

## **The Adventure Zone Balance: The Eleventh Hour, Chapter Two**

Published on June 16<sup>th</sup>, 2016

[Listen on TheMcElroy.family](https://www.youtube.com/watch?v=...)

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

**Director:** 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.

**Magnus:** Hugs?

**Director:** It's the fifth Grand Relic. The Temporal Shalice... or Chalice, depending on... just sort of what region you're from. It is a cup that gives the holder power over the flow of time itself.

**Griffin:** 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.

**Avi:** You guys ready?

**Magnus:** Yes.

**Avi:** Okay.

**Taako:** Yes.

**Avi:** Mark!

**Griffin:** Boys...you very fast.

And standing in this white space in front of you is a very old woman.

**Old Woman:** Find me.

**Announcer:** If that old lady is some sort of spooky ghost, I'm out of here! I need a ghost-free guarantee if I'm going to stay in... The Adventure Zone!

[music plays]

**Griffin:** Boys, I— I have a sickness. Got an illness, in this episode.

**Travis:** [loudly] And the only cure is more cowbell.

**Griffin:** Well, screaming into the microphone most certainly is not the cure.

**Travis:** [loudly] Cowwwbelllllll!

**Griffin:** Whatever the opposite of a cure is, you just did that.

**Clint:** [loudly] Feel betterrr!

**Travis:** The only cure is more cmowbell.

**Griffin:** So, the end of the sentence that you cut off was, "And I— so I won't be able to put up with any shit today." But the problem is [holding back laughter] that I already have?

**Clint:** [laughs]

**Travis:** Cowble.

**Justin:** Yeah.

**Griffin:** Um, this is what the, uh, scientists and doctors would call immersion therapy.

**Travis:** You know how Patch Adams like, made people laugh to make 'em feel better? I like to make people feel really frustrated and annoyed to make them feel worse. [snorts quietly]

**Griffin:** Yeah.

**Travis:** They call me Natch Adams.

**Griffin:** Thanks, Natch Adams. I hate your f—

**Clint:** And I, as a— as your father, have a natural nurturing need to just keep shovelin' the shit on ya.

**Griffin:** Thank you. I love it.

**Justin:** And I lo— I love to steal things, so they call me Snatch Adams.

**Clint:** [wheezy laughter]

**Justin:** "[high pitched voice] Where'd my stethoscope go?"

"[weird voice] Oh, it's over here. I've got your stethoscope."

**Griffin:** While we were on our DC New York live shows for MBMBaM, you were— you did bring a red nose around with you. That's not a joke. Like, you had a clown nose on and you put it on, like, while we were on the Subway, just to make people think you're a serial killer—

**Justin:** To— to make people laugh and brighten their day, yeah, I agree.

**Griffin:** Yeah, sure. Um—

**Clint:** Make people happy.

**Griffin:** Let's play Dungeons & Dragons.

**Justin:** You treat the disease, you win, you lose.

**Griffin:** Okay.

**Justin:** You treat the patient, you win every time.

**Griffin:** Um... let's find—

**Travis:** Step right up! Step right up and treat the patient! Ya win, ya lose!

**Griffin:** Let's found out if you guys... can win or lose.

**Justin:** [weird voice] Swimming pool of noodles! [laughs quietly]

**Griffin:** So, you have woken up. Do you need a refresher? Where you're at, what you're doin'?

**Travis:** We got blasted with a time cannon into a time bubble. We were in, like, a time ball. There was an old lady and she said, "It's you, come find me." And then we woke up.

**Griffin:** Thank you, Travis.

**Clint:** So, yes.

**Griffin:** Man, you should be runnin' this— this shit.

**Travis:** It would be a lot shorter.

**Griffin:** It most—

**Travis:** We would've gotten through Crystal Kingdom in half a session.

**Griffin:** That's—[laughs]

**Travis:** "What? There's a guy with some mirrors and a thing. Ooh! It's a skeleton man. It's a robot lady. You win."

**Griffin:** "You win. Congratulations. Roll your dice? Yeah, that's high enough." Um, you wake up. Uh, out of this white space that you were just in. You wake up and you are supine. You're layin' on the ground, face down. Um, you got a face full of soft, red dirt.

And, uh, wherever you are, it's a— a little bit warmer than the part of the, uh— the Woven Gulch you were just in. Uh, the air feels kinda stale. Um, and as you sort of look up and right yourself from— from the red dirt you're lyin' in, uh, you find yourself standing in front of a gate, uh, which has been constructed over a path, leading into a small town.

[music plays in the background]

**Griffin:** And, uh, the— the town— it looks, uh, fairly rustic, for lack of a better term.

**Travis:** Yeahhh!

**Griffin:** To kinda— to kinda give you—

**Travis:** Finally!

**Griffin:** [laughs] Yeah, your rustic—

**Travis:** My— my rustic folk hero thing will work and people will like me!

**Griffin:** Yeah, I didn't even think about that. But yeah, that'll give you some— some advantages.

**Travis:** Oh, my hospitality.

**Clint:** [wheezes]

**Griffin:** Uh, this town, just to kind of give you an idea of the aesthetic, is very... old Western town.

**Travis:** Yeahhh.

**Justin:** Okay.

**Griffin:** Uh, so the buildings are... uh, rustic chic. A lot of, uh, wood with some— some metal panels here and there. Uh, yeah. That's— that's kind of what we are going for in this town.

And this gate, uh, over the town has a burned-in inscription. Uh, and it's not the name of the town, unless this is the name of the town, which would be crazy. Uh, it is, uh— it is, uh, a phrase. And it says on this gate:

"By their sacrifice, our home is made safe."

And standing immediately underneath that gate, just a few feet away from you is, uh, some person wearing a suit of armor. And this person is as wide as they are tall, and they are a lot of both.

Um, the— the armor that they're wearing is sort of like a plate mail. I'm kind of envisioning, like, the onion knight from Dark Souls.

**Travis:** Mm-hmm.

**Justin:** Okay.

**Clint:** Of course.

**Griffin:** And, uh— oh, sorry, Daddy.

**Griffin:** Sorry, Daddy. I forgot you are a casual. And you— you've not experienced the— From Software's brand of challenging roleplaying games.

**Clint:** Well, my birthday is comin' up soon.

**Travis:** No, you probably wouldn't be able to handle it.

**Griffin:** You wouldn't. You'd die—

**Travis:** [simultaneously] With your delicate sensitivities.

**Justin:** [simultaneously] It's where the real— it's where the real gamers play.

**Travis:** Yeah.

**Clint:** Ah. Gotcha.

**Griffin:** So it's a— this— this big, big, wide, tall, uh, person wearing this suit of plate mail armor. Uh, you see something kind of seeping through the joints of the— of the armor.

Uh, it kind of looks like... really thick blood? And you can't see this person's face. They've got a visor pulled down, uh, on its helmet. You can't see inside. Uh, it has a massive halberd. Uh, and—

**Clint:** [laughs] Braggart.

**Griffin:** What? Oh, gross.

**Travis:** He was— I think— I believe he was making a wiener joke.

**Griffin:** A wiener joke, wonderful, wonderful, wonderful.

**Justin:** Our first of the podcast, ever.

**Clint:** [laughs]

**Griffin:** There's—[laughs] we've broken the seal. Um, and around this armored individual, there is a faint yellow glow about it. Uh, and it's sort of—

**Travis:** And the glow seems to be coming from the individual?

**Griffin:** It's coming from the individual. It's— it's going around its armor. Uh, but it's also going around this small red bird that is perched on its shoulder. So this— this whole thing is kind of encompassed in this yellow light. The red bird is a— if you are a bird expert, is a vermilion flycatcher. I did a lot of research into the flora and fauna—

**Clint:** [whistles like a bird]

**Griffin:** —of, uh, canyon regions?

**Clint:** [whistles] That was a vermilion flycatcher call. [whistles]

**Griffin:** That was really good. What's weird is that this vermilion flycatcher doesn't do that little tweety-tweet. Uh, in fact, it talks in Common. And it says—

**Travis:** [gasps] Cool! I got— I—

**Magnus:** Guys. I— I got this. I have a... certain rustic charm.

**Justin:** It talks in Common, we're fine. We can talk to it.

**Clint:** Yeah.

**Travis:** I know, but, like... but, like, I haven't gotten to do my rustic hospitality thing? Like, people like me. They give me biscuits 'cause I paint their fences, and...

**Griffin:** Yeah, a very Tom Sawyer sort of economy.

**Travis:** I haven't gotten to do it. I've got, like, a down home... real charm.

**Griffin:** Uh, this... uh, this thing says, uh—

**Knight:** Hello, visitors! Please identify yourselves!

**Griffin:** Kinda sounds like Angus. Let me give that another shot.

**Travis:** Okay!

**Knight:** Hello, visitors! Please identify yourselves.

**Travis:** [simultaneously] Nope. [laughs]

**Justin:** More.

**Travis:** That was *more* Angus.

**Griffin:** No, this— it sounds kind of like Angus. It's not Angus. It's just this has a high voice, 'cause it's a little bird. Talking... [stammering] supposedly, it seems like it's talking for this armored thing.

**Travis:** Oh, gotcha.

**Magnus:** Hail— hail and well met, bird friend!

**Taako:** [wheezes]

**Knight:** Hello! Please identify yourselves!

**Magnus:** Uh, I am— I am Magnus Birdsides.

**Knight:** Was that a bird joke?

**Magnus:** No, that was I have a stuffy nose.

**Justin:** Can we talk about the insane leap that Travis just made that he would address the bird?

**Clint:** Yeah!

**Justin:** Like, we see a man in an armor with a bird and Trav's like, "What's up, bird!"

**Griffin:** Oh, he—

**Travis:** Well, the bird was talk— I don't wanna be rude!

**Griffin:** That's a good—

**Justin:** The bird didn't say anything yet.

**Clint:** You know he has assumptive—

**Travis:** The bird did!

**Clint:** —pr— proficiency.

**Travis:** The bird said "Please identify yourselves."

**Justin:** Okay.

**Knight:** Who are your— who are your two friends?

**Magnus:** Uh, well this is Taako, the wizard.

**Taako:** Word. Word.

**Magnus:** And this is, uh, Merle Highchurch, the... [uncertainly] cleric?

**Merle:** How's it goin', bird?

**Knight:** Um... I'm not— this is confusing. I— please, I— I need you all to please stay calm, and don't make any sudden movements.

