wallet. You're extremely generous and a great friend. You're also a big jerk who refused to let me pay you back. But you know who won't refuse my money? [holding back laughter] The McElroys. So here's our favorite dungeon master telling the world that you're a terrific, selfless guy. Now we're even, you stubborn asshole.

Two things. That's a really sweet move. Um, it sounds like you helped them out in a tight spot. I know how bad that can be when you leave your wallet somewhere and then you're— some dumb kid finds it and spends all of your Amazon credit.

Second thing: I will— I will always take that money. Do you hear me? [pauses] Do you— this is serious. This is serious time now. I will *always* take that money.

If you like this show, go check out the other shows on the Maximum Fun Network! There's a lot of other shows on there, and I guarantee you're gonna find one that is gonna really— really do it for you.

Uh, how about Adam Ruins Everything, the new show on the network? How about The Greatest Generation? That's a podcast about Star Trek: The Next Generation! You're gonna like that one. How about Throwing Shade? How about Jordan, Jesse, Go! Uh, there's— there's so many shows on the network. They're all free and they're all amazing and they've been really supportive of us the whole time we've been podcasting. Again, [Maximumfun.org](http://Maximumfun.org).

If you like the shows we do, you can go to [mcelroyshows.com](http://mcelroyshows.com). We do a bunch of other shows, like Cool Games Inc, a video game design podcast I do for Polygon. Uh, or Sawbones, a medical history show that Justin does with his wife, Sydnee. Or Bunker Buddies, a show that Travis does about surviving the apocalypse. All those shows, [mcelroyshows.com](http://mcelroyshows.com). Let's get back into that episode, though! What do you say?

The next episode's going to go up on Thursday, June 16th. Oh, Jesus. That's during E3! Uh-oh— rut-roh! I gots— I gots some a-plannin' to do! Uh, I will— I will talk to you then. See you later!

[music plays]

**Griffin:** The three of you are in the, uh, hangar of the Bureau of Balance, getting ready to, uh, launch to your destination. Uh, Avi's not here. Avi is the hangar operator, um, so you're not really sure who's gonna be blasting you out of this cannon until they reveal themselves. Um, it's a— it's a small boy who walks out from behind the cannon.

**Magnus:** Ango?

**Griffin:** Uh, and it's— it's, uh, Angus McDonald.

**Taako:** Son of a bitch.

**Clint:** [laughs]

**Griffin:** And he looks— he looks pretty nervous?

**Clint:** Yeah!

**Griffin:** Uh— he's, like, uh...

**Angus:** [shakily] Hello— hello, sirs! Um, I'm honored—

**Taako:** Angus, how's the magic going?

**Angus:** Oh, it's going very good. Um, I— I— my favorite magic spell, if I knew how to use it today, would be to fire you guys off to your destination [voice gets fainter] without killing you. But—

**Magnus:** Cool!

**Angus:** —um, I'm sorry, I'm just very nervous. It's my first time manning the cannon and, um, Avi showed me how to use it, but I'm just a little boy, and some of the machinery is very complicated. Um, but I think I'll be able to getcha where you need to go a— all safe and sound, and away from volcanoes and stuff.

**Magnus:** Ango? If there was one person I trusted to do this well, you're definitely on the short list of people that that might be.

**Merle:** Short list! [laughs]

**Travis:** That wasn't supposed to be a mean joke, Dad, but thank you.

**Griffin:** Uh, he motions you up the stairs to the loading platform and into the, uh— the glass ball. You guys didn't have this launch protocol for your last adventure. Yours was more floating canoe-based, so it's been a little bit since you've, uh, mounted up for— for a— a blastoff like this.

**Clint:** You mean in the vomit comets?

**Griffin:** Yeah, yeah. You hoppin' in?

**Justin:** Hell yes.

**Travis:** Yes.

**Clint:** Yeah!

**Griffin:** Okay. Yeah, you hop in and, uh, shut the— shut the sealed, uh, little circular door behind you. Uh, and the back of the cannon starts to lift you up into the cannon, and the last thing you see, like, through the sliver of light between the cannon hatch and the cannon is Angus's face, and he looks like he's about to break down into tears. Um—

**Travis:** I give him a thumbs up.

**Griffin:** Okay. Uh—

**Clint:** I give him one finger.

**Griffin:** 'Kay.

**Travis:** Well... we don't *have* to be mean *every* time, Dad.

**Clint:** Oh, yeah.

**Justin:** Yeah, we're homies now.

**Griffin:** And— and, uh— yeah, you are sealed into the cannon and you hear a—

**Angus:** [breathing heavily] Three... two... one... mark!

**Griffin:** And you are launched out of the cannon. And, uh, yeah. It's been a while since you've done this, and it's—

**Travis:** Oh, and he forgot to open the door.

**Clint:** [laughs]

**Griffin:** [through laughter] And you die. Then that's the end of The Adventure Zone.

**Justin:** [explosion sound effect] That's been The Adventure Zone, guys. Wow, what a ride.

**Clint:** [laughs]

**Travis:** I'm glad we ended on that short high note.

**Griffin:** You are, uh— no, you're launched. And, uh— uh, you are sailing through the skies at several hundred miles, uh, an hour. And, uh, you have a lot of actual horizontal velocity this time, so you're gettin' a good look at the, uh, ground below you as you sort of sail above it all.