**Taako:** Okay.

**Merle:** Yeah. We're good at that.

**Magnus:** You got it.

**Knight:** It's been a while since we've had new visitors here. How did you find your way into our small town?

**Taako:** Uh, we got lost.

**Knight:** That's—

**Taako:** Along the way.

**Knight:** That's—

**Taako:** To somewhere else, and now we're here!

**Magnus:** Yep.

**Knight:** You just got lost and stumbled in?

**Taako:** Yeahhh... does that make—

**Magnus:** [simultaneously] I mean—

**Taako:** —does that make sense to you?

**Merle:** Is that something that'll keep us from gettin' killed?

**Taako:** Yeah!

**Knight:** It doesn't make a lot of sense. People don't usually come here unless they're brought here. Um—

**Magnus:** Well, like, metaphysically lost, hm?

**Taako:** Hm? Spiritually? Yeah?

**Magnus:** Yeah?

**Knight:** Well, I guess—

**Merle:** Geographically?

**Knight:** What is your intention?

**Magnus:** We're here to help.

**Knight:** To help with—

**Taako:** Yeah!

**Merle:** Yeah!

**Knight:** —help with— help with what?

**Merle:** Your— your— your problem! Your— the— the big, big problem.

**Magnus:** You got trouble. [laughs] Right here in Bubble City.

**Merle:** [laughs]

**Griffin:** Um... why don't— uh, Magnus, you get—

**Magnus:** We're here to make trouble in this bubble!

**Griffin:** —Magnus, you've been—[laughs quietly] Magnus, you've been doing most of the talking. Um, why don't you make a charisma check. Um, I want to, like, kind of give you guys a heads up. This is gonna be— this arc, uh, is going to require you guys to do a bit more, uh, legwork than other ones have.

Like, you're gonna have to talk to people and use your more, uh, charisma... stuff. Um, more than— just to, like, find out what's going on and what you should be doing.

It's not going to be— I'm trying— my intention for this arc is to get away from putting this thing on rails. It's going to be fairly open world. Um, so you guys will need to do a bit more, uh... uh, you know, talkin', greasin' the wheels, so to speak, to—

**Travis:** Will do. I would like to angle for the fact that because I have well established raw— uh, rustic hospitality that I should get advantage on these checks.

**Griffin:** Not on every check, because this isn't really a— this person's not offering you hospitality. This person seems to be some sort of sentinel or guard—

[dice roll]

**Griffin:** —that is just checking you the fuck out right now.

**Travis:** Well, it was a 17, plus... charisma?

**Griffin:** Okay.

**Travis:** Plus 1. So 18?

**Knight:** Um, so just to get the story straight, you guys saw a big bubble and you just walked right into it?

**Merle:** Actually, we were, uh, [singing] shot through the wall, and you're to blame!

**Taako:** [singing] Well, it's not your fault, sorry about the mistake.

**Merle:** [muffled laughter]

**Knight:** Hmm. I'm gonna make a command decision here, and I think it— we should wait to sort of let you guys, you know, run— run around free, um, until you've been checked out by Sheriff Isaac.

So if you wouldn't mind— uh, again, just— hands at the sides. Um... don't— just— just stay calm and, uh, come with me to the— to the Sheriff's office. We'll get this thing figured out.

**Taako:** Okay!

**Magnus:** Yep.

**Merle:** Sure!

**Magnus:** Sounds great.

**Taako:** I have no problem with that.

**Knight:** Okay.

**Merle:** Are there refreshments?

**Knight:** Um... [hesitantly] there can be?

**Taako:** Great, even better.

**Griffin:** You walk into this town, and it is, uh— like I said, it is— it is rustic chic. Uh, part of it are kind of shamble-y. Um, and as you walk—

**Travis:** Like disrepair? Or, like, old?

**Griffin:** Not, like, in a state of disrepair. It's just, like— it is a— it is a town that seems like it was, um... people worked very, very hard and did a lot of intricate work to make it as livable as possible, with *not* a lot of resources.

**Travis:** Got it. So it's, like, cobbled together.

**Griffin:** It's cobbled together, but it's charming. Um, even adorable at parts.

**Travis:** [laughs quietly] How many outlets are there? What's the paint scheme like?

**Griffin:** Um... brown.

**Travis:** Cool.

**Griffin:** So you're— you're walking through the gate onto this main road, into the town. And as you walk this main road, I wanna tell you about a few points of interest. Uh, just as you go inside the gate, there's a— a large well, large water well, just inside the gate.

Um, there is, uh— there are two rows of buildings, kind of lining either side of the, uh— of this main drag. Uh, there is a, uh— what looks like a general store, uh, called Helpington's? Uh, to your left.

**Justin:** [giggles]

**Clint:** [laughs]

**Griffin:** Um, across the street from that is a, uh, a large building with saloon doors on it. You intuit it's a saloon. Uh, and the name of this building, according an ornately carved sign hanging over it, is The Davy Lamp.

There is a, uh— a big bank, with, uh— that seems a bit more solidly built than the other buildings, some iron bars over the windows. Uh, behind that is a tall clock tower showing the current time. Uh, about... uh, about 11... 05? Maybe 11:10. Yeah, it's about 11:10 AM.

Um... on your right, just down the street from that, is a sheriff's office, and attached to that, made of, uh, you know, clay and stone, is a jail. And then at the very end of the street is a large two-story manor at the end of the road. Um, and beyond that manor, you can actually see a thick curtain of pine trees behind it.

To your left, behind the buildings on the left, you see this rocky plateau overlooking the main street. Uh, and the buildings spiraling off of it. And then to your right, there is a tall wooden fence kind of running along the eastern perimeter of the town.

**Travis:** Uh, quick question, Ditto.

**Griffin:** Yuh.

**Travis:** Is the— is the clock... moving?

**Griffin:** Yeah, it's movin'.

**Justin:** Hmm...

**Griffin:** The thing that most catches your eye on this main drag is the statue. Directly in front of this large manor at the end of the street, right in the middle of the main road is a statue about eight feet tall, uh, cast from some kind of brown metal. And this statute depicts three figures.

The first figure is a small human girl, maybe about, um... maybe about seven years old. Uh, and she's wearing a— a knee-length dress. Her hair is done up in a bob.

Uh, she is holding hands with a large, broad, bearded human man, who is wearing a, uh— a miner's helmet with a torch on it. And, uh, a big flannel shirt,

and big, bulky pants. He is— he is dressed up like a miner. Um, and he is— he is holding hands with this small girl.

And standing behind— both of them have, like, you know, some crude smiles on their faces. It's a pretty well-made statue, that you can make out facial details. But, um, standing behind them, with one hand on each of their shoulders, is another figure. Uh, smaller than the other man, still pretty broad shouldered.

Uh, this— this figure standing behind them is tall and muscular. Uh, a fact that you can make out, even though this figure is wearing a robe that is covering their entire face and body. And the metal of this figure, uh, where the robe is, has been stained or oxidized, turning it a bright, crimson red.

**Travis:** [clicks tongue] Oh, like the bad guys.

**Justin:** Hm.

**Magnus:** Harvey Birdman.

**Knight:** Um, I'm not— okay. I'm not a bird. Just— okay. Yeah, what is it?

**Magnus:** What?! Yes you are!

**Knight:** Okay. What's goin' on?

**Magnus:** Uh, that's a— a beautiful statue. I— I'm struck by the— the brilliant red of the robe. What— what is it depicting, if you don't mind me asking?

**Knight:** Well, that's— that's— that depicts a very important event in our town's history. That's the visitor who came and, um, brought the father and daughter to our town, and by their sacrifice, our home is made safe.

**Magnus:** Okay.

**Merle:** Oh, just like that's written on the gate!

**Knight:** Yeah, that's kind of our... yeah, that's our thing.

**Magnus:** And— and how along ago did this sacrifice happen?

**Knight:** Um... the sacrifice happened, uh, uh, about a year and a half ago.

**Magnus:** I see.

**Merle:** So why— was the guy in robe real ugly or somethin'? Is that why they don't have any— you know, like, can't see his face or anything like that?

**Knight:** Nobody really, um, saw the figure in the robe, except for Sheriff Isaac. Um, so I— I don't know. He was— he— he— I've heard tale that he was, uh, big and broad and strong. I shouldn't say "he," I don't even know. Um, but— but it— whatever they were, they were big and strong. Um—

**Taako:** What sort of danger were you in that he needed to save you?

**Knight:** Well, the... the danger of... you know, the world. I really shouldn't, um... I don't know you guys— I— this is uncomfortable. I don't know what you guys want. I don't really know your intentions.

**Magnus:** Sandwich.

**Knight:** Okay. Well, we can take care of that at the Sheriff's office.

**Magnus:** Cool.

**Griffin:** Um, he walks you into the, uh— into the Sheriff's office. As you walk in, you do see some, uh— a few jail cells down on the far side of the room, uh, and you see a big desk with a big, big, big chair behind, a big sturdy chair.

In fact, you see a few smaller broken chairs kind of piled up. Uh, in the back corner of the room that have apparently been crushed underneath this being's girth. Um... and, uh, he says—

**Knight:** Sorry, we don't really, um... I don't want to lock you guys in a cell, 'cause I— you haven't really done anything wrong, so to speak? Can I trust you to just hang out here and not do anything?

**Magnus:** Yeah, do you want me to fix those chairs?

**Knight:** That would be wonderful!

**Magnus:** Okay, great.

**Justin:** Um, I'm gonna do... I guess an investigation, or perhaps perception... I'm gonna say investigation, um, on the— the armor and the bird to see if I can figure out what the sort of relationship is there.

**Griffin:** Okay.

[dice roll]

**Justin:** And I've got a 19.

**Griffin:** So, with that investigation check, I will tell you two things. Uh, first of all, you can tell that the red stuff that's coming through the, uh, armor, is not blood. Um, it actually looks like clay. It looks like, uh, red clay, kind of like the stuff that is all around, that is— is sort of inside of this armor.

Um, and the second thing I will tell you is that whatever this thing is is, um... whatever is sort of animating it is magic as fuck. So, that being said, maybe an arcana check would be... appropriate.

**Justin:** So, I'm looking at the— I'm looking at a— basically a big suit of armor, onion knight suit of armor, with a little red bird on it, and there's... clay coming out of, like, what seem to be the joints? Like, as if there's clay inside of it, you know what I'm saying?