And you watch yourselves go over, uh, the black circle of glass that used to be Phandalin. You go over— you go over Neverwinter. You fly over the, uh— you fly over Goldcliff and the deserts surrounding it.

**Clint:** [snorts] [through laughter] So, all of the sites of our greatest triumphs!

**Griffin:** Ah, yeah.

**Clint:** [laughs]

**Griffin:** You fly over the deserts of Goldcliff. You actually—

**Justin:** Rather discreetly, while we're doing the soaring, I cast *Stoneskin* on myself.

**Griffin:** Really?

**Justin:** Well, this motherfucker just said he could kill us in— in fiction.

**Griffin:** Okay.

**Justin:** So if I was buying into this reality—

**Griffin:** Yeah, sure, okay.

**Justin:** —why would I not cast that on myself?

**Griffin:** [holding back laughter] Okay, then. And, uh, I guess—

**Travis:** I read the in-flight, um, safety manual.

**Griffin:** Yeah.

**Travis:** A couple times. Way too much. More than normal.

**Griffin:** Okay. If you're reading that, Dad, make a, uh— make a perception check, Dad.

**Clint:** Of course. Certainly. Perception check.



[dice roll]

**Griffin:** You have a bonus 'cause you have those, uh, eyeglasses.

**Clint:** Oh yes, my glasses!

**Griffin:** And whatever your skills give you.

**Clint:** Okay.

**Griffin:** Uh—

**Clint:** 16.

**Griffin:** —yeah, so that's enough. You, uh— you see out of the corner of your eye, Taako turn to—[holding back laughter] his skin turn to stone.

**Merle:** You little shit!

**Taako:** Well, it's— it's because this way, if anything happens to us, I can heal you.

**Griffin:** [laughs]

**Taako:** I wanted to— it's for the team.

**Merle:** Well, then why didn't you cast it on me?

**Taako:** I only have so many slots, my man.

**Merle:** [sighs] Okay.

**Griffin:** Um... and, uh, you see yourself, uh, floating, starting to descend into the Woven Gulch, and it does look like just a big knot made out of, uh— out of these canyons. And, uh, these canyons look deep. Uh, a few of them that are sort of not attached to the larger weave, uh, have— it looks like there's some, like, clouds in them, like they have their own little self-contained weather systems. Not like fog, like proper clouds in them.

Um— and, uh— but the one you're sinking into, the largest of all of these, uh, is— is clear, and you are falling down into it, and you're getting very, very close to the ground... and very, very close to the ground now...

**Travis:** Oh, we pull the lever.

**Griffin:** Okay. You pull the lever. It's—

**Clint:** [laughs]

**Griffin:** —this is a pretty rough stop. This is a— this is gonna be a rough landing. Uh, you feel— I forget if there— there's not a parachute. It just kind of the, uh—

**Travis:** Brakes.

**Griffin:** —momentum of it starts to come to a stop. And you— but you hit the— you hit the ground pretty hard. It's a, uh... it's red clay. Um—

**Travis:** I pulled the lever, Griffin!

**Griffin:** Yeah, but you pulled it— you did pull it pretty late.

**Travis:** [simultaneously] I remembered that I'm supposed to do it!

**Griffin:** Um, you don't—

**Travis:** Yeah, but, like—

**Griffin:** —you don't take a—

**Travis:** —you as the DM didn't remind your stupid players that they had to pull a stupid lever.

**Griffin:** Oh, I didn't know this was a baby game for children...

**Clint:** Ooh!

**Justin:** Oh, dunk.

**Griffin:** Uh... no, you don't take any damage or anything. And the— and the ball is fine. But you do roll a couple times. Uh, and you come to almost a perfect stop, uh, directly in front of Avi, who is just looking at you with this, like, grimace on his face? Just preparing for death.

**Travis:** During that whole time, I curled my body to protect Steven the magic fish.

**Griffin:** Okay. Been a while!

**Travis:** In case anyone was worried. Yeah, he's fine! Still swimmin' around. Still bein' a fish in my pocket.

**Griffin:** [high pitched voice] How long do goldfish live?

**Justin:** [snorts]

**Travis:** He's magic, Griffin!

**Griffin:** Oh, that's right.

**Travis:** And a long time— longer than, like, two months!

**Clint:** [high pitched voice] How long do goldfish live inside a *pocket*?

**Griffin:** [laughs]

**Travis:** He's magic as shit, y'all!

**Griffin:** Yeah. Um— you, uh— so, you skid to a halt in front of Avi. Uh, and you are now in front of this massive, massive, uh— it is a sphere, but to you it just looks like a— a dome on the ground that is just reaching high, high up into the sky.

Um, it looks... it looks weird. It looks weirdly, like, silvery? But it looks like, um— when you look into it, you are seeing exactly what the other end of it would see. Like, a— a natural— you know that, like, camouflage? Like, that f— that, um... like that *Metal Gear Solid* shit where you have a camera on your back so when you look at the front, you see what the camera on the back's showing you?

Like, that's kind of what it looks like. It just looks like a— it looks like a distortion. So it kind of looks like you can see through it, but you're actually just seeing past it, right?

**Travis:** Got it.

**Griffin:** Um—

**Clint:** Got it.

**Griffin:** —and, uh—

**Travis:** You have explained it very well, four different ways.

**Griffin:** —[holding back laughter] and you see, uh— you see Avi. And, uh, you see a... gigantic, way bigger than the one you just came out of, cannon. That Avi basically has pointed, uh, not quite point blank, but maybe about ten feet away from the dome, pointed directly at it.

Um— and, uh— as the—

**Travis:** Mm-hmm?

**Griffin:** —the door opens he says, uh...

**Avi:** Wow, that was some pinpoint shootin'! That was, uh— that was good work. Whoever— whoever did that up there did, uh— oh, it was Ango, right. I, uh—

**Magnus:** It was Ango!

**Avi:** —I trained him. Uh, yeah. Boy, that was a— that was a hole in one!

**Magnus:** I— I pulled the lever.

**Griffin:** Uh, he sees you, Taako, and goes—

**Avi:** Taako, what happened to your... what happened to your whole skin situation?

**Taako:** Oh, uh... you know, uh, spray tans went wrong.

**Clint:** [wheezes]

**Griffin:** He says, uh...

**Avi:** Oh man, if you have *Stoneskin* on, that should've thrown off the trajectory of the... oh, man, if you—

**Justin:** [laughs]

**Avi:** —if you hadn't done that, you probably would've smashed right into the side of this thing!

**Merle:** He's a hero!

**Taako:** I'm a hero!

**Griffin:** Um— he says, uh...

**Avi:** Okay, boys. Uh, here's the situation. Here's what I figured out.

**Griffin:** He pops out some little scanner that he's got with him, little tricorder lookin' doodad, uh, and points it at the, uh— points it at the— the barrier, and you see sort of a sine wave appear on it, and it's... the— the waves are sort of contracting and expanding. And he says, uh...

**Avi:** This is— whatever energy this thing's givin' off, um—

**Griffin:** This isn't what Avi sounds like. It's been a while since he's talked. I think he had more of, like, a surfer bro voice, but I kind of lifted that for Carey. I'm sorry my voices are getting so out of wack, everybody. I'm doin' my best. Um— he says, uh— uh...

**Avi:** This— whatever energy this thing's givin' off, uh, it— it— it fluctuates, and it gets weaker and then it gets stronger. And my hypothesis that I've tested out with, like, a couple rocks, and I did it with a skull, um, is that if you launch something with enough speed and momentum right when this thing's at its weakest energy signature— and, like, guys, I'm, like, 94% sure— if I shoot you out of this big cannon directly at this thing, right when the energy signature's at its weakest, you're gonna pass right through it. It's gonna be totally great, totally great.

**Merle:** What percent?

**Magnus:** Cool.

**Merle:** What— what percent?

**Avi:** 94 to 9— like, 93 to 95.

**Magnus:** That's still an A, my bud.

**Avi:** That's an A, yeah, sure.

**Griffin:** What, um... what's everybody passive perception like?

**Travis:** My passive perception is 11?

**Justin:** Now, how would I know that, Griff?

**Griffin:** Uh, it's— uh, I think it's, like, 8 plus whatever your perception— or 10 plus— 10 plus whatever your pass— uh, your perception bonus is.

**Clint:** Mine's 15!

**Griffin:** Um— uh, Merle, you notice out of your corner of your eye... um, coming from behind you in the direction that you were shot down, uh, you see... something move. Uh, and sort of disturb the— the clay earth, uh, about 30 feet behind you. Uh, it looks kind of like a— you know that hilarious movie, Caddyshack? And there's that—

**Clint:** Oh! [laughs]

**Griffin:** —that groundhog that causes all the folks just no sh— no end of trouble. Just so much trouble.

**Clint:** Oh, that gopher.

**Griffin:** Um— is it a gopher?

**Clint:** Yes.

**Griffin:** Love that movie. Anyway, uh, yeah. You— you notice something disturbing the earth, and moving in your direction. It's coming— and it's c— it's comin' pretty quickly.