**Griffin:** As if it was— as if it was full of clay, yeah.

**Justin:** Okay.

**Griffin:** Like, there's a—

**Travis:** Like a homunculus or like a, um... oh, what's the— what's the Jewish thing? The, uh—

**Griffin:** The golem?

**Justin:** The golem?

**Travis:** The golem.

**Justin:** Golem, yeah.

**Griffin:** But we're not gonna call it that, 'cause they're— the last arc was very golem-centric.

**Travis:** Okay. Let's go with homunculus, then.

**Justin:** G— golem heavy. Um, so I'm gonna run a arcana check on the homunculus.

[dice roll]

**Justin:** Who I'm gonna call Homer. Uh—

**Travis:** Perfect.

**Griffin:** Ha— has a name. Has a name. You just haven't bothered to ask. You rude, rude boys.

**Justin:** Uh, Homer is fine for right now.

**Griffin:** [quietly] Okay. Not the name, but okay.

**Justin:** Um, what?

**Griffin:** Not the name, but go ahead.

**Justin:** Oh, you're saying I didn't guess the name from whole cloth?

**Griffin:** Or ask it. I'm— that's why— like, when you meet a person sometimes you say, like, "What's your name?" But you guys have been rude boys.

**Justin:** Okay. Uh—

**Taako:** Excuse me.

**Griffin:** Come— come on, rude boys. Come— come and—

**Taako:** Uh, Homer—[laughs] Homer, what's your name? [wheezes]

**Knight:** Uh, I'm called Roswell.

**Taako:** Ooh, great. Roswell, are you— is Roswell the name of, um, you the bird, or the— the— the big fella that you're ridin' on?

**Roswell:** I don't see why it's important that you distinguish between the two.

**Taako:** Okay, well, that's fine. I'm not into labels either.

**Clint:** [wheezes]

**Taako:** So, listen. I've got a, uh...

**Justin:** Uh, I've got an arcana check, um, that adds, uh, 6, so seven... teen, altogether.

**Griffin:** I thought you were gonna say 7. That wouldn't been a pretty bad roll.

**Justin:** No. Uh, 17 altogether.

**Griffin:** Uh, okay. Yeah, you can pretty clearly identify what is goin' on here. This— this thing, Roswell, is a— an earth elemental that has been animated. Uh, it is essentially living clay that is inside of this suit of thick metal armor. And somehow this, like, spell that animated this clay, maybe this bird was, like, standing on the clay when it got animated, but it somehow got caught up in this spell. And for all intents and purposes, this is just one thing. It's just one... sort of thing.

**Justin:** Okay.

**Griffin:** Um, and then— like, the armor—

**Justin:** Am I able to discern if this thing is operating of its own... volition? Or if it's under the control of something.

**Griffin:** Yeah, it— it seems to have its own sort of sentience?

**Justin:** Okay.

**Griffin:** Um, so whatever created this thing is, like... must be very, very powerful.

**Travis:** [simultaneously] Powerful as fuck.

**Griffin:** Yeah.

**Justin:** Yeah.

**Griffin:** Um, also, just between those two checks you can tell, um, if this was EverQuest and you were to con this thing, just to sort of figure it— figure it out, it would fuck you right up.

**Travis:** It's, like, skulls all around?

**Griffin:** It's bad, bad shit. Also, uh, I should point out, I forget to mention this in sort of the general description of Roswell, but you certainly figured it out during the perception or investigation check. He's wearin' a little deputy's badge.

**Travis:** Aww!

**Justin:** How's it affixed?

**Griffin:** Poorly. [laughs quietly]

**Justin:** Okay, alright.

**Clint:** [laughs]

**Travis:** Adorabable.

**Magnus:** Okay, well, I'll get— I'll get to work, uh, fixin' these chairs, I guess.

**Roswell:** I appreciate that. It's hard to find a chair that's good enough for my— my big body.

**Magnus:** You know, I bet if I combined the parts of a couple of these chairs I could make, like, a bench or something—

**Roswell:** A super chair! Great!

**Magnus:** Yeah!

**Roswell:** You know, I think you guys are alright. I hope Sheriff Isaac agrees. Um, I haven't seen him today, but I can go out and try and look for him. Just please, I'm—

**Magnus:** Well, can you tell us anything about him in case he comes back before you get back?

**Roswell:** Um...

**Taako:** We just wanna make a good impression.

**Roswell:** He'll have a badge that says "Sheriff" on it.

**Magnus:** I mean, that's a good start.

**Roswell:** Just be yourselves! And don't be bad— just as long as yourselves aren't bad people.

**Magnus:** Cool.

**Merle:** No, not us!

**Taako:** Hey, Roswell, how long have you been here?

**Roswell:** Um, I— gosh, I can't even... I don't even remember.

**Taako:** Ballpark it.

**Roswell:** Um, I've always lived inside the dome.

**Taako:** Okay. So you're about a year old.

**Roswell:** Yeah, I'm a one-year-old. Goo goo ga ga!

**Taako:** Solid foods are on the way, my friend! Hang in there.

**Magnus:** [laughs]

**Griffin:** Um, there is a— a sound of disturbance outside. You hear some shouting. You hear, uh— Taako and Merle, you would identify it too. You hear the telltale sounds of, you know, spells being cast. Uh, you hear some shouting, you hear some stuff breaking, and he says—

**Roswell:** Ope, duty calls. I gotta go.

**Griffin:** And he, uh— he storms out the door, leaving you in the office.

**Magnus:** Are there any windows or anything, Ditto?

**Griffin:** Uh, yeah, there's one window facing out into the street. He, uh, runs out of the door and runs to the left, so you can't really see what's— what he is running towards.

**Clint:** I wanna go through the desk.

**Griffin:** Okay.

**Justin:** Cool.

**Travis:** No— wh—

**Griffin:** Yeah, you, uh— you can look at the desk. You don't— you don't see, uh, too much of interest on top of the desk. There is a locked... there's a locked shelf? What's the word I'm looking for? There's a locked drawer, uh, in the desk that you see.

All the other ones as you open them up and root through them just seem to have some sort of paperwork. Um, the other thing of interest is... a... map that is hanging up behind the desk. And boys, I spent a while... making this map.

**Clint:** [laughs]

**Justin:** We can't even see it.

**Griffin:** Uh, you're about to, 'cause I'm droppin' it in Skype for you.

[Skype message alert]

**Griffin:** Enjoy... the map. Sweet listeners, I'll post this on—

**Travis:** Holy shit, Ditto!

**Griffin:** —sweet listeners, I'll post this on, um... I don't know. I'll probably post this on the Facebook group, maybe?

**Justin:** Hold on, I'm downloadin' it.

**Griffin:** Uh, I don't know the best place to put this map. But looking at this map, now you get kind of a feel for this town, which, as it is labeled, you know now this town is called Refuge.

**Travis:** Cool.

**Griffin:** Uh, and you can see the circular barrier that is keeping everyone out. Uh, you can see the town that you're in. Uh, and there's some stuff behind the town. You see the— the forest of pine trees behind it. There seems to be a farm up to the north a bit. To the west, you see that rocky plateau. There's a little bit of stuff up there. And then to your right, behind that fence you see a quarry.

Um, so— like I said, this is gonna be a fairly open world arc, so keep— keep— keep this on hand, if you can. If you ever need to know, like, where to go next, where you want to go next, where you want to investigate. This is kind of the Mad Dog McCree like, overworld if you will.

**Travis:** Gotcha. Um, I— what do I need to roll to fix the chairs?

**Griffin:** [holding back laughter] Uh— uh, nothing. You're— you're so fuckin' good at furniture, Magnus, you just, like, whip 'em all together. Are you building a superchair out of 'em, or are you building three chairs for you and your friends?

**Travis:** Uh, before I do that, I wanna use my new sneaking skills and maybe pop my head out the door sneakily?

**Griffin:** Okay.

**Travis:** To see if can see what's goin' on outside.

**Griffin:** Uh, yes. Make a stealth check.

[dice roll]

**Travis:** That's a 6, plus 10, 16.

**Griffin:** Okay. Uh, yeah. You— you barely poke— you— like in a cartoon, your eyeball, like, grows real long and pokes out the door and turns a 90-degree angle—

**Travis:** [yells in pain] [laughs]

**Griffin:** Um, but you see—

**Travis:** Kill me!

**Griffin:** —you see down the street— uh, so now you have this map for reference. Uh, you guys are in the Sheriff's office. Uh, down the street, outside of The Davy Lamp, you see one man wearing a purple, um... uh, handkerchief over— uh, around his neck.

Uh, he's just, like, lying on the street. Uh, he just looks like a— uh, uh, a ruffian. And, uh, you hear, like, a [whooshing noise] sound, and another man wearing a very similar outfit just goes flying, DJ Jazzy Jeff style, out of the front door, uh, rolling into the street.

And you see, um— you see Roswell, like, walking that way. Uh, and when he sees these two men, he runs to chase them, uh, but they sprint off, away from him and out of sight.

**Travis:** Okay. Now I'm gonna build a superchair.

**Griffin:** Okay. Taako and Merle, what do you guys wanna do? You've already sort of turned over— um, the cells, I should point out, are unoccupied, uh, save for the one on the end. There is a— a big, uh, burly woman in one of those, and she is wearing some super ratty clothes. Um, she is— she looks soot-stained, for lack of a better term. And, uh— uh, she is, uh, just kind of sitting quietly in the corner.

**Merle:** Why don't you boys let me handle this one.

**Taako and Magnus:** Oh, God.

**Clint:** I walk up to the cell, and pull out my Extreme Teen Bible and say—

**Merle:** Hello, sister! Have you heard the word of Pan today?

**Woman:** No, what's a pan?

**Justin:** [snorts]

**Merle:** Pan can be your best friend, milady.

**Woman:** Like usin' a pan? Like where you'd use a pan for pannin' for gold or diamonds! I get it!

**Merle:** Yep.

**Woman:** I get it and I like ya!

**Merle:** There are rewards in the afterlife, just like gold and diamonds, that are more precious, if you follow Pan.

**Woman:** Well, I like gold and I like diamonds, so—

**Travis:** I lean over to Taako.

**Magnus:** Admittedly, this is the best this has ever gone.

**Taako:** Yeah, I mean, we're 30 seconds in, let's not throw a parade.

**Woman:** Hey! Hey, who the—

**Merle:** Now let's, uh—

**Woman:** —who the hell are you?! I ain't never seen folks like you before around this town.

**Merle:** Well, I'm Brother Merle Highchurch, and I'm just here to help you get back on the path of righteousness.

**Justin:** While they're talking, uh, I'm gonna cast *Knock* on the desk.

**Griffin:** Okay. Oh, are you openin' up that— that drawer?

**Justin:** Yeah, knock knock.

**Griffin:** Okay.

**Justin:** Wassup.

**Griffin:** Does that just—

**Justin:** It's magic.

**Griffin:** —that just fuckin' do it—

**Justin:** [simultaneously] Magic time.

**Griffin:** —or do you have to roll it?

**Justin:** Nah, it just does it.

**Clint:** [laughs]

**Travis:** [laughs] Nah, nah, nah.

**Justin:** Nah, nah, nah, nah, nah. It's magic, alright?

**Travis:** Don't you worry your pretty little head about it.

**Griffin:** Uh, read me the description of what *Knock* does.

**Justin:** I'm gonna choose an object I can see within range. The object can be a door, box, chest, set of manacles, a padlock, or any other object that contains a mundane or magical means that prevents access. A target that's held shut by a mundane lock or that is stuck or barred becomes unlocked, unstuck, or unbarred.