**Merle:** Hey, guys, look!

**Taako:** What is it?

**Merle:** [through laughter] It's a gopher!

**Taako:** Sweet!

**Magnus:** Cool.

**Griffin:** Um, okay. So, uh... if you're not gonna do anything about it, these, uh— the— the shape moves towards you, and, uh—

**Merle:** Fellas, we need to brace ourselves for impact!

**Griffin:** —branches off—

**Merle:** Something's coming at us under the ground!

**Griffin:** —it branches into three, uh, of these little moving patches of clay earth. Uh, almost like it's starting to encircle, uh, this—this group of people. And, uh, quickly emerging from the ground, you see very large, very purple worms, uh, pop out of the ground. Uh, almost Tremor style.

They are, uh— what is sticking out of the ground is about, um... 10 feet long? Uh, pretty— pretty— about a car tire in terms of thickness, uh, with these three sharp yellow pincers at their mouth, uh, forming kind of a beak. And they are, uh, screaming like they're in distress, and they are upon you. Uh, let's roll initiative.

[two dice rolls]

**Justin:** Of course now there's a 20.

**Clint:** [laughs quietly]

[dice roll]

**Travis:** Uh, I had a 7.

**Clint:** I have a 15. Justin rolled a 20.

**Justin:** 20, of course, there's my 20.

**Travis:** Does that mean he gets a special, uh, bonus attack, 'cause he rolled a crit?

**Griffin:** Nope. Uh, okay. Uh, Taak—

**Travis:** I think it does.

**Griffin:** —Taako is first in the order. You got these three worms. They're all about, uh— they're sort of, uh, encircling you. They, uh... yeah. They— they look pretty, uh— they look pretty gnarly. Um, and they— they sound like they're in distress, and they are about ten feet away from you.

**Justin:** They're— so they're— are they literally surrounding us, or are they ten feet apart, like, coming at us?

**Griffin:** They're not literally surrounding you, but they're— they're— they are ten feet apart, ten feet away from you, forming, like, a triangle.

**Justin:** Okay. Well, uh, I am going to cast... *Thunderwave*.

**Clint:** Ooh hoo.

**Griffin:** Okay.

**Justin:** 'Cause that seems like a good... good thing. Yeah, okay, so I can hit two of them on— on this.

**Griffin:** Okay.

**Justin:** I'm gonna cast it as a level three spell.

**Griffin:** Oh, wow, okay.



**Justin:** I can do an addition 2d8 damage with it.

**Griffin:** What do they have to do? They do— uh, some sort of saving throw?

**Justin:** They have to do a constitution saving throw.

**Griffin:** Okay. Um, I'll do one. Uh, I'll do 'em one at a time.

[dice roll]

**Justin:** Uh, that's fine. Yeah, each—

**Griffin:** Uh, the first one fails.

[dice roll]

**Griffin:** Uh, the second one got an 18, so that's a success, I imagine.

**Justin:** Yes. Uh—

**Griffin:** Uh, yeah. So, you hit one of 'em.

**Justin:** So, he takes 2, 6... 11... uh, 13 damage.

**Griffin:** Okay.

**Justin:** Not that impressive.

**Griffin:** Uh, this thing, like, squeals and, uh— uh, gives out kind of a pathetic cry, uh, as it— uh, and you knock it back, right?

**Justin:** Unsecured objects that are completely within the area of effect. And since it's— since they're still somewhat submerged—

**Griffin:** Um, I'm actually also—

**Justin:** —I would say not.

**Griffin:** —I'm actually gonna say that you knock it out of the ground.

**Justin:** Okay, cool.

**Griffin:** Like, you— you— the force of this thing, like, pulls the rest of its body out of the ground. There wasn't a whole lot in there sort of tethering it. Um, so you— you knock it out of its hole, and this thing is fully exposed, and it's, uh, just sort of wriggling around on the ground and kind of crying.

Um... uh, next in the order is the worms. The one that you hit is going to— I'm gonna say its prone, so it's going to spend its turn— uh, it's gonna spend its turn righting itself, reaching— or lifting the top part of its body up, and then smashing down into the ground and burrowing down, and then it's going to use, uh, another move to kind of move over and burrow up and hide behind one of its, uh, unharmed fellow purple worms.

Uh, the other two are going— you see, uh, their mouths start to glow red, and the two of them are casting *Scorching Ray*. Um, and they're both gonna aim at you, Taako, since you just hurt... the boy. The other boy.

**Justin:** Okay.

**Griffin:** Uh, that is a spell attack throw. The first one—

[dice roll]

**Griffin:** —is— what's your AC?

**Justin:** Uh, right now?

**Griffin:** Yeah. Oh, you have *Stoneskin*.

**Justin:** Eh— it's— that doesn't affect my AC. My AC is 13.

**Griffin:** Oh. Uh, the first one—

**Travis:** *Stoneskin* doesn't affect your AC?

**Justin:** No, sir. It gives me resistances to, uh, certain types of damage.

**Travis:** Ah.

**Griffin:** Interesting. Is fire one of those types of damage?

**Justin:** Uh... non-magical, bludgeoning, piercing, and smashing.

**Griffin:** Okay, so no. Uh, the second one's gonna be a hit.

**Justin:** Okay.

**Travis:** Hold on.

**Griffin:** You're gonna take—

**Travis:** This is an attack, right?

**Griffin:** Yeah. This, uh— it is a ranged spell attack. It's not a melee attack.

**Travis:** It's— as long as there's an attack roll against him—

**Griffin:** Oh, okay.

**Travis:** —instead of a save, I can do protection.

**Griffin:** Okay.

[dice roll]

**Griffin:** That's a 19 versus AC. Still gonna hit.

**Magnus:** Hm. Sorry, I tried.

**Taako:** Hey, well, c'est la vie!

**Merle:** Good job!

[dice roll]

**Griffin:** Uh, that is... 21 points of fire damage.

**Taako:** Hachi Machi! Ooh!

**Griffin:** As you get lit up by this one. And another one tries to, uh, blast you. Uh, but it— it, uh, curves around and, uh— uh, it hits the barrier and just kinda diffuses. Doesn't do anything.

**Justin:** Okay.

**Griffin:** Uh, next in the order is Dad.

**Clint:** Um, I'm gonna cast my new spell, *Flamestrike*. Uh, because we got two of 'em right next to each other, right? 'Cause one's hiding behind the other one?

**Griffin:** Yes, yes.

**Clint:** So I cast this. It's a vertical column of divine fire that roars down from the heavens—

**Griffin:** Jesus!

**Clint:** —in a— in a location you specify. Each creature in a ten foot radius, 40 foot high cylinder, centered on a point with range, has to make a dexterity saving throw.

**Griffin:** Okay.

[dice roll]

**Griffin:** Uh, that is an 11. Not gonna do it. What is your—

**Clint:** Spell DC?

**Griffin:** Yes.

**Clint:** 16.

**Griffin:** Holy shit. Okay, they super don't save.

**Clint:** Okay. Well, each one of them takes 4d6 fire damage.

**Griffin:** Damn, son!

**Travis:** Wow.

**Clint:** Wait a minute. *And...* 4d6 radiant damage.

**Griffin:** Good Lord! Did you just burn your, like, nuke?

**Travis:** What level spell is that?

[dice roll]

**Clint:** Wait. Level 5, nosy.

**Justin:** Nice.

**Clint:** 6. [dice roll] 8. [dice roll] 4. I'm up to 18.

**Justin:** 18.

[dice roll]

**Clint:** 1.

**Travis:** Wait.

**Clint:** That's 19. Right?

**Justin:** That's the fire, right?

**Travis:** How did you get an 8 on a d6?

[pauses]

**Griffin:** That's an—

**Clint:** Oh.

**Griffin:** —that's actually a super good question, Travis, and I think it's something worth looking into.

**Justin:** [wheezes]

**Clint:** Might be the fact that I rolled a d10.

**Griffin:** [simultaneously] I think maybe let's take that one back to the judges.

**Justin:** Let me do some investigation here on my end.

**Clint:** [laughs]

**Justin:** Uh...

**Griffin:** We're doing a camera— we're doing a judges review right now, and I think there may have been something a little bit fishy with those rolls.

**Clint:** I'm trying again. I'm trying again.

**Justin:** You see a 7 on there, thug?

[dice roll]

**Clint:** Alright, wait a minute.

**Justin:** If not, you're good.

**Clint:** 1. [dice roll] 5, so that's 6. [dice roll] 2, so that's 8. [dice roll] 2, so that's 10. So, 10 fire damage.

[dice roll] 4. [dice roll] 5, so that's 9. [dice roll] Another 5, that's 14. [dice roll] 1. 15.

So, all in all, 25 damage.

**Griffin:** Good Lord. Okay.

**Clint:** On *each*.

**Griffin:** Uh, the— the one that was, uh, fresh, takes that damage and looks, uh— it squeals... like a pig. Like, it is— it is, like, very, very upset by that attack.

Um, and the one that was already damaged is, like, uh, lying on the ground— not dead, but, like... just kind of twitching. And, like, uh, the— the one that is still undamaged, like, looks at it and, uh, does another sort of soft wail. Um, and next up is Travis.