**Griffin:** Okay. Uh, okay, yeah. You hear a "click!" come from the, uh— this previously locked drawer in the desk.

**Justin:** I'll go ahead and, um... what's in it? What do I see?

**Griffin:** Uh, you— you're openin' it up and gettin' inside?

**Justin:** Yeah. I'm pullin' it open.

**Griffin:** Uh, as you pull this drawer, um, you feel something snap, and you hear a [alarm noises] come from the desk, uh, drawer that you have just popped open. Uh, you see a set of— a ring of keys inside, though.

**Travis:** Whoops!

**Griffin:** Uh, but there is, uh, some sort of siren or alarm going off. Uh, and the woman says, uh—

**Woman:** Hey, what the hell are you doin' over there? Y'all ain't misbehavin', are you?

**Magnus:** You should close that.

**Taako:** Uhhh...

**Woman:** Roswell's gonna come kick your ass!

**Justin:** Is there anything else other than keys?

**Griffin:** Nope, just keys.

**Justin:** [regretfully] This is bad. [muffled laughter]

**Clint:** [laughs loudly]

**Justin:** [muffled] This is a bad thing I did.

**Clint:** Could— could our— could our semi-rogue, uh, disconnect the alarm?

**Travis:** Yeah. Is there anything I can disarm, Ditto?

**Griffin:** Uh—

**Justin:** I mean, the ship done sailed!

**Travis:** [simultaneously] With my thieves' tools?

**Justin:** We can't unring a bell, boys!

**Clint:** [laughs]

**Travis:** Well, they're in the fight. Thieves' tools? Can I shut that down?

**Griffin:** Yeah. If you're— if— Magnus, if you're putting your chair rebuilding on hold, uh, as you sort of poke your head inside you see, uh, something— some— it's a trap. It is an alarm trap that activated—

**Justin:** Well, that's just so irritating, because I used magic to get the keys, that I could've used magic instead of whatever these go to.

**Griffin:** Yeah. Dang it.

**Justin:** Aw.

**Griffin:** Uh—

**Justin:** Dang— gosh dang it!

**Griffin:** Uh, as you, uh— as— yeah, [stammering] Taako, you— er, Magnus— Magnus, yes. You see a trap in there that you could use your thieves' tools on.

**Travis:** Okay, I'm doing that.

[dice roll]

**Justin:** Does that work on a trap that's already been, like, trapped?

**Griffin:** Um, for one that has sort of a sustained effect like this I'll allow it, yeah.

**Travis:** Okay. I rolled a 15, and then I'm proficient in the thieves' tools.

**Griffin:** You get a fuck ton— yeah. That's good. Yeah, you— you, uh— you snip some wire inside of this little, uh, hockey puck lookin' thing. Uh, and the alarm goes off.

[holding back laughter] But while you have your hand in the drawer, like, unlocking it, you hear "Kachunk, kachunk, kachunk." And, uh, Roswell is standing in the door frame of the Sheriff's office.

**Travis:** I sneak my hand out.

**Griffin:** Uhh... make a sleight of hand check for me? It's gonna contest his perception.

**Travis:** Well, I got a 15.

**Griffin:** Okay.

**Travis:** Plus 2.

**Griffin:** Yeah, that'll do it. Yeah, you pull your hand out of the cookie jar real fast. And he says, uh—

**Roswell:** Okay. Well, I gave you guys a chance and, uh, you— to be frank, you blew it. So—

**Justin:** Bluff check. I'm gonna do a bluff check on Roswell?

**Griffin:** [holding back laughter] Okay.

**Justin:** I'm gonna try to bluff Roswell.

**Griffin:** Okay. What are you fuckin' bluff—

[dice roll]

**Griffin:** —you gotta tell me—

**Justin:** I got— okay, I— my roll stays. I'm not changing the roll. I'm telling Roswell, uh— let me try before I tell you—

**Griffin:** By the way, he's got his, uh— he's got his weapon drawn.

**Justin:** Cool.

**Griffin:** And he looks like he's in fuck-you-up mode.

**Travis:** Wait, before— before you say anything Ditto, can you describe— since we're looking at him now— you said "Kachunk, kachunk." Is he a robot man?

**Griffin:** He's not a robot man. He's a big fuckin' dude.

**Travis:** Got it.

**Griffin:** And as— as they, um— as they, like, ran up the stairs of this building to come greet you, they were making a lot of noise. Not a robot. Wanna point that out. No robos in this one.

**Justin:** Uh, so just Roswell, right? I assume Roswell is—

**Griffin:** Yeah.

**Justin:** —okay.

**Taako:** Um, those— those guys! They, uh, came by and they were trying to break into this desk! And we— we scared 'em off!

**Roswell:** Cassidy—

**Taako:** They tripped the alarm!

**Roswell:** Okay. Cassidy, can you confirm that?

**Griffin:** And the woman in the cell says—

**Cassidy:** Well, I didn't— I didn't see 'em do nothin', but I— I didn't see any other boys come in here. I wouldn't trust them as far as I could throw 'em, and I could throw 'em pretty far.

**Magnus:** You know what? Roswell, I'm gonna shoot straight with you. We're here... to figure out what happened a year and a half ago. We're here to help in

any way we can. We haven't been honest with you, and I feel like you haven't been completely honest with us.

**Roswell:** I haven't been honest with you 'cause I don't know anything about you. I'm— here's what I'm just gonna ask. I'm not gonna hurt you. I— I'm not. I'm gonna talk to— we're gonna let Sheriff Isaac figure out what to do.

**Magnus:** Got it.

**Roswell:** But now I'm gonna have to ask you guys to wait in a cell.

**Taako:** What about the guys—[scoffs] they're getting away!

**Merle:** [through laughter] Yeah!

**Roswell:** They're gone. That was just— there was just a little bar—

**Taako:** [simultaneously] The other— the— the other—

**Roswell:** —there was just a little bar fight kerfuffle.

**Griffin:** He—

**Taako:** Not those guys.

**Griffin:** He goes—

**Merle:** No, the— the—

**Taako:** The different guys.

**Merle:** The guys that Taako was just tellin' you about!

**Roswell:** Okay. Okay.

**Taako:** The different guys.

**Roswell:** Yeah, the—

**Merle:** Yeah, the guys that tried to steal!

**Roswell:** I'll—

**Justin:** Now, listen. I don't wanna panic anybody, but I did get an 18 on that bluff check.

**Clint:** He did get an 18.

**Justin:** So he's, like, buying it. He's loving it.

**Griffin:** Um, that bluff check kept him from, uh, getting aggressive with you.

**Justin:** Okay.

**Griffin:** He's giving— this is— this is about as good a benefit of a doubt as you're gonna get. Uh, he— he goes to the desk and opens up that drawer that you, uh, um... uh, hacked into. Uh, and takes out this big ring of keys, and uses it to open up one of these jail cells and says—

**Roswell:** Just wait in here, please. Please don't don't make this harder than it needs—

**Taako:** Okay, I—I—I'm gonna be hone—can I be honest?

**Clint:** [wheezes]

**Taako:** Can I tell you what happened? We— I shouldn't have opened the drawer. I thought it would be locked... but it was unlocked, and then the alarm just went off. So there was no harm meant, I was just—

**Magnus:** We were just trying to find nails, 'cause I was fixing your superchair.

**Taako:** Trying to find nails 'cause he was fixing the chair!

**Justin:** Now I'm using that 18... to it's full effect.

**Griffin:** Okay.

**Clint:** That's—[wheezes]

**Justin:** Now behold the full power of my 18.

**Travis:** [laughs]

**Clint:** [laughs]

**Travis:** As the glow emanates from Taako's eyes.

**Taako:** Also, I should mention... this is an 18 bluff.

**Travis:** [laughs]

**Clint:** [laughs]

**Griffin:** Uh... uh, he puts his weapon away, and he says—

**Justin:** He's loving it.

**Roswell:** —I'm— listen.

**Travis:** He says, "I love you."

**Roswell:** This is— Sheriff Isaac will be back any minute. I don't— I— please just get in the cell. It's— it's comfortable in there, it's cozy. Look!

**Griffin:** He takes out a little puzzle from his pocket.

**Roswell:** Here's a puzzle! You can work on it.

**Taako:** Yeah, fine. Let's get in the cell.

**Travis:** Yeah, we get in the cell and I pull out my harmonica, which up til now I have not—

**Merle:** I can't go back to the can, man!

**Justin:** [laughs]

**Merle:** I can't go back!

**Griffin:** Uh, tough shit. You're in the can.

[music plays]

**Griffin:** Hey everybody, this is Griffin McElroy, your dungeon master, your best friend, and... your... personal trainer. Um— g— sit down and give me, uh, 200 burpees right now. I don't think I know what those are, but I wanna see you do 'em!

Thanks for listening to episode 42 of The Adventure Zone, uh, the second part of our new arc, which I titled The Eleventh Hour, not realizing there was also a Doctor Who episode named there, and there's plenty of time travel shit going on in that one too, so s— sorry, Matt Smith! You're not even the guy anymore.

I wanna 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 Eleventh Hour arc. Uh, characters like Roswell, who's named for Ben Roswell, roswellwrites on Twitter. Uh, Isaac, Benjamin Isaac, sheriffisaac on Twitter. I mean, no. Sherrifisaac's not his Twitter name, that would be w—[laughs quietly] weirdly prescient. You might end up like Cassidy, uh, who's named for Cassidy Sharples, CassJayTuck on Twitter.

Uh, we got a few spots available. I've got a couple names I haven't really locked down yet, so tweet about the show using the #TheZoneCast hashtag, you might end up as one of these dang characters in this fantastical wild west fantasy town.