**Travis:** This is actually kinda making me sad.

**Justin:** [snorts]

**Travis:** So, we've got one undamaged.

**Justin:** That's when we notice that they— they were rushing at us with brochures.

**Clint:** [laughs loudly]

**Justin:** For— for how to best enjoy the— the, uh— the Wo— Woven Gulch.

**Travis:** "Welcome to Woven Gulch." Um—

**Justin:** "Welcome to Woven Gulch. Here's some coupons for the TCBY."

**Clint:** [laughs]

**Justin:** [laughs]

**Travis:** "Our band performs every Friday at Dratham's."

**Clint:** [laughs]

**Justin:** [laughs] "We'd love if you guys could come out. Free beer for the ladies, and—"

**Clint:** "Ice cream social on Sunday!"

**Justin:** [laughs] [snorts] Stupid worms.

**Travis:** "Also, we're giant worms. I know that's off putting, but if you just let— oh! Oh, I see."

**Justin:** "Oh, oh, oh! Okay!"

**Clint:** "Thank you for not judging by appearance and not killing us!"

**Justin:** "Oh no!" [laughs quietly]

**Travis:** C. N. Drinkums.

**Griffin:** Travis, what are you doin'?

**Travis:** Um, so we have one completely untouched, one that's in bad shape, and one that's in super bad shape, right?

**Griffin:** Yeah-yeah, yeah, yeah.

**Travis:** Uh, so I'm gonna go after the one that's, uh, undamaged, I guess.

**Griffin:** 'Kay.

**Travis:** So I'm gonna run up to it, and switch to two-handed ax.

**Griffin:** 'Kay. Yeah, you've got some options now, huh?

**Travis:** Yeah. Um, and I'm gonna— I'm gonna attack it!

**Griffin:** 'Kay.

[dice roll]

**Travis:** That's a 12, plus 9—

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

**Travis:** —21.

**Griffin:** Yeah.

**Travis:** Uh, and that's—



**Griffin:** I assume you're gonna attack— let's start doing this, 'cause your— your turns— now that you have, like, all these different shits you can do, your turns are gonna start going long. I think if you're gonna take multiple attacks on a thing, if you're, like, planning on taking bonus actions, why don't you just, like—

**Travis:** Just do it.

**Griffin:** —roll— just roll a bunch of d20, and let's just, like— you know what I mean?

**Travis:** Okay. Yeah. Um, well, so, I'm—

**Griffin:** If you need— if you need to break it up for, like, strategic purposes, I totally am down with that. But if you think, like, "My move for this action is gonna be I'm gonna hit this worm three times." Just— then I would prefer you just do it.

**Travis:** Okay. Um, so, I will remember that that one is going to be a goading attack.

**Griffin:** Okay.

**Travis:** And then I'll attack again.

**Griffin:** Okay.

[dice roll]

**Travis:** 8 plus 9, 17?

**Griffin:** That is insufficient.

**Travis:** Poopy.

**Griffin:** But your goading attack hits.

[dice roll]

**Travis:** That is a 9, plus 5, so that's 14 damage.

**Griffin:** Okay.

[dice roll]

**Travis:** And then plus 6. So, you need to beat a 20 saving throw—

**Clint:** [laughs]

**Travis:** —to avoid the goading attack.

**Griffin:** Of Wisdom?

**Travis:** Yeah.

**Griffin:** Not this thing's strong suit.

[dice roll]

**Griffin:** Uh, that is 16, so no.

**Travis:** Okay, yeah. So, any attack not against me will have disadvantage.

**Griffin:** Got it.

**Travis:** And now I'm going to use cunning action to dash away.

**Griffin:** Okay.

**Clint:** Dash away, dash away!

**Griffin:** We need to figure this out, 'cause I'm pretty sure— So, uh, both cunning a— we need to talk about this after the show. Cunning action and bonus attack both use a thing called the bonus action.

In combat, you have move action, action, bonus action, reaction. Um, and I think bonus attack uses the bonus action, so you can't do that *and* cunning attack, cunning action, in the same turn. Um, but we will figure that out—

**Travis:** But that would— that, to me, would be an action surge, 'cause I just get two attacks. I don't think that's a bonus action.

**Griffin:** Okay. Uh, can't you only action surge once per—

**Travis:** [simultaneously] If I action surge—

**Griffin:** —once per battle?

**Travis:** Yes.

**Griffin:** Okay, cool. We'll say that's what happened. Cool. Alright, you— you move away from this thing. Uh, Justin, back up to you, Taako.

**Travis:** And just in—Griffin, just so you know, because I think someone might point out— I think if I dash away, I get an attack of opportunity against me. If you disengage and move, you don't get an attack of opportunity.

**Griffin:** Oh, so I do get an attack of opportunity.

**Travis:** Yes.

**Griffin:** Uh, when— when you hit it, he— this worm starts to whine and squeal also. Uh, and it does not do its attack of opportunity against you. It just kind of rears— rears back and, uh, almost cowers. Taako, it's your turn.

**Travis:** Well, we need to stop attacking these guys.

**Justin:** Okay, but, like, they attacked me!

**Travis:** Yeah, but, like, what if we just— we're beating the shit out of them right now. What if we just didn't attack 'em this round and saw what they did?

**Clint:** [loudly] Who are you?!

**Justin:** You know what, I'm— I'm into it!

**Clint:** [groans]

**Justin:** I'm— I'm gonna chill on this.

**Griffin:** Okay.

**Clint:** I raised you better than that!

**Travis:** I— I— just so it's in fiction, this is, like, I braced for an attack of opportunity and nothing came. And it, like— kind of like, "Uh?"

**Griffin:** Uh, so Taako, you're gonna delay your turn, just see what happens?

**Taako:** Sure, yeah.

**Griffin:** Okay. Uh, the worms are up next. Uh, the two sort of injured ones, the ones that, um, got hit by the flame pillar and the one that Magnus just attacked, uh, they do— they start to retreat. Um, and, uh... I guess, uh, you could take an attack of opportunity against them— no, actually, you guys used ranged attacks. You weren't up against them.

Uh, the— the two slightly damaged ones sort of snake their way over to their injured third member and, uh, sort of coil around it and then, uh, all three burrow into the ground and retreat. And you hear them just, like— these three little piggies just cry the whole way home. You hear 'em, uh— just, like, cryin'! Doin' a sad— a sad little purple worm cry.

**Clint:** So I'm the bad guy.

**Griffin:** As they run away.

**Clint:** I'm the bad guy, here.

**Justin:** Well, I mean, I'm a bad guy. I cast the spell on 'em before—

**Travis:** I chopped 'em with my axe.

**Clint:** Well, alright.

**Travis:** We all three attacked and just, like, didn't kill them. Which, can I just say, ooh, strong character growth from all three of us.

**Justin:** Yeah.

**Travis:** We— we let something live!

**Griffin:** Uh, Avi pokes his head from behind the cannon where he was hiding. He's like—

**Avi:** Great j— great job, guys. Real proud of you.

**Merle:** We won, right?

**Avi:** Lots of cool moves.

**Merle:** But we won?

**Avi:** Yeah, you— yeah, you won. I mean—

**Clint:** Yeah-ha! [hums Final Fantasy VII victory tune]

**Avi:** —there's a bit of moral ambiguity in there.

**Griffin:** Uh, he's like—

**Avi:** Okay, um, we should— we should I guess get goin' before more of those things show up. Are you guys ready to blast off?

**Magnus:** Have you— you've been here for a while, Avi. Have you seen something like that before?

**Avi:** Um, I've heard some, like— some stuff under the ground? But, like, they've— whatever is down there, I guess those purple worm guys, like, they've never— they've never, uh, breached before.

**Merle:** Let me give you some advice.

**Avi:** Okay?

**Merle:** Little bit of advice. If you they come back and they pop up out of the ground, just look at 'em and say, "I am the Kwisatz Haderach!" And they'll leave you alone.

**Griffin:** Um, these—

**Merle:** They'll leave you alone.

**Griffin:** —so, these weren't Dune-sized sandworms. Um, he says, uh—

**Clint:** It's still worms!

**Griffin:** He says, uh...

**Avi:** I've actually heard of purple worms before. They're supposed to be, like— they're supposed to be, like, huge. They're supposed to be, like, the size of, like, a bunch of trains all bundled up together. Like, hundreds of feet long and, like... dozens of feet wide. Like, big, old—

**Magnus:** Were those... baby purple worms?

**Avi:** Maybe. I don't know.

**Magnus:** Oh shit.

**Avi:** Let's— let's get this train on the— let's get this show on the road, huh?

**Clint:** But before we do that, can I cast Healing Word on Taako?

**Griffin:** Uh, yeah.

**Travis:** Do you need to take a second to figure out what to do when you actually heal someone?

**Clint:** Look, wise guy.

**Travis:** [laughs]

**Griffin:** You could also— Taako could also just use his hit dice to, um, take a short rest and recover that way.

**Taako:** Oh, that's fine, yeah.

**Griffin:** Um, so just roll—

**Taako:** I've never done that before.

**Merle:** Tryin' to be part of the team!

**Taako:** No, save your slots, my dude.

**Griffin:** You took how much damage? 20— you took 21?

**Justin:** 21.

**Griffin:** So yeah, you just roll your hit dice, which I think is 1d6. Um, and you can spend as many as you want, get back up to full health if you want, or—

**Clint:** That's the one with 6.

**Justin:** And how many hit— let me see if I have... how many hit dice I have altogether.

**Griffin:** It should be your player level, I think.

**Justin:** Oh, that's— what's that? 13. 15. 21, alright! I used, uh, 5.

**Griffin:** Okay.

**Clint:** Nicely done!

**Griffin:** Uh, alright. So, you're back up to full health. Um, anybody else want to do anything before you get in the cannon?