Thanks to everybody also who, uh, has reviewed the show on iTunes and, uh, people who have been sharing the show with their friends who like nerdy stuff. Uh, we don't pay a red cent to advertise The Adventure Zone.

The growth that we've had, and we've had a lot— it's all thanks to you kind folks listening at home, telling your friends, spreading the word. Got that grassroots shit goin' on and, uh, we appreciate the hell out of you.

[ad break]

**Griffin:** Got a few personal messages on this week's episode. If you want to get a personal message on the show, just go to [Maximumfun.org/jumbotron](http://Maximumfun.org/jumbotron), and I'll read 'em out loud on the show, and I might have a sick voice when I do it, like I do now. My apologies.

This message is for John, and it's from Emma, who says:

Happy early or belated birthday, shark! I love you and look forward to making many more bad jokes and terrible political bets with you. Hope it is or was a great day. Abra-ca-fuck you! Love, Emma.

The— it was a sweet message until the dismount, there? And I— I get that that was, like, a— a fun joke from the show. But it's coarse language. Nah, I'm just kiddin'. Let those— let those bad boys a'rip. Lord knows we certainly do. Happy birthday, whenever it was, John!

Got a message here for Allen Micheal, and it's from Klaarg! [laughs quietly] Who says:

Hello, friend! Just wanted to send you a big bugbear congrats on purchasing your new pad.

Oh, should I be reading this as Klaarg? Yeah, I guess so.

**Klaarg:** [growling voice] Hello, friend!

**Griffin:** Oh, well, I should do the supplicant Klaarg voice.

**Klaarg:** [distinguished voice] Hello, friend! Just wanted to send you a big bugbear congrats on purchasing your new pad. I hope to bring you warm greetings and oolong from another world. I'm proud of you, my dear friend. I love you.

**Griffin:** [holding back laughter] Got a little romantic there, kind of a bold character choice for Klaarg, but... c'est la vie. Uh, congratulations on your big purchase, Allen Michael. And, uh, enjoy... mortgage or whatever.

One last message here. This one is for... I'm gonna guess it's a D&D party because of the names. It's for Sinulf, Laurelai, Mango, Summersky, and Ryan Lakebottom. [singing] One of these things is not like the other one.

And it's from Your Dungeon Master, who says:

Thank you all for being the best damn D&D I've ever had the honor of running a game for. Your antics helped make our campaign something truly amazing, and I can't wait to see what else we get up to. Also, don't forget to water your guild leader and feed him a bucket of fish heads every day.

That's just a good balanced breakfast. Anybody knows that. That's a— that's the food pyramid right there. Water, and then you pour that over the fish heads. You've got yourself a stew goin'.

Hey, if you like this show, I have two places where you be able to find other good podcasts that I guarantee you're gonna love. How about Maximumfun.org. That is the podcast network that we are a proud, proud member of. There's tons of great programming on Maximumfun.org. It's all free. It's all wonderful.

I'm talking about shows like Throwing Shade. I'm talking about shows like Getting Curious or One Bad Mother or Jordan, Jesse, Go! or Judge John Hodgman. Uh, they're all absolutely fantastic. Just go to Maximumfun.org. You're gonna find a show in there that you're— you're gonna just slip right into like old pants.

If you wanna hear us do other shows, good news. There's a website for that, too. It's mcelroyshows.com. Uh, at mcelroyshows.com you can learn about all the podcasts we do, 'cause we do a lot.

Travis has one called Interrobang he does. He also does one about manners with his wife, Teresa, called Shmanners.

Uh, Justin does one with his wife, Sydnee, about medical history, called Sawbones. I do a podcast with my wife, Rachel, called Rose Buddies. We're talkin' about the current season of the Bachelorette right now. It's very exciting. Uh, and I got a new video game podcast, too, called Cool Games Inc where me and, uh, Nick, my coworker at Polygon.com— uh, we come up with funny video games. Ideas. Video games ideas, you know, like for video games.

We got links to all of our Twitter contacts and PO boxes and all that shit, too. It's all at mcelroyshows.com. Go get connected!

That's it for this commercial break. Thank you all for listening. Uh, I hope you enjoy this arc. It is, uh— I think you'll probably realize what we're goin' for here in a bit. It is ambitious as fuck, [holding back laughter] I think, and, uh, I hope

you enjoy what we're goin' for. Next episode— oh, God. We're recording this one so far in advance, I don't even know when this episode's goin' up.

Uh, it's goin' up... uh, 16— so the next episode will be up on June the 30th, uh, so we'll talk to you then. Bye!

[music plays]

**Griffin:** You guys are in the fuckin' slammer. Back in the pokey.

**Travis:** Can I tell you what, Griffin? I actually feel more comfortable in here. I feel like this is the me I've grown to know at this point?

**Griffin:** Yeah, they're not— they're not... you're not locked in there with them, they're locked in here with you.

**Travis:** Yeah, exactly.

**Griffin:** Um, Sheriff Isaac—

**Travis:** I was born in here.

**Griffin:** —Sheriff Isaac has not—

**Travis:** You know?

**Griffin:** —rolled around. Um, the— it's just you three and this woman that Roswell identified as Cassidy, uh, in the other cell, who's giving you guys the *stankiest* eye. Oh, *man*, the stinkeye that Cassidy's giving you.

**Travis:** I— in Thieves' Cant I'm gonna say—

**Magnus:** Hail and well met, Cassidy.

**Cassidy:** [holding back laughter] What is this garbage talk you're speakin'?!

**Magnus:** Cool.

**Cassidy:** Was that gob— was that gerblin?!

**Magnus:** Yeah. [laughs] Sure was.

**Cassidy:** [loudly and distantly] Hey, I think these three boys might be six gerblins stacked up and dressed up in—[wheezes]—in human skins!

**Taako:** You're— you're prob—

**Magnus:** Uh, wait. At least seven.

**Taako:** The problem was you used Thieves Can't. That's just stinkin' thinkin'.

**Magnus:** [laughs]

**Taako:** I'm gonna try Thieves— Thieves *Can*.

**Magnus:** Thieves Do!

**Taako:** Thieves Do!

**Griffin:** You do a, like, offensive... version of Thieves' Cant that she also does not buy.

**Justin:** Is she—

**Clint:** Are we three in the same cell?

**Griffin:** Yeah, you're all locked up in the same cell.

**Justin:** She's talking Common, right?

**Griffin:** Uh, yeah. She's talking Common.

**Taako:** What's your story, Cassidy?

**Cassidy:** [holding back laughter] I don't think I should tell you guys this. You're here to kill of us and steal all my root beer barrels!

**Taako:** Good improv, Cassidy. Way to say yes. Let me try again. So, what's your story?

**Cassidy:** Well, I'm glad you asked.

**Travis:** [laughs loudly]

**Clint:** [laughs loudly]

**Griffin:** She says, uh—

**Cassidy:** I'm— I've been falsely accused, boys! I'm locked up here— they said I blew up the temple. I don't blow up any damn temples! I blow up the earth! I get those diamonds out from under 'em. Best there ever was. That's sure as shit... true! That's my story, and I'm stickin' to it!

**Clint:** [spitting sound]

**Griffin:** Yeah, she— she did spit. How did you know?

**Clint:** Ah, just intuition.

**Travis:** That was a good spit.

**Magnus:** S— oh! Well, you— can I tell you something Cassidy?

**Cassidy:** Yeah?

**Magnus:** I believe you.

**Cassidy:** Oh, well I like you already! What's your name?

**Magnus:** Cool. My name's Magnus Burnsides.

**Cassidy:** Marchus Birchsons.

**Magnus:** Yep. Nailed it. Got it in one.

**Taako:** [wheezes]

**Cassidy:** I can't hear very good 'cause all the 'splosions.

**Taako:** [muffled laughter]

**Magnus:** I feel ya. Um... what's—

**Cassidy:** In my line of business, there's 'splosions nonstop!

**Magnus:** Can I— can I tell you something Cassidy?

**Cassidy:** Please.

**Magnus:** And I'll speak up here. You seem like a woman who knows the truth of things.

**Cassidy:** Oh, I'm— a lot of people here think my big ideas are s— small, dumb, bad ideas. They say, "You got stink ideas, Cassidy!" What'd I tell them? No I don— no I don't!

**Magnus:** No, you do not. You are— you seem like a woman who's got her finger on the pulse and sees the truth. Cassidy—

**Cassidy:** Aw, fuck yeah! Fuck yeah!

**Magnus:** What— what can you tell me about the visitor and the sacrifice?

**Cassidy:** Uh, you know, I kinda keep my head below ground, so I didn't— I wasn't here when they rolled up into town. Um, I mean, alls I know is that the— the— the bubble came, protected us from the dangers of the outside world. Things were gettin' really hairy out there.

**Magnus:** Yeah.

**Merle:** What can you tell us about the Sheriff?

**Cassidy:** Oh, Sheriff Isaac's a good dude.

**Magnus:** Cool.

**Merle:** Okay!

**Cassidy:** Um...

**Magnus:** Asked and answered.

**Cassidy:** Yeah. I mean, he— you know, he keeps us safe! He was, um...

**Taako:** Is a human, or— what's his story?

**Cassidy:** Uh, that's a weird, kinda r— racially charged question, but yeah, sure, he's a human!

**Taako:** What's your sort of... persuasion? [wheezes]

**Griffin:** Let's say that Cassidy is a, uh, half-orc?

**Travis:** Okay.

**Justin:** Mm, okay.

**Griffin:** Um... is that— I don't know if that's a thing or not—

**Travis:** Yeah.

**Griffin:** —but it is in this universe. Um... she— she— you know, she appears to be a human, uh, of orc size. Just very, very, uh— a big ol' broad, strong, minin'— minin' woman.

**Clint:** Ssso half orc, half hillbilly, apparently.

**Griffin:** Oh, she's a full-blown hillbilly, yeah. Um—

**Magnus:** Cassidy, who's over, uh, yonder in that, uh— that two-story manor we saw earlier?

**Merle:** [through laughter] Yonder!

**Taako:** Nice— nice—

**Magnus:** I—

**Taako:** —di—

**Merle:** Way to fit in!

**Magnus:** Yeah!

**Taako:** —dialect. Great.

**Magnus:** I got rustic hospitality, y'all.

**Griffin:** Yeah, that's what that is. Um, she says—

**Cassidy:** Well, that's, um— that's the Sheriff. He's also the— you know, the mayor. The elder of the town. And so I guess that means he gets to live in the biggest and best house. Never made much sense to me, but I'm not one to— to rustle the feathers.

**Magnus:** And, uh, we saw some, uh— we saw some fellas in, uh, purple bandannas when we came in?

**Cassidy:** Aw, that's just... you know. Ruffians.

**Magnus:** Where are they?

**Cassidy:** [simultaneously] They're—

**Magnus:** If— if this is a closed system, how'd you get ruffians in here?

**Cassidy:** Fuckin' good question.

**Taako:** [snorts]

**Magnus:** Alright!

**Griffin:** You, uh— let's move the clock forward a little bit. You guys feel, uh...

**Travis:** [increasing in pitch] Whoop whoop whoop whoop whoop whoop!

**Griffin:** You guys feel— you haven't been in here that— that long at all. You've been in here—

**Clint:** Just whoop whoop whoop.

**Griffin:** You've been in here about 20 minutes.

**Travis:** Oh. Whoop whoop!

**Griffin:** Uh—[laughs quietly] that's the juggalo greeting. Um—

**Travis:** [muffled laughter]

**Griffin:** You feel a tremor. You feel, uh, what feels like a... a very light quake. Um... and—

**Clint:** Are we hungry?

**Griffin:** —it lasts—

**Clint:** Is that what it is—

**Griffin:** —it— well, maybe the earth's hungry. Uh, 'cause the, uh— the ground below you is shaking. The building is shaking. Um, you hear some concerned yelps comin' from outside.

Um, you hear— in the distance, you hear the sound of glass breaking. Um, in front of the Sheriff's office— you can actually see through the bars and through the window— you see a lamppost fall over. And, uh— the, uh— the glass enclosure at the top of it shatters when it falls, and you hear a horse get scared—

**Travis:** Oh, no!

**Griffin:** —and see it run down the street. Um, but it— it doesn't last very long. It's just— it was just kind of a violent little short tremor.

**Magnus:** Cassidy, is that... normal?

**Cassidy:** Uh... no? Not... not normal— not normal at all!

**Griffin:** And, uh, you hear "Kachunk, kachunk, kachunk, kachunk, kachunk" as, uh, Ro— sorry, it's gonna take me a while to memorize these names. Roswell, uh, goes charging out of the office.

**Travis:** Leaving us alone.

**Griffin:** Yep.

**Merle:** I think we oughta check and see if that quake did any damage to the cell.

**Magnus:** Oh, good— yeah! Ooh!

**Griffin:** Okay. Um, make a—

**Magnus:** Cassidy, can you see out your window now?

**Taako:** W— w— wait. Do you guys wanna leave? [snorts quietly] If you guys wanna leave, we could just leave. [pauses] Do you wanna *leave* the cell?

**Griffin:** [laughs]

**Taako:** 'Cause we could just l— wait, do you guys just want to leave?

**Magnus:** [clears throat]

**Taako:** I thought we were playin' it cool. Like, we can just leave.

**Magnus:** Wait, hold on.

**Griffin:** [laughs]

**Merle:** Well, that's true.

**Travis:** And in— I'm gonna say this in Elvish to Taako.

**Griffin:** Oh, shit!

**Travis:** Yeahhh, forgot I could do that, huh? So did I.

**Griffin:** Yeah.

**Magnus:** Um— alright, Taako. Here's the— remember what happened when you popped—

**Cassidy:** [loudly and distantly] Gerblins! Gerblin-speak! I knew it!

**Magnus:** Remember what happened when you popped the drawer and she ratted us out?

**Taako:** For sure.

**Magnus:** Can you do some kinda, like, distraction noise or something and then pop this lock and we'll say it shook loose in the quake?

**Taako:** I can— I mean... listen.

**Travis:** [laughs quietly]

**Taako:** Yes. Obviously. Uh, that's— yes, I could do that, for sure. I will say one thing. I don't know how many more 18+ bluff checks I got in me, my dude.

**Merle:** [laughs]

**Magnus:** Gotcha.

**Griffin:** Um, let me— let me help you guys out. Um, because Cassidy, um, after she accuses you of being goblins, just— that's— 'cause that's how she's gonna be, I think, this whole arc— um, she's actually lookin' very intently at the corner of her own cell facing the exterior wall, where a small crack has formed. Um, a few cracks, actually. Uh, this— this wall has started to buckle a little bit?

**Travis:** Oh shit.

**Griffin:** And she is kickin' her way out of her own cell. Uh, and she's like—

**Cassidy:** Now, you boos— you boys aren't narcs, are ya?

[pauses]

**Magnus:** Well— no, you are!

**Cassidy:** [simultaneously] I can't spe— I can't—

**Taako:** You narced us!

**Cassidy:** I can't spend another night in this cell. Yeah, well! Takes one to know one! Goblin narcs.

**Magnus:** Wait, but— hold on! [wheezes]

**Griffin:** Uh, she's kickin' her way— she's kickin'. Kickin' and kickin'.

**Travis:** Cool.

**Griffin:** She's like—

**Cassidy:** I won't narc if you won't narc! Looks like we gotta get a little circle of trust between you boys and ol' Cassidy!

**Magnus:** Cool.

**Griffin:** Um, so are you stayin' put? Are you gonna find your way out?

**Justin:** Well, let's talk— let's— let's do one thing that we rarely do. Let's talk to each other, in character, about our current scenario.

**Travis:** Okay.

**Taako:** Um, Merle, Magnus...

**Magnus:** Yeah.

**Taako:** If— we haven't even gotten the lay of the land yet. I'm of— I'm a little nervous about going rogue before we sort of know what's going on here. I— I don't even know if we're in danger!

**Magnus:** But it's possible that if we help, we're gonna really, like, win them over. Whereas if we just stay here, someone could be in trouble while we stand by and do nothing. We need to make a big impression... or else I— I'm really starting to think that these people— if they found out we're anti-Red Cloaks, they might not be big fans of ours.

**Taako:** Merle?

**Merle:** I say we help Cassidy escape, and ask her to come back and help us later.

**Griffin:** Cassidy's fucking gone. [holding back laughter] She's kicked her way out—

**Merle:** Oh.

**Griffin:** —while you guys were talking.

**Magnus:** We did great. [laughs quietly]

**Griffin:** 'Cause you were talking in character. Cassidy definitely finished kicking her way through the wall—

**Merle:** Mission accomplished!

**Griffin:** —and she's just fucking gone.

**Taako:** I mean, if you guys wanna leave, we could just leave. Uh, I'm not—

**Merle:** Well, maybe it'll help the story along if we just kinda sit and relax!

**Taako:** Does that normally the— the way to keep narratives—

**Merle:** [wheeze-laughs] It seems to be workin' in this case!

**Taako:** Yeah, maybe we— you know what? That's a great point. Sort of a meta point, I'll grant you, but—

**Merle:** Unless the cell's fallen in on us.

**Justin:** Uh, is there any— I'm gonna roll a perception... [dice roll] check of 4—

**Clint:** [wheezes]

**Justin:** —to see if our cell is, uh, in any way damaged by this quake.

**Griffin:** Um... you're in a prison cell.

**Travis:** Okay, you did great. I got a 10.

**Justin:** [simultaneously] Anybody else?

**Griffin:** Uh, you're in a prison cell with—

[dice roll]

**Griffin:** —bars on it.

**Clint:** I got a 1!

**Justin:** You're—

**Griffin:** You're in a b—[holding back laughter] a b— a s— a cube-shaped place.

**Clint:** [laughs loudly]

**Justin:** Hard box.

**Griffin:** Uh, no. You're— you're— I'll give it for the 10. There's no obvious signs of damage to your cell.

**Magnus:** Cool. Let's dip.

**Merle:** I wish we had some smokes to trade.

**Griffin:** You're the only—

**Merle:** [sighs]

**Griffin:** —you're fuckin' the *only* people here right now, so you would be trading with each other.

**Clint:** Well, what's wrong with that?

**Griffin:** Nothing.

**Magnus:** I— I vote we go help.

**Taako:** Okay. Well, let's just go, then!

**Merle:** Go help who?

**Magnus:** Wherever the noise was.

**Griffin:** Uh, it was an earthquake, so... everywhere?

**Magnus:** Yeah. But— listen. I've got a lens of creeping that we can follow Roswell and go help.

**Justin:** Okay. I'll cast *Knock* on the door to this cell. Let's get movin'.

**Griffin:** It swings open, and you hear a [brief alarm noise]— no, I'm just kidding. Uh—uh, yeah, it swings open. It opens up.

**Travis:** Okay, I use my lens of straight creepin' so I can follow where Roswell went.

**Griffin:** Okay. Uh, you step outside, and, uh... uh, catch a quick glimpse of the clock tower as you go outside. It is currently 11:40. Uh, and as you look through the lens of straight creepin' you see these gigantic, uh, footprint impressions in the ground, and they are leading directly into Helpington's, the general store, which is just down and across the street.

**Travis:** Okay. Follow. I— I follow.

**Griffin:** Okay. Other boys?

**Clint:** Yeah.

**Justin:** Yeah.

**Griffin:** Okay. Uh, you make your way into Helpington's, and you see Roswell picking up some— some goods. There's nobody else in the store except for Roswell. Um, if there is a store clerk here, they are not currently here.

Uh, and Roswell is, like, helping clean up, 'cause there— there's actually not a lot of goods here in Helpington's? Um, but whatever is here is on the ground. Uh, and Roswell is helping to pick it up, and he says—

**Roswell:** [exasperated] Okay. Seriously? Seriously?!

**Magnus:** Listen. Our— our— our ca— our cell popped open, and we didn't want you to come back and think that we had escaped, so we came to find you— if we could help—

**Roswell:** This earthquake popped your cell open?!

**Magnus:** Yeah—

**Taako:** Yeah!

**Merle:** Oh yeah.

**Magnus:** —and it— and also sucked Cassidy out of her cell. Apparently.

**Merle:** Just sucked her right out.

**Roswell:** Uh—

**Magnus:** So if there's any way that we can help, and then we'll return with you back to the Sheriff's office—

**Roswell:** Okay, no. I'm done—

**Magnus:** [simultaneously] —and return ourselves to the—

**Roswell:** —I'm done waiting for the Sheriff.

**Griffin:** Uh, Ca— er, Roswell draws its halberd, um, and starts to step towards you. And, uh, you guys get saved by the bell. Not quite the bell, actually. It's not a bell. It is an explosion. Uh, and it is coming, uh, down the street. Uh, but this is not—

**Travis:** I run towards it.

**Griffin:** Oh, that was quick. Roswell is chasing you, then. Um—

**Travis:** Yep.

**Griffin:** —and can I assume the other boys— you guys are goin' too?

**Clint:** I kinda waddle.

**Griffin:** Okay.

**Clint:** I don't really run.

**Griffin:** Um...

**Clint:** [shoe squeaking noises]

**Griffin:** This explosion doesn't sound like the— the bar fight from earlier. It doesn't sound like the earthquake. This was, like, the sound of a short pop? And then, like, a fucking explosion. Very, very loud. And as you make your way out into the street, you see smoke coming through the windows of the bank.