**Travis:** Nope! Let's go.

**Justin:** I'm ready!

**Griffin:** Okay. You get into, uh, the cannon. This ball is, uh, a bit bigger than the one you came down in. Uh, but its most defining feature is it is almost entirely metal, uh, as opposed to—

**Clint:** So one ball is bigger than the other one.

**Griffin:** —gross. Uh, and— uh, instead of being made out of glass, like the ones that you usually ride in in the Bureau, there is a small, small circular, uh, porthole window that is, like, the only source of light in this room.

Um, and as you sort of load into this new cannonball, um, you notice something weird. Like, the... um... your momentum while you're inside of it is off? Like, it feels like you're moving through jelly, almost? Um, and he says, uh...

**Avi:** There's a— there's a charm in there that, like, um, is gonna help reduce the momentum, 'cause you're gonna go from zero to...

**Griffin:** And he refers to a little notepad, and he goes—

**Avi:** ... to, um... about 800 miles an hour, uh, very, very quickly. Um, oh! You guys are gonna break the sound barrier! Cool! Okay, anyway—

**Magnus:** Oh, awesome!

**Avi:** Um, yeah. So the— the charm in there's gonna make this trip survivable, but it's still gonna be pretty... bad? So just hold on to your butts.

**Griffin:** He says.

**Merle:** Our own, not each others'.

**Avi:** What— whatever it takes.

**Taako:** What— is there a name for this cannon? 'Cause I got a sweet name for it.

**Avi:** Yeah.

**Taako:** You should call it the Yeager.

**Avi:** Yeah. This is the Yeager.

**Merle:** Ahh.

**Avi:** And, uh—

**Justin:** Named after West Virginia's own Chuck Yeager, the first person to break the sound barrier.

**Clint:** That's also a Yeager Bomb.



**Griffin:** Um, he—

**Justin:** A Yeager Bomb! That's a great name!

**Clint:** The Yeager Bomb!

**Griffin:** The Yeager Bomb, yeah. He's like—

**Avi:** Alright, everybody load in the Yeager Bomb.

**Griffin:** He takes out a, uh, a sharpie and—

**Travis:** Chuck Yeager, a fan of the show.

**Griffin:** Yeah.

**Travis:** Thanks for tweetin' about the show.

**Clint:** [laughs]

**Justin:** Yeah.

**Travis:** Really appreciate it.

**Justin:** Thanks for the donations, Chuck. Thanks for all the item submissions. Like, all of 'em.

**Griffin:** Yeah. Uh, Avi takes out a Sharpie and writes that on the side of cannon. He's like—

**Avi:** Cool, cool, cool.

**Griffin:** Uh, and then he takes out his little scanner and points it at the dome, almost like he's pointing a gun at it, with the— the cannon, uh— um, off to his side.

Uh, and you hear him count down. He's like—

**Avi:** Alright, I think I got the timing.

**Griffin:** He's like—

**Avi:** [quietly] Now. Now. Now. Now.

**Griffin:** He's like—

**Avi:** —I'm not gonna be able— now— give you a countdown— now— on this one so— now— I'm just gonna— yow— I'm just gonna launch it— now. You guys ready? Now. Now. You guys ready? Now.

**Magnus:** Yes.

**Avi:** Okay.

**Taako:** Yes.

**Avi:** Mark!

**Griffin:** And... it just— things just... you go very f— very— oh, boys. You go *very* fast. You go very, very fast.

Um, and if you— if you were able to see outside while you were sort of spanning the distance from the end of the barrel of this cannon, uh, and into the side of the dome, you don't see it. Um, and all you hear is this, um... it sounds like a— a— the sound of, like, a large wave rolling in. It's, like— it's really, really loud, and your vision just goes white.

In— in this white space, you're— you're no longer sitting in the ball. The ball is— the cannonball is just gone. You're just in this white space. Um, and standing in this white space in front of you, um, where there was this dome and Avi and the— the— the Gulch, uh, standing in this white space is... a very old woman. And she is holding, uh, a large, ornate, silver cup. And she makes eye—

**Magnus:** We did it! [snorts quietly]

**Griffin:** —[laughs quietly] she makes eye contact with you and says, "Here you go!" Uh, no. She makes eye contact with you—

**Clint:** [laughs]

**Griffin:** —and gasps. And she says...

**Old Woman:** It's you!

**Griffin:** And then she says...

**Old Woman:** Find me.

[music plays]

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[chord]

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[cow moos]

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