**Merle:** Hey, is it like this all the time [through laughter] in this damn town?

**Griffin:** Ro— Roswell's—

**Merle:** There's a lotta shit goin' on!

**Griffin:** Roswell says—

**Roswell:** You guys have been here for 45 minutes! What the fuck did you bring with you?!

**Magnus:** See what we can do in an hour!

**Merle:** [chuckles]

**Griffin:** Uh... uh, Roswell is now paying you guys no fuckin' mind. He is charging— it is— they— they are charging for the bank. Uh, and you see them storm inside.

**Travis:** I mean, I'm going to. I'm right there next to him.

**Griffin:** Uh, this— Roswell outpaces you. I'm just saying—

**Travis:** What?!

**Griffin:** —Ros— Roswell gets there first. Yeah, they got a long wingspan. Um—

**Travis:** [sighs]

**Griffin:** —you see a person who is on fire... like, come out of the building kind of, like, flailing? Uh, and they fall to the ground outside of the bank.

**Travis:** Okay. I— I run over and start rollin' 'em around in the dirt.

**Griffin:** Uh, you're stop drop and rollin' 'em?

**Travis:** Yeah!

**Griffin:** Okay. Um, make a... what would that be? First aid check.

[dice roll]

**Travis:** Is that medicine?

[pauses]

**Griffin:** Is that what it's called?

**Travis:** Yeah, I think so.

**Griffin:** Yeah, we'll say it's—

**Travis:** I got a 14.

**Griffin:** Okay. Yeah— it— yeah. [holding back laughter] You give them the medicine of them not being on fire anymore. Uh, but they are— they're— they're in really, really bad shape. Um—

**Clint:** How 'bout if I heal 'em?

**Griffin:** Uh, you—

**Clint:** Would that be a crazy idea?

**Griffin:** —you can totally do that. Let me finish describing the scene, because, like, the situation in the bank is still very active. You hear people— you hear, like, shouts and screams and you hear, uh... shit gettin' broke. You hear, like, the sound of shit gettin' thrown around. Uh, it—

**Travis:** Still on fire and stuff?

**Griffin:** —it's still super fuckin' on fire. So, like, you could— you could stop and help this person out but, like, the— the shit is popping off. As— as they, uh— as you put them out, you realize that this person is wearing one of those purple kerchiefs. Uh, and is dressed up like one of those rowdy boys.

**Travis:** Still don't want 'em to die. I've really turned on— over a new leaf.

**Griffin:** Yeah, sure.

**Travis:** Uh, I switch my belt to fire?

**Griffin:** Okay.

**Travis:** And then I rush in.

**Griffin:** Okay, cool. Uh, Merle, do you wanna heal this person, or what?

**Clint:** Uh... nah!

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

**Travis:** [laughs]

**Griffin:** Savin' those spell slots.

**Clint:** Nah! I'll save it.

**Griffin:** Taako, yourself?

**Justin:** So, what do we got here?

**Griffin:** You got a burnin' bank... and a bunch of people inside, and it sounds like there's fighting. Taako, what do you— is there anything you want to do before you guys rush in to this burning bank?

[pauses]

**Justin:** Yeah.

**Clint:** Not?!

**Justin:** Yeah, I'm gonna cast a new one. Ooh! Hot— new, hot of the presses.

**Griffin:** Okay.

**Justin:** Called *Cone of Cold*.

**Griffin:** Oh, interesting! Alright.

**Justin:** I'm gonna, uh, sort of, it—[clears throat]— it is a 60 foot cone, so I— I—

**Griffin:** That's a big fuckin' cone!

**Clint:** That's sounds good, though!

**Justin:** Yeah. It's no kidding.

**Clint:** A big 60 foot cone. [slurping noise]

**Justin:** A big 60 foot cone, uh, of cold, that I'm just gonna blast— I mean, the only stats that I have are in terms of, you know, uh... damage. I'm not trying to do any damage. I'm just trying to put the fire out.

**Griffin:** Well, here's the— here's the thing. If you are just sort of launching it into this building, there are some people in this building. And because you don't have that spell sculpting thing anymore when you changed specializations, like... you're gonna make attack rolls on everybody in this place if you do that. I'm totally— I'm totally down with it. Maybe you want to, like, aim it at the ceiling? The ceiling is— there's, like, some beams—

**Justin:** That's kind of what I was thinking, but... [sighs] at the same time, it might not be...

**Griffin:** I'm totally willing to give it to you. I'm just saying, like, there will be collateral damage unless you don't roll good against each of the people inside.

**Justin:** You said if I emanate a cone out—

**Griffin:** You're gonna hit some people.

**Justin:** I'm gonna hit people that are caught in it, and I can't sculpt... around them, like I used to be able to.

**Clint:** Oh, so it's cold and it's not—

**Justin:** It's cold that's damaging.

**Griffin:** Yeah.

**Justin:** The cold would work on the fire, but it's a damage— it's a nuke.

**Clint:** So you couldn't use it to protect Magnus as he rushes into the fire—

**Griffin:** No, no, no. He could use it *kill* Magnus.

**Justin:** [simultaneously] No. I would blast Magnus, too.

**Griffin:** [laughs] Yeah. Um, so— so—

**Clint:** And that would be bad, right?

**Justin:** That would be bad.

**Griffin:** I'll make— let me just, like, make this a straight up and down choice. You can do this to try and put the fire out, but you are going to potentially hurt people inside. They're— you're not in there yet. You don't know how many people are in there, but you would have to make attack rolls on all of them.

**Justin:** I'm... [sighs] seeing if I have anything else that'll... that'll help.

**Griffin:** Yeah, *Prestidigitation*, which lets you put out a small flame. This is a big ol' flame.

**Travis:** You have *Stoneskin*, right?

**Justin:** Is there—

**Clint:** I can create up to ten gallons of water?

**Griffin:** That's not—

**Justin:** Can you?

**Griffin:** —that ain't gonna be enough.

**Clint:** Okay.

**Travis:** Juice, does *Stoneskin* grant resistances?

**Griffin:** Oh yeah! Taako, you've still got *Stoneskin* on.

**Justin:** Hell yeah, I'm goin' in that building!

**Clint:** Yeah!

**Griffin:** Uh, yeah. You— you rush in. Um, and— God, I wish I remembered that you had *Stone*— oh well. Uh, you rush into the building, and, yeah. It is a scene of just pure bad carnage. There, uh... there are some bodies on the ground. You see the body of a, uh— a dark elf woman. Uh—

**Justin:** I took off my shorts.

**Griffin:** What?

**Justin:** I—

**Travis:** It was a skirt.

**Clint:** He didn't wanna burn 'em up!

**Justin:** I am not gonna burn off my shorts. I just got these shorts. I took my shorts.

**Travis:** I believe it was— it was a skirt.

**Griffin:** Okay, so you're... nude from the waist down.

**Justin:** I took off my skirt, thank you, Travis. Yes, of course, I took off my Jared Leto skirt and I'm nude from the waist down because I'm not gonna, like, burn— no, I've got MeUndies on. But, like—

**Griffin:** Fuckin' fantastic. Okay. Um—

**Clint:** [wheeze-laughs]

**Griffin:** [holding back laughter] Uh, let me describe this carnage scene please, before you talk about your dick. Um...

**Clint:** [laughs loudly]

**Griffin:** There's a— there's a dark elf who is lying on the ground. She— she is dead. Uh, there is a young man, uh, with jet black hair lying on the ground. He is also dead. Uh, there are... uh, two guards you assume were protecting this bank. They are dead. Uh, and then there are two, uh, of those purple kerchief ruffian dudes who are dead.

Uh, there is also a dwarf woman who is near, like, the back desk of this bank, the teller's window, uh, who seems like she's, like, on her last legs. And then there are three of those purple kerchief ruffians who are alive, and they look really freaked the fuck out. And... uh, they are engaged in combat with Roswell.

[pauses]

**Justin:** So they're fight— so Roswell is fighting—

**Griffin:** The three surviving ruffians who are not dead from this explosion.

**Justin:** [sighs heavily]

**Griffin:** Um, the explosion, uh, uh— the— the fire— it's not spread all throughout the room. It's, uh, mainly actually towards the back of the room, uh, where there is a large vault that, uh, is blackened and charred, but closed, still. Um, if this was their plan to blast this vault open and do a good, good bank robbery, they fucked up completely.

Uh, and this room is— the fire is spreading very, very quickly. It's all over the ceiling and, like, ashes and cinders are falling down on— on this scene.

**Travis:** Um, are we in combat now, or can we act freely?

**Griffin:** You can be. [pauses] But you are— you are not engaged in combat. These three— these— the three ruffians and Roswell are engaged with each other. If you want to hop into the shit, you can hop into the shit, but you're not in—

**Travis:** I wanna run to the dwarf woman.

**Justin:** Wait—

**Griffin:** Okay.

**Justin:** Yeah, that would be priority too. I'm not gettin' in the middle of Roswell versus the purple dudes. I don't really care.

**Griffin:** Okay. Alright, yeah. You rush to the— and Merle, are you doing the same?

**Merle:** I'll wait out here, to heal!

**Griffin:** Okay. Uh, healing... who?

**Justin:** Well, we don't—

**Merle:** Whoever they bring out!

**Justin:** Yeah, we're gonna bring out the dwarf woman.

**Griffin:** Okay. Now you do have time to heal that person that was on fire outside of the building. You gonna pop them off one, or...?

**Clint:** Nah—

**Travis:** Yeah, do it! We might need to talk to 'em.

**Griffin:** Okay. Uh—

**Clint:** Well, I have my ways.

**Griffin:** —alright. So—

**Travis:** Oh yeah, don't you have the thing where if someone dies, do you have— did we get that?

**Clint:** Shh! Shh!

**Griffin:** [laughs]

**Clint:** Don't— you'll ruin the surprise!

**Travis:** Cool.

**Griffin:** You, um... you go and check on the dwarven woman while Roswell is just fuckin' *handily* handling these three— they're trying to mix it up with Roswell and, like, encircle Roswell and— and give them a hard time, but Roswell is just, like, cutting them... down. Just shish kebab-ing these dudes.

Um, and this dwarven, uh— this dwarven woman is, like, out of it. If— if you could see an HP bar above her head, it would be at 1.

**Travis:** I pick her up.

**Griffin:** Okay.

**Justin:** I'm just helping him, to help shield her from— uh, I'll take out the, uh— I'll open the Umbrastaff.

**Griffin:** Okay.

**Justin:** Um, to prevent— to create a shield to protect her from any other falling embers or damage or anything that might be coming down her way, in case of any other fire.

**Griffin:** Okay, yeah.

**Justin:** Stray thing— stray things. I don't wanna take any chances.

**Griffin:** And you guys are just rushin' out of the bank?

**Justin:** I'm sure that thing's impenetrable.

**Griffin:** Yeah.

**Travis:** Yeah.

**Griffin:** Uh, yeah. And, yeah, you rush out of the bank and, uh, get this woman outside. And Magnus, as you're carrying her she's like...

**Dwarven Woman:** [weakly] Who... the fuck... are you guys?

**Magnus:** W—we're—

**Taako:** Just relax, okay?

**Magnus:** —we're here to help.

**Taako:** We're gonna get you outside.

**Griffin:** Uh, okay. You get them outside. Uh, you get this dwarven woman outside, set them down, uh, and they are, um— they're actually unconscious now. Uh, but alive.

**Travis:** I put her down in front of Merle.

**Clint:** Is it— so it's just the two of the— the guy in the purple bandanna that's all burned up—

**Griffin:** Yeah, and—

**Clint:** —and the dwarven woman.

**Griffin:** Yeah. They seem to be the only survivors.

**Clint:** Okay. I'm gonna cast... *Mass Healing Word*.

**Griffin:** Okay.

**Clint:** This will heal both of 'em. They can regain hit points equal to 1d4 plus my spell casting modifier.

**Griffin:** Okay.

**Clint:** So I'm rolling the d4.

[dice roll]

**Clint:** It's a 4.

**Justin:** Nice.

**Clint:** And my spell casting modifier is... somewhere.

**Travis:** I'm gonna tattoo it on the inside of your eyelids.

**Griffin:** That would be a shame, 'cause it does change.

**Travis:** Oh. Okay.

**Clint:** 16, right?

**Griffin:** [incredulously] That is not your spell casting modifier. That would be crazy!

**Clint:** Okay.

**Justin:** Okay. Plus 8.

**Clint:** 8.

**Griffin:** 8, okay. So that's—

**Clint:** So 12.

**Griffin:** —12. Okay, yeah, you, uh—

**Clint:** For both of 'em.

**Griffin:** —yeah, you bring them both back to life. The, uh, burned one seems pretty, um... uh, pretty dazed, pretty out of it. The dwarven woman just kind of coughs and says—

**Dwarven Woman:** [out of breath] Thank— thank you guys. Who— what— what happened?

**Magnus:** You guys talk to her and figure out what's going on!

**Travis:** And Magnus rushes back in.

**Griffin:** Okay.

**Clint:** Can we get a description of the... dwarven woman?

**Griffin:** Uh, [holding back laughter] she is—

**Travis:** You creeper! [laughs quietly]

**Griffin:** —she is, uh...

**Clint:** I'm just visualizing! I'm just trying to visualize.

**Griffin:** Yeah. She's, uh, about middle age. She, uh, has—

**Justin:** *Nice.*

**Griffin:** Uh—

**Travis:** Middle dwarven age?

**Griffin:** Middle dwarven age, yeah, so like 150. Uh, she has long red hair, uh, she has some whiskers, she, uh— she's wearing a— she's wearing some nice clothes. She's coughin' a whole lot. Uh, and seems— like— like the other dude, she just seems, like, super out of it.

Uh, Magnus, inside you see, uh, all three of the dudes that, uh, Roswell was fighting just, like... on the ground. All dead. All fucked up. Uh, and Roswell, like, has their— their halberd, like, out and they're, like, standing at, like, a badass angle with their back to you, and turns and faces you and says—

**Roswell:** [out of breath] This has been a really bad hour, and it didn't start until you guys came in town.

**Magnus:** Great.

**Roswell:** I need to know what the fuck you brought with you, who you are, and what you're doing here. It's my job to keep the town safe, and this hour has kept me from doing so.

**Magnus:** Terrific. Can we talk about that—

**Justin:** Hey— hey—

**Magnus:** —outside the burning building, please?

**Griffin:** Uh, what'd you— do you have something, Juice?

**Justin:** How close are we to the— like, we woke up, right? We were knocked unconscious when we came in, right?

**Griffin:** Yeah.

**Justin:** Um, how close are we to sort of the edge of the bubble? Like, was that anywhere in our sphere of... like, can we see that?

**Griffin:** [crosstalk] When you woke up, you were right next to the bubble, yeah. You can see the bubble everywhere. The bubble is— the bubble's in the sky. The bubble—

**Justin:** Did we leave a hole?!

**Griffin:** No, you didn't leave a hole.

**Justin:** Okay, cool, alright. Just wanted to make sure we hadn't...

**Griffin:** You— yeah—

**Justin:** ... created this.

**Griffin:** —that's a good thing to ask. There's no exit. [laughs quietly] From what you can tell.

**Justin:** Okay.

**Griffin:** Unless there's a big ass cannon—

**Magnus:** We got the— uh, Roswell, we got the dwarven woman out. Is there any other survivors, in here?

**Roswell:** [angrily] Nope! There's just me and you. And I know— I— I actually— let's put a little bit of pressure on the situation. Tell me where the fuck you came from, what you're doing here, or I'm not gonna let you leave.

**Griffin:** And, uh, a pillar—

**Magnus:** Fine.

**Griffin:** —a beam falls from the ceiling and crashes to the ground in fiery splinters.

**Magnus:** Cool. We came from outside the bubble, we're here to find a chalice, and now we need to get outside of this building.

**Griffin:** Roswell says...

**Roswell:** [frustrated] I have— a chalice— I have no fuckin' idea what you're talking a— alright—

**Magnus:** Neither do I!

**Roswell:** —just— just go, just go, just go, just go, just go!

**Griffin:** 'Cause another— another beam falls from the ceiling, uh, very narrowly missing you. Roswell kind of buckles and says, like— is letting you go.

**Magnus:** Okay, let's go!

**Griffin:** Uh, yeah. You—

**Merle:** [loudly] Hey, bring one of the dead guys out with ya!

**Magnus:** Okay!

**Griffin:** —you, uh— you run out. And Magnus, just as you make it outside, the building collapses. And—

**Travis:** Is it possible for me to— well, we got two living people, I guess.

**Griffin:** Yeah. No, there was nobody else alive that you could tell. Uh, except—

**Travis:** Well, I was gonna grab one of the dead guys for Merle.

**Griffin:** —um, except for Roswell, who *was* inside the building when it collapses.

**Travis:** ... What?

**Clint:** Ooh!

**Griffin:** Uh... and you do not see— this— this thing, like, very, very quickly goes bad and tumbles down and, uh, falls on top of Roswell. Um, and—

**Travis:** And there's nothing I can do?!

**Griffin:** No. Roswell is gone.

[pauses]

**Travis:** Horseshit!

**Griffin:** Uh, and you actually, uh— you, uh, can now see, as the bank has fallen— you see the clock tower, uh, behind the, uh— you see the clock tower that was behind the bank. The base of the clock tower is on fire, uh, and starting to climb up it. Uh, and... um... there are some people now who have, like, come out into the street to, like, check things out.

Um, you see, uh, a— a— an elf with a big bucket of water, uh, run up and, like, throw it onto the fire and realize that that's not enough water, and walks away. You see a few other people, like, trying to do the same, try to help out but, like, the bank is gone. The clock tower is on fire.

And the clock tower... chimes. Because it has struck noon. And chimes again, and again, and it chimes 12 times, as clock towers are wont to do when it has turned over to noon.

And as it does... something absolutely horrible happens.

**Travis:** Ditto, did— did you base this on Majora's Mask?

**Griffin:** There is another tremor, and this one is much more powerful from the last and much longer than the last, and it doesn't seem to show any sign of stopping.

Um, and as it picks up, as the clock strikes noon, the— the— the residents of Refuge who are now, uh, standing in the street start to scream and hold each other.

Um, and the buildings that they were standing in just start to fall over like they were made out of toothpicks. Um, because the ground is shaking so much that it's actually hard for you to keep your footing.

Um, and cracks slowly start to form and spread throughout the ground, but they're not just fissures in the ground. There's a bright and, um, incredibly hot light coming from the ground.

And you hear just the screams pick up all around you, and... the fissures grow bright, and a plume of unbearable heat emerges from the ground, uh, and the ground— this entire— the ground all around this town swells up beneath you, just toppling all of the— the buildings that, uh, remained as— as the ground expands.

The clock tower, uh, snaps at its midsections as it chimes its twelfth chime, and it falls over into that large two-story manor at the end of street with, uh, a loud crash.

[clock chiming and music in the background]

Uh, and the ground, as quickly as it expanded, it just falls out beneath your feet, and you're falling, and you're burning, and you're being crushed by the earth as it— it compresses down into the ground, and you hear an anguished scream come from something... massive, and furious. And all three of you have died.

[music swells and ends]

**Travis:** Thus ends—

**Justin:** Taako's—

**Clint:** Well! [wheeze-laugh]

**Justin:** Good run.

**Griffin:** And there's— there's something about the dying that feels familiar. [pauses] And then you're back in that white space, and you see that old woman again, and she says—

**Old Woman:** Well, you'll have to do much better than that, loves.

**Griffin:** And then you wake up.

**Justin:** [laughs loudly and claps]

**Clint:** Awww!

**Travis:** Nice.

**Clint:** Awesome!

[theme music plays]

[chord]

Maximumfun.org.  
Comedy and Culture.  
Artist Owned.  
Listener Supported.

[music plays]

**Jonathan:** You guys, I'm so excited to introduce to you my new baby, Getting Curious with Jonathan Van Ness. This is gonna be a really fun look at things that I find curious, whether it's a menstrual cup, it might be the Romanoff family, it might be fracking, it could be Carly Fiorina— I don't even know! Who knows?

It's gonna be whatever I think is interesting. I can't wait to bring it to you guys. We're gonna be bringing in content experts. I'm gonna be learning the things. It's only gonna take about 30 minutes to expand your baby brains with me and have a super fun time, so I can't wait to see you on our first episode of Getting Curious.

[music plays